

DEVIL'S DEAL

by Christopher Perkins

"Devil's Deal" is an AD&D® adventure intended for use with the *Warriors of Heaven* accessory [TSR #11361]. The adventure is designed for 4–6 good-aligned celestial PCs of levels 3–4. Celestial races include agathion, aasimar, archons, asuras, eladrins, guardinals, and qesar. Archon PCs may be lantern or hound archons only. Ideally, the adventuring party should contain a mixture of lawful, chaotic, and neutral PCs.

Rules for creating aasimon, archon, asuras, eladrin, guardinal, and aasimar PCs are presented in the *Warriors of Heaven* supplement; rules for creating qesar PCs can be downloaded from the TSR website (www.tsr.com).

◆ ADVENTURE BACKGROUND ◆

When the pit fiend Azavistos was slain and reduced to lermure status by a pair of devas on the Prime Material Plane, his gelugon subordinate Felgelor took it upon himself to mind the lair of his fallen lord. The monstrous edifice that once served as Azavistos's abode, the Fortress of Malevolence, sits deep in the cauldron of an active volcano on Baator, submerged beneath hundreds of feet of bright, molten lava. From inside the fortress, Felgelor plotted to recover that which the devas had "wrongfully" taken: Azavistos's great mace, Malefactor.

Unlike Azavistos, the gelugon saw nothing to be gained by fighting in the Blood War. The Abyss was already a bottomless cesspool of corruption, and as far as Felgelor was concerned, the tanar'ri were welcome to it. The gelugon also felt no burning compulsion to heed the whims of Baator's dark rulers; many times he petitioned for promotion to pit fiend status, and each time the Lords of the Nine cast him back into the bloody fray without due consideration of his abilities or his guile. Felgelor believes that recovering Azavistos's weapon from the dreaded aasi-

mon will make the Lords of the Nine stop and take notice, forcing them to grant that which he most desires: transformation into a pit fiend. Thus, Felgelor has turned his undivided attention to the Upper Planes, hoping to wrest Malefactor from the hands of the hateful celestials.

◆ FOR THE DUNGEON MASTER ◆

The devas who destroyed Azavistos's Prime Material form took the pit fiend's evil mace to the Upper Planes to ensure that the weapon would never again fall into fiendish clutches. Malefactor was brought to the aasimon citadel of Xal Brivala on Ysgard, and there it remained for one hundred years. Felgelor spent much of that time trying to trick clueless primes into locating and stealing the weapon, but all of his schemes were thwarted. Finally, his growing frustration and impatience demanded that he resolve the matter himself.

Felgelor and several lesser baatezu *polymorphed* themselves into benevolent pilgrims and found a portal leading to the Upper Planes. They had barely set foot on the plane of Ysgard when they were set upon by a wing of fire-tempered asuras. A spectacular battle ensued, and all of the baatezu were destroyed save Felgelor and one spinagon. During the altercation, Felgelor managed to capture one of the celestials—an impetuous and bold asuras warrior named Vembra Moonflame. After fleeing through the portal with his captive, Felgelor ordered the last surviving spinagon to stay behind and destroy the portal. Its collapse prevented the other asuras from recovering their lost warrior, and they naturally feared she would be slain by her outraged captors.

Instead of slaying the temperamental asuras, Felgelor brought her to the Fortress of Malevolence on Baator and trapped her inside Azavistos's *mirror of life trapping*. Through his web of contacts, he sent word to the celestials that he would release his pris-

oner in exchange for Malefactor.

When the asuras learned of Felgelor's offer, they brought the matter before the Parliament of the Concordance and demanded that the aasimon relinquish the weapon, saying that Vembra's life was worth the loss of one Baatorian artifact. However, the aasimon declined to make the trade, vowing never to let Malefactor fall into the hands of evil. The Parliament, to no one's surprise, supported the aasimon position. The asuras challenged the decision, but they had little choice but to comply—or so the aasimon believed.

An asuras named Keliar Stormfire approached Seraphistus, an aasimar thief, and asked him to steal Malefactor from the citadel of Xal Brivala and trade it for Vembra's life. The asuras's desperate plea struck Seraphistus as funny, given that he had spent most of his career snatching artifacts from the fiends, not giving them back. Although Keliar declined to elaborate on his relationship with Vembra, Seraphistus saw the fierce passion in the asuras's eyes and accepted the task because he felt it was the right thing to do. (The aasimon would be furious, but Seraphistus could always offer to steal it back.) Thus, with some handy magic and careful planning, the aasimar infiltrated the citadel and purloined the wicked mace.

Seraphistus's flight from Xal Brivala did not go undetected, and he suspects that the aasimon are looking for him. The aasimar doubts that he has time enough to deliver the mace to Keliar before he is captured and questioned. Still, he would rather face the consternation of the aasimon (his escapades have placed him at odds with the celestials on many occasions) than barter with a baatezu on its own turf. The cagey aasimar has decided to pass the item to a group of sympathetic celestial adventurers, hoping that they will complete the trade and see Vembra safely returned to the Upper Planes.

The aasimar also believes that Vembra's salvation might be possible without actually relinquishing the mace, but such an endeavor would undoubtedly involve open conflict with the baatezu and require more than the skills of a talented thief.

◆ SERAPHISTUS ◆

The adventure begins when the PCs meet Seraphistus, the aasimar thief. He tries to coax the heroes into taking Malefactor to Baator and trading the artifact for Vembra's freedom. If they agree to complete the quest, he hands them the *bag of holding* containing the wicked mace. The mace has been helpfully enchanted to *plane shift* its wielder and entourage to Baator. (See the "Malefactor" sidebar).

Read or paraphrase the following when the PCs first encounter the aasimar:

You find yourselves standing on one of the great limbs of Yggdrasil, the giant ash tree that connects the various planes. Beneath your feet you can feel the rough, silvery bark, and all around your hang giant oval leaves in varying shades of deep blue. Either you misunderstood the bariaur's directions, or the haughty fellow was himself mistaken. You expected to find a portal leading to Elysium at this very spot, and yet there is none.

Fortunately, you are not alone for long. Farther along the great branch you see a lone aasimar approaching. For a time, he seems too enrapt in his own thoughts to notice you, but as he draws closer he smiles and waves in your direction. The slender aasimar quickens his pace. He springs nimbly over a scurrying beetle as large and as brightly colored as a Nidavellirian mushroom, throws his gray cloak over one shoulder, and extends a six-fingered hand in friendship, introducing himself as Seraphistus.

Seraphistus is trying to lose himself on the limbs of Yggdrasil, hoping the aasimon will have trouble locating him as he passes through portal after portal. Presently, he is as

lost as the PCs and can provide no information to help them find their way. However, short conversation with the PCs is enough to persuade Seraphistus that these are the heroes he needs to complete his task. Before long, he confides the following:

“I have taken something from the citadel of Xal Brivala on Ysgard—an evil mace crafted from Baatorian steel. The aasimon who swore an oath to guard this hateful weapon are searching for me even as we speak.”

