



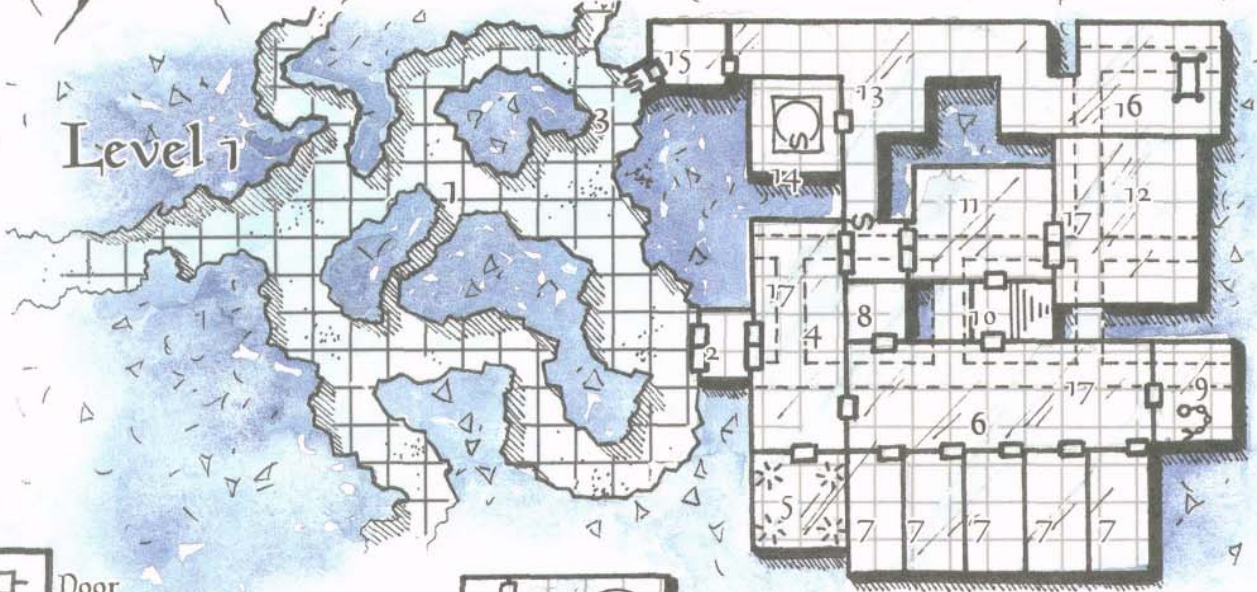
Advanced Dungeons & Dragons®

Adventure

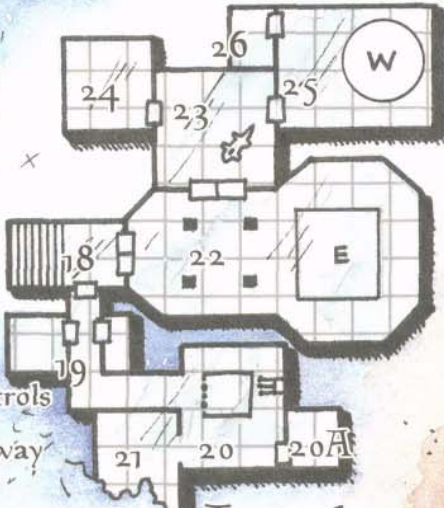
a Paladin in Hell



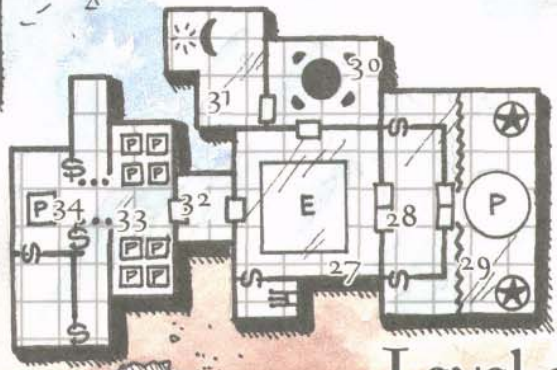
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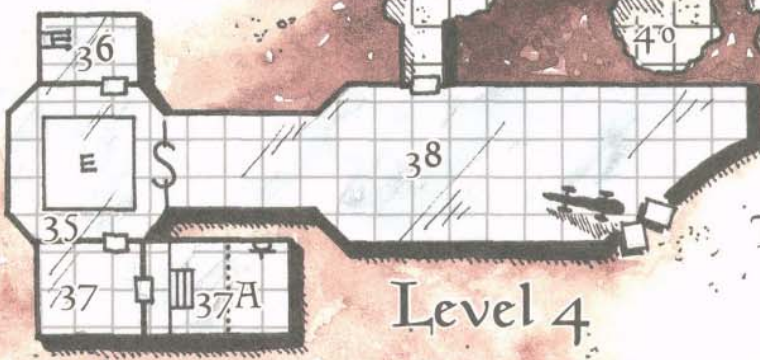
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














Level 4



Temple of Nehead.

Goldsteel

-  Door
-  Double Doors
-  Secret Door
-  Pit
-  Well
-  Bars
-  Elevator Controls
-  Raised Walkway
-  Elevator
-  Statue
-  Stuffed Bulette
-  Altar
-  Table
-  Battering Ram
-  Portal
-  Fallen Doors
-  Nest
-  Pillar
-  Chain

Advanced Dungeons & Dragons®

a Paladin in Hell

By Monte Cook

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Introduction

When the ADVANCED DUNGEONS AND DRAGONS® *Player's Handbook* was first published in 1978, it included an illustration titled "A Paladin in Hell." Most printings put the title of the piece at the bottom of the page.

For many people, this illustration defined the paladin character class. The image of a lone holy warrior fighting off a horde of fiends right there in the pit of Hell was both an evocative icon and a powerful ideal. It told us that a paladin would fight against any odds, never swerving in his devotion to the forces of good and justice and his opposition to evil and darkness.

This adventure takes its name from that illustration. The intention is to capture the devotion of the truly honorable and good and the wonder and mystery of strange places. The player characters must travel to Hell aboard a demon ship to rescue the wrongfully condemned soul of a paladin and restore a trapped temple and its innocent inhabitants to the Prime Material Plane.

A Paladin in Hell was intended for four to six characters of very high level—roughly 15th to 20th. PCs will need a great deal of physical power and experience to complete this adventure.

Groups embarking on this adventure should also be well equipped with magical items and weapons. At least one weapon with a bonus of +5 is necessary if the characters are to defeat some of the adversaries, and another one or two of +4 quality may be handy. If the party is mostly 15th or even 16th level, the DM should make sure that they have magical items to supplement their abilities. Much of the challenge in this adventure involves terrible dangers and battles that are not encountered one at a time, but one after another with little or no rest between them. Also, because of the restrictions on clerics so distant from their deities, consider compensating with a special item (a *staff of curing* helps) or an extra scroll.

A Paladin in Hell playtesters started with 1,800,000 experience points each to create characters. This turned out to be low; characters with 2,250,000 experience points had a better chance to accomplish the objective in the time allowed (and had a better survival rate). PCs created solely for this adventure should also have about 50,000 XPs' worth of magical items. Any player who creates a cleric for this adventure should consider using the rules for generating specialty priests of Neheod.

Running the Adventure

A Paladin in Hell presents some interesting challenges for both the players and the Dungeon Master. As PCs move away from the Prime Material plane, magic behaves differently. These changes (detailed in the appendix) can be complicated for the DM (do not feel bad about referring to the lists of alterations frequently: the designer certainly did). Many of the PCs' opponents possess vast arrays of powers and the intelligence to use them wisely, preparing defenses, traps, and tactics ahead of time. These are discussed in the text, but the DM can also devise his own tricks and strategies.

Magical Weapons and Other Treasure

Magical weapons present two different problems.

The first arises when the PCs discover that their items temporarily lose two 'pluses.' This is even worse than it sounds, because only magical weapons can harm the majority of foes the heroes will face! Fortunately, opportunities abound to obtain new, potent weapons.

That brings up the second problem. Hell and the Abyss teem with magical weapons and items for the taking. The amount of magic here could be unbalancing if PCs bring back home even half of it (some DMs may think there is too little magic and will want to add more—*vine la difference!*). Most of the items the PCs

find in the adventure lack the power to really unbalance a campaign where characters are level 16 or higher. Also, because of the weakening effect of travel on the planes, some may have very little power when the adventurers return home.

Further, much of the treasure found in the adventure has a dark, unpleasant, fiendish look that reflects its origin. Will a well-known group of noble heroes like the PCs really want to wander about with black-iron weapons covered in demonic flanges, armor with skulls and spikes, and helmets that make the wearers' eyes glow red? Fiendish coins bear the images of demons, devils, or other horrors (about 50% of the treasure found in this adventure fits this description, the rest comes from Prime Material worlds). Jewelry and works of art have similar problems of taste (or distaste). Finding the right buyer may not be easy, if the characters decide to sell their loot.

Lastly, if the DM fears adding certain items permanently to a campaign, they can be tied so closely to the Lower Planes that they no longer function at all on the Prime Material. Some might even hold demons or devils bound inside them, which burst free once removed from their home plane. Others might carry terrible curses triggered by distance.

Adventure Overview

This adventure uses what many people call a "keyed map" format. That is, the text describes locations that are presented on numbered maps. This does not mean that the inhabitants are cemented in place where their descriptions and statistics appear. The denizens of these areas possess the intelligence and the motivation to move around as needed, round up reinforcements, and prepare for the PCs in unexpected ways.

In *A Paladin in Hell*, the PCs must travel to an obscure part of the Nine Hells to rescue the missing Temple of Neheod, which brims full with trapped innocents stolen away from their world.

First, however, they must find and speak with the legendary mage Emirikol the Chaotic. Emirikol gives them *De-momwing*, a demon-wrought ship that can take them to Stygia. Although he speaks the truth, what he does not say is that the ship's demon crew wants freedom from its owners, who now happen to be the PCs.

PCs who expect the trip to Hell to be short and uneventful are, of course, mistaken. In order to even exit the ship, they must ply its inner recesses (which stretch much larger than one would first expect) and probably defeat many hostile demons within.

Demomwing, unfortunately, cannot take them all the way to the temple. Once near their destination, PCs can use the ship's diving spheres to plunge into the frigid waters of the fifth layer of Hell to get down to Citadel Coldsteel, built by the deposed arch-devil Geryon in anticipation of the temple's arrival in Hell. To reach the temple, PCs must fight their way through the fortress.

In the Temple of Neheod, PCs learn that the spirit of a single paladin—ironically, the one whose funeral was being held in the temple at the time of its disappearance—has single-handedly held off much of the diabolic forces' attacks. Through exploration and experimentation, they also realize that by undoing the evil in the temple they can restore it to its world and perhaps even send the dead paladin to his proper, eternal reward.

DM's Background

In the deepest pit of Hell, the Lord of the Ninth, Asmodeus, brooded long and hard over the loss of an object called the *Vallis Crystal*. Within this simple item the arch-devil had placed an entire Prime Material world, hoping to corrupt the



inhabitants who lived there into worshipping him as a god. The crystal, however, was stolen from him by a group of powerful mortal adventurers. Although the Lord of Nessus had far more important things to do than hold a grudge against mere mortals, Asmodeus kept a particular hatred in his cold, dark heart for those who took the crystal.

Although some of those daring adventurers faded into obscurity, the common folk remember at least two names: Klysandral the paladin and Emirikol the wizard. The *Vallis Crystal* was given to the Temple of Neheed for safekeeping, and the adventurers went their separate ways. Decades passed; Klysandral became the hero of many lands and Emirikol disappeared after a titanic wizard's duel.

Still, Asmodeus lusted after the crystal. Finally, he decided that the time was right to re-acquire it; the short-lived mortals had nearly forgotten about it. He called one of his servants among the humans, a sorceress and priestess named Loviath, and ordered her to steal the *Vallis Crystal* from the Temple of Neheed.

Loviath managed to seduce a priest of the temple named Oriad (this was not a magical charm). With Oriad's help, Loviath tried to steal the crystal, but was thwarted each time. Tired of excuses, Asmodeus gave Loviath a scroll containing the arcane curse *the bonds of Hell*. With it, she could send the entire temple to the Nine Hells, allowing Asmodeus's servants to gain the item in their own way and condemning everyone in the temple to eternal torment.

With such a potent spell to command, Loviath decided to further her own ends as well as her dark master's. Her lifelong enemy, Klysandral, had passed away only days before. Klysandral had asked upon his deathbed that the priests not raise him after his death; he looked forward to a well-deserved reward in paradise. Loviath waited until the funeral of Klysandral to cast her spell. In fact, she centered the effect upon the paladin to deny his soul its final rest.

Involving the PCs

To introduce the player characters to these events, it's best to involve them personally with the aging hero Klysandral before he dies. In a perfect world, this adventure could be set up months ahead of time by inserting Klysandral into the campaign as an important ally and friend to the PCs. Otherwise, simply tell the characters that in their past they knew the paladin and thought well of him.

Whatever the case, the PCs were invited to the funeral, but for reasons out of their control arrived late. The High Temple of Neheed lies within a major city in the campaign world. As the heroes ride over the hill just outside the city, they see a smoldering crater where the temple once stood. The smell of brimstone hangs in the air, and the local folk wander about, stunned and horrified.

Brother Maercal, one of the few priests of Neheed not lost in the vanished temple, greets the PCs and explains that the temple disappeared in a bright, fiery flash of light, leaving only the smoldering crater in the center of the church grounds. Sages and wizards are also arriving to help decipher the tragic problem using auguries, divinations, and research.

The PCs are welcome to help out however they can. Up until the time when the PCs descend into the Lower Planes, divinations come across more clearly than usual. The gods of goodness are upset over this effrontery by the powers of Hell, and do what they can to help provide information and guidance.

Twenty-four hours pass before researchers exhaust all sources of information. During this time, the PCs learn about the temple and the priesthood of Neheed. Photocopy or remove the Players' Map and description of the temple and give them to the players.

Auguries and research reveal that the temple was taken by the power of a terrible spell to the Nine Hells and that Klysandral's soul was thrown into damnation rather than lifted to its

reward. The villain who cast the spell is the sorceress Loviath, but her whereabouts remains a mystery. Attempts to gain access to the temple by *plane shifting* or using *teleport without error* result in failure; it cannot be reached in that manner.

As frustration and despondency rise, an otherworldly, flaming, winged creature of diminutive size and humanoid shape (a mephit) arrives, drops off a message for Maercal, and then disappears.

The note reads:

I can provide the means to recover what has been lost, but I will give it only to those who ask for it in person.

Emirikol the Chaotic

Knowledge of Emirikol

Most people know the name Emirikol, although many have forgotten it and others treat it as legend. Unlike his contemporary Klysandral, Emirikol dropped from public view. He disappeared at least 30 years ago at the height of a sorcerous struggle that took place over a spit of land called Point Harrow. The location of the point is well known, but the spot is cut off from the world by a magical conflagration created during the battle which remains to this day. Place Point Harrow within three days' journey of the temple, or allow a powerful mage who is familiar with the area to *teleport* the PCs there. *Augury* and *commune* spells do no more than point the heroes in the direction of Point Harrow. No other knowledge of Emirikol can be found anywhere.

Additional Help

If the PCs consult a sage well versed in the Outer Planes, he warns them that journeying there could result in a loss of potency in certain magical items, alterations to spells, and a loss in priestly power. He can give them a few specifics about Hell if they ask, and about devils and their vulnerabilities.

The remaining priests of Neheed warn any PC priests that their power may diminish significantly on the lower planes. To help alleviate this, the priests give each cleric a scroll containing the following spells: *cure light wounds*, *neutralize poison*, *cure serious wounds*, *native item*, *cure critical wounds*, *heal*, and *raise dead*.

Native item is a new spell. Once exposed to it, a PC cleric can pray for it (assuming access to the Astral sphere).

NATIVE ITEM (Enchantment/Charm Level 4)

Sphere: Astral

Range: Touch

Duration: 1 turn/level

Area of Effect: 1 magical item

Components: V, S, M

Casting Time: 4

Saving Throw: None

When magical items are taken from their plane of creation, they often lose some of their potency. Those particularly affected are items with "pluses": magical weapons, armor, and *rings* or *cloaks of protection*. This spell temporarily restores the original level of enchantment to one item so that it functions as if it were on its home plane; the spell grants an item its original "plus" for the duration.

If a person carries more than one item enchanted with this spell, there is a 10% chance per item (2 = 20%, 3 = 30%, etc.) that a backlash of planar energy will occur. The burst inflicts 6d6 points of damage on the person holding the items and also cancels all *native item* spells in effect on that character's items. Additionally, there is a 20% chance that each item will be drawn back to its plane of origin (check each item separately). The player checks for backlash each time another item with this spell cast on it is added to his possessions.

To cast *native item*, the priest rubs the magical item with the material component of the spell: a bit of soil or water (or the closest equivalent) from the item's plane of origin.

The Temple of Neheod: Player Handout

Neheod, the Two Who are One, is a divinity of twin aspects, mortal and immortal, that joined together to become a single entity. Creator and created, Neheod represents all sides of all things. All-knowing and all-understanding, he ultimately shows mercy and love for all that exists. Vaios, First Priest and mortal aspect of Neheod, begot the line from which all priests come. His birth is celebrated as the highest of holy days.

Rituals of worship hold a great deal of importance in the church of Neheod (for in ritual do we recognize the reality of respect, and a respect for reality). Rituals provide a focus for real action as opposed to just passive thought. Vaio-san rituals incorporate the use of holy relics, priest-led chants and participation in sacraments, and the observance of sacred rites and formalized prayers.

All parishioners wear the ceremonial green robes of the penitent and merciful. Priests, who have given their lives to the church and the knowledge and love of all things which it represents, wear the sacred white of the holy and consecrated. Priest and parishioner alike where cloth stoles that indicate the season of veneration. During the Festival of Birth, each wears the red stole of creation and nobility.

Beliefs

Neheod represents all aspects of creation, as well as the creator. Those who believe in and follow his teachings (actually, the teachings of Vaios, First Priest) believe in kindness, truth, justice, and charity. They hold strictly to a philosophy of mercy and forgiveness without exception, because all of creation has aspects of the creator. That said, they also believe in defending those who uphold truth and goodness against those who would cause them harm or represent deception, pain, or corruption.

Specialty Priests

The priests of Neheod always wear white, with a colored stole thrown over the shoulders to indicate the religious season. Church hierarchy includes priests-in-training, acolytes, curates (mid-ranking priests) and the high priest. Priests and priestesses always refer to themselves and each other as "brother" or "sister," regardless of rank, and expect to be called that by others as well.

Requirements: Charisma 10, Wisdom 11

Alignment: any Good

Weapons and armor: As cleric

Major spheres: All, Astral, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Protection

Minor spheres: Combat, Charm

Symbol: A circle within a circle, with many small circles within the inner circle.

Special Powers

If a priest of Neheod casts a spell with the accompaniment of all related rituals used by the priesthood (adding 1d6 rounds to the casting time), the spell takes effect in the greatest possible way (a *cure light wounds* spell automatically heals 8 hp, for

example). A priest learns these rituals at the rate of one spell per level, so a 5th level priest knows the rituals to cast five different spells at maximum power. Players should choose which rituals their characters know as they gain each level, with the DM's approval.

Specialty priests gain the following abilities as they gain levels:

1st—Modify reaction adjustment of good NPCs by +1

5th—Can cast *detect lie* once per week

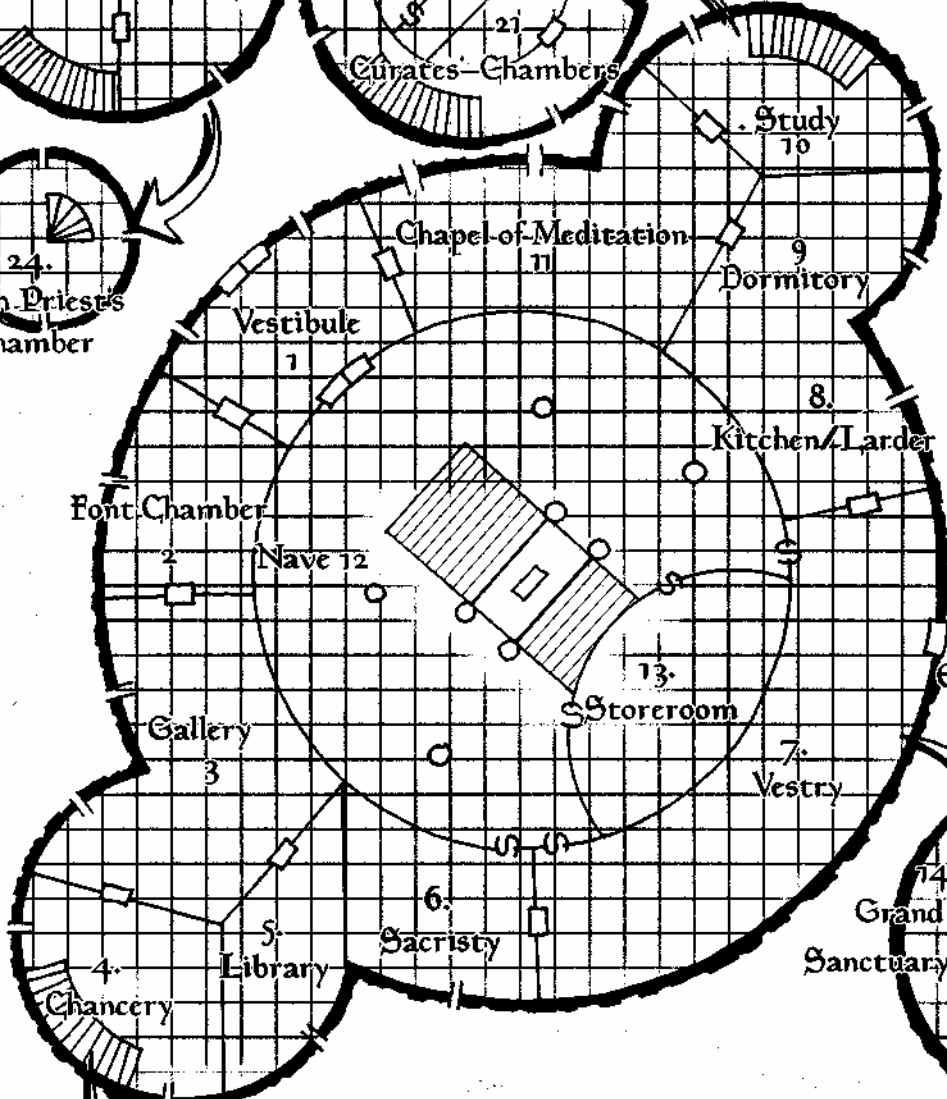
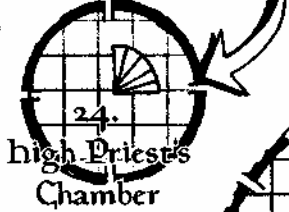
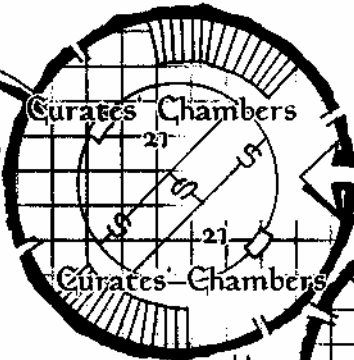
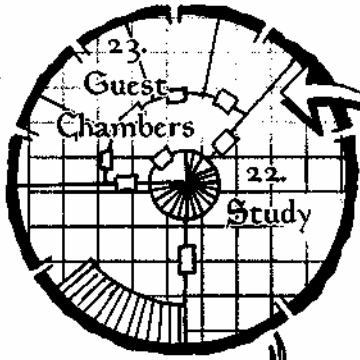
10th—*Aura of protection from evil* as a paladin

Layout of the Temple

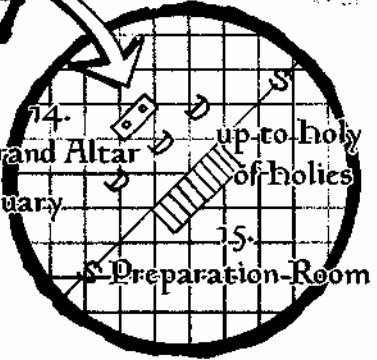
All first-floor rooms have cathedral-style ceilings 30 feet in height. Tower rooms have a height of only 15 feet. Stained glass fills all windows, depicting important religious characters or scenes.

1. Vestibule. Entry chamber.
2. Font Chamber. Holds a large holy water font.
3. Gallery. Contains various art objects significant to the church.
4. Chancery. The church office.
5. Library.
6. Sacristy. Sanctified storage for important relics and religious objects storage.
7. Vestry. A large room, use infrequently for special banquets or gatherings.
8. Kitchen/Larder. For the acolytes.
9. Dormitory. All of the low-ranking priests (acolytes) and priests-in-training live here, in one large room.
10. Study. A quiet place for the acolytes.
11. Chapel of Meditation. A sanctuary for personal devotion.
12. Nave. This room has a dome filled with stained glass. There are two altars, one on the landing in the center of the room (20 feet high) and the Grand Altar on the Nave at the top of the staircase, 30 feet above the floor.
13. Storage. The priests store vestments, sacramental tools, extra candles, and other religious paraphernalia here.
14. Sanctuary. Rituals of great import are held here on the Grand Altar. Worshippers in the nave cannot see most of what happens here because of the angle.
15. Preparation Room. The priests use this chamber behind the sanctuary to prepare sacraments.
16. Holy of Holies (not shown on map). This room occupies the entire top of the tower, 100 feet in diameter. It is the most sacred place in the church. Only the high priest may enter.
17. Workroom. Accommodates leather working, woodworking, ceramics, weaving, and other crafts, as well as alchemical work.
18. **Storage.** Here, the priests keep mundane items and materials.
19. **Classroom.**
20. **Bell Tower.**
21. **Curates' Chambers.**
22. Study. For the curates.
23. **Guest Chambers.**
24. High Priests' Chambers. Rhichal Niamor's personal chamber.

The Temple of Neheod



- Door
- Double Doors
- Secret Door
- Altar
- Chair
- Pillar
- Window



The Fortress of Emirikol the Chaotic

*"Of all men I have known, Klysandral had saved, aided, or befriended more people than anyone else. The attendance here today shows the varied lives he touched in a significant way."
Michuth Gyl, the Eulogy of Klysandral*

Long ages prior to the current time, Emirikol the Chaotic, a well-known wizard of great power (and obviously chaotic disposition) disappeared when he and another mighty wizard named Tinnestron battled on the tip of a narrow peninsula called Point Harrow. The magical power unleashed in the battle left behind a continuous storm of strange magical destruction. This resulting magical conflagration was assumed to have destroyed both wizards and Point Harrow itself.

These assumptions are wrong. Emirikol lives within the conflagration, content knowing that its danger and power keep him from being disturbed.

The Metalstorm

The result of the terrible sorcerous battle, the force of magic left behind is now known as the Metalstorm. The area occupied by the magical conflagration is filled with powerful magnetic winds that carry shards of iron and steel, ranging in size from tiny specks to hunks the size of small sailing ships. Clashing together at incredible speeds has sharpened these to terrible edges and points. The clanging and ringing sound caused by the shards' crashing and scraping can be heard for 20 miles.

This storm seems to summon the metal from some other place (possibly the Paraelemental Plane of Mineral) so its supply never wanes. Centered right on the coast, the Metal-storm rages above solid ground and the open sea. The ground under the storm has millions of shards embedded in it, with more crashing into the earth each moment. Many shards extend 20 to 30 feet underground, making tunneling under the storm difficult, but not impossible. The Metal-storm extends down into the water underneath it, where the metal shards eventually embed in the sea floor. The shards, because of their magical nature, extend into the Ethereal Plane as well, so ethereal creatures cannot pass through the storm unscathed.

Anyone entering the Metalstorm suffers d100 points of damage per round. *Protection from normal missiles* will not safeguard characters against this damage (these are anything but normal missiles). A *cube offeree* expends IdIO charges per round while in the storm's area of effect.

What most people do not realize is that, while the storm looks like an unmoving sphere, its center is calm. The Metal-storm's dangerous area is only about 300 yards thick—too thick to see through all the flying, churning metal, but thin enough to bypass with a *dimension door* (from a caster of level 10 or higher). The trick, of course, is discovering that the sphere is hollow.

The Reality Rents

Inside the Metalstorm, all is calm (although the noise from the storm remains high). The landscape is barren, rocky, and rough, with great boulders and stones tossed haphazardly about. Little grows amid these dry stones. Despite the calm, however, great danger remains. It seems that years of being subject to the magical storm have rendered this area fundamentally unstable. If one thinks of reality as a fabric, then this area has become threadbare, frayed, and even torn in spots.

A wizard or priest accomplished in planar travel spells who makes an Intelligence check with a -3 modifier will no-

tice this effect. Likewise, a *true seeing* spell or similar magic reveals the frayed nature of space in the locale. Actual holes leading from this plane to others can be seen if revealed magically, but one cannot tell where the tears lead.

Without any means to detect these subtle rips and holes, anyone walking through this area has a 1% chance of stumbling into one each round of travel. Should this occur, the character slips through the hole and into another plane. The DM determines the exact destination randomly:

01-75	Ethereal Plane
76-90	Astral Plane
91-98	Paraelemental Plane of Mineral
99	Random Outer Plane
100	Random Inner Plane

Further, the fraying of reality makes spellcasting dangerous. Any travel or transport spell incurs for the caster an additional 20% chance of running afoul of one of the reality rents, and any spell at all has a 5% chance of creating a new rent.

If someone stumbles through a hole (or purposely moves through one), she finds herself in another plane as described above. If she immediately looks for the way back, she can return through the planar hole the following round. Each round that passes on the other plane, however, creates a 20% cumulative chance that the hole moves or closes, trapping the character unless she can cross planar boundaries on her own.

The Magic-Starved

Within the calm eye of the Metalstorm dwell strange creatures called the magic-starved. They were once human, but have become creatures that feed upon magical energy. They live amid the rocks, stepping in and out of the holes in reality, looking for some scrap of magical power.

When a spellcaster approaches within 50 yards of one of these wretches, it instantly recognizes the character's magical ability and approaches. It begs and pleads for the wizard or cleric (or even ranger, bard, or paladin) to "cast a spell, just a little one. That's all I need . . . just one and then I'll leave you be." If the caster refuses, the entreaty continues: "Please, I'm begging you. You wouldn't deny a starving man food would you?" The pleading never ends—the pitiful creature agrees to any request or demand in order to get the spell.

If a character does cast a spell (or even use a magical item), the magic-starved creature gasps in pleasure. Then the caster must make a successful saving throw vs. spell. If it fails, the selfish creature steals a random spell from the caster's mind or a charge from an item. The caster must then make another saving throw or lose another . . . and another. This continues until the character makes a successful saving throw. Lost spells disappear from memory, but may be re-memorized. Stolen charges never return. Worse yet, if a caster agrees, more magic-starved arrive in Id3 rounds to beg. No matter what the spell is, it has no effect on the magic-starved other than to feed them.

Magic-starved: AC 10; MV 12; HD 1; hp 3 each; THACO 20; #AT 1; Dmg. Id3 (punch); SA Can drain spells (see above); MR 100%; SZ M (6' tall); Int Avg (9); ML Fanatic (17); AL CN; XP 175.

The Steeds of Chaos

Personally created by Emirikol, these beasts vary in appearance as greatly as can be imagined. Some run on eight legs



while others lope along on two and still others flutter close to the ground with mishappen wings. Most are about the size of a horse or cow, but many are much smaller, and a few are larger. Color, skin, shape, size—these creatures share not a single attribute. Nevertheless, they charge headlong as a mindless herd, trampling anything in their path.

The creatures run on a set path. They issue from a large cave, race across the top of the rocky cliffs, and disappear into another wide cave mouth. From there they travel through an underground passage to the first cave opening and come out again, completing the circuit. The steeds of chaos never stop their stampede; they run tirelessly forever across and under the blighted terrain. They number in the tens of thousands, so there is a continuous stream of motion. Anyone caught in their 100-foot-wide path suffers 10d6 damage from trampling.

To get to the cliff beyond which the fortress of Emirikol lies, characters must pass through the living barrier formed by this charging mass.

Steed of Chaos (20,000+): AC 4; MV 18 or Fl 21 (D); HD 6; hp 30 each; THACO 14; #AT 1; Dmg. 1d8 (trample, bite, or kick); SZ T-L (2'-9' tall); Int Animal (1); ML Fanatic (17); AL CN; XP 420.

The Crystal Spire

At the very center of the Metalstorm's eye, a tall spire of crystal rises up from the sea. The crystal holds powerful magic. It stands at the very place where Point Harrow once existed (until it was destroyed in the magical battle). The spire measures 2,000 feet from base to top, and rises 1,000 feet above the level of the cliff 150 yards away.

Looking up from these cliffs, the characters can see a mighty fortress made of polished iron resting atop the crystal spire. Directly across from the cliff, halfway up the crystal spire, a small ledge (12 feet wide and 20 feet long) juts outward. Three feet above this ledge, Emirikol has embedded an iron bar in the crystal. Above it, a *magic mouth* spell speaks to anyone standing on the ledge: "Grasp, and speak of the

beauty of chaos." The iron bar is the object of a permanent *succor* spell with the command word "chaos." The spell seizes anyone speaking this word while holding the rod and transports him or her to the iron palace at the top of the spire—directly into the audience chamber of Emirikol.

Emirikol's Audience Chamber

The player characters appear in a dark room, unable to see its dimensions but somehow aware that it is vast. They stand atop a 12-foot-square platform made of shining brass. Another platform floating 15 feet away supports a stone throne of ancient appearance. A middle-aged man with a dark, well-trimmed beard, simple but elegant clothing, and no weapons of any type gazes forward from this throne, then welcomes the characters. He introduces himself as Emirikol the Chaotic.

The wizard Emirikol spends most of his time and energy dealing with matters pertaining to worlds and planes other than this one. Nevertheless, he was truly saddened at the passing of Klysandral the paladin, for the two were friends and comrades long ago. While he would not attend the warrior's funeral himself, he sent his favored companion Tiae so that she could pay respects for him and report what happened.

When the Temple of Neheed was taken to Hell, Emirikol was surprised, but also intrigued. Momentous activities were afoot, and he wanted to make sure he kept abreast of them. He did not, however, want anything to happen to Tiae.

Over the course of the adventure, Emirikol probably will learn that Asmodeus was behind the disappearance, either to gain revenge against Klysandral or to regain the *Vallis Crystal*. Both of these are things Emirikol would want to see set right. Emirikol also knows that he must get rid of his ship, *Demon-wing*, before its inhabitants mutiny against him (see next chapter).

Seeing an opportunity to kill three birds with one stone, he summoned whatever champions the temple would send to offer them the demon-wrought ship. The ship would be off his hands, Klysandral would be rescued, and Asmodeus would be denied the crystal.

Emirikol explains to the PCs that the temple lies in a strange non-area, trapped between the Fifth and Sixth Hells, and that normal means of planar travel cannot take them there. Instead, only an enchanted ship like *Demonwing*, created to sail the River Styx to any point in the Lower Planes, can arrive at such a spot.

This, in fact, is a half-truth. Even *Demonwing* cannot get the PCs directly to the temple, but it can take them to the closest access point. Other than this fib, Emirikol treats the PCs with generosity and kindness (he conjures an unseen servant to bring forth wine for his guests from somewhere in the unlit portion of the room) and seems completely sincere.

Emirikol offers the PCs the ship and tells them where the temple lies, and nothing more, claiming that is all he knows. He wants nothing in return (not even the ship), as he does this "for the sake of my old friend." If the PCs ask why he does not go, or at least accompany them, he raises an eyebrow and asks, "Are you suggesting that I have not done enough?"

When the PCs agree, or if they become tiresome, he *teleports* them to the dock (see below). If the PCs refuse the offer, attack him, or truly offend him, he *teleports* them back home (probably ending the adventure) or even into the maelstrom (probably ending the campaign). Even powerful and admired individuals like the PCs need to show respect to their betters.

The Throne of Power: This magical item (virtually an artifact) casts a powerful anti-magic shell in a 50-foot radius that does not affect the character seated in the throne and allows

him to cast spells that normally require touch at a range of 100 feet. It also keeps Emirikol in contact with his golems, grants him a +5 AC bonus (for a total of -7), and lets him store an additional *contingency* spell in the throne. At this time, Emirikol has a contingency set up so that if anyone fires a projectile at him, a *wall of force* springs up around the throne.

Emirikol the Chaotic, hm, W (W) 24: AC -2 (*robes, earring, Dexterity bonus*); MV 12; hp 52; THACO 13; #AT 2; Dmg. Id4 (thrown daggers hidden in clothing); SA Casts 1 *fly* (as potion) at will; MR 5%; SZ M (6' tall); ML Fanatic (17); AL CN; XP 22,000.

S 12 D 16 C 15 I 19 W 14 Ch 17

Special Equipment: *Amulet of the planes, ring of joining* (allows wearer to sense all that the wearer of the other *ring of joining* senses—the other is worn by Tiae, currently in the Temple of Neheed), *earring of protection +5, ring of wizardry* (doubles 4th- and 5th-level spells), *robe of chaos* (as a *robe of scintillating colors* and a *robe of the archmagi*, functions only for wild mages), *prismatic wand* (casts *prismatic spray* for one charge, *prismatic wall* for 2 charges or *prismatic sphere* for 3 charges, cannot be recharged—has 18 charges), *rod of beguiling, wand of wonder* (has 50% chance to control effect—34 charges).

1st (x6)—*change self, detect magic, magic missile, Nahal's reckless dweomer, phantasmal force, unseen servant.*

2nd (x6)—*blur, chaos shield, detect invisibility, ESP, fog cloud, web.*

3rd (x6)—*fireball, fireflow, lightning bolt, protection from normal missiles, tongues, wraithform.*

4th (x12)—*charm monster, confusion, detect scrying, emotion, extension I, fire shield, improved invisibility, Otiluke's resilient sphere, shadow monsters, stonesskin, there/not there, unluck.*

5th (x12)—*Bigby's interposing hand, chaos, cloudkill, cone of cold, domination, dismissal, feeblemind, hold monster, sending, vortex, wall of force, waveform.*

6th (x6)—*antimagic shell, chain lightning, eyebite, project image, true seeing, wildstrike.*

7th (x6)—*Bigby's grasping hand, finger of death, limited wish, spell turning, spell shape, teleport without error.*

8th (x5)—*demand, Hornung's random dispatcher, maze, Otto's irresistible dance, polymorph any object.*

9th (x3)—*meteor swarm, timestop, wildfire.*

Note: As a wild mage, Emirikol uses many spells from the Tome of Magic. Emirikol experimented with mixing a number of potions and discovered drinking a *potion of flying* and another potion at the same moment worked with his own body chemistry in such a way that the flying potion became permanent (see DMG, Table 111, Potion Compatibility). He also has a contingency that if attacked physically, the attacker faces a *disintegrate* spell.

Rumors abound that Emirikol has had at least one of the *Orbs of Dragonkind*, the *Codex of the Infinite Planes*, and the *Machine of Lum the Mad* in his possession at various times. The DM should decide whether this is true and whether he might still have one (or more!) of these fabulous artifacts.

Other Approaches to the Fortress

Emirikol keeps five iron golems as servants and guards in the fortress. These golems each have a metallic visor covering their faces. When raised, an illusion of Emirikol's face appears under the visor, and the wizard himself magically can sense through the illusion's eyes and ears, as well as speak through its mouth.

If heroes approach the fortress by flying directly up to it, climbing all the way up the spire, or by any means other than the transport spell described earlier, one or more of the golems with Emirikol's face approaches them and states that they are being rude. The golem indicates that the proper way to enter is by using the iron rod on the ledge below.

Characters who insist on entering the fortress their own way or who attack the golems find themselves subject to a *plane shift* spell every round until they fail their saving throw or leave the fortress. Those failing their saving throws find themselves in a particularly dangerous and deadly layer of the Abyss, facing numerous angry demons. Emirikol will never help such rude troublemakers.

Most characters will not get a chance to explore Emirikol's iron fortress in this adventure, so no map or details are provided here. The DM is free to elaborate upon the layout and content, keeping in mind that the place is filled with exceedingly efficient magical wards, traps, and guardians. It also contains many wonders and treasures the wizard has gathered over the years, including even an artifact or two (as the DM wishes). Because of the chaotic personality of the fortress's creator, each and every room in the structure possesses the capability to shift and move around the fortress.

Iron golem (5): AC 3; MV 6; HD 18; hp 80; THACO 3; #AT 1; Dmg. 4d10 (bash); SA Once every 7 rounds, it breathes a 10' cube cloud of poisonous gas; SD +3 or better weapon to hit, immune to spells except electrical attacks, which slow it for 3 rounds, and magical fire, which heals 1 point per die of damage; SZ L (12' tall); Int Non-(0); ML Fearless (20); AL N; XP 13,000.

The Docks

At the base of the crystal spire, on the side opposite the cliffs, Emirikol keeps a small wooden pier. No normal ships find purchase here (they are kept out by the Metalstorm). Emirikol has commanded Ungurth, captain of *Demonwing*, to dock here, gangplank extended, and await the player characters. As soon as they climb aboard and are on the ship's sterncastle, the gangplank retracts and the ship moves out.

Demonwing

"Greatest of all living heroes, Klysandra took setbacks in stride, and did not let the unexpected deter him. He knew that to achieve a goal, one must sometimes overcome unforeseen, even unrelated challenges along the way." Michuth Gyl, the Eulogy of Klysandra

Demonwing is more than just a sailing ship—an obvious statement considering that it can sail between planes of existence. The secret of the craft is that it is actually an entire layer of the Abyss all by itself. The outer form of the ship gives the layer a unique sort of independent mobility, but that does not change the fact that, while on board or below deck, a character actually stands within the chaotic evil Abyss.

History of the Ship

Hundreds, perhaps thousands, of years ago, the demon god Demogorgon had an idea. Considering that the layers of the Abyss were uncountable (and thus expendable) as well as malleable, he commissioned demonic smiths and wrights to take an entire layer and make of it a sailing ship. This ship, called *Demonwing*, could take its passengers to any location on the Lower Planes. To serve as commander of this craft, Demogorgon appointed the balor Straoth.

Straoth, after many hundreds of years of service transporting passengers and cargo throughout the nether regions, grew discontent. He turned *Demonwing* over to his subordinate Un-gurth and passed into the "below decks" area of the ship. More hundreds of years later, in some dark pact, Demogorgon traded the ship to the mortal sorcerer Emirikol. Straoth began plotting to be free and unfettered to take his ship where he desired.

Now, with his domain well-defended, his servants forging new weapons day and night, and his own efforts in establishing various alliances with other dark forces of the multiverse finally bearing fruit, Straoth is almost ready to seize the ship once and for all.

Little did the balor expect that Emirikol would give up ownership of *Demonwing* to a group of heroes sailing directly into Hell...

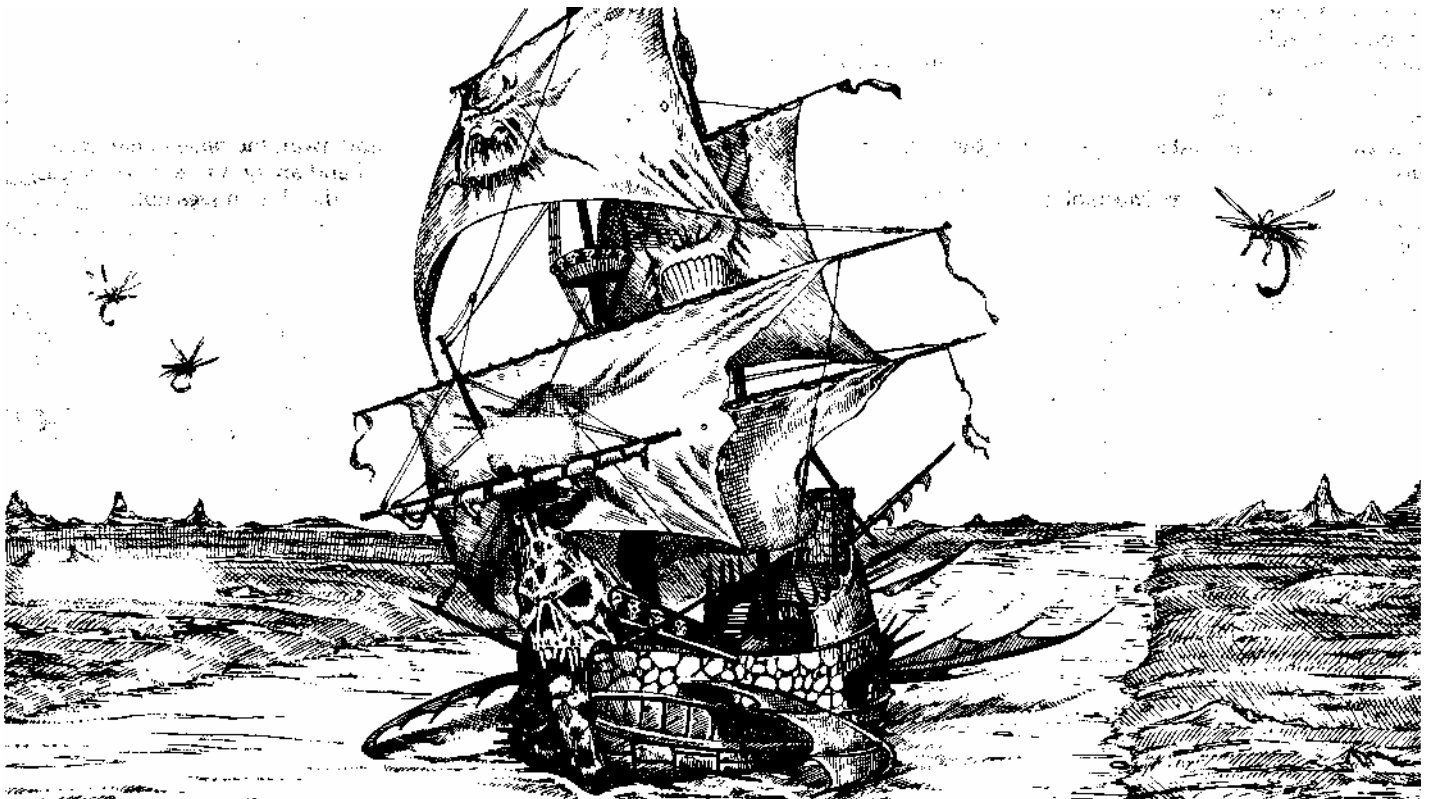
The Environment of *Demonwing*

The ship's outer hull is made of stone. Subtle carvings of leering faces and horrific skulls give the whole craft an eerie, demonic appearance. The decks are laid with worn and weathered wooden planks. For the purposes of spells that affect matter (*disintegrate*, *passwall*, etc.), all parts of the ship—hull, decks, and the strange interior environment—possess magic resistance of 50%. This resistance also affects attempts to *knock* locked doors and direct attacks like *lightning bolts*. The ship and its environment give off an aura of evil and magic detectable by normal means (spells, etc.).

Coming Aboard

A gangplank extends from Emirikol's dock to the sterncastle of the ship. Any attempt to board the ship by any other means results in the boarder receiving an electrical jolt of 12d6 points of damage (save for half damage). In addition, the errant boarder finds himself repulsed by a *wall of force* that cannot be dispelled or disintegrated. Characters who attempt to *teleport* or use *dimension door* or similar means receive the same treatment. In short, the *only* way to get on board is by walking up the gangplank.

As soon as all of the PCs cross the plank, it slides away from the dock and the ship sets sail. As the PCs watch in horror, expecting to be chopped to shreds in the Metalstorm, the environment around the ship changes, becoming blurry and insubstantial. When things grow clear again (a few minutes later), the ship is making its way down a black, polluted river almost 400 feet wide. To either side of the river a stark, rocky wasteland stretches to the horizon. The sky roils with a brooding storm of red thunderclouds.



The Crew

Although many more creatures live below decks, the crew of *Demonwing* remains above deck at all times. That is not immediately apparent because each and every one is permanently *invisible* (improved). The crew comprises 30 spectral trolls, three skeleton warriors, and a glabrezu demon. These beings are bound to the ship, never leave it, and do nothing but sail her and defend her if attacked. Without this specialized crew, the ship cannot *navigate* the River Styx and cannot travel between planes. Considering the nature of the crew, it seems obvious that the ship always sails at night.

Ungurth, the glabrezu, serves as the ship's captain. He will not accept orders or commands from anyone other than a higher-ranking demon (a nalfeshnee, a merilith, or a balor). He has already been told by Emirikol (via Straoth) to sail the ship to the easiest access to the special area between the fifth and sixth layers of Hell, where the Citadel Coldsteel and the Temple of Neheed lie (see next chapter). Unless they are attacked, Ungurth and his crew simply ignore the PCs while they are on board.

Spectral trolls (30): AC 0; MV 12; HD 8; hp 32 each; THACO 13; #AT 3; Dmg. 1d4+2/1d4+2/1d8+2 (claw/claw/bite); SD +1 or better weapon to hit; SZ L (10' tall); ML Champion (15); Int Very (12); AL CE; XP 1,400.

