

Advanced Dungeons & Dragons[®]
2nd Edition

PLANE

SCAPE

ADVENTURE

THE
DEVA SPARK



John Knepper

◆THE◆ DEVA SPARK

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Just another day in the Cage, berk? Pike that! Something massive is going down in places far from the tumult of Sigil. But hey, this is the City of Doors, and the chant says that everywhere's as close as the other side of a portal — the peel being that a cutter's got to find the right portal, of course. Walk quiet, though, 'cause some bashers claim the chant has changed. Up is down, life is death, chaos is law, evil is good — it's enough to drive a cutter barmy . . . if it doesn't see 'em in the dead-book first!

AN INTRODUCTION

THE TALE OF THE DEVA SPARK

"There are many ways to approach my task," Ybdiel the monadic deva contemplated atop a cloud-shrouded peak on Elysium, the Restful Plane. "I must put aside my cloak of warm sun and cool breeze and take up rags of dust and cold. For the place I go has none of the things of light, and I would surely shine brightly in its darkness." He gazed at his reflection in a nearby pool of crystal-clear water, examining his dark brown features and piercing green eyes. "That would not serve my lord's will at all."

Ybdiel turned his gaze inward, past his muscular frame and majestic wings, toward the glow at the center of his being — toward the deva spark. It radiated like a thousand suns, but not as brilliantly as the spark of an astral deva. Still, it was of such intensity that those with abilities could easily spot it through any disguises Ybdiel could devise.

"I must become less than I am for a time," the deva decided. "Then will I be able to pass quietly through the lands of chaos and evil as my lord has commanded. In the foul lands, I will strive to discover the plots of the dread tanar'ri lord, Lindyrm. But first, I must make a stop along the way." Ybdiel spread his feathery wings and rose gracefully into the air. Then he dropped into the mountain pool and passed through to the Prime Material Plane.

On a prime-material world, Ybdiel traveled far and wide in search of a mortal worthy to carry the deva spark for a time. "A petitioner in Elysium would want to keep my spark," the deva reminded himself, "so a mortal, with no understanding of the infinite, makes a better receptacle. Without the spark, the intensity of my presence will be lessened so that I cannot be spotted by casual means." The deva continued his search, eventually coming across a scene that filled his noble heart with horror. A large inn was ablaze, fire dancing along its roof and up its walls. Thick smoke billowed from open windows, and burning patrons leaped or stumbled from the raging inferno.

EVEN DEVAS
MAKE MISTAKES.
— ABBOT CEBULON
OF
CONCLAVE
FIDELIS

What caught the deva's attention, however, was the young man wandering around the back of the inn. As Ybdiel watched, a little girl jumped from a second-story window. The young man did not hesitate. He simply caught the falling girl and carried her away from the blaze. "What a selfless display of goodness!" Ybdiel proclaimed. "Truly, he is a worthy receptacle for my spark."

With that, the monadic deva willed his precious spark to merge with the spirit of the young man. "I will return for you soon," Ybdiel promised. "Until then, reside safely in this good and honorable man."

Ybdiel, who now seemed less bulky and paler of complexion, departed for the Lower Planes to begin his mission. The young man, meanwhile, whose name was Fachan, set the little girl down and took his own leave of the area. He was feeling good after starting the fire, filled with a joy as hot as the blazing inn. Suddenly, however, he felt ecstatic, filled with the warmth of the sun and the coolness of an evening breeze. He felt so good, in fact, that he decided to go find another building to torch. "Maybe a farmhouse full of animals and children," Fachan mused gleefully. He had no idea why he caught the falling girl. "Reflex, I guess," he decided, while he thought about the cries of roasting animals, the screams of frightened children, and the crackle of excited flames.

Fachan only walked a few more steps when he turned to see what all the shouting was about. Standing near the burning inn, holding a cocked crossbow in trembling hands, was the old innkeeper. "Murderer!" the old man shouted. "I know what you did, you fire-starter!" Before Fachan could falsely deny it, or run, or even duck, the crossbow bolt flew across the distance and buried itself in his chest. Blood and life spilled from the mortal wound as Fachan sank to the ground. "I should have expected this," Fachan managed between gasps, "bad things always happen when you feel so good about the world . . ."

With that observation the fire-starter died, and his spirit, imbued with the deva spark, was drawn toward the plane that most closely matched his alignment and devotion. Fachan reformed as a petitioner in the Abyss . . .