From the folds of his modest cloak, Seraphistus draws forth an unremarkable bag of pitted gray leather. *“The mace is contained within this bag of holding. Grasping the weapon can be perilous, so one must handle it judiciously.”*

“The mace once belonged to a pit fiend named Azavistos, whom the aasimon defeated in battle. The victors brought the weapon to Xal Brivala for safekeeping. One of the pit fiend’s subordinates, a baatezu named Felgelor, has demanded that the weapon be returned to him on Baator—in exchange for the release of an asuras prisoner named Vembra Moonflame.”

“Vembra was captured by the baatezu in a brief skirmish on Ysgard. When Felgelor sent word that he would release Vembra in exchange for his master’s mace, the issue was brought before the Parliament of the Concordance. The asuras requested that the aasimon trade the mace for Vembra’s life, but the aasimon refused. The Parliament would not sanction the trade, and within days I was approached by a lone asuras named Keliar—he hired me to steal the weapon.”

“Vembra’s survival is important to Keliar, and I’m guessing that the two asuras are intimate. I was not paid to steal the mace—I wish only to see Vembra and Keliar reunited.”

“I’ve made a career stealing fiendish artifacts from the blackened fortresses of Baator, the fetid reaches of the Abyss, and yugoloth strongholds on Gehenna. If there were some way to rescue Vembra without relinquishing the mace, I would pursue it. Unfortunately, my special talent is thievery, not diplomacy. I do not negotiate well

with fiends, nor would I care to try.”

“If the aasimon retrieve the weapon now, no greater good will have come from the theft, and Vembra’s life will end in the hell of Baator. I ask that you use the mace to transport yourselves to Felgelor’s lair and free the asuras from his clutches. Give him the weapon if you must; if necessary, I will swear an oath to steal it back.”

The Warriors of Heaven accessory provides a complete description and statistics for the aasimar thief, Seraphistus.

The PCs are confronted with a difficult choice: By trading the mace for Vembra’s life, they are wilfully allowing a terrible artifact to fall into the clutches of evil. If they go against Seraphistus’s wishes and enable the aasimon to reclaim the mace, they condemn Vembra to a horrible, lingering death. For the purposes of this adventure, the best choice would be to use the mace as leverage to free Vembra, then find some way to keep the weapon out of Felgelor’s wicked talons and return it to the Upper Planes.

If asked why the aasimon don’t use the mace to send a group of high-powered celestials to Felgelor’s abode and take the asuras by force, Seraphistus replies, *“These aasimon are the purest of the pure—they would never use an evil artifact to further their own ends. More importantly, aasimon never strike so deep into Baator on a whim. Such an attack would occur only after careful deliberation and years of planning, at a cost far greater than the life of one ill-fated asuras.”*

If the PCs agree to trade Malefactor for the asuras, Seraphistus hands them the *bag of holding* and provides them with any additional information they require. He has researched the special powers of the mace (see below), and he knows that speaking the words *“Cauldra Azavistos”* while invoking the mace’s *plane shift* power transports the wielder and up to six other beings to Felgelor’s lair on Baator.

Seraphistus suspects that Felgelor is either

◆ MALEFACTOR ◆

Malefactor is a *mace +5* crafted from green Baatorian steel. The mace's head is shaped like the horned skull of a screaming cornugon, and the end of the haft is shaped like a barbed hamatula claw. It is otherwise unadorned.

The mace was designed to inflict considerable harm to the enemies of the baatezu, in particular the tanar'ri. The mace *enlarges* or *reduces* itself to suit the needs of its wielder, and the damage it inflicts varies with size: In the hand of a size S wielder, Malefactor inflicts 1d6+5 points of damage; in the hand of a size M wielder, it inflicts 2d6+5 points of damage; in the hand of a size L wielder, it inflicts 3d6+5 points of damage; and in the hand of a size H creature, it inflicts 4d6+5 points of damage. It cannot be wielded effectively by size T or size G creatures. Against creatures of chaotic evil alignment, Malefactor inflicts double damage on a natural roll of 19 or 20.

Any good-aligned creature that touches or wields Malefactor must make a magic resistance roll; if the wielder's magic resistance

fails, he or she must make a saving throw vs. spell or be *feble-minded* (as per the *feeble - mind* spell). A new saving throw is required each time the mace is touched or grasped (but not every round it is held).

Malefactor allows its wielder to use the following spell-like abilities three times per day, at will: *banishment* (by touch), *contagion* (by touch), *destruction* (by touch), *fear*, *flame strike*, *plane shift* (affects wielder and up to six other creatures), *true seeing*, *undetected lie*, *wall of fire*. PCs who utter the words "Cauldra Azavistos" while invoking the mace's *plane shift* power are transported to the rim of the volcano wherein lies the Fortress of Malevolence. (See "The Cauldron's Rim" section for details.) Once per day the wielder can cast *word of recall*.

Malefactor is sentient and communicates with its wielder via empathy. It has an Intelligence of 9 and an ego of 16. If its wielder has a combined Intelligence and Wisdom of less than 25, the mace fills the wielder's head with hideous emotions so repugnant that the wielder must drop the weapon immediately (no saving throw).

a gelugon or cornugon baatezu, but he does not know for certain. He can provide no information on the exact location or configuration of Felgelor's lair on Baator.

Once he has given Malefactor to the PCs, Seraphistus bids them farewell and departs, promising to keep the aasimon "distracted" while they carry out their mission.

Unless the PCs have the ability to *plane shift* on their own, they must either rely on the *plane shifting* power of the mace or search Yggdrasil and the Upper Planes for a portal leading to Baator—an arduous task that would undoubtedly be confounded by the aasimon who are tracking the mace using powerful magic and divinations. Even if the PCs manage to avoid an entanglement with the aasimon and find a portal to Baator, they

must still fight their way through scores of baatezu and would almost certainly perish before reaching Felgelor's fortress. Under the circumstances, the safest approach (ironically) requires using of the mace.

◆ THE CAULDRON'S RIM ◆

Malefactor's *plane shift* power transports the PCs to the rocky rim of a volcano on Phlegethos, the fourth layer of Baator. Read or paraphrase the following when the PCs arrive:

You are transported to the rim of a volcano in the heart of Baator. Rivers of orange lava have cracked the dark, rocky landscape, and conical fumaroles burst forth with molten ooze like horrible, festering sores. Peering down into the vol -

cano's cauldron, you are struck at once by the intensity of the light and the heat. Searing waves of heat and billowing clouds of sulfur rise from the bubbling inferno.

There is no sign of a fortress, but clinging to the volcano's rim about one hundred yards from your position is a hideous, 10-foot-high, claw-shaped protrusion, its talons reaching up toward the sulfurous sky.

Closer inspection reveals that this claw-shaped protrusion of volcanic rock is some kind of obelisk or pedestal. Crudely chiselled steps spiral upward from the base of the claw, allowing PCs to climb to the top with ease. Any PC who stands atop the pedestal and speaks the name "Azavistos" is instantly teleported to area 1 of the Fortress of Malevolence, which is hidden at the bottom of the volcano's fiery cauldron.

There is room enough for five medium-sized creatures, two large-sized creatures, or one huge-sized creature to stand on the claw-shaped pedestal. All are teleported to the fortress simultaneously if the command word is spoken aloud.