Skeleton warriors (3): AC 2; MV 6; HD 9+12; hp 70, 64, 57; THACO 11 (8 with weapon); #AT 1; Dmg. 1d10+3 (two-handed sword, innate ability), sight of skeleton warrior sends creatures less than 5 HD fleeing; SD +1 or better weapon to hit; SZ M (7' tall); ML Champion (15); Int Exceptional (16); AL NE; XP 4,000.

Ungurth, glabrezu: AC -7; MV 15; HD 10; hp 52; THACO 11; #AT 5; Dmg. 2d6/2d6/1d3/1d3/1d4+1 (claw/claw/claw/claw/bite); SA Grabs opponents of 150 pounds or less (Dexterity check to avoid) reducing attack rolls by -4 unless a Strength check is successful, casts at 10th level, once per round: *burning hands*, *charm person*, *confusion*, *detect magic* (always active), *dispel magic*, *enlarge*, *mirror image*, *plane shift*, *power word stun* (seven times a day), *reverse gravity*, and *true seeing* (always active), can *gate* one greater demon with a 50% chance of success; SD +2 or better weapon to hit, immune to all nonmagical attacks; MR 50%; SZ H (15' tall); ML Fanatic (17); Int Exceptional (15); AL CE; XP 12,000.

The Trip

The river Styx, for most of the trip, remains about 100 feet wide, with a slow-moving current (*Demonwing* travels against this current). The water is black and carries with it great danger. Touching or drinking the water causes a character to lose all memories. Fortunately, the PCs do not have to worry much about the river because they cannot leave the sterncastle except to go below deck. They can reach the rest of the ship only through the hatch in the main deck, and they reach the hatch only by traveling through the below-decks area. As will be seen from the description, that area almost certainly is far stranger and more challenging than the PCs ever expected!

The shore and surrounding terrain for most of the journey is a barren, gray wasteland devoid of life. At the very end of the trip, as the ship passes briefly through the plane of Gehenna, *Demonwing* seems to float through nothing but darkness; only a flickering, fiery light can be seen far in the distance.

The journey down the river takes three days. During that time, those on deck might encounter a few random events. At one point, early on, three mezzoloths (some sages refer to these chitinous, terrifying humanoids as daemons, specifically mezzodaemons) emerge from the blasted terrain and gesture threateningly. However, just a moment later, they get a good look at the ship and recognize it for what it is. They flee, which should pique the PCs' curiosities, if not their fear.

The DM can engineer whatever Lower Planar sights he or she wants the PCs to see as they sail: vast herds of larvae

driven on by demons (or devils) and yeth hounds; a galloping trio of nightmares racing along the terrain and up into the sky; winged mephits bearing ill missives; or even a curious night hag watching *Demonwing* float past.

If the PCs reach the main deck before the ship arrives at its destination (unlikely), the DM may wish to use an encounter with a night hag to teach the adventurers something about what lies in store for them. In exchange for magical items she will impart information. The number and types of items determine the amount and accuracy of information she gives. To learn useful, valuable information, the characters should be prepared to part with some permanent magical items. However, by the time they stand upon the ship's main deck they will have passed through the below-decks area and probably collected a sizable pile of magic that they cannot, will not, or should not use. The hag can tell the PCs:

- about the nature of the Nine Hells (specifically the Fifth and Sixth, if the PCs ask) and how they affect spells;
- that *Demonwing* is actually a layer of the Abyss (and even a little of its history);
- general information about the politics of Hell;
- general information about the nature of demons and devils;
- answers to other basic questions about the Lower Planes.

The Main Decks

The outside of *Demonwing* looks more or less like a large, double-masted sailing ship—albeit one constructed mostly of stone with large, batlike wings just above the waterline on the sides of the hull.

Sterncastle. The sterncastle is surrounded by a protective, indestructible *wall of force* similar to the one that keeps creatures from boarding the ship. This barrier keeps the PCs from climbing down from the sterncastle and getting to the other decks of the ship. The hatch in the center of the sterncastle provides the only way off. It leads below decks.

Quarterdeck. This U-shaped deck holds little except for the massive ship's wheel made entirely of bones. Ungurth spends most of his time here while the ship sails. Anyone observing can see the wheel occasionally turning, seemingly of its own accord (unless the viewer can see the invisible Ungurth).

Main Deck. This is where the undead crew mans the rigging and performs the duties necessary to sail the ship. The wide deck seems empty because the crew is invisible, giving the ship a ghostly, quietly chilling atmosphere. A wooden hatch in the center of the deck provides access down to Straoth's chamber (see The Tower of the Balor, below). In order to exit the ship, the PCs need to go below decks from the sterncastle and reach this hatch from Straoth's chamber. This trip is much more difficult to make than it sounds.

Hidden compartments directly under the main deck hold four 15-foot longboats and two rusted (but functional) iron diving spheres. The latter craft have a diameter of about 10 feet, providing a cramped ride for up to four man-sized creatures with about an hour's worth of air. Those inside can control the ballast of the diving sphere, allowing it to float or sink, and they can project blasts of air which direct it backward, forward, right, and left. A sphere can move at a movement rate of 12. A single hatch provides access inside, although six round windows allow those inside to see out. Each sphere can sustain 75 points of damage before rupturing. If that happens, the sphere and all it contains are destroyed. Like *Demonwing* itself, the boats and the diving spheres display a garishly demonic decorative motif.

Forecastle. This fortified structure conceals *Demonwing's* only means of offense (aside from its frontal ram, which can be quite effective considering the ship's mass). With the press of a hidden stud on the floor here, a tall iron pole topped with a greenish gem rises up out of a tiny, concealed hatch. The pole

reaches 20 feet into the air. Pressing the stud again causes the gem to fire a lightning bolt that inflicts 12d6 points of damage out to a range of 150 yards. As this bolt projects a great deal of force, it works well against the hulls of enemy craft. This weapon can be used every third round. Ten rounds of inactivity cause the pole to sink back below the forecastle.

The Sails. Two masts rise 80 feet above the deck. Demon-visaged sails made of stitched human skin unfurl as directed by the crew. These hideous, enchanted sails function even when no wind is present. The ship simply moves as the captain manning the wheel directs it.

Below Decks

Even though the outside of *Demonwing* displays some strange properties, when explorers make their way below decks they truly begin to realize that this is no ordinary ship. The area below decks looks like an underground construction hewn from solid rock; in fact, if a character tries to damage the walls, floors, or ceiling, he finds only solid rock beyond them no matter how far he digs. Even the tunneled-out areas are much more extensive than the outside of the ship appears to allow. Nevertheless, these areas are within the bounds of the ship. Even the infinite expanse of Straoth's tower (see below) is still a part of the same Abyssal layer and therefore still a part of the ship.

An important fact to remember is that while Straoth knows what occurs on deck and keeps up with the overall status of the ship, most of the "below decks" inhabitants are isolated and secluded. Unless explicitly told otherwise, they consider anyone coming into their domain to be an intruder and a threat to the ship.

If the PCs destroy some of the inhabitants and then leave the below-decks area or pause for an extended rest of more than an hour or so, the demon defenders reorganize, reposition themselves, and in some cases (DM's discretion) *gate* in replacements for fallen demons. Characters that flee and then return may find a whole new force to contend with. Except for those placed as guardians, the DM should feel free to assume that the demons move about the below-decks area. Inhabitants

can be encountered anywhere, and often come running when they hear fighting in other areas.

Compass directions used on the map and in the descriptions refer to fore, aft, port (left), and starboard (right).

Snake Tubes

The below-decks inhabitants communicate with each other across quite a distance by using snake tubes. In many rooms, a stone carving of a snake juts out from a wall, rearing back as though to strike. The mouth of the snake stretches open revealing a tube extending down its throat and into its body. The snake serves as a magical speaking tube, allowing the speaker to talk with other occupants of the ship as long as they also stand near a snake tube. The individual initializing the conversation decides which rooms to call.

Random Encounters

The area below decks teems with demons and monsters. While the inhabitants move around, the DM should take extra care to have them act in an intelligent, tactical manner. Most of the creatures below decks can *teleport without error*, making it that much easier for the DM to place the inhabitants exactly where she wants them to be. In addition, manes (tiny, hu-manoid least demons) wander the whole area and can be encountered anywhere. Belligerent and stupid, these fiends usually attack anything they see. Further, a bodak (a mortal who died in the Abyss and was transformed into a monster) wanders around *Demonwing*. Captured by the demons, it died a horrible death at their torturing hands. The bodak has no more love for the demons than the PCs do. Under the right circumstances, characters may be able to recruit its help. At the very least, it attacks everyone, human, demihuman, and demon, to the same degree.

To determine whether a random encounter occurs, roll a d20 every turn.

1-14	No encounter
15-17	One manes
18	1d10 manes
19	3d8 manes
20	Bodak (occurs only once)

Manes: AC 8; MV 6; HD 1; hp 6 each; THACO 20; #AT 3; Dmg. Id2/Id2/Id4 (claw/claw/bite); SA If destroyed, becomes a 10' radius cloud of noxious vapor that inflicts Id6 pts. of damage unless a saving throw vs. poison is successful; SD Immune to mind-affecting spells; MR 10%; SZ S (3' tall); ML Fearless (20); Int Semi- (2-4); AL CE; XP 975.

Bodak: AC 5; MV 6; HD 9+9; hp 69; THACO 11; #AT 1; Dmg. Id6+1 (*mace +1*); SA Anyone meeting gaze dies upon failing a saving throw vs. paralyzation; SD Immune to *charm, hold, sleep, slow*, and other invulnerabilities as a demon; SZ M (6' tall); ML Steady (11); Int Low (6); AL CE; XP 5,000.

Special Equipment: *Mace +1* (forged in the Abyss, has a skull-head).

Layout

1. Grand Cabin. This room directly below the sterncastle could serve as a fine cabin if it held any furniture. The windows are narrow and protected by the same *wall of force* barrier as the sterncastle. The floor is wood.

2. Large Cabin. This simple wooden-floored room contains enough beds and hammocks to allow 20 man-sized creatures to sleep comfortably (more if they sleep on the floor).

3. The Watchman. A manes (see statistics in Random Encounters section, above) watches the passage from the port-side room #3. If it sees any intruders, it warns the rest of the



below-decks area of the ship through a snake tube coming out of the port-side wall. The starboard-side room is empty, although it also has a snake tube. Bits of flesh and dung rot on the stone floors of both rooms.

4. **Skeletal Storage.** These two rooms are identical. Each has a 30-foot ceiling. Twenty-four animated skeletons form a macabre sculpture with eight skeletons standing on the upraised hands of ten, and six standing on the upraised hands of the eight, so that they form a skeletal pyramid of three layers (about 20 feet high). The top six hold two wooden rowboats, each 10 feet long, over their heads. The boats contain four oars each. These obviously come in handy in the water-filled corridors, further into the ship.

Any greater or true demon can command these skeletons to lower the boats or move around in any way, although the un-dead will not leave their room.

The pyramid structures are precarious. Harming even one skeleton causes the entire thing to come crumbling down, smashing the boats and all of the skeletons (crushed by the boats as well as the fall). Of course, turning the undead also causes the pyramid to tumble. Anyone attempting to catch the falling boats suffers 3d6 damage unless the character has a Strength score of at least 19, in which case he can safely catch a boat.

The safest and easiest way to get a boat is to use a spell, such as *levitate*. Each rowboat can hold six medium-sized characters. A grinning demon is carved onto the prow and the sides of the boat are adorned with its backstretched wings.

Skeletons (24 in each room): AC 7; MV 12; HD 1; hp 4 each; THACO 19; #AT 1; Dmg. 1d6 (claw); SD Immune to sleep, charm, *fear*, and cold spells, edged and piercing weapons inflict half damage; SW Holy water inflicts 2d4 points of damage; SZ M (6' tall); ML Fearless (20); Int Non- (0); AL N; XP 65.

5. **Watery Grotto.** A 20-foot-tall statue of a froglike, scaly demon greets anyone who approaches this chamber from aft. Slime, mildew, and mold cover the statue, but (despite player expectations) it is nothing more than a normal sculpture.

The entire foreside of the room is filled with water 15 feet deep. It laps up only inches below the slime-coated, 20-foot-wide ledge that forms the aft portion of the room. The ceiling rises 30 feet. The room is too large for any conventional light source to illuminate all at once.

A waterfall pours out of a 30-foot-wide hole in the port wall (the water is transported in from the bottom of Area 7). This keeps the water in the room churning about slowly, flowing toward one of the three fore-side passages.

If alerted to the PCs' presence either by noise at the surface of the water or by the manes in Area 3, three submerged guardians watch from under the murky water (which they can see through easily). A wastrilith (a long, serpentlike greater demon with a huge maw and tiny claws) and two hezrou (froglike, humanoid true demons) are the masters of this area. The wastrilith has two corrupted water pseudoelemental servants (see appendix) that it commands nonverbally.

The demons do not strike immediately. If, in their judgement, the PCs are headed toward the ambush in Area 8, the demons wait to attack alongside the vocks there. If the adventurers head toward the trapped passage in Area 7, the demons follow underwater, doing anything they can to ensure that the PCs fall into the trap, including attacking from behind to drive them into it. If the demons see the PCs falling into the trap, they *teleport* back to this area to attack any survivors who hurtle over the waterfall.

No matter what the situation, these demons attack the PCs at some point when the heroes are in or on the water. If the characters are in a boat, the wastrilith commands one of its pseudoelementals to overturn the craft and dump its passengers into the water where the demons have a tremendous ad-

vantage. The hezrou use *walls of fire* to restrict the PCs' movement and try to force them underwater. Only if they are hard-pressed (i.e., about to be killed too easily) will they use their *gate* ability to call forth Id4 more wastriliths or more hezrou.

Hezrou (2): AC -6; MV 12, Sw 12; HD 9; hp 62, 58; THACO 11; #AT 3; Dmg. 1d6/1d6/4d4 (claw/claw/bite); SA If both claws hit, victim is held and cannot attack, but suffers 2d4 pts. of damage per round and an automatic bite attack (inflicting 20 pts. of damage in one round on the hezrou or making a successful one-half Strength check frees the victim); all within 10 feet must save vs. paralyzation or be overcome by powerful stench (failure leaves victim helpless while creature is within 10 feet, success indicates victim suffers -2 penalty to attack rolls); casts the following at 9th level, once per round: *animate object*, *blink*, *duo-dimension* (three times per day), *produce flame*, *protection from normal missiles*, *summon insects*, *unholy word* and *wall of fire*, can *gate* 4dl0 least, Idl0 lesser or Id4 greater demons three times per day with a 50% chance of success, once per day can *gate* one true demon with a 20% chance of success; SD +2 or better weapon to hit, half damage from all nonmagical attacks, cannot be surprised; MR 70%; SZ L (7' tall); ML Fanatic (18); Int High (14); AL CE; XP 14,000.

Special Equipment: *Bracer of watery fire*. One of the hezrou possesses a magical bracer that allows any fire magic produced by the wearer to ignore the water and its affects. This means *that fireballs* and other fire spells can function underwater as though above water. The demon uses the item when creating *walls of fire*.

Wastrilith (1): AC -1; MV 9, Sw 15; HD 15; hp 87; THACO 5; #AT 3; Dmg. 1d8/1d8/1d12 (claw/claw/bite); SA Can breathe a blast of boiling water three times per day in a cone 30 feet long with a 10 foot base for 3dl0 pts. of damage, 50% chance to wrest control of water elementals from controller; SD Electrical attacks rebound on the caster 50% of the time, immune to fire while underwater, immune to cold and water-based attacks, water elementals will not attack it; SW Fire inflicts double damage if out of water; MR 25%; SZ L (10' long); ML Fanatic (18); Int High (13); AL CE; XP 19,000.

Water Pseudoelementals (2): AC 2; MV 6, Sw 18; HD 16; hp 93, 80; THACO 7; #AT 1; Dmg. 5d6 (bash); SA Can overturn ships up to 16 tons; SD +2 or better weapon to hit; SW Cannot move more than 60 feet from the water, subtract one from each die of damage inflicted out of the water (to a minimum of one); SZ H (16' tall); ML Champion (15); Int Low (6); AL CE; XP 10,000.

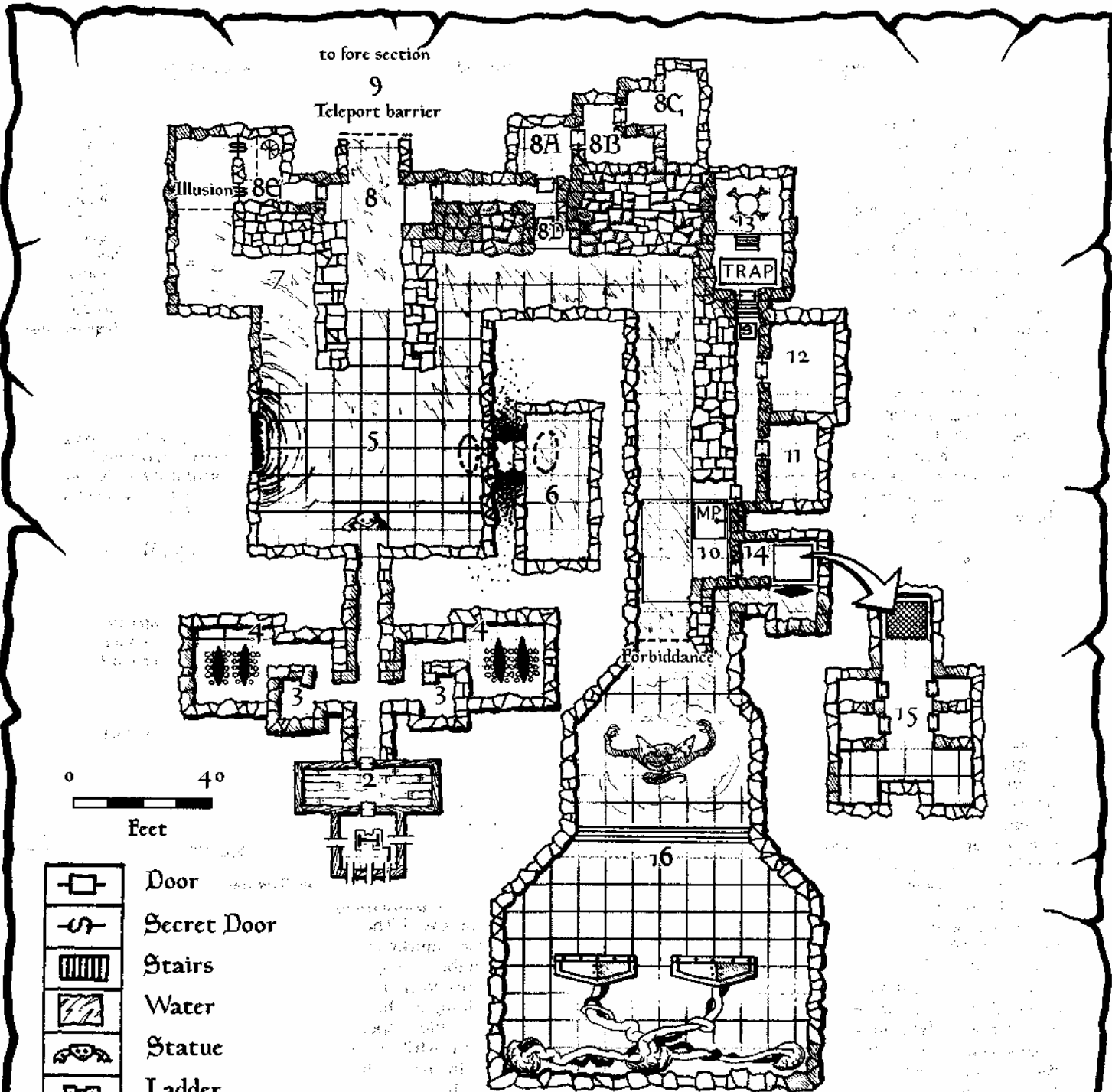
6. **Underwater Chamber.** The passage leading to this area, as well as the entire room beyond, is submerged below the water level in Area 5. The passage cannot be seen normally beneath the dark, murky water, nor can objects in this chamber.

On the wall opposite the entry, six skeletal corpses dangle from rusted chains—former intruders into this chamber who were hung on the wall and eventually drowned after their *water breathing* spells wore off. Now they serve as decor.

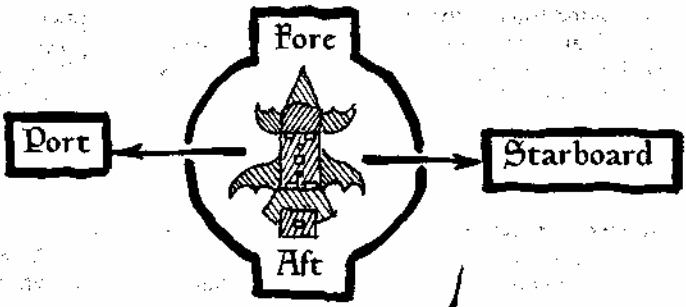
The wastrilith and hezrou use this chamber as a lair. Normally, the wastrilith commands the water pseudoelementals to guard the passage while it occupies the room (which is anytime it is not alerted to the presence of intruders).

A snake tube juts out of the aft wall, its magical communicative ability unhampered by the fact that it lies underwater. A chain wrapped around the tube tethers a floating leather sack that holds a wineskin filled with air (which keeps the bag floating), two *potions of extra-healing*, and a *ring of density*. The *ring of density* is a magical item that increases the density of the wearer so that AC improves by 4 and total hit points increase by 50%. The drawback is that the wearer's movement rate is halved, Dexterity suffers a -2 penalty and in water the wearer sinks like a rock. The demons use these items (particularly the ring) only as a last resort.

7. **Trapped Passage.** The current flows much more strongly down this passage than the other two, a subtle clue to the danger that waits. A powerful *advanced illusion* covers the last 30 feet of the water-filled passage so that it appears to continue as



Demonwing Below Decks



far as the PCs can see. In reality, the passage drops 100 feet (the sound of the falling water masked by the illusion) into a dead-end shaft filled with water 25 feet deep. This water cushions the fall somewhat, so that those falling into the trap suffer only 8d6 points of damage.

A powerful magical force draws water and whatever else falls into the shaft toward the port side of the shaft, where it is magically transported to the port side of Area 5. This is the source of the waterfall. To avoid being pulled into this magical *gate*, a character must make a Strength ability check with a -4 penalty each round. Items and characters transported back into Area 5 suffer no additional damage.

8. Ambush. Seventy feet down the center passage, more guardians wait for the PCs. In fact, these demons man their posts even if not alerted ahead of time. Two vrock (vulturelike, humanoid true demons) wait in ambush, each on a ledge 20 feet above the water level. Each vrock possesses three missiles from a *necklace of missiles* (one 8d6 missile and two 6d6 missiles each), which they drop on anyone passing below at the water level (DMs, remember to make an item saving throw for any boat the characters are riding in). The explosive radii of the resulting fireballs, even when detonated at the water level, almost reach the vrocks, who must back up toward the rear of the ledges immediately upon dropping the missiles. Thus, characters *flying* or *levitating* force the vrocks to try another tactic, such as using *dispel magic* to send flyers hurtling toward the water.

The vrocks continue using their missiles until they are expended. Diving underwater gives complete protection against the explosions. The demons will use *dispel magic* if the characters appear to be protected from fire.

Once the missiles are gone, their most likely tactic is to cast *mirror image*, swoop down, grab a single foe, fly up to the ledge, and tear him to shreds, relying on the images for protection. They do not use their *mass charm* ability (not violent enough) unless nothing else works and are loath to *gate* in allies (asking for help reduces the glory of victory). If PCs are winning too easily, the vrocks *teleport* to Area 8A, where they can gather the bar-Igura together and send them against the PCs.

Vrock feathers, droppings, and bloodstains cover the ledges. All of the doors in Areas 8 through 8E are made of iron and are rusted shut (requiring an open doors roll to open).

Vrocks (2): AC -5; MV 12, Fl 18 (C); HD 8; hp 51, 42; THACO 13; #AT 5; Dmg. 1d4/1d4/1d8/1d8/1d6 (claw/claw/claw/claw/bite); SA Always attack first in the round, sprays spores which automatically inflict 1d8 damage to all within 5 feet (victim continues to suffer 1d2 points of damage each round until cured with a *bless*, *neutralize poison*, *slow poison*, or holy water), once per battle can emit a screech deafening all within 30 feet and stunning them for one round (a successful Constitution check avoids the stun), casts the following at 10th level, once per round: *detect invisibility*, *detect magic*, *dispel magic*, *mass charm*, *mirror image* and *telekinesis*, can *gate* 2d20 manes, 1d6 bar-Igura or 1 nalfeshnee once per day with a 50% chance of success; SD +2 or better weapon to hit, cannot be surprised; MR 70%; SZ L (8' tall); ML Fanatic (18); Int High (12); AL CE; XP 19,000.
Special Equipment: Three missiles from a *necklace of missiles* (8d10, 6d10, 6d10).

8A. Barracks. This 30-foot-square room is the lair of eight bar-Igura (apish, humanoid lesser demons). It holds beds for each, a large blood-stained table for their gory meals, and a locked chest coated in contact poison (Type N: death/25 points of damage, onset 1 minute) to which the bar-Igura, of course, are immune. The chest contains a treasury of 1,245 gp, 2,497 sp, and a platinum scroll tube (worth 200 gp) containing a powerful clerical scroll that they do not care about (it holds *cure critical wounds*, *true seeing*, *blade barrier* and *restoration*). The demons have decorated the walls with crude pictures and unholy symbols smeared in blood. The aft wall sprouts a snake tube for communication. The doorway sports an iron bar that could be used to bar the door.

Bar-Igura (12 total in 8A and 8B): AC 0; MV 9, Climb 15; HD 6+6; hp 35 each; THACO 15; #AT 3; Dmg. 1d6/1d6/2d6 (claw/claw/bite) or 1d8+1 (*battle axe* +1); SA Can spring up to 40 feet and attack in the same round, casts the following at 6th level, once per round: *change self* (twice per day), *detect invisibility*, *dispel magic*, *entangle*, *fear* (by touch), *invisibility* (twice per day), *plant growth*, *spectral force* (twice per day) and *telekinesis*, can *gate* 1d6 bar-Igura once per day with a 35% chance of success; SD Camouflage equates to 95% chance to hide; MR 30%; SZ M (5' tall); ML Elite (13); Int Average (10); AL CE; XP 8,000.

Special Equipment: *Battle axe* +1 (forged in the Abyss, demonic faces on blade, handle looks like stacked skulls).

8B. Armory. In the room beyond the barracks wait four more bar-Igura that come if they hear the sounds of combat in the first room. They probably enter camouflaged or invisible. Besides more beds and bloody decor, the starboard side of the chamber holds racks of weapons; it serves as an armory for the demons. The racks contain ten *spears* +1, eight *battle axes* +1, five *long swords* +1, four *short swords* +1, and a large silver-headed mace. All of these were forged in Area 12 (with appropriately demonic ornamentation), so their bonuses apply only in the Abyss.

None of the bar-Igura hesitate before *gating* in more of their kind to help them if they find themselves fighting an obviously superior force. Unlike many of the other bestial creatures, these bar-Igura are familiar and comfortable with using weapons and arm themselves with magical equipment created in Area 12. They gain a +1 attack modifier and +2 damage modifier from Strength. Bar-Igura *gated* in bring no weapons. Their first action will be to arm themselves with weapons from the racks, if given the opportunity. An iron bar lying near the door to 8A could serve to bar the door.

8C. Vrock Nest. The room beyond the armory serves as the lair for the two vrocks in Area 8. The nestlike den is filled with feathers, refuse, and waste arranged chaotically to form places for the demons to roost. A concerted search (requiring one to two hours) will turn up 150 gp, 345 sp, 122 cp, a 100-gp gem, two 50-gp gold rings, a *ring of delusion*, and the remaining *necklace of missiles* from which the vrocks obtained the missiles they use in Area 8. It has one 10d6 missile, one 6d6 missile, and two 4d6 missiles left. None of these items are in containers; they are all just scattered loose through the detritus.

If the vrocks retreat to this room because their ambush failed, they lock the door; a key in their mess can lock or unlock the door from either side. Only if hard-pressed here will they choose to *gate* in more bar-Igura.

8D. Secondary Ambush. If alerted (via snake-tube or by hearing sounds of fighting), six bar-Igura from 8A and 8B position themselves on a ledge overlooking the water-filled corridor. The ledge has a stack of six *crossbows* +1 and a barrel of 60 *bolts* +1. Like the weapons in Area 8A, these were forged aboard *Demonwing*, so their bonus applies only in the Abyss. Hidden under the barrel is a quiver of a dozen *bolts* +2 (also forged in the Abyss). A strange fungus grows on the ledge itself, giving the area a sour smell. If mortals (not elves or dwarves) spend more than two rounds amid this growth, they must make a Constitution check to avoid catching a respiratory disease which incapacitates its victims in 1d3 days and lasts until cured magically.

Some of the bar-Igura may try to use *plant growth* and then *entangle* to bring the PCs' boat(s), if any, to a halt. They also may use *telekinesis* to toss oars into the water or cause other sorts of havoc.

8E. Trap Access. This passage connects one of the vrock ledges with the pit beyond the illusion in Area 7. Two secret doors provide access to the pit: the aft door to the top and the fore door to the bottom (a wrought-iron spiral stair descends to the bottom of the 100-foot shaft). A severed, apparently human head hangs from the ceiling. The rope is tied to a spike driven through the skull. The head is much rotted and decayed.

9. Teleport Reset. A powerful enchantment precludes travel beyond this point without magical aid. The PCs cannot move beyond the point marked by the line on the map. By all appearances, however, they are moving. Until they become aware of the magic at work (a thief's detect traps ability serves here) or they turn back, they could continue "moving" down this passage forever. As soon as they turn back and move aft-ward, they break free of the enchantment and return to Area 8. The only way to bypass this barrier is by using a *teleport*, *tele-port without error*, or *dimension door* spell.

10. Demon Giant. The guardian watching over the area leading into the magical forge is a gorristro (gigantic, bull-like, humanoid greater demon). This imprisoned, insane engine of destruction dwells in a chamber below this room. A rusted iron platform in the middle of the chamber raises and lowers according to a lever on the starboard side of the room to give access to the chamber 50 feet below. Activating a similar lever in the lower room causes the platform to rise or drop as well. The platform requires two rounds to travel between the rooms and makes a loud clanking noise as it moves.

A thick chain of adamantite tethers the gorristro to the center of the platform. The 100-foot length allows the giant demon to remain at one level while the platform remains on the other, or even to wade out into the water-filled passage if it desires. It loves to kill, so it attacks any intruders as quickly as it can (the DM should determine what level the gorristro is on when it first detects the PCs' presence, with a 50% chance of either). It cannot attack a demon or anyone that a demon commands it to leave alone (a disguise or illusion might work against it in this regard).

The upper chamber's 20-foot ceiling forces the gorristro to crouch slightly. The starboard wall bears a carved relief, difficult to see because of the grime and sludge, of a terrible, fiery, winged demon with a sword and a whip. The word "Straoth" (not his True Name) appears beneath the image. The two doors flanking the carving are iron and are kept locked—the cambion (Area 14) and the alu-fiends (Area 11) hold the only keys. A highly poisonous liquid fills the lower chamber to a depth of 10 feet. A creature not immune to poison, after entering this liquid, must make a successful saving throw vs. poison or die in 1d6 rounds. If the gorristro has just come up from this toxic lair, the DM should assume that the first attack made by each of the gorristro's fists carries with it enough of the poison to affect the victim. If the PCs encounter the gorristro in the lower room, all of the monster's attacks carry the poison as it splashes around.

Although usually agitated and hateful, the gorristro occasionally relaxes in its toxic bath in the lower chamber. A few bones and bits of rubbish float in the poison, but the giant demon possesses no treasure.

Gorristro: AC -2; MV 15; HD 20; hp 240; THACO 1; #AT 2; Dmg. 6d4+6/6d4+6 (claw/claw); SA Hurl boulders 240 yards for 2d12 points of damage, each round an additional stamping attack can be made against a foe up to 6 feet tall for 5d8 points of damage; SD +6 hp per die, +2 or better weapons to hit, regenerate 1 hp per turn, immune to fire, cold, electricity, poison, and poison gas; MR 60%; SZ H (23' tall); ML Champion (16); Int Low (5); AL CE; XP 23,000.

11. Sorcerous Workroom. The workroom holds tables and workbenches covered with various materials—leather, wood, stone, liquids, powders, and more, as well as the tools, kilns, vats, and small ovens with which to work on them. A search reveals no finished items. A snake tube juts from the starboard wall, and the entire room smells of acrid chemicals.

Straoth hopes to one day command a powerful, well-equipped demonic army. To further that end, his servants Gin-namar and Festilian operate a magical forge (area 12) and this workroom. These twin alu-fiends (bat-winged, humanlike, lesser half-demons) serve as craftsmen and smiths, producing

magical weapons and items to arm and equip their fellow demons. (While they occasionally make shields, they rarely make armor. Full-blooded demons, being difficult to hit or hurt in combat, have little use for strap-on metal plates. The half-breed demons craft armor only for themselves.)

When the PCs arrive, however, the alu-fiends are most likely in a deep discussion with two touring guests, a githyanki gish and her knight companion, here in the workroom. The githyanki have come to speak with the demons in order to form an alliance, or at least work out a pact. Their lich-queen believes that an alliance with the balor which gives her access to the ship would benefit her race's position in the Lower Planes.

Ginnamar and Festilian are the githyanki's guides for the moment and have ignored any alerts about intruders. The githyanki tour the workroom and forge before being shown their guest quarters in Area 15. Only a particularly noisy battle with the gorristro in the upper chamber of Area 10 spurs them to prepare for battle. If a fight develops, the githyanki will lend a hand as a gesture of good will toward the demons. All concerned cast defensive spells to protect the forge (area 12). For example, Ginnamar might cast *stoneskin*, *blur*, *mirror image*, and *strength* ahead of time, while Festilian casts *hold portal*, *wall of fog*, *invisibility*, *blink*, *stoneskin*, and *wall of iron*. More concerned with keeping her foes away from her, the gish Trol casts the *wall* spells and *grease* in front of the door and casts *shield*, *blur*, *improved invisibility*, and *stoneskin* on herself. Beishim, her companion, readies his *bless* spell to take effect right before the battle begins.

If things go badly, the githyanki use their *plane shift* ability and return to their own plane. The alu-fiends will fight to the death defending their area (and all their work within). That does not mean that the half-demons fight stupidly, however; they will likely use their *teleport* or *dimension door* abilities to make hit-and-run attacks.

Beishim bears a scroll tube containing the following message, written in the infernal tongue of the Lower Planes:

To Straoth, Master of the Abyssal craft *Demonwing*,

Regard this dark knight as my representative in negotiations regarding a pact between your forces and my glorious people. I assume that you will treat him with the reverence and respect that you would afford my own presence.

I trust that once you free yourself from the bondage of mortal masters, my people, as your allies, may on occasion call upon your craft for transport. Rest assured, such favors would be returned in the form of aid while in the silver void of the Astral.

You were right to come to us. Ours is the supreme power in the multiverse. Those at our side will succeed as we do.

Vlaakith CLVII, Lich-Queen of the Githyanki

A secret door in the floor of the workroom (not shown on the map) leads to a chamber below where the fiends keep their finest work. The secret door is not only locked, but trapped. While the PCs may find the key to the door on the alu-fiends, if it is not inserted and turned to the left rather than the right (or if any lockpicking or forcing attempt disturbs the door), three different protective enchantments strike the character nearest the door. A blast of magical cold assails the character for 12d4+12 points of damage (a saving throw vs. spell reduces this by half), the character withers as if struck by a *staff of withering* (saving throw vs. staves negates), and he falls into a magical sleep from which he cannot awaken for 1d4 hours (no saving throw).

The lower chamber has the same dimensions as the workroom. Inside, shelves hold most of the finished work from both the workroom and the forge, although three silver-tipped spears stand in a corner. Characters can find the following

magical items here: a red glass flask containing *oil of timelessness*, a greenish bottle containing two applications of *oil of fire elemental invulnerability*, a ceramic jar that holds a dose of *elixir of health*, a clear glass flask holding a *potion of vitality*, a *ring of protection +1*, a *wand of darkness* (casts darkness 10' radius as spell, 19 charges), a *helm of comprehend languages and reading, magic*, and a demonically-adorned *long sword +2*.

Through another secret trap door in this room, however, lies yet another secret room. This door bears a triple lock that modifies picking attempts for each of the three locks by -40%. The door also is protected by a *fire trap* cast by Festilian which inflicts Id4+12 points of damage to all within 5 feet when it opens (save for half damage).

This third chamber is the same size as the other two. Gin-namar and Festilian store their most treasured creations here. These include: two cold-iron long swords (see Area 12), a dozen silver-tipped arrows, a black iron-shod *quarterstaff +4*, a blood-red *shield +3*, a *medallion of ESP*, a *robe of eyes*, a *rope of climbing*, and a *scarab of death* (11 charges).

One more trap awaits the PCs in this room. A secret switch next to the trap door, found only by making another successful find secret doors roll after someone discovers the door, can deactivate the trap. Any character stepping onto the floor of the secret room triggers a shower of glistening, snowflakelike particles that fall from the ceiling. The particles fall for Id10 rounds. Each character in the room during this time is touched by Id20 of these tiny, glowing specks. Each speck adheres to the character, his armor, or his equipment. Every glimmering particle that alights on a character with *stoneskin* spells active counts as a "strike" against that spell. Such specks then become inactive. Active particles drain one level of spell effect from the character touched. The spell effect can come from a magical item, spell, innate ability, or anything else. The effects of permanent abilities or items are lost for Id4 turns. For example, if five particles were to fall upon a character with a *protection from evil* spell cast upon himself, a *levitation* potion in effect, and wearing a *cloak of invisibility*, he would find all the effects reduced as if they were cast by a wizard five levels lower than the actual caster, and the *invisibility* power negated for Id4 turns.

If there are no spells active on a character, the particles fall upon magical items, negating their power for Id4 turns (artifacts are not affected). Particles land on items in the order of most powerful to least. If more particles fall on a character than she has items, more than one particle touches an item. In this case, the DM should make a saving throw vs. acid for the item or it becomes permanently inert. This includes the items in the room; the mechanism thus acts as a sort of failsafe against thieves, as far as the alu-fiends are concerned. They would rather see the items lose their power than fall into the wrong hands. For each round of the glimmering shower, each item on a shelf has a 50% chance of being touched by more than one particle and being forced to make a saving throw. PCs who really want any items must get them out of the room quickly. This may mean choosing which to take and which to leave for another round of potential destruction.

Ginnamar (alu-fiend, W10): AC 0 to -4 (*chain mail +5*, *defender sword +4*); MV 12, Fl 15; HD 2; hp 15; THACO 19 (15 with sword); #AT 1; Dmg. Id8+4 (*long sword, defender +4*); SA Casts at 10th level, once per round: *charm person*, *dimension door* (once per day), ESP, *shape change* (to a humanoid form only), and *suggestion*; SD +1 or better weapon to hit; MR 30%; SZ M (5' tall); ML Steady (12); Int Genius (17); AL CE; XP 6,000.
Special Equipment: *Chain mail +5*, *long sword defender +4* (both forged here in the Abyss, comprised entirely of souls bound tightly together in eternal torment), keys

1st (x4)—*burning hands*, *detect magic*, *magic missile* (x2);
2nd (x4)—*blur*, *mirror image*, *strength*, *web*;
3rd (x3)—*dispel magic*, *lightning bolt*, *flame arrow*;
4th (x2)—*stoneskin*, *wall of ice*;
5th (x2)—*cone of cold*, *hold monster*.

Festilian (alu-fiend, W12): AC 0 (*bracers AC 2*, *ring of protection +2*); MV 12, Fl 15; HD 2; hp 14; THACO 19 (13 with crossbow); #AT 1; Dmg. Id4+6 (*crossbow of speed +3*, *crossbow bolts +3*); SA Casts at 12th level, once per round: *charm person*, *dimension door* (once per day), ESP, *shape change* (to a humanoid form only), and *suggestion*; SD +1 or better weapon to hit; MR 30%; SZ M (5' tall); ML Steady (12); Int Genius (18); AL CE; XP 6,000.

Special Equipment: *Spiked bracers of defense AC 2*, *ring of protection +2*, *crossbow of speed +3*, *10 crossbow bolts +3* (all forged here in the Abyss), keys.

1st (x4)—*hold portal*, *magic missile*, *phantasmal force*, *wall of fog*;
2nd (x4)—*detect invisibility*, *invisibility*, *Melf's acid arrow*, *ray of enfeeblement*;
3rd (x4)—*blink*, *lightning bolt*, *flame arrow*, *wraithform*;
4th (x4)—*confusion*, *ice storm*, *polymorph other*, *stoneskin*;
5th (x4)—*chaos*, *cloudkill*, *feeblemind*, *wall of iron*;
6th (x1)—*disintegrate*.

Trol (githyanki gish, F9, W9): AC 0 (*banded mail +3*); MV 12; hp 46; THACO 12 (11 with sword); #AT 3/2; Dmg. Id10+1 (*two-handed sword +1*); SA *Plane shift* at will; SZ M (6' tall); ML Steady (12); Int Genius (17); AL CE; XP 4,000.

Note: A githyanki gish is a multiclassed fighter/mage that can cast spells in armor.

Special Equipment: *Banded mail +3*, *two-handed sword +1* (these are actually *banded mail +4* and a *two-handed sword +2*, but because they are one plane removed from the Astral Plane where they were forged, they act as +3 armor and a +1 weapon here; both bejeweled items have baroque ornamentation and delicate gold inlay).

1st (x4)—*charm person*, *grease*, *magic missile*, *shield*;
2nd (x3)—*blur*, *blindness*, *levitate*;
3rd (x3)—*haste*, *hold person*, *monster summoning I*;
4th (x2)—*improved invisibility*, *stoneskin*;
5th (x1)—*wall offeree*.

Beishim (githyanki knight, F10): AC -2 (*plate mail +4*, high Dex); MV 12; hp 64; THACO 11 (4 with sword); #AT 2; Dmg. Id10+10 (*two-handed sword +4*, *gauntlets of ogre power*); SA *Plane shift* at will, *detect good intent* within 60 feet, heal or inflict 20 points of damage by touch once per day, *cure* or *cause disease* twice per week, control un-dead as Sth-level priest, casts spells as a 2nd-level priest; SD Immune to disease, +2 to all saving throws, aura of *protection from good*; SZ M (6' tall); ML Elite (14); Int High (14); AL CE; XP 5,000.

Note: A githyanki knight is an evil "anti" paladin.

Special Equipment: *Two-handed sword +4* (this is actually an ornate *two-handed special silver sword +5*, but since it is one plane removed from the Astral Plane where it was forged, it acts as a +4 weapon here), spiked, black metal *gauntlets of ogre power* (gifts from the demons).

1st (x2)—*bless*, *cure light wounds*.

12. Nether Forge. The alu-fiends use the two magically heated forges here to craft weapons and other metal items such as rings and rods. The air reverberates with heat and flickering red light, black cinders coat everything in the room, and slag covers the floor. A snake tube juts from the starboard wall.

In addition to the two normal forges, this chamber boasts a special, magical furnace that allows a smith to work special irons—not with heat, but with cold. Cold-wrought iron weapons present a deadly threat to demons (even working the iron is dangerous to them), and the alu-fiends use the forge only to make weapons to use against their own kind: Straoth wants a small storehouse of them as a deterrent against would-be rebels.

A few finished weapons and a number of nonmagical weapons lie about the room, amid the clutter. These include: a *battle axe +1*, a *short sword +1*, a *dagger +2*, six *arrows +2*, a *shield +1*, and a *spear +1*, *curse* *backbiter* (a mistake). Each of these sports demonic faces, bat wings, spikes and teeth—no mistaking where they were forged. Most of the weapons that the alu-fiends have made are stored in the armory in Area 8B or in the secret rooms under Area 11.

13. Sphere of Annihilation. Up the stairs from the forge is a room that serves a very special—and dangerous—purpose. The alu-fiends are trying to create a *sphere of annihilation* here. Unnatural and disturbing quiet and cold reign over the chamber.

A rust-covered, hinged iron grate serves as the door into this room, so a character standing on one side can see into (or out of) the room (spaces between the 2-inch thick grating are only about 3 inches). Attempts to pick the door's demon-crafted, chaotic, alien lock suffer a -50% penalty.

Immediately beyond the door, a few bits and pieces of crushed bone, wood and metal lie on the blood-smeared floor. This may make characters suspect a trap—and they would be right. The trap activates when 300 lbs. (probably two player characters) crosses a 10-foot-square pressure plate about 10 feet into the room; the weight, however, need not be on the plate all at the same time.

When activated, the trap drops a bloodstained, 20-foot-by-30-foot metal plate to crush anything beneath it. Those in the aft-most 20 feet of the room suffer 10d10 points of damage. To avoid the trap, a player must state where a character moves in order to get out of the way. A character that jumps back out the door or that moves further into the room can evade the plate by making a successful saving throw vs. petrification. There is no save for a character who is caught in the area covered by the plate.

However, as the plate falls, the stairs leading up into this room flip and become a steep ramp. A character who tries to avoid the trap by leaping out the door to the stairs slides down into a pit that opens at the same time (the secret trap door on the map). The pit drops characters 50 feet onto rusty, poison-covered spikes. These unfortunate heroes suffer 5d6 points of damage from the fall, plus another 1d6 points per spike, and they land on 1d4 spikes. The poison is type D (30 points of damage per spike if saving throw vs. poison fails, 2d6 points if saving throw succeeds). Make a separate saving throw for each spike.

Characters who leap to the sides of the stairs leading up to the fore-section of room 13 activate different traps. Anyone stepping on either of those 10-foot-square areas must make a saving throw vs. petrification or be turned to stone. The stairs leading to the upper section of the room are the only spot where characters can avoid all traps.

In the upper portion of the room, the infernal device used to create the *sphere of annihilation* works slowly, congealing negative, destructive energy. The alu-fiends constructed their device, a cauldronlike bowl on four long supports, from bones and flesh. At the center of the cauldron seethes a black sphere of energy. Hidden on the underside of the cauldron, a black adamantite loop and handle slowly draws enough residual energy from the growing sphere to become a *talisman of the sphere*. If found and removed, the *talisman* allows a wizard to attempt to control the not-quite-stable sphere. The device's fragility risks an accident if the talisman is not removed with care. Even though a nonwizard touching the *talisman* suffers 5d6 points of damage, a nonthief removing the magical item tips the device (the DM may allow a nonthief the chance to make a Dexterity ability check at -10), sending the *sphere* toppling down upon the character. At that desperate point, only a saving throw vs. death magic allows the character to move out of the way in time to avoid annihilation.

Assuming the PCs remove the *sphere* and *talisman* successfully, a wizard can move the dangerous dimensional hole where he wishes, even potentially using it against the fiends that created it. Any demon or devil can try to "wrest control" away from the PC guiding the sphere, based on the fiend's Intelligence (it does not have to be a wizard). Potentially, the PCs could wreak untold damage with this device, but the DM should remember that all portions of the ship, including doors, stairs, pillars, statues, etc., have 50% magic resistance.

The DM should definitely read the text regarding the *sphere of annihilation* and the *talisman of the sphere* found in appendix 3 of the DUNGEON MASTER® Guide.

14. Lair of the Half-Breed. This small side room stands starkly empty. It serves as a "lair" for the alu-fiends as well as

the cambion mentioned below (the demons allot half-breeds little comfort, despite their power and importance on the ship). Only some broken glass and a rusty razor present themselves if the PCs search the area. A worn rope tethers a wooden boat with oars to the room's edge, where it opens into a small, water-bound, alternate access into Area 16. The water's depth is about 5 feet, with the ground underneath covered in slime-covered bones, scattered shards of metal, and 6 gp.

The ceiling of the starboard half of the room reveals an opening covered by a locked, hinged iron grate with only very small openings (an iron ladder on the opposite side of the grate can be lowered to allow nonfefeeporfing guests to climb up). A leering face, barely discernable because it's crudely painted in dried blood on the underside of the grating, stares down into the room.

As soon as the PCs come into this room, a cambion (lesser, half-human demon) standing on the grate with a *wand of polymorphing* attacks them (he was hiding in the shadows). The white-haired, thin-limbed cambion (named Threakil) uses the wand up to three times before pulling back from the grate and disappearing again into the shadows (until the PCs break through the *gate* to get to him). In reality, the cambion wants the PCs to come and attack him. This half-demon possesses a *soul gem* that contains the essence of a humanoid gargantua. While he possesses it, the cambion takes on the power of the gargantua (as detailed in his statistics, in brackets). When the PCs reach him, he tries to look weak and frail so he can surprise them with a ferocity and strength that keeps the gorristro in Area 10 in line.

If the PCs take the gem, the character holding it notices that during the battle with the cambion, the gem's surface became cracked. The gem can give the user the Strength, THACO, hit points, and damage of the gargantua inside, but each round it is used, it has a 10% chance to shatter explosively, inflicting 5d10 points of damage on the user. The more it is used, the more the gem whines and vibrates, perhaps giving the user a clue if he's paying attention.

