

Chapter VII– Hearts on fire

Synopsis.....	3
A dance with a devil	3
Preparation	3
The Summoning	4
Bartering with Keeleni	4
Answers at last	5
Getting to Avernus.....	5
Avernus.....	7
The Shelves of Despond	7
The road to Erebus	7
The Citadel of Erebus.....	9
1. The Weary Traveler.....	11
2. The Eyrie of Mammon	12
The lair of Daktaralisk	16
1. Camp site.....	16
2. The chute.....	16
3. The dragon's lair	16
Aftermath	18

The atmosphere amongst the crowd was reaching a frenzied peak. A poet might describe it as a brushfire whipped up by the wind into a hellish hurricane. The object of their hatred was a bound woman of unearthly beauty, kneeling on a raised wooden platform. Her wings had been seared down to grizzly black and bloodied stumps.

The crowd switched from hurling insults to offal and stones, wrenched from the cobbles of the square. Luckily those last projectiles were too heavy and fell short, past the line of nervous guardsmen.

To the side the black-hooded executioner was shaking his head, trading harsh words with the town's officials. It was unlucky to kill a devil. Everyone knew this.

A man pushed through the crowd. When he reached the guardsmen, they hesitated and let him pass. As he walked past the stumped town officials, ignoring the headsman, the town fell silent.

His name was Reddererr Vharcane and all in town knew his story. He was a hero of many battles and matched by none in the region. If anyone had the courage to deal with the she-devil, it would be Vharcane.

The warrior did not draw his blades however. Instead he engaged the devil in whispered conversation. All present strained to hear their words, but none succeeded, and none dared to inch any closer to these deadly creatures.

"My name is Redd Vharcane, I would know yours, lady."

The Erinyes looked up with a hint of curiosity in her smoldering grey eyes.

"Helm's resolve," thought Vharcane, "you could fall into that abyss of a gaze and be thankful for your own damnation."

"My name is Keleeni, warrior. Are you here to do what these cowards cannot?"

"That depends," Vharcane replied. "Is it true you poisoned the well and killed the miller and his family?"

Keleeni was clearly amused, looking regal despite her ashen hair being dirt-caked to her cheek. "If my intent were to kill, warrior, I would not resolve to poison."

Vharcane looked pensively out over the crowd and back at the devil: "I believe you. It will be hard however to convince that mob." - Gods she looked beautiful.

Keleeni hesitated a long while, considering the mortal man before her. Then she spoke in a flat voice: "Whatever you are thinking, warrior, don't. I have lived a thousand years and will live a thousand more, no matter what happens here this day. You on the other hand, have only one life. On top of that," she smirked, "I've killed hundreds of mortals, many of whom you would consider innocent. If you want to do me a kindness, do what the headsman cannot: strike fast, strike true and end this humiliating business."

Redd's face turned impassive as he drew his blade and bade the erinyes to bow her head. One precise and fell strike later, it was over. The rabble cheered and went home, content with the day's bloodshed. They bought the warrior drinks for weeks to follow, but it wasn't enough to wash the tang from the Guardian's mouth.

Synopsis

In this chapter our heroes - yes, we can call them that by now – are looking to reclaim the fourth Stone of Guardians Four. All four of the stones are needed to bind the Agelong, their primordial nemesis, beneath the earth once more.

In the last chapter the adventurers discovered the remains of Enli Blistersteel, granddaughter of one of the previous Guardians. Enli left a clue to the whereabouts of Reddererr Vharcane, the last Guardian. According to her, the party will need to summon a ‘devilwoman’, named Keeleni, to learn more.

When the adventurers have summoned Keeleni she turns out to be a beautiful erinyes. From the she-devil, they will learn that Redd is still alive. She will consequently invite them to her stronghold in the Citadel of Erebus. Erebus lies in Avernus, the first layer of Baator. With a wicked smile Keeleni promises the party they will not be harmed and will get their chance to meet with Redd Vharcane.

Having no choice but to accept the offer, the party will set out to meet Keeleni in her home plane.

When the party arrives in Erebus, the erinyes will propose a tit-for-that deal. Keeleni needs the adventurers to infiltrate the Collonades of Justice in Erebus, slaying Nel, a paeliryon. She also asks the players to retrieve a rhodolite statue of a young woman. This statue was stolen from her by the devil and she would very much like it back.

Once the adventurers have defeated Nel and brought back the statue, Keeleni will allow them to see the warrior.

When the party returns, the erinyes keeps her word. Redd Vharcaen seems to be in good health and only a captive because he wants to be. Apparently, Redd and Keeleni fell in love when she visited the prime material plane all those centuries ago. They were soon separated but found each other again. Redd has stayed with her since that moment, trying to convince her to abandon her evil ways. The recovered statue turns out to be the pair’s polymorphed daughter, Sophia.

Redd will tell the party they can find the fourth Stone of Guardians Four where he hid it, in the lair of Daktaralisk, an ancient red wyrm.

Before the players can leave however, they are witness to Keeleni being confronted by the Master of the Collonades, Chief Justice Be’aker, a pit fiend who found out about her love for the mortal Vharcane through the betrayal of one of Keeleni’s minions.

The pair refuses and is forced to flee to Abeir-Toril with the help of the adventurers.

The party will then seek out Daktaralisk in his lair and claim the Fourth Stone of Guardians Four.

Doing so will unveil the location of the Agelong, giving them purpose as they start their journey into the Undermoor.

Terminology

A **clank** is a term reserved for a newly arrived soul, before it has been harvested for magical energy.

A **prime** is an inhabitant of a prime material plane. In the case of the party this is Abeir-Toril.

Baatezu are a subspecies of devil. Another word for the Nine Hells is **Baator**.

A dance with a devil

Preparation

Summoning Keeleni isn’t all that difficult, provided one has access to the right spells, as detailed in the Aftermath of Chapter VI.

Whether the adventurers summon the erinyes themselves or ask one of their allies to perform the ritual, doesn’t really matter. The only real difference will be the place where the ritual is performed.

Every ally asked and capable of performing the ritual will be hesitant until the need of finding the fourth Stone is explained. Summoning devils is risky business and this needs to be stressed during roleplay.

The party will be responsible for all material costs related to the casting.

Location

Depending on which caster is asked to perform the ritual, the place where the summoning occurs will differ.