Guarding the pedestal is an *invisible* imp named Pzarzat. Felgelor despises this hellish rascal and has given Pzarzat the daunting task of defending the pedestal and questioning all visitors. When the PCs approach within 10 feet of the pedestal, the *invisible* imp asks them their business, his voice seeming to emanate from the pedestal itself. If the PCs say that they wish to trade Malefactor for the life of the asuras Vembra Moonflame, Pzarzat instructs one of the PCs to place the mace atop the pedestal and leave it there; once this is done, he promises that the asuras will be set free. (If the PCs seem skeptical, Pzarzat reminds them that baatezu always fulfill their end of a deal.) If the PCs comply, Pzarzat grabs the mace and uses the pedestal to teleport inside the Fortress of Malevolence. If the PCs do nothing but wait, the asuras Vembra Moonflame is soon

◆ ALTERED SPELLS ON BAATOR ◆

Much of this adventure takes place in the Fortress of Malevolence on Phlegethos, the fourth layer of Baator. Several schools of magic suffer altered effects on this plane:

Conjuration/Summoning: Such magic requires rigorous rituals, including a binding cast upon the summoned creature(s) to keep them from attacking the summoner. To check the correctness of the binding, the caster must make a successful Spellcraft proficiency check or, lacking the proficiency, an Intelligence check at -5.

Divination: Any divination spell cast on Baator has a grim tone to its result, and the news is presented in the worst possible light. Moreover, casting powerful divination spells (such as *commune*) has a 25% chance of attracting 1d4+1 baatezu (type determined by the DM) to the diviner. The fiends show up in 2d4 turns.

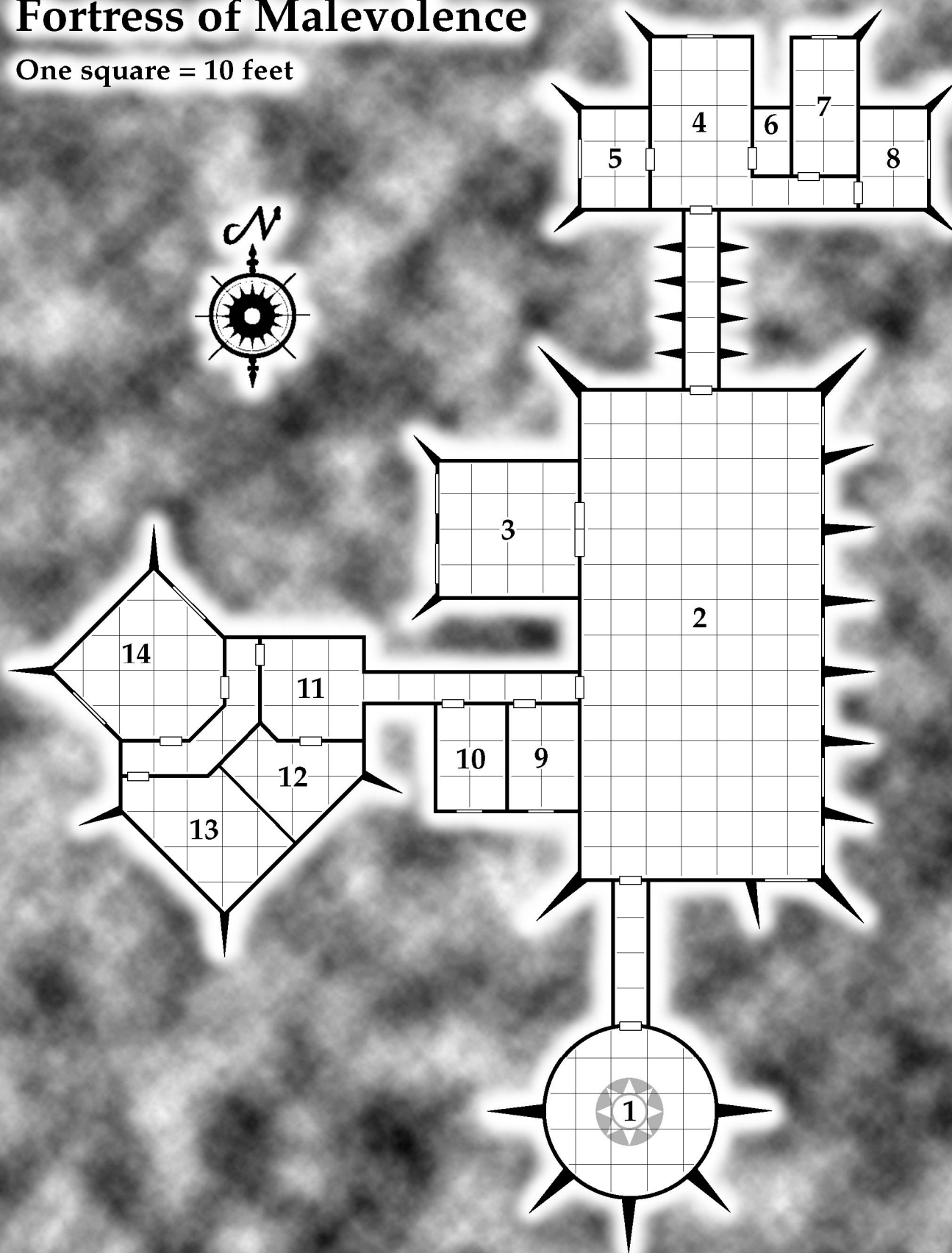
Necromancy: Necromantic spells that grant life or healing perform badly on Baator. Those who cast these spells must make a successful saving throw vs. spell to see if the magic succeeds; otherwise, the magic fails and the spell is wasted. Necromantic spells that cause damage or pain or control the undead perform as if the caster were one level higher.

Wild Magic: All wild mages are reduced by five levels on Phlegethos. This affects only the mage's spellcasting ability; hit points, proficiencies, and other traits are not reduced.

Elemental: Phlegethos's fiery nature makes it extremely difficult to cast water-based spells. Anyone casting a water-based spell must make a successful saving throw vs. spell; a failed roll indicates that the magic has failed, and the spell is lost. On the other hand, fire-based magic is enhanced on Phlegethos; mages using fire-based magic cast such spells as if they were three levels higher.

Fortress of Malevolence

One square = 10 feet



released into their custody, as per Felgelor's arrangement. She appears atop the pedestal 5 rounds after the imp vanishes.

The *Warriors of Heaven* accessory provides a complete description and statistics for Vembra Moonflame. She is disoriented and wounded from her battle with the baatezu on Ysgard, but otherwise she is unharmed. (She has 17 hit points remaining.)

If the PCs relinquish the mace, they must escape from Baator on their own. Felgelor gives the PCs a five-minute head start before sending the barbazu T'Chang and a pack of nine spinagons to destroy them. (With the deal concluded, he sees no reason to tolerate the celestial interlopers.)