Among his other belongings, Threakil keeps a map in a leather bag at his side. The map legend is written in demonic script. It explains where Threakil hid the *demonglass*. This item grants the owner the right to control and claim ownership of *Demonwing*. The *demonglass* was lost when Demogorgon gave the ship to Emirikol. Threakil suspects (and rightly so) that Straoth is searching for it, knowing that once the balor holds the glass he can begin taking over *Demonwing* for himself. Threakil hopes that when the time is right he can use the device as a bargaining tool to gain more power from Straoth (most likely, the balor will destroy him for not giving him the spyglass sooner).

The map shows an area marked "The Canyon of Insects." It directs the reader to a spot on the cliff wall counterclockwise from the valley's mouth that leads to the balor's tower. This spot is the site of a well-hidden cave covered by razorvine and brush. The map also instructs the reader to "twist the third skull-shaped rock to the right of the cave." If an explorer does not do this, the cave will collapse when he enters, inflicting 10d6 points of damage upon all within. The map also shows and labels "The Tower of Straoth" and "The lair of Kroth, dread guardian dragon" (see the Balor's Tower, below).

What Threakil does not know is that Ahjani the marilith (found in Area 15) seduced him, learned of the *demonglass* by studying his map, and then caused him to *forget* the whole affair. She took the *demonglass* and keeps it with her, unsure how to exploit its power.

Threakil (major cambion): AC -2 (*plate mail* +1, Dexterity bonus); MV 15; HD 4 [35]; hp 25 [195]; THACO: 17 [1]; #AT: 2; Dmg. 1d8/1d6 (long sword/short sword) [4d10/4d10 (fist/fist)]; SA *Detect magic*, *fear* by touch, *levitate* seven times per day, or *polymorph self* three times per day, thief abilities (CW 95, HS 80, MS 80); SD Never sur-

prised [regenerates 4 hp per round]; MR 30%; SZ M (6' tall); ML Elite (13); AL CE; XP 25,000.

Special Equipment: *Gargantua soul gem*, *wand of polymorphing* (12 charges), *plate mail +1* (forged in the Abyss, covered in spikes), keys to lock on grate and to each guest room.

15. Guest Rooms. These empty chambers obviously serve as bedrooms for humanoids. Each contains a bed, a table, a few chairs, an empty wardrobe, and a chest of drawers. Ornate and elaborate in their craftsmanship, most of the furnishings show signs of great age, wear, and environmental damage (the dampness has caused woodrot and mold). One of the rooms lies in total disarray, its furniture destroyed. In another, a disturbing number of mushrooms and other fungi grow all over the bed. None of the doors are locked, but each has a workable lock. The aft-ward, open chambers contain some fly-covered foodstores and other mundane supplies for the use of guests, but only the most desperately hungry would eat this maggot-laced, moldy compost. A snake tube juts from the aft wall at the end of the hall.

16. Temple of Demogorgon. A vast and terrifying statue dominates this area. Demogorgon's twin hyena-headed image towers 70 feet above the water, coming close to the 100-foot ceiling. Its reptilian legs sink down into the 40-foot-deep water (making the stone sculpture actually 110 feet tall). A forked tail curls between and around the heads like a snake. With outstretched, curving tentacles for arms and metallic scales covering its massive body, the statue is difficult to take in all at once. Mosquitoes are the most benign insects buzzing around this area, viciously biting anything that has blood.

Beyond the statue wide steps rise from the water and lead to a large chamber. Two magical gateways, 25 feet wide and 30 feet tall, stand within frames of steel and bone. Three large, fleshy, heartlike structures hang on the aft wall, each 5 feet across. They beat like living hearts, pumping black fluid through translucent veins 3 inches across that stretch from heart to heart and then through each magical portal.

The pool around the statue's legs teems with the demon-prince's main subjects, *ixitxachtli*. Fifty-three of the creatures dwell in the pool, along with five lesser priests, two guardian priests, and a high priest (a greater vampiric *ixitxachtli*). The high priest has cursed the entire area around the statue, from the line marked on the map to the stairs rising behind the statue, with an *evilforbiddance*. Those of good alignment who fail a save vs. spell suffer 4d6 points of damage and cannot enter the area. Lawful neutral and lawful evil beings that fail to save vs. spell suffer 2d6 points of damage and cannot enter the area. Telepor-tation and similar means of entry are impossible. This lasts until a caster higher than 12th level dispels *ihеforbiddance*.

In the air and around the statue, clinging to it like vermin or parasites, swarm five chasme. One of these creatures, a priest of Demogorgon, is covered with ritual scarring of the demon prince's symbols and images (a forked tail being a prominent one). They all worship Demogorgon, although their real purpose here is to guard the gates and the heartlink. They send *insect swarms* down upon intruders and use *ray of offense-blement* before entering melee.

Ahjani, a marilith, spends much of her time here even though her real lair lies within the balor's tower (see below). Although not a priest, Ahjani serves Demogorgon; the demon-god has used her as a spy and agent within the ship since it first set sail. The chasme do as she says, protecting her if need be. When present (75% of the time), she remains by the portals to defend them.

When not here, Ahjani spends her time in Straoth's tower. She plans on overthrowing him one day, but for now remains content to be his consort and lieutenant.

She hopes she can somehow twist the facts of ownership of the ship, for then she can exercise the powers of the *demon-glass*, a potent item she stole from Threakil the cambion. The weath-



ered iron-and-glass spyglass allows those looking through it not only to double their visual range, but to see with *true sight*. The holder, if the owner of *Demonwing*, also can cast any spell while on board without fearing alterations caused by the Abyss (it serves as an all-encompassing spell key for this layer). Further, the owner can prevent unwanted entry onto the ship. This essentially means that she can prevent anyone or anything from *teleporting* onto or into the ship—this includes *plane shift* and even *gating*. Thus, a PC could prevent the demons from *gating* in any more help (although *teleportation* from site to site within the ship is not prevented, nor is *gating* other demons from among the ship's inhabitants).

Ahjani flees to the tower if seriously threatened, abandoning the temple (which the chasme will not do).

The starboard portal leads to Area 19 and the port-side *gate* takes those who pass into it to the Canyon of Insects (see the Balor's Tower, below).

The heartlink acts as an evil energy accumulator and transference system. Its operation provides the demons and *Demon-wing* with a power source. Each heart can endure 50 points of damage, while each vein requires 20 points of damage to sever. With each strike against them, the entire ship shudders, perhaps influencing the characters to stop attacking them. Nevertheless, if the PCs destroy all the veins and/or the hearts, all the demons in the ship lose their ability to *teleport without error*, the ship stops moving, and the magical portals in this room cease to function. The heartlink regenerates 1 hp per round, however, and once fully regenerated, the demons and the ship regain their lost functions. Only a *bless* spell or washing the demolished heartlink with holy water destroys it permanently. If the demons feel the ship vibrating and know that something threatens the heartlink, Id3 of them per round come to this room and attack (DM should choose which demons arrive when—even Straoth will appear).

Loss of *teleport without error* will drastically change many of the demons' combat tactics—it also greatly limits the movements of any that might be in the baler's tower. The DM should consider these facts carefully.

Ahjani (marilith): AC -12 (natural AC and shield +2); MV 15; HD 12; hp 87; THACO 9 (but see below); #AT 6; Dmg. 4d6 (tail) plus 5 weapons listed below; SA Tail constricts on a successful hit, inflicting 4d6 points of damage per round (victims with Strength scores over 14 have 10% chance per point over 14 to escape; all must make Constitution ability checks each round to remain conscious), casts once per round at 12th level: *animate dead*, *cause serious wounds*, *cloudkill*, *comprehend languages*, *curse*, *detect good*, *detect magic*, *detect invisibility*, *polymorph self* (7 times per day), *project image*, *pyrotechnics*, and *telekinesis*, once per hour can *gate* 2d10 least, Id6 lesser, Id4 greater, or 1 true demon with a 35% chance of success; SD +2 or better weapon to hit, never surprised, immune to illusions and mind-affecting spells; MR 70%; SZ L (7' tall); Int Genius (18); ML Fanatic (18); ALCE; XP 23,000.

Special Equipment: *Shield* +2, *teleportation key* (a flat, metal, 3-inch square plate with a single demonic symbol inscribed in red; when the holder stands outside the balor's tower and uses a *teleport* spell or ability while focusing on the key, he gains access to one of the upper tower rooms), *demonglass* (see above), and a diamond *ring of forget* (allows wearer to affect one target per week by touch as the wizard spell of the same name).

Ahjani's six weapons include the following:

- *Battle axe* +1 (1d8+1 damage, THACO 8)
- *Morningstar* +3 (2d4+3 damage, THACO 6)
- *Broad sword* +3 (2d4+2 damage, THACO 6)
- *Long sword* +4 (1d8+4 damage, THACO 5)
- *Scimitar* +3, +5 vs. *mammalian creatures* (1d8+3 or +5, THACO 6 or 4)

Chasme (4 "normal," 1 P8): AC -5; MV 6, Fl 24 (D); HD 8+2; hp 60, 55, 52, 44, 40; THACO 13; #AT 3; Dmg: 2d4/2d4/1d4 (claw/claw/bite); SA Sight forces those around it to save vs. spell or flee in terror for Id4 hours, droning causes all who hear it to fall into a deep sleep (save vs. spell to avoid) for 2d4 hours, claw attacks inflict wounds that bleed for 2 points of damage per round until magically healed,

casts once per round at 8th level: *detect good* (always active), *detect invisibility* (always active), *insect plague*, *ray of enfeeblement*, and *telekinesis*, 3 times per day can *gate* 2d10 manes, Id4+1 cambions, or 1 cambion with a 40% chance of success; MR 50%; SZ M (7' long); Int Average to Very (8-12); ML Champion (15); AL CE; XP 14,000 (15,000 for priest).

The largest (60 hp) has 11 priest spells:

- 1st (x3)—*cause light wounds*, *command*, *protection from good*;
- 2nd (x3)—*hold person* (x2), *know alignment*;
- 3rd (x3)—*cause blindness*, *cause disease*, *water breathing*;
- 4th (x2)—*cure serious wounds* (x2).

Ixitxachtli (53 and 5 priests): AC 6; MV Sw 12; HD 1+1; hp 5 each; THACO 19; #AT 1; Dmg. 3d4 (bite); SD Priests suffer half damage from cold; SZ S (3' wingspan); Int Average (8); ML Elite (13); AL CE; XP 35 (65 for priests).

Priests have three spells

- 1st (x2)—*command*, *darkness*;
- 2nd (x1)—*hold person*.

Ixitxachtli guardian priest, P6 (2): AC 6; MV Sw 12; HD 3+3; hp 27, 21; THACO 17; #AT 1; Dmg. 3d4 (bite); SD Half damage from cold and heat; SZ M (5' wingspan); Int High (14); ML Elite (13); AL CE; XP 270. 1st (x5)—*cause light wounds*, *command*, *darkness*, *protection from good*, *sanctuary*;

- 2nd (x3)—*barkskin*, *hold person* (x2);
- 3rd (x2)—*dispel magic*, *continual darkness*.

Ixitxachtli vampiric high priest, P12: AC 6; MV Sw 12; HD 8+8; hp 60; THACO 11; #AT 1; Dmg. 3d4 (bite); SA Bite drains 2 levels which replenishes 2d4 levels of cast spells for the ixitxachtli; SD Regenerates 3 hp per round, suffers half damage from heat and cold; SZ L (8' wingspan); Int High (14); ML Elite (13); AL CE; XP 6,000.

1st (x8)—*command* (x2), *cause light wounds* (x3), *darkness*, *protection from good*, *sanctuary*;

- 2nd (x7)—*augury*, *barkskin*, *hold person* (x3), *resist fire*, *withdraw*;
- 3rd (x6)—*cause blindness*, *cause disease*, *bestow curse*, *continual darkness*, *dispel magic*, *feign death*;
- 4th (x4)—*cause serious wounds* (x2), *poison* (x2);
- 5th (x2)—*slay living* (x2);
- 6th (x2)—*harm* (x2).

17. The Prison. As the PCs pass by this area, they can see through a transparent *wall of force* into the room beyond where a babau (skeletal, horned, humanoid greater demon) uses a red-hot firebrand to torture victims bound in chains. A flickering red light coming from a brazier illuminates the room. Unless the PCs can bring down the *wall of force* (with a *disintegrate* spell), they must simply watch helplessly as they pass by. The three torture victims, one male, two female, appear to be human, but one is actually a *shapechanged* succubus named Ji-ilis (immune to fire, the winged female demon is actually not being discomfited at all).

Bolted-down manacles cover the floor of the room, enough to confine up to 10 figures (assuming they are humanoid). A brazier against the port wall allows the demons to heat pokers to torture their victims. An iron maiden and a rack rest next to the brazier, but they rarely see use (the demons find direct claw-to-flesh torture more rewarding). A snake tube extends from the starboard wall, aft of the *wall offeree*. Doors on the port wall lead into separate cells.

The two real victims were captured by some of the demons that slipped out of the ship while it was docked at Emirikol's home (a ship full of demons can never be fully trusted). They do not know of the other prisoner's identity as a demon. When the PCs enter, the babau *teleports* out of the room for three rounds, hoping to let the succubus strike, and then *tele-ports* back in to help her attack. Jiilis waits until she can best achieve surprise (and possibly a kiss) to reveal that her bonds do not actually confine her. The babau torturer holds the keys to all the manacles and the cells.

Straoth has forbidden Jiilis to use her *gate* ability except to summon him (he will not tolerate the presence of rival balors), and even then she will not do so unless her very existence is

threatened, since he hates being *gated*. If she must bargain for her life she might offer the PCs the secret of Ahjani the marilith's True Name (which is Reun'thar). This knowledge holds, if not power over the demon, the threat of power, which may enable the characters to coerce, intimidate, and parlay with her rather than fight her, the chasme, and the ixitxachitl in Area 16. Jiilis uses the knowledge of the marilith's True Name to ensure that Ahjani does not edge her out as Straoth's consort (a position they both currently hold, but would prefer to hold alone).

Jiilis (succubus): AC 0; MV 12, Fl 18 (C); HD 6; hp 39; THACO 15; #AT 2; Dmg. 1d3/1d3 (fist/fist); SA Touch (kiss) drains 1 level, can become ethereal as *oil of ethereality*, casts once per round at 6th level: *charm person*, *dairaudience*, *ESP*, *plane shift*, *shape change* (only to a humanoid form of same approximate weight and size), and *suggestion*, once per day can *gate* 1 balor with a 40% chance for success; SD +2 or better weapon to hit, immune to fire, never surprised; MR 30%; SZ M (6' tall); ML Elite (13); Int Exceptional (16); AL CE; XP 11,000.

Special Equipment: *Teleportation key* (a flat, metal, 3-inch-square plate with a single demonic symbol inscribed in red; when the holder stands outside the balor's tower, uses a *teleport* spell or ability, and focuses on the key, he gains access to one of the upper tower rooms).

Babau: AC -3; MV 15; HD 8+14; hp 50; THACO 13; #AT 1 or 3; Dmg. 1d4+1/1d4+1/2d4 (claw/claw/bite) or 1d6 +8 (red-hot poker + heat damage + Strength bonus); SA Gaze functions as *ray of offense*; *blement* up to 20 feet, casts once per round at 9th level: *dispel magic*, *fear*, *fly*, *heat metal*, *levitate*, and *polymorph self*; thief abilities (see below), x4 backstab; SD +1 or better weapon to hit, half damage

from slashing or piercing weapons, 20% chance to corrode any metal weapon that successfully hits it (magical weapons lose one "plus" if saving throw fails), flesh that touches it suffers 1d6 points of damage; MR 50%; SZ M (7' tall); ML Champion (16); Int Genius (17); AL CE; XP 17,000.
PP 30, OL 30, F/RT 25, MS 95, HS 90, DN 35, CW 90, RL 30

17A. Empty Cell. This room contains only some soiled straw, a number of large cockroachlike insects, and the desiccated skeleton of a lamassu. Anyone searching for more than one round catches a physically debilitating disease (onset time 1d2 days) which imposes a -2 penalty on all rolls until cured. If not cured within 3 days after onset, the disease permanently reduces Charisma by -2 (the victim's flesh grows disturbingly gaunt and pale). An anti-magic field prevents any sort of spell, item, or innate ability use (if the DM uses psionics in his campaign, the field nullifies them as well).

17B. Captive Devil. Kept in shackles, an osyluth (a bony, scorpion-tailed devil) struggles against the magic-dead nature of this cell. If the PCs ask it any questions, it pretends to know the answers, hoping they will free it. The DM can make up whatever lies he wishes, but coincidentally, the osyluth actually does know that a powerful devil has been secretly gathering an army on Hell's fifth layer, awaiting the sudden appearance of *something* (it does not know what). An evil, lying trickster, this creature betrays any rescuers after doing whatever it must to escape its current situation.

Osyluth: AC 3; MV 12; HD 5; hp 33 (currently 13); THACO 15; #AT 4 or 3; Dmg. 1d4/1d4/1d8/3d4 (claw/claw/bite/tail sting); SA Tail sting carries poison which drains 1d4 points of Strength for 1d10 rounds (saving throw penalized by -3), generates *fear* in a 5-foot radius (victims must save vs. rods or flee for 1d6 rounds), casts at 5th level once per round: *fly*, *improved phantasmal force*, *invisibility*, and *wall of ice*, once per day can *gate* 1d10 nupperibo (50% chance) or 1d2 osyluths (35% chance); SD +1 or better weapon to hit; MR 30%; SZ L (9' tall); Int Very (11); ML Steady (12); AL LE; XP 7,000.

17C. Imprisoned Baku. This cell holds a bloody, tortured Outer Planar creature of good called a baku. Like the other cells, this chamber lies within an anti-magic field, keeping the creature from using its powers to escape.

The baku aids anyone that frees it with healing and the following information:

- The ship is actually an entire layer of the Abyss created by Demogorgon and ruled by a balor named Straoth.
- The most recent owner of the ship (that it knows of) was Emirikol the Chaotic, and somewhere aboard is an item that grants the official owner of the ship special powers.
- The balor's tower provides access to the main deck of the ship, but requires one to *teleport* inside, and even then only with the help of a special runeplate (the baku does not know where one of these plates lies).

The baku cannot remain on the ship any longer, it says; it must return to its own kind immediately. It does say, however, that if the PCs can find the *sword of the planes* it once owned, they can keep it, with the baku's blessing.

Baku: AC -2; MV 21; HD 12+12; hp 74 (currently 5); THACO 7; #AT 3; Dmg. 3d6/2d6/2d6 (tusks/stomp/stomp); SA Can trumpet every 4 rounds, inflicting 1d8 points of damage to evil creatures who must also save vs. paralyzation or flee in *fear* (as if cast at 12th level); SD *Invisibility* at will; MR 20%; SZ L (9' tall); ML Elite (13); Int Genius (18); AL NG; XP 14,000.

Psionics Summary: Lvl 12; Dis/Sci/Dev 4/6/17 Attack/Defense MT, PsC/All; Score 18; PSPs 200

Clairvoyance—Sciences: aura sight. Devotions: comprehend writing, danger sense.

Psychometabolism—Sciences: animal affinity, metamorphosis. Devotions: absorb disease, cell adjustment, ectoplasmic form, lend health, reduction.

Telepathy—Sciences: psychic crush, superior *invisibility*. Devotions: awe, conceal thoughts, contact, *invisibility* (no cost), mindlink, mind thrust, telepathic projection, truthhear

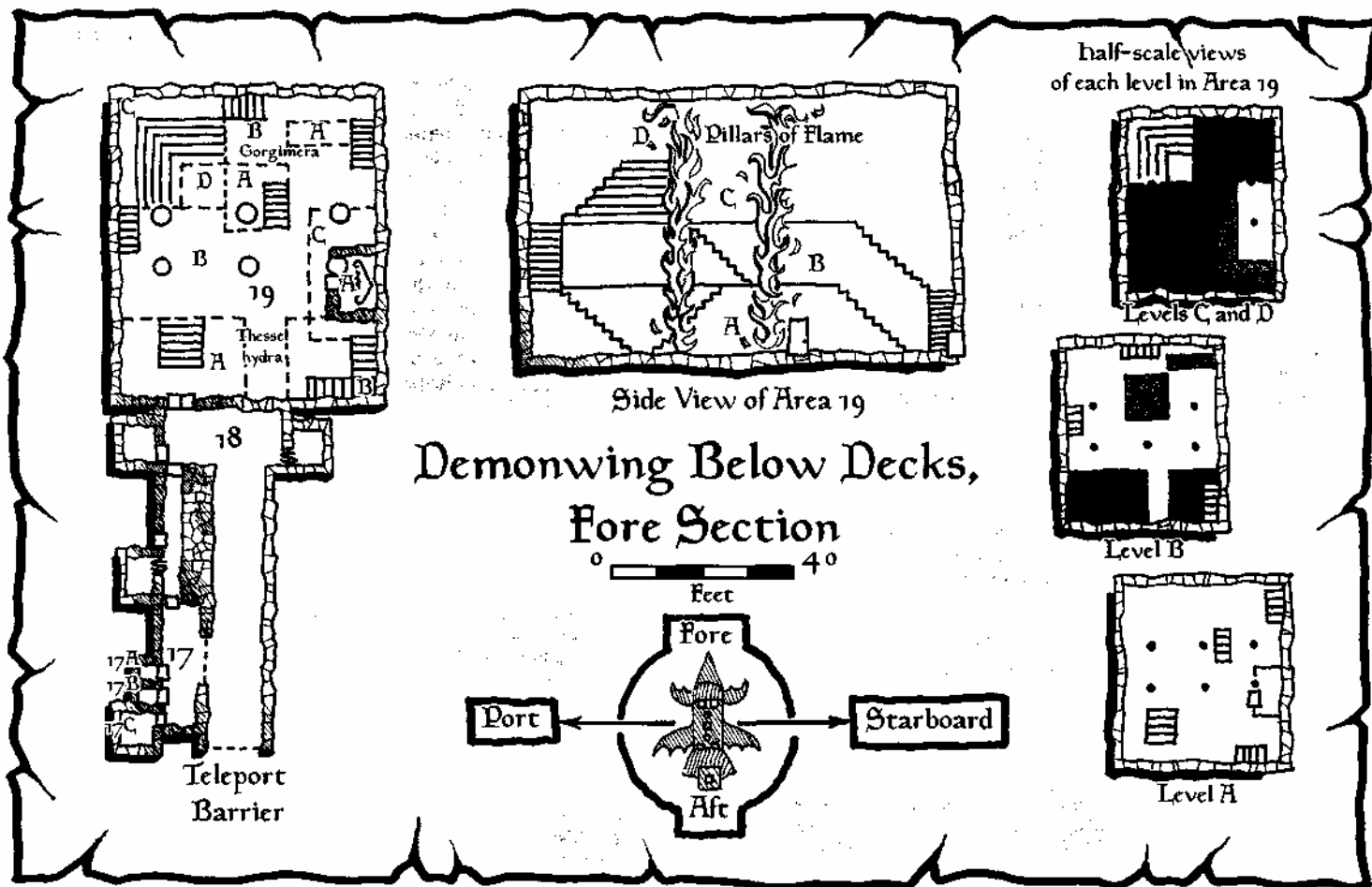
Psychoportation—Sciences: probability travel. Devotions: *astral projection*, dream travel.

Note: DMs who do not use psionics in their campaigns should give the baku the following spell-like powers, usable 4 times per day at 12th level: *comprehend languages*, *charm monster*, *cure disease*, *cure critical wounds*, *detect invisibility*, *detect lie*, *ESP*, *improved invisibility*, *mind blank*, *plane shift*, *polymorph self*, *reduce*, and *wraithform*.

18. Babau Horrors. This room appears completely empty save for a disturbing amount of dried blood splattered on the walls and floor and a number of rusted, broken weapons scattered haphazardly about. A 10-foot-square iron plate covered with bloodstained spikes hangs from the starboard wall, a remnant of an old trap that no longer functions. The secret door slides open silently when the PCs approach any of the three doors. A babau with a two-handed sword (use stats above, sword inflicts 1d10+7 damage) moves silently toward the PCs' backs and attempts to backstab.

Another babau (use stats above) lairs in the 20-foot-square room on the port side of the first room. It attacks as soon as it hears combat in the large room. This demon wields a huge iron crossbow that it can fire once per round (a human could fire this weapon once every three rounds) and increases the damage (nonmagically) of bolts fired by +3 points. The demon owns a dozen *hunter-seeker bolts*, which each carry a +2 bonus. Once the firer has seen a target, and while that target remains within crossbow range, the bolt tracks the target down, even if it means turning corners. If a *hunter-seeker bolt* misses, it turns around and attacks again (up to three times). The babau poisons each bolt (Type E, save or die immediately/lose 20 hp). Once it has seen the PCs, it *teleports away* to a spot within crossbow range and begins firing. It sports a hideous tattoo of a spider on its chest.

A third babau lives in the secret room (as does the torturer in Area 17) down the hall by Area 17. Like the first, it waits until PCs come near so it can silently slide open the secret door and attack with surprise (and backstab). It wields two long swords, one of which carries a +1 magical bonus (1d8+7/1d8+8 damage—otherwise use stats above). This individual wears a patch over an empty eyesocket, the patch bear-



ing a horned, green, skull-like face with a terrifying grin.
 Each babau's lair holds a black iron bed of nails (babaus like the pain, and it inflicts no real damage), Id3 miscellaneous nonmagical weapons, and a small chest containing SdlOO gp (some of which may be in gems), Id3 vials of Type E poison (three applications per vial), and some disgusting bits of rotten meat. One of the beds (DM's choice) has a secret compartment that holds a *helm of teleportation*, a *potion of healing*, 43 gp in a pouch, a bone-cutting saw, and a blood-splattered leather face mask. Each lair also has a snake tube on one wall. /;

19. The Glass Room. *Warning: This can be a complicated encounter. Be sure you understand this area before running it.*
 Flickering pillars of flame illuminate this entire chamber. Straoth himself enjoys using this room to meditate upon the things most important to him—death, pain, chaos, misery, and similar concepts. Occasionally he brings a captive from the prison here to "help him meditate." These poor souls are never seen again. Knowing the defensible nature of the room (and what a joy it is to fight here), the bator also often comes here when alerted to the presence of intruders nearby. The DM should decide if Straoth waits here for the PCs, or currently occupies his tower (detailed below). If seriously threatened in combat here, he flees to the tower to make his last stand.

The chamber contains four levels. Straoth had the upper three constructed of glass magically enchanted to become *glassteel*; they are completely transparent but very durable. Anyone standing anywhere in the room can see anything else on any level. This *glassteel* isn't invisible, it's just hard to see (a fleeing or fighting character might not notice the edge).

Six pillars of flame stretch from floor to ceiling. This magical fire inflicts 2d6 points of damage upon anyone touching a pillar. Each level is 30 feet above the previous one, and the entire chamber is 120 feet high.

Note that levels B and C do not have whole floors. Level B is broken by four openings where stairs from Level A rise through the floor. The stairs in the starboard-aft corner have a small landing at the height of Level B but then continue up to Level C. Level C is actually two disconnected platforms, and Level D is a single, small platform at the top of the stairs in the port-fore corner of the room.

Straoth developed a new type of *symbol* just for this room. Called a *symbol of summoning*, this enchantment acts as a trap that summons hostile creatures to attack those that activated the *symbol*.

If anyone passes between any of the six pillars on level A, a *symbol of summoning* is activated that calls forth a tesselhydra in the area marked on the map, on level B. It uses its 18-foot tail to grab opponents on other levels and haul them closer.

If anyone or anything passes between any of the six pillars on level B, a *symbol* summons a behir on level C, at the point marked on the map. It uses its *lightning bolt* power before making its way toward its prey (its 40-foot body allows it to slink from level to level safely in one round without using the stairs).

The single room on level A houses a *gate* leading to the Temple of Demogorgon. Opening the door to this room from either side summons a gorgimera that appears on level B, at the point marked on the map. Because its attacks, including its breath weapons, are effective only in melee or at short range, the gorgimera flies toward its foes to attack.

Lastly, using either of the fore-ward stairways connecting levels A and B (any other than the 20-foot wide staircase nearest the double doors) summons a giant two-headed troll to level B at the point marked on the map. It immediately moves to attack.

Note that the summoned monsters may also activate the *symbols* as they move about, not just the PCs. In such a case, the creatures may fight each other. If Straoth is present, he

uses his *suggestion* to get the creatures to attack the PCs. Each symbol functions just one time, so each summoning occurs only once.

If present, Straoth himself will be found on level D, *invisible*. Once the summoned monsters begin arriving in the room and combat starts, he foregoes his *invisibility*, utilizing his ring's powers as needed later on. The balor uses his *telekinesis* to move opponents toward monsters (or fiery pillars), *suggestions* and *fear* to move opponents or monsters around, and finally *gate* to call forth a glabrezu demon (use the statistics for captain Ungurth, above) to assist in confronting the PCs directly. His magical whip stretches an amazing 40 feet, allowing the balor to attack creatures even two levels below him and draw them up into his flames.

Thesselhydra: AC 0; MV 12; HD 12; hp 74; THACO 9; #AT 10; Dmg. 1d6 (x8)/1d2/1d20 (8 bites/tail sting/bite); SA Each hydra head carries a venom which inflicts 1d6 additional points of damage if saving throw vs. poison fails, main head carries a venom which inflicts 1d20 additional points if saving throw vs. poison fails, tail can grasp opponents and place in main mouth for an automatic bite on the same round, once per day can spit up to 30 yards a glob of acid that covers a 12-foot diameter area and inflicts 12d6 points of damage (save vs. poison reduces damage by half); SD Immune to acid and acidic poison, each head can sustain 12 points of damage before it is severed—these points do not count against the creature's total hp; SZ L (8' at the shoulder, 8' hydra necks, 30' tail); ML Steady (12); Int Low (7); AL N; XP 12,000.

Behir: AC 4; MV 15; HD 12; hp 70; THACO 9; #AT 2 or 7; Dmg. 2d4/1d4+1 (bite and constriction) or 2d4/1d6 (x6) (bite/6 claws); SA Once every 10 rounds can breathe a bolt of lightning up to 20 feet long that inflicts 24 points of damage (save for half), swallow whole on an attack roll of 20 (victim loses % of starting hp until death on the 6th round, can cut himself out by attacking AC 7, but each round the victim spends inside the behir he faces a cumulative -1 damage penalty); SD Immune to electricity and poison; SZ G (40' long); ML Champion (15); Int Low (7); AL NE; XP 7,000.

Gorgimera: AC 5 (body)/2 (dragon head); MV 12, FI 15 (E); HD 10; hp 58; THACO 11; #AT 5; Dmg. 1d3/1d3/2d4/2d6/3d4 (claw/claw/bite/bite/butt); SA Instead of butting attack, gorgon head twice per day breathes gas in a cone 3 feet long and 3 feet wide at its end that petrifies all within (saving throw applies), instead of second bite dragon head breathes fire in a stream 5 yards long (3d8 damage, save for half damage); SZ L (5' tall at shoulder); ML Elite (13); Int Semi-3; AL N; XP 6,000.

Two-headed giant troll: AC 4; MV 12; HD 10; hp 69; THACO 11; #AT 4; Dmg. 1d4+4/1d4+4/1d2/1d12 (claw/claw/bite/bite); SD Regenerates 1 hp per round, surprised only on a 1; SZ L (10' tall); ML Champion (16); Int Average (9); AL CE; XP 3,000.

Straoth (balor): AC -8; MV 15, FI 36 (B); HD 13; hp 104; THACO 7; #AT 2; Dmg. 1d12/1d4 + special (sword/whip) or 2d6/2d6 (fist/fist); SA Those struck by the whip are drawn into balor's flames and sustain 4d6 points of damage per round (to escape, victim must make Strength ability check at half the normal score), those struck by fists must save vs. spell at -6 or flee for 1d6 turns, casts once per round at 20th level: *detect invisibility* (always active), *detect magic* (always active), *dispel magic*, *fear*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any type), *telekinesis*, and *tongues*, once per hour can automatically *gate* 1d8 least, 1d6 lesser, 1d4 greater, or 1 true demon; SD +3 or better weapon to hit, immune to all nonmagical attacks, cannot be surprised, if slain in the Abyss explodes in a 100-foot radius fireball inflicting 50 points of damage (save for half); MR 70%; SZ L (12' tall); ML Fanatic (17); Int Supra-genius (20); AL CE; XP 26,000.

Special Equipment: *Balor's vorpal sword* (as normal *vorpal sword*, inflicts 1d12 points of damage, *detects evil/good* within 30 feet, any nonbalor picking up the sword suffers 10d6 points of damage and must save vs. spell or die), *whip of stretching* (barbed, many-tailed whip that can stretch to strike foes up to 40 feet away), *ring of invisibility*, *tele-portion key* (a flat, metal, 3-inch-square plate with a single demonic symbol inscribed in red; when the holder stands outside the balor's tower, uses a *teleport* spell or ability, and focuses on the key, he gains access to one of the upper tower rooms), scroll (written on

black flame-resistant vellum) with the following spells: *nondetection*, *fireball*, *antimagic shell*, *teleport without error*.

The Balor's Tower 4

Through the *gateway* found in the Temple of Demogorgon, characters can travel to the main portion of the Abyssal layer that is now *Demonwing*.

The Canyon of Insects. The other side of the portal lies on a flat, 20-foot diameter outcropping of rock. This stone pedestal, about 10 feet higher than the ground around it, stands in a dead-end canyon surrounded by high cliff walls. In the distance, a path out of the canyon winds its way through the cliff walls. Beyond it, characters standing at the portal can just make out another high plateau topped by a black tower.

Swarming Abyss ants cover the rough, rocky canyon floor. These 2-foot-long insects number in the millions, and Straoth feeds them all well enough to entice them to stay in the canyon and guard the *gate*. As the PCs arrive, none of the creatures have yet crawled up onto the rocky pedestal supporting the *gate*. When the PCs make their presence known, however, the demonic insects swarm up to get at them. The Abyss ants will never pass through the portal of their own free will, however. A character attempting to push through them or staying to fight them around the portal would be subject to the bites and stings of 3d4 insects and the acidic spittle attacks of 1d6 insects every round. Considering the distance that must be crossed to get to the tower, it should be obvious even to the most naively optimistic players that fighting through on foot is impossible. Flying over the sea of insects (at least 10 feet high to stay out of range of their acidic spittle), on the other hand, is fairly safe. The insect swarm stops at the line marked on the map.

Beyond the canyon walls, which rise 500 feet into the air, a sea of poisonous, caustic liquid stretches into infinity (each round a character comes in contact with the liquid, he must make a saving throw vs. poison or die, or suffer 3d10 points of damage from the acid if the save succeeds). With a high enough vantage, a flyer could see that the entire encounter area occupies a sunken island in this endless sea of acid. If desired, the DM can describe far-off whirlpools or maelstroms that serve as conduits to other Abyssal layers and other adventures.

Abyss ants (uncountable): AC 3; MV 18; HD 3; hp 12 each; THACO 17; #AT 2; Dmg. 1d6/1d6+2 (bite/sting); SA Three times per day can spit acidic goo up to 10 feet, inflicting 2d4 points of damage (successful saving throw vs. wands negates damage); SZ S (2' long); ML Fearless (20); Int Low (5); AL CE; XP 175.

Secret Cave. As detailed in Area 14 and 16 of the Below Decks section, Threakil the cambion hid the *demonglass*. Unfortunately for him, Ah-jani the marilith learned its location and took it for her own. In its place she put a scroll tube with a message inside: "Threakil—there is nothing you can have that I cannot take away! See if your damned gem can save you from this—Ah-jani." Once it is read, a guardian molydeus appears and attacks the reader, quite surprised if none of its opponents are cambions. Still, it is a guardian and it fights to the death.

Molydeus: AC -5; MV 15; HD 12; hp 58; THACO 9 (4 with axe); #AT 3; Dmg. 2d6/1d6/2d10+5 (bite/bite/special *battle axe* +5); SA Snake head bite carries a poison which transforms victim into a manes in 1d6 turns (successful saving throw avoids, *neutralize poison* and *remove curse* required to cure), casts at 12th level once per round: *affect normal fires*, *animate object*, *blindness*, *charm person or mammal*, *command*, *Evard's black tentacles*, *fear*, *improved invisibility*, *know alignment*, *lightning bolt* (7 times per day), *polymorph other*, *sleep*, *suggestion*, *true*

seeing (always active) and *vampiric touch*, once per hour can *gate* 1 molydeus, 1d2 chasme, or 1d4 babau with a 35% chance of success; SD Immune to all weapons except cold-wrought iron, never surprised; MR 90%; SZ H (12' tall); ML Fearless (20); Int Exceptional (15); AL CE; XP 21,000. Special Equipment: *Battle axe* +5 (*vorpal* and *dancing*—as swords—

inflicts 2d10 points of damage, forged in the Abyss, disappears when molydeus is slain)

The Abyssal Dragon. The path out of the Canyon of Insects leads directly to a plateau with a small lake at its base. The plateau rises 180 feet in the air. The balor's tower waits atop this plateau—as does its primary guardian.

Directly outside of Straoth's tower, a dread linnorm dragon named Kroth makes her lair. Once a wanderer of the Abyss, this two-headed creature eventually met and allied with Straoth. She has served as the primary guardian of the balor's tower for hundreds of years, growing very old and very powerful. Like all of her kind, she concerns herself less with treasure and more with misery and death.

When Kroth attacks, she assumes the PCs possess a great deal of power (how else could they have gotten here?) and does not hold back. However, if everything goes exactly as she wishes, one or two of her victims will remain alive once the dragon is victorious. These survivors will become Kroth's playthings, and she will torment them horribly until they finally succumb to the mercy of death.

With her excellent vision and her high perch, she observes the characters' approach and prepares her attack. First, she casts *stoneskin* upon herself, and then *detect invisibility* just in case the intruders plan to sneak into the citadel. When a character comes within 230 yards, she looses a *lightning bolt*. At 200 yards, Kroth casts her *fireball* spell. After that, she waits until the PCs approach within 180 yards (which is about at the base of the plateau) so that she can start using her breath weapon attacks.

If it appears, as she watches over the edge of the plateau, that the intruders hesitate, she climbs down the shaft near her perch (she drops down using a *feather fall* spell if she needs speed). Then, after casting *invisibility*, she swims through the water and waits until they come within melee or breath weapon range. She can always use a *fly* or *levitate* spell to get back up to the tower if need be. *Polymorph self* or *reduction* (coupled with *invisibility*) can let her sneak closer to intruders. She normally saves her *magic missiles* to fire into the backs of fleeing foes.

If Kroth has a weakness, it is her paranoia. She distrusts everyone, including the demons she works for. If she encounters someone who so much as hints of a possible demon betrayal or mentions Straoth's plans for taking possession of the ship, she gets worried, even to the point of ignoring her duties as a sentry. PCs can use this to their advantage, assuming that they can get close enough to speak with her.

As shown on the map, Kroth has used her innate *move earth* ability to create a wide shaft leading down into a deep pool, which connects with a pool in front of the plateau. Her true lair (as opposed to her perch by the tower, where she spends most of her time) is at the bottom of the pool. In this lair lies the hoard she has collected, more out of instinct than desire. Scattered across the bottom of the pool can be found up to 3,560 sp, 2,573 gp, 1,949 pp, and 183 gems (ranging in value from 100 to 600 gp); a silver *bastard sword* +3 and a suit of *banded mail* +4 (both forged on the Prime Material Plane); a *war hammer* +4 and a *shield* +2 (forged in the Abyss); a brass flask containing a *potion of stone giant strength* and a *rod of lordly might* with its *spear* +3 function activated and thrust into the rock wall (this requires at least an 18/00 Strength to remove). A *cloak of displacement*, an *amulet of proof against detection and location*, and an iron box containing eight 1,000 gp pieces of jewelry were buried by a recent rockfall. Only a successful find secret doors check and an additional half hour of underwater work moving the rock debris uncovers these items.

The treasure lies scattered amid the slain bodies of those that once possessed it. If anyone disturbs the treasure besides the dragon (who usually ignores it), ten wraiths of the poor unfortunates who died here arise and attack.

Kroth (dread linnorm wym): AC -11; MV 18, Sw 12; HD 27; hp 149; THACO 1; #AT 3; Dmg. 5d10+11/5d10+11/special

(bite/bite/tail swipe/breath); SA Cast wizard spells at 19th level of ability, breathe chilling wind with right head (in a cone 120 feet long and 60 feet wide at the base) and hot dust with the left (in a cloud 80 feet long, 50 feet wide, and 30 feet high) each inflicting 22d8+11 points of damage and each usable 3 times per day, cast *telekinesis* once per round, *move earth* 4 times per day, *power word-stun* 3 times per day, bite acts as *energy drain* spell; SD +1 or better weapon to hit; MR 90%; Int High (14); ML Fanatic (18); SZ G (480 feet long including tail); AL CE; XP 27,000.
1st (x7)—*burning hands*, *feather fall* (x2), *magic missile* (x2), *reduction*, *Tenser's floating disc*;
2nd (x5)—*detect invisibility*, *fog cloud*, *invisibility* (x2), *levitate*;
3rd (x4)—*dispel magic*, *fireball*, *fly*, *lightning bolt*;
4th (x4)—*ice storm*, *polymorph self*, *stoneskin*, *wall of ice*;
5th (x2)—*passwall*, *teleport*.

Wraith (10): AC 4; MV 12, Fl 24; HD 5+3; hp 24 each; THACO 15; #AT 1; Dmg. 1d6 (touch); SA Touch drains 1 level; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, *death*, and cold-based spells; SW Holy water inflicts 2d4 points of damage; Int Very (11); ML Champion (15); SZ M (6' tall); AL LE; XP 2,000.

Straoth's Tower. Constructed of black stone and metal, this tower climbs 300 feet into the sky above the plateau. Made by and for creatures able to *teleport* at will, the tower has no doors or windows. PCs seeking entrance need to provide their own way inside.

If Straoth survived a battle in Area 19, he returns here to his home. In any event, Cuirre Bonespell, the balor's chief executioner, court wizard, and advisor, can always be found in the tower. Occasionally, the marilith Ahjani tarries here, but usually she wanders or spends her time in the Temple of Demogorgon.

The base of the tower holds a dangerous trap. If anyone comes within 20 feet of the base, 20-foot-long steel blades curve out of the tower and spin rapidly around it. These blades inflict 5d10 points of damage unless the potential victim makes a successful Dexterity check with a -4 penalty, in which case the blades miss the PC. If the check would have succeeded without the penalty, the blades' damage is halved.

The spinning blades reflect the nature of Straoth's prized mount: a retriever that was a gift from Demogorgon. This arachnid creature dwells at the bottom of the tower. The balor may decide to mount his steed and ride directly into battle against his foes rather than wait for them to gain entry to the tower. In such a case, the two together *teleport* out of the fortress and attack. Otherwise, the retriever waits at the bottom of the tower. It has little besides a nest of bones and filth (in which nothing of value is hidden—all treasure in the tower is stored in the treasure chamber).

The iron tower itself is just an empty shaft. Aside from the retriever (which can climb up the sides of the shaft, inside and out, as well as *teleport*) and a surprisingly large number of normal spiders, the tower is empty. Five teardrop-shaped chambers, 20 feet wide at the base and 60 feet tall, cluster at the top of the tower (see map). Straoth had all of these chambers constructed of a shimmering black energy that repels all attempts at entry except *teleportation*. However, in order to *teleport* into any of these chambers, one must have a *teleportation key*, which can be found in Areas 16, 17, and 19 of *Demonwing*, in the possession of Jiilis, Ahjani, or Straoth himself. (Cuirre Bonespell also has one, but by the time the PCs reach him inside the tower, they will already have solved this problem.)

Retriever: AC -2; MV 18; HD 10+10; hp 69; THACO 9; #AT 4; Dmg. 3d6/3d6/3d6/3d6 (4 cleaverlike appendages); SA If two cleaver attacks hit, victim is automatically held in mandibles (Strength 21), each round creature can fire 2 of the following eye rays (each usable every 6 rounds): *fireball* (12d6 points of damage, save for half, 30-yard range, 5-foot blast radius), *cold ray* (12d4+12 points of damage, save for half, 30-yard range, 1 target), *lightning bolt* (12d6 points of damage, save for half, 5 feet wide and 20 yards long), *flesh to stone* (30-yard range, successful save slows victim for 1d6+2 rounds, 1 target), creatures of 4 HD or fewer must save vs. spell or flee in fear for

2d6 rounds; SD Regenerates 2 hp per round; SZ H (12' tall); ML Fanatic (18); Int Low (6); AL CE; XP 15,000.

Ahjani's Chamber. This dark, spherical room (20-foot-diameter) has no gravity. Iron hooks jut out from the smooth obsidian walls. One of them is a snake tube; Ahjani hangs possessions and victims from the others. At any given time, three human (or humanoid) corpses hang impaled on hooks. With them is a stitched-together skin bag containing 5,467 gp and a jeweled wand worth 500 gp (nonmagical). A careful search reveals a hollow space within one of the larger hooks where Ahjani keeps a magical scroll with the following clerical spells: *cure serious wounds*, *protection from lightning*, *finger of death*, and *resurrection*. She keeps this as a potential bribe or reward for the priests in the Temple of Demogorgon.

A bizarre sculpture floating in the center of the chamber bears the life-sized likeness of a man contorted strangely and painfully. A successful Intelligence ability check allows a viewer to realize that the image portrays some poor human being constricted by powerful coils, although the constrictor is missing. When resting, Ahjani coils contentedly around the statue floating in the room's center.

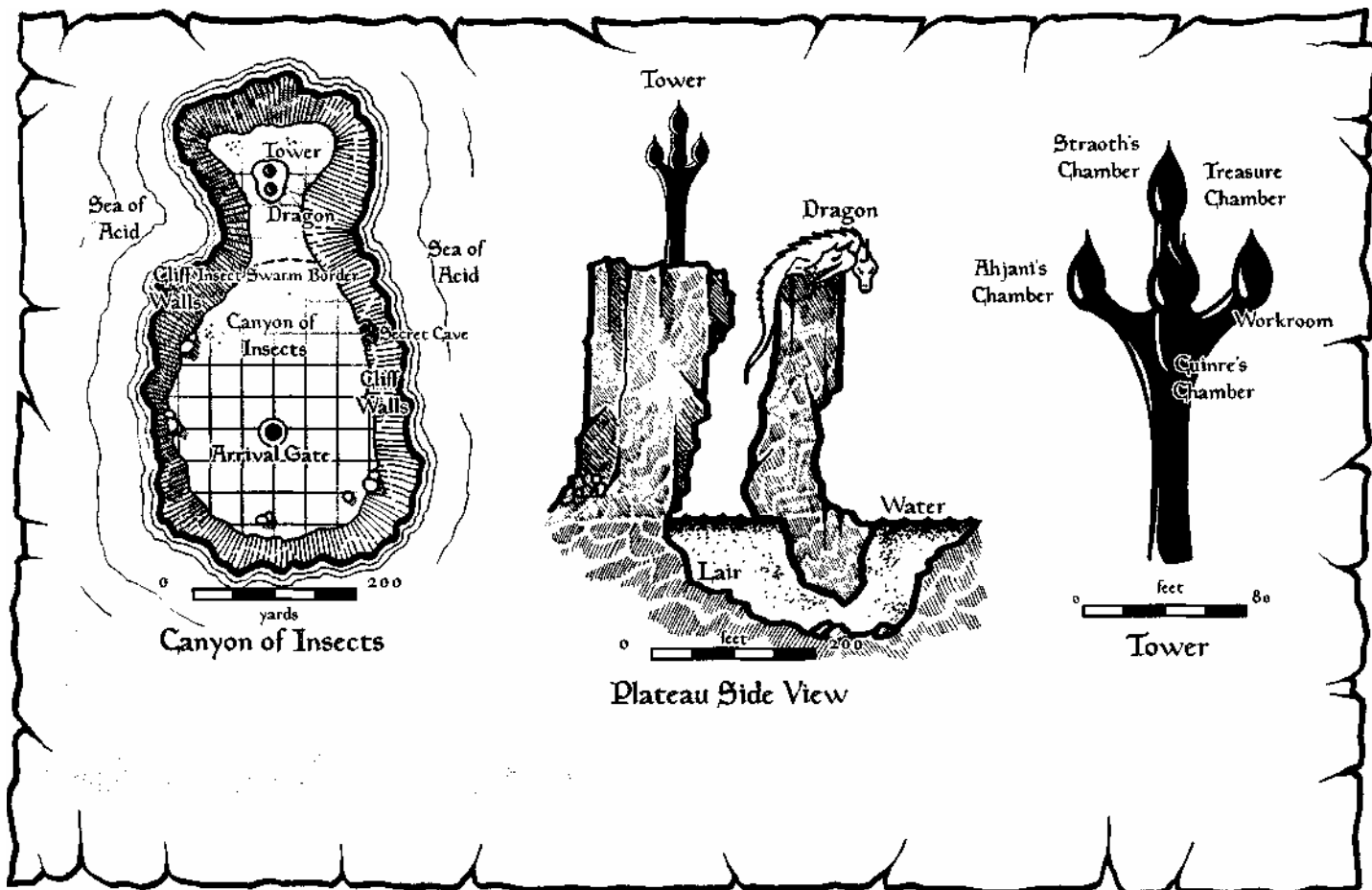
Cuinre's Chamber. Unlike some of the other tower rooms, this location actually takes the teardrop shape suggested by the outside, except that the floor is flat and level. Therefore, the room is circular, 20 feet in diameter, and rises up 40 feet, narrowing as it does. Twenty feet above the floor, on a narrow ledge running around the chamber's circumference, roosts Cuinre's tiny quasit familiar. Cuinre decorates this room with shrunken human and humanoid heads suspended from cords and wires and gathered in bunches (he has named most and likes to speak with them). From another hook, a small glass sphere dangles by a leather chord amid a tangle of heads. A *continual light* spell shines from the sphere, but unfortunately

the Abyss has corrupted the light so that it flickers annoyingly amid the slowly swaying heads.