- If **Brightspark** performs the ritual, it will take place in his lair. He will clear the dining hall and protect it with spells before performing the summoning there.
- If **Aomnoar Sageblaze** performs the ritual, he will do so in the attic of the Loudwater Apothecary, assisted by his friend Osageor Thunderpelt. Where Thunderpelt provides all the necessary warnings, Sageblaze is enthusiastic and accuses Thunderpelt of being a stick-in-the-mud. After all, what can go wrong with famed heroes to protect them during the casting.
- **Evarishu Clearwater** will perform the ritual in the Dancing Court, aided by his apprentices, who are all accomplished mages in their own right. The whole elven community will join the chanting, keeping the erinyes inside the circle during the summoning.

If the party decides to perform the ritual themselves, they are free to choose any location that tickles their fancy.

Roleplaying Keleeni

Keleeni is a creature of inner turmoil. On the one hand her nature is defined by what she is: a devil. On the other hand, she finds herself being influenced by Redd's unbending love and unwavering faith in her. In alignment terms one could say her alignment has shifted from lawful evil to lawful neutral.

In public she is still very much capable of acting as is expected of an erinyes, as will be illustrated during the summoning.

In Baator, however the adventurers will see a different side of her. They will experience that she is being fair with them and doesn't play games. If she can make this a win-win situation, she will.

The Summoning

After a day of work, the necessary wards are set, and you and your comrades are prepared for the summoning.

Grey and green smoke starts to rise inside the summoning circle. Soon after motes of twinkling light appear, brightening the entire area. The whirling smoke gathers and coalesces to form a beautiful and scantily clad woman with grey feathered wings folded on her back. Your first impulse would be to call her angelic. The cruel set of her lascivious smile and the smoldering allure of her beautiful eyes convince you otherwise.

From the woman's left wrist, a thin golden chain is trailing. The chain dissolves into thin air, about a foot of the ground.

If the players cast a *Magic Circle* during their preparations, or if the ritual was performed by one of their allies:

The woman fixes each of you with a dazzling smile, before sauntering forward. Extending one delicate hand she tests the barrier your spell imposes. A spark leaps from the Magic Circle to her extended index finger causing her to gasp with a mix of pain and mirth.

"Smart wizard. You can never be too careful, can you? Since I'm here now, and at your mercy, what can I do for you?"

If the players didn't cast a *Magic Circle* during their preparation and the ritual is performed by the adventurers themselves:

The woman fixes each of you with a dazzling smile, before sauntering forward. "My, oh my... aren't we a trusting bunch," she purrs, laying her arm seductively around the closest of you. "Since I'm here now, what can I do for you?"

Intelligence (arcana) or intelligence (religion) DC 20:

This woman is an erinyes, the most alluring of all devilkind. Some say erinyes were once angelic beings, that fell from grace into the deep pits of Hell.

The golden chain

When Redd and Keleeni first met, Keleeni was struck by the sincere demeanor of the former Guardian. Circumstances forced them apart however, and it took Keleeni the better part of a year to find the human again. Her curiosity blossomed into mutual love and Redd gifted her with a golden bracelet, that tied their fates together forevermore.

In times of emotional turmoil, the chain becomes visible as described above. The chain cannot be taken off voluntarily until the love between the wearers has diminished.

One of the properties of the chain is that it is sufficient for a wearer to tug on the chain to bring the other to his or her location.

This property does not work at the moment, since Reddererr Vharcane is in the Eyrie of Mammon, a place that is warded from teleportation magic.

Bartering with Keleeni

Keleeni will not offer any answers to the party as she isn't bound to do so. She will instead tell them that the rules of the game are simple: If they want answers, they will need to give her something in return.

She will state that she will need the soul of one of the adventurers, summoning a Faustian Contract from midair and offering a quail.

If the players refuse, she will laugh, adding that they can't blame a girl for trying. She will then suggest they offer her riches. She will not settle for anything less than jewelry, coins or magic items with a value of at least one thousand gold pieces, before agreeing to answer their questions.

Note: If one of the players agrees to trade his soul for information, that would be dumb. If he dies during the campaign or after, his friends will not be able to bring him back from the dead as his soul is doomed for all eternity. At least, it would be if Keleeni was an ordinary devil.

Upon returning to Faerûn with Keleeni and her family, the erinyes will hand back the contract to any adventurer who offered his soul in this deal. She will then make abundantly clear that accepting this kind of deal was an insanely stupid thing to do.

Answers at last

Keleeni will give straight answers, seeing no value in lying for the sake of lying. She is a being that has lived for a very long time and realizes these adventurers may be the answer to one of her own problems, if she can get them to come to Erebus...

The information she can give the party is described below. If players ask her questions on topics she has no knowledge of, or ask her questions she doesn't want to answer, she will answer cryptically, dodging the question as shown in the examples below:

- Reddererr Vharcane is alive and well. Ancient magic keeps him that way.
- Redd is indeed in Hell, in the upper layer, called Avernus.
- He is there voluntarily
- The chain on her wrist is linking her to her husband. (She will not comment on the identity of said husband)
- If they want to see Vharcane, they will need to come visit her in the Citadel of Erebus.
- She will give her word that the adventurers can come visit her and will not be harmed, if she can prevent it.
- She is prepared to give them a Letter of Passage to Erebus. The scroll will make it possible for them to find the right spot if they want to attune a portal, or teleport into hell. It will also allow them safe travel to and in Erebus. She offers the scroll for a meager 700 gold pieces, unless someone wants to offer her a soul...

Once time runs out (DM's discretion) Keleeni will just fade out and return to the Nine Hells.

Note: Keleeni will under no circumstance comment on her relationship with Redd Vharcane.

Note: Since Keleeni wants the players to come to Avernus to help her with a problem, it's imperative to her design that they receive the Letter of Passage (**Handout 56**). If they don't want to pay for it, or you don't have the chance to bring it up, the letter will remain behind on the floor once the summoning is complete and Keleeni has returned to Baator.

Treasure

Around the rolled up Letter of Passage will be a small cold iron ring. This *Ring of Tongues*, allows the wearer to understand and speak any language.

This will be an important item in the chapter to come, since most devils speak only infernal.