If the PCs refuse to part with the mace, Pzarzat tries to determine which of the PCs has the weapon and uses his *suggestion* spell to compel the character to place the weapon atop the pedestal. If Pzarzat's *suggestion* spell fails, the imp sees no recourse but to allow the PCs to enter the Fortress of Malevolence and negotiate with Felgelor face-to-face. The imp provides the PCs with the method and command word for entering the Fortress of Malevolence. If the PCs try to interrogate Pzarzat further, the imp flees, staying clear of the fortress, Felgelor, and the PCs.

Pzarzat (imp): AC 2; MV 6, fly 18 (A); HD 2+2; hp 11; THAC0 19; #AT 1; Dmg 1d4; SA poison sting (save or die); SD spell-like abilities; harmed only by silver or magical weapons; immune to cold, fire, and electricity; resists all other attacks as a 7-HD monster; regenerates 1 hp/round; MR 25%; SZ T (2' tall); ML average (9); INT average (10); AL LE; XP 1,400.

Spell-like abilities (usable once/round, at will): *detect good*, *detect magic*, *invisibility*, *polymorph self* (into a bat or goat). The imp can cast *suggestion* once/day.

◆ FORTRESS OF MALEVOLENCE ◆

Once the abode of the dread pit fiend Azavistos, the Fortress of Malevolence now

serves as Felgelor's domicile. The gelugon has a small but loyal cadre of baatezu allies, including the vicious barbazu T'chang, the sly hamatula Yyktarr, and the scheming abishai Belevius, who serves as the fortress's majordomo. The remaining inhabitants (lemures, spinagons, tieflings, and hobgoblins) are considered expendable.

The fortress lies at the bottom of the volcano's cauldron, completely submersed in searing lava. Powerful magic keeps the fortress intact, and the interior is frightfully cold. (Spawned in the frigid wastes of Caina, Baator's eighth layer, Felgelor loathes warmth and has adjusted the temperature of the fortress to suit his own tastes.) *Glassteel* spells have been cast on the windows, and chambers without windows are illuminated by hellish-red *continual light* spells.

The fortress walls are made of smoothly polished volcanic rock streaked with the blood of Azavistos's vanquished foes. Anyone gazing at a wall for more than a single round sees tortured faces forming in the glassy surface and must make a saving throw vs. spell or cower in fear for 2d4 rounds. Creatures immune to fear are merely disturbed by the images.

All doors in the Fortress of Malevolence are made of iron shaped into diabolical visages. They are opened with heavy iron pull-rings embedded in the nostrils of these hideous faces. Door always open into rooms, not hallways; doors that connect two chambers always open into the larger chamber.

1. Teleportation Chamber. This 50'-diameter chamber is conical, its apex rising to a height of 60 feet. Evenly spaced along the black stone walls 10 feet off the floor are four *continual light* spells. A star-shaped pattern has been neatly chiselled into the black floor, and dried blood fills the grooves. The room is uncomfortably cold—a shocking change from the volcano's rim.

PCs *teleported* to this chamber from the

volcano's rim appear in the middle of the star-shaped mosaic. PCs may return to the claw-shaped pedestal by standing inside this circle and speaking the command words "Cauldra Phlegethos." All of the fortress's occupants (including the imp Pzarzat) know these command words.

The door in the north wall pulls open to reveal a 40'-long, arched corridor illuminated by a single *continual light* spell. Like this room, the corridor is unnaturally cold. An identical door at the end of the corridor opens into area 2.

2. Cold Reception Hall. Read or paraphrase the following when the PCs enter this room:

A cold fog shrouds the floor of this immense chamber. Moving sluggishly in the fog are countless indistinguishable shapes that seem vaguely humanoid. The shapes recoil in your presence, moaning and howling as they withdraw.

The walls are adorned with hideous frescoes depicting creatures in torment, and encircling the room is a 40'-high stone ledge lined with scowling gargoyles. Hanging from the arched, 60'-high ceiling are three massive iron chains, suspended from which are three iron wheels adorned with spikes and dangling with icicles.

Everything is bathed in bright orange light pouring through eight gigantic panes of glass. Beyond these 30'-tall windows, you can see nothing but curtains of churning lava.

The "iron wheels" hanging from the ceiling resemble chandeliers, but they are mere ornaments. The chains supporting them can each withstand 50 points of damage; cutting a chain causes the 12'-diameter wheel to fall, inflicting 4d8 points of damage to anyone beneath and alerting the entire fortress.

The creatures moving through the cold fog are lemure baatezu. These loathsome creatures shun the PCs and do not attack them under any circumstances. PCs attempting to cross the hall must wade through the foul ichor trails

left behind by the hideous hellspawn.

Hiding among the gargoyles along the west wall are nine spinagon baatezu. They use their *change self* ability to give their flesh a stony texture, thus concealing their presence. They remain perfectly still until commanded to attack. When so commanded, they begin hurling gouts of flame at the PCs (using their *produce flame* ability). If this attack proves ineffective, they swoop down and bombard their enemies with flaming spikes. The spinagons instinctively fear celestial PCs and prefer ranged attacks to melee combat, resorting to the latter only when cornered or desperate.

The fortress's majordomo, Belevius, stands in the middle of the hall. The abishai has used his *change self* ability to assume the form of a lemure baatezu, hiding perfectly among the other lemures. When the PCs enter the room, Belevius uses his *advanced illusion* ability to create an illusion of the 12'-tall gelugon, Felgelor, and the asuras Vembra Moonflame. Vembra appears at Felgelor's side, bound in iron chains. The illusory gelugon commands the PCs to "surrender the mace" to one of the lemures, at which time he vows to release Vembra into their custody. The lemure is actually Belevius, and once he has Malefactor, he *teleports* to area 14. Once Belevius is gone, the *advanced illusion* of Felgelor and Vembra vanishes.

If Belevius's ruse fails and the PCs refuse to surrender the mace to "Felgelor," the abishai uses its *suggestion* spell to coax a PC into relinquishing the mace. If this tactic fails and Belevius has not been harmed, the abishai assumes his true form and agrees to escort the PCs to Felgelor (in area 3). If the PCs attack Belevius or refuse to accompany him, he *teleports* to area 14 without another word.

Belevius (black abishai): AC 5; MV 9, fly 12 (C); HD 4+1; hp 19; THAC0 17; #AT 3; Dmg 1d4/1d4/1d4+1; SA poison, dive; SD

+1 or better weapons to hit, regeneration; suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 30%; SZ L (8' tall); ML average (9); AL LE; XP 7,000.

Spell-like abilities: *advanced illusion, animate dead, change self, charm person, command, infravision, know alignment (always active), produce flame, pyrotechnics, scare, suggestion, teleport without error.* Once per day, an abishai can gate in 2–12 lemures (60% chance of success) or 1–3 abishai (30% chance of success).

Spinagons (9): AC 4; MV 6, fly 18 (C); HD 3+3; hp 15 each; THAC0 17; #AT 3; Dmg 1d4/1d4/by weapon type (1d6 with short-sword); SA flame spikes; SD suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 15%; SZ S (3' tall); ML average (8); INT average (10); AL LE; XP 3,000.

Spell-like abilities: *affect normal fires, change self, command, produce flame, scare, stinking cloud.* Once per day, a spinagon can attempt to gate in 1–3 additional spinagons (35% chance of success).