Aside from a sprawling mass of dirty and stained pillows on the floor (Cuinre's bed), the room holds no furnishings. The deception of this simple facade is that Cuinre's treasure hides in plain sight. A *dispel magic* reveals that the wizard has *polymorphed* his treasure into shrunken heads—in fact, approximately half the heads in the room were once treasure. Ten 1,000-gp gems, a 5,000-gp jeweled mirror, and 10 books make up his collection. The demon's nine spellbooks contain each and every 1st- to 7th-level spell found in the *Player's Handbook*. The books all carry a *fire trap* (inflicting 1d4+16 points of damage each). In addition, tucked inside each book is a single loose sheet of paper with a *sepia snake sigil* (cast at 16th level). The tenth book, indistinguishable from the others, is a *vacuous grimoire*.

If prepared for battle—and he almost always is—Cuinre has already cast *blur*, *fire shield*, *globe of invulnerability*, *haste*, *improved invisibility*, and *stoneskin*. With these protective spells and his increased Magic Resistance, magical attacks hold no fear for him. Thus, he deals first with the warriors among his foes, placing them in a *web or force cage*, blasting them with *fireballs*, *lightning bolts*, etc. In fact, Cuinre possesses such an arsenal of offensive spells and capabilities that he often regrets not being able to use them all before his foes have perished.

Usually, enough insects (mostly flies) crawl around on his body to provide ample subjects for *giant insect*. Cuinre forces his familiar to remain nearby, but in hiding and *invisible* (he fears anything happening to the quasit, which would greatly harm his wizardly capabilities). If the nalfeshnee encounters foes that actually challenge him, he *teleports* away and attempts to find Straoth so they can fight together (likewise Straoth will not willingly fight in or around the tower without his advisor at hand). If Straoth is slain, Cuinre will *gate* in assistance.



Cuinre Bonespell (nalfeshnee W14): AC -8; MV 12, FI 15 (D); HD 11; hp 67; THACO 9; #AT 3; Dmg. Id4/Id4/2d4 (claw/claw/bite); SA Can spray magical energy 3 times per day upon all within 60 feet, inflicting 15 points of damage (successful saving throw vs. spell reduces damage by half; must save again at -2 or be struck dumb and wander in a trance for 1d10 rounds viewing greatest fear), casts at 14th level once per round: *alter self*, *bind*, *call lightning*, *chill touch*, *detect invisibility* (always active), *ESP* (always active), *feblemind*, *forget*, *giant insect*, *invisibility*, *know alignment* (always active), *mirror image*, *polymorph any object*, *protection from good* (always active), *raise dead*, *slow*, and *web*, twice per day can *gate* Id6 babau or 1 vroock with a 50% chance of success, with the quasit near, operates as a 15th-level wizard (additional spells gained from this ability appear in bold); SD +2 or better weapon to hit, never surprised, regenerates 1 hp per round as long as the quasit familiar lives; SW If the quasit dies, the nalfeshnee becomes a 10th-level caster; MR 95% (quasit familiar grants him additional 25%); SZ H (20' tall); ML Fanatic (17); Int Godlike (21); AL CE; XP 21,000.

Note: Cuinre has sacrificed his *distance distortion* and *affect normal fires* abilities to use *polymorph any object* innately.

Special Equipment: *Fasces cord* (binds together up to 3 wands for simultaneous use), *wand of fire* (17 charges), *wand of paralyzation* (21 charges), *wand of negation* (8 charges).

Spells (5/5/5/4(5)/4(5)/21):

1st (x5)—*burning hands*, *charm person*, *detect magic*, *grease*, *magic missile*;
2nd (x5)—*blur*, *Melf's acid arrow*, *ray of enfeeblement*, *shatter*, *strength*;
3rd (x5)—*clairvoyance*, *dispel magic*, *fireball*, *haste*, *lightning bolt*;
4th (x4/x5)—*contagion*, *fire shield*, *ice storm*, *improved invisibility*, *stone-skin*;
5th (x4/x5)—*advanced illusion*, *chaos*, *cone of cold*, *domination*, *wall of iron*;
6th (x2)—*globe of invulnerability*, *repulsion*;
7th (x1)—*forcecage*.

Quasit: AC 2; MV 15; HD 3; hp 19; THACO 17; #AT 3; Dmg. Id2/Id2/ Id4 (claw/claw/bite); SA Claws carry poison which irritates (failed saving throw indicates loss of 1 Dexterity point for 2d6 rounds), *polymorphs* into a bat or a giant centipede, casts at 7th-level once per round: *detect good*, *detect magic*, and *invisibility*, unleashes a blast of fear with a 30-foot radius once per week; SD +1 or better weapon to * hit, regenerates 1 hp per round, immune to fire, cold and electricity, saves vs. all magic as a 7-HD creature; MR 25%; SZ T (2' tall); Int Low (7); ML Average (9); XP 2,000.

Workroom. This round room has a diameter and height of about 20 feet. Glass vials, strange mechanical devices, small braziers, books (on science, nature, magic, and alchemy), and all manner of materials (metal, stone, flesh, plant matter, cloth, liquids, gases, etc.) cover three different tables here. While searchers cannot find any finished items or research projects, the whole setup would be worth 50,000 gp to alchemists, wizards, and collectors because of the rarity of the materials and unique nature of the equipment. Of course, altogether it weighs about two tons, half of which (and the more valuable half at that) is extremely fragile.

Cuinre conducts research here, hoping to come up with some discovery to enable him and his master to fully own *Demonwing* and bring about a reign of terror and destruction as they wander freely with their small army and potent sea craft.

Treasure Chamber. No one uses this room as living quarters, although Jiilis the succubus sometimes rests here (when Straoth does not desire her company). The room is a 20-foot cube with smooth, green marble walls. Large chests rest against two walls, blood-spattered tapestries hang on the other two, and a glowing sword floats in the room's center.

A heavy lock protects the contents of the first chest, which bears a *symbol of death* that Straoth inscribed upon it. The magical trap activates when anything passes into the keyhole. Further, inside the lid is scribed a *symbol of insanity* that activates when viewed. Inside the chest, Straoth stores 8,435 gp, a bag of 23 gems (ranging in price from 10 to 500 gp for a total value of 4,540 gp), and a number of maps written on human skin

stored inside a wide, golden scroll tube (worth 200 gp). The maps take Id4 weeks to decipher, but show the locations of portals and conduits leading to a variety of planes, Prime Material worlds, demiplanes, and even the city at the center of the multiverse, Sigil. (The DM should feel free to use this as a springboard to further adventures.) A false bottom to the chest reveals another *symbol of death* (this one activated by sight), a small pouch of *airy water seeds* (these six seeds create an area of *airy water* as if cast by a 12th-level wizard), and a *flask of curses* that curses all within 20 feet of the flask when someone opens it. The horrible curse withers the nerves and muscles of 50% of the victims' limbs (determined randomly) if they fail saving throws vs. spell at -4. Withered limbs become useless until a *remove curse* spell alleviates the condition.

The second chest is also locked, but normally so. However, any mortal touching the chest, opening it, or taking anything out of it must make a saving throw vs. spell at a -2 penalty. Failure results in a *curse*, which inflicts upon the victim a terrible hatred of devils. Not noticeable at first, the effect appears in force in the later portions of the adventure; the character must attack any devil he sees and fight it to the death, making subterfuge, parlay, and even retreat impossible.

Inside the chest, characters find a huge, bejeweled, demonically-adorned silver harp worth 10,000 gp, a *beaker of plentiful potions* (stores *potions of water breathing*, *invulnerability*, *black dragon control*, *treasure finding*, and *elixir of youth*), and the *net of Barros*. Wrapped in leather, this powerful, magical net of silvery fibers keeps anyone touching it from *teleporting*, *plane shifting*, etc. (no saving throw, no magic resistance).

One tapestry here depicts a number of clawed and fanged female demons tearing apart a knight and his horse. Actually a *rug of smothering* hanging on the wall, it activates whenever someone touches it. The other tapestry bears the image of a winged demon in flight gripping the bloody remains of a victim in its claws. It is really a *carpet of flying*.

The sword floating in the center of the room is the newest treasure—the baku's *sword of the planes* (see Below Decks, Area 17C). Grasping the sword from where it levitates activates a *symbol of hopelessness*, but otherwise a character can take and use this potent magical weapon.

Straoth's Chamber. The balor's room at the top of the tower is a 20-foot black cube with a locked, black hatch in the ceiling. Tattered red and black curtains hang from the ceiling in a mish-mash, and a sumptuous bed commands the center of the room. Next to the bed, PCs see a large, leather-bound book, written in the tongue of demons. Although it bears no title, this book relates the history of *Demonwing*, from Demogorgon's commissioning of its construction to the current time—literally. The book magically records the ship's history, so its final pages include Straoth's preparations for insurrection, Emirikol's presentation of the craft to the PCs, even the character's activities on the ship up until this moment. It continues to record the events concerning the ship as long as it remains on board (taken off, it becomes worthless).

Straoth keeps all other prized possessions in the treasure chamber, so this room offers PCs little else besides the way out. In the unlikely event that Straoth is here when the PCs arrive, there is a 50% chance that Ahjani or Jiilis (if alive) will be with him. Hidden within the bedding, a searcher can find a spike-covered, blood-spattered gauntlet and some bloodstained cords.

Beyond the black door in the ceiling the PCs find a 10-foot cubical room. A wooden ladder rises up through the chamber to a wooden hatch. This hatch leads up to the main deck of *Demonwing*.



Descent Into Hell

"The mark of a true hero is that when faced with an insurmountable obstacle, he not only presses on, but remains confident of a just solution. Klysandral was such a hero. Even the Gates of Hell, I am sure, would not deter him." Michuth Gyl, the Eulogy of Klysandral

When *Demonwing* stops, the player characters find themselves, literally and figuratively, in Hell. Specifically, they float between huge icebergs in the frozen (or nearly frozen) Hell called Stygia.

A Recent History of Hell

The history of Hell could fill all the libraries that have ever existed and still lack information. This section discusses recent events, and those past events that have a bearing on the current situation.

In the dim past the names of the rulers of each of Hell's seven layers found their way into the books and scrolls of learned men. Those who studied such forbidden lore knew that a being named Asmodeus dwelt in the deepest pit of Hell and ruled over the other lords. They also knew that the lords of Hell, being diabolical and selfish creatures, warred amongst themselves. Normally these were wars of unspoken threats and subtle machinations rather than clashing armies, but devils are not reluctant to spill blood when there is something to be gained. Eventually two camps arose, built around the most powerful of the dukes of Hell. A devil named Baalzebul led one faction and Mephistopheles the other. Asmodeus, apparently, stood alone.

The standoff was too precarious to last. War erupted between the forces of Mephistopheles (with his allies, Mammon and Dispater) and Baalzebul (backed by his viceroy Moloch and abettor Belial). The arch-devil Geryon gave his support to Mephistopheles, but altered everything when he revealed his ultimate loyalty to Asmodeus. During the final, titanic battle of that war, at Geryon's signal, the pit fiend generals of both armies turned on their masters and the arch-devils were defeated—not by each other, but by their own forces, who fought for (and were supported by) the still-supreme Asmodeus.

To consolidate his power, Asmodeus elevated the generals of the armies to be the new rulers of all devils. These eight pit fiends became the Dark Eight. Meanwhile, for reasons of his own, the Lord of Hell's Ninth Layer sought out the fallen and outcast arch-devils. He was not yet through with them. As Overlord of Hell and the only clear victor in the conflict, the Lord of Nessus began making deals with the arch-devils to support their reinstatement as rulers of their respective layers. In this way, Asmodeus reshaped the political power of the arch-devils so it was more to his liking. To be sure, neither Baalzebul nor Mephistopheles gave up their desires to overthrow Asmodeus as ruler of all Hell. But Asmodeus believes, probably correctly, that his position is more secure if his rivals are busy ruling one of his fiefs than if they are free to devote all their time to scheming against him.

Some arch-devils took the opportunity presented by Asmodeus's reprieve to fade deeper into the shadows of Hell, assuming more mysterious guises or different appearances. Many began calling themselves by their lesser-used names (for each such being has many names in many languages). Belial even placed his daughter in power over the Fourth Hell, where they rule together. The one exception to Asmodeus's clemency was Moloch, the former ruler of Hell's sixth layer, who was cast down and replaced by a female devil named Malagard. The design behind this is not clear.

For reasons no mortal observer understood, Asmodeus made no deal with the one arch-devil that showed loyalty to him. Geryon, the deposed duke (sometimes referred to as the Forgotten Lord), was ignored entirely and faded into ambiguity in Stygia, the layer he once ruled. Prince Levistus, a dishonored arch-devil who had lain frozen in Stygia's ice for millenia, was awakened (although not released from the ice) and given dominion over the layer. As a final insult, Mammon, under the new identity of Minauros, even adopted a serpentine shape that resembled that of forgotten Geryon.

Recent events make it clear, however, that Asmodeus's ability to plan ahead truly knows no limit. For now, many, *many* -years, later, Geryon's status as a brooding, jealous devil desiring nothing but his former position serves the Dark Lord of the Ninth's plans perfectly.

A short while ago Asmodeus called Geryon to Malsheem, Asmodeus's vast fortress in Nessus. There Asmodeus offered to support Geryon's attempts to retake control of Hell's frigid fifth layer. (It is speculated that Asmodeus was concerned that Levistus had designs against another layer. Helping Geryon to depose Levistus would then serve both their interests. That Asmodeus foresaw this threat centuries ago and allowed it to run its course so long as Levistus was useful, while simultaneously setting up the machinery to oppose Levistus, is yet another testament to his unknowably fiendish cunning.) The only thing the deposed duke had to do in exchange for Asmodeus's backing was invade and take control of a temple that would shortly appear between the fifth and sixth layers of Hell—the Temple of Neheod. Geryon agreed (as Asmodeus knew he would). Asmodeus drummed his claws on the arms of his throne and laughed—a sound that makes the multiverse cringe. As always, his schemes were coming to fruition exactly as he designed them.

Stygia

Stygia, Hell's fifth layer, holds the headwaters of the River Styx, which runs through all of the Lower Planes. The slow melting of unimaginably huge ice floes in this cold pit of endless ocean feed the dark river.

Although a gigantic city named Tintlin stands atop a floating, icy isle near the center of this layer, *Demonwing* stops long before that hellish metropolis comes into view. In fact, the ship stops at a spot of open water between two mountainous icebergs. This remote section of Stygia normally would never be noticed by most of the layer's inhabitants—except that now the Temple of Neheod lies somewhere below.

Prince Levistus, master of the amnizu (short, winged, greater devils of humanoid shape with an affiliation to the Styx), rules Stygia from deep within an encasement of ice. What he lacks in mobility, he makes up for in ambition, cunning and magical power. He seeks to take over another layer—probably the sixth.

Geryon needs to be the first to subdue and control the Temple of Neheod and the hidden region in which it lies between the two layers in order to win Asmodeus' support over Levistus and regain his own position of power. Geryon and his vassal Amon built the ice fortress, Coldsteel, in the ice deep within the Fifth Hell, and readied their armies. The devils did not expect the resistance that the priests and temple defenders offered, however, and the invasion has taken much longer than originally anticipated. Even so, by the time the PCs arrive, the forces of evil have gained the upper hand and now it appears to be only a matter of time before the temple completely falls into their power.

Arrival in the Frozen Pit

Demonwing drops its anchor and produces two diving spheres when it finally stops in Stygia. Player characters not standing on the sterncastle (and thus not protected by the barrier) feel the cold of the hellish layer. While the cold does not inflict damage immediately, long-term exposure without protection could result in a loss of 1 hp per hour every hour after the first. The frigid water inflicts much more grievous harm, and unprotected characters within it suffer 1 hp every other round. *Protection from cold* or a *ring of warmth* prevents this harm.

The greatest threat from the water is hardly the cold, however. The Styx waters can steal a character's memories. Worse, because these are the river's headwaters, the threat is at its most potent. If a character gets even a drop of water from this layer on him, he must make a saving throw vs. spell at -4 or lose all memories. Failure requires a saving throw vs. paralysis. If that saving throw fails, he forgets even basic motor skills and speech. If the character succeeds at the first saving throw, he still loses all memories and knowledge gained in the last year of his life. He will not know how he got here or what he is doing here. A *restoration* spell or an *elixir of health* has a 50% chance of restoring these memories. Luckily, these horrible effects only occur if a character comes in contact with actual water found here in Stygia. Melted ice from one of the icebergs does not count.

The air above the water and ice offers no safety, either. Lightning fills the sky, and the echoing thunder that follows remains an ever-distant roar. Anyone flying in Stygia with a maneuverability class lower than B has a 50% chance per turn of being struck by lightning, suffering 5d6 points of damage. This lightning even threatens the natives of this realm, who remain careful to stay near the ground. The exception, of course, are those devils with quick and agile flying skills. They can be seen on occasion swooping and dodging through the blasts of lightning.

Watchers

One of the most common sorts of devils on this plane is the gelugon, or ice devil (insectoid/reptilian greater devil). Two of these devils appear within a few minutes of the ship's arrival. Standing on nearby icy ridges, the devils watch the activity on the ship. These creatures serve Geryon and warn him and the devils in Coldsteel that potential enemies have appeared at the surface. They send messages via a *gated* barbazu (a bearded lesser devil) or osyluth, whichever they can get.

When they arrive, the PCs can use the diving spheres (or whatever other means they conceive) to dive down under the water. Whatever the case, if they do not do so immediately upon arrival (before the gelugons arrive), one of the devils attacks the PCs as they enter the water.

Ice devils can survive and resist the potent waters of the Styx, as can most of devilkind. Nevertheless, the attacking creature puts off entering the water as long as it can, using its magical ability *to fly* (safe from the lightning with Maneuverability Class B) over the characters to strike. In the water, it may *polymorph* itself into a giant shark (megalodon) to more efficiently and savagely assault its foes. Gelugons know that their fighting ability and magical powers are better suited for battles in more confined quarters. The ice devil will not fight to the death.

The other gelugon does not attack, having decided that careful observation and reporting of events serves his master more valuably than fighting. It may, however, *gate* in other devils to attack the characters or the ship.

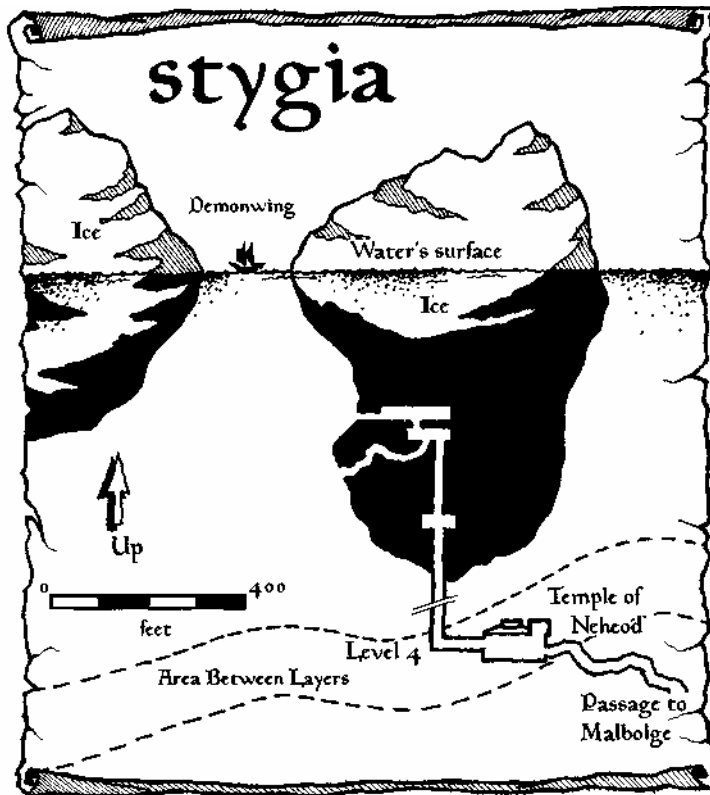
Gelugons (2): AC -3; MV 15; HD 11; hp 80, 68; THACO 9; #AT 4 or 2; Dmg. 1d4+4/1d4+4/2d4+4/3d4+4 (claw/claw/bite/tail sting) or

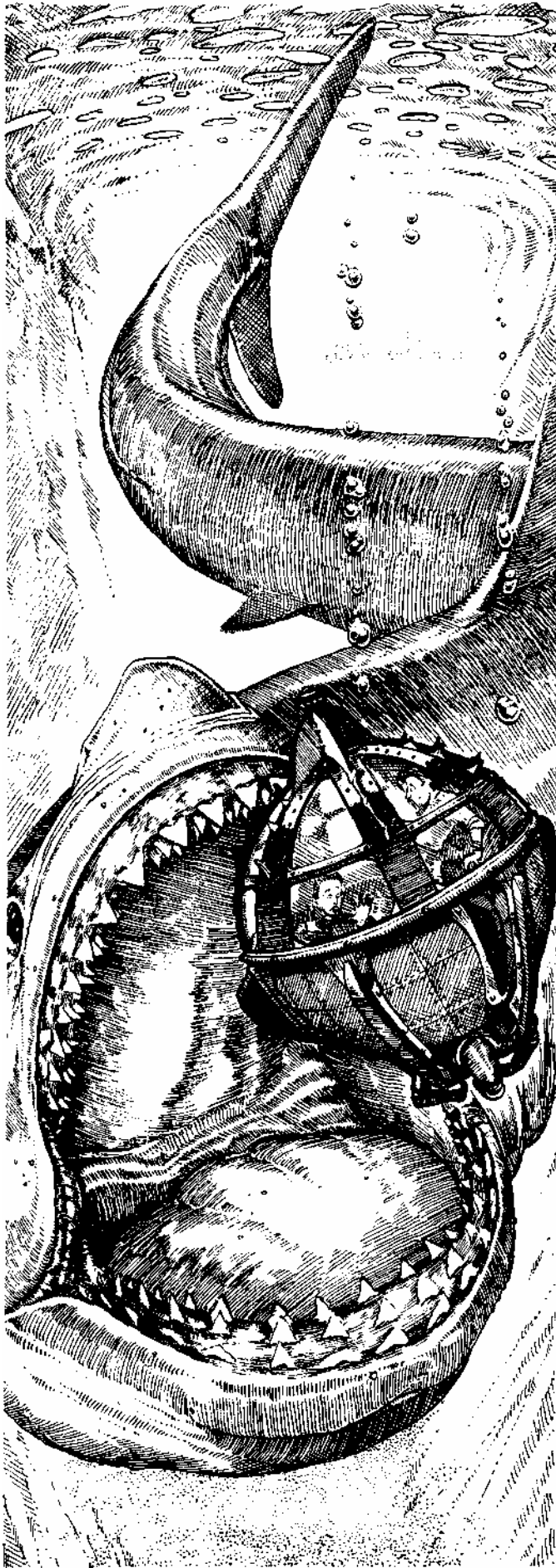
2d6+4 (x2) (huge spear, Strength bonus); SA Tail paralyzes foes with cold for 1d6 rounds if saving throw fails, generates *fear* in a 10-foot radius (victims must save vs. rods or flee for 1d6 rounds), spear strikes numbing cold that slows foes for 2d4 rounds if saving throw vs. paralyzation fails, casts at 11th level, once per round: *detect invisibility* (always active), *detect magic*, *fly*, *polymorph self*, and *wall of ice*, can *gate* 2d6 barbazu (50% chance, once per day), 2d8 osyluths (35% chance, once per day) and 1d2 cornugons (20% chance, once per day); SD +2 or better weapon to hit, regenerates 2 hp per round, immune to cold, suffers half damage from fire (instead of the regular full immunity common to devils); MR 50%; SZ H (12' tall); Int Genius (17); ML Champion (16); AL LE; XP 19,000,

Spies

Also known as Styx devils, the creatures called amnizu serve the arch-devil Levistus. These devils, therefore, offer Geryon no fealty. Despite the deposed duke's efforts, Prince Levistus discovered Coldsteel and currently commands his agents, the amnizu, to watch and observe. They know the citadel lies below and where its entrance is, but they do not know what the fortress holds or anything about the Temple of Neheod. Three Styx devils watch the area at all times from hiding spots on nearby icebergs.

Strangely enough, when these evil creatures realize that the PCs intend on stopping Geryon's plans (although the adventurers themselves may not realize their intentions truly have those consequences), they actually *help* the Prime Material intruders. However, they seek to keep their aid a secret, so their actions are either subtle or disguised. For example, they may use their ability to create an *advanced illusion* to make it appear as though an Upper Planar creature comes to the ship and tells those on board that "Geryon the arch-devil has a fortress down below the water. Look for a cave in the ice. You must hurry—innocents are being tortured!" Then, the illusion disappears as though the celestial creature *teleported* away. If, of course, the PCs appear to accept the illusion and begin to speak with it, perhaps even providing it with valuable information (such as knowledge of the captured Prime Material





temple), the amnizu cause the illusion to remain. They do not allow it to stay long enough to make the PCs suspicious of its validity.

If discovered and attacked, the amnizu do not hesitate to defend themselves or even slay the characters.

Amnizu (3): AC -1; MV 6, Fl 15 (C); HD 9; hp 69, 60, 53; THACO 11; #AT 1; Dmg. 2d4 (touch); SA Touch bypasses armor and Dexterity bonuses so only magical bonuses offer AC protection, touch also inflicts a powerful *forget* spell which drains one day's memories if saving throw vs. spells fails, casts at 11th level: *fireball* (3 times per day) and *imprisonment* (once per day), once per day can *gate* 2dl0 abishai (50% chance of success) or Id8 erinyes (30% chance of success); SD +2 or better weapon to hit; MR 50%; SZ M (4' tall); Int Exceptional (15); ML Elite (14); AL LE; XP 11,000.

Diving into the Infinite Sea of Perdition

Because they must reach the Temple of Neheod, and it can be accessed only through Citadel Coldsteel, eventually the PCs are going to have to enter the frigid water of Stygia. Using this diving spheres on *Demomving* certainly presents the most convenient option, and probably the safest. Other means which enable PCs to move through the water without getting wet, such as *airy water*, a *cube of force*, or an *apparatus of Kwalish* also present useful options.

Encounters in the waters of Stygia, even in an iron diving bell, represent a deadly threat. The DM should check for random encounters each turn spent underwater by rolling Id20 or choosing a favorite from the following list (the wereshark encounter might be particularly interesting):

- 1-5 No encounter
- 6-9 3dl0 sharks
- 10-14 4dl0 sahuagin (and leader)
- 15-17 2d6 megalodon sharks
- 18 Id2 giant megalodon sharks
- 19 Roll twice more (the creatures work together)
- 20 1 wereshark (Venn)

Sharks: AC 6; MV Sw 24; HD 8; hp 50 each; THACO 13; #AT 1; Dmg. 3d4 (bite); SA Up to 10 sharks can attack a man-sized opponent; SZ L (15' long); Int Animal (1); ML Average (10); AL N; XP 650.

Sahuagin: AC 5; MV 12, Sw 24; HD 2+2; hp 14 each; THACO 19; #AT 5 or 1; Dmg. Id2 (x2)/ld4 (x3) (claw x4 + bite) or Id6 (javelins) 01 Id6+1 (trident); SW -2 to saving throws vs. fire, +1 pt. of dmg. per die from fire attacks; SZ M (6' tall); Int High (14); ML Steady (12); ALLE; XP175.

Sahuagin Leader: AC 5; MV 12, Sw 24; HD 4+4; hp 32; THACO 15; #AT 5 or 1; Dmg. Id2 (x2)/ld4 (x3) (claw x4 + bite) or Id6 (heavy crossbow) or Id4+1 (dagger plus Strength bonus); SW -2 to saving throws vs. fire, +1 pt. of dmg. per die from fire attacks; SZ M (6' tall); Int Exc (16); ML Elite (13); AL LE; XP 650.

Megalodons: AC 5; MV Sw 18; HD 15; hp 90 each; THACO 5; #AT 1 Dmg. 6d4 (bite); SA Swallow size S and M creatures on an attack roll at least 4 greater than number required (creatures swallowed suffer 20 pts. of dmg. per round but can try to free themselves with any edged weapon, with a cumulative -1 attack penalty per round against AC 5, must slay the megalodon to get free); SZ H (50' long); Int Animal (1); ML Steady (11); AL N; XP 8,000.

Sharks, giant sharks, and sahuagin swim in from the nearby realm of the god Sekolah. This deity grants them immunity to the effects of the Styx. They hunt whatever they can find, which in these waters means very little unless enough of them manage to attack a swimming devil. Recently, the devils threw out a great deal of bloody meat—

corpses fallen in their battle below. This attracted the attention of the sharks and the sahuagin, who now wait to see if a similar treat is forthcoming. They attack anything they encounter.

Giant Megalodons: AC 5; MV Sw 18; HD 35; hp 210 each; THACO 1; #AT 1; Dmg. 6d10 (bite); SA Swallow size S-L creatures on an attack roll at least 4 greater than number required (creatures/objects can be swallowed without inflicting damage if the shark desires), once per day can *summon* 5d10 sahuagin; SZ G (150' long); Int Animal (1); ML Steady (11); AL LE; XP 30,000.

These colossal sharks are unlike anything ever seen on the Prime Material Plane. They have maws capable of swallowing the PCs' entire diving bell. These beasts are not really beasts at all, but extensions of Sekola's power. They do not need meat, but may swallow the diving bell out of curiosity or viciousness. Inside the giant creature, PCs can exit their craft (water in the gullet of the shark loses its potency). To free themselves, swallowed characters must use *teleport* or similar magic, or slay the beast from the inside.

To defend itself, the creature can summon 5d10 sahuagin inside itself. These monsters attack the characters. If more than 100 points of damage is inflicted against the giant megalodon from the inside, the creature spits them back out (which takes two full rounds) and then starts biting, but not swallowing.

Wereshark: AC 0; MV Sw 18; HD 10+3; hp 71; THACO 9; #AT 1; Dmg. 5d4 (bite); SA Swallow size S and M creatures on an attack roll of 5 or more greater than number required (creatures swallowed suffer 15 pts. of drug, per round but can try to free themselves by cutting their way out with a cumulative -1 attack penalty per round against AC 5—must inflict 36 pts. of dmg. to get free); SD +1 or better (or silver) weapon to hit; SZ L (20' long); Int Exceptional (15); ML Steady (11); AL NE; XP 4,000.

Vehn's human form, F13: AC 0; MV 12; hp 88; THACO 8 (4 with battle axe); #AT 2 (5/2 with battle axe); Dmg. 5d4 (punch) or by weapon (+6 Strength, +3 battle axe specialization); SA In unarmed combat tears limb from opponent on an attack roll of 20; SD +1 or better (or saver) weapon to hit; SZ L (7' tall); ML Steady (11); AL NE; XP 4,000. S 18(00) D 13 C 15 115 W 12 Ch 9

This encounter works best if it occurs while the PCs are still on the deck of *Demonwing*. The wereshark (whose name is Vehn) escaped the realm of Sekolah and is now a fugitive from the god's servants because he stole meat and desecrated spawning waters. Vehn is immune to the Styx's water. If he sees the PCs or their ship, he changes to human form and tries to pass himself off as a human adventurer affected by the memory-draining power of the water. In this form, the wereshark stands almost seven feet tall with rippling muscles and glistening, smooth skin. His left eye socket is empty, and his face is scarred. He carries no equipment.

The wereshark plays upon the characters' sympathies and offers to help them in any way he can in return for being rescued. DMs should remember that in Hell, *detect evil* offers no simple solution as to whether the character is trustworthy. Although careful to maintain his deception of memory loss, Vehn can give his "rescuers" some information: the fact that the ocean they sail is bottomless, that a relatively new diabolic fortress lies below, and that it may be connected to something else.

Vehn has no desire to infiltrate a citadel filled with devils. He hopes that the PCs will offer to let him wait on the ship, where he believes he will be safe from those that seek his death. If pressured, however, the wereshark will accompany the PCs rather than blow his cover. A company of brave adventurers, he hopes, ought to provide some security. In this case, Vehn claims that vague memories are returning of being a great warrior, and he asks to be armed and equipped, so that he can help.

If the PCs ever seem weak (if, for example, they are all badly injured, and therefore of little use), Vehn may attack them or betray them to the devils, hoping to buy the good will of the locals at the PCs' expense. The wereshark also may betray his true nature if presented with the opportunity to feed, which he might be unable to resist (15% chance). Certainly, the longer the characters spend with him, the more they may notice his true arrogant and cruel nature coming to bear.

Citadel Coldsteel

Geryon designed and built this fortress ahead of time, knowing that the Temple of Neheod would appear below the layer. He completed construction and gathered his army in secret.

Coldsteel lies within an iceberg that floats near the ship, but its entrance is far below the level of the water. This position places it directly over the only access on the entire layer to the spot where the Temple of Neheod came to rest after being sorcerously transported. With few exceptions, the diabolic entities that constructed Coldsteel fashioned the walls, floors, ceilings, doors, and every other portion out of well-crafted steel. In opposition to the rusted, slime-covered, age-worn look of the Abyssal *Demonwing's* interior, the devils' fortress appears new, shiny, and almost clinically clean, like a surgeon's scalpel.

Three potential entrances into Coldsteel exist for the PCs to use. Two lie within caves of ice found by entering a single opening in the side of the submerged ice wall. These entrances are the main *gate* and the secret means of access shown on the map of the first level. The third entrance lies far below in yet another icy cave. This winding, water filled passage eventually angles up and enters Area 25 on Level 2. Exploring characters are 75% likely to find the passage into the ice caves leading to the main entrance before finding the lower access. The other 25% of the time, characters discover the passage into Level 2 first. If they continue searching, they can find both entrances.

Unless otherwise noted, ceilings inside Coldsteel rise 40 feet above the floor on the first level and 30 on the second and third levels. Being within a massive island of ice, the air in the fortress is chillingly cold. Even the devils find the temperature unpleasant (only the gelugon would not prefer the hotter fires of other layers of the Nine Hells). Characters unprotected from the cold (winter clothing, a *ring of warmth*, etc.) suffer 1 point of damage per hour within the fortress' top three levels. At the fourth level, the cold recedes, as that portion of Coldsteel is not actually within the ice, but occupies the neither-here-nor-there realm betwixt Stygia and Malbolge.

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Long-Term Adventuring

If characters retreat from Coldsteel to rest or regain spells, or enter the Temple of Neheod at the bottom of the fortress and then re-enter Coldsteel later on, they may find (subject to the DM's discretion) that up to 50% of the losses that they and the other forces of good inflicted on the devils have been replenished by reinforcements *teleported* or *gated* in by others. These reinforcements (sent by Asmodeus himself) are on their way toward Coldsteel even as the PCs arrive. For this reason, the text does not provide a maximum number of devils and foes in Coldsteel. The PCs should never get the idea that they might be able to "clear out" this hellish citadel. Instead, they should feel pressure to get in, accomplish their tasks, and get out while they can.

The Apocalypse Clock and the Devilseed

In various areas of Coldsteel, Geryon has large clocks installed on the walls. Black skulls on a cold, steel, rounded clock face mark the time (the skull at the top is red). A single hand moves slowly around the face, its black length shaped to appear like a clawed hand holding a wicked blade. The clocks tick loudly and ominously. All of these magical clocks are linked and synchronized. The exact units of time in which they count down are unfamiliar to the PCs. All they can discern is that the clocks count down to some event, marked by the red skull on the clock's face as the hands move.

DMs need to keep track of game turns as they pass, perhaps on a scrap of paper or the margins of this book. Once the PCs arrive, they have 30 turns before the devilseed is released on Level 4, Area 35. When this happens, a portal opens leading to the pit where most of the lemures, lowest of devils, writhe in torment. These hideous creatures, at the appointed hour, swarm through the portal and into the temple where—Geryon hopes—they will overrun and overwhelm the entire structure. This is the arch-devil's last resort, for it exposes him and his activities to all the other arch-devils (everyone monitors the lemure pits; such a massive use of the diabolical "troops" couldn't possibly go unnoticed).

When the clocks strike that red mark, the situation in the temple is going to get a lot worse. Lemures may not be powerful, but in vast numbers, no one can hope to detain them for long.

Crafty PCs can find a way to foil this final apocalypse, however. Those examining the clock closely may note (as if finding a secret door) a hidden keyhole. If the clock key is inserted into one of the clocks, the hands can be adjusted. Because the clocks are synchronized, resetting one resets them all. The attack can be delayed by up to 100 game turns (16 hours and 40 minutes—the maximum length of time available on the clock). The clock can be reset without the key, but this requires a pick locks roll with a -80% penalty; a failed roll inflicts 6d6 points of electrical damage (no save) on the thief. A clock can be destroyed by 100 points of damage, but this does not affect the other clocks or the countdown.

The First Level: Guards and Secrets

Of particular note to DMs is area 17 because of the walkways above most of the rooms. The Dungeon Master should remember that at any time, in any room, the devils on the upper walkway might strike the PCs from above. Treat such an event as a random encounter, with a 20% chance of occurring per room into which the walkways extend, increased by 50% if combat occurs in the room. Refer to area 17 for a description of a patrol that the PCs could encounter.

If the PCs manage to approach any of the devils on this level without the fiends' knowledge, they may overhear the devils talking. If they can understand the speech, PCs hear discussion of the battles that have occurred over the last few days. In particular, they might hear the devils saying, "I certainly do not want to have to face that paladin again."

1. The Ice Caves. The entrance to Coldsteel lies beyond some tunnels carved out from the ice. Styx water fills these tunnels, and their width should pose no difficulty for the diving spheres from *Demonwing*. The diving spheres will fit through any but the narrow passages. Swimming characters (if they are protected against the water) could make their way down the narrow passages without a problem.

Three passages extend off the map. These tunnels wind throughout much of the outer portions of the iceberg. PCs traveling down them may get lost. Dungeon Masters should feel free to elaborate on the mazelike structure of these un-

mapped runnels, and even check for underwater encounters while the PCs travel through them, as detailed above.

2. The Entrance/Airlock. The steel doors leading into the fortress display the embossed symbol of Geryon (if someone comes this far, secrecy no longer matters). The symbol is that of a menacing bull's head encircled by a serpentine border. Unless closed on Geryon's orders, these doors remain open.

One round after something (a person or an object) passes through the outer doors, they close and the water begins draining out of the room. Because the water is so dangerous, this draining process is done magically; everything in the room is completely dry in only three rounds. Intruders must get through the inner doors on their own (they are held shut by a steel bar on the opposite side).

The reverse actions in the room produce similar responses—three rounds after something or someone passes through the inner doors into this chamber, the room fills with water from the outside. It takes five rounds to fill the room. Once filled, the outer doors open automatically. Characters should be wary of going in and out of the inner doors once they are open, or else they may get caught in the room as it fills with foul, memory-draining water.

3. Secret Entrance. A secret door in the ice (steel covered in fake frost on one side) provides a way into the fortress that the devils do not guard as closely as the main entrance. The door serves as a secret passage for Geryon alone. The drawback to this entrance lies in its size—a 6-foot by 6-foot door with only a 10-foot by 10-foot airlock beyond it. This will not allow the PCs' diving spheres to enter. Only characters protected from the Styx water in some other way (an *airy water* spell, for instance) can use this entry. Geryon locks the secret door with a well-crafted mechanism that modifies attempts to pick it by -40%. The smaller airlock works exactly like the larger one in Area 2.

4. Outer Defenses. The doors leading into this room are barred with a steel bar, requiring a bend bars/lift gates roll to force them open. A spy hole above the doors allows defenders in this room to see whether occupants of the airlock (Area 2) are friend or foe.

The ceiling in this first room rises 80 feet above the floor. The top 40 feet of the room's height is shrouded in *continual darkness*. On a narrow ledge in the darkened area dwells the fortress's primary guardian, a cornugon devil (a bat-winged, gargoylelike greater devil). Cornugons have also been called horned devils and malebranche.

This devil, named Gurdansk, underwent a horrible transformation that encased all of its flesh in a magical, green-tinted metal. This protection not only renders it more resistant to attacks, but the metal (and Gurdansk) is immune to lightning. Further, a *brooch of shielding* embedded in the armor allows Gurdansk to absorb up to 101 points of *magic missiles*. The brooch also displays the symbol of Geryon, as seen on the doors in Area 2. In addition to the terrible whip that all of its kind carries, Gurdansk wields the *spear of the guardian*, a magical *spear +4* that prevents its owner from ever being surprised or backstabbed and allows Gurdansk to utilize *true seeing* once per day for one turn.

When intruders enter the room, the cornugon uses its *lightning bolts*, *pyrotechnics*, and *produce flame* abilities to attack them. If they try to escape out any of the doors, Gurdansk uses *wall of fire* to stop them. Finally, it swoops down (with a horrid scraping sound from its flapping metal wings) to engage the invaders. In melee, it attacks with both whip and spear in the same round. If need be, the devil uses the steel walkways (see Area 17) and the magical darkness above to its advantage, retreating there or using them for cover. It has no reluctance to use its *gate* ability to gain assistance—use the

statistics found elsewhere in this chapter for the devils that might be conjured. Gurdansk fights to the death.

PCs in this area might notice something in Area 5 watching through a sliding steel peephole in the door as they battle the guardian cornugon. No matter what, however, nothing comes to the cornugon's aid from behind that door.

Gurdansk (cornugon): AC -12; MV 9, FI 18 (C); HD 10; hp 75; THACO 11 (7 with spear); #AT 4 or 3; Dmg. Id4/ld4/ld4+1/ld3 (claw/claw/bite/tail) or ld6+10/ld6+6/ld3 (*spear* +4, Strength bonus/barbed whip, Strength bonus/tail sting); SA Tail sting wounds bleed for 1 pt. of dmg. per round until treated, whip stuns opponents for Id4 rounds unless victim makes a successful saving throw vs. paralyzation, generates *fear* in a 5-foot radius (victims must save vs. rods or flee for Id6 rounds), casts at 10th level, once per round: *detect magic*, *ESP*, *lightning bolt* (3 times per day), *produce flame*, *pyrotechnics*, and *wall of fire* (once per day), can *gate* 2d6 barbazu (50% chance, once per day), 2d8 abishai (35% chance, once per day) and Id3 cornugons (20% chance, once per day); SD +2 or better weapon to hit, regenerates 2 hp per round, immune to lightning; MR 50%; SZ L (9' tall); Int Exceptional (15); ML Fanatic (17); AL LE; XP 12,000.

Special Equipment: *Spear of the guardian* +4 (created in the Nine Hells, see above), *brooch of shielding*.

5. Leaders' Quarters. This stark, cold room contains four nests constructed of bones and refuse. An apocalypse clock ticks away opposite the door. The mid-ranking leaders of Geryon's small army—those below Amon himself—quarter themselves here. These commanders are osyluths, sometimes called bone devils (skeletal, scorpion-tailed lesser devils). Chosen not for their physical power but their crafty intelligence and ability to cruelly motivate those under them (and because Amon favors their kind over most others), the bone devils serve as captains in the dark army. Normally, four of these captains dwell here, but two are currently leading their troops in the battle against the temple below. One lies slain, but the other fights on.

Searching the nests yields: 73 gp, a blanket of stitched-together skin, and a nonmagical, skull-headed mace; 35 sp, 8 gp, and a long wooden board with bloody nails protruding from it; and nothing from the other two, although the rotting corpse of a dead, tortured dog lies between them with flies swarming around it.

One of the two remaining osyluths is gathering together its weapons and belongings, for it was ordered to replace its fallen peer. It wears *chain mail* +1 while wielding a *scythe of wounding* +1 (as a *sword of wounding*) and a *shield* +2. The shield bears the device of Geryon (bull's head with serpentine border) and is studded with four emeralds worth 250 gp each. In the ways of mortal fighters, this devil has specialized in the use of the scythe.

The other osyluth has spent his slice of eternal damnation learning the ways of magic. In addition to the powers most bone devils bring to bear, this utterly unique specimen possesses the skills of a 14th-level wizard. To better model itself after human sorcerers, it cloaks its skeletal body in long black robes (which serve as a *cloak of protection* +4). The wizard gained an imp familiar long ago which still serves it faithfully (for an imp). The imp wears a gold, gem-studded nose ring worth 500 gp. Each osyluth wears a medallion sporting Geryon's symbol.

The bone devils will not aid Gurdansk, whom they hate (even though they lead all the lesser and least devils in the fortress, he still treats them like servants). If the PCs show any sign of coming into their area, the osyluths prepare magically. Both fly. The warrior creates magical darkness throughout the room (the osyluths can see in such darkness). Meanwhile, the mage casts *strength* (granting it +1 to attack and damage rolls), *enlarge* and *haste* upon the warrior devil and *protection from good* and *blur* upon itself. It already has

cast *stoneskin* upon itself. None of these modifications are figured into the statistics below.

Given time (*wizard lock* or *wall of force* can reinforce their door), the devil casts *fire trap* on the door, *stoneskin* on the other bone devil (or perhaps its familiar) and *bind* upon a steel cable that lies coiled next to the door so it can entangle one foe that enters.

Using a modified version of *conjure elemental*, the wizard can summon a lawful evil pseudo ice paraelemental from the frigid Hell in which it stands. It also has an active *contingency* spell which will cause another *stoneskin* spell to be cast upon itself if the current spell lapses.

If engaged in a challenging battle, most likely these devils will *teleport* to Area 6 to rouse their troops from the barracks and send them against the intruders.

Osyluth: AC -5 (*chain mail* +1, *shield* +2 in addition to natural AC); MV 12; HD 5; hp 40; THACO 15 (13 with scythe); #AT 4 or 3; Dmg. Id4/ld4/ld8/3d4 (claw/claw/bite/tail) or ld8+4 (*scythe* +1, plus specialization)/ld8/3d4; SA Tail sting carries poison which drains Id4 points of Strength for IdIO rounds (saving throw penalized by -3), generates *fear* in a 5-foot radius (victims must save vs. rods or flee for Id6 rounds), casts at 5th level, once per round: *fly*, *improved phantasmal force*, *invisibility*, and *wall of ice*, once per day can *gate* IdIO nupperibo (50% chance) or Id2 osyluths (35% chance); SD +1 or better weapon to hit; MR 30%; SZ L (9' tall); Int Very (11); ML Steady (12); AL LE; XP 8,000.

Special Equipment: *Chain mail* +1, *shield* +2, *scythe of wounding* +1 (all forged in the Nine Hells, all marked with spikes—the shield bears the image of a devil's mouth with thin wisps of oily black smoke pouring from it at all times).

Osyluth, W14: AC -1 (*cloak of protection* +4); MV 12; HD 5; hp 35; THACO 15; #AT 4; Dmg. Id4/ld4/ld8/3d4 (claw/claw/bite/tail); SA Tail sting carries poison which drains Id4 points of Strength for IdIO rounds (saving throw penalized by -3), generates *fear* in a 5-foot radius (victims must save vs. rods or flee for Id6 rounds), casts at 14th level, once per round: *fly*, *improved phantasmal force*, *invisibility*, and *wall of ice*, once per day can *gate* IdIO nupperibo (50% chance) or Id2 osyluths (35% chance), with the imp near operates as a 15th-level wizard (additional spells gained from this ability appear in bold); SD +1 or better weapon to hit, regenerates 1 hp per round as long as the imp familiar lives; SW If the imp dies, the osyluth becomes a 10th-level caster; MR 55% (imp familiar gives him 25% bonus); SZ L (9' tall); Int Genius (17); ML Steady (12); AL LE; XP 11,000.

Special Equipment: *cloak of protection* +3 (a blood red garment created in the Nine Hells)

Spells (5/5/5/4 (5)/4 (5)/2/1):

1st (x5)—*enlarge*, *magic missile* (x2), *protection from good*, *sleep*;

2nd (x5)—*bind*, *blur*, *strength*, *web*, *wizard lock*;

3rd (x5)—*dispel magic*, *haste*, *fireball*, *hold person*, *lightning bolt*;

4th (x4/x5)—*fire trap*, *Otiluke's resilient sphere*, *shout*, *stoneskin* (x2);

5th (x4/x5)—*Bigby's interposing hand*, *cone of cold*, *conjure elemental*, *domination*, *wall of force*;

6th (x2)—*globe of invulnerability*, *chain lightning*;

7th (x1)—*finger of death*.