Dodging a question, examples

If the adventurers ask a question Keleeni doesn't have an answer to, or if she doesn't want to answer, she will typically divert from it:

- "My, oh my! fair lady, pray tell! Who is your barber, I'd really like having him do my hair!"
- "My, oh my, what a strong, manly man, you are! Tell me, were you born that way? Or is it something in your diet?"

If the players repeat themselves, respond with:

- "Well that's a terribly uninteresting question, my dear, shall we try another one?"
- "I'm bored, sweetheart. Please, ask me something else."

If they press the matter, she will level a flat gaze at whoever posed the question:

- "I think I've made myself clear, darling. Your offering buys my time, but only for so long. You could try asking me something else before that time runs out."

The Letter of Passage: its uses and restrictions

The Letter of Passage has two distinct functions.

The first is to get them to the right place. When touching the scroll a player receives an image of a desolate rock shelf, overlooking a river of blood. A city can be seen in the distance.

If the party tries to attune one of the portals found in Ssufaxuss to this site, or tries to use the *Plane Shift* spell, the Letter of Passage ensures they arrive at the right place.

The Letter of Passage also gives the bearer and his companions leave to travel directly to Erebus after reaching the Shelves of Despond in Avernus. This means that they must stay on the road or risk becoming prey to whichever fiend is interested in fresh heroic souls... which is all of them.

During their trip to Erebus they will be halted by patrols of fiends, who will grudgingly let them pass if they are shown the letter.

Intelligence (religion) DC 20: Mammon is an Archduke, a devil ruling one of the nine layers of Baator. He is known for his deceptive ways and is the patron of greed and lust.

Getting to Avernus

The ability to get to Avernus on their own, will be heavily influenced by the party's level. Smaller parties will have accrued more experience and will have reached high enough level to cast the *Plane Shift* spell.

If the adventurers aren't high enough level, another way is needed.

Brightspark or **Evarishu Clearwater** can use their magic to transport the players where they need to go.

If the players want, they can attune one of the portals in the Dark Ziggurat. See **Chapter III – The Dark Ziggurat – The Portal Room**.

Attuning one of the dormant portals requires Chssar Musstan's Scepter, which the players recovered from the Dark Ziggurat, and the Letter of Passage left by Keleen. It will also require a successful **knowledge (arcana)** DC 20 and 3500 gold pieces in materials.

Attempting to attune a portal takes one tenday. Upon failure the adventurers can try again but need to pay half of the material cost again. Raye, the spectator, can advise the players on this procedure, since he has seen it done before.

Avernus

The Shelves of Despond

The Shelves of Despond are the place where lawful evil souls, unclaimed by a deity, enter the Nine Hells. The raw souls have a rubbery appearance when they arrive but are still very much flesh and blood. Some of them will bear the marks of violent deaths, with visible wounds or chopped of limbs.

Most souls were branded by the devils that corrupted them. Based on these marks the souls are gathered by devils affiliated with the corrupting baatezu and transported to extraction facilities.

These facilities specialize in the torment of damned souls to extract from them the raw magical essence that powers everything in the Nine Hells.

Once the magical essence is extracted, the soul remnants are tossed into the Maggot Pit, where they are transformed into lemures, the lowest form of devilkin.

Mist swirls around you until you see nothing except the occasional glimpse of a nearby companion. A deep feeling of nausea overtakes you, as your stomach informs you, of the incredible speed you are falling into nothingness. All of a sudden, your boots touch solid, slippery ground and the mists recede.

You are standing on a rocky outcropping. The ground beneath your feet is covered in bloody gore. All around you thousands of men and women are milling about. Their faces look unnatural, like slow dripping wax, but the look of despair marking each of them is unmistakable.

Below the outcropping is a wide and dark river, its waters resembling a mixture of tar and blood. Beyond its banks two vast fiendish armies seem to clash, their ranks reaching to the horizon.

As the largest of the two armies breaks, some of the fiends flee in your direction. They cross the bloody river swiftly, cutting down the waxen souls in their path, before bearing down on you and your companions.

Encounter

Do not hold back on this encounter. This is a Welcome-to-Hell-encounter. It should convince the adventurers this trip isn't going to be easy, so taking down one of the characters by swarming him with all four demons, is an option to consider. It is also a viable and logical tactic for demons, who prefer brute strength and strength in numbers to calculated tactics.

Barlgura (3), MM p. 56, treasure: 400 sp, 70 ep, 140 gp

Glabrezu (1), MM p. 58, treasure: 1100 cp, 10 ep

The road to Erebus

The demons defeated, you look around. The sole source of illumination in this dreary, twisted place are hundreds of fiery balls of gas, falling randomly from the dark sky.

From your high perch on the outcropping you can see a city in the distance and a road leading towards it. Under the dark red sky, you can see several caravans creeping along the road to and from the city.

If the players decide to head for the road:

The road to Erebus is paved with flagstones, not with good intentions as the proverb would have us believe. Along it, desperate souls are carted and dragged towards the Citadel of Erebus in the distance. Most of the devils occupied with this task, pay you no heed at all.

Patrols

Once they are travelling along the road, the players will be stopped regularly by patrols. The patrols will unfailingly ask for their papers. If the players don't supply their Letter of Passage, the devils will attack.

If they do supply their Letter of Passage the Baatezu will still act very condescending, going as far as taunting them to attack or veer of the road.

- You're no clank, are you? Maybe, some more mortals to feed the schemes of Mammon? A pity, you would have been a nice catch.
- I like primes, they plead so magnificently when you start cutting.
- Why don't you primes stray of the road and see what breaking the terms of your document brings?

Encounter

Bearded devil (1d4+8), MM p. 70, treasure: 2200 cp, 1300 sp, 90 gp

An unexpected guide

Gofur, the lemure, will seek out the adventurers as tasked by his mistress Keeleni. He will find them on the road between the Shelves of Despond and Erebus.

After being summoned by the party, Keeleni bartered with Gofur's previous owner to acquire him.

Before his death, Gofur used to be none other than Gopher Proudfish, the dethroned Gauntlet of

Loudwater. Keleeni figures his acquaintance with the adventurers might come in handy and used forbidden magic to return a small part of the lemure's memory.

This makes Gofur ultimately qualified to guide the party during their time in Avernus. It also makes him a tad more intelligent than the average Lemure.