Special Abilities: SA—In combat, a spinagon can launch up to twelve of its spikes as projectiles while in flight, two per round. The spikes burst into flame when launched, causing flammable materials to ignite on contact. For purposes of range and damage, treat the spinagon's spikes as darts. A spinagon can hurl itself at a target and wound it with 1d4 spikes (1d3 points of damage each), but the spinagon cannot otherwise attack that round.

Lemures (120): AC 7; MV 3; HD 2; hp 8 each; THAC0 19; #AT 1; Dmg 1–3; SD immune to mind-affecting spells, regenerate 1 hp/round; suffer half damage from cold-based attacks; impervious to fire and poison; SZ M (5' tall); ML unsteady (6); INT semi (3); AL LE; XP 120.

3. Audience Chamber. Read or paraphrase

the following when the PCs enter:

The double doors pull open to reveal a 40' square room. Positioned in each corner is a iron brazier set in a claw-shaped tripod of black marble. Clouds of dry ice billow forth from each brazier, coalescing on the floor. A pair of 30'-high, arched windows allow light from the volcano's lava cauldron to enter this otherwise dreary room.

Between the two windows stands a 15'-tall dais of red stone carved to resemble a pile of demonic skulls. Iron spikes, cruel blades, and broken weapons have been embedded in the stone. Resting atop the dais is a massive iron throne with spiked armrests. Protruding from each armrest is a 9'-tall iron spear. Seated in the throne is a 12'-tall, insectlike creature with sharp claws and mandibles. Its white carapace and black, multifaceted eyes glow bright orange in the lava light.

The two iron spears affixed to the throne can be hurled by a size L or H creature. Each spear inflicts 2d6 points of damage, and those struck by a spear must make a saving throw vs. paralyzation or be slowed for 2d4 rounds by numbing cold. These weapons are favored by the gelugon.

Felgelor greets the PCs in his raspy voice. Whether or not the PCs still have the mace in their custody, Felgelor plans to honor his end of the agreement and surrender Vembra. He is lawful evil, after all, and an agreement is an agreement. After introducing himself and welcoming the PCs to his abode, the gelugon instructs the heroes to accompany Belevius to the "mirror room." Felgelor then teleports to area 14 and awaits the PCs' arrival. If Belevius has been slain, Felgelor sends T'Chang to escort the PCs to area 14 in his place. Felgelor knows that the good-aligned PCs, having come this far, won't leave without Vembra. If the PCs demand that Vembra be brought to them, Felgelor pretends to be incensed by their brazen demand and tells them to abide by his arrangements or leave.

Felgelor (gelugon): AC -3; MV 15; HD 11; hp 55; THAC0 9; #AT 4; Dmg 1d4+4/1d4+4/2d4+4/3d4+4 (includes Strength bonus); SA tail freeze (save vs. paralysis or be paralyzed with *slowed* for 2d4 rounds), fear (10' radius; save vs. rod or flee in panic for 1d6 rounds); SD regenerates 2 hp/round; +2 or better weapons to hit; suffers half damage from fire-based attacks; impervious to cold and poison; spell-like abilities; MR 50%; SZ H (12' tall); ML champion (15); INT genius (17); AL LE; XP 19,000.

Spell-like abilities (once per round, at will): *advanced illusion*, *animate dead*, *charm person*, *detect invisibility* (always active), *detect magic*, *infravision*, *fly*, *know alignment* (always active), *polymorph self*, *suggestion*, *teleport without error*, *wall of ice*. Once per day, the gelugon can attempt to *gate in* 2–12 barbazu (50% chance of success).

4. Banquet Hall. This chamber is dominated by a large dining table carved from volcanic rock and covered with a bed of ash. The corners of the table and the backrests of the thirty-two chairs surrounding the table are carved with devilish visages and flames.

Trapped in small iron cages hanging from the ceiling near the walls are eight manes tanar'ri. These hideous creatures scream in anguish whenever someone enters the room. They beg for release from the baatezu's torment but attack any celestial PC who foolishly grants their request. There is one manes per cage, eight cages total. The locks on the cages are of superior quality, imposing a -15% penalty to Open Locks rolls. Each lock has AC 5 and can withstand 15 points of damage.

Manes (8): AC 8; MV 6; HD 1; hp 5 each; THAC0 20; #AT 3; Dmg 1d2/1d2/1d4; SA acidic vapor; SD immune to mind-affecting spells; MR 10%; SZ S (3' tall); ML average (10); INT semi (2); AL CE; XP 975.

Special Abilities: Anyone within 10 feet of a manes when it dies must make a saving throw vs. poison or sustain 1d6 points of damage from the acidic vapor.

5. Kitchen. This hellish kitchen is cluttered with all manner of pots and utensils. Most of the cooking implements are fashioned from iron, although much of the crockery is fashioned from bronze. A skinned rutterkin tanar'ri lies draped over one table, his innards gushing foul liquids onto the floor amid the remains of several unidentifiable beasts. Splayed out on another table are three dead larvae, which Felgelor considers a delicacy.

Six tieflings (three males and three females, all 2nd-level fighters) are preparing meals here. They have ready access to knives of various shapes and sizes, the longest of which inflict damage as shortswords. Two of the tieflings are slicing a larva, another two are removing choice cuts of rutterkin flesh, and the last two are standing over a fuming cauldron of vargouille soup.

The tieflings attack celestial PCs on sight unless the PCs are accompanied by one or more of the fortress's inhabitants. If two of the tieflings are slain or incapacitated, the others must make a Morale check or flee, using their innate *darkness 15' radius* spell to hide their escape.

Tieflings (6): AC 10; MV 12; F2; hp 16 each; THAC0 19; #AT 1; Dmg by weapon type +1 (16 Strength); SA poisoned weapons, cast *darkness 15' radius* once/day; SD 60' infravision; half damage from cold-based attacks; +2 bonus to saving throws vs. fire, electricity, and poison; SZ M (6' tall); ML steady (11); INT very (12); AL LE; XP 270.

6. Privy. This area contains only two items of interest: a wash basin (a large brass bowl set atop a claw-shaped, wrought-iron pedestal) and a waste chute (a wrought-iron chair with

a *bag of devouring* fastened beneath it). This room is mostly used by the tieflings and infrequent guests.

7. Tieflings' Quarters. This rectangular chamber contains four large, iron-framed beds adorned with spikes, horns, blades, and other protrusions. The mattresses are made of sewn tanar'ri skin stuffed with writhing black maggots. At the foot of each bed is an unlocked iron chest (3' × 2' × 2') containing a full suit of tiefling *platemail* +1 (AC 2), a double-bladed staff (see below), a hand crossbow, 2d6 hand crossbow bolts, and 1d4 vials of black Type O poison (each vial containing 1d6 applications).

The double-bladed staff is a 7'-long, collapsible metal staff with a shortsword blade mounted at each end. The blades are made of Baatorian steel and inflict 1d6 points of damage each (plus Strength modifiers). The wielder may attack with both ends of the staff in a single round. The double-bladed staff has a Speed Factor rating of 7 and weighs 15 lbs. When fully collapsed, the weapon's length is slightly more than 2 feet.