Imp: AC 2; MV 6, FI 18 (A); HD 2+2; hp 17; THACO 19; #AT 1; Dmg. Id4 (tail sting); SA Tail sting carries poison which slays instantly (saving throw vs. poison negates), polymorphs into a raven or a wolf, casts at 7th level, once per round: *detect good*, *detect magic*, *invisibility*, and *suggestion* (once per day); SD +1 or better weapon to hit, regenerates 1 hp per round, immune to fire, cold and electricity, saves vs. all magic as a 7-HD creature; MR 25%; SZ T (2' tall); Int Average (10); ML Average (10); XP 1,400.

6. Mustering Area. This long, pillared hallway serves Geryon's diabolic army as a place to gather before heading to the lower level and eventually down the elevator on Level 2. An apocalypse clock hangs above the door leading to Area 4.

This room also offers the only easy means of getting to the upper walkways that snake through the overhead areas of this level. In the far corner, an 8-foot-square steel platform rises and falls mechanically by means of a lever in its center.

7. Barracks. These rooms serve as quarters for the forces that now war with the Temple of Neheed. Most of the occupants fight in the levels below, but a few devils remain here to reinforce the others later.

Counting from the door to Area 3, the first two barracks rooms are empty; the troops that once dwelled there now fight in the Temple of Neheed. The third still houses four black abishai (gargoylelike lesser devils). The fourth room serves as a barracks for the barbazu, also called bearded devils by some. Twelve of these devils still wait there. The last barracks (more of a storeroom, really, considering how the devils treat the least of their kind) holds 50 nupperibos—fat, mindless, least devils crammed into the room. Each of the barracks, except for the nupperibo storage room, appears to have once held more than it currently does.

The quarters are stark and smell of filth and decay even after so short an occupation. These lesser and least devils possess no treasure or belongings other than their weapons (if any).

Three of the barbazu here wield magical *coldstaves* rather than their traditional barbed glaives. *Coldstaves* are magical steel *quarterstaves* +2 that radiate cold, inflicting an additional +2 points of damage upon fire-related beings like elementals, red dragons, salamanders, etc. The barbazu coat these staves with brown mold. The coldness of the staff forces the mold to become dormant. By willing a *coldstaff* to cease radiating cold and then flinging the mold from the staff (up to 10 feet), the mold becomes active again and drains heat from all those within 5 feet. The barbazu coat each staff with enough brown mold for one attack. The mold, once flung, continues draining heat from everything within 5 feet until it is slain. The barbazu themselves must be wary of where they toss the brown mold; they are also susceptible to it. Note that all cold-using creatures, including the osyluth and gelugon devils, and Amon and Geryon, remain immune to the attacks of the brown mold.

Barbazu (12): AC 3; MV 15; HD 6+6; hp 32 each; THACO 13; #AT 3 or 1; Dmg. 1d2/1d2/1d8 (claw/claw/beard) or 2d6 (glaive) or 1d6+2 (*coldstaff*); SA Wounds inflicted by glaive bleed 2 pts. per round until bound, if both claw attacks hit, beard attack automatically hits for maximum damage, 25% chance to give disease with beard attack, casts at 7th level, once per round: *affect normal fires*, *command*, *fear* (by touch), and *produce flame*, once per day can *gate* 2d6 abishai (50% chance of success) or 1d6 barbazu (35% chance of success); SD +1 weapon or better to hit; MR 30%; SZ M (6' tall); Int Low (5-7); ML Steady (11-12); AL LE; XP 6,000.

Black abishai (4): AC 5; MV 9, FI 12 (C); HD 4+1; hp 26 each; THACO 17; #AT 3; Dmg. 1d4/1d4/1d4+1 (claw/claw/bite); SA Tail sting carries poison (save or die), dive gives bonus of +2 to attack and double claw damage, casts at 7th level, once per round: *change self*, *command*, *produce flame*, *pyrotechnics*, and *scare*, once per day can *gate* 2d6 lemures (60% chance) or 1d3 abishai (30% chance); SD +1 or better weapon to hit, regenerates 1 hp per round unless inflicted by a holy item; SW Holy water inflicts 2d4 pts. of dmg; MR 30%; SZ L (8' tall); Int Average (8); ML Average (10); AL LE; XP 7,000.

Nupperibo (50): AC 9; MV 6; HD 1; THACO 19; #AT 2 or 1; Dmg. 1d2/1d2 (claw/claw) or 1d6 (club or short sword); SA Casts *cause fear* when united with at least nine others against a common foe and ordered to do so by a superior (they do not have the other abilities common to devils); SD Regenerate 1 hp per round, immune to mind-affecting spells; SW Wounds inflicted from blessed or holy weapons do not regenerate; SZ M (5' tall); ML Fearless (20); Int Non (0); AL LE; XP 120.

Brown mold: AC 9; MV 0; HD N/A; THACO N/A; #AT 0; Dmg. N/A; SA Drains heat from all within 5 feet for 4d8 points of damage; SD Immune to all spells except *disintegrate*, plant-affecting magic, and cold spells; SW *Wand of frost*, *cone of cold* or white dragon breath slays, *ice storm* or *wall of ice* cause it to go dormant for 5d6 turns; SZ L (once it grows); Int Non- (0); ML N/A; AL N; XP 15.

8. Meat Storage. Corpses hang on hooks in this grisly food storage room. Most of the corpses appear human, but a careful eye discerns a few as various monsters or devils slain in the conflict. If a battle "produces" more meat than the devils can store, they toss the extra into the sea. The high-ranking devils make sure they store enough meat here to feed their troops, but not enough to actually satiate their hunger. Hungry devils fight better.

The door remains *wizard locked* so no one can break in to steal meat. Any greater devil in the fortress can open the door. Characters examining the foul contents of this room run a 70% chance of attack from rot grubs; nasty parasites and vermin seem to spontaneously generate on the Lower Planes.

Rot grubs (25): AC 9; MV 1; HD 1 hp; THACO 20; #AT 0; Dmg. 0; SA Percentage chance equal to victim's AC without shield to burrow into body and slay in 1d3 rounds; SW Fire kills 2d10 rot grubs per application to exposed flesh only for 1d6 rounds after infestation; SZ T (1" long); Int Non- (0); ML Unsteady (5); AL N; XP 15.

9. Holding Chamber. A huge iron chain bolted to the wall and ending in a huge manacle offers the only clue to what once lived here: a huge remorhaz, captured while the devils constructed the fortress. Forced into battle, the creature now wanders the Temple of Neheed. Currently, this room is empty.

10. Stairs Down. Special guardians await nondevils attempting to use this stair. On the upper walkway that passes above the landing at the top of the descending stairway, six undead creations called flaming skulls hide in ambush. These skulls attack with their fiery breath and spells, fighting until destroyed. These flaming monsters exist in an icy fortress because Geryon wanted to keep his foes guessing about what might be encountered next. Moreover, their presence improved the morale of devils who would rather be living in a furnace than an iceberg (the barbazu, cornugons, and pit fiends, mainly).

Flameskulls (6): AC 3; MV FI 21 (A); HD 4+4; hp 36, 33, 29, 22, 20, 18; THACO 15; #AT 2 (flame blasts) plus spell; Dmg. 2d4 (x2); SA Breathes two goutts of flame per round (requires a normal attack .. roll to hit) and casts spells simultaneously, once per round: *magic missile*, *flame strike*, *burning hands*, *spell reflection* (Casting time 1, , spell causes all spells cast at the flameskull that round to rebound automatically on caster); SD Regenerates 1 hp per round, reassembles even after destruction until *dispel magic*, *exorcise*, or *remove curse* is cast or holy water is applied; SZ S (! long); Int High (14); ML Elite (15); AL LE; XP 2,000.

11. Amon's Kennel. Geryon's lieutenant keeps his pack of winter wolves here. Thirteen of the monsters live in this kennel, awaiting the moment when Amon himself will lead the final assault on the Holy of Holies in the Temple of Neheed.

Frost coats most of the steel walls here. It also covers an apocalypse clock which Amon mounted on the only wall in the room without a door. A nonmagical hunting horn bearing tiny, intricate images of wolves tearing apart humans and animals hangs by a leather strap near the clock. A few bones and skulls lie about (from victims killed quite recently), but little else marks this stark room.

Winter wolves (13): AC 5; MV 18; HD 6; hp 40 each; THACO 15; #AT 1; Dmg. 2d4 (bite); SA Once every 10 rounds can exhale cloud of cold which inflicts 6d4 points of damage on all within 10 feet; SD Immune to cold; SW Fire attacks inflict 1 extra pt. per die; SZ L (9' long); Int Average (10); ML Elite (13); AL NE; XP 975.

12. Amon's Quarters. When the PCs arrive in Coldsteel, Amon rests in his quarters, preparing for a final attack upon the temple. His keen, wolflike senses can detect the sounds of conflict on the first level. The former duke of Hell will come

to the sound of trouble, for he knows that this mission is crucial to his reinstatement to a position of real power as a vassal of a real arch-devil, not a deposed ruler in hiding.

Amon is 9 feet tall when he stands erect. His muscular, humanlike body is topped with the head of a graceful and terrifying white wolf. His gigantic mace bears the iron visage of a wolf at the end of its long shaft. Always standing at his side, Amon's winter wolf companion Soulfang reaches his master's chest in height. Soulfang's collar glistens with six 1,000-gp diamonds.

Because Amon thrives in the cold air of Stygia, the floor of his personal chamber is really just a fine steel mesh over exposed ice. Creatures without foot protection lose 1 hp per round while standing or walking on this sharp, terribly cold mesh. Amon and Soulfang, both immune to nonmagical weapons and cold, ignore the mesh.

The walls of the room also differ from most of the citadel. Chains hang from the ceiling at the room's perimeter, unattached at the bottom. Bare ice walls stand behind the chains, which lightly rattle in unfelt breezes. In the room's center, Amon has torn open a hole in the wire mesh so that he and Soulfang can sleep in the ice.

On the wall opposite the door, Amon has embedded in the ice behind the chains a human priest of Neheod (obvious from his white robes and red stole, now covered in blood and grime). Soulfang gnawed on the poor cleric until he died from blood loss and the cold. Most of the priest's legs were messily torn away. Beneath the grisly display, a *mace* +3 (forged on the Prime Material Plane) bearing the symbol of Neheod lies ignored by Amon. Behind the chains in the wall to the right of the door Amon has hidden a cache of treasure (treat as a concealed door to find). In a small alcove is an unlocked black iron box. It is, however, trapped with six poison darts that fire in all directions as the box is opened (THACO 8, save or die if struck). The box holds 1,550 gp, a jeweled necklace worth 2,000 gp, two *potions of extra-healing*, a flask of *oil of impact*, and a *potion of cloud giant strength*. Beneath a false bottom the box hides a black diamond worth 5,000 gp, a *chime of hunger* (Amon uses it to torture captives and to call his wolves into battle even after they have feasted), and a ring of keys to some of the locks in Coldsteel—Areas 8, 20 (the elevator mechanism), 24, and 26.

Amon enjoys wading into melee, biting foes and smashing them with his huge mace at the same time. Amon usually reserves his *limited wish* ability for circumstances that truly threaten him or Soulfang (particularly Soulfang). The DM should remember that Amon is a devil, and thus has all the powers and immunities of creatures with that distinction.

If given the time and opportunity, Amon will go to his hidden treasure trove to use the potions hidden there.

Amon, deposed Duke of Hell: AC -2; MV 18; HD 20; hp 126; THACO 3 (0 with mace); #AT 2; Dmg. 3d4 /ldlO+10 (bite/huge *mace* +3 + Strength bonus); SA Gaze causes *fear*, casts at 20th level, once per round: *charm monster*, *detect magic*, *detect invisible*, *dispel magic*, *fly*, *geas*, *polymorph self*, *produce flame*, *read languages*, *read magic*, *suggestion*, *wall of ice* and *limited wish* (once per day), three times per day can create a *symbol of hopelessness* and *gate* 1d4 osyluths (60% chance); SD +2 or better weapon to hit, regenerates 1d12 hp per round, immune to cold; MR 70%; SZ L (9' tall); Int Genius (17); ML Fearless (20); AL LE; XP 27,000.

Special Equipment: Huge *mace* +3 (forged in the Nine Hells).

Soulfang (special winter wolf): AC 2; MV 18; HD 9; hp 72; THACO 11; #AT 1; Dmg. 2d4+3 (bite); SA Once every 10 rounds can exhale cloud of cold which inflicts 6d4+3 pts. of dmg. on all within 10 feet; SD +1 or better weapon to hit, immune to cold; SW Fire attacks inflict 1 extra pt. per die; MR 25%; SZ L (12' long); Int High (14); ML Fearless (20); AL LE; XP 5,000.

13. Secret Passage. This area lies beyond the secret door in the small antechamber of Amon's kennel and quarters (Areas

11 and 12). Only Geryon knows of this passage, although the patrols on the upper walkway know of Area 16 and thus probably surmise the existence of this location, and possibly even the secret entrance to the fortress in Area 3.

14. Geryon's Consort. This chamber always remains as quiet as a tomb except for the labored breathing of what sounds like something in a lot of pain. Upon the steel walls, black thorny vines covered in black roses somehow grow and always bloom. A tall pedestal 10 feet across rises through 20 feet of the room's 40-foot height. The top of the pedestal is encased in a glass cube 12 feet square on a side, laced with steel bars. Mysterious, evil-looking runes cover the pedestal (if translated, these chronicle the hideous deeds of Geryon and his servants in days of old—they do reveal the names and descriptions of Amon and Cozbi [the consort of Geryon], among others, but provide little else of assistance). Looking closely, one can see that some sort of colored gas fills the enclosed area. Resting on this pedestal, within the glass but hidden from the sight of anyone at floor level, lies a female devil.

Most of Geryon's loyal followers died in the battle that led to Geryon's fall from rulership of Stygia and the subsequent fights with other devils while he and his entourage were outcasts. Only Amon and the arch-devil's consort Cozbi survived.

Cozbi—whose full name is actually Cozbinaer—was horribly hurt in those conflicts. Now she spends virtually all of her time here. Perverse sorcery and diabolical engineering keep her alive long after she should have died from her wounds. Inside her glass chamber, Cozbinaer rests, silently watching if intruders enter her chamber. Her 9-foot-tall, white-skinned body is now covered in scars, stitched-on skin grafts, and withered flesh. Once beautiful, she is now hideous and terrifying.

A secret door at the floor level provides access inside the hollow pedestal. Within, the small room holds what appears to be a suit of armor of great size—a hideous conglomeration of steel, crystal, *glassteel*, cables and pulleys, and tubes filled with the same yellow gas that fills the cube above. A lift within the pedestal rises and lowers upon Cozbinaer's command, so that she can get down inside the pedestal and into the suit of armor. In the safety of the armor, she can leave her chamber and go anywhere she pleases for up to an hour.

The yellow gas contains a magical quality that sustains her. To anyone else it acts as a deadly poison (-1 on saving throw vs. poison, failure indicating death in 1d3 rounds). She can survive for up to 10 rounds without the gas, after which she dies. Thus, the suit gives her mobility. It also provides her with the means to attack and repel intruders in her sanctuary.

In combat, the armor provides Cozbinaer with AC -9, a Strength of 20, and built-in retractable claws that inflict 1d8+8 (Strength bonus) damage. If, however, foes target any portion of the armor itself, the AC of the armor is 0. The armor can be destroyed by 40 points of damage (only attacks that are specifically aimed at the armor apply to this total). If destroyed, the yellow gas leaks out and threatens the life of anyone within 10 feet for the next five rounds. Cozbinaer, too, will die if she cannot get back into her glass-encased sanctuary at the top of the pedestal within 10 rounds.

The glass of the enclosure breaks after sustaining 20 points of damage (no attack roll necessary). Breaking the glass floods the entire room with the poisonous yellow gas for three hours, then the gas dissipates.

At the top of the pedestal is Cozbinaer's opulent bed and her jewelry collection (50,000 gp worth of necklaces, bracelets, rings, earrings, crowns, tiaras, etc.). Cozbinaer keeps a *crystal ball* hidden under the bed. She uses it to watch what goes on in the world outside her "prison," as she calls it.

Statistics in brackets represent Cozbinaer in her armor.

Cozbinaer: AC -1 [-10]; MV 6, Fl 12 (C) [12, no flight]; HD 13; hp 59; THACO 7 (6 with spear) [5 with spear]; #AT 1 or 2; Dmg. Id6+1 (*spear +1*) [Id6+5 (*spear +1*, Strength bonus)] or Id4 (x2) (throwing daggers); SA Throwing knives are poisoned (Type D, 30 pts. dmg. instantly, save for 2d6 pts.), casts at 13th level, once per round: *detect invisibility*, *charm monster*, *dispel magic*, *finger of death* (once per day), *ice storm*, *invisibility*, *lightning bolt* (4 times per day), *poly-morph self*, *produce flame*, *pyrotechnics*, *read magic*, once per day can *gate* Id4 osyluths (70% chance); SD +1 or better weapon to hit, regenerates 2 hp per turn, immune to cold; MR 70%; SZ L (7' long); Int Exceptional (16); ML Elite (13); AL LE; XP 17,000.

Special Equipment: *Spear +1* (barbed, blood-red, and forged in the Nine Hells), eight poisoned daggers.

15. Silent Guardian. Watching the secret entrance/exit (Area 3), a brain golem (a gift to Geryon from the illithids long ago) waits for intruders. This golem never leaves this position and never needs sustenance. However, it possesses intelligence enough to attack with tactics. The golem assails any obvious wizards first, as they represent the most immediate threat and yet the weakest, most vulnerable link among its foes.

This golem attacks anyone it sees other than Geryon, Amon, and Cozbinaer, or those in their company. Even other devils need fear this watcher (though they should never encounter it).

Brain golem: AC 3; MV 6; HD 12; hp 60; THACO 9; #AT 1; Dmg. 2dl2 (bash); SA Once per round can issue a mental blast to all within 60 feet which stuns for 1d10 rounds and inflicts 2d8 points of damage (save for Id8 pts. and lose initiative next round); SD +2 or better weapon to hit, immune to poison, death magic, and mind-influencing spells including charms and illusions; MR 70%; SZ L (8' tall, 5' wide); Int Low (6); ML Fearless (20); AL LE; XP 10,000.

16. Chapel of Communion. The wall opposite the entrance from Area 16 holds a gigantic symbol of Geryon. This sign, a terrifying bull's head surrounded by a circling snake body, represents the homage that intelligent but bestial creatures such as minotaurs, ores, some giants, and manticores throughout the multiverse still pay him. It also hints at Geryon's serpentine nature.

In front of the bas relief symbol stands a black stone altar 4 feet long and 2 feet wide. The wooly pelt of some beast is draped over most of the obsidian block. Four candles mounted in bull's horns mark the corners of the altar. Examination shows that the candles have never burned and that no rites have ever been performed on this altar. If removed, the candles would function as *candles of invocation* for any LE god. Next to the altar, a black bell hangs from an iron stand. If rung, it not only tolls, but produces a smell akin to raw meat and fresh blood.

A few beings, mostly lawfully aligned minotaurs, revere Geryon as a god. He uses this chapel to meditate upon the energies gained from worship (and thus, it is really more of a reverse chapel—no worship occurs here). Although Geryon is far from godhood, he believes he will attain that status someday.

Geryon's attunement with this place alerts him if the altar or symbol are disturbed. He might (10% chance) come via *teleport without error* to attack interlopers himself, but more likely he sends an abishai to investigate and report back.

17. Upper Walkway. Steel catwalks cross throughout the first level of Coldsteel, 20 feet above the floor. These walkways pass through arches, and sometimes short hallways, to connect virtually all the rooms. Therefore, one can travel to any room using the walkways above.

Guards use the walkways to patrol the first level and attack any threats they see. Attack rolls made from the walk-

way against lower targets gain a +1 bonus for the height advantage. Further, those on the walkway gain a +2 bonus to AC against foes on the ground because the walkway itself offers cover. Area 6 holds the only means of getting up to the walkway aside from flying or climbing the nearby walls. Guards on patrol consist of six barbazu (use stats from area 7—50% chance one holds a *coldstaff*) equipped with six javelins each to hurl at intruders. A red abishai commands the guard patrol. Two such groups monitor the first level at any given time.

Red abishai: AC 1; MV 9, Fl 12 (C); HD 6+3; hp 40; THACO 13; #AT 3; Dmg. Id4/ld4/ld4+1 (claw/claw/bite); SA Tail sting carries poison (save or die), dive gives bonus of +2 to attack and double claw damage, casts at 7th level, once per round: *change self*, *command*, *produce flame*, *pyrotechnics*, and *scare*, once per day can *gate* 2d6 lemures (60% chance) or Id3 abishai (30% chance); SD +1 or better weapon to hit, regenerates 1 hp per round unless inflicted by a holy item; SW Holy water inflicts 2d4 points of damage; MR 30%; SZ M (6' tall); Int Average (10); ML Steady (11); AL LE; XP 9,000.

The Second Level: Infernal Devices

18. Stairs Up. These match the stairs down (Area 10) on Level 1. Any flaming skulls still at the top of the stairs attack if characters try to ascend here.

19. Guards. As the characters pass through the hallway toward Area 20, they see a steel door on their right and one on their left. In the room to their left two osyluths dwell, functioning as a rear guard for the diabolical forces below. Their status as guards shows that these two lack the caliber to be leaders (as in Area 5). Their master, a cornugon, lives in the room to the right. These guards wait until after the PCs have passed by the doors to their rooms before leaping out to attack, thereby trapping the intruders between them and the barbazu with the crossbow in Area 20.

The ceiling in this hallway is 40 feet high. The osyluths take advantage of this by becoming invisible and flying above the PCs before attacking. The cornugon stands back and blasts *lightning bolts* low to the ground so as not to hit his underlings. *Walls of ice* from the osyluths or a *wall of fire* from the cornugon serve to trap the intruders.

Inside the guard rooms are simple accommodations (beds, tables, chairs). The larger room contains a painting of a goat-headed man standing amid a number of black-clad human women who appear to be dancing (the painting could be worth 175 gp to a buyer with sinister taste). The smaller room contains a pile of bones in the process of being sharpened. A carving knife lies next to the pile. An ebony mask with metal plates punctured with tiny eyeholes (giving the impression of an insect's face) sits on the table next to a platter of rotting meat. The mask is worth 250 gp to the right buyer.

Osyluths (2): AC 3; MV 12; HD 5; hp 38 and 34; THACO 15; #AT 4; Dmg. Id4/ld4/ld8/3d4 (claw/claw/bite/tail); SA Tail sting carries poison which drains Id4 points of Strength for 1d10 rounds (save vs. poison at -3 to *negate*), generates *fear* in a 5-foot radius (victims must save vs. rods or flee for Id6 rounds), casts at 5th level, once per round: *fly*, *improved phantasmal force*, *invisibility*, and *wall of ice*, once per day can *gate* 1d100 nupperibo (50% chance) or Id2 osyluths (35% chance); SD +1 or better weapon to hit; MR 30%; SZ L (9' tall); Int Very (11); ML Steady (12); AL LE; XP 7,000.

Cornugon: AC -2; MV 9, Fl 18 (C); HD 10; hp 63; THACO 11; #AT 4 or 2; Dmg. Id4/ld4/ld4+1/ld3 (claw/claw/bite/tail) or Id6+6/ld3 (barbed whip with Strength bonus/tail sting); SA Tail sting wounds bleed for 1 pt. of dmg. per round until treated, whip stuns opponents for Id4 rounds (save vs. paralyzation negates), generates *fear* in a 5-foot radius (victims must save vs. rods or flee for Id6 rounds), casts at 10th level, once per round:

detect magic, ESP, lightning bolt (3 times per day), *produce flame, pyrotechnics, and watt of fire* (once per day), can *gate* 2d6 barbazu (50% chance, once per day), 2d8 abishai (35% chance, once per day) and Id3 cornugons (20% chance, once per day); SD +2 or better weapon to hit, regenerates 2 hp per round; MR 50%; SZ L (9' tall); Int Exceptional (15); ML Elite (13); AL LE; XP 10,000.

20. Elevator Mechanism. At the end of the hallway, another guardian watches over the controls to the elevator (Area 22) that leads down to the third and fourth levels of the fortress. As soon as anyone rounds the corner in the hall, a barbazu with a special, mounted, triple-shot crossbow opens fire. He and the crossbow wait within a tiny 10-foot-square chamber with thick steel bars offering him a +4 AC bonus. This weapon gains a +4 attack bonus (because of how it is set up to fire straight down the corridor). The barbazu can fire three bolts per round, all at a single target (make one roll to hit) or up to three different targets. Each bolt inflicts Id8 points of damage. The barbazu has equipped himself with nine *bolts* +3, adding yet more punch to the attack and damage rolls. The crossbow is too heavy and fragile to be used as anything but a permanently placed weapon. A character, no matter how strong or skilled, cannot carry around this weapon and use it. It is only useful in a permanent mount.

The mechanism for controlling the elevator in Area 22 lies behind the barbazu's small emplacement. If anyone touches the controls, however, the maelephant guards in Area 20A open the door to see whether the creature at the controls is on the short list of acceptable users. If not, they attack and fight to the death.

The mechanism consists of three levers. None of the levers move unless someone unlocks the mechanism with the proper key (from Amon's or Geryon's chambers) or picks the lock (-45% penalty to pick locks score).

The first lever controls the elevator's level. When the PCs arrive, the elevator rests at Level 2. Moving the first lever down one notch moves the elevator down to Level 3. Setting it to the last notch moves the elevator to Level 4.

The second lever sets a delay before the elevator moves. The lever has three possible positions. The top notch activates the elevator immediately. The second causes it to wait one round before moving. The final notch holds the elevator for five rounds before it moves to the position indicated by the first lever. Currently, the controls are set for the elevator to move immediately upon selection of a destination.

The third lever is disengaged when the PCs enter this chamber. This lever has three other positions besides disengaged, one for each level the elevator travels to. This lever determines a second destination for the elevator. The second lever sets the time interval between moves.

The third lever allows a single user to set the controls, get on the elevator, go down, and come back up without needing anyone else to help with the mechanism. Although elevator controls exist on each level, once someone has put the elevator in motion, the other controls cannot affect it until it finishes all the previous commands.

Of course, none of this information is apparent. Only by experimenting with the mechanism and observing the elevator will the PCs figure out how it all works. (DMs could let an Intelligence check determine whether a character can figure out how the device works, but it's more fun to let the players reason it out for themselves.)

Barbazu: AC 3 (-1 with cover); MV 15; HD 6+6; hp 52; THACO 13 (6 with crossbow); #AT 3 or 1; Dmg. Id2/Id2/Id8 (claw/claw/bite) or 2d6 (glaive) or Id8+3 (x3) (special crossbow with *bolts* +3); SA Wounds inflicted by glaive bleed 2 hp per round until bound, if both claw attacks hit, beard attack hits automatically for maximum damage, 25% chance to give disease with beard attack, casts at 7th level, once per round: *affect normal fires, command, fear* (by touch), and *produce flame*, once per day can *gate* 2d6 abishai (50% chance of success) or Id6 barbazu (35% chance of success); SD +1

weapon or better to hit; MR 30%; SZ M (6' tall); ML Steady (11-12); Int Low (5-7); AL LE; XP 7,000.

20A. Maelephants. Geryon did not have the luxury of gathering together only devils to build his army and guard his citadel. He hired these mercenaries to watch over the elevator controls. Despite the fact that the Dukes of Hell bred the maelephant species, many of the creatures now work freelance. Regardless of their independent nature, however, the maelephants remain completely loyal to those with whom they strike their dark bargains.

Because the elevator is the only means of transporting troops and supplies down to the besieged temple, maintaining control of it is paramount in Geryon's plans. Therefore, the devils equipped the maelephants with magical items to aid in their duty. One of the guardians wears a huge *belt of protection* +4 (functions as ring, but is too large to be worn by any size M creature) and has a magical tooth in its mouth which modifies its breath weapon. Normally, a maelephant's breath robs a victim of memories. Now, when its odoriferous exhalation passes over this magical tooth it is altered so that it drains magic from whatever it touches. This weapon gives the maelephant two options. It can breathe on opponents, making it impossible for them to cast spells (the cloud lingers for a round) and dispelling any active spells in the cloud (as a *dispel magic* spell cast by a 15th-level caster). Or it can exhale while rotating in a circle, giving itself 100% magic resistance for a full round.

The other maelephant carries a wicked *halberd* +2, +5 vs. *creatures of good alignment*. This weapon possesses Intelligence 12, a semi-empathic ability to communicate, LE alignment, and the extraordinary power to *heal* the wielder once per day. This guardian has Strength of 19, allowing it to strike with the weapon in one hand and add +7 damage. In its other hand it carries a *shield* +3.

In their room, the maelephants keep little. While on guard they have no need to eat or sleep. A glass panel on the wall opposite the door glows red when someone touches the elevator controls in Area 20.

Maelephants (2): AC -4; MV 12; HD 8+2; hp 60,58; THACO 13 (11 with halberd—8 with halberd against good foes); #AT 3 or 1; Dmg. Id6/Id6/2d6 (claw/claw/trunk spike) or Id10+9/+12 vs. good creatures (*halberd* +2, +5 vs. *good*, Strength bonus); SA If both claws hit opponent is held fast, suffering Id3 pts. of dmg. per round and automatic trunk spike attack (break free with Strength check at -5 or when maelephant suffers 12 pts. dmg.), charge into combat at MV 18 with +2 attack roll bonus, breathes memory-draining gas three times per day in a cloud 10 feet wide and 30 feet long (save vs. poison or lose all memories), casts at 9th level, once per round: *alarm, bind, blade barrier* (three times per day), *entangle, gust of wind, light, polymorph other* (3 times per day), *true seeing* and *warp wood*; SD +1 weapon or better to hit, never surprised, regenerates 2 hp per round; MR 30%; SZ L (9' tall); ML Fearless (20); Int High (13); AL NE; XP 12,000.

Special Equipment: One has *belt of protection* +4 and *anti-magic tooth* (see above) while the other has a *halberd* +2, +5 vs. *good-aligned creatures* and a *shield* +3 (both forged in the Nine Hells of a sickly green metal and covered in hooks and spikes).

21. Unfinished Room. The wall opposite the door in this room is unfinished, chipped ice. On the floor, workers left a number of ice-chipping and steel-working tools, as well as some sheets of steel.

22. Elevator. This large steel platform allows Geryon to move groups of devils or huge monsters down to the siege quickly. When the PCs arrive, the elevator is here on Level 2 (unless they have moved it by fiddling with the controls in Area 20). An apocalypse clock hangs on the wall behind the elevator platform.

At this level and level 3, the elevator shaft is lined with

bare ice rather than steel walls. The lining is vital below level 3, because there the elevator passes out of the iceberg into the Stygian water, and then out of Stygia entirely, magically extending into the "space" between Stygia and Mal-bolge. Needless to say, the shaft itself is a powerful magical item.

23. Engine of War. The devils have constructed a number of siege engines to aid in the attack upon the temple. One of the engines not currently in use rests here. It is unmanned and inert, although it may not seem that way to characters when they first enter the room.

This war engine was once a living bulette. After it was slain, stuffed, and mounted, some ingenious devil hollowed out portions and installed magical and mechanical controls. Now, the bulette can move and attack to the commands of whoever controls it from inside. Up to four man-sized creatures can fit in the craft (six if crammed, making the operators' movements of the thing very clumsy). The machine needs two operators to make it move and fight effectively. Entry is through a hatch on the bottom (the hatch can be locked from the inside). This mechanical creature has a movement rate of 3, attacks as a normal bulette with THACO 11 (15 with more than four occupants), 3 attacks/round, damage 4d8/3d6/3d6. It has an AC of -2 (the underside is AC 6 and the eyes are AC 4). It stops functioning after taking 50 points of damage, and at 60 points (total) it bursts open, exposing those inside. The construct is airtight but not submersible.

This bulette machine was intended to burrow tunnels under fortifications. The invading forces used it to carve out most of the rough tunnels on the fourth level of the fortress (Areas 39 and 40). The devils respect this machine and may send someone to fetch it if they are hard pressed in battle anywhere in the fortress.

24. Armory. The devils keep the door to this room locked at all times (-30% to pick locks score). The hastily gathered weapons of Geryon's invasion force are not as impressive as was the demons' arsenal aboard *Demonwing*. Most of the arms and armor found here carry no enchantment, but do betray their evil origins with wicked hooks, superfluous spikes and blades, and necrotic motifs. Racks of spears, pitchforks, and other polearms make up the bulk of the inventory (60 polearms total). Nine shields hang on the walls, five long swords stand in the corner, and bundles containing 100 crossbow bolts are stacked in another. The armory is about half full; Geryon puts his weapons to use.

25. Styx Water Supply. This room houses a circular well just over 25 feet across. The water level is only 1 foot below the floor, and open ice is visible below the water's surface. A passage through the ice connects this pool with the outside of the iceberg, so the water in the well carries the grave dangers of all Stygian water.

An amnizu devil, a spy in the service of Prince Levistus, was caught entering Coldsteel through this pool. It was slain and its corpse now hangs from metal spikes pounded through its limbs into the wall.

A clever devil, most likely a gelugon, recently devised a weapon to project blasts of water. While most of the time such a weapon would have little value in combat, with the potent waters of Stygia available, these water casters—"spit guns" the devils call them—present a real threat to mortal foes. The spit guns consist of a metal tube and a retractable metal lever, and they operate like fountain pens. With the gun's narrow tip stuck underwater, working the lever draws water into the tube. When the tube is filled with water, the lever acts as a trigger, squirting the tube's contents up to 15 feet. The tube holds enough water for three squirts. The wielder must make

a standard attack roll to hit. Because the water is so cold, any normal person struck by it suffers 1 point of cold damage in addition to the memory drain.

Three water casters lie next to the well. Some of the devils that the PCs may encounter later in the adventure have armed themselves with similar weapons, but now at least the characters have a chance to understand the threat they represent. Also, while a spit gun filled with Stygian water may not be a useful weapon against the characters' foes, crafty players may try using these weapons filled with holy water. The tube can hold three vials of holy water, good for three shots with a 15-foot range.

26. Brown Mold Supply. The door leading into this small room bears a heavy, obvious lock and a warning sign (one common to the Lower Planes but not the Prime Material, so characters must use a *comprehend languages* spell or something similar to realize that it warns of danger).

Within the room, a great deal of brown mold clings to the walls. The barbezu use the mold here to coat their *coldstaves*. They need an osyluth or gelugon to gather the mold for them, or else they would fall victim to the mold's attack just like anyone else.

Brown mold: AC 9; MV 0; HD N/A; THACO N/A; #AT 0; Dmg. N/A; SA Drains heat from all within 5 feet for 4d8 pts. of dmg.; . SD Immune to all spells except *disintegrate*, plant-affecting magic, and cold spells; SW *Wand of frost*, *cone of cold* or white dragon breath slays, *ice storm* or *wall of ice* cause it to go dormant for 5d6 turns; SZ L (fills this room); Int Non- (0); ML N/A; AL N; XP 15.

The Third Level: Heart of Coldsteel

Geryon makes his home on this level of Coldsteel. It is often referred to as the citadel's heart.

27. Landing. This is where the elevator stops if set to come to Level 3. If the elevator was set to go to Level 4, it does not even pause here. PCs see the landing and the doors leading from it, but do not have a chance to explore unless they leap off. This requires a Dexterity check, tumbling proficiency check, or similar ability. Characters who fail still jump clear but suffer 1d6 points of falling damage. A roll of 20 means that the character slipped under the elevator and fell down the shaft to Level 4, Area 35, suffering 20d6 points of damage on impact.

The secret door in this room requires an open door roll. Behind the pivoting panel, a small chamber holds controls for the elevator identical (including the lock) to those in Area 20.

28. Reception Hall. Because of Geryon's snakelike form, a "throne" room would be inappropriate. Instead, the arch-devil has this large, empty room with plenty of space for him to coil up. He cares not for the comfort or convenience of those that come to see him here.

Geryon, however, spends very little time in either his personal chambers (Area 29) or this room. Most of the time, the diabolical ruler of Coldsteel waits near the Temple of Neheed, rarely assisting but always observing. He seeks a way to finally break through into the Holy of Holies. DMs should assume that if any sort of major activity occurs in Coldsteel or the temple, Geryon lurks nearby. If not, he spends 30% of his time here, 20% speaking with his council in Area 30, and 50% in his personal chambers.

The obvious double doors (bearing his symbol) that appear to lead into Geryon's chambers in fact do no such thing. Coldsteel's builders designed these magical doors to let the arch-devil use them, but no one else. If anyone other than Geryon opens the doors from this side, a blank wall is revealed and a *symbol of pain* (left by Geryon himself) activates.

From within Area 29, these doors do not even exist for anyone except the master of the chambers.

Each of the smaller side doors offers a diabolical barrier as well. The adamantite doors are *wizard locked* and locked conventionally with two Hellish locks each (-60% from pick locks chances). Worse yet, to get at the lock, the thief must insert his hand holding the lockpick into a four-inch-square cavity within the thick door. Once per round, a scything blade cuts through this cavity, severing the thief's hand if it is not yanked back in time (a pick pockets ability check, once per round, determines whether the thief is nimble enough to keep his hand). Losing a hand costs the thief 20% of his or her current hit points as well.

Lastly, even if the PCs manage to do everything necessary to open the door (successful lockpicking or *knock* spells), it still will not open. To get past, characters must find a secret door, built within the door itself, and slip through the 3-foot wide, 5-foot tall opening. The secret door cannot be opened by any means until all the locks in the obvious door (including the *wizard lock*) are overcome.

Beyond each door, a short hallway ends in a black curtain. Geryon's symbol, embroidered in green, glares out from the drape. Although it appears to be normal cloth, the curtain actually acts as a barrier equal to a *wall offeree* until the character wishing to pass speaks the name of Geryon.

29. Geryon's Chamber. This room is the abode of the arch-devil Geryon. A heady, animal musk permeates the room. A 3-foot-deep pit serves as the serpentine being's bed, where he coils up amid a pile of treasure (one might think there is a little dragon in him considering his love for this hoard). An apocalypse clock built into the wall ticks away time above the pit. The pit holds 10,455 sp, 8,321 gp, 1,984 pp, and 123 gems varying in value from 50 to 1,000 gp (for a total of 10,950 gp in gems). Buried under this hoard, a small, triple-locked chest (each lock subtracts 20% from picking attempts) rests in a hidden depression in the center of the pit. This chest holds Geryon's keyring (a key for every lock in the fortress, plus the apocalypse clocks), one-fourth of the Crystal Holy Symbol of Neheed (see the Temple of Neheed, Area 11), a *pearl of power*, a *ring of one wish*, and 50 platinum bars worth 1,000 gp each. Geryon fashioned the ring himself, hoping to give it as a reward to Amon once the temple has fallen. He even inscribed it: "For my loyal servant, Amon, despoiler of Neheed." To safeguard it, however, he covered it in contact poison that slays instantly if a saving throw vs. poison fails.

Two statues of pit fiends carved from granite but painted red and black stand in the far corners of the room. Each fiend holds a large mirror before it. One holds a *mirror of mental prowess* that the arch-devil uses to gain information. The other holds a *mirror of life trapping*. Currently, the mirror imprisons a red abishai (see earlier in this chapter for statistics) that trespassed where it should not have, a giant slug, and a dracolisk, the latter two being interesting creatures that Geryon hopes to use at a later date. Neither mirror can be removed intact from its statue, but if the PCs have the means to transport an 8-ton statue, the mirror comes along with it.

Behind the statue with the *mirror of life trapping*, a small cache (found as a concealed door) holds three copper scroll tubes. The first contains a scroll with the following wizard spells: *web*, *lightning bolt*, *disintegrate*, and *limited wish*. The second tube carries an enchantment—a *symbol of pain* placed by Geryon himself, activated when someone opens the tube. It contains a map of Coldsteel, showing all areas not hidden by secret doors. The final tube holds a scroll sent to Geryon from Asmodeus. It reads:

To Geryon, Soon to be Master of the Fifth Hell Once Again:

I am gladdened that Citadel Coldsteel nears completion. Your motivational techniques must be greater than ever before. Once the temple arrives, you must break through its defenses quickly. The attack should be simple—the mortals will be surprised and unprepared. Once inside, recover for me the *Vallis Crystal* from what they call the Holy of Holies. Bring it to me, and your ascension into the ranks of the Lords of the Nine is assured.

The Lord of Nessus

The black curtains feature an intricately embroidered green pattern. Anyone gazing upon this pattern for more than a single round must make a saving throw vs. spell or be pulled into the rigidity of its diabolical order. Geryon, a being of diabolical order, enjoys gazing upon the pattern while he relaxes. Mortals, however, must make a saving throw each round to break free of its supernatural hold. Each round transfixed, a nondevil loses one point of Intelligence (anyone reduced to 0 dies and instantly becomes a lemure devil). Lost Intelligence comes back at a rate of 1 point per day or can be recovered by *restoration* or *heal*.

Hanging on hooks on the wall to the left of the entrance, an intelligent *battle axe* +2 named *Sever* glistens in the light. This axe of great size and weight inflicts 2d6 points of damage. The wielder must have a Strength score of at least 17 to use it. Lawful evil in alignment, *Sever* possesses an Intelligence of 17, speaks the tongue of the Lower Planes (verbally and telepathically), can *detect good* in a 10-foot radius, finds secret doors within 5 feet and large traps within 10 feet, and twice per day it can use *telekinesis* on up to 250 pounds for one round. *Sever* also acts as a *sword of sharpness*. It was forged in Hell, and a good or chaotic aligned character who tries to heft it suffers IdIO points of electrical damage.

Next to *Sever*, a magical shield called *Tonguelash* hangs on the wall. *Tonguelash* offers protection as a *shield* +2, but its primary function involves the diabolic visage embossed on its surface. The gaping mouth of the devil's face on the shield will, at the wielder's command, rapidly extend a 5-foot-long, blazing red tongue which attacks as a powerful whip (inflicting 1d4 points of damage). It uses the wielder's THACO but not his damage bonus. Those struck by the tongue must make a saving throw vs. paralysis or the lash stuns them for one round. Once per week, *Tonguelash* can roar, acting as a *shout* and a *fear* spell against all those opposing the shield's owner.

The arch-devil Geryon has a handsome, humanlike head atop a long, serpentine body. Powerful, bestial arms with fierce claws protrude from his sides. Geryon often uses his *shape change* ability to take on the size and appearance of a smaller creature, purely to make it easier for him to move around in the fortress. He favors the form of a minotaur, an ogre, or a tiger.

Geryon's preferred weapons are his powerful fists, but occasionally he resorts to weapons (such as the axe and shield in his room). He attacks three times every two rounds with a weapon, adding +12 to damage rolls (Strength 24). If Geryon makes only one attack with the weapon in a round, he can also strike with his tail stinger at the same time.

In this room, Geryon can command creatures trapped in the *mirror of life trapping* to come forth. He might do this to distract foes while he attacks or retreats.

Geryon, arch-devil: AC -3; MV 3, Fl 18 (B); HD 24; hp 133; THACO 1; #AT 3; Dmg. 3d6/3d6/2d4 (claw/claw/tail stinger); SA Gaze causes *fear*, two successful claw attacks indicate that the victim is held, suffering 3d8 pts. of dmg. per round and automatic stinger attacks (make bend bars roll to escape), tail stinger injects poison (instant death, saving throw with -4 penalty negates), casts at 24th level, once per round: *beguile*, *detect invisible*, *dispel magic*, *ice*



storm, invisibility, geas, light, locate object, raise dead, read languages, read magic, shape change, suggestion, wall of ice and wish (once per day), once per day can create a *symbol of pain*, once per day can use *unholy word*, three times per day can *gate* 1d2 osyluths or one gelugon (95% chance); SD +2 or better weapon to hit, immune to cold; MR 75%; SZ L (10' tall, 30' long); Int Exceptional (16); ML Fearless (20); AL LE; XP 31,000.

Special Equipment: *Horn of the bull* (Summons 5d4 minotaurs to serve the summoner unto death—can be blown once per week, upon which surviving minotaurs from previous use disappear).

Giant slug: AC 8; MV 6; HD 12; hp 83; THACO 9; #AT 1; Dmg. 1d2 (bite); SA Sprays acid at a single target inflicting 4d8 points of damage (save vs. breath weapon for half) and destroys equipment (save vs. acid)—first attack has only a 10% chance of hitting and a 90% chance each attack after that at targets within 10 yards (-10% for every 10 yards beyond that); SD Immune to acid, blunt damage or impact; SZ G (40' long); Int Non-(0); ML Steady (12); AL N; XP5,000.

Dracolisk, Greater: AC 2; MV 9, Fl 15 (E); HD 10; hp 69; THACO 11; #AT 3; Dmg. 1d6/1d6/3d4 (claw/claw/bite); SA Sprays acid (3/day) in a stream 5 feet wide and 30 feet long (4d6 pts. of dmg, save vs. breath weapon for half) and destroys equipment (save vs. acid), breath is poisonous within 5 feet of its mouth (instant death, save vs. poison with -2 penalty negates), gaze petrifies within 20 feet, claws inject Type K poison (5 pts. of dmg. in 2d4 minutes, save vs. poison with -4 penalty negates); SD Immune to acid, only 10% likely to be affected by own reflected gaze; SZ H (20' long); Int Low (5); ML Champion (15); AL CE; XP 9,000.

Note: Unlike normal dracolisks, this is the offspring of a black dragon and a *greater* basilisk.

30. Geryon's Council Chamber. This serves as a meeting room for Geryon's council. It is furnished with a circular, black marble table and chairs. A gigantic version of Geryon's symbol adorns the wall opposite the door to Area 31, with an apocalypse clock built into its center.

A map of the Temple of Neheod, similar to the map the players received at the beginning of the adventure, hangs on the wall to the right of that door. However, this map shows some added details: a large "X" drawn over the tower that collapsed (see the Temple of Neheod); some side caverns apparently dug away from that end of the temple; two red symbols in the main temple (which signify pit fiends if a *comprehend languages* spell avails); and a black symbol in the Holy of Holies (which means "traitor"—it even provides a name: Oriad).

Geryon keeps a strange but capable stable of advisors: a mind flayer, an erinyes, a medusa, and a beholder. Each of these lawful evil monsters has somehow gained the ear of the deposed Stygian ruler. Many pit fiends and gelugons resent these "outsiders" and their influence. Even Amon holds a jealous spot in his heart for the advisors.

Squinnamorg, the illithid, represents his people and his deity, Ilsensine, here in the court of Geryon. His insight regarding fighting humans has proved valuable in this campaign so far.

Ephillu, an erinyes, of course is no outsider like the other council members. A female devil, she has a good deal of experience in seducing, tempting and corrupting mortals. Her influence in handling those inside the Temple of Neheod becomes obvious once the PCs enter the church.

Christanon, the medusa, wears an iron mask with a hinged door allowing her great control over her gaze attack. She normally wears a yellow and black hooded cloak to disguise her nature, the better to surprise her foes.

Bleg, the beholder, displays more restraint and skill at dealing with others than most of his kind. Nevertheless, he possesses a hot temper and a vindictive streak worthy of a native of Hell—which he most certainly is (his line came to the plane long ago and has served various devils for centuries in one way or another).

These four almost always occupy the room, squabbling about some fine tactical point in the invasion of the temple (if he still lives, Geryon may be here with them). None of them knows anything about the *Vallis Crystal*. They do know that most of the temple has fallen, that areas taken over by the forces of Hell have already been corrupted and altered by the evil of the plane, and that a powerful paladin drove off the first assault but now seems to be missing. They also remember their surprise, shared by Geryon, over the number of people in the temple when it arrived and how powerful some of them seemed. They know now that a funeral was being held, but they knew nothing about it ahead of time.

These things that are known by the council are significant because if Geryon is attending to matters elsewhere, some may be willing to speak with the PCs rather than fight. None of them came here to fight, and they realize instantly that any mortals capable of reaching the Heart of Coldsteel must possess frightful power. They want nothing more than to save their own hides, and they are caught between the proverbial rock (the PCs) and a very hard place indeed (Geryon).

However, the treachery of these creatures knows few bounds, and they will try to trick the PCs with lies if there is any advantage in doing so. They might tell the characters to go to a particular place, then immediately tell Geryon to arrange an ambush. Or the council (particularly Bleg, Ephillu, and Squinnamorg) may try to *charm* the PCs or *suggest* that they do something foolish.

The council members are not cowards, however. Bleg, in particular, responds badly to threats and retaliates with his eye powers if provoked. Likewise, the others defend themselves if need be and work together very well. Ephillu invisibly *gates* in assistance, then attacks with her rope. Bleg and Squinnamorg stand back to use their magical powers (the beholder enjoys crippling the opposition with its *antimagic ray* but never uses it when it might hinder an ally) while Christanon the medusa fights in close quarters with surprising effectiveness.