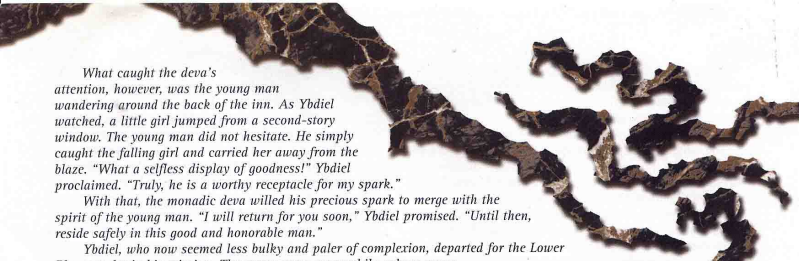
BACKGROUND

Let's get right to the dark of it. A monadic deva named Ybdiel was charged with a barmy task by his lord, one of the powers of Elysium. Which power? Who cares! Would it matter a tarnished bit of jink more if a berk knew it was Lathander or Brigantia? Not sodding likely! The deva knows, and that's enough.

The task was as simple as it was important. Ybdiel was to travel the many levels of the Abyss seeking out the plans of Lindyrm the tanar'ri lord. The fiend's been real active lately, and Ybdiel's power wants to know what Lindyrm's up to. Now, the problem facing the deva was how to sneak around the Abyss. Sure, he could fly in cloaked in righteous rage to smite tanar'ri bashers with his flaming rod, but that sure wouldn't get him any closer to Lindyrm's plans. No, this task required subtlety, intrigue, and sneakiness — in other words, the deva had to run a peell! No wonder the multiverse is going all barmy!

Ybdiel could easily *polymorph* himself into a form more appropriate for the infernal setting, but devas (and other beings of pure goodness and power) have a habit of glowing. They can't help radiating goodness, and that would get a deva (even a disguised deva) noticed real quick in the layers of the Abyss. There's a way around this, but few devas would ever voluntarily attempt it. Ybdiel, however, was determined to complete his task. He decided to give up his spark.

Now, that's no small thing. Here's the dark of it that few berks know: On the Upper Planes, cutters gradually move up the celestial ladder through noble deeds and purity of spirit. At some point, a cutter develops (or is awarded) a spark that joins with his spirit and gathers celestial power.



BURNING +IMBER,
SEARING FLESH,
CRIES OF AGONY AND TERROR . . .
+HERE'S N+THING M+RE
BEAU+IFUL +HAN WA+CHING
RAGING FLAMES C+NSUME
AN INN FULL OF PEOPLE.
— FACHAN +HE FIRE+ARTER

This spark becomes more radiant as the cutter climbs the ladder. So, a hound archon has the dimmest spark, while a solar asahimon has the brightest. Ybdiel's spark glows somewhere in between.

Ybdiel stepped through to a prime world on his way to the Abyss. That's where he saw the mortal named Fachan. Fachan appeared to be a good sort, because he saved a little girl from a burning building. That act convinced Ybdiel that the deva spark would be safe with the prime. He should've checked deeper, but sometimes those good bloods take things at face value. The chant's that even devas make mistakes. This just happened to be one *huge* mistake, since Fachan started the fire in the first place — and it sure wasn't an accident! (Had Fachan carried the spark for any length of time, it would've affected him the way it does the bebilith, but that's another story.)

The deva willed his spark to join with Fachan's spirit, then he set out for the Abyss. Without the deva spark, Ybdiel didn't radiate goodness. He could still be spotted with detection spells, but casual inspections wouldn't reveal his true nature. There's another problem, though. Without the deva spark, Ybdiel slowly loses his abilities. It won't happen all at once, but before too long he'll start to slip down the celestial ladder, eventually becoming a regular petitioner. When that happens, he won't have a bebilith's chance in Elysium of surviving in the Abyss. (And even an addle-cove knows what happens to petitioners who get put in the dead-book on an alien plane. . .) If Ybdiel waits that long, he won't be able to retrieve his spark anyway. Its connection to him evaporates and he'll have to hope his deity'll pull him back up the ladder at some future date.

Fachan happens to be chaotic evil. He also carries the deva spark. And he got himself placed in the dead-book right after Ybdiel left. Done in by the owner of the inn he'd just set fire to — ironic, ain't it? Like all dead berks, Fachan's spirit went to its planar reward. He reformed in the Abyss, taking the deva spark with him.

SUMMARY OF THE ADVENTURE

The player characters (PCs) start off relaxing (or carousing) in a tavern in Sigil. A serving maid gives them the jink that should have gone to the tanar'ri sitting nearby (the fiend's change from his purchase). Among the coins is a gate key that opens a portal to the Lower Planes. When the group eventually steps through a door (any door), they end up somewhere decidedly different: Specifically, it drops them into an Abyssal version of a tavern, a sort of waystation catering to those passing through.