The occupants of this room are normally encountered in area 5. If a general alarm is sounded, they rush back to this room, don their armor, and grab their weapons. It takes 3 rounds to don the armor and another round to gather their weapons.

8. Majordomo's Quarters. This room is set aside for Felgelor's most loyal servant, Belevius. In addition to looking after guests and preserving order, the abishai commands the various "lesser" denizens of the fortress: the lemures, spinagons, tieflings, and hobgoblins.

The abishai requires few "creature comforts," so this room contains nothing more than prized trophies. Chained to the wall across from the window, basking in the hellish light of the volcano's lava cauldron, are the emaciated corpses of three human

adventurers (a fighter, a wizard, and a cleric) who dared enter the Fortress of Malevolence without invitation. Belevius has gathered their equipment inside an unlocked iron chest with clawed feet that rests against the wall beneath the window. The iron chest weighs almost 500 lbs, and its lid is shaped like a large, toothed maw. Anyone opening the chest activates a trap, causing the lid to snap shut after 2 rounds. Anyone still poking around inside the chest who fails a saving throw vs. paralyzation (modified by his or her Dexterity Reaction Adjustment) suffers 2d6 points of damage as the lid slams down. The trap may be detected and deactivated normally by a thief. A *hold portal* spell also prevents the lid from closing. Inside the chest are the following items: a severed vrock's talon, a suit of human-sized *splint mail* +1 (+0 on Baator) a suit of human-sized *chainmail* +3 (+2 on Baator), a pair of *bracers of defense* AC 2, a *wand of lightning* (14 charges), a holy symbol of Pelor, a *mace of disruption* +4 (+3 on Baator), a finely-made (but nonmagical and unstrung) shortbow, a quiver containing seven *arrows* +2 (+1 on Baator) and an *arrow of slaying baatezu*, *gauntlets of ogre power*, a *horn of goodness/evil*, a *ring of fire resistance*, and a *cubic gate* (leading to Baator, the Prime Material Plane, Mount Celestia, Carceri, Arcadia, and Ysgard). All items save the vrock's talon were fashioned on the Prime Material Plane.

9. Guest Room. Felgelor rarely entertains guests, but his predecessor Azavistos was notorious for making deals and pacts with other evil-minded individuals, and often he would invite them to the Fortress of Malevolence for dinner. This room was set aside for such company.

The room has a single window and contains a pair of large, iron-framed beds with a mattress made of sewn tanar'ri skin stuffed with crawling black maggots. Mounted above each bed are two crossed glaives,

while at the foot of each bed is an iron trunk with a lid shaped in the likeness of a smiling cornugon baatezu. The lid springs open when the cornugon's tongue is depressed. Both trunks are currently empty.

10. Guest Room. This room is identical to area 9 in all respects, except that scattered upon the floor are bits of food and clothing. This area is currently being used by the hobgoblins in area 11. PCs searching the room find some worthless trinkets and personal effects, but nothing valuable.

11. Guard Post. Standing guard in this otherwise featureless room are six hobgoblins. The hobgoblins stumbled upon a one-way portal to Baator while exploring a cavern near their lair on the Prime Material Plane. Their band was originally much larger, but the other hobgoblins were slain in a skirmish with an osyluth baatezu; the six survivors were "rescued" by the hamatula Yyktarr and brought to Felgelor, who admired their vile attitudes enough to spare their lives. They have seen what Felgelor does to his enemies, so they are inclined to serve the gelugon in any capacity.

The hobgoblins have been instructed to attack anyone trying to pass through this room who is not accompanied by Felgelor, Belevius, Yyktarr, or T'Chang.

Hobgoblins (6): AC 3; MV 9; HD 1+1; hp 8 each; THAC0 19; #AT 1; Dmg by weapon type; SZ M (6' tall); ML champion (16); INT average (9); AL LE; XP 65; platemail, halberd, footman's flail.

12. T'Chang's Room. Felgelor's unruly barbazu henchman claims this room as his own. The barbazu spends his idle time practicing combat maneuvers with his glaive.

Strewn about the room are the rotting corpses of three humans, one hordling, and two mezzoloths, as well as several more

corpses that have been hacked to tiny pieces.

When T'Chang wishes to practice, he uses his *animate dead* ability to *animate* the corpses, letting them shamble about and "attack" him while he parries and strikes at them with his glaive. When he runs out of bodies, he offers to gather information on the Blood War for Felgelor and collects a few new cadavers in the process.

If T'Chang is commanded to destroy the PCs and feels he needs reinforcements, he *animates* these remains and commands the zombies to attack once the PCs are in sight.

Among the strewn corpses the PCs can find several battered weapons and shields. Among these worthless items is a spiked *shield +3* (+2 on Baator) forged on the Prime Material Plane. The shield bears a symbol of the sun and once belonged to a priest of Pelor whose remains adorn Belevius's quarters (area 8).

Human zombies (3): AC 8; MV 6; HD 2; hp 6 each; THAC0 19; #AT 1; Dmg 1d8; SD immune to cold, poison, *sleep*, *charm*, *hold*, *fear*, and paralysis; SW always attack last in a round; SZ M (6' tall); ML special; INT non-(0); AL N; XP 65.

Hordling zombie: AC 6; MV 9; HD 6; hp 29; THAC0 15; #AT 1; Dmg 4d4; SD as above; SZ L (8' tall); ML special; INT non-(0); AL N; XP 650.

Mezzoloth zombies (2): AC 3; MV 9; HD 6; hp 23 each; THAC0 15; #AT 2; Dmg 2d6/2d6; SD as above; SZ M (7' tall); ML special; INT non-(0); AL N; XP 650.

13. Yyktarr's Room. This room belongs to Felgelor's cautious hamatula advisor, Yyktarr. The room is illuminated by a single *continual light* spell cast on the ceiling.

Yyktarr wants Felgelor to succeed in his bid to become a pit fiend and remain at Felgelor's side as his closest advisor. To that end, Yyktarr is willing to take uncharacteristic risks to secure Malefactor for his dark

liege. Normally the hamatula avoids combat on Baator, since baatezu slain on Baator are forever destroyed.

Suspended from the ceiling of Yyktarr's room are the half-frozen remains of a young black dragon killed on Avernus, Baator's first layer. The dragon is held aloft by nine chains ending in sharp hooks, which are deeply embedded in the drake's flesh. The unnatural coldness of the fortress has kept the dragon from decomposing too quickly.

Positioned beneath the dragon is a 4'-tall black pedestal carved to resemble three erinyes. Nestled in the curvature formed by their outstretched wings is a stone basin filled with acid. The acid was extracted from the black dragon, and the hamatula plans to use the acid in some sort of devious weapon. There is enough acid in the basin for ten splashes, each inflicting 4d4 points of damage to creatures harmed by acid.

Although the room appears unoccupied, this is not so. Yyktarr's pet hellcat lurks in the northeast corner of the room. Under any sort of illumination, the hellcat is nearly invisible (although it can be seen by PCs who can *detect invisibility*). In complete darkness, the great cat's glowing outline can be seen quite clearly. The hellcat pounces once the PCs enter the room, choosing the weakest-looking PC as its prey.