What looks like a big lump of something someone coughed up, shambles towards you. From it two stunted arms and a head protrude. Its eyes look at you pleadingly. Dragging behind the creature is a small wooden plaque. With arms trembling from effort, the pitiful thing lifts the board for you to see, before garbling incoherently.

If the players look at the plaque, they will see the name 'Keleeni' written in shaky common.

Since Gofur speaks no actual language the players can't understand what he is trying to say, even with the use of spells.

Gofur acts like a large, slow, enthusiastic and very stupid dog. He can understand common and will use gestures and facial expression to get the party to follow him to his mistress.

If the party pay him no heed, he will follow them and wail, trying to grab at their clothing and trying to bring attention back to the board he is holding. For the purpose of this encounter Gofur is able to keep up with the party as long as they don't start running.

If the party don't follow Gofur, they can bribe any random devil in the streets of Erebus to show them the way to Keleeni's abode. This will cost them at least one hundred gold pieces, although any devil will surely try for their soul first.

Even if the players run away from Gofur, he will turn up at the entrance to the Eyrie of Mammon when they arrive.

If the party kills Gofur, he will turn up again soon enough. Keleeni bestowed him with a *Ring of Regeneration* to combat this eventuality.

The Citadel of Erebus

Note: No map of Erebus is provided, since there is no added value. Only a few sites in the Citadel are of interest to the players.

The Citadel of Erebus is a city surrounded by a dark, cast iron wall. Every square inch of the wall is covered in razor sharp spikes and cruel barbs made of every gemstone and metal conceivable. On occasion ripples of electricity pass along the great wall, blasting the nearby terrain with arcs of bluish lightning.

The road winds into the city through a soaring, arched gate, flanked by six sleek towers on each side.

A patrol of the Lords' Peace, will check everyone entering the city. (see 'Upholding the law' below)

Arrogance will be met with violent, but non-lethal retaliation (a torture spell by a wizard, a backhand from a pit fiend, ...).

Unwillingness or inability to show a Letter of Passage will lead to Sanctioned Extermination.

Attacking the Lords' Peace will result in death.

Welcome to Hell...

If cleared by the Lord's Peace at the gate, one of the devils will refer them to an inscription on the wall, describing the Ducal Peace. (**Handout 57**)

For more information on the Ducal Peace see below under 'Upholding the law'.

A neutral city

Erebus is a neutral city. It is a place where emissaries of the archdukes can come to confer and trade. As a consequence, it is excellent ground for the scheming and betrayal its inhabitants consider 'politics'.

Some organizations of mortals, affiliated with a hellish patron or merely engaged in trade with them, have their own enclaves here.

It isn't unusual to see mortals saunter through the street. These mortals are considered second-rate citizens by the Baatezu. All of them, however high and mighty they might imagine themselves, will eventually become clank, to be squeezed for magic juice.

Mortals wandering the streets of Erebus will be subjected to controls by 'Citizens' Patrols' on a regular basis. Those that don't carry the necessary paperwork soon learn that forgetfulness is fatal in Baator.

These 'Citizens' Patrols' are not part of the city's hierarchy. They are devils having some fun with the primes, a popular pastime in Erebus.

Encounter - Citizen's Patrol

Bone devil (2), MM p. 71, treasure: none

Barbed devil (1), MM p. 70, treasure: none

OR

Ice devil (1), MM p. 75, treasure: none

Imp (1), MM p. 76, treasure: none

OR

Bearded devil (2), MM p. 70, treasure: none

Bone devil (1), MM p. 71, treasure: none

Barbed devil (1), MM p. 70, treasure: none

OR

Pit fiend (1), MM p. 77, treasure: none

Upholding the law

Erebus has a zero-tolerance policy for violence. The city is under the Ducal Peace. To uphold the neutrality of the Citadel, it is most important to avoid any misunderstandings among the emissaries of the factions present within the city.

Two separate groups are not subject to the Ducal Peace: Mortals not holding a Letter of Passage and vermin. A distinction the devils don't make. Killing off members of either group is seen as a duty and a pastime. This is seen as Sanctioned Extermination.

Any other violence in the streets or official buildings is promptly interrupted by the Lords' Peace, an organization comprised of mortals and devils that answers to the Lords of the Citadel.

You may assume the main streets and most important buildings are being scryed at all times

What happens behind the closed doors of private buildings is not monitored, however. At least not officially so.