In *Chapter I*, the PCs must deal with their sudden relocation to the Lower Planes. Their wrong turn (through no fault of their own) places them where the tanar'ri would be perfectly comfortable. In the Abyssal tavern,

the PCs get to see what entertainment is like among the berks and bashers who travel the Lower Planes. After a bit of interaction (and probably a lot of trying to find a doorway out), the PCs get involved in a significant event. A newly arrived petitioner (the dead mortal named Fachan) stumbles in, followed by a hungry bebilith. As the rest of the clientele scramble for safety, Fachan is slain. Ybdiel the deva, currently scouting the tavern in a *polymorphed* form, feels the pull of the deva spark. The PCs witness the resulting battle between the deva and the bebilith, but get involved too late to save the deva from grievous wounds. The deva does, however, use its *celestial reverence* power to gain the assistance of any good-aligned PCs in the group.

In *Chapter II*, the PCs follow the bebilith to Elysium. On the Restful Plane, the heroes track the monster, finding contradictory information about its nature and purpose. They take the wounded deva with them, for he has appealed to the good-aligned PCs to aid him. By the end of this chapter, the PCs learn that the bebilith carries the deva spark and that it is metamorphosing into some new type of being.

In *Chapter III*, the PCs must convince the celestial hosts of the Upper Planes to leave the bebilith alone until they can figure out how to return the deva spark to its rightful owner. Time is of the essence, because the deva is perishing before their eyes. Meanwhile, the heroes are faced with a moral dilemma: Do they have the right to remove the deva spark and destroy a new, good-aligned being?

PREPARING FOR PLAY

The Dungeon Master (DM) needs to be familiar with the AD&D® rule books (*Player's Handbook* and *DUNGEON MASTER® Guide*) and the PLANESCAPE™ Campaign Setting to properly run *The Deva Spark*. A copy of the PLANESCAPE MONSTROUS COMPENDIUM® Appendix is also useful.

The Deva Spark is designed for a party of four to six player characters of 5th to 9th level. The PCs should have had at least one previous adventure in Sigil and the planes before being thrust into the plot presented here. Remember, PLANESCAPE is as much (or more) about ideas as it is monster bashing. The DM is encouraged to make use of story goals and experience awards based on completing these goals (*DMG* page 46). The last section of this adventure addresses story-based awards for *The Deva Spark*.

Italicized text printed in amber is meant to be read aloud or paraphrased to the players. Special DM NOTES are scattered throughout the adventure to reveal important information and pass on role-playing advice. DMs will also find sections labeled THE REAL CHANT and SLIPPING THE BLINDS that respectively clarify plot points and give directions for dealing with possible problems. All of these instructions for the DM are set off with diamonds (♦).



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THE BLEAK CABAL

The Bleakers simply don't care about the situation. Any Bleaker PCs might look to the addle-covered mess as further proof of their outlook, but that's about it. (Though proof implies meaning, but there is no meaning – no wonder the Bleakers are all barmy!)

FACTIONS IN HIS ADVENTURE

Factions always play some part in a PLANESCAPE adventure, just because most PCs belong to one philosophical fraternity or another. While faction membership has effects on the way the PCs approach this adventure, the plot doesn't hinge on which factions they belong to. Instead, faction ties and philosophies work to enhance the plot and role-playing possibilities, depending on the needs and desires of the DM.

The Ciphers could have a more crucial role if the DM desires, as most of the adventure occurs on this faction's primary plane of influence. All other factions that might have even a passing interest need to somehow learn about the situation, gather some bashers, and send them out to Elysium before they get involved. The information that follows lists probable PC faction interest and overall faction interest, in that order.

THE ATHAR

A PC who subscribes to the chant of the Lost should be extremely curious about the odd events surrounding the deva and bebilith. The cutter'll want to get to the dark of this barmy mystery. Later, when the bebilith's changing nature is revealed, a Defier PC might want to study the metamorphosis up close to gain whatever secrets the process divulges.

If word gets out, Factol Terrance sends a team to Elysium to study the bebilith. The team does its best to protect the creature from those who try to kill it, and might even try to steal it away from the PCs.

BELIEVERS OF THE SOURCE

To a PC Godsmen, the plight of the bebilith might be proof positive that this faction has the right idea. Once the PC understands what is happening, the cutter'll want to protect the creature so that it can achieve the next level on its path to godhood. In fact, the entire situation is probably a test for the cutter, to help the PC make his own ascension to the next existence.

Factol Ambar, if informed, sends Godsmen to assist the Athar team. The Godsmen are angry with the deva, because his slip back down the ranks has postponed the inevitable final ascension of all.

Some Godsmen may even want to try to steal the spark for themselves.

THE DOOMGUARD AND THE DUSTMEN

PCs belonging to these factions probably see the changes spreading through the deva and bebilith as part of the natural process. The Doomguard want to let the process continue without hindrance, while the Dead want to fully understand the situation to help them move up the ladder of Truth.