Bezekira (hellcat): AC 6; MV 15; HD 7+2; hp 30; THAC0 13; #AT 3; Dmg 1d4+1/1d4+1/2d6; SD immune to mind-controlling spells; only harmed by magical weapons (and see below); MR 20%; SZ L (7' long); ML elite (13); INT average (9); AL LE; XP 5,000.

Special Abilities: SD—Although the hellcat can be harmed by any magical weapon, the weapon's bonus does not apply to damage; thus, a *longsword* +2 inflicts 1d12 points of damage, not 1d12+2 points.

14. Felgelor's Chamber. Read or paraphrase

the following when the PCs enter this room:

Although the decor and motifs suggest otherwise, this room appears designed for comfort. A pair of large chairs face the door, and stretched over their spiked iron frames are black, scaly hides lined with barbs and horns. Seated in each chair is a fiend: The one on the left has pointed ears, a snaky beard, and a wicked glaive clutched in one clawed hand. The fiend on the right has barbs covering every inch of his red, scaly hide, and he is drinking from a large, bronze goblet.

The chairs stand in the middle of the floor. Between them is a triangular table of red crystal, its legs carved to resemble imps or mephits. Resting atop the table is a bronze decanter and three more bronze goblets.

The most prominent feature of the room can be seen behind the two chairs: A 20'-high, 15'-wide fresco of a pit fiend's scowling face has been carved into the far wall. Set into the eyes of the infernal fresco are a pair of flickering red crystals.

Standing on either side of the fresco, illuminated by the nearest window, is a hideous iron brazier, while splayed out on the floor in front of the fresco is the scaly hide of some unrecognizable beast. Reclining comfortably on this rug is a stunning, scantily clad woman with golden hair and beautiful, white-feathered wings. She smiles warmly.

If the PCs are escorted here by Belevius, the abishai sees them into the room before returning to area 2.

The two figures seated in the chairs are the barbazu T'Chang and the hamatula Yyktarr. The deva is actually Felgelor in *polymorphed* form; the gelugon has chosen this form partly for his own amusement and partly to unsettle his celestial guests.

The scaly hide covering the floor belonged to some Abyssal creature slain by the pit fiend Azavistos eons ago. The scaly hides covering the chairs once belonged to a pair of balor tanar'ri.

The bronze decanter contains devilwine, a

◆ PRISONERS OF THE MIRROR ◆

Felgelor's *mirror of life trapping* (see area 14) contains seven prisoners, each of whom is briefly detailed below:

Cell #1: Vargouille: AC 8; MV fly 12 (B); HD 1+1; hp 6; THAC0 19; #AT 1; Dmg 1d4; SA poison, paralyzing fear, kiss; SD 120' infravision; SZ S (3' wingspan); ML average (10); INT low (5); AL NE; XP 650. See the *PLANESCAPE® MONSTROUS COMPENDIUM® Appendix* for a full description. The creature attacks anything it sees.

Cell #4: Celiskus Graystaff, human male W15: AC 3; MV 12; W15; hp 45; THAC0 16; #AT 1; Dmg by weapon or spell; Str 8, Dex 16, Con 11, Int 17, Wis 9, Cha 12; ML average (9); AL CN; XP 10,000; *bracers of defense AC 5, wand of paralyzation (44 charges), ring of wizardry (doubles the wearer's 4th-level spells), dagger +2.*

Spells by level: 5/5/5/10/5/2/1.

This chaotic, fiend-hating wizard packs plenty of offensive spells and tries to inflict as much damage to the baatezu as possible before *teleporting* away.

Cell #7: Sardûl the Duskborn (cambion major): AC 2; MV 15; HD 4; hp 25; THAC0 17 (16 including Strength bonus); #AT 2; Dmg by weapon type +3 (18/09 Strength); SA spell-like abilities; SD thief abilities, spell-like abilities, never surprised; MR 30%; SZ M (6' tall); ML elite (14); INT very (12); AL CE; XP 4,000; *longsword +3 (+0 on Baator), platemail +2 (+0 on Baator), shield +1 (+0 on Baator).*

Sardûl helps the baatezu fight the hated celestials; if the PCs are defeated or driven off, he turns on the baatezu and fights to the death.

Cell #8: Chellvarch (osyluth): AC 3; MV 12; HD 5; hp 22; THAC0 15; #AT 4; Dmg 1d4/1d4/1d8/3d4; SA fear, poison; SD +1 or better weapons to hit; spell-like abilities; MR 30%; SZ L (9' tall); ML steady (12); INT very (11); AL LE; XP 7,000.

Chellvarch was incarcerated by Azavistos for disobedience. Once released, he seeks to redeem himself in Felgelor's eyes by helping the gelugon any way he can.

Cell #10: Phylbar Sunstrider, human male Pal9: AC 1 (-1 with *boots of speed*); MV 12; hp 78; THAC0 12 (11 with Strength bonus); #AT 3/2; Dmg by weapon type +1 (17 Strength); SD lay on hands (18 hp/day), immune to disease, aura of protection, *cure disease* twice/week, turn undead and fiends as a 6th-level priest, detect evil intent (60' radius); Str 17, Dex 10, Con 16, Int 11, Wis 16, Cha 17; ML fanatic (18); AL LG; *platemail +2 (+1 in Baator), shield +2 (+1 in Baator), longsword +2, +4 vs. baatezu (named "Lightstroke"), boots of speed.*

Phylbar is a champion of good and does his utmost to help the PCs complete their quest, sacrificing himself if necessary.

Cell #13: Talicen, tiefling female F4/W3: AC 8 (6 with *cloak of the bat*); MV 12; hp 18; THAC0 17; #AT 1; Dmg by weapon or spell; SA cast *darkness 15' radius* once/day; SD 60' infravision; half damage from cold-based attacks; +2 bonus to saving throws vs. fire, electricity, and poison; Str 14, Dex 16, Con 13, Int 15, Wis 8, Cha 15; ML elite (13); AL N(E); *cloak of the bat, rod of terror (9 charges), slippers of spider climbing, potion of invulnerability, scroll of protection from magic.*

Spells by level: 2/1.

Talicen was once Azavistos's concubine, but she displeased him in some fashion and was trapped in the *mirror*. She has had time to reflect on her evil deeds and now wishes to undo all of the terrible damage she has wrought and "turn over a new leaf." Thus, she is willing to help the PCs complete their task, if only to irk the baatezu.

Cell #15: Vembra Moonflame. The asuras's statistics are given in the *Warriors of Heaven* accessory. She fights alongside the PCs, if necessary, to escape Baator.

foul substance poisonous to all save baatezu. (Non-baatezu who drink the foul-smelling ichor must save vs. poison or die instantly.)

Hidden within the pit fiend fresco is Felgelor's *mirror of life trapping*, which is permanently affixed to the wall. When the command word "Karalnak" is spoken aloud, the fresco's mouth opens, revealing the 9' tall, 3' wide oval *mirror*. Speaking the command word again closes the fresco's mouth and conceals the *mirror*.