Encounter - Lords' Peace Patrol

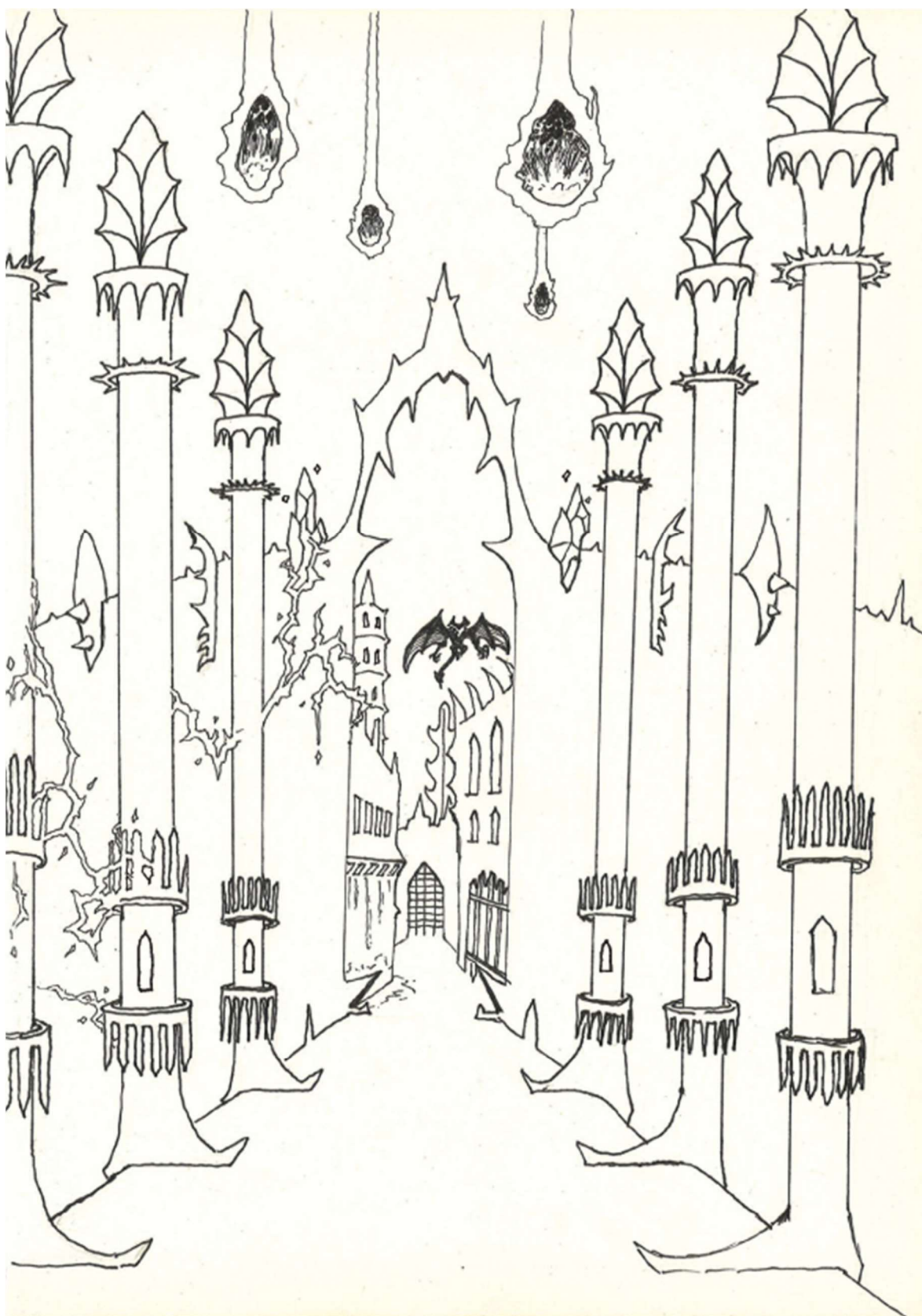
Messing with the Lords' Peace is inviting death. Our adventurers are in Baator and Baator is not a nice place.

Rather than killing the players, the Lords' Peace will prefer capturing them and taking them to court.

How to handle that, if it happens, I leave to you, the DM.

Pit fiend (1), MM p. 77, treasure: none

Bone devil (2), MM p. 72, treasure: none



The Citadel of Erebus

The streets of Erebus

There is no day or night in Avernus. The most important streets of Erebus are always packed. It is a constant jostling about, brushing shoulders with devils, and the occasional mortals, alike.

Only the larger devils, such as pit fiends and horned devils, are given a wide berth. They cause other pedestrians to bump into each other and step on each other's toes.

One could avoid the hustle and bustle by taking to the smaller streets and alleys, but there is a reason even devils tend to avoid those. Not even the gaze of the Lords of Erebus reaches everywhere, so accidents are more prone to happening here, not mentioning the raving packs of hell hounds and other vermin that prowl the darker alleys.

Differing modes of transport, such as innate flight, flight using magic and magical items, or devil borne palanquins are a common sight.

1. The Weary Traveler

Standing in the doorway of what looks like a common Faerûnian inn, is a jolly looking rotund man. He appears to be in his fifties and is sporting an impressive looking fiery beard adorned with wooden beads.

Noticing you, he waves amicably. Above his head the name of the inn, 'The Weary Traveller', is painted in bold letters. Below it a smaller sign informs passersby: 'No devils allowed'.

Drane Trailblazer

The man in the doorway is Drane Trailblazer. He is a follower of Shaundakul and was once His devoted cleric. Drane took the dictates of the Rider of the Winds a bit too literal when he 'let his footsteps fall where none have tread'. This led him straight into Hell.

As a follower of Shaundakul he detests places that are secret and is an expert in helping people go where they are not supposed to. He is known for getting mortals into and out of Erebus through a portal he created himself. This portal can be altered to reach any destination Drane has seen in his life, which includes most of Erebus's official buildings, private chambers and hidden treasures.

Drane keeps apart from the politics of Erebus and is only interested in helping mortals on their travels and hearing and sharing stories of their journeys.

Drane never judges people or devils for their deeds or motives, he considers himself neutral in all respects, which is probably the reason he continues to thrive.

Where Drane learned the craft of wizardry, or how he carved out his little niche in Erebus is unknown. It is however a fact that none dare touch his little inn and that mortals can rest there, free from worry.

Drane will become important later in the story.

Meeting Drane

Drane can give the players the following information

- The erinyes Keeleni is well known in Erebus. She can be found at the Eyrie of Mammon. Take a right at the next crossroads, you can't miss it.
- Don't ever go out without your Letter of Passage if you value your life. Local devils make it a sport to check on every mortal they come across, if they encounter one who can't show his papers, they are authorized to kill him. The officials call it 'Sanctioned Extermination'. To these creatures you are vermin and they are looking for an excuse to end you. Don't give them one.
- My inn caters only to mortals. My beds are cheap, my food and drink aren't. You'll swear its teleported from home though... because it is.
- If ever you need to get out of Hell in a hurry, talk to me. I'm not going to claim my services come cheap, but then again, being tortured for a couple of weeks before kicking the bucket is no sale either.
- Don't ever stray from the main roads of the Citadel, I know they are packed, but the back alleys are lethal.
- The main roads are constantly monitored from afar by the Lords' Peace. A dangerous and brutal organization that punishes breaches against the peace in Erebus, whether they are real or imagined.

The Weary Traveler

The Weary Traveler looks like a common Faerûnian inn, which it is, more or less. Its patrons are mortals who travel to Erebus and want a reprieve from the nightmare outside.

Rooms are priced fairly, but food and drink are very expensive, since all of it is imported from the prime material plane. Almost every type of food or drink the players may desire can be bought here. Prices are very steep however. Common drinks are at least 5 gold pieces for a single consummation. Rare drinks are as expensive as a 100 gold pieces for a glass. Most food costs around 20 gold pieces per person.

Note: Baator is hell for every prime material plain, including our own. If you as a DM don't mind breaking the fourth wall, it is conceivable to have Pepsi Max in a can and Guinness on tap.

One corner of the common room holds a stone chair on a dais which nobody sits in. This is a symbolic shrine to Shaundakul, although the god has no power here, Drane prays to him daily.