There won't be any organized faction involvement from these two groups.

THE FATED

The Heartless should side with the bebilith once the full situation is revealed. After all, if the creature was strong enough to take the deva spark, it should be allowed to keep it.

If the faction gets wind of what's happening, the factol says "that's nice," and that's where their involvement ends.

THE FRATERNITY OF ORDER

Knowledge is power, and PC Guvners should see this situation as knowledge waiting to be harvested. The lawful tendencies of Guvners should put these PCs firmly on the side of the deva. The bebilith obviously stole something that doesn't belong to it – as chaotics are wont to do.

If Factol Hashkar learns of the situation, he'll send Guvner bashers to find a way to restore the spark to the deva. The natural order, after all, must be put back on track – and the unnatural actions of the bebilith go against the very foundation upon which the Fraternity of Order stands.

THE FREE LEAGUE

Indep PCs should probably hold off taking sides until they see how the jink falls. Of course, when the dark comes clear, a good Indep goes for what gets him the astral dreadnought's share of the profits.

The faction won't get involved beyond the dealings of any Indep PCs.

THE HARMONIUM AND THE MERCYKILLERS

PCs belonging to either of these factions have to decide for themselves how best to apply their devotions to order and justice to this situation. It should be enough to get either of these factions started that order has gotten barny and justice must be dealt out. It just may take a while to determine what the order should be and who deserves to be punished.

These two factions team up if word gets back to their headquarters in Sigil. If that happens, it won't be long before Hardheads and the Red Death descend upon the PCs to arrest and punish the guilty. Who they consider to be guilty depends on the course of the adventure and the actions of the PCs.

THE REVOLUTIONARY LEAGUE

Anarchist PCs might see the bebilith as a hero of the revolution. It has broken the wall of order, and if it is allowed to finish its metamorphosis it could become a living symbol of the "break it all and rebuild with the pieces" mentality.

On the other hand, the faction itself has no intentions of going up against the proxy of a power. If the PCs want to get involved, that's their business. Any official connection to the Anarchists is vehemently denied.

THE SIGN OF ONE

How PC Signers view the situation is up to them. The faction as a whole, however, can't see beyond its immediate concerns of self. The faction has no interest in the events unfolding around the PC group.

THE SOCIETY OF SENSATION

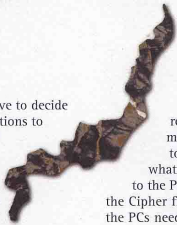
Sensate PCs should want to experience the deva spark firsthand. What does it feel like? Do the changes the bebilith is going through feel good or bad? How can a PC get in on the sensations? Some may even want to know what the deva is going through. Is it scary or exciting to be slipping down the celestial ladder? Can you feel your life force fading away?

Factol Erin won't order anyone to investigate this phenomenon, but she won't tell them not to either.

THE TRANSCENDENT ORDER

Player character Ciphers should just hope to figure out the right action to take at the right moment as far as this deva-bebilith situation is concerned.

As the majority of the events surrounding this adventure occur on the Ciphers' primary plane of influ-



ence (Elysium), it figures that the faction takes some interest in the way it all comes out. A high-up in the faction contacts a PC Cipher (if there is one) or sends some other representative to be on hand when the crucial moment occurs. The representative is expected to perform the right action at the right time — whatever and whenever that might be. It may fall to the PCs to help determine the right action or keep the Cipher from making a drastic mistake. Also, should the PCs need additional incentives to help the deva, the Ciphers can provide them (see *Chapter II*).

THE XAOSI+EC+S

Chaos suits those PCs who subscribe to the tenets of this faction. If nothing else, the situation the group finds itself in is chaotic to the extreme. As the bebilith seems to be producing chaos wherever it travels, then that's where the Chaosmen want to travel, too. The bebilith's body rages with the wild energies of creation, and that makes it something to gaze upon and appreciate.

The faction itself doesn't hear about the events happening in Elysium until after the climax of the adventure. Then they're sorry they missed the excitement.

NONPLAYER CHARACTERS (NPCS)

YBDIEL THE MONADIC DEVA

INT Genius (18); AL NG; AC -3; MV 15, FI 36 (B); HD 10; hp 62; THACO 11; #AT 2; Dmg 3d4/3d4; SA Smiting, +6 to attack rolls and +11 to damage rolls with metal rod, +3 to attack rolls and +8 to damage rolls with other weapons; SD Spell immunity, protection, +1 or better weapons to hit; MR 60%; SZ M (6 feet tall); ML Fearless (20); XP 13,000.