Squinnamorg (mind flayer): AC 5; MV 12; HD 8+4; hp 68; THACO 11; #AT 4; Dmg. 2 each (tentacles); SA Mind blast stuns all within 60-foot cone (20 feet wide at end) for 3d4 rounds (saving throw vs. wands negates), tentacle attack holds victim (four hits slay in one round, make bend bars roll to escape), casts at 7th level, once per round: *suggestion, charm person, charm monster, ESP, levitate, astral projection, and plane shift* (saving throws vs. these abilities suffer a -4 penalty); MR 90%; SZ M (6' tall); ML Champion (15); AL LE; XP 9,000.

Ephillu (erinyes): AC 2; MV 12, Fl 21 (C); HD 6+6; hp 41; THACO 13 (11 with sword); #AT 1; Dmg. 1d8+2 (*long sword* +2); SA Anyone gazing upon the erinyes must save vs. wands or flee in fear for 1d6 rounds, gaze acts as *charm person* spell (victims save at half level, can charm only one victim/round), casts at 7th level, once per round: *detect invisibility, invisibility, locate object, polymorph self, and produce flame*, once per day can *gate* 1d8 spinagons (50% chance of success) or 1d4 barbazu (35% chance of success); SD +1 or better weapon to hit; MR 30%; SZ M (6' tall); ML Steady (11); Int High (14); AL LE; XP 7,000.

Special Equipment: *long sword* +2 (a thin, black, Hell-forged blade that transforms permanently into a nupperibo—see Level 1 for stats—and attacks if anyone of a nonevil alignment tries to use it), *rope of entanglement*.

Christanon (medusa): AC -5 (*bracers* and natural AC); MV 9; HD 6; hp 45; THACO 15 (11 with sword); #AT 2; Dmg. 1d4/1d10+4 (snake bite/*two-handed sword* +4); SA Gaze turns flesh to stone, snakebite carries venom (save or die); SZ M (7' tall); ML Elite (14); Int Very (12); AL LE; XP 3,000.

Special Equipment: *Bracers AC 0, ring of spell storing (stoneskin, prismatic spray, mislead), two-handed sword* +4 (forged in Hell, sporting serrated edges that look like teeth and a hilt guard that looks like a mouth, poisoned with snake venom—save or die).

Bleg (beholder): AC 0/2/7; MV Fl 3 (B); HD 75 hp; THACO 5; #AT 1; Dmg. 2d4 (bite); SA Magical eyebeams cast: *cause serious wounds* (50-yd range), *charm person*, *charm monster*, *death ray* (as *death spell* with one target), *disintegrate* (20-yd range), *fear* (as *wand*), *flesh to stone* (30-yd range), *sleep* (as spell with one target), *slow* (as spell with one target), *telekinesis* (250 pounds); SD *anti-magic ray* (140-yd range, 90 degrees in front of beholder); SZ M (6' diameter); ML Fanatic (18); Int Exceptional (16); AL LE; XP 14,000.

31. Advisors' Chamber. The door to this room always remains locked, although each of the council members (and Geryon) have keys—no one wants to know where Bleg keeps his. Most of the fortress's inhabitants believe that the council lives in this chamber.

The room is empty except for a circular portal near the center of the room. This two-way portal leads to underworld caverns on a Prime Material world called Oerth. Squin-namorg and Christianon are natives of that world. Only Bleg actually makes his lair in this room (Ephillu can *teleport* wherever she wishes). A small, bug-ridden nest-bed where he sleeps lies behind the portal. He possesses no treasure.

32. Prison Entrance. This room serves as a barrier between the prison (Area 33) and the outside, to prevent both escapes and rescues. No guards watch this entrance. Instead, the room holds a deadly trap. When anyone passes through the center of the room (on the floor or off of it), the side walls slam together with great speed and force. This trap inflicts 8d6 points of damage to anyone in the room, half damage to those making Dexterity ability checks to leap backward out of the room or Strength ability checks with a -8 penalty to simply hold the walls back. After one round, the walls reset to their original position. A switch near the door in Area 33 deactivates the trap.

33. Main Prison. The prison consists of a medium-sized room containing eight 15-foot-deep pits. A locking, hinged metal grate covers each pit. The keys hang on a ring on the wall to the right of the entrance.

Only one of these prison pits holds a prisoner. He is dressed in dirty white robes and a red stole, making it obvious he is a priest of Neheod. The poor soul lies unconscious, but if wakened, begs to die. Naddod served the Temple of Neheod as an acolyte and was grabbed during the initial attack, soon after the temple appeared in Hell. No longer possessing the faith necessary for spells, Naddod blathers like a madman about the inevitable victory of evil over good. A *restoration* spell cures him of his malady, and an *atonement* might show him what he needs to do to regain his position as a priest. But Naddod was only 2nd level to begin with and offers little help to the PCs in any event.

Brother Naddod, hm, P2: AC 10; MV 12; hp 9 (currently 1); THACO 20; #AT 1; Dmg. 1 or by weapon (proficient in flail); SZ M (6' tall); ML Unreliable (2); AL N; XP 35.
S 10 D 8 C 12 I 7 W 6 Ch 4

34. **The Freezing Pit.** The area beyond the pits consists of two side cells blocked by heavy portcullises and a large area with a single pit. Cold radiates from the pit. A particularly sadistic gelugon—Tlaac-mol, the master of Geryon's prison— spends practically all of its time here.

Grievously wounded in battle long ago, this gelugon's left arm withered. A new arm replaces it now, fashioned by diabolical craftsmanship and sorcery from glistening steel. Tlaac-mol has long been pleased with the replacement. The arm possesses the strength of a cloud giant and sports a gigantic, retractable blade with all the powers of a normal gelugon spear and a *frost brand sword* (+3 normally, +6 vs. fire-using creatures). The arm also radiates enough cold to render Tlaac-mol immune to fire and lowers his Armor Class as

though it were a *ring of protection* +5. If removed from the ice devil, the arm holds no power or value, except perhaps as a trophy.

Three spinagons (spined, bat-winged least devils) attend Tlaac-mol in his duties of monitoring the prison and torturing the prisoners. To aid them in guarding their area, Tlaac-mol gave each of his diminutive servants a *wand of frost*. Since the wands have few charges, the spinagons have been instructed to use them wisely. They intend to use all the wands against a powerful foe (or group of foes) at once. They have practiced doing this by positioning two of the spined devils at the far ends of the narrow cells, with the third on the far side of the pit from the entrance. The third ice devil tries to lure an enemy between the two side hallways so its accomplices can blast away with their cones of cold. It gleefully charges into battle, unaffected by their wands. Once the spinagons have expended the charges of their magical items, they are still protected by the portcullises while launching their ranged spine attacks.

The pit at the end of the room is 20 feet deep and filled with magical cold energy which inflicts 5d4+5 points of damage per round upon anyone in it. Further, the victim must make a saving throw vs. petrification or find himself frozen stiff, unable to move for 1d6 rounds. The gelugon tries to throw attackers into the pit during combat. Normally, the ice devil uses the pit for torturing prisoners or freezing them for storage.

A secret room, entered either from the room with the pit or one of the narrow cells, is the gelugon's lair. It is coated with ice and frost, and also holds three frozen victims (all wearing the green robes of Neheod worshippers) and as sorted treasure taken from prisoners. This includes a broad sword, a mace, a *dagger* +2 (from the Prime Material), 234 sp, 96 gp, and a clerical scroll with *cure blindness*, *cure serious wounds*, *free action*, and *neutralize poison*.

Tlaac-mol (gelugon): AC -8; MV 15; HD 11; hp 88; THACO 9 (6 with arm blade); #AT 4; Dmg. 1d4+4/1d10+14/2d4+4/3d4+4 (claw/*frost brand* +3, Strength bonus/bite/tail spike); SA Tail paralyzes foes with cold for 1d6 rounds if saving throw fails, generates *fear* in a 10-foot radius (victims must save vs. rods or flee for 1d6 rounds), arm blade strikes numbing cold that *slows* foes for 2d4 rounds if saving throw vs. paralyzation fails, casts at 11th level, once per round: *detect invisibility* (always active), *detect magic*, *fly*, *polymorph self*, and *watt of ice*, can *gate* 2d6 barbazu (50% chance, once per day), 2d8 osyluths (35% chance, once per day) and 1d2 cornugons (20% chance, once per day); SD +2 or better weapon to hit, regenerates 2 hp per round, immune to cold and fire; MR 50%; SZ H (12' tall); Int Genius (17); ML Champion (16); AL LE; XP 21,000.

Spinagons (3): AC 4; MV 6, Fl 18 (C); HD 3+3; hp 24; THACO 17; #AT 3; Dmg. 1d4/1d4/1d6 (claw/claw/tiny military fork); SA Fires up to 12 (2 per round) flaming spines treated as darts that ignite all flammable material they touch, can throw itself upon a foe to strike automatically with 1d4 spines inflicting 1d3 points of damage each, casts at 4th level once per round (they do not have the spell-like abilities common to all devils): *affect normal fires*, *change self*, *command*, *produce flame*, *scare*, and *stinking cloud*, once per day can *gate* 1d3 spinagons (35% chance); SD Immunities of all devils; MR 15%; SZ S (3' tall); Int Very (12); ML Average (8); AL LE; XP 4,000.
Special Equipment: Each has a transparent, spike-tipped *wand of frost* (2 charges).

The Fourth Level: The Siege

Anyone coming down to this level notices right away that the cold of the upper levels disappears. The heavy, oppressive nature of any environment within the Nine Hells remains.

35. Landing. The elevator shaft ends here. Creatures trapped under the elevator platform as it descends suffer 10d6 points of crushing damage. Only someone held, pushed at the last moment, or completely disabled could be crushed in such a way, however, for the elevator moves slowly and its descent comes as no surprise to those underneath.

The devils constructed the walls of this room from adamantite. The secret door shown on the map serves as a gate between the citadel and the battlefield beyond. It slides upward and measures 25 feet square. The door can be opened only by the mechanism in Area 37; it is immune to *knock* spells and related magic, no lock exists for a thief to pick, and even a storm giant could not force the gate up. The devils that constructed this *gate* wanted to make sure that no counter-attack from the temple could possibly get to the elevator and into Coldsteel.

Opposite the secret door, an apocalypse clock ticks away ominously on the wall. When the clock's hand comes to the red skull, this particular clock disappears. A portal to the dev-ilseed opens in its place, whereupon at least 1,000 lemures pass through to invade the temple (see the beginning of the chapter for more information on the clock and the devilseed).

Lemures (1,000): AC 7; MV 3; HD 2; THACO 19; #AT 1; Dmg. 1d3 (bash); SA When in numbers of 1,000+, reach a state of battle drive, gaining +2 to attack rolls (they do not have the other abilities common to devils); SD Regenerate 1 hp per round, immune to mind-affecting spells; SW Wounds inflicted from blessed or holy weapons do not regenerate; SZ M (5' tall); ML Fearless (20); Int Semi- (2-4); AL LE; XP 120.

36. Guardian. This room serves as the lair of a nycaloth, also known as a nycadaemon. A huge, gargoylelike fiend, this monster is a type of yugoloth (a Neutral Evil fiend from the plane of Gehenna). It guards the elevator here as well as the elevator controls. In the room, characters find a simple bed, two large chests, an empty cauldron of black iron, a heap of rotting corpses (most wearing green robes of Neheod followers, but a few wear armor), and elevator controls identical to those found in Area 20.

Amon met this nycaloth long ago and forged a nonaggression pact with it. When it came time for this particular venture, he offered the yugoloth a great deal of wealth and opportunity to join Geryon's forces in Hell. The Nycaloth accepted, but could not stand the cold of Stygia. Thus, it was placed here to be a one-creature defensive line for the bottom of Coldsteel. It ensures that no one from the temple gets into the citadel. So far, it has been an easy job, and all the nearby fallen victims serve as a bonus.

When it hears the sound of the elevator arriving, it comes out of its room to check the situation. If the new arrivals are not devils or other "acceptable" creatures, the nycaloth attacks with its *reverse gravity* ability, sending the offenders back up the elevator shaft—only to come plummeting back down eventually when the effect wears off. In the interim, the nycaloth prepares for battle by casting *project image* and *mirror image*. Then, leaving all the illusionary nycaloths around the elevator shaft, it retreats into its lair and concentrates on keeping the *projected image* (and all of the *mirror images* cast through it) in room 35. From a peephole in the wall between Areas 35 and 36, it controls the actions of its projected image. Its foes (assuming any survive the plunge down the shaft) should expend their energy on the illusions while the demon uses *command*, *dispel magic*, *cause disease*,

and other abilities to further weaken them. If this does not work, or even if it does, after three or four rounds the guardian reenters Area 35 through a *dimension door* and attacks physically.

The two chests in the lair hold the nycaloth's payment. One, double-locked (-30% penalty to pick either lock) and trapped with poison gas (explodes when opened in a 10-foot-radius cloud, death in 1d4 rounds, save negates) contains 15,000 gp. The second, smaller chest is similarly locked, but trapped with a *glyph of warding*. It activates upon opening and inflicts 12d4 points of electrical damage. This chest contains an iron scroll tube holding the deed to 500 souls (in larval form), a *wand of armory* (grants anyone touched with a magical field providing AC 0 and complete immunity to electrical attacks and *magic missiles* for six rounds or until a *dispel magic*, *disintegrate*, or *limited wish* dispels the field—19 charges), a *short sword* +3 (forged in the Nine Hells) and a *manual of quickness in action*.

Anyone who takes the time and has the inclination to search through the corpses can recover a suit of *chain mail* +1 (forged on the Prime Material Plane).

Nycaloth: AC -6; MV 12, Fl 36 (C); HD 11+22; hp 94; THACO 9 (7 with axe); #AT 2 or 1; Dmg. 1d8+8/1d8+8 (claw/claw) or 2d8+10 (giant *two-headed axe* +2); SA Claw attacks continue to bleed for 1d6 pts. per round until healed magically, casts at 12th level once per round: *alter self*, *animate dead*, *cause disease*, *charm person*, *command* (3 times per day), *comprehend languages* (always active), *detect invisibility* (always active), *detect magic* (always active), *dispel magic*, *enlarge* (or reduce)/ear (by touch), *improved phantasmal force*, *invisibility*, *mirror image* (3 times per day), *polymorph self*, *produce flame*, *project image*, *read magic* (always active), *reverse gravity* (once per day), *wind walk*, *word of recall*, *teleport without error* and *wraith-form*, once per day can *gate* 1d10 mezzoloths, 1d3 dergholoths, or 1 nycaloth (35% chance of success); SD +2 or better weapon to hit, immune to acid, fire, and poison, half damage from gas; SW Double damage from cold; MR 70%; SZ L (9' tall and broad); Int Exceptional (15); ML Champion (16); AL NE; XP 25,000.

Special Equipment: *Battle axe* +2 (a saw-toothed, permanently blood-stained monstrosity forged on the plane of Gehenna; the axe keeps its +2 bonus here, as Gehenna is a neighboring plane).

37. The Gatehouse. The outer 30-foot square room of this "gatehouse" area literally hums with a particularly nasty trap. The room is starkly empty. When someone enters, a powerful lodestonelike effect on the floor activates. This is called the Hell-Tugging. It does not attract metal, but pure thoughts. Anyone of good alignment instantly slams against the floor with no chance for a saving throw. Neutral characters have a 50% chance to be pulled down each round, checked anew at the beginning of each round. Evil characters never feel the tug. Trapped characters can make a saving throw vs. spell each round. Those making their saving throw can act as though affected by a *slow* spell. Those failing the saving throw cannot act. Anyone trapped can intentionally (or even unconsciously—DM's discretion) think evil thoughts to break free of the trap for that round.

Of course, the trap does not end there. In Area 37A, a bar-bazu watches through a tiny hole in the wall. Next to this hole the barbazu fingers a switchplate that controls part two of the trap. When he sees victims falling for the Hell-Tug trap, he presses the switchplate and activates a powerful, conventional loadstone in the ceiling. This draws metal toward it with a strong, magical magnetic pull. Loose metal items fly to the ceiling and remain there in the pull of the lodestone. Those characters whose total weight (body plus equipment) consists of more than 30% metal (armor, secured weapons, equipment) fly up toward the ceiling 30 feet above, slamming into it and suffering 3d6 points of damage. Anyone with 10-30% metal in their total weight feels the strong attraction and acts as though affected by a *slow* spell.

The real problem falls upon those affected by both parts of the trap. Characters tugged both down and up but still able to move are affected by the equivalent of two *slow* spells. Those held fast to the floor by the Hell-Tug and pulled upward by the magnet suffer Id4 points of damage per round as their armor and weapons pull one way while their flesh and their soul pull the other.

The door to 37A is, of course, locked. Characters probably will hear laughing coming from that room.

37A Gatekeeper. Four barbazu dwell here, their sole duty being to guard the controls for the large, secret *gate* between Area 35 and Area 38. A 10-foot-wide ledge just inside the door forms the upper portion of the room. Stairs from the ledge extend 12 feet down to the lower floor. The *gate* controls are mounted on the left-hand wall and consist of a large, steel wheel; turning it raises or lowers the *gate*. The portcullis in the room rises into the ceiling when the PCs enter—they have the same chance to notice it above them as they would to find a concealed door.

Stepping on the stairway activates a pressure-sensitive trap: the door closes and locks and the portcullis drops (inflicting 2d8 points of damage in the unlikely event that it lands on someone). The barbazu *teleport* behind the portcullis, near the gate controls, where three pick up their *bows* +2 and begin firing arrows at the PCs. The fourth uses its brown mold-covered *coldstaff* to fling mold at the PCs (see Area 5), then hurls *missiles of cancellation* at any who appear to be using powerful magical items. These are darts carved from stone. They act just like a *rod of cancellation* to drain the power of a magical item. All the barbazu needs to do is make a successful attack roll, modified by -2 if the target item is very small (a wand, a ring, a dagger, etc.). These barbazu will happily *gate* in more of their kind or even abishai, which appear on the PCs' side of the portcullis, glaives ready for battle.

Barbazu: AC 3; MV 15; HD 6+6; hp 50, 47, 42, 35; THACO 13; #AT 3, 2, or 1; Dmg. Id2/ld2/ld8 (claw/claw/bite) or ld6+2 (x2) (*short bow* +2) or 2d6 (glaive); SA Wounds inflicted by glaive bleed 2 hp per round until bound, if both claw attacks hit then beard attack hits automatically for maximum damage, 25% chance to give disease with beard attack, casts at 7th level once per round: *affect normal fires*, *command*, *fear* (by touch), and *produce flame*, once per day can *gate* 2d6 abishai (50% chance of success) or Id6 barbazu (35% chance of success); SD +1 weapon or better to hit; MR 30%; SZ M (6' tall); ML Steady (11-12); Int Low (5-7); AL LE; XP 7,000.

Special Equipment: One barbazu has a *coldstaff* and four *missiles of cancellation*.

38. Battlefield. A long hallway stretches from the elevator shaft to the place where the Temple of Neheed appeared between the layers. Here, the first conflicts of the battle for the temple took place just a few days ago. Corpses of mortals and devils are strewn about amid broken weapons and other grisly debris. Blood coats the walls like paint, and the bodies appear to have been rent, pounded, burned, skewered, even shredded in what must have been a stomach-turning, soul-wrenching battle.

At the far end of the passage, the steel walls run flush against the sides of the curved, exterior stone walls of the Temple of Neheed (probably recognizable to the PCs). The temple doors are smashed open. A huge iron battering ram mounted on a wheeled carriage stands silent near them.

Already the fallen corpses run thick with maggots and vermin, for that is the way of Hell. Treasure seekers run afoul of rot grubs and the larger version called Hell grubs. They find IdIo sp, Id6 gp and a usable nonmagical weapon per round of searching. They also have a 10% chance per round to discover a *flail* +2, a *shield* +1, and a *bastard sword* +1 (each of these can be found only once); all were created on the

Prime Material Plane. There is a 30% chance per round that searchers come upon a still-living patch of brown mold. After 20 rounds, nothing more will be found.

Rot grubs (5d4 per round of searching): AC 9; MV 1; HD 1 hp; THACO 20; #AT 0; Dmg. 0; SA Percentage chance equal to victim's AC without shield to burrow into body and slay in Id3 rounds; SW Fire kills 2dIo rot grubs per application to exposed flesh within Id6 rounds after infestation; SZ T (1" long); Int Non-(0); ML Unsteady (5); AL N; XP 15.

Hell grubs (1 per round of searching): AC 6; MV 3; HD 1; hp 4 each; THACO 19; #AT 1; Dmg. Id3 (bite); SA -4 to opponent's surprise roll, upon successful attack has percentage chance equal to victim's AC without shield to burrow into body and slay in Id3 rounds; SW Fire kills Hell grub when applied to exposed flesh within Id6 rounds after infestation; SZ T (8" long); Int Non-(0); ML Unsteady (5); AL N; XP 65.

39. Side Battle. From this rough-hewn side passage PCs hear the sound of anguished conflict. Within, three cornugons and an osyluth captain (as in Area 5) stand in pitched battle with three wounded human adventurers. Around the battle lie six corpses, all human or half-elven and already torn apart.

The humans (and their fallen comrades) were part of a counter-attack by the forces within the Temple of Neheed. Their goal is to enter the hellish fortress and discover a means to return the temple to its proper plane and world.

Unfortunately, they made it only this far before encountering a terrible challenge in the form of the three cornugons. Only the paladin among the group wields a weapon that can even affect the devils, although Vorren the fighter struggles mightily anyway. The devils, fairly certain of the outcome of this battle, plan to animate the corpses around them as zombies so that the mortals have to fight their fallen comrades. Despite the rank the osyluth holds over lesser devils, it holds no authority over the cornugons (greater devils). These devils do not necessarily work together well.

If the PCs help defeat the devils, the three humans express reserved gratitude. They introduce themselves and ask the PCs where they came from. This polite attitude may puzzle the players, but these NPCs find it very difficult to trust anyone they meet here. The temple's defenders have been presented with many convincing illusions of potential allies and rescuers already, and quick trust has cost many lives. "Devils are masters of illusion, trickery, and lies," they say. While neither belligerent nor untrusting, they explain that they simply cannot assume that what they are seeing or hearing is true.

Because they have a mission, these defenders will not go back into the temple. They appreciate (but only half believe) any information the PCs give them regarding the interior of Coldsteel. They refuse to accept any warnings regarding the danger of their plan. In short, while these NPCs are in no way foes, they also are not new recruits for the PC party. At best, they serve as a good source of information.

If asked, they tell the PCs that portions of the temple have fallen to the forces of evil and undergone horrible changes. Two extremely terrible devils, for example, now control the main sanctuary. An inquiry regarding Klysandral prompts the NPCs to explain that, as difficult as it may be to believe, the paladin's spirit led the defense of the temple during the first attacks. Sadly, it has not been seen in a full day at least. High priest Rhichal Niamor is dead, and the few remaining defenders are barricaded in the Holy of Holies.

These courageous fighters can attest to the fact that after the temple was corrupted by the forces of Hell, their priestly powers and magical weapons seemed to lose some potency. While the temple defenders held off the devils, everything worked normally. But once the devils broke inside, the evil influence of Hell has been slowly corrupting the temple.

These NPCs hope there might still be time to undo that influence. This serves as the PCs' first clue that the temple can be restored to normal (and perhaps even its home plane) if someone removes the corruption within it.

Lastly, Hingar Fruen, the priest, begs the PCs to be gentle with the former parishioners that they may find within the temple, no matter what hideous forms they have taken. "Remember that just days or even hours earlier, they were good people."

They say no more, for they must get on with their mission. Unless the PCs have left no enemies alive and no traps functioning behind them, they are unlikely to see these NPCs again.

Cornugons (3): AC -2; MV 9, Fl 18 (C); HD 10; hp 68, 60, 58 (the last is slightly wounded to 50 hp until regeneration heals it); THACO 11; #AT 4 or 2; Dmg. 1d4/1d4/1d4+1/1d3 (claw/claw/bite/tail) or 1d6+6/1d3 (barbed whip, Strength bonus/tail sting); SA Tail sting wounds bleed 1 hp per round until treated, whip stuns opponents for 1d4 rounds (saving throw vs. paralyzation negates), generates *fear* in a 5-foot radius (save vs. rods or flee for 1d6 rounds), casts at 10th level once per round: *detect magic*, *ESP*, *lightning bolt* (3 times per day), *produce flame*, *pyrotechnics*, and *wall of fire* (once per day), can *gate* 2d6 barbazu (50% chance, once per day, 2d8 abishai (35% chance, once per day) and 1d3 cornugons (20% chance, once per day); SD +2 or better weapon to hit, regenerates 2 hp per round; MR 50%; SZ L (9' tall); Int Exceptional (15); ML Elite (13); AL LE; XP 10,000.

Osluth Leader: AC -5 (*chain mail* +3 and shield, + natural AC); MV 12; HD 5; hp 40; THACO 15 (13 with scythe); #AT 4 or 3; Dmg. 1d4/1d4/1d8/3d4 (claw/claw/bite/tail) or 1d6+5 *flail* +1, plus specialization/1d8/3d4; SA Tail sting carries poison which drains 1d4 points of Strength for 1d10 rounds (saving throw with -3 penalty negates), generates *fear* in a 5-foot radius (save vs. rods or flee for 1d6 rounds), casts at 5th level once per roundly, *improved phantasmal force*, *invisibility*, and *wall of ice*, once per day can *gate* 1d100 nupperibo (50% chance) or 1d2 osyluths (35% chance); SD +1 or better weapon to hit; MR 30%; SZ L (9' tall); Int Very (11); ML Steady (12); AL LE; XP 8,000.

Special Equipment: *Chain mail* +3, *flail* +1 (both forged in Hell).

Jannoch, Pa9: AC 0 (*plate mail* +2, shield); MV 12; hp 71 (currently 32); THACO 12 (10 with sword); #AT 3/2; Dmg. 1d8+3 (*long sword* +2); SA *Detect evil intent* within 60 feet, heal 18 hp per day by touch, *cure disease* twice per week, *protection from evil* (always active); SD +2 to all saving throws, immune to disease; SZ M (5' 8" tall); ML Fearless (19); AL LG; XP 4,000.

S 16 D 14 C 15 111 W 15 Ch 18

Special Equipment: *Long sword* +4, *plate mail* +4 (both forged on the Prime Material Plane and therefore reduced to +2 bonus here), *amulet of nondetection*. Spells: (Normally 2, but none in Hell)

Brother Hingar Fruen, PlI: AC 1 (*plate mail* +1, shield); MV 12; hp 64 (currently 25); THACO 14; #AT 1; Dmg. 1d6+1 (*mace* +1); SZ M (5' 9" tall); ML Champion (15); AL NG; XP 5,000.

S 11 D 10 C 16 112 W 17 Ch 12

Special Equipment: *Mace* +3, *plate mail* +3 (both forged on the Prime Material Plane and therefore reduced to +1 bonus here), *potion of flying*, scroll with *cure light wounds*, *protection from fire*, and *water breathing*.

1st (x5)—*cure light wounds*, *sanctuary*;

2nd (x5)—*aid*, *hold person*;

3rd (x3)—*dispel magic*, *prayer*.

Note: These are the only spells Brother Fruen still retains; others have been cast.

Vorren Mallorn, F7: AC 0 (plate armor, shield); MV 9; hp 49 (currently 12); THACO 14 (11 with sword); #AT 2; Dmg. 2d4+5 (*broad sword* +1, specialization, Strength bonus); SZ M (6' tall); ML Champion (16); AL LG; XP 1,000.

S 17 D 10 C 14 111 W 15 Ch 18

Special Equipment: *Broad sword* +3 (forged on the Prime Material Plane and therefore reduced to +1 bonus here), *luckstone* (forged on the Prime Material Plane, retains no bonus in Hell).

40. Empty Chambers. This rough-hewn pair of caves contains little but refuse and detritus from when these passages were originally dug, plus more fallen combatants (a few humans and devils with little of value). However, in the chamber farthest from the passage lies a dead spinagon still clutching a silver tube. The tube itself is worth of 25 gp. More importantly, it contains a message from Geryon to a pit fiend named Elavin written in the language of the nether regions. It states, "Take the fortress quickly and desecrate what you can so that the influence of Hell may absorb the temple permanently. Fight your way into the inner workings of the structure to take all the treasures. You should encounter little resistance."

Geryon did not expect Klysandral's funeral and therefore underestimated the number and power of the mortals inside. This messenger never even got to Elavin (who is now inside the temple) before meeting its end.

The Temple of Neheed

"Klysandral knew that as powerful as the forces of evil were, good was stronger. Faith, hope, love, charity, trust, truth... these were the things from which he drew his fabled strength. Evil could not stand the bright light of his soul. His righteousness, when coupled with his ingenuity, prowess, and power, would always win in the end." Michuth Gyl, the Eulogy of Klysandral

Ripped from its own world, thrust into the pit of Hell, the Temple of Neheed appears to all concerned to be doomed. The temple lies in a nether realm between the fifth and sixth layers of Hell, where no normal means of planar travel can approach it with aid or rescue. Here, where it would seem no help could ever reach the defenders, the armies of the Nine Hells attempt to slay the defenders, corrupt the temple, and plunder the relics of the Holy of Holies.

Events Since Arriving in Hell

The Temple of Neheed arrived in the Nine Hells about 24 hours after the PCs left for Emirikol's hidden citadel. Probably three to five days after that, the PCs arrived in Stygia. At minimum, then, those within the temple have faced the dark army of Geryon for four days—more likely almost a week (assuming the PCs rested or hesitated at least once)—before help arrives in the form of the adventurers. (Of course, there is no day or night here, so the temple defenders have only a vague notion of the passage of time.)

Those within the temple, who had come to the funeral of Klysandral, prepared for danger and sought to determine what had occurred. Many of the warriors present shed the "green robes required during the funeral and donned their armor. To the shock and surprise of all involved, Klysandral leaped from his coffin in a spiritual form, donned his armor, and took his place at the forefront of the temple's defense. With his soul condemned to Hell, ironically, the paladin's spirit is able to act here as though alive. After the shock wore off, his presence and words of encouragement gladdened his friends (who had come to mourn his passing).

The initial assault of devils was powerful but was not prepared to face the number and quality of the temple's defenders, particularly the spirit of Klysandral. The devils were driven back. Geryon marshaled his forces and sent them against the temple again and again. A bit more of the church fell to the attackers each time.

About four days after the battle began, during a pause in Geryon's assault, Klysandral investigated strange noises at the back of the temple. He discovered that devils from the Sixth Hell, Malbolge, had tunneled in to gain access to the temple as well. The spirit of that great warrior plunged headlong into these evil troops, bravely defending that entire front alone.

Without Klysandral to help defend against the Fifth Hell assault, however, the forces of good began to falter. Even Brother Rhichal Niamor, the temple's high priest, fell to the onslaught. A priestess named Sister Sahra assumed command. The remaining defenders established the Holy of Holies as their final point of defense and prepared to make their last stand. They do not know what happened to Klysandral and have no idea why any of this is happening—they only hope to somehow survive.

Unable to scry this inner sanctum or survey its strength, even with a *wish*, Geryon and his forces were compelled to slay the inhabitants through guile, trickery, and temptation. The devils opened wide the *gate* of Hell to let its evil and corruptive influence into the portions of the temple they had conquered. Geryon and his servants have used the reanimated corpses of temple defenders to break the spirit of the

remaining warriors or to draw them out into suicidal battles. The devils torture captives mercilessly so the defenders can hear their wails. Each rescue party has met a strong force of devils and either been turned back or destroyed. Geryon's minions do whatever they can to make it seem that all hope is lost. These actions not only work against the defenders, they also keep the temple in Hell. Without evil and depravity to anchor it here, the temple would return to its rightful place in the cosmos of its own accord.

The Eyes and Ears of Emirikol

Emirikol the Chaotic sent his companion and friend, Tiae, to the funeral of Klysandral to pay respects on his behalf. When foul sorcery flung the temple into Hell, Tiae went with it. But because of the *joined rings* both wear, the chaos mage saw and heard everything through Tiae's eyes and ears. His concern for his friend is great, but Emirikol was also gripped with curiosity over what exactly had happened, and more importantly, why? He knew enough about Outer Planar affairs to recognize Asmodeus' hand in all of this, but he could not ascertain the Lord of the Ninth's goals.

Emirikol sent word to Tiae to stay out of harm's way but to try to determine what the devils were after, too. She could not. Eventually, in an attempt to escape altogether, Tiae took part in a counter-offensive that failed miserably. Now, she hides in the secret room in Area 10.

Emirikol knows the history and power of the *Vallis Crystal* (see Area 13). If he (through Tiae) sees the crystal, all of this will suddenly make sense to him. He then tells his agent to steal the crystal so that it can be used to bargain with the arch-devil.

Tiae can communicate with Emirikol by speaking; the wizard hears whatever she hears, and vice versa. Through this link, she knows that a group of adventurers is on its way to the temple.

Tiae is a tiefling: a human with a touch of something from the Lower Planes flowing through her veins. She wears special eye-covering lenses to mask the bright yellow glow of her eyes. Her long, dark hair hides a ridge of spines down her neck and back. Other than that, however, she is beautiful. Like most of the other funeral attendees, she still wears the green robe of Neheed, although she keeps her armor and equipment underneath it. Tiae's devotion to Emirikol is complete. She has no problem lying, cheating or stealing, but she takes no delight in harming others.

Tiae, tiefling f, T13: AC 0 (*leather armor* +3, Dexterity bonus); MV 12; hp 51; THACO 14; #Att 1; Dmg. 1d6+3 (*short sword* +3); SA x5 backstab, casts *darkness* *Wr* once per day; SD Suffers half damage from cold, +2 to saving throws vs. fire, electricity and poison; SZ M (5' 10" tall); ML Fanatic (16); AL CN; XP 7,000.

S 10 D 19 C 12 116 W 14 Ch 16

Special Equipment: *leather armor* +5, *short sword* +5 named *Slash* (both made on the Prime Material, so they are reduced to +3 here), *ring of joining* (allows wearer to sense all that the wearer of the other *ring of joining* senses—the other is worn by Emirikol), *ring of shadows* (gray glass ring that creates shadows wherever wearer is—thieves within such an area can hide normally), *figurine of wondrous power-ebony fly*, potions of *healing*, *fire resistance*, and *gaseous form*. PP 95 OL 87 F/RT 84 MS 95 HS 85 DN 40 CW 95 RL 70

Asmodeus' Servant

When Asmodeus learns that powerful mortals have invaded his domain and threaten his plans, he once again commands Loviath, the sorceress who condemned the temple in the first

place. She must go to the temple and eliminate this threat by any means. The most alarming factor in Asmodeus's assessment of the threat is that it was Emirikol the Chaotic who sent the adventurers to meddle in Hell. Emirikol is one mortal that gives Asmodeus pause, because of both his power and his influence (the Lord of Nessus knows that Emirikol has earned the respect of a number of the Abyssal Princes).

Loviath would never go into a dangerous situation without casting her defensive spells (particularly *protection from fire*, *protection from lightning*, *spell immunity* (magic missile), *stoneskin*, and probably *invisibility*, *native item* (on her ring), and *blur*). In the Temple of Neheod, before confronting the player characters, she might *resurrect* Kyhar Thorn, *heal* and/or *charm* the remorhaz in Area 7, etc. Remember the following things when running Loviath:

- her *rod of absorption* can absorb incoming spells and also allows her to cast spells multiple times using levels stored in the rod;
- she has many spells that allow her to spy on the heroes, either from a distance or invisibly, in wraithform, etc.;
- she is accustomed to casting spells in Hell and does not need to worry about magical restrictions;
- she is accompanied everywhere by a hellcat, Mierile Six-Lives. The cat serves her faithfully although its real master is Asmodeus.

Loviath is not placed in a particular location on the map. The DM should use her as effectively and as long as he can to plague the PCs (bringing monsters back to life, making hit-and-run attacks in different areas, etc.). She needs to be kept alive to make her final, climactic appearance before the adventure ends and the temple returns to its proper location (assuming that the PCs are successful).

Loviath, hef C17, W15: AC -4 (*robes*, *ring*, Dexterity bonus); MV 12; -hp 65; THACO 10; #Att 1; Dmg. 1d4 (dagger); SZ M (5' 7" tall); ML Elite (13); AL LE; XP 13,000.

S 12 D 18 C 15 118 W 18 Ch 9

Special equipment: *rod of absorption* (a black rod topped with a silver devil's head, currently stores 12 spell levels, can absorb 23 more), *wand of vitrification* (clear glass wand fires an invisible beam that turns target to glass, range 20 yards, 13 charges, affects one living target or 100 cu. feet of inanimate matter), *robe of the archmagi* (black, also functions as *cloak of the bat*, gives AC 3), *ring of protection* +5 (forged on the Prime Material Plane, so it is reduced to +3 here), *potion of gaseous form*, wizard scroll with the following spells: *charm monster*, *wizard eye*, *cone of cold*, *Bigby's forceful hand*, *finger of death*.

Priest Spells:

- 1st (x9)—*cause light wounds*, *cure light wounds* (x3), *curse*, *darkness*, *light*, *protection from good*, *sanctuary*;
 2nd (x9)—*aid*, *charm person or mammal*, *heat metal*, *hold person* (x2), *silence* 15' R, *spiritual hammer*, *warp wood*, *withdraw*;
 3rd (x8)—*animate dead*, *cause paralysis*, *create food and water*, *cure blindness or deafness*, *dispel magic* (x2), *protection from fire*, *water breathing*;
 4th (x8)—*cure serious wounds*, *cloak of terror*, *free action*, *native item* (x2), *neutralize poison*, *protection from lightning*, *spell immunity*;
 5th (x5)—*cause critical wounds*, *flame strike*, *plane shift*, *slay living*, *wall of fire*;
 6th (x3)—*blade barrier*, *harm*, *heal*;
 7th (x2)—*Unholy word*, *resurrection*.

Wizard Spells:

- 1st (x5)—*burning hands*, *feather fall*, *magic missile* (x2), *spider climb*;
 2nd (x5)—*blindness*, *blur*, *ESP*, *invisibility*, *web*;
 3rd (x5)—*clairvoyance*, *fireball*, *lightning bolt*, *suggestion*, *wraithform*;
 4th (x5)—*Evard's black tentacles*, *dimension door*, *minor globe of invulnerability*, *phantasmal killer*, *stoneskin*;
 5th (x5)—*advanced illusion*, *Bigby's interposing hand*, *cloudkill*, *monster summoning III*, *wall of iron*;
 6th (x2)—*chain lightning*, *death spell*;
 7th (x1)—*limited wish*.

Mierile Six-Lives (hellcat): AC 6; MV 15; HD 7+2; hp 40; THACO 13; #Att 3; Dmg. 1d4+1/1d4+1/2d6; SD +1 or better weapon to hit, magical weapon bonuses do not count as damage toward the hellcat, nearly invisible except in complete darkness (where its Hellish glow can be seen), immune to mind-controlling spells; SW Holy water and *bless* spells inflict 1d8 points of damage; MR 20%; SZ L (7' long); ML Elite (13); AL LE; XP 5,000.

Adventuring in the Temple

The Temple of Neheod presents some special situations because of its circumstances. The corruptive influence of Hell seeps into the once-pure church, grasping the structure in the Pit's evil, regimented fists.

The stained glass windows of the church now look out upon solid, black stone. The ceilings of each room stretch up to a 20-foot height, except for the upper levels of the towers, where the height is only 12 feet.

The DM should remember that the inhabitants of the temple are not confined to the areas where the text places them. Minga, the erinyes, wanders the entire temple—often in the company of Kyhar Thorn, the unholy warrior. The rakshasa (see Area 14A) might very well take some time to search the temple for Tiae, as their contract with Emirikol bids them to do.

Dealing with the Undead

An adventuring party in the temple should have little trouble dispatching the undead encountered there. However, all of these undead were previously good-aligned worshippers of Neheod (or at least attendees of Klysandra's funeral) just a few days ago. Clerics or paladins who destroy these undead creatures feel a shudder of "wrongness" pass through them as they do so. This serves as a clue that the undead ought to be helped, not harmed. A successful Religion proficiency check reveals that the souls of undead slain in the Lower Planes become condemned to remain there forever no matter what they did in life.

In and near the temple, the following spells affect undead in special ways:

Bless, *negative plane protection*, *prayer*, *remove curse*, *dispel evil*, *holy word*, *restoration*: undead targeted by these spells can be destroyed normally, but their remains become intact, normal, peaceful corpses. The spell must be cast before the undead creature is destroyed.

Raise dead: one undead creature returns to life (at 0 hp).

Resurrection: one undead creature returns to life (at full hp).

Players may devise ways to trap, bind, or otherwise hold undead until the temple is restored and they automatically pass into peaceful death.

The DM should use the undead to unnerve the players whenever possible. Many appear to be children, noble knights, or kindly old people. PCs familiar with the Temple of Neheod may even recognize a few of them and remember their names and personalities.

Restoring the Temple to the Prime Material Plane

The *bonds of Hell* is not a permanent curse. To keep the temple in Hell, the devils must keep it filled with evil and corruption. Conversely, to return the temple to its proper world, the PCs must undo most, if not all, of the horrors that the devils have inflicted upon it. They may come to this conclusion on their own, or the priests in the Holy of Holies may tell them. To determine if the heroes have accomplished enough to restore the church, the DM needs to keep track of "restoration points."

- 1 per 500 experience points worth of devils destroyed in the temple;
- 1 per 1,000 experience points worth of other evil monsters destroyed in the temple;
- 10 for each man-hour of labor spent rebuilding a damaged portion of the temple;
- 25 for each spell used to rebuild a portion of the temple;
- 25 for each undead in the temple *blessed* into normal death;
- 100 for each fallen worshipper *raised* or *resurrected* (maximum of 300 points);
- 200 for each fallen priest *raised* or *resurrected* (maximum of 600 points);
- 10 for each undead destroyed in the temple;
- 10 for each defender or worshipper that dies after the PCs arrive;
- 50 for destroying each statue in the entryway;
- 50 for each spell used to destroy a portion of the temple.

Other actions that gain or lose restoration points appear in descriptions of specific areas of the temple. As points accumulate, the temple passes through different phases:

Phase One—50 points: A wave of cool air passes through the temple, adding +1 to all defenders' rolls for one round.

Phase Two—200 points: The temple regains its magical link with the Prime Material Plane. Spells and magical items (including weapons and armor) work as they would on that plane. Suddenly, the devils face the -2 modifier on all enchanted items with bonuses rather than the PCs and the defenders. Some of the PCs' opponents, however, such as Loviath, have items from the Prime Material which increase in power as well. Priests immediately regain spells lost due to separation from their deity. DMs should note, however, that spells such as *dismissal* and *holy word* that send devils back to their home plane merely send them back to the doorway in Area 1, where they are free to enter once again.

Phase Three—600 points: The lava in the Main Temple (Area 10) disappears, the floor returns to normal and the stairs reappear connecting the floor and the raised altar areas.

Phase Four—1,000 points: The temple reappears on the Prime Material, restored fully. This occurs 10 rounds after the PCs reach 1,000 points, but the fact that the temple is about to return seems obvious to all inside, good and evil. Any remaining undead in the temple are restored to normal, peaceful death. Devils and other living monsters may go *with* the temple, although most certainly flee back to Hell (a few might stay to cause trouble, but will fade into the shadows for the time being). The Temple of Neheod returns to the condition it was in when it left, more or less. With so much positive energy created by the PCs, a single *wish* will bring back 80% to 90% of the slain worshippers, funeral attendees, and priests whose bodies were inside the temple when it returned (about 70% of the original total). The whole event remains a terrible tragedy, but the PCs are heroes for accomplishing as much as they did.

Wandering Monsters

Each turn that passes within the temple (except in Area 13) presents the risk of additional evil creatures wandering into the PCs' current location. Each turn the DM should roll a d20 and consult the following table:

- | | |
|-----|---|
| 1-7 | No encounter |
| 8-9 | The wafting stench of brimstone |
| 10 | A single, distant cry for help |
| 11 | Foul whisperings of misdeeds |
| 12 | A terrible, cackling laughter from far off |
| 13 | A distant cry of pain, then abrupt silence |
| 14 | An insubstantial spirit |
| 15 | 3d6 wraiths (wearing green robes) |
| 16 | 1d4 osyluths |
| 17 | 3d4 barbazu hunters |
| 18 | 3d4 green abishai flesh gatherers |
| 19 | 4d4 ogre magi |
| 20 | Amon (if still alive) 80%/Geryon (if still alive) 20% |

The encounters indicating sounds or smells represent no threat, but reinforce the atmosphere of the location (the DM should feel free to include them whenever he feels appropriate) and may send characters on fruitless searches and rescue missions. Foul whisperings speak of the misdeeds of the players—nearly forgotten sins committed long ago that bring back feelings of guilt and inadequacy. The insubstantial spirits of wandering souls in Hell appear mournful, lost, or anguished. They pose no danger, will not communicate, and have nothing of value to share with the PCs.

Wraiths, ogre magi, and osyluths attack if the odds are favorable or flee if unfavorable. Such creatures patrol the temple, looking for mortals that might have slipped beneath the devils' notice earlier. The osyluths carry "spit guns" as described in Coldsteel Area 25. Barbazu hunters carry a large chain and manacle, looking for the escaped remorhaz. Abishai flesh gatherers collect the dead, looking both for food and for mostly-intact corpses to animate (2d4 zombies culled from the dead accompany these groups of abishai). Amon or Geryon, if encountered, bring with them a retinue of devils (determine type and number by using those devils they can personally *gate*) as they prepare for another direct assault against the Holy of Holies.

Diabolical Reinforcements

During each turn that the PCs spend in the temple, diabolical reinforcements may (40% chance) replace a slain devil or servant monster. This begins after the PCs' third turn in the temple. The new foe need not be the same type as the creature it replaces. The DM decides what new opponent occupies an area based on what is available in Coldsteel and what the surviving foes in the temple could *gate* in. For example, assume the PCs kill the hamatula in Area 2 and the ogre magi and cornugon in Area 4 during their first three turns in the temple. The DM rolls percentile dice on turn 4. A 40 or less means a replacement shows up. The DM decides that another cornugon has come from Coldsteel through the entry in Area 1 into Area 2 and now occupies that room instead of the slain hamatula. Next turn, the creatures from Area 4 have a 40% chance of being replaced (unless by that time the PCs have slain more foes, in which case the replacement might succeed one of them).

The Temple Layout

1. Vestibule. The brass-bound, wooden doors of the temple hang open and the engraved holy symbol of Neheed is defaced with blood. Inside the room, slain worshippers (wearing green robes) and other defenders (wearing various sorts of armor) lie in grisly heaps.

In the center of the room stand life-size ceramic sculptures portraying the birth of Vaios, the first priest of Neheed and the dual-deity's mortal aspect. The two parents and the holy child in a crib represent the blessed event. Now, however, they testify to the corruptive power of hell, as *each* of the three statues animates, bares bloody fangs, and attacks anyone of good alignment who spends more than one round in the room. Followers of Neheed suffer -2 penalties to attack and damage rolls when battling the holy images.

Destroying these statues, unfortunately, inflicts a -50 penalty *each* toward restoring the temple to the Prime Material Plane unless they are purified as described above under Dealing with the Undead. If a PC casts the listed spells on the statues, they return to normal.

The doors that once stood between Area 1 and Area 10 were smashed in the battle and never replaced. A *wall of force* now blocks the doorway. Anyone in the vestibule can see into the main temple, but cannot enter unless they can *tele-port*, bring down the *wall of force* with a *disintegrate* (gaining 25 points toward restoring the temple), smash or blast through the normal walls (losing 50 points), or use one of the secret doors to get in. If one of the pit fiends submerged in Area 10 feels mischievous (or if the PCs could really use a clue), it may lob a fireball or a fistful of lava at the wall of force just to watch the mortals scatter (see Area 10 for details).

Ceramic statues (treat as special stone golems) (3): AC 5; MV 6 (infant can fly at 12 (A)); HD 14; hp 60 each; THACO 7; #Att 1; Dmg. 3d8 (bash) or 1d8 (bite); SA Once bitten character loses 1d8 hp per round from blood drain (open doors roll to break free); SD +2 or better weapon to hit, immune to spells except *rock to mud* (slows for 2d6 rounds) and *stone to flesh* (renders the statue vulnerable to normal attacks for 1 round); SZ S-M (1' tall, 5'1" tall and 6' tall); ML Fearless (20); AL LE; XP 8,000.

2. Defiled Font. This chamber housed the temple's large holy water font, and the invaders desecrated it with fervor. Blood and foul ichors stain the walls and floor, and vile carvings have been scratched into the stone walls by devil claws. Currently, the hamatula (barbed, humanoid, lesser devils) reside here. The pit fiends in Area 10 *gated* them in and commanded them to get rid of the holy water in the font. Rightfully frightened of the water's danger to them, the devils are using their *produce flame* ability to hurl fire into the font and are slowly but surely vaporizing the water.

If attacked, three of these creatures try to use their *hold person* ability to fend off foes while the other *gates* in more help. Then they fight. These barbed devils fear the pit fiends too much to retreat from the room.

Twelve vials' worth of holy water remains in the font.