The inn is protected with a variation of *Magic Circle*, preventing true devils and anyone unwelcome at The Weary Traveller from entering.

The patrons of The Traveler are diverse. Most are from races that are character races, such as humans, halflings and thieflings.

There is also a good chance to spot some of the less common races. These will be races that veer towards neutral or lawful alignment, such as duergar, drow, gythianki, githzerai, hobgoblins and mind flayers.

All are welcome, provided they aren't devils and they keep the peace. Offenders are teleported face first into the street at a flick of Drane's finger, no longer able to enter the *Magic Circle* that protects the inn.

Note: Did you ever see a mind flayer go tentacle first into the cobble stones? It's quite funny... especially if it left its Letter of Passage in a pouch on the table inside.

2. The Eyrie of Mammon

The Eyrie is protected from scrying magic. This effect also nullifies any teleportation effects crossing its boundaries.

This means one could use similar magic (such as *Dimension Door* or *Teleport*) to travel around inside the complex, but not to travel into or out of the building.

The Eyrie of Mammon is a place filled with wealth and earthly delights. Past the beautiful erinyes guarding the building, you can see a gallery of marble pillars. In between are hot baths fed by artfully sculpted fountains, the bottom of the pools covered with sparkling gems. The statues decorating The Eyrie are of lustful and scantily clad women and men. The pillars are veined and pulsing phallic symbols. Everything here is made of marble and gold and studded with gems, designed to awaken the greed and stir the loins of whoever walks within.

The adventurers will not be allowed to enter unless they have Gofur with them.

If the players left him behind, he will appear after they debated the subject with the erinyes guarding the Eyrie of Mammon, but before the adventurers decide to leave.

Don't forget that the guards of the Eyrie will also be interested in hacking apart illegal mortals and will want to see their papers. They are no different than other devils wandering the Citadel in this respect.

The Letter of Passage will not gain them entry even though it refers to Mammon. The letter grants protection in the city, not entry into forbidden areas.

The Temptation of Mammon

Gofur will take the adventurers to the guest quarters.

On the way there they will be tempted by all sorts of beautiful devils and half-devils, both male and female, to partake in carnal pleasures. This happens every time they visit the Eyrie.

They will also be confronted with countless and unguarded riches, piles of gold and heavy tables laden with bowls filled with gems.

The adventurers' quarters are every bit as gaudy as the rest of the complex and are filled with tasteless but priceless art. Each adventurer receives his own suite. The suites contain a large bed, various sofa's, alcoholic beverages and diverse foods. Soon after their arrival, several beautiful tempters and temptresses will enter their separate rooms, hoping to seduce them. If and when the players kick these fiends out, their demeanor will change drastically, hissing and cursing like the devils they are. They are however too afraid of Keleeni's wrath to harm the players.

If they explore their suites, the players will discover doors leading to the chambers of their friends. These doors are locked or unlocked at the DM's discretion. Once opened however they can freely visit each other.

A pair of erinyes guards are stationed in each corridor. They will not allow the players to leave their chambers.

DM's note: It is imperative as a DM that you make an effort to seduce your players. If they succumb to seduction their soul will be forfeit once they die.

Intelligence (religion) DC 15: We are in a house of the Archdevil Mammon, he is Lord of Greed and Lust. To succumb to greed or lust here, would doom your soul.

Gofur's promotion

After a few hours, an erinyes guard will escort the players to Keleeni.

Keleeni is summoning them to an area, where she can let the intimidating reality of the Nine Hells seep through to the players, without her seeming too cruel. (at least not in her own mind)

This area is the Eyrie's Extraction Chamber. It is used to extract magic essence from raw souls but can also be used to grant promotions to useful devils.

This process of promotion is excruciating and turns the complexion of even the cruelest and most stalwart villain a little paler.

You are brought to a cruel looking chamber. A lemure is confined to a marble table. Golden bands studded with rubies criss cross its body to keep the misshapen fiend at bay. Several chain devils stalk

around the table inserting cruel-looking silver spikes into the quivering flesh of the tormented creature, each barb evoking high shrieks followed by uncontrolled garbling sobs.

The erinyes Keleeni, looking as beautiful as ever, turns to you, her gaze pensive: “Just in time to see Gofur get his just reward. Tell me did you recognize him, when you met? I hoped a familiar face would be pleasing to you.”

Keleeni will tell the party that Gofur used to be part of their lives back on Faerûn. She can’t be bothered with the specifics and is sure Gofur will tell them himself once he gets his new form.

Keleeni will address the issue of their mission after the completion of Gofur’s promotion.

Soon after a high-pitched wailing will start to erupt from the pitiful devil. It continues for minutes before turning to gurgling. At this point small claws and a stinger will start bursting through Gofur’s skin, rending him alive from the inside.

As the new Gofur crawls forth, chewing on the remnants of his former self, he has taken the shape of a fat looking imp

During the spectacle; **Wisdom save DC 15** to avoid suffering the fear condition. Adventurers failing the save will be compelled to leave the room.

The truth about the imp

If the players ask Gofur about his identity, he will not try and conceal the truth. He knew them in a previous life, where he was the Gauntlet of Loudwater, Gofer Proudfish.

He tells them he bears no ill-will towards them, which is more or less true. He holds no grudge for the events that happened in his previous life.

Keleeni’s proposal

After Gofur’s promotion, Keleeni will ask the adventurers to accompany her. She will walk the halls and talk to them about their mission. Gofur will fly alongside her, looking like a cross between a toad and an imp.

She will not use threatening language and be attentive to what they have to say, asking first about their mission and their reason for wanting to meet Redd Vharcane.

At this point it is sufficient for Keleeni to know they are not a threat to her love, Redd. If the players can convince her of that, she will make them an offer.

A paeliryon, named Nel, stole a priceless statue from me. The laws of the Citadel prevent me from going after him without concrete evidence, but each time I’ve encountered him since the incident he has

made veiled allusions, making it clear he holds the artifact.

You and your friends are to infiltrate the Collonades of Justice and destroy Nel, the Overseer of the Infinite Library. A contact of mine can get you in and out undetected. Gofur will guide you to him. Once you bring me the statue, I will consider your part of our bargain upheld and I will allow you to speak with Redd Vharcane for as long as you desire.