Ybdiel the deva serves one of the powers of Elysium. His most recent mission set into motion the events leading up to this adventure. As stated earlier, Ybdiel held his spark within a prime so that he could travel the layers of the Abyss without overtly giving himself away. Without the deva spark, however, Ybdiel is slowly sliding down the celestial ladder. By the conclusion, if the spark has not been returned, Ybdiel reverts to a common petitioner.

SERVING THE GOOD
TAKES PRECEDENCE
OVER SERVING THE SELF
— THE DEVA YBDIEL



During *Chapter I*, the deva looks much like he did before giving up his spark – like a stunningly handsome human male with large, feathery wings. He has dark brown skin, jet hair, green eyes, and a strong, bulky frame. He has a Strength score of 20 and a Charisma score of 19. He has none of the abilities associated with monadic devas because his spark is missing, and he is steadily losing those powers common to all aasimon in general and devas in particular. As Ybdiel is mortally wounded when the PCs first encounter him and spends the rest of the adventure in a comalike state, *which* powers slip away *when* is not important. Suffice it to say that the deva changes physically as the adventure progresses.

In *Chapter II*, Ybdiel's wings have lost size and luster. His body has withered somewhat, reducing his Charisma score to 18. The PCs can't help but notice this visible deterioration.

In *Chapter III*, the deva's wings are all but gone, his body has shrunk, and he appears as a sickly old man. If it wasn't evident before, it should be by this point in the adventure – Ybdiel is dying. Not only is he losing his status as a deva, but the damage inflicted by the bebilith is too much for the petitioner that Ybdiel once was to withstand. When all traces of Ybdiel the deva fade away, Ybdiel the petitioner dies.

ABAIA +HE BEBILITH

INT Very (12); AL CE; AC -5; MV 9, Wb 18; HD 12; hp 67; THACO 9; #AT 3; Dmg 2d4/2d4/2d6; SA Armor destruction (roll 1d6: 1-2 shield ruined, 3-6 armor ruined; nonmagical armor or shields ruined 40% of the time, magical armor or shields get a modification of -10% for each plus), poison bite (Dmg 1d12, save vs. poison with -2 penalty or die in 1d4 rounds); SD Webs (as spell), protection magic, +2 or better weapons to hit; MR 50%; SZ H (15 feet long); ML Champion (15); XP 13,000.

The bebilith called Abaia undergoes changes of its own as the adventure unfolds. In *Chapter I*, the bebilith is simply a monster – a barbed horror, a creeper of the Abyss. It sees Fachan and decides to prey upon him, going so far as to follow him into the Abyssal tavern to sate its infernal hunger. When Abaia kills Fachan, the bebilith absorbs the deva spark. In the subsequent battle with Ybdiel, Abaia bites the deva, mortally wounding him and pumping his body full of poison. The poison continues to ravage the deva, but it can't kill him until he reverts to a normal petitioner.

I'LL CA+CH +HE G+ODDER
BEFORE HE REACHES HIS P+OWER
... FOR +WICE +HE USUAL PRICE.

— GARRISH +HE NYCAL+H

ON AGREEING +O PU+ YBDIEL IN +HE DEAD-B+OOK

The deva spark sets off a battle within the bebilith. Abaia's evil nature tries to expel the bright goodness, while the spark attempts to explode into a blaze of purity. In *Chapter II*, Abaia travels across the Restful Plane, drawn by the conflict within its spirit. During this part of the adventure, Abaia appears to be schizophrenic. The bebilith engages in acts of evil, then follows them up with good acts, seemingly for no discernible rhyme or reason. It can also communicate with all creatures now, using one of the abilities provided by the deva spark. (In addition to being able to communicate telepathically with other beings, the bebilith can be given other deva powers as indicated in the text or as deemed necessary by the DM.)

In *Chapter III*, the bebilith is well on its way to becoming a totally new type of creature. Abaia changes physically and mentally, reaching a critical point that requires the help of the PCs to either push it into full goodness or return it to its evil nature. See the text for more details.

GARRISH +HE NYCAL+H

INT Exceptional (15); AL NE; AC -6; MV 12, Fl 36 (C); HD 11+22; hp 76; THACO 9; #AT 2 or 1 weapon at +3; Dmg 1d8+8/1d8+8 or 2d8+8; SA Bleeding (wounds inflicted by claws cause additional 1d6 damage per wound per round until healed magically); SD Immune to enchantment/charm spells, +2 or better weapons to hit; MR 70%; SZ L (9 feet tall); ML Champion (15); XP 25,000.

The greater yugoloth named Garrish is sent by Lindrym the tanar'ri lord to kill Ybdiel before he can get back to his power with whatever information he discovered. The text describes how he tracks the PCs and the deva spark through Elysium during *Chapter II*.