Hamatula (4): AC 1; MV 12; HD 7; hp 55, 48, 41, 32; THACO 13; #Att 3; Dmg. 2d4/2d4/3d4 (claw/claw/bite); SA If both claws strike, can hug each round for an additional 2d4 points of damage (break free with Strength check if score is over 15 or if the devil takes 15 pts. of dmg. at once), first strike against an opponent causes fear (flee for 1d6 rounds, saving throw vs. rods negates), casts at 7th level once per round: *affect normal fires*, *hold person*, *produce flame* and *pyrotechnics*, once per day can *gate* 2d6 abishai (50% chance of success) or 1d4 hamatula (35% chance of success); SD +1 or better weapon to hit, never surprised; MR 30%; SZ M (7' tall); ML Fearless (19); AL LE; XP 6,000.

3. Riven Tower. Weakened by the rough arrival, the entire southwest tower of the temple collapsed during the first days' fighting and now lies in ruins. The area is clogged with rubble: mostly stone but also smashed wooden furniture and broken items (books from the classroom; bits of glass, metal, and wood from the workroom; all manner of goods from the storage room). Sadly, the wreckage also holds the bodies of a few worshippers and priests who were in the tower when it collapsed. Most of the exposed bodies have been torn away or gnawed on. The gigantic iron bell from the top of the tower lies amid the rubble as well. Under the bell is one of the pieces of the Crystal Holy Symbol of Neheed (see Areas 9 and 11 for details).

This chamber once held important art objects. Most of the treasures were destroyed when the tower fell. In the portion of the room closest to Area 2 a few statues and paintings survived, but all have been defaced by the devils with blood, bile or worse.

The PCs can climb over the rubble at one-quarter movement rate. The devils and their servants have cleared the rubble from areas that appear clear on the map. The 10-foot ceiling is fractured and quite unstable (devils propped it up with a wooden beam). Much of the wall between Areas 3 and 4 remains intact, including the door. Where it is not, the rubble is impassable and serves as a wall.

4. Rubble Sifters. This area was both the library and the sacristy of the temple. It is still filled with rubble and debris from the collapsed tower. Here, however, a malebranche (cor-nugon) devil and six ogre magi servants (each tattooed with the bull's head/snake body symbol of Geryon) sift through the rubble for treasure, victims, and food. From the distance (Area 5), a horrible, steady scream of intense pain reverberates throughout this portion of the temple.

The evil creatures have almost uncovered three mortals hiding amid the wreckage. The arrival of the PCs, however, diverts the searchers' attention. They attack immediately, but will flee at the least sign that the intruders are winning the fight. Two of the survivors in the rubble wear the green robes of Neheed worshippers while the other's garb marks him as a priest. Ralaph, the priest, gladly bestows his two *cure light wounds* spells as reward. Each of these survivors escorted to a safe spot (probably the Holy of Holies—few other areas are safe) earns 20 points toward restoring the temple.

Otherwise, this area is empty. The defenders moved all of the important relics and treasures to the Holy of Holies when the fighting began.

Cornugon: AC -2; MV 9, Fl 18 (C); HD 10; hp 63; THACO 11; #Att 4 or 2; Dmg. 1d4/1d4/1d4+1/1d3 (claw/claw/bite/tail) or 1d6+6/1d3 (barbed whip/tail); SA Tail sting wounds bleed for 1 pt. of dmg. per round until treated, whip stuns opponents for 1d4 rounds (save vs. paralyzation negates), generates fear in a 5-foot radius (save vs. rods or flee for 1d6 rounds), casts at 10th level once per round: *detect magic*, *ESP*, *lightning bolt* (3/day), *produce flame*, *pyrotechnics*, and *wall of fire* (1/day), can *gate* 2d6 barbazu (50%, 1/day), 2d8 abishai (35%, 1/day) and 1d3 cornugons (20%, 1/day); SD +2 or better weapon to hit, regenerates 2 hp/round; MR 50%; SZ L (9' tall); Int Exceptional (15); ML Elite (13); AL LE; XP 10,000.

Ogre Magi (6): AC 4; MV 9, Fl 15 (B); HD 5+2; hp 42, 40, 35, 31, 25, 22; THACO 15; #Att 1 or 2; Dmg. 1d12 (claw) or 1d8 (x2) (2 scimitars); SA Casts once per round: *1/1* (for 12 turns), *invisibility*, *darkness* 10' R, *polymorph* (into humanoid), casts once per day: *charm person*, *sleep*, *cone of cold* (8d8 points of damage) and *assume gaseous form*; SD Regenerates 1 hp/round; SZ M (10' 6" tall); ML Elite (14); AL LE; XP 975.

Survivors hm and hf (2): AC 10; MV 12; hp 4 each; THACO 20; #Att 1; Dmg. 1d4 (dagger) or 1d6 (mace); SZ M (5'-6' tall); ML Average (9); AL NG; XP 15.

Brother Ralaph, P6: AC 6 (chain mail); MV 12; hp 27; THACO 18; #Att 1; Dmg. Id6 (mace); SZ M (5' 1" tall); ML Elite (13); AL NG; XP 420. 1st (x2 remaining)—*cure light wounds* (x2)

5. The Wailing Prison. The first thing that characters perceive as they enter this area is a terrible, painful wailing sound. The walls, floor, and ceiling here have taken on a black stain throughout. At the room's center, a stone pedestal rises 15 feet from the floor; steep steps lead to the top of it. At the top, an opaque red glass pyramid (3 feet to a side) floats about 2 feet above the pedestal. The screeching comes from this pyramid. Four black stone obelisks also rise from the floor here, about 18 feet tall. Upon each of their four faces, foul inscriptions attest to the power of Hell.

The huge expanse of this chamber now serves the devils as a staging ground to prepare for assaults against the remaining defenders in the tower above (the devils *teleport* up to Area 12 to launch the attack). The screaming sound echoes up into the Holy of Holies to wear at the defenders' nerves. Currently, no one occupies this room, although activity might draw the dragon and the devil from Area 6. If the wailing stops, it definitely draws their attention.

All actions attempted by nonevil beings in the room (attacks, damage rolls, saving throws, proficiency checks, etc.) suffer a -2 penalty because of the horrible screaming sound. Using magic to look inside the glass structure (*crystal ball*, *clairvoyance*, *x-ray vision*, etc.) reveals a man suspended in space and being tortured in unspeakable ways by iron devices, hooks, and wires. The sight forces the viewer to make a saving throw vs. spell or flee *in fear* for Id6 rounds. Smashing the pyramid ends the sound, but also ends the victim's anguished life. However, under the floating pyramid is a hidden switch (located by detecting traps) that not only stops the screaming, but also *teleports* the torture victim, alive, to the top of the pedestal. The glass pyramid floats gently down to rest on the pedestal, inert (worth 500 gp if taken to the Prime Material Plane). The victim is unconscious (0 hp) and naked, but alive. Helping him to safety earns 20 restoration points for the temple.

The black obelisks contain a potential danger. If one is touched, tiny doors pop open all over its surface, and insect-covered, barbed chains, hooks, and wires fly out at the offending character. A successful saving throw vs. death magic allows the character to avoid their grasp; otherwise they strike and inflict 3d4 points of damage and hold their victim fast. The character can get free only if the obelisk is destroyed. Each round the trapped character suffers 3d4 points of damage and must make a saving throw vs. death magic again. If the second save fails, the character appears to be pulled through the wall of the obelisk and disappears.

Within moments, the scream from the pyramid grows louder (or resumes, if the victim was freed; if the pyramid was destroyed, it reforms). The obelisk's victim now exists in a realm of Hell dedicated solely to pain and torture. He will remain there eternally until freed as noted above (remember, destroying the pyramid kills any victims inside and saved victims return at 0 hp with *no* equipment—their possessions are gone forever).

The black obelisks can be destroyed by 30 points of damage, by a *bless* spell, by splashing a vial of holy water on them, or by speaking a *holy word* within the room (which destroys all four). Each destroyed obelisk earns 30 restoration points toward sending the temple back to the Prime Material.

Victim, hm: AC 10; MV 12; hp 0; THACO 20; #Att 1; Dmg. by weapon; SZ M (5'-6' tall); ML Unreliable (3); AL NG; XP 15.

6. Caverns of Diabolical Respite. The devils use these chambers to leave the temple temporarily—despite their victories, the church remains a place of purity and goodness,

and it wearies them to spend much time there. Thus, they broke through the temple wall and dug these caverns to give themselves a place to rest.

6A. Empty Cave. The devils store some weapons and other supplies here. The cave contains 20 iron spears, 4 heavy crossbows, 60 crossbow bolts, 3 shields, 2 broad swords, 2 barbed whips, and a two-handed sword. Like most fiendish weapons, they bear evil symbols and shapes that give them a malefic appearance. A locked, steel box contains two *poison spheres* (glass spheres that explode in a 20-foot-diameter cloud of poison gas that remains for Id6 rounds—save or die), an *ever smoking flask* (it was thought at one time that they might smoke out the remaining defenders), and a single *bead offeree*.

6B. Draconic Malefactor. This otherwise empty cavern houses a gigantic, mature adult blue dragon. A new recruit in the army of darkness, Wiinsor rests in this cavern. He wears a stone symbol of Geryon on a chain around his massive neck. Unfortunately for the dragon and the devils, by the time Wiinsor arrived, little remained for a creature of his size to do. Wiinsor spends his time chatting with Minga the erinyes who comes here sometimes from Area 12, or sleeping.

If Wiinsor hears intruders, he moves to investigate. The only secret doors he can squeeze through are those between Area 5 and Area 10. He can stick his head through others and bite and breathe on opponents. He is brash, overconfident, and anxious to fight and attacks anything that even looks like a foe. He knows that the remorhaz now smashes about in Area 7, but leaves it alone because he believes (rightly) that his allies would be displeased if he slew it. Wiinsor's lair lies on a Prime Material world near a portal that leads to the far-off devil city of Tintlin.

Wiinsor, mature adult blue dragon: AC -3; MV 9, Fl 30 (C), Br 4; HD 17; hp 89; THACO 3; #Att 3; Dmg. 1d8+7/1d8+7/3d8+7/Special (claw/claw/bite/breath); SA Breathes 5-foot-wide, 100-foot-long lightning bolt that inflicts 14d8+7 pts. of dmg. (save for half), casts at 14th level: *create or destroy water* (3/day), *sound imitation* at will, and *dust devil* (1/day); SD Immune to electricity; MR 30%; SZ G (90' long, 55' tail); ML Fanatic (16); AL LE; XP 17,000.

1st (x3)—*detect magic*, *magic missile*, *shocking grasp*;
2nd (x1)—*invisibility*

7. Ravaging Beast. Utter disarray and confusion rule over this room that was once a dormitory and a kitchen. Beds are tipped over, and kitchen utensils and food containers sprawl everywhere. Sacks of flour and corn meal lie broken and spilled. The floor is sticky from dried soup, milk, and other liquids. The stench of rotting food clogs the air.

The devils captured a remorhaz in Stygia and brought it to Coldsteel to use in battle. During an assault against the temple, the remorhaz broke free and now wanders the temple on its own. Currently it is tearing apart the kitchen seeking something to eat. It destroys more than it finds, however, and soon it will move on. It attacks anything that might fit in its mouth.

Hidden amid the overturned beds and scattered bedding is a young acolyte of the church who has been possessed by a devil. He is frightened of the remorhaz, as he ought to be, and will gleefully let himself be rescued by the PCs. He uses lies and guile to lure them close, preferably while some are still battling the remorhaz. This nameless victim of possession has the Hell-spawned ability to vomit fiery, black bile onto anything in front of him within ten feet. The possessing devil grants him great strength and stamina as well. A *dispel evil* or *restoration* spell casts out the devil and leaves the victim unconscious. Freeing him from possession and bringing him to safety earns the group 50 points toward sending the temple back to its proper world.

Remorhaz: AC 0 (head 2, underbelly 4); MV 12; HD 14; hp 101;

THACO 7; #Att 1; Dmg. 6d6 (bite); SA Swallows whole on a roll of 20 (victim instantly slain by intense heat); SD All attacks are against the creature's back (AC 0) unless attacker is being attacked (then he can attack the head, AC 2, or the underbelly, AC 4), nonmagical weapons that hit its back melt, exposed flesh touching its back suffers 10d10 pts of heat damage; MR 75%; SZ G (40' long); Int Animal (1); ML Elite (14); AL N; XP 11,000.

Possessed acolyte, hm: AC 10; MV 12; hp 34 (normally 4); THACO 20; #Att 1; Dmg. 1d4+6 (fist) or 1d6+6 (improvised club, Strength bonus); SA Breathes black fire on all in 180-degree arc in front of him with a range of 10' inflicting 6d6 pts of dmg; SZ M (5' 10" tall); ML Average (9); AL LE; XP 270.

8. Tower Guardian. After the nave (Area 10), the second most corrupted zone is the northeast tower. This large room at the base of the tower appears even larger to the PCs because of a *distance distortion* spell cast over the area. Describe the room to the PCs as if it were twice the size shown on the map without implying that anything strange is going on. Moreover, because the devils had to summon an earth pseudo-elemental to accomplish the spell, an evil elemental-like creature inhabits the structure. This creature can control the spell so that it affects only certain characters; typically, it ignores devils and the wights that occupy the room. Also, anyone who looks up notices immediately that the ceiling appears to be made of rippling, black water.

Ten wights swarm about the room. Their tattered green robes mark them as former parishioners. All of them drip water in various states of soggy (they came from the watery ceiling—see Area 14 for more information). Further, a golem (though the characters may not recognize it as one) stands near the stairs going up. This golem appears to be made of hundreds of unholy symbols fused into a giant hu-manoid construct. Jagged edges cover this horrid golem's surface, which is mostly black with flashes of blood-red and sickly green. The construct constantly whispers vile, not-quite perceptible suggestions, temptations, and secrets.

Through the actions of the evil pseudo-elemental, the wights and the golem (all of which attack any intruders, although the golem seems particularly interested in defending the stairs) can move through the room as though it were normal sized. To those affected by the *distance distortion* spell, they appear to flicker in and out of visible space when they move. The golem and the wights can move twice as fast as they would normally (to the PCs' perceptions, anyway). Their AC improves by +4 as they move so quickly in and out of their opponents' vision. They attack twice as often, as even their claws seem to move through space faster than the PCs' swords and spells. A *true seeing* spell negates the AC modifier enjoyed by the monsters, but remember—*distance distortion* is not an illusion, the pseudo-elemental really manipulates actual distances.

From up the stairs, characters hear a thunderous, regular thumping sound (refer to Area 14 for details).

Wights (10): AC 5; MV 12; HD 4+3; hp 20; THACO 15; #Att 1; Dmg. 1d4 (touch); SA Touch drains one level; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, cold, poison, and paralysis; SW Holy water inflicts 2d4 points of damage; SZ M (6' tall); Int Average (10); ML Elite (14); AL LE; XP 1,400.

Golem, unholy: AC -2; MV 9; HD 18; hp 80; THACO 3; #Att 4; Dmg. 4d8 (bash); SA Whispering forces all living creatures within 10' to make two saving throws each round vs. death magic (if one fails, character suffers -2 penalty per failed roll on all rolls for the rest of the battle from fear and demoralization, if both saving throws fail in one round, character dies of fright), inflicts double damage against good-aligned characters; SD +2 or better weapon to hit, immune to all spells except *bleed* (which inflicts 3d10 points of damage) and *atonement* (which destroys the golem if it fails its

saving throw vs. spell), regenerates 2 hp per round while in Hell; SZ L (13' tall); Int Non- (0); ML Fearless (20); AL LE; XP 10,000.

9. Hall of Torture. The devils hung a number of their victims from the ceiling and on the walls of this chamber by wrapping chains under their arms and around their chests. Each victim appears as an X on the map. Of the 17 bodies here, 12 are still alive. One black obelisk identical to those found in Area 5 stands in the approximate center of the room. A rough-hewn passage extends into Citadel Coldsteel.

Standing below one chained captive, three kocrachon devils (insectoid lesser devils specializing in torture) position a vat of boiling oil so they can lower the victim into it. Another, having drunk a *potion of invisibility*, torments other prisoners by flying among them and whispering terrible mut-terings in their ears.

At the command of these devils, a stained glass golem leaps from each window of this room (total of 3) and attacks. The devils and golems work together, but the kocrachons flee if seriously threatened as they do not have the ability to *gate* in assistance. The golems fight until destroyed.

The 12 living prisoners have all suffered terribly at the hands of the diabolical torturers. Each has only one or two hit points left. All were worshippers or funeral attendees. One, a man named Michuth Gyl, is a great warrior and personal friend of Klysandal. Most PCs ought to recognize this man even if they don't know him personally. He will gladly help the heroes if he can be healed of his wounds and given a weapon, preferably a two-handed sword.

Michuth knows where one of the four pieces of the broken Crystal Holy Symbol of Neheod lies. He found it and hid it before being captured (this is the piece in Area 3; refer to Area 11 for more on the holy symbol).

Each of these victims, if rescued and brought to safety, earns 20 points toward restoring the temple.

Kocrachons (4): AC 2 (0 from behind); MV 12, Fl 12 (D); HD 6+6; hp 50, 45, 42, 35; THACO 13; #AT 3 or 2; Dmg. 1d6/1d6/2d6 (claw/claw/sting) or 1d8/1d8 (two scalpels); SA After three rounds of study, if only one attack is made in a round, can inflict pain which penalizes foe's attack and damage rolls by -4, movement by -3, and AC by +2 for 2d6 rounds (saving throw vs. spell with -6 penalty negates), inflicts disease by biting for three rounds (bend bars roll to remove) which is fatal in 1d3 weeks; SD +1 weapon or better to hit; MR 30%; SZ M (5' tall); ML Elite (14); Int High (13); AL LE; XP 5,000.

Stained glass golems (3): AC 4; MV 12; HD 15; hp 60; THACO 5; #Att 1; Dmg. 2d12 (bash); SA Opponents have -3 penalty on surprise rolls, once every three rounds unleashes a *prismatic spray* against all within 25 feet; SD +2 or better weapon to hit, immune to all spells except *shatter* (which gives all subsequent melee attacks a percentage chance equal to twice the damage inflicted to completely destroy the golem); SW Blunt objects with +2 or better enchantment inflict double damage; SZ M (6' tall); Int Non- (0); ML Fearless (20); AL N; XP 11,000.

Torture victims, 6 hm and 5 hf (11): AC 10; MV 12 (one has broken legs and cannot walk); hp 4 (currently 1) each; THACO 20; #Att 1; Dmg. by weapon; SZ M (5'-6' tall); ML Unreliable (3); AL NG; XP 15.

Michuth Gyl, hm, F12: AC 8 (Dexterity bonus); MV 6; hp 97 (currently 1); THACO 9 (7 with sword); #Att 2; Dmg. 1d10+4 (two-handed sword, Strength bonus, Specialization); SA Specialized with two-handed sword (+1/+3); SZ M (6' 1" tall); ML Fearless (19); AL LG; XP 3,000. S17D16C18I10W13Ch14

10. The Infernal Nave. This room that was once the main worship hall of Neheod now serves as the seat of evil. A vast pool of bubbling lava has replaced most of the floor. The raised central altar remains, but now supports two cages, each holding two captive worshippers. Two more black



obelisks, as described in Area 5, flank the only portion of the floor that rises above the lava pool. The four support pillars bear devil's faces and leering images of evil.

Two pit fiends dwell in the lava. These colossal devils wait eagerly for victims to come into the room. Unless alerted otherwise, however, they are watching for opponents to come from Area 12 into Area 11, so especially crafty characters may be able to get behind them. As mentioned in Area 1, a *wall of force* blocks the main entrance into this vast room. If feeling mischievous, one of these devils rises from the lava and casts a *fireball* or hurls a gob of lava at the *wall of force* while the PCs watch. The fiend knows it cannot hurt them, but it delights in seeing them dive for cover.

Once in battle, the pit fiends remain near the center of the lava pool and *hurl fireballs* until it no longer seems effective (their foes are nothing more than charred cinders, develop a resistance to fire, or manage to engage the pit fiends in melee). Most likely, anyone attacking the pit fiends in melee will be flying. The pit fiends take great pleasure in foregoing normal claw strikes in an attempt to grab foes (two successful attack rolls in one round required) and dragging them into the lava with their 18/00 Strength. Characters in the lava suffer 6d6 points of damage per round, with no saving throw (magic resistance doesn't count—this is real lava).

Against opponents that are immune to fire, the pit fiends still use the lava pool to their advantage. They submerge and swim through the molten rock at their full movement rate to pop up somewhere else (coupled with *improved invisibility* and *teleport without error*, these monsters can pretty easily achieve surprise whenever they want). And they will happily *gate* in reinforcements to fight for them, although they will never call on another pit fiend. Left unchecked, they can fill this room with hamatula and cornugons in little time.

The heat from the lava pool has nearly overcome the prisoners in the locked iron cages. Two of the four captives wear what remains of their green worshippers' robes. A third wears the tattered white robes of a priest, struck deaf by evil magic. The last is an elf still clad in elven mail that the devils never bothered to take from him. Each of these captives is worth 20 points toward returning the temple to the Prime Material Plane.

i

The secret room under the sanctuary, used for storing prayer books, incense, kneelers, altar cloths, and other religious necessities, is now Tiae's hiding place (DMs no doubt remember her as Emirikol's agent). The room was ransacked by marauding devils before Tiae got here, and now virtually everything is destroyed (which makes hiding easier). Tiae knows that Emirikol sent adventurers to aid the temple and probably will recognize them, but still waits until she can be sure this isn't a trick before coming out from hiding.

Pit fiends (2): AC -5; MV 15, Fl 24 (C); HD 13; hp 98, 77; THACO 7; #Att6; Dmg. 1d4/1d4/1d6/1d6/2d6/2d4 (wing buffet/wing buffet/claw/claw/bite/tail—may substitute spiked club attack : for one claw attack, 1d6+7); SA Poisonous bite (save or die), bite carries disease (no save), Tail constricts for 2d4 pts. of dmg. per round (Strength check to break free), generates *fear* in a 20-foot radius (flee for 2d10 rounds, save vs. rods at -3 negates), casts at 13th level once per round: *detect magic*, *detect invisibility*, *fireball*, *hold person*, *improved invisibility*, *polymorph self*, *produce flame*, *pyrotechnics*, *wall of fire* and *wish* (1/year, one fiend already used his), once per round can *gate* 2 lesser or 1 greater devil; SD +3 or better weapon to hit, regenerates 2 hp per round; MR 50%; SZ L (12' tall); Int Genius (17-18); ML Fearless (20); AL LE; XP 22,000.

Special Equipment: The stronger of the two wears a *molten ring* (acts as a *ring of fire resistance* and grants immunity to damage from lava, magma or molten metal, wearer can pick up and hurl molten rock or metal as though it were an 8d6 *fireball* (3/day), can cast *lower lava* or *part lava* which duplicate the water spells of similar names except that they affect lava (1/day)). He also dangles as a trophy one of the four pieces of the broken Crystal Holy Symbol of Neheed from a fire-resistant chain around his neck.

The other bears a *bracer of coldfire* (transform any fire or heat-related spell cast to one which gives off cold energy instead, 3/day).

Prisoners hm, hf (2): AC 10; MV 12 (one can only move at 6 due to weakness); hp 3 (currently 1) each; THACO 20; #Att 1; Dmg. by weapon; SZ M (5'-6' tall); ML Unreliable (3); AL LG; XP 15.

Brother Chimos, hm P4: AC 10; MV 12; hp 17 (currently 3); THACO 18; #Att 1; Dmg. by weapon; SZ M (5' 8" tall); ML Elite (13); AL NG; XP175.

Note: Chimos is deaf from an evil spell.

Remaining spells: none.

Sisaniun, em F7: AC 5 (elven chain); MV 12; hp 39 (currently 9); THACO 14; #Att 1; Dmg. by weapon; SZ M (5' 5" tall); ML Average (9); AL LG; XP 420.

11. The Altar's Betrayal. Very little of this area appears changed from its original state. The high priest once held services over the great altar here. The great altar and three chairs (for the high priest and two attendants) are the only furnishings. On the wall behind the altar, a bas relief of Neheed's symbol is visible from anywhere in Areas 10 or 11. Klyandra's coffin rested here during the funeral, but it has been pushed to the side of the altar.

The Crystal Holy Symbol of Neheed, one of the greatest relics of the religion, once rested upon the altar. An indentation clearly shows where it should be placed. The symbol broke into four pieces and was scattered (Areas 3, 10, and 20 of the temple, and Area 29 of Coldsteel). Bringing all four pieces here and placing them in the altar earns 300 restoration points toward saving the temple.

Before anything like that can happen, the PCs must cleanse the altar of the evil spirits that now inhabit it. Through horrific evil acts and depraved rituals, the devils have tainted the altar. When anyone, regardless of alignment, touches the altar, dark energy pours forth and strikes the offender. Besides the startling visual effect, this has two real effects. First, any good-aligned being recoils from the evil and cannot approach the altar for 1d4 rounds (no saving throw allowed). Second, the character who touched the altar must make a saving throw vs. spell. Failure indicates that the PC's soul was drawn into the altar and a spirit of evil possesses the character's body (much like a *magic jar* spell). This is 25% likely to be a savage, carnal spirit that immediately attacks anyone nearby, using the characters' powers efficiently but wantonly.

Otherwise, the spirit is patient and deceitful; it conceals its presence, hoping the PCs will gain access into the Holy of Holies. There, it will do all it can to bring down the magical protections or slay the defenders. This spirit is a skilled deceiver, so that even long-time friends of the possessed character have only a percentage chance equal to their Wisdom score to realize that something has changed about their friend. DMs, make these dice rolls secretly! Check immediately when the switch occurs and again after each hour spent with the controlled victim. Until someone becomes suspicious, don't even tell the player whose character is possessed what has happened.

A *dispel evil* spell forces either type of evil spirit back into the altar and returns the character's soul to its own body. After the magical connection with the Prime Material Plane is restored, an *abjure*, a *banishment*, or a *holy word* will have the same effect. *Dispel magic* (against 20th-level magic) drives the spirit out but the character's soul does not return until the altar is cleansed.

The altar's evil power can be cleansed by any two of the following: holy water, a *bless*, *prayer*, *abjure*, *dispel magic*, *dispel evil*, or *holy word* spell, the sacrifice of a good magical item to Neheed, or four hours of constant prayer to Neheed. A *wish* can accomplish the cleansing all by itself. Cleansing the altar

earns 100 points toward the restoration of the temple. It does not automatically aid possessed characters, however; they must still be dealt with as detailed above.

Anyone examining the coffin of Klysandral finds it virtually untouched. The wooden, brass-bound coffin bears a plaque that reads "here lies Klysandral, the Bastion of Good." The coffin is almost as powerful an object of Good as the altar, and the devils were not willing to expend the energy to corrupt it, too. A crystal vial of holy water and a short sword made of silver remain inside next to the paladin's body. Careful examination of the satin lining indicates that Klysandral was buried wearing his armor and with another sword as well as a shield, but these are missing (Klysandral's spirit uses them now). The remaining sword is *Oath*, a *short sword* +4 with an ivory eagle-shaped pommel. *Oath* inflicts double damage against evil creatures and can *detect evil* within 30 feet. Its gentle touch acts as a *bless* spell upon those who swear to fight evil (this power also is effective against the black obelisks in Areas 5, 9, and 10 and other special uses of *bless* in this adventure).

12. War-Torn Room. Most of the recent battles fought in the temple have occurred here. Once the priests donned their vestments and prepared the sacraments for rituals here, but the room now holds only corpses, bloody weapons, and the debris caused by many battles. However, a powerful *illusion* hides this fact from mortal eyes. The room appears to be filled with handsome people generously offering savory food and beautiful jewelry to whomever they see. The devils hope that this facade may eventually tempt some of the defenders in the Holy of Holies above (Area 13) to come down into this room.

Minga, an erinyes, hides within the illusion, where she spends much of her time taunting and tempting her opponents above, urging them to come down. She also enjoys talking with the blue dragon Wiinsor in Area 6B, but *teleports* here if anyone spots her there. The erinyes' escort is Tralion the Plain, a hopelessly *charmed* dwarf cleric/fighter who was here for the funeral (he is not a priest of Neheed).

If attacked, Minga uses *invisibility* and illusions to appear as though she polymorphed into a hideous monster, like a bebilith (a spiderlike creature from the Abyss and/or the Astral Plane). If the trick is exposed, she does polymorph into a bebilith. Finally, she lets the real bebilith out of the *iron flask* in her possession and commands it to attack while she flees. All the while, poor Tralion attacks the PCs and defends Minga with his life. Freeing Tralion from his charm earns 20 restoration points. Slaying him garners a penalty of -50 points.

The defenders in Area 13 might come down the stairs to help the PCs, but it's more likely that they suspect it's all a Hell-spawned deception (DM's discretion—the PCs may need help at this point, after all they have suffered).

Minga, erinyes: AC 2; MV 12, F1 21 (C); HD 6+6; hp 49; THACO 13 (10 with whip); #AT 1; Dmg. ld2+3 (*whip* +3); SA Anyone gazing upon the erinyes must save vs. wands or flee *in fear* for Id6 rounds, gaze acts as *charm person* spell (victims save at half their level, can only charm one victim at a time), casts at 7th level once per round: *detect invisibility*, *invisibility*, *locate object*, *polymorph self*, and *produce flame*, can *gate* Id8 spinagons (1/day, 50%) or Id4 barbazu (1/day, 35%); SD +1 or better weapon to hit; MR 30%; SZ M (6' tall); ML Steady (12); Int High (13); AL LE; XP 7,000.

Special equipment: *whip* +3 (fashioned in Hell), *ioun stones*: pale lavender (absorbs 28 spell levels up to 4th level), dusty rose (+1 protection), and vibrant purple (stores *magic missile*, *web*, *Melf's minute meteors* and *confusion*), *iron flask* containing a bebilith, spit gun (as described in Area 25 of Coldsteel).

Tralion, dm, F8/C8: AC 2 (plate mail and shield); MV 9; hp 49; THACO 13; #Att 3/2; Dmg. ld8+2 (*battle axe* +1, Strength bonus); SZ M (5' tall); ML Elite (14); AL LG; XP 1,000.

S 16 D 9 C 16 111 W 16 Ch 9

Special equipment: *plate mail* +1, *battle axe* +3 (forged on the Prime Material, so the armor has no bonus, the weapon has a +1 bonus), *iron holy symbol* (holy symbol of Moradin, grants a dwarf cleric one extra 3rd- and 4th-level spell)

1st (x5)—*bless*, *cure light wounds*, *detect evil*, *light*, *remove fear*;
2nd (x5)—*heat metal*, *hold person*, *resist fire*, *silence 15' R*, *slow poison*;
3rd (x4)—*cure disease*, *dispel magic*, *protection from fire*, *stone shape*;
4th (x3)—*cure serious wounds* (x2), *protection from evil* WR.

Bebilith: AC -5; MV 9, Wb 18; HD 12; hp 71; THACO 9; #Att 3; Dmg. 2d4/2d4/2d6 (foreleg/foreleg/bite); SA Foreleg attacks destroy shields or armor 40% of the time (magical bonuses reduce this chance by 10% per plus; if target has both armor and shield, attack affects shield on a 1 or 2 on a d6, armor on a 3-6), bite injects poison (death in Id4 rounds, save vs. poison at -2 negates); if corpse is not blessed within one turn of death, it bursts into flames and disintegrates), can project a permanent *web* spell 4/ day that fills 8,000 cu feet up to fe0 feet away (has only a 25% chance to burn), can *plane shift* to Astral plane with one opponent (save vs. wands negates); SD +3 or better weapon to hit, continual *protection from good* or *evil*, never surprised; MR 50%; SZ H (15' tall); ML Champion (16); AL CE; XP 13,000.

13. Holy of Holies (not shown on map). This enchanted, divinely-protected room serves as the last bastion of goodness in the Temple of Neheed. Almost all the living defenders have holed up here, fending off assault after assault. The top of the stairway bears three *glyphs of warding* that affect evil creatures, inflicting 12d4 points of electrical damage and activating a *uryvern watch*. Further, the entire room affects evil creatures as though they were inside a *prismatic wall*. All magic functions in this room as though it was the Prime Material Plane. Priests resting here regain their complement of spells (but lose them again if they leave the room).

Although normally it would be difficult for the PCs to convince the defenders of their good intentions, even with freed prisoners in their company (the crafty devils have tried similar tricks), the fact that they can enter and exist in the room at all means that the PCs do not possess evil hearts. However, it might be possible to magically engineer even this, so the defenders remain on their guard.

The top of this tower is a single large room. The Holy of Holies cannot be entered by any magical means because of a special *forbiddance* spell. Further, all things in this room (including the occupants) enjoy a 50% Magic Resistance against any spell cast by an evil wizard or cleric.

The room contains a fountain decorated with a lovely image of Vaios pouring water from a jug. The water glows with golden light—the priests often refer to it as "liquid light." The water of the Fountain of Light acts as potions of both *healing* and *restoration*. A single individual can drink from the fountain but three times each day. A fourth sip yields no benefit.

The Holy Reliquary stands opposite the fountain. This wood and gold vessel holds the relics and treasures of the temple, many recently removed from the sacristy (now Area 4). These treasures include:

- The original *Tome of Neheed*, a book detailing Vaios' life and teachings and his joining with Neheed;
- The shackles of Vaios, relics that held Vaios while he was imprisoned in the dark keep of Morval the Wicked;
- The cloak of Vaios, worn in the final days before his ascension;

• A *book of exalted deeds*;

- A *manual of bodily health*, reportedly written by the daughter of Vaios, Giera;
- A *phylactery of long years*;
- *Seven candles of invocation*;
- the *Horn of Neheed* (functions as a *horn of Valhalla*, will not operate in Hell, even here);
- the *Vallis Crystal*. This shapeless bit of crystalline stone ap-

pears less valuable than the silk it is wrapped in. The priests have almost forgotten why it is here. Yet, this simple crystal holds the attention of Asmodeus himself, for within its facets lies an entire world.

Other relics and treasures that have proven useful (a *staff of curing*, a *necklace of prayer beads* and a *talisman of pure good*) now rest in the hands of those priests defending the temple.

The priests and survivors within this chamber, once they finally realize that the PCs have come to help them, welcome the adventurers and provide whatever healing, food, and rest that they can. These people can tell the PCs the whole story of what has happened since the temple arrived in Hell, if the characters have not yet heard it all. They don't understand why, but they believe that if much of the evil inflicted upon the temple could be repaired or undone, the temple would return home. For example, they say, recovering the broken crystal holy symbol and placing it back upon the altar, or removing the evil black obelisks, would greatly help.

Further, they abhor the idea of destroying their now-un-dead comrades and friends, and tell the PCs how to use a *bless* or similar spell before dealing with the undead so as not to condemn their souls. One piece of the crystal holy symbol, Sister Sahra believes, lies in the old chamber of the High Priest in the other tower (Area 18). If PCs try to *passwall* to there from here, they will run into the windghosts' chamber, Area 19.

Oriad, the traitor who has allied himself with Loviath, deceives everyone here, hoping to trick them out of the Holy of Holies so he can get at the *Vallis Crystal* and present it to his beloved. However, Oriad is not a man of action or an inspired thinker, and he cannot summon the courage to do much but fret. He fears that the PCs know his secret (and they might, if one of Geryon's advisors told them). If they try to expose him, he argues defiantly while sneaking toward the stairs to make an escape. Other NPCs in the room find it difficult to believe that Oriad would turn on them and ask for proof. What happens next is in the player's hands. Loviath has no affection for Oriad but may rescue him if she can—he may still prove useful.

All of these defenders (with the exception of Oriad) are unquestioningly faithful to Neheod and utterly dedicated to surviving until they find a way to save the temple. They will never surrender, come what may.

Sister Sahra Hannon, current high priestess, hf, P14: AC 0 (*bracers*, Dexterity bonus); MV 12; hp 68; THACO 12 (7 with mace); #Att 1; Dmg. Id6+5 (*mace* +5); SD *Protection from evil* aura; SZ M (5' 6" tall); ML Champion (17); AL NG; XP 8,000. S 12 C 10 D 16 114 W 18 Ch 16 Special equipment: *bracers* AC 2, *mace* +5, *staff of curing*, *talisman of pure good*. 1st (x8)—*bless*, *command*, *cure light wounds* (x3), *detect evil*, *invisibility* to *undead*, *sanctuary*; 2nd (x8)—*aid*, *augury*, *chant*, *heat metal*, *know alignment*, *silence 15' R*, *slow poison*, *withdraw*; 3rd (x7)—*cure blindness*, *cure disease*, *dispel magic*, *protection from fire*, *pyrotechnics*, *remove curse*, *remove paralysis*; 4th (x6)—*cure serious wounds* (x3), *neutralize poison*, *protection from evil* W R, *protection from lightning*; 5th (x3)—*atonement*, *cure critical wounds*, *raise dead*; 6th (x2)—*heal*, *true seeing*; 7th (x1)—*restoration*.

Brother Stelens, hm, P11: AC 4 (*chain mail* +1, *shield*); MV 12; hp 45; THACO 14; #Att 1; Dmg. Id6+5 (*staff of striking*); SD *Protection from evil* aura; SZ M (5' 11" tall); ML Champion (17); AL NG; XP 4,000. S 16 C 11 D 9 112 W 17 Ch 13 Special equipment: *staff of striking*, *necklace of prayer beads*, *chain mail* +1. 1st (x7)—*bless*, *cure light wounds* (x3), *detect evil*, *endure heat*, *protection from evil*;

2nd (x6)—*augury*, *detect charm*, *flame blade*, *heat metal*, *silence 15' R*, *slow poison*; 3rd (5)—*create food and water*, *dispel magic*, *magical vestment*, *protection from fire*, *remove curse*;
4th (x3)—*cure serious wounds*, *neutralize poison*, *spell immunity*;
5th (x2)—*cure critical wounds*, *raise dead*;
6th (x1)—*heal*.

Brother Oriad, traitor, hm, PIO: AC 2 (*chain mail* +2, Dexterity bonus); MV 12; hp 53; THACO 14 (12 with mace); #Att 1; Dmg. Id6 (*mace* +2); SZ M (6' 1" tall); ML Average (9); AL N; XP 1,000. S 9 C 12 D 16 113 W 15 Ch 9

Special equipment: *mace* +2, *chain mail* +2

Spells: None (he hides the fact that he has lost his connection with Neheod).

Acolytes, hm, P2 (2): AC 6 (*chain mail*); MV 12; hp 8, 7; THACO 20; #Att 1; Dmg. Id6 (*mace*); SZ M (6' tall); ML Elite (13); AL NG; XP

120.

1st (x4)—*bless*, *command*, *cure light wounds* (x2)

Warriors hm (7) W2: AC 5 (*chain mail* and *shields*); MV 12; hp 9 each; THACO 19; #Att 1; Dmg. Id8 (*long swords*); SZ M (6' tall); ML Elite (13); AL NG; XP 35.

Surviving worshippers 6 hf and 4 hm (10): AC 10; MV 12; hp 3 each; THACO 20; #Att 1; Dmg. Id6 (*mace*); SZ M (5'-6' tall); ML Average (9); AL NG; XP 15.

14. Hall of the Dead. **WARNING!** Read this section carefully, this can be a very complex encounter.

This circular passage around the tower holds a bizarre obstacle. In keeping with this lawful evil plane, it is a regimented and orderly one. The dotted lines on the map show where the floor separates into sections. These sections move rapidly up and down so that each is always at a different height than those abutting it. Their movement reveals that below them (at about normal floor level) lies a pool of dark water. The floor platforms rise up to the ceiling and back down to 3 feet below the water over the course of about a round and a half. Water drips from the floor sections. After a few minutes of observation, characters note that it all moves in a regular pattern. Moving around the hallway might be difficult, but not impossible.

Any creature on a platform when it smashes up into the ceiling suffers 5d10 points of damage. Everyone in the room must keep moving or be crushed against the ceiling, even if flying. Moving through the hall requires agility and timing—an ability check based on the average of a character's Dexterity and Intelligence scores each round. A failed roll indicates that the character either remained on the same platform and took no action, or slipped below the platforms into the water. Each platform takes a round and a half to complete its up-and-down cycle, so a character can remain on a platform for a complete round and still have a 50/50 chance to get off in time (roll separately, or use the initiative roll if using individual initiative). Spellcasters could conceivably cast a spell in one round and jump to another platform on the next, but it is risky. Both staircases are safe, but characters on a staircase have only a limited view of the circular hall, and the moving platforms block their vision (preventing missile combat and most offensive spells) about half of the time.

The defenders of this area wait in the rooms marked 14A for PCs to enter the circular hallway. Each room holds five vampiric undead and a greater rakshasa. They watch the outer hall through tiny peepholes drilled all around their rooms. The vampires were all either priests or funeral attendees. Three wear white robes and the rest green. When one or two of the party members enter the hallway, eight of the vampires emerge (the doors open into the rooms) and attack. Being extremely intelligent and agile, the vampires and the rakshasas can maneuver freely through the moving platforms unless the characters somehow stop them (some characters

may try to trick or push foes onto platforms that are about to smash into the ceiling—a good tactic). The vampires try to use their gaze attacks to *hold* their opponents on rising platforms, or simply engage them in combat, reasoning that every round intruders spend in this room is another chance for them to be crushed. The vampires even use their *spider climb* ability to stand on the walls and ceiling while fighting and to scramble onto other platforms.

The water underneath the platforms is about 20 feet deep, despite the fact that it could not possibly be that deep and fit between the levels of the tower. Visibility in the water is about 8 feet. Six wights swim below the surface, waiting for victims to fall in. The vampires don't fear the wights and will dive in after a foe, if need be. A character runs a 10% risk of being attacked by a wight each round that he spends on a platform that has descended into the water. At the bottom of this 20-foot-deep pool, the water becomes the magically suspended ceiling of Area 8. Characters can pass through the water barrier quite easily, although they fall 20 feet to the floor below.

The rakshasas cast spells through the peepholes to hinder or attack intruders for as long as possible. Eventually, the heroes probably will enter the rooms, either to investigate or just to escape the horror of the platforms.

Greater rakshasas (2): AC -5; MV 18; HD 8+16; hp 70, 54; THACO 11; #Att 3; Dmg. Id6/ld6/ld10 (claw/claw/bite); SA Create an illusion over its own form of a trusted friend; SD +2 or better weapon to hit, immune to all spells below 8th level; SZ M (6' 6" tall); Int High (14); ML Fanatic (17); AL LE; XP 6,000.

Special Equipment: One rakshasa wears a *ring of ironskin* (allows wearer to ignore 3 physical attacks per day as though he was enchanted with a *stoneskin* spell). The other sports an *amulet of guile* (all illusions and deception-oriented spells like *suggestion* used by the wearer are improved, subjects make saving throws with a -4 penalty).

Wizard Spells:

1st (x4)—*charm person, grease, phantasmal force, shatter*;

2nd (x3)—*invisibility, ray of enfeeblement, web*;

3rd (x2)—*hold person, suggestion*.

Priest Spells, 1st (x3)—*curse, cure light wounds, sanctuary*.

Hellborn vampires (10): AC 1; MV 12; HD 8+3; hp 40 each; THACO 11; #Att 1; Dmg. Id6+4 (claw); SA Touch drains two levels, gaze acts as a *hold person* spell, *spider climb* at will; SD +1 or better weapon to hit, immune to *sleep, charm, hold*, poison, and paralyzation, half damage from cold and electricity; SW Holy water inflicts Id6+1 points of damage; SZ M (6' tall); Int Exceptional (15); ML Champion (16); AL LE; XP 7,000.

Note: Unlike normal vampires, these cannot assume gaseous form or the form of animals, or fly. Sunlight and running water cannot destroy them.

Wights (6): AC 5; MV 12; HD 4+3; hp 20 each; THACO 15; #Att 1; Dmg. Id4 (touch); SA Touch drains one level; SD +1 or better weapon to hit, immune to *sleep, charm, hold*, cold, poison, and paralyzation; SW Holy water inflicts 2d4 points of damage; SZ M (6' tall); Int Average (10); ML Elite (14); AL LE; XP 1,400.

14A. Deception. PCs entering one of these rooms come upon a horrid sight. A Neheod worshipper, perhaps even one that they have met before if they had the opportunity, lies in some terrible torture device that fills the room. He is caught in a tangled web of razor-sharp wires that will slice him further if he makes even the slightest move. His eyes plead for help, but he fears even speaking.

The victim is actually a rakshasa using its *illusion* ability. The wires (which are real) cannot harm the creature because they hold no enchantment. Further, one more vampire lurks amid the razor-wires, also impervious to their cutting edges and concealed by the illusion. Both the rakshasa and the vampire can move about freely, but neither attacks until the PCs make their way into the room to free the captive.

Once a fight starts in one room, the rakshasa and vampire from the other room use the secret passage to come to the aid of their fellows. Both rooms are empty except for the razor-wire web, but the secret rooms between serve as the rakshasas' lairs. These each hold a single bed and a wizard-locked trunk. The trunks contain luxurious clothing, jewelry worth 500 gp, and a scroll tube holding two papers. One is a contract from Geryon promising souls and magical treasure in exchange for the rakshasa's help defeating the defenders of the temple. The other is a more recent contract from Emirikol promising magical items in exchange for ensuring the safety of someone in the temple named Tiae.

15. Corrupted Spirits and Hellish Blooms. At the top of the staircase leading up to this room roam eight spectres (former worshippers), bemoaning their fate amid a strange bunch of plants growing incongruously from the stone floor.

The plants, grown through Hell-spawned sorcery, present a great danger. As the PCs move up the stairs, a semi-intelligent retch plant drops its globelike fruit down on them (one per PC), forcing them to spend the next three rounds doing nothing but vomiting and retching, no saving throw (and they operate at half normal Strength for an hour). While the characters are incapacitated, a choke creeper lowers its tendrils to attack them (four attacks per PC per round, retching PCs gain no AC bonus from Dexterity or shield). The spectres attack characters on the stairs only if all have been seized by the vines—spectres get a +6 attack bonus against held targets. Otherwise, the un-dead wait until the intruders come up to them. They jostle the retch plants to make them drop more fruit onto the characters. While in the room, the PCs also come under attack from three thornslinger plants (2d4 points of damage per plant per round, or 6d4 per round). The spectres suffer harm only from magical weapons, so the thorns do not hurt them (the thorns do harm the retch plants and inflict half damage on the choke creeper). Upon examination, PCs can see that the plants and vines grow from blood-smeared pentagrams on the floor, except for the choke creeper, which grows out of the burst stomach and mouth of a dead human in white priest's robes.

Retch plants (2): AC 8; MV 0; HD 8; hp 50,41; THACO 13; #Att 1 or Id4+1; Dmg. 0; SA Fruit explodes in a 5' radius (25% chance of being hit if 5'—9' from burst) with nauseating liquid that incapacitates for 3 rounds and reduces Strength by half for one hour (no save), targets treated as AC 10; SD If jostled, Id4+1 fruit drop; SZ H (12' tall); Int Semi- (2); ML Average (10); AL LE; XP 975.

Choke creeper: AC 6 (main vine)/5 (branches); MV 1/2; HD 25; hp 200; THACO 7; #Att 64 (maximum 4 per target); Dmg. Id4 (vine); SA Foes seized (normal attack) Id4 hp per round (bend bars roll to break free, or inflict 16 pts. of dmg. to vine), those seized have 10% chance each round of dying of strangulation; SD Damage inflicted against branches does not count against main vine total, immune to torch fire and electricity (doubles movement rate for Id4+1 rounds), suffers only 1 pt. of dmg. per die from cold attacks (vines in area of effect are slowed for Id4+1 rounds); SW Hot fires (those caused by oil or magic) force the vine to retreat; SZ G (160' long); Int Semi- (2); ML Average (10); AL LE; XP 18,000.

Thornslingers (3): AC 8; MV 0; HD 4; hp 29, 24, 16; THACO N/A; #Att 1 volley; Dmg. 2d4; SA Thorn hits are automatic and strike all within 30 feet, leaves are covered with adhesive sap that holds any creature with a Strength less than 13 (those with higher Strength burst free in Id4 rounds) acid causes Id3 pts. of dmg./round to held characters; SD Normal flame burns the plant but is extinguished in 1 or 2 rounds; SZ M (4' radius); Int Semi-(2); ML Average (10); AL LE; XP 270.

Spectres (8): AC 2; MV 15, Fl 30 (B); HD 7+3; hp 34 each; THACO 13; #Att 1; Dmg. Id8 (touch); SA Touch drains two levels; SD +1 or better weapon to hit, immune to *sleep, charm, hold*, cold, poison, and paralyzation; SW Holy water inflicts 2d4 pts. of dmg.; SZ M (6' tall); Int High (13); ML Champion (15); AL LE; XP 3,000.

16. Unholy Warrior. This room that was once a barracks for some of the curates is now home to a particularly malevolent mortal. He uses one of the simple beds as his own; the other eight were piled and burned (the fire still smolders when the PCs arrive, shrouding the upper reaches of this room and Area 17 with smoke). A shrine to Asmodeus made of bones and gore sits in the center of the blackened mess. Near the door, a large statue of a pit-fiend, identical to the sculpture in Geryon's quarters in Coldsteel Heart, holds an iron crossbow and a quiver of 12 barbed, iron bolts. The crossbow and bolts were forged in Hell and all hold an enchanted bonus of +1. Each of the evil bolts is a *slaying bolt* for a different sort of Upper Planar creature (deva, phoenix, planetar, solar, asuras, baku, hollyphant, einheriar, foo lion, marut, per, or ursinal guardinal).