Keleeni is willing to say that Nel is a dangerous opponent. He looks like a giant and fat courtesan. His kind are information brokers and know the dirt on everyone. She describes the statue as made of rhodolite, a pink gemstone similar to a ruby in appearance. The statue depicts a beautiful young woman in a surprised pose.

Knowledge (arcana) DC 20: Paeliryon’s exude a stench that can cloud an opponent’s mind. Beating DC 25: They have an insidious way of speaking that grants them ability to twist a person’s mind.

Heading out

Gofur will bring the adventurers to the the Weary Traveller. Handing them a small pouch to give to the contact, he will instruct them to go in and look for the man with the beard. Meanwhile the imp will wait outside (remember, no devil can go past the inn’s wards).

Keleeni’s contact is Drane Trailblazer, the proprietor of the inn.

Drane will open the pouch, which will turn out to be a folded leather scrap, marked with coded symbols. Wrapped inside the makeshift pouch is a small fortune’s worth in sapphires.

After reading the message, Drane will show the players to their rooms, telling them to enjoy the comforts of the Weary Traveller since all is paid for by their patron.

Drane will be needing time to prepare his gate to transport the players to their destination. They have some time to relax at the Traveller.

After the players had time to rest, Drane will seek them out. He will create a portal in one of their rooms. The portal resembles a perfectly round and smooth amber disc, connecting to their destination. He gives the players a small amber whistle, telling them to blow on it to signal him when they are ready to return. At this point he will open the portal again.

They will need to get back to the exact same place where they entered the Collonades before blowing the whistle. There are precious few cracks in the building’s wards to slip a teleportation spell through.

See **‘The Collonades of Justice’ in the Dungeon Booklet.**

Once the party have slain Nel and retrieved the Rhodolite statue, they are summoned back to the Weary Traveller.

Note: The entire inn is in fact a large magical gateway, which Drane can manipulate as he sees fit.

The Amber Whistle

Drane will tell them to hold on to the Amber Whistle, it is theirs as per contract with their patron. The whistle will allow them to be summoned back to the Weary Traveller when used.

Note: The whistle allows from planar travel.

Back to the Eyrie

As soon as the party exits the Weary Traveller, Gofur will fly down from a perch on high. And ask them:

- How did it go?
- Did you get the statue?
- Is Nel dead?
- What took you so long?

Gofur will escort the players to Keeleni's quarters in the Eyrie. At the door of her quarters he will excuse himself, telling the party he has an errand to run.

Where the Eyrie of Mammon itself is very bright and rife with temptation, Keeleni's quarters are more austere with dimmed and less dazzling lights.

The paintings in her quarters are of clothed mortals and are more alluring than blatantly sexual. Although her quarters are very luxurious, every item is functional and not directly aimed at evoking feelings of greed or lust.

Keeleni will only be interested in one thing: the rhodolite statue. She will not ask about their mission, or Nel's fate. Accepting the statue from the players she will place it on the ground in the center of the room, her hands visibly trembling. She will then take a thin glass wand from her desk and aim it at the statue.

Wisdom (perception) DC 20: A black curtain near the back of the room is moving slightly.

The wand will dispel the magic keeping Sophia trapped in the statue. A bright red flash will follow, after which the statue will have disappeared. A young woman will be standing in the middle of the room.

Both women will embrace each other, sobbing.

From behind the curtain at the back of the room a man will appear. He is of medium build, sporting a short cropped black beard and long black hair tied into a pony tail. He moves with the grace and confidence of an experienced warrior. From his right wrist a golden chain dangles, identical to the one Keeleni is wearing. The man will embrace both women.

After a minute or so he will disentangle himself from the reunion and address the players:

Thank you for returning my daughter to me. My name is Reddererr Vharcane, the last surviving member of the Guardians Four. I believe you have questions for me.

Redd is able to answer any and all questions the party has on the Agelong. Some guide lines:

- He has not heard of the Hooded Man, since Pasuuk Rensha was recruited by the Agelong after the original guardians reinforced the wards on the prison of the Enemy of All.
- He can tell the party that the Four Stones, once united, will show the way to The Agelong's prison.
- The ritual needed will be discovered by the new Guardians when they reach Agelong's prison.
- He will tell the party he hid the last stone with the Daktaralisk. The old red dragon makes his lair south of Stormkeep atop the highest mountain of the Northern Graypeaks.

Once the party is finished with their questions, Redd will wish them luck. At that point a deep sounding gong resounds through the Eyrie.

Quest – The last living member of the Guardians Four

Quest xp: Finding out about Daktaralisk and the location of the Fourth Stone of Guardians Four: 18.000 xp to be divided among the party.

An unexpected visitor

Keeleni will frown at the sound. A few moments later Gofur will knock on the door alerting her to the fact that Chief Justice Be'acker is waiting in the central atrium.

As Keeleni goes to meet her distinguished guest, Redd is visibly worried. He will tap the golden chain, curled around his wrist, to a standing mirror. The mirror will display a scene not too far from Keeleni's room, where she confronts the pit fiend, who came calling.

The magic of the mirror casts a pleasant and sonorous voice across the room. It is the voice of a dreaded pit fiend: "My dear Keeleni, you look as gorgeous as ever..."

Keeleni takes a bow before the hulking devil, as she starts to speak, he interrupts her: "Now, now... I didn't give you permission to speak, my dear."

The devil takes his time, smiling wickedly at the confusion in her eyes: "A little bird, told me a little rumor... he told me, you were entertaining the

notion of... love.... Now isn't that... preposterous, my dear Keleeni..."

As Keleeni works her way through some stammered denials, Gofur, the bloated imp, flies into the Atrium, landing clumsily on a golden mermaid's statue: "It is true your greatness, look at the chain appearing at her wrist... it is proof!"

Laughing loudly, the pit fiend grabs Keleeni by the wrist and tugs hard on the chain. Back in Keleeni's quarters Reddererr Vharcane is yanked of his feet and disappears into the mirror.

The girl who you just saved from the grasp of the devil Nel, throws herself at your feet screaming wildly: "Please! Please, help my parents!"

The party can rush out of the room to find the scene quite easily around the bend.

They can also follow by jumping through the mirror themselves.