Garrish has the following spell-like powers: *command* (3/day), *comprehend languages*, *detect invisibility*, *detect magic*, *dimension door* (3/day), *dispel magic*, *enlarge/reduce*, *fear* (by touch), *invisibility*, *mirror image* (3/day), *polymorph self*, *project image*, *read magic*, *reverse gravity* (1/day), *wind walk*, *word of recall* (1/day), *wraithform* (1/day), *gate* (1d10 mezzoloths, 35% chance of success).

The *Deva Spark* starts in a tavern in Sigil, as the PCs are relaxing or otherwise taking time out from their busy adventuring schedule. A few encounters in the tavern help set the PLANESCAPE tone before plunging the group into the heart of the adventure. At some point during the evening, the PCs receive change from a serving maid which includes a gate key to the Abyss in the form of a coin. (They should be blissfully unaware of the nature of this item.) The gate key really gets the story going when the group steps through one of the tavern's many doors and takes a wrong turn into the multiverse.

CHAPTER I: A WRONG TURN

This wrong turn leads the PCs to an Abyssal tavern. Where is it? Who runs it? Which tanar'ri lord protects it? For the amount of time the PCs are there, these questions just don't matter. What does matter is that the tavern is a crossroads in the Abyss, a nexus of sorts that brings together

Ybdiel the deva, Fachan the petitioner, Abaia the bebilith, and the PCs. It's here, in this place of foul ambiance, that the PCs witness the transference of the deva spark from Fachan to Abaia (though they won't realize that's what they're seeing at the time). It's here, in this nightmare version of a drinking hall, that the PCs watch the wounding of a deva, have a brief run-in with the bebilith, and get thoroughly entangled in the unfolding events.

This portion of the adventure ends when the PCs escape the Abyss, either on their own or with the wounded deva's help.

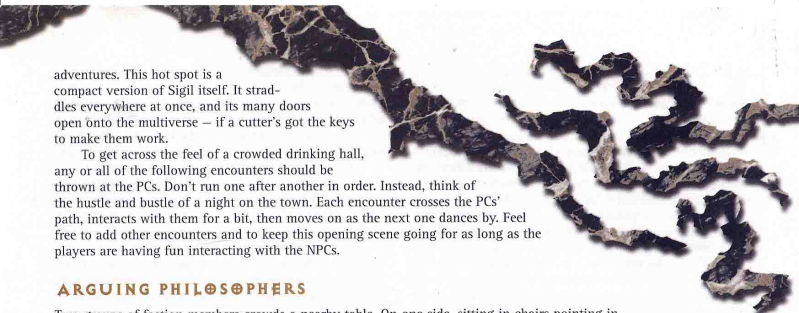
THE UBIQUITOUS WAYFARER

Whether the PCs relax in the Ubiquitous Wayfarer or carouse in the tavern of their choice, this adventure begins in a drinking hall in Sigil.

The tavern's lively tonight. Serving maids push through the crowds, taking orders, delivering drinks, and laughing at every comment tossed their way. A quick glance around reveals a typical Sigil crowd: Chaosmen and Gunners discussing philosophy over frothing mugs in one corner (luckily, they seem to have left their clubs at home); a tiefling snuggling up to a bariaur near the fire; various primes, planars, and petitioners mingling freely (though a body would be hard-pressed to tell one from the other); a tanar'ri sitting with a planetar at a nearby table; a pack of imps dancing around a band of singing githyanki over there. The night is young, you have no pressing business, and the drinks are both excellent and plentiful.

The Ubiquitous Wayfarer is a tavern in Sigil's Lower Ward, though some bashers claim it's in The Lady's Ward, and others swear they visit the place in the Clerk's Ward. Knowing the Cage, it's probably in all these spots and more. Any tavern in Sigil works as a starting place, but the concept of the Ubiquitous Wayfarer can lead to all kinds of multiplanar

A MIS+AKE?
I DØN'+ +HINK SØ.
I'M SURE. YØU ØRDERED
+HE FRØS+ED
CARRIØN CØCK+AIL.
— MIR+Æ +HE
SERVING MAID
AF+ER GIVING
SALA +HE BARIARU
A DRINK MEAN+ FØR
+HE +ABLE ØF VRØCKS
IN +HE CØRNER



adventures. This hot spot is a compact version of Sigil itself. It straddles everywhere at once, and its many doors open onto the multiverse – if a cutter's got the keys to make them work.

To get across the feel of a crowded drinking hall, any or all of the following encounters should be thrown at the PCs. Don't run one after another in order. Instead, think of the hustle and bustle of a night on the town. Each encounter crosses the PCs' path, interacts with them for a bit, then moves on as the next one dances by. Feel free to add other encounters and to keep this opening scene going for as long as the players are having fun interacting with the NPCs.