One of the very few mortals actually helping the devilish forces, Kyhar T'horn fought alongside the army of Hell to earn the favor of Asmodeus. He knows Loviath and has worked with her before. If she makes an appearance here, he may actually come to her aid, believing doing so would please Asmodeus.

Kyhar keeps five captives from the temple for his personal use. He blinded them with a hot poker. When he moves about the temple or anticipates an attack, he attaches the captives to himself with chains and shackles. Any area-effect spell also affects them, and other attacks suffer a -4 attack penalty for cover (if the attack would have hit if not for the prisoners, the attack strikes one of the captives instead). Their ingenious placement, and the fact that he doesn't care if he wounds them, mean his own attacks are hindered only by a -1 penalty.

Inside the pit fiend statue, within a secret compartment protected by 10 different dart traps (THACO 10, each causes Id3 pts. of dmg, and carries wyvern poison—save or die), Kyhar keeps 1,450 pp, 14 100-gp gems, a crown worth 5,000 gp, several ceramic plates bearing hideous images of torture, and a deactivated iron cobra. He wants to find a mage who will animate it for him as a pet.

Kyhar T'horn, hm, F16: AC -10 (*plate armor* +4, *shield* +2, Dexterity bonus); MV 6; hp 111; THACO 5 (1 with sword); #Att 5/2; Dmg. Id8+13 (*long sword* +5, Strength bonus, Specialization); SA Specialized with long sword (+1/+3); SZ M (6' 8" tall); ML Fearless (19); AL LE; XP 11,000.

S18/97D18C17I12W9Ch4

Special equipment: *long sword* +5 (*unholy avenger*—*long sword* +2 when used by anyone other than a LE fighter sworn to serve Hell, inflicts +10 points of damage upon any chaotic good opponents, grants wielder 50% magic resistance and *dispels magic* within 5' at wielder's level), *plate armor* +4, *shield* +2 (all forged in Hell), *ring of vampiric regeneration*, 2 *javelins of lightning*, potions of *levitation* and *extra-healing*.

Blind captives, 3 hm, 2 hf (5): AC 10; MV 12; hp 3 each; THACO 20; #Att 1; Dmg. by weapon; SZ M (5'-6' tall); ML Unreliable (3); AL NG; XP 15.

17. Priests of Evil. These guest chambers lie in ruins. Each room now serves as the lair of a death priest, a variant of the death knight. These former Neheod priests serve Kyhar as lackeys while obeying the commands of Ygganttu, in the chamber above (Area 18). The death priests usually accompany Kyhar when he moves about the temple, but they may also be called to defend Ygganttu. Loviath would not hesitate to utilize them as bodyguards, either. Thus, the likelihood of these busy undead priests being found in these rooms is quite small. Place them where the devils or their allies need them the most.

Death priests (8): AC 0; MV 12; HD 9; hp 45 each; THACO 11 (8 with mace); #Att 1; Dmg. Id6+5 (*mace* +3, Strength bonus); SA Generates/ear in a 5-foot radius, casts at 20th level: *detect magic*, *detect*

invisibility, and *wall of ice* at will, *dispel magic* (2/day), *slay living*, *symbol of fear*, *symbol of pain*, and *flame strike* (1/day), commands undead as if 15th-level priest; SD Cannot be turned, if 11% or lower is rolled when checking magic resistance, spell is reflected back at caster; MR 75%; SZ M (6' tall); Int Genius (17); ML Fanatic (17); AL LE; XP 6,000.

Special equipment: *mace* +3 (forged in Hell, each death priest has one).

18. Death's Master. This room, once the chamber of Rhichal Niamor, the high priest of Neheod, now stands virtually empty. Careful observers, however, notice that utter, light-devouring blackness conceals the ceiling. A few remnants of splintered furniture lie about the room and the colored pieces of a stained glass window cover the floor. The windows of this chamber look out not onto solid rock, but a huge cavern (Area 19).

Ygganttu, a strangely altered pit fiend, dwells in this room now, or rather in the extra-spatial area accessed via the blackness in the ceiling. Ygganttu uses its *ring of telekinesis* to pull a victim up through the darkness and into this space to attack it. Within the darkness is an open *cubic gate* leading to an extra-spatial room 30 feet to a side. Ygganttu, in a horrific fusion of sorcery and diabolic engineering, has become one with this strange room. Now, the pit fiend appears flattened and joined with the walls of this place; its bones lace the entire structure. When a victim is drawn in, the opposite side of the room displays Ygganttu's twisted pit fiend head bearing a *scarab of insanity* set into its forehead. At either side of its head stand two humans, frozen in ice (frozen in the pit by Tlaac-mol in Coldsteel level 3, Area 34).

Once a victim disappears into the darkness, the *cubic gate* remains open for only five rounds. That's how much time other characters have to launch a rescue, and how much time everyone has to get back out of Ygganttu's extra-spatial chamber. At the end of five rounds the *cubic gate* closes and everyone trapped on the wrong side must find their own way home.

The trapped victim can simply flee back through the open, darkened *gate* (suffering Id6 points of damage from the fall). Of course, Ygganttu uses its tail attack and its *hold person* ability to keep this from happening. It also still possesses pit fiend claws which can reach anything within this space, but it has no wings to buffet foes. Ygganttu also retained its magical ability, although instead of being a creature of fire, ice now runs through its altered veins. It prefers cones of cold and walls of ice to fireballs and walls of fire. Further, if it wills the bones covering its structure to do so, they come together in the form of two bone nagas, which aid the fight.

Ygganttu used its *wish* and other powers to help create the altered rooms, traps, and undead in this tower. Thus, it claims the title "Death's Master." Slaying Ygganttu causes all of the undead remaining in the temple to fall into a state of normal, peaceful death (and earns restoration points for each of them).

One of the frozen humans is Brother Rhichal Niamor, high priest of the temple. Although dead, he could be *raised* or *resurrected* to help defend the temple (he was a 20th-level priest). The other is his bodyguard and companion, Gegin Fal, also dead (a 14th-level fighter). Neither has any equipment.

Ygganttu: AC -10; MV 0; HD 13; hp 95; THACO 7; #Att 4; Dmg.

Id6/Id6/2d6/2d4 (claw/claw/bite/tail); SA Poisonous bite (save or die), bite carries disease (no save), Tail constricts for 2d4 pts. of dmg. per round (Strength check to break free), generates *fear* within its extra-dimensional space (flee for 2d10 rounds, save vs. rods at -3 negates), casts at 13th level once per round: *detect magic*, *detect invisibility*, *cone of cold*, *hold person*, *wall of ice* and *wish* (1 /year, already used), once per round can *gate* 2 lesser or 1

greater devil; SD +3 or better weapon to hit, regenerates 2 hp per round; MR 50%; SZ G (30' cube); Int Genius (18); ML Fearless (20); AL LE; XP 22,000.

Special equipment: *scarab of insanity, cubic gate.*

Bone nagas (2): AC 6; MV 12; HD 7; hp 34, 31; THACO 13; #Att 2; Dmg. Id4/3d4 (bite/tail sting); SA Characters bitten must save vs. spell or lose another Id4 hit points and 1 point of Strength for 1 hour, can cast spells requiring *no* components in addition to physical attack; SD Immune to *sleep, charm, hold, cold, acid, poison, and paralysis*; SW Holy water inflicts 2d4 points of damage; SZ L (12' long); Int Exceptional (16); ML Fearless (20); AL LE; XP 4,000.

1st (x4)—*magic missile* (x4);
2nd (x2)—*blindness, flaming sphere*;
3rd (x2)—*lightning bolt* (x2).

19. Cavern of Floating Horrors (not shown on map). Outside the former high priests' chamber (Area 18), the top of the tower pierces a circular cavern 200 feet across and 300 feet high. When the temple appeared in this interstitial realm the only thing that existed here was this cavern, cut off from all other existence. Three windghosts 'lived' a lonely existence in the cavern. Then the top of the tower penetrated their cavern and the windghosts hope that more prey comes soon, as they have enjoyed everything that has come out of the temple so far.

In a shallow cave (roughly 12 feet in diameter), the windghosts tuck away the belongings of those who try to escape the temple through their chamber. The cave holds a non-magical shield, some white priest's robes, a shirt of elven chain, *boots of elvenkind*, a backpack (containing 50 feet of rope, 3 vials of holy water, 45 gp, 39 sp, and a 100-gp gem). Under all of this is hidden a piece of the crystal Holy Symbol of Neheod (see Area 11 for details).

Windghosts (2): AC -2; MV Fl 18 (B); HD 9+9; hp 73, 64; THACO 11; #Att 1; Dmg. 3d4 (bite); SA Swoop from above increases damage by Id4+1, on an attack roll of 19 or 20 victim is swallowed whole (2d6 pts. of acid damage and then spit out; possessions must save vs. acid; if victim passes Intelligence, Dexterity, and Strength checks, can automatically inflict maximum damage while inside; if Intelligence check fails victim is blinded for Id6+1 rounds), two windghosts together make a *windsong* (spellcasting, reading, and speech impossible); SD Immune to mind-affecting spells, wind-related spells inflict only half damage, create *warp dweomer* which redirects spells (roll Id12—on a 1-3 nothing happens, 4-6 spell's area of affect redirected randomly, 7-12 spell's area of affect redirected by windghost within 144', regenerate 1 hp per turn; MR 45%; SZ H (cone 8' diameter, 24' high); Int Exceptional (16); ML Fearless (19); AL LN; XP 12,000.

20. Strange Stairways. In an attempt to magically break into the Holy of Holies, Geryon used a *wish* to create magical staircases that he hoped would lead into the defenders' last bastion. The magic could not overcome the protection around the holy chamber, so the stairways connected other portions of the temple instead. Each magically links with the others even though spatially they have no relationship.

All of the staircases lead up from the temple, but end facing solid stone. When the characters turn and go back down, they find themselves somewhere different from where they started. Descending staircase A leads to the bottom of staircase B (Area 14). Descending B leads to the bottom of C (Area 6A). Descending C leads to the bottom of D (Area 16). Descending D leads to the bottom of E (Area 20E). And descending E completes the circuit by leading to the bottom of staircase A. These stairways provide a strange means of getting around in the temple, but they also give access to Area 20E, which is inaccessible by any other route.

20E. **Lava Bubble.** In the lava pool in Area 10 (which reaches a depth of about 200 feet), a bubble of air surrounded

by hardened yet hot stone serves as the secret lair of the pit fiends. When they created it, the pocket's interior could only be reached by *teleportation*. Now, however, one of the stairways created by Geryon's accident leads to it.

The bottom of the staircase has an etched *symbol of pain* placed on it by the pit fiends to ward away thieves. The heat of the room inflicts 1 point of damage per round upon anyone without magical heat protection. Treasures in the room include:

- a *bag of holding* containing 8,545 gp;
- three casks of vintage wine (worth 250 gp each);
- an ornately-carved *long bow* +2 (made in Stygia);
- a bandoleer of eight *daggers* +3 (each different, balanced for throwing, and forged on the Prime Material Plane—once owned by Dilith Yrminth, a famous thief lost in the diabolical attacks against the temple);
- two halves of a gold-shod *staff of power* used in a retributive strike (by lar the *Bold, a wizard who fought against the devils* here, now worth 200 gp as a curiosity);
- a locked, tarnished brass trunk immune to heat (the well-crafted devil lock subtracts 50% from picking attempts) containing a *crystal parrot* (*Tome of Magic*, p. 135), a glass vial holding two sprigs of *desert's night* (a magical bloom that can cure any memory loss, even that of the River Styx), a potion of *longevity*, a *sling* +4, a green paper packet containing 10 pinches of *dust of dryness*, and a *lyre of building* (which played a large part in some of the reconstruction accomplished by the devils in the church). The trunk's enchanted immunity to heat makes it a useful treasure in and of itself. If the pit fiends in Area 10 are alive when characters come here, there is a 10% chance per round that one will appear in this secret chamber.

Malbolge

A passage dug through the solid rock leads from the rear door (found in Area 5 of the temple) to the sixth layer of Hell, Malbolge. The devils of Malbolge took three or four days to dig to the temple once they realized that it had come to Hell. The ruler of the layer, Malagard (put in place by Asmodeus after the death of Moloch, Viceroy of Baalze-bul), has no idea why the temple is there but she knows that if other devils want to get inside, then there must be a good reason.

Malbolge is a gigantic incline rising forever with boulders tumbling down in a continuous avalanche. Occasionally enough of these boulders pile together to make areas relatively stable. The tunnel up from the Temple of Neheod comes to just such a spot. The air is stale and warm, and black, sooty clouds fill the sky.

The Tunnel

The rough tunnel stretches through solid rock for approximately 1,000 feet. Along the way, slain devils of all sorts lie about the floor. Most appear to have been killed by a single, mighty blow from a blade. Unless the DM wishes to create some short side encounters, the passage runs straight without any branching tunnels until it emerges onto the surface of Malbolge.

The Precipice: In front of the tunnel, atop a precipice on Malbolge, Klysandal's spirit fights a tireless battle against the approaching, seemingly limitless army of Hell. Malebranche, barbed devils, bone devils, and even a few ice devils swarm toward him, always trying to overwhelm him with numbers or overcome him with spells, but the paladin stands his ground.

Against the inexorable odds, Klysandal hews devils down

with *Quest*, his holy long sword, and the grim knowledge that if he falls, innocents will die. Determined never to let that happen, Klysandral will not leave his position.

The PCs can help him for a while, but their aid is not enough to noticeably reduce the unending tide of opponents. Soon enough, they agree that while the paladin can hold off the forces of evil here—perhaps long enough for the PCs to accomplish something within the temple—no real victory beyond that is possible. While he fights, Klysandral can speak with the PCs. He certainly asks about the situation in the temple and pleads with them to do whatever they can to help. More importantly, though, Klysandral can tell the PCs (if asked) that it was Loviath, the priestess/wizard of As-modeus, who condemned the place to Hell. He has not seen her in the temple, but believes that Kyhar Thorn may be there, and that he is in league with her. Despite what the PCs may have learned about Geryon, Klysandral remains convinced (and rightly so) that the Lord of Nessus is the real power behind these events. He also knows the history of the *Vallis Crystal*, but will not reveal it unless asked. As for Emirikol, the paladin says that once the wizard was his friend and companion, but sadly, their paths went in different directions.

Only when the PCs earn enough restoration points so that the temple begins its return to the Prime Material Plane will Klysandral agree to come with them. With only 10 rounds, the PCs must get to him quickly and use all their remaining power to delay the devils while they and the paladin return safely down the passage.

Should the Temple of Neheed return to its proper plane without Klysandral, his soul is forever damned to Hell, where it will be fought over by arch-devils for aeons to come. Such a fate for Klysandral is a tragedy beyond imagining.

Klysandral, hm (spirit), Pa26: AC -9 (*plate armor* +3, *shield* +3, Dexterity bonus); MV 6; hp 107; THACO 1; #Att 2; Dmg. Id8+15 (*long sword* +3, Strength bonus); SA *Detect evil intent* within 60', heal 52 hp per day by touch, *cure disease* twice per week, *protection from evil* (always active); SD +2 to all saving throws, immune to disease; SZ M (6' 2" tall); ML Fearless (20); AL LG; XP 11,000.

S 17 D 17 C 16 I14 W19 Ch18

Special equipment: *long sword* +2 (+5 *holy avenger*—*long sword* +2 in any hands other than a paladin, inflicts +10 points of damage upon chaotic evil opponents, grants wielder magic resistance of 50% and *dispels magic* within 5' at wielder's level), *plate armor of brilliance* +3 (acts as a *helm of brilliance*), *shield* +3 (all forged on the Prime Material Plane of glistening white adamantium; true bonus is +5), *girdle of storm giant strength*, *boots of striding and springing*.

Beyond the Precipice: If the PCs venture into Malbolge, not only will they encounter a vast horde of devils trying to bypass Klysandral and invade the temple, they will find the place to be a realm of fire giants and hellhounds. Worst of all, the terrain constantly rolls downhill and the steep slope can lead to falls from 10 feet to 1,000 feet. This place requires Dex-

terity checks every other round. If failed with an even number, a tumbling boulder strikes the character or slips out from under, inflicting 3d6 points of damage. If failed with an odd number, the character falls 10d100 feet down the slope.

The End

If the PCs manage to return the Temple of Neheed to the Prime Material Plane, the priests and people of the city hail them as the heroes they have proven themselves to be. The banquets in their honor continue for days.

Perhaps the greatest reward comes, however, if they were able to save Klysandral and bring him back with the temple. His spirit bows deeply before them and he says "As I depart, it is good to know that I leave the world in such good hands. The forces of light will always need champions like you." With that, Klysandral's spirit fades to his well-deserved rest and his body can be properly buried with his equipment.

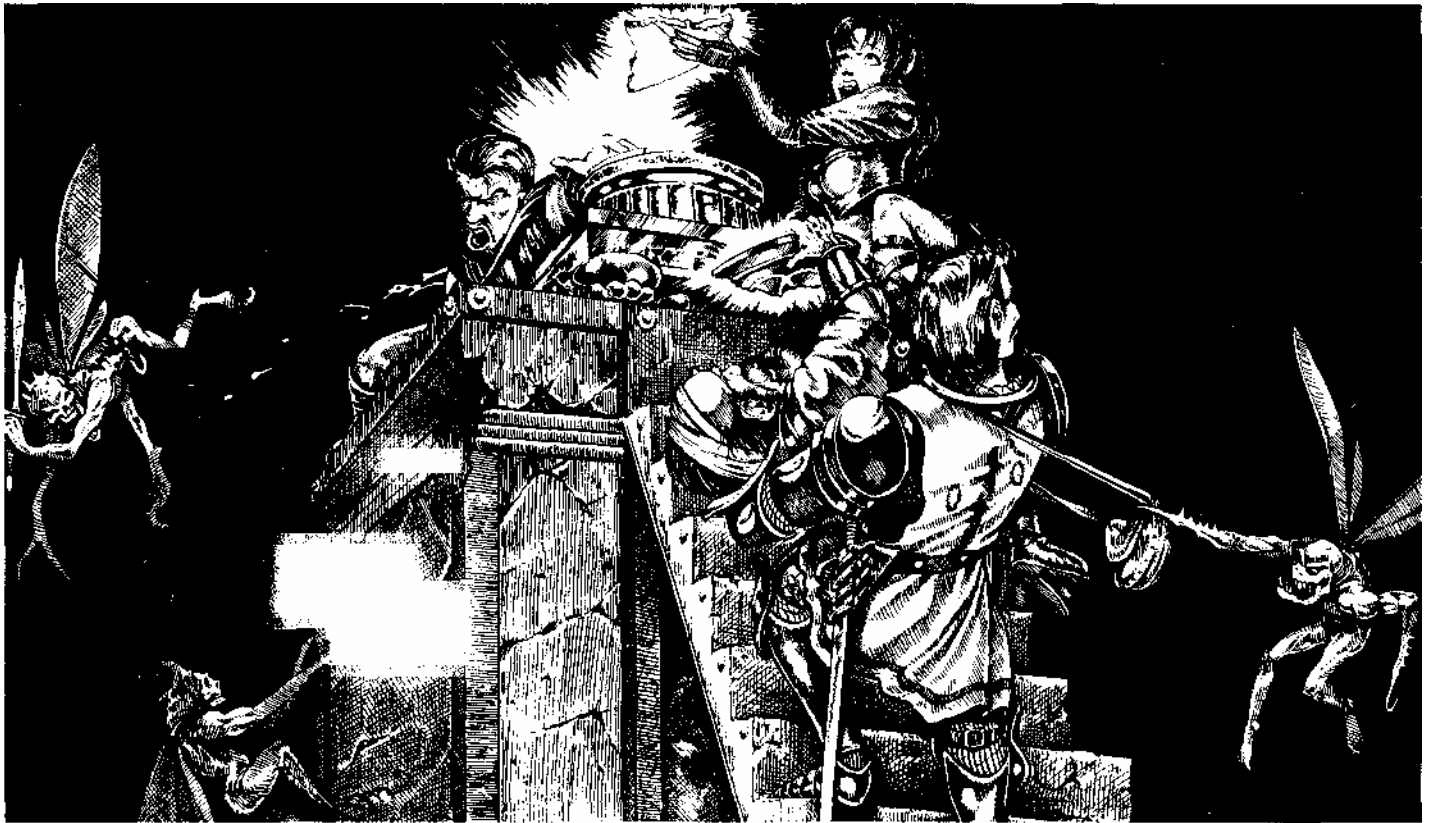
In addition to the vast amount of experience earned by slaying monsters, surviving characters should receive story award bonuses of 100,000 experience points for their great deeds.

If the PCs failed to restore the temple but at least retrieved the *Vallis Crystal*, they still foiled Asmodeus' ultimate plan (and now he and his servants will hunt them). If they failed altogether, they should not feel too bad. Hell presents a challenge for even the greatest adventurers. If they escaped to the Prime Material Plane at least, perhaps the DM can devise a way for them to return and still save the day.

At the end of the scenario, many more epic adventures await. The forces of Hell roil with anger at their defeat. The PCs have made an enemy of Asmodeus, and that's never a good thing. If Geryon lives, he seeks the deaths of the PCs before all else. Other mysterious places in the Outer (and Inner Planes) await the heroes, as the campaign expands into the larger arena of the multiverse. And, of course, there is *Demon-wing*, which the PCs still technically own but probably left in Hell. The DM can create further adventures involving the fate of the ship, particularly if other forces want it. Remember, even if the owners no longer claim it, the ship responds only to its owner's commands. Not even Straoth can command the ship without being the owner.

Most importantly, surviving characters have faced the hordes of Hell and returned victorious. Bards compose songs of their travails and the common folk tell tales of their deeds to warm the hearts of the downtrodden. The epic cycle of great heroes goes on.

"Klysandral was my best friend, and I will miss him. Nevertheless, as he passes on to his well-deserved reward (and, I hope, rest), we should hold his example up to new heroes. If we all strive to be a little more like him, the world in general will be a better place. He would be happy to know that his influence created such a legacy." Michuth Gyl, the Eulogy of Klysandral



Appendix: Adventuring in the Lower Planes

Not surprisingly, adventuring in any otherworldly realm or distant plane, not to mention Hell itself, often alters the working of spells, magical items, special powers and even mundane abilities. Keep in mind that special alterations apply on board *Demonwing*, on the 5th and 6th layers of Hell, and in the Temple of Neheod, and that these alterations are not always the same.

One of the biggest is that on their home plane, demons, devils, and other natives are not considered extradimensional creatures. Both wizards and priests may be shocked to discover that spells such as *banishment*, *binding*, *dispel evil*, *holy word*, and even *protection from evil* don't work against demons in the Abyss the way they would on the Prime. (In the case of *protection from evil*, only the "extraplanar creature" ward fails to function. The spell's other protective qualities remain.) This is not a function of the spell or the caster, but of the targets.

Further, any spell or ability which reads the mind of a demon or devil is a sure road to madness. ESP and similar spells and abilities destroy the minds of their users in the Abyss, as the workings of a demonic mind are too terrible for a mortal to fathom. Whenever someone tries to read the mind of a demon (even one that's assumed a human form), the mind reader must make a saving throw vs. death magic. Success indicates that the mage is *merely feeble-minded* for 2d6 hours and can relate fragments of useful information when she recovers. Failure means that the mage suffers a form of madness (agreed upon by the player and the DM) until treated with a *heal*, *restoration*, *limited wish*, or more powerful cure. The mage can still cast spells, but loses spell levels based on the type of demon whose mind was read. Least demons cost the mage one spell level (one 1st-level spell), lesser demons burn out two spell levels (one 2nd-level spell or two 1st-level spells), a greater demon costs three spell levels, a true demon burns four, and the terrible mind of an Abyssal lord costs the mage eight spell levels. Furthermore,

permanent scarring of the mage's psyche means that only half of those levels (rounded up) can be regained through treatment. The rest are permanently lost.

Spells such as *detect evil* become virtually worthless in the Lower Planes, because the spells identify absolutely everything, even the air the characters breathe, as evil.

One advantage that the PCs have is that as natives of the Prime Material Plane, they are not subject to "planar" affecting spells even when off their home plane. Thus, if a devil casts *protection from good*, a character is not held at bay (but he does suffer the attack-roll penalty). A Prime Material Native cannot be *banished* or sent home by a *holy word*.

As a final note, the rules regarding magic resistance from the *DUNGEON MASTER Guide* are very important. The majority of opponents the PCs face here have magic resistance. This resistance applies toward all spells, even passive magic that detects things or static creations like *wall of force*.

Wizardly Magic

Each plane is a separate reality with its own rules. Each plane is also located in a different "place" in relation to other planes. Therefore, the way that magic works changes from plane to plane, although sometimes the changes are subtle. The following spells cannot function on either the 5th or 6th layers of Hell, the Temple of Neheod, or on board *Demon-wing* because none of these far-gone locales touches the Ethereal or Astral Plane (and thus, no access to the Inner Planes or the other Outer Planes exists): *Astral spell*, *conjure elemental**, *conjure elemental-kin**, *deppockets*, *demishadow magic*, *dem-ishadow monsters*, *detect phase*, *dimension blade*, *distance distortion**, *duo-dimension*, *energy drain*, *estate transference*, *etherealness*, *find familiar*, *invisible stalker*, *Leomund's secret chest*, *Lorloveim's shadowy transformation*, *major creation*, *maze*, *minor creation*, *Mordenkainen's magnificent mansion*, *phase door*, *rope*

trick, shades, shadowcat, shadow form, shadow magic, shadow monsters, shadow walk, summon shadow, vanish.

Although elemental summonings do not function, native Outer Planar creatures can call forth "pseudoelementals," if they have that ability (the wastrilith in Area 5 on *Demonwing*, for example). Such spells create an elemental-like being from the nature of the plane where the mage stands. Thus, a demonic mage who casts *conjure elemental* in the Abyss calls forth a creature similar in all ways to the one he intended save that the creature's alignment is chaotic evil. Native wizards, then, can cast any of the above spells marked with an asterisk.

Lastly, despite the extra-planar distance between the Lower Planes and the Negative Energy Plane (which makes spells like *energy drain* impossible to use), undead created in the Lower Planes retain their unliving condition and even their level-draining powers while they remain on the plane of their creation.

Wizards in the Abyss

On board *Demonwing*, the following wizard spell schools are altered:

Alteration: Alteration spells often go wrong or fail completely because of the corruptive nature of the Abyss. Whenever an alteration is attempted, the caster or the recipient (if there is one) must make a saving throw vs. spell. If he succeeds, the spell works normally. If he fails, the spell is changed in some way, warped by the chaotic nature of the Abyss. The changes wrought fall into three broad categories detailed below. Exact effects vary in the details, but the overall degree of corruption should be consistent with the spell type (e.g., lesser transformations suffer least corruption).

Lesser transformations/Least corruptions: These spells produce fairly minor changes in the subject's properties but not its form. In the Abyss, these spells result in minor corruptions that are inconvenient at worst. The spell works as intended, but the effect goes slightly awry. *Dancing lights*, for example, might produce glowing skulls, a huge padlock might appear on a held portal, or a character affected by a *fly* spell might sprout wings from the neck, shoulders, or ankles. The following spells fall into this category.

1st level—*cantrip, comprehend languages, dancing lights, feather fall, gaze reflection, hold portal, jump, lasting breath, light, mending, message, wizard mark;*

2nd—*continual light, darkness 15'-radius, fog cloud, fool's gold, irritation, knock, levitate, ride the wind, sense shifting, strength, whispering wind, wizard lock;*

3rd—*alternate reality, far reaching I, fool's speech, fly, gust of wind, haste, infravision, Leomund's tiny hut, secret page, slow, squaring the circle, tongues, water breathing;*

4th—*dilation I, extension I, far reaching II, Mordenkainen's celerity, Otiluke's resilient sphere, Rary's mnemonic enhancer;*

5th—*avoidance, extension 11, far reaching III, lower resistance;*

6th—*extension III, dilation II, Mordenkainen's lucubration, project image;*

7th—*spell shape;*

8th—*permanency.*

Lesser Corruptions: These spells' effects produce dramatic changes in the subject's properties and in the Abyss cause spectacular and potentially dangerous corruptions. The spell has unintended side effects, though most of these are not permanent. *Affect normal fires* might cause a spray of lava and *burning hands* could change the caster's hands into tiny dragons' mouths. A *wizard eye* might report what it sees to the lord of the layer, and *teleport* might force the target to make a system shock roll to survive the spell. Below are spells in this category.

1st—*affect normal fires, burning hands, color spray, fireburst, shocking grasp, spider climb;*

2nd—*magic mouth, pyrotechnics;*

3rd—*alacrity, blink, delude, explosive runes, fireflow, Melf's minute meteors, wind wall;*

4th—*dimension door, rainbow pattern, solid fog, vacancy, wizard eye;*

5th—*airy water, distance distortion, passwall, telekinesis, tele-port, waveform;*

6th—*control weather, death fog, glasse, guards and wards, lower water, mirage arcana, move earth, part water, Otiluke's freezing sphere, wild shield;*

7th—*Hornung's surge suppressor, phase door, reverse gravity, suffocate, teleport without error;*

8th—*Abi-dalzim's horrid wilting, airboat, glassteel, incendiary cloud, Otiluke's telekinetic sphere, sink;*

9th—*crystalbrittle, Mordenkainen's disjunction, succor, temporal stasis, timestop.*

Major and inalterable corruptions: These spells alter the subject's physical form and in the Abyss cause extensive or even permanent corruptions. Living recipients change race or species, and nonliving targets become foul and useless. The caster of a *fire shield*, for example, might become immolated in flame as if he were a balor; a *stoneskin* recipient might be petrified; the caster of a *claws of the umber hulk* spell may permanently lose all spellcasting ability because of his transformed hands; a *mass-morph* might create a stand of viper trees; or *strength of one* might literally meld the recipients into a single, gibbering creature for the spell's duration. Such spells are listed below.

1st—*enlarge, erase, fist of stone, metamorphose liquids, Muir-dock's feathery flyer;*

2nd—*alter self, shatter, Maximillian's earthen grasp;*

3rd—*item, Maximillian's stony grasp, wraithform;*

4th—*fire shield, Leomund's secret shelter, massmorph, plant growth, stone shape, polymorph other, polymorph self, stoneskin, turn pebble to boulder;*

5th—*animal growth, fabricate, stone shape, transmute rock to mud;*

6th—*claws of the umber hulk, disintegrate, stone to flesh,*

Tenser's transformation, transmute water to dust;

7th—*hatch the stone from the egg, statue;*

8th—*polymorph any object;*

9th—*glorious transmutation, shape change.*

Conjuration/Summoning: The chance that a demon will answer the summoning rather than the creature normally expected is 10% times the spell's level. The more powerful spells also call more powerful demons. Spells of below 3rd level summon least demons, 4th-5th-level spells summon lesser demons, 6th-7th-level spells summon greater demons, 8th level spells summon true demons, and 9th-level spells summon the local Abyssal lord. Demons hate being pulled away from their business by a summoning spell, and usually attack the meddling mortal caster immediately.

Divination: Divinations function in the Abyss, but all true demons in the vicinity (DM's discretion—in this adventure, any on board *Demonwing*) immediately detect the spell and can use the power of the Abyss to attack the nosy spellcaster through the divination spell itself. This counterattack always follows the form of the spell. A *clairaudience* spell could engender a sonic or spoken counterattack. A *clairvoyance* or *true seeing* spell allows visual retaliation such as blinding lights, horrifying visions, and so on. A *know alignment* opens the caster's mind to mental counters, and *legend lore* provides only false information, usually chosen by the lord for its seeming truth. The broader the divination spell, the broader the forms the rebound may take. *Detect magic* is the only exception to this rule. It allows any counterspell, subject to the level limits given below.

Even though the counterattacks take the same form as the divination, they disrupt and close the pathway between the observer and the target of the divination after levels equal to twice the divination spell's level are channeled back through the pathway created by the divination. For example, the target of *clairvoyance* (3rd-level spell) could

counter with a *color spray* (level 1) and *advanced illusion* (level 5). The target of *clairaudience* (level 3) could respond with a *shout* spell (level 6) but not *power word*, *stun* or *prismatic spray* (both level 7).

Illusion/Phantasm: These spells work well in the Abyss, and demons take great delight in playing with their foes before destroying them. All illusions operate as if cast by a mage one level higher than the caster's true level. Illusions last longer, create stronger shadow magic, and are more difficult to disbelieve. This holds true for illusions cast by demons, as well.

Necromancy: Necromantic spells work well in the Abyss. *Animate dead* works, but a specific flaw allows manes and other minor inhabitants of the Abyss to take over the animated corpses. Usually this results in the animated dead attacking the caster or his comrades. *Reincarnation* cast in the Abyss always results in a demonic form, usually a dretch or a manes. Good-aligned souls that die in the Abyss are reborn as bodaks. (Both bodaks and manes can be found in the *PLANESCAPE®/MONSTROUSCOMPENDIUM® Appendix*.)

Wild Magic: Wild magic is as unpredictable as the Abyss itself and sometimes just as deadly. Like illusion/phantasm spells, all wild magic spells are cast at one level higher than the caster's actual level. In addition, when a wild surge occurs, the caster must roll twice on the Wild Surge table in the *Tome of Magic*; the worse of the two results takes place. Demons love seeing a wizard toasted by his own spell.

Elemental Spells: Spells that summon elemental creatures are discussed above, under "Conjuration/Summoning." Other elemental spells fall into two categories in the Abyss. Protective spells (such as *protection from fire*) often fail when they are most needed; the caster or recipient of the protective spell must make a saving throw vs. breath weapon to determine whether the spell functions or fails. Destructive elemental spells (like *fireball*) are cast as if the caster were one level higher and inflict one extra point of damage per damage die.

These alterations only apply to spells cast on board *Demon-wing*—spell effects from spells cast elsewhere are not subject to these alterations.

Wizards in Hell

Within the layers of Hell, including the Temple of Neheed (except for the Holy of Holies), the following wizard spell schools are altered:

Conjuration/Summoning: In order to control a summoned creature, the caster must *perform a special binding upon it*. This entails a Spellcraft proficiency check or an Intelligence check at -5 to see if the caster makes the binding absolutely perfect. If the roll fails, the creature isn't under the control of the caster and can do as it pleases.

Divination: Although not entirely inaccurate, divinations in Hell always carry a dark, gloomy tone. Usually, the future is forecast in the worst possible light. Further, divinations draw attention to the caster, doubling the chance for a hostile encounter on the plane.

Necromancy: Spells used to heal or grant life require a saving throw vs. spell to be made by the caster. Only if the saving throw succeeds does the spell also succeed. Necromantic spells that bring pain and woe are cast as though the caster was one level higher.

Wild Magic: Wild mages operate as though one level lower per layer of Hell upon which the caster stands, so in Coldsteel (on the fifth layer) five levels are lost in regard to casting and memorizing wild magic spells (a 1st- to 5th-level wild mage can cast no spells there at all).

Elemental: In Stygia, spells of cold and ice function with enhanced power. Each such spell is cast as though the caster were one level higher. Likewise, spells of fire and heat are diminished, and operate as though the caster were one level below his true level.

These alterations only apply to spells cast in Hell. Spells cast elsewhere are not subject to these alterations.

Clerical Magic

Because priests draw their power from their respective deities, it stands to reason—however harsh it may seem—tha as a priest moves farther from his god's realm and into plane; where other powers rule, his powers diminish. For each plane separating the servant from his deity, the servant loses one level of spellcasting ability in terms of effective level and number of spells gained. The loss occurs immediately upon moving to a new plane. Spells lost can only be regained through normal rest and prayer, and only upon reaching a location where they can once again be cast. Hit points, THACO, turning ability, granted powers, and all other abilities of a cleric remain unchanged.

To determine the number of levels lost, use the following chart:

God's Home	Priest in Hell	Priest on Demonwing
Mount Celestia (Seven Heavens)	-3	-7
Bytopia (Twin Paradises)	-4	-6
Elysium	-5	-5
Beastlands (Happy Hunting Grounds)	-6	-4
Arboria (Olympus)	-7	-3
Ysgard (Gladshiem)	-6	-2
Limbo	-5	-1
Pandemonium	-4	0
Abyss	-3	0
Carceri (Tartarus)	-2	0
Gray Waste (Hades)	-1	-1
Gehenna	0	-2
Baator (Nine Hells)	0	-3
Acheron	0	-4
Mechanus (Nirvana)	-1	-5
Arcadia	-2	-6
Prime Material Plane	-1	-1
Outlands (Concordant Opposition)	0	0
Astral Plane	0	0
Ethereal Plane	-2	-2
Any Inner Plane	-3	-3

On the positive side, clerical magic is not restricted in the same way as wizard magic. *There are no alterations or prohibitions regarding specific spells unless cast from a magical item (including scrolls).*

Because of its connection with the Prime Material Plane, priests within the Holy of Holies in the Temple of Neheed suffer no restrictions to spellcasting whatsoever.

Finally, Lower Planar monsters are not affected by healing spells cast by mortals from the Prime Material Plane. However, certain fiends and Lower Planar monsters with priestly abilities can cast the reverse of healing spells on themselves or their own kind, which actually heals their wounds. The reverse of healing spells cast by mortals upon demons and devils still inflict damage, however. Despite some beliefs to the contrary, Upper Planar creatures can cast and accept normal healing.

Magical Items

As a general rule, magical items are affected by the planes in the same ways and to the same degrees as similar spells. For instance, if a character takes a *staff of curing* to a plane where healing is diminished (such as in the Abyss), then the plane diminishes the *staff's* power as well. An item based on alteration magic suffers the same effect as a mage's alteration spells. As for clerical items and scrolls, they don't suffer the level loss of their owners, but they *are* subject to the spell al-

terations by school as described for wizard's magic. From the notes above on spells, the DM can extrapolate the effects on most magical items before the issue arises during the game. Spell and power keys don't function for items or scrolls.

Magical items with bonuses (magical weapons, magical armor, items of protection, etc.) lose their enchanted quality as they move farther from their plane of origin. The rate at which they lose their enchantment is one "plus" for each plane removed from the plane on which they were created (which is slightly different from priests losing levels for separation from their deity). For example, weapons forged on the Prime Material Plane lose two pluses of enchantment in the Nine Hells, on board the *Demonwing*, and within the temple of Neheod (Prime Material-Astral-Outer Planes). This means that +1 and +2 items in these settings have no bonus, +3 items become +1, +4 becomes +2, and so on.

Any weapons that are reduced to +0 still register to *detect magic* spells and generally remain extremely sturdy and finely crafted. Items with additional powers, such as a *sword of dancing*, lose all those additional powers if the item's bonus is reduced to +0 or less. For items with more than one plus, such as a *sword +1, +4 vs. reptiles*, apply the penalty to the highest of the item's pluses to determine the loss of additional powers. Finally, cursed items are in no way affected by planar travel.

Weapons forged in the Abyss, such as those found on board *Demonwing*, lose one plus when taken to the Nine Hells, and vice versa.

Demons

These creatures personify chaotic evil and embody wanton destruction, cruelty, and depravity. They are prone to sudden, savage bursts of energy rather than well-thought-out plans. Demons are not stupid, however—just chaotic.

Four ranks of demons exist. Least (dretches, manes, rut-terkin), Lesser (alu-fiends, bar-Igura, cambions, succubi), Greater (babau, chasme, gorristro, nabassu, wastriliths), and True (balors, glabrezu, hezrou, mariliths, nalfeshnees, and vrocks). There are other types of demons besides those listed, but they all fall within these manmade classifications. In respect to immunities and nature, bodaks should be considered (lesser) demons.

Demons rarely take prisoners. When they do, few survive for long at the hands of demonic torturers (or demonic appetites). Many demons (especially succubi, and occasionally nabassu, glabrezu and hezrou) enjoy tempting and corrupting mortals. In their own home, however, faced with armed might and powerful sorcery in the hands of invaders, they are most likely to fight to kill. Temptation and seduction is for the Prime Material Plane. The Abyss holds only death for mortals.

If hard pressed or cornered, a demon may very well fight to the death, its all-consuming need for destruction outweighing even its own self-preservation. More intelligent demons eventually flee when confronted by an obviously superior foe, but usually only far enough to gather more might and recover from wounds before returning to destroy the threat.

All demons in this adventure, unless specified otherwise, can use the following spell-like powers once per round at a level equal to their HD: *darkness 10' R*, *infravision* and *teleport without error*. Demons suffer no damage from electricity, non-magical fire, or poison, and only half damage from cold, magical fire, and gas. While many demons can only be struck by magical weapons, all suffer wounds when attacked with a silver weapon (true demons suffer only half damage from silver). Special iron weapons forged in a process that uses cold rather than heat (referred to as cold iron) always inflict damage upon a demon, regardless of the weapon's lack of enchantment or the rank of the demon.

A demon slain in the Abyss is truly dead, physically and spiritually. It leaves behind only a hideous, disgusting corpse. Unless otherwise mentioned, the weapons and possessions of a slain demon remain with its fallen form.

Devils

Beings of evil that cling to order and structure, the devils epitomize trickery, deceit, and subtlety, as well as physical might. Schemes within schemes within schemes, manipulations and lies, finely tuned terror to control the actions of others—these are the tools of the devils. They represent tyranny, oppression, and subjugation, hating freedom and individuality.

In this adventure, for example, the DM should note that compared to the demons' abode on the ship, the devils' fortress is an orderly, straightforward structure where each room possesses an obvious purpose. Everything in Coldsteel betrays an aura of cold, calculating evil.

Three ranks of devilkind have been recorded by sages: Least (nupperibos, spinagons), lesser (abishai, barbazu, erinyes, hamatulas, kocrachons, osyluths), and greater (am-nizu, cornugons, gelugons, and pit fiends). The lowly lemure, although often called a devil, does not seem to rank among even the least devils.

Devils enjoy tormenting anyone or anything weaker than themselves. They reward betrayal and seek to corrupt and enslave their enemies as often as kill them. Their frighteningly well-ordered minds master skills such as engineering, building, and locksmithing as well as foul sorcery.

Most devils, at least those of average Intelligence or greater, flee to safety when seriously threatened. If flight is impossible, the devil turns to deception or bargaining. Parlaying with a devil is dangerous; very rarely does a mortal get an advantage from such action. A devil in this adventure might offer treasure, or better yet a secret such as the true name of another devil (they betray even their own kind if it suits them, although they are reluctant to betray a superior who might be able to exact vengeance) or a tidbit of the diabolical plan, in exchange for its life. Almost always, however, such an advantage is short lived, with the devil eventually coming out on top.

All devils in this adventure, unless noted otherwise, possess the following innate abilities, usable once per round and cast at a level equal to their HD total: *advanced illusion*, *animate dead*, *charm person*, *infravision*, *know alignment* (always active) *suggestion*, and *teleport without error*. Further, all devils are immune to heat and poison and suffer only half damage from cold and gas (except for the gelugon, which suffers half damage from fire and none from cold). Silver weapons always are effective against a devil, even when not enchanted, although greater devils suffer only half damage from silver.

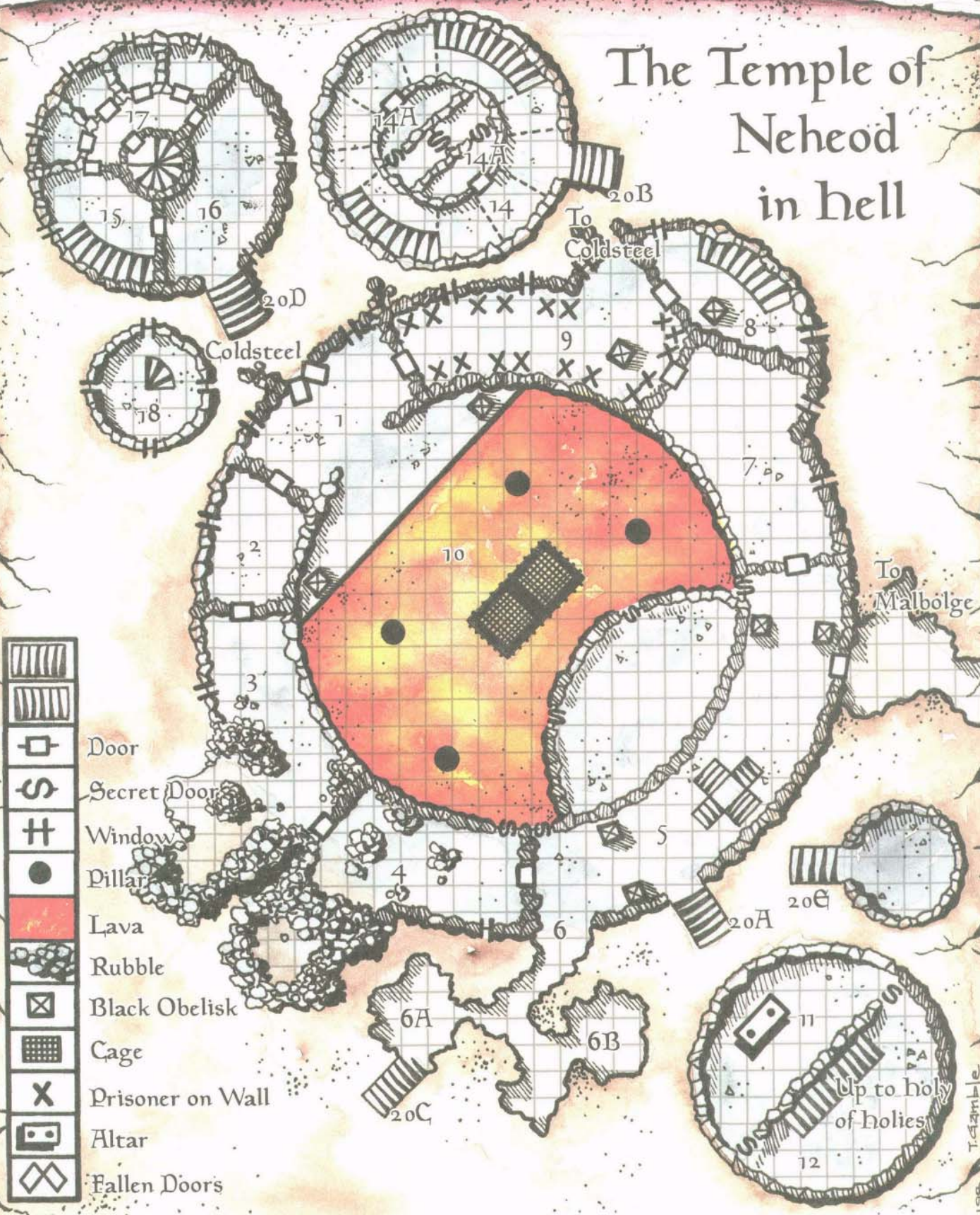
A devil slain in Hell is truly dead in body and spirit. Unless otherwise noted, the weapons and possessions of a slain devil remain with its disgusting corpse.

Hellbound

Dungeon Masters who have played the adventures in the *Hellbound* boxed set may remember that those events took away a special power from both demons and devils. In this adventure, assume that the power is restored for the demons on the ship by the *heartlink* and that Geryon made an agreement with the yugoloths to restore the power to his troops.

Those DMs unaware of the events in *Hellbound* can ignore this note and play the adventure as written. Neither *Hellbound* nor any other PLANESCAPE product is needed to play *A Paladin in Hell*. If you and your players enjoy this extra-planar adventure, you may want to look at those products for more of the same.

The Temple of Neheod in hell



-  Door
-  Secret Door
-  Window
-  Pillar
-  Lava
-  Rubble
-  Black Obelisk
-  Cage
-  Prisoner on Wall
-  Altar
-  Fallen Doors

Advanced Dungeons & Dragons®

Adventure

a Paladin in Hell

by Monte Cook

Eternally does the Lord of Nessus scheme, and his designs are for all eternity; In the pit of Hell do the devils teem round his throne, and his reign is unchallenged; By the eight Dark Ones is he held supreme, and his name (speak it not!) is Asmodeus.

from "The Canticle of Thumis," 142:15

To some, justice is more important than glory, duty is more important than desire, and goodness is more important than life. The great paladin Klysandral was such a man.

But even the sleep of death, at the end of a long lifetime spent battling evil, did not bring peace to Klysandral. During his funeral, the entire Temple of Neheod was dragged by terrible magic into the Nine Hells, along with the soul of Klysandral and scores of living mourners!

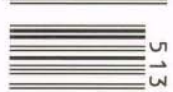
What unearthly motive could be behind this tragedy? Only the bravest, strongest, and most resolute heroes will have the mettle to find the answer. Along the way, they will meet the enigmatic wizard Emirikol the Chaotic, sail aboard the fiendish ship *Demonwing*, and finally face the horrific minions and overwhelming terrors of Hell itself.

Only the path of light can lead the bravest of the brave into perdition and safely out again. Step wisely, and walk in justice.

For four to six characters of levels 15–20



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