Felgelor waits until the PCs approach the middle of the room before revealing the hidden *mirror*. Any PC standing within 30 feet of the *mirror* who gazes into its surface must make a successful saving throw vs. spell or be sucked through the surface of the *mirror* into a cell. PCs who actively avoid looking at the *mirror* receive a +4 bonus to their saving throw but suffer a -2 penalty to attack rolls for the round. Automatons and nonliving creatures cannot be drawn into the *mirror*; this includes qesar PCs.

The *mirror* has a *glassteel* spell protecting it from physical harm. It is treated as AC 1 with 100 hit points. A *shatter* spell cast on the mirror inflicts 2d6 points of damage. Felgelor and his minions attack any PCs who seek to damage the *mirror*.

Felgelor happily releases any PCs who are "accidentally" trapped inside the *mirror*, but only if the remaining PCs agree to some terms. Felgelor might require them to perform a small quest on his behalf or surrender some item of value, or he might agree to release one PC in exchange for another's eternal servitude. (He could always use a trustworthy qesar manservant!) If the PCs still have Malefactor in their possession, they can bargain for a comrade's release without relenting to any new demands, although Felgelor accuses them of adding provisions to the "deal" and might add a few "provisions" of his own—such as a sworn oath from the PCs never to oppose him in the future. (For details on celestial oaths, see the

Warriors of Heaven accessory.)

The *mirror* contains sixteen extradimensional compartments, each with its own command word for releasing the individual or creature trapped within. These command words can be learned by casting a *legend lore* spell. They are also engraved on the brass rim of the *mirror* in a language that requires a *comprehend languages* spell to decipher. Including Vembra Moonflame, the *mirror of life trapping* contains seven prisoners. The other six prisoners are detailed in the "Prisoners of the Mirror" sidebar.

Once Felgelor has Malefactor in his possession, he speaks a command word ("Sharazal") that releases Vembra from her magical cell. The asuras materializes in front of the *mirror*, sporting wounds from the earlier battle with Felgelor's forces. (She has 17 hit points remaining.) Vembra Moonflame's statistics, background, and other pertinent information are presented in the *Warriors of Heaven* accessory.

Once Vembra has been released into the PCs' custody, Felgelor orders the PCs to leave his fortress at once, giving them the command words for the teleporter in area 1. Once the deal is concluded and the PCs have left the fortress, he sends T'Chang and the spinagons in area 2 after them. (If the PCs seem particularly powerful, T'Chang animates the corpses in area 12 before setting out to hunt the PCs, creating three normal zombies and three monster zombies. See area 12 for details.)

Felgelor is arrogant and overconfident. He does not believe that celestials possess the ability to deceive and is therefore not expecting deception from the PCs. The characters might use this to their advantage. For instance, they could use a *phantasmal force* or similar spell to create an illusory version of Malefactor, place it in Seraphistus's *bag of holding*, and hand the *bag* to Felgelor. Believing he has the mace, he releases Vembra from her prison. (Only after the PCs depart does he

reach into the *bag* and find nothing there!)

Felgelor also expects that the PCs would never resort to using the powers of the mace against him. If the PCs use the *destruction* power of the mace against Felgelor, they can strike fear into the other baatezu and demand Vembra's release "or else." (Of course, any celestial PC who relies on the evil powers of the mace might have a lot to answer for once the mission is over!)

If a battle erupts in this room, the PCs must not only face the gelugon but his two henchmen as well. (The PCs must also contend with reinforcements from the fortress, as well as any *gated* fiends.) Neither T'Chang nor Yyktarr attack until commanded by Felgelor. If the PCs destroy or otherwise defeat Felgelor, Yyktarr ceases fighting and agrees to let the PCs leave the fortress unharmed. The bloodthirsty barbazu does the same only if he fails a Morale check.

Felgelor (gelugon): AC -3; MV 15; HD 11; hp 53; THAC0 9; #AT 4; Dmg 1d4+4/1d4+4/2d4+4/3d4+4 (includes Strength bonus); SA tail freeze (save vs. paralysis or be paralyzed with *slowed* for 2d4 rounds), fear (10' radius; save vs. rod or flee in panic for 1d6 rounds); SD regenerates 2 hp/round; +2 or better weapons to hit; suffers half damage from fire-based attacks; impervious to cold and poison; spell-like abilities; MR 50%; SZ H (12' tall); ML champion (15); INT genius (17); AL LE; XP 19,000.

Spell-like abilities: *advanced illusion, animate dead, charm person, detect invisibility* (always active), *detect magic, infravision, fly, know alignment* (always active), *polymorph self, suggestion, teleport without error, wall of ice*. Once per day, the gelugon can attempt to *gate* in 2-12 barbazu (50% chance of success).

T'chang (barbazu): AC 3; MV 15; HD 6+6; hp 34; THAC0 13; #AT 3 or 1 (weapon); Dmg 1d2/1d2/1d8 or 2d6 (glaive); SA glaive (wound bleeds for 2 hp/round until wound is bound or victim dies); SD +1 or better

weapons to hit; suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 30%; SZ M (6' tall); ML steady (12); INT low (7); AL LE; XP 6,000.

Spell-like abilities: *advanced illusion, affect normal fires, animate dead, charm person, command, fear (by touch), infravision, know alignment* (always active), *produce flame, suggestion, teleport without error*. Once per day, the barbazu can attempt to *gate* in 2-12 abishai (50% chance of success) or 1-6 additional barbazu (35% chance of success).

Yyktarr (hamatula): AC 1; MV 12; HD 7; hp 28; THAC0 13; #AT 3; Dmg 2d4/2d4/3d4; SA first strike causes *fear* (victim must save vs. rod or flee in panic for 1-6 rounds), hug (if both claws hit a single opponent, hug inflicts an additional 2d4 points of damage); SD +1 or better weapons to hit; suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 30%; SZ M (7' tall); ML fearless (19); INT very (11); AL LE; XP 6,000.

Spell-like abilities: *advanced illusion, affect normal fires, animate dead, charm person, hold person, infravision, know alignment* (always active), *produce flame, pyrotechnics, suggestion, teleport without error*. Once per day, the hamatula can attempt to *gate* in either 2-12 abishai (50% chance of success) or 1-4 hamatula (35% chance of success).

◆ C O N C L U S I O N ◆

Once the PCs free Vembra from the Fortress of Malevolence, they must leave Baator using whatever magic they have at their disposal. If they possess Malefactor, they can use its *plane shift* power to return to the Upper Planes. However, only seven creatures (including the wielder) can be *plane shifted* at once. This might be problematic if the PCs successfully freed other prisoners from the *mirror of life trapping*. If the PCs recover the *cubic gate* in area 8, they'll have another magical item capable of transporting

them to the Upper Planes.

If the PCs kept Malefactor out of baatezu hands, the DM may arrange to have them return the artifact to Xal Brivala or simply have the aasimon show up to reclaim it.

For rescuing Vembra and returning her safely to the Upper Planes, each PC should receive 10,000–15,000 XP. For returning Malefactor to the aasimon, the PCs should each receive a 6,000 XP bonus, minus 500 XP for each time a PC used the item.