ARGUING PHIL@S@PHERS

Two groups of faction members crowds a nearby table. On one side, sitting in chairs pointing in all different directions, are a handful of Xaositects. Across from them, sitting all in a row, are members of the Fraternity of Order. Bits of their discussion wafts over to the PCs. Every so often, a PC hears one of the following snippets of conversation: "The nature of good and evil? What's that got to do with anything?" "You're barmy!" "I think it has something to do with a potato . . ." "Remember the Rule of Threes!" "Trees?" "Can a thing's basic nature ever change?"

After a while, one of the Chaosmen tries to drag the PCs into the discussion. Read or paraphrase:

"Hey, cutter," the male human with the mismatched outfit calls, "what do you think? I say everything changes, while this berk claims that you can't alter something's basic nature."

"It goes against the natural order," the female human with the impeccably matched armor declares. "According to your point of view, a balor could decide to shed his evil nature and become a proxy on Mount Celestial"

"Hey, berk, rattle yer bone-box someplace else," shouts the balor sitting at the bar.

"Balor, hah! That's too easy," the mismatched Xaositect responds, ignoring the customer at the bar. "I say anything can change. A mane, a shadow fiend, even a hebbilith. What do you say, blood?" With that, all of the debaters turn and look at you . . .

Both the Xaositects and the Guvners expect the PCs to add their opinions to the intellectual fray. Debates like this one go on all the time in the streets of Sigil, and most of the factions thoroughly enjoy a good philosophical duel. The Chaosmen believe (at least as far as this particular argument is concerned) that all changes are possible and even expected. They interrupt each other to get their point across. The Guvners believe in the natural order, and while some change is natural, the basic essence of a thing can't be altered. Good is good and evil is evil, they'll repeat over and over again (each speaking in turn, of course).

There is no right answer that the PCs can deal out to end the debate. In these kinds of arguments for arguing's sake, there never is. As soon as the players tire of the discussion, another patron wanders over to save them from the drunken debate. (Note that when one of the Chaosmen gets flustered or excited, he starts talking in transposed phrases: "Chaos than important more nothing is")

SERVING MAID

Handling all of the PCs' drinking and snacking needs this evening is Mirta, a buxom and somewhat scatterbrained female half-elf. She comes by quite often, taking orders, making sure the snack bowls are full, and generally being a nuisance – in a cute and ditzzy kind of way. During these early encounters, use her appearances to set up the mistake to come. She brings the PCs the wrong drinks, confuses food orders, comes back a few times to ask what they want (even after they've already ordered), and otherwise displays all of the qualities of a really nice but really bad waitress.

THE TANAR'RI AND THE NEXT TABLE

The tanar'ri seated at a nearby table is a marilith, a half snake, half humanoid with the comely features of a six-armed human female above the waist and the green-scaled coils of a snake below. She is deep in telepathic discussion with a planetar who sits across from her. The pair share a bottle of the best Arborean wine, getting along as fine friends in this crossroads of diplomacy and tolerance. At one point Mirta the serving maid brings a fresh bottle of wine to the PCs' table instead of to the marilith and planetar. Before either side can correct her, Mirta dances back into the crowd, tray in hand and lips silently repeating her orders to help her keep them straight (though it doesn't really help). The tanar'ri gazes at the PCs and turns her telepathic attention toward them.

"I believe that wine is ours." The words erupt in your head, and you notice the eyes of the marilith upon you. The planetar across from her tips a similar bottle as he smiles at you, showing that they've run out. "If you'd be so kind as to bring it over?" she asks without uttering a sound.

This scene serves to make the PCs aware of the tanar'ri and to show that unexpected sights like a tanar'ri and an aasimon sharing a bottle of wine are fairly common in a place like Sigil. The marilith is on her best behavior, but she won't

tolerate any disrespect from common adventurers. The best thing for them to do is deliver the bottle and excuse themselves, which actually gets them a thank you from the two powerful beings.

If the PCs behave rudely, the marilith draws her six magical weapons and starts to rise. The planetar calms her, placing a hand on one of her arms. Then he turns to the PCs and whispers into their minds, "I suggest you fill her goblet, nod politely, and return to your table, my friends." In no case does the planetar allow a fight to break out in the tavern.

THE CRITICAL ERROR

At some point during this portion of the adventure, Mirta the serving maid deposits a pile of coins in front of the PCs. "Your change," she says with a winsome smile.

Among the coins is an ingot of electrum with strange markings on one face – a crude infinity symbol pierced by an arrow pointing down. The other face is blank.

◆ **THE REAL CHANT:** This isn't the PCs' change. It was supposed to go to the marilith at the next table, but Mirta messed up again. The coin represents the end result of a long deal the marilith has been working on here in Sigil. The coin is a gate key that activates one of the many portals in this tavern – a portal that leads to a specific town in the Abyss. Sure, the marilith could travel there under her own power, but she'd wind up in a battle with the high-up of the town. The coin, on the other hand, leads to a waystation in the town where visitors aren't instantly set upon by the natives.