See **'Escaping the Eyrie' in the Dungeon Booklet.**

Quest – Escaping the Eyrie

Quest xp: Escaping the Eyrie with Reddererr Vharcane, Sophia and Keleeni: 20.000 xp to be divided among the party.

The lair of Daktaralisk

Dungeon 15 – The Lair of Daktaralisk

Location: Somewhere in the Graypeak Mountains a tenday east from Grom's Bounty.

When the players reappear in Faerûn, they are near the peak of a tall mountain. Redd, Keleeni, and Sophia are with them.

The reunited family will head down the mountain. They will have to decide what to do next. The three are very grateful towards the party, since now at least they have a shot at a semblance of normal life. For Keleeni it will be an exceptional difficult road towards redemption.

Redd will tell the players to head up the mountain if they want to find Daktaralisk.

If the players travel up the peak, they will come upon a large cave. No snow will be visible near the entrance. Swirls of vapor rise from the ground. Near the entrance the temperature is notably higher.

Note: If any of the adventurers traded his soul for information during the summoning of Keleeni earlier in the chapter she will hand the contract back as described under 'Bartering with Keleeni'.

1. Camp site

Entering the mountain, you discover a large cave. In the middle a small pool of fresh water is supplied by a constant stream of molten ice from outside the cave. Along the edge of the pool a campsite can be found. It seems to have been deserted a long time ago. The fire pit seems to have been stocked anew though. Fresh unburnt wood awaits the spark that will one day light it.

Daktaralisk, known to the locals as One-Eye, has a peculiar sense of humor. He has installed the campsite to lure lost travelers seeking shelter from the numbing cold. Unavoidably such unfortunate souls start exploring the caves seeking a safer route down the mountain. Instead they discover Daktaralisk, pretending to be asleep in his lair. This plunges these poor souls into a headlong rush down the mountain. Once they have slowed down from fatigue and they dare foster hope of escape, One-Eye will soar up from the mountain in search of his prey. Few survive.

2. The chute

Descending a narrow passage, you come upon a gigantic chute leading up and down. Up above you can see daylight where the shaft breaches the mountainside. From down below a hot ruddy glow can be felt more than seen. From the natural

balcony you are standing on, a walkway corkscrews down into the gloom.

Once the players have decided to proceed down, they will be walking quite a bit. All the while the temperature will be rising and they will be drenched by the constant dripping of molten snow and ice from above.

Note: If anyone should fall off the walkway, the pool at the bottom is deep enough to break their fall. If that happens, they unfortunate adventurer will be alone in Daktaralisk's lair.

Wisdom (perception) DC 10: Halfway down the chute a couple of wyverns are nesting.

Encounter

The wyvern's will prefer staying out of reach of the players and use their bite and stinger attacks. Players that are readying their action to strike at tail or neck, can execute a single melee attack each round.

The wyverns started nesting here a few months back. Daktaralisk hasn't decided on how to deal with them yet, since keeping them around would make for an early warning system but might deprive him of sport.

Wyvern (2), MM p. 303, treasure: if the players are able to reach the nest, they can examine it: 700 cp, 8000 sp, 2200 gp, 120 pp, bolt of fine cloth (25 gp), painted glass dice (pair) (25 gp), painted glass miniature (of a tower) (25 gp), feathered vest (25 gp), spell scroll (fabricate) (rare), potion of superior healing (rare)

3. The dragon's lair

At the bottom of the chute a shrubby-lined pool has formed. The area extends into a cavern beyond. The once molten walls still retain a runny form and glassy appearance. At the end of the cavern, sleeping atop a large pile of treasure, lies the biggest dragon you've ever seen.

Daktaralisk is wide awake but pretends to be sleeping. He expects the adventurers to run back out, as fast as they can, allowing him to revel in their terror. The fact that the players act differently will annoy him thoroughly. He will demand to know who they are and what they are doing in his lair, before attacking viciously.

The most notable feature of the dragon's appearance is the dark hollow of his left eye, where a small, fist-sized, red stone is casting a soft glow. This red stone is the Fourth Stone of Guardians Four, the object the players came here to retrieve.

Encounter

Daktaralisk is aware of the players approaching as soon as they have fought the wyverns.

Daktaralisk, old red dragon (1), NPC's & Mobs,
treasure: Fourth Stone of Guardians Four

Treasure: Dragon's hoard

44000 gp, 27000 pp, jasper totem (of a peacock) inlaid with an unknown green gemstone (9200 gp), platinum statuette (of chauntea) (7350 gp), obsidian amphora wreathed in blue continual flame (10200 gp), +2 armor (breastplate), cloak of invisibility, plate armor of etherealness, +2 weapon (heavy crossbow).

The fourth Stone of Guardians Four

Quest xp: Finding the fourth Stone of Guardians Four:
20.000 xp to be divided among the party.

This Stone of Guardians Four is an extremely rare ruby ioun stone. It is one of four such stones. Each stone is required to perform the ritual to bind The Agelong in the final chapter.

More information on identification and properties of the Stones of Guardians Four can be found in the **Campaign Information booklet – The Agelong's Design.**

Aftermath

Defeating Daktaralisk will allow the party to recover the last Stone of Guardians Four.

Once these stones are recovered and are assigned to an adventurer, each of the adventurers equipping one of these stones will receive a simultaneous image in their minds. This image is perfectly clear and can be recalled whenever one of the new Guardians decides to take another look.

The first vision is as follows:

Your vision shows you a tall crag somewhere in the High Moor. It can be seen from miles away and has the rough shape of a fist, thrust up towards the sky.

If the players were at Goat Rock before, they will immediately recognize the location. If not, they will have to look for it. Asking any friendly inhabitant of the High Moor about their vision will allow them to find Goat Rock without searching.

See **Chapter II – The High Moor – Goat Rock** for a description and details on the area.

The entrance to the Undermoor is in the cave described in Chapter II. It is obstructed by an ancient collapse. Once there, the Stones of Guardians Four will pull them in the direction of the collapse. Even if they leave the area, the Stones will still pull them in its direction.

It will take the players 1d4 hours to dig through. Beyond is a corridor leading down into the rock.

Note: the neogi, encountered in chapter II, use a different entrance into the Undermoor, cloaked by the magic of the Hooded Man. Although this entrance isn't far off, it is unlikely the players can find it.