The nature of the coin shouldn't even be hinted at by the DM. Don't point out its strange appearance. Don't single it out as an item of interest. Just let the PCs pocket their change and be on their way. Once the coin is in their possession, the first doorway they walk through as a group in the tavern sends them to the Abyss.

YOU SPIN ME ROUND, ROUND . . .

After a few pitchers, mugs, or bottles of whatever the PCs like to imbibe, they are approached by another group of tavern patrons. The drunken imps dance over and try to get the PCs to join their merrymaking – to the cheers and encouragement of their githyanki drinking buddies. Read:

A circle of imps has suddenly formed around you. The small creatures guzzle foul-looking brew as they laugh and dance merrily at your feet. The githyanki they had been carousing with earlier have moved closer, continuing to clap out a rhythm as they sing a bouncy ditty about life on the Astral Plane.

"Time to dance, basher," one imp says as he grabs your hand. "Everybody do the mod-ron!" another shouts, and the imps begin to dance with jerky, clockwork movements.

If the PCs refuse to dance, they'll not only insult the imps, but they'll ruin the good mood of the githyanki band. Insulted imps polymorph into rats and ravens, hurl insults at the PCs, and even attempt to fight those patrons who refuse to dance with them. At the first sign that the PCs are superior to them, the imps turn *invisible* and flee for cover. This really irritates the githyanki. At this point the githyanki stop singing and clapping in favor of another popular tavern activity – the barroom brawl. The githyanki won't use weapons in the brawl unless the PCs do. The imps aid both sides in the fight, tripping combatants, throwing mugs and bottles, shouting insults, and otherwise causing trouble while in an *invisible* state. (Imps can become *invisible* at will, so actions that cause them to appear are immediately countered with another use of their innate power.)

THE ABYSSAL TAVERN

If the PCs join the dance, the githyanki buy them a round of drinks after the imps move on to the next group of patrons. If the PCs engage in three dances with the imps (echoing the Rule of Threes), not only do they get free drinks, but the imps give them a token of appreciation. "We're supposed to deliver this bag of sweetfire herbs to the baatezu lord, Zimimar, who likes to sprinkle them on his scales," one of the imps explains as he hands over a small sack. "When the herbs burn, they release a scent like a fine summer day." "Ugh! Gross!" another imp proclaims.

◆ **DM NOTE:** The herbs make a great gift for the phoenix the PCs meet in *Chapter II*. The phoenix is preparing a nest, and rare herbs like sweetfire are considered to be good omens when woven in. The herbs really are for Zimimar, an offering from the imps' current employer. (The pit fiend likes the way the herbs smell when his scales burst into flame.) The imps have two dozen sacks among them, so the baatezu lord won't miss a single bag.

◆ **SLIPPING THE BLINDS:** If the PCs refuse to dance with the imps and a fight breaks out, it could lead the PCs to flee from the tavern. Mirta, the serving maid should already have brought them their change ("The Critical Error").



THE DOOR + ELSEWHERE

After the PCs receive the gate key, the first door the entire party steps through sends them to the Abyssal tavern. If the first PC to step through carries the coin, then each subsequent PC follows the first to the Abyss. If a PC later in the line has it, then those who have already passed through notice the golden dazzle and scenery viewed through a ghostly haze that signals the use of a portal. They have time to step back through before the portal closes. When the PC carrying the coin steps over the threshold, read:

Suddenly the portal fills with golden, dazzling light. Sounds that weren't there a moment ago spill through the opening, and ghostly images appear before you. Before your boot comes down on solid ground, you realize you're someplace else.

The PCs have stepped through to a tavern in the Abyss, and the next scene in *The Deva Spark* is about to begin.

Once the gate key opens the portal, the PCs find themselves in a drinking hall in a fortress located somewhere on the Plain of Infinite Portals in the Abyss (see the map of the tavern on the screen and the illustration on page 8). They aren't meant to stay here very long, so only a few encounters are outlined. The first view of the place could be a bit disturbing.

You find yourself in a large, crowded room that reminds you of a cavern. Though spacious and with a high ceiling, the walls seem to press in. The walls are made of stone, with amorphous arches cut into them leading to connecting chambers. The stone is gray, covered with ancient soot and brown stains you don't want to think about. Great fires light the chamber, casting shadows and oppressive heat in all directions.

Tables, chairs, and stools crowded with rough-looking bashers fill the shadowy recesses of the chamber, and though no one reacts you imagine that every evil eye in the place has fixed upon you. These bashers are mostly tanar'ri of one sort or another — greater, true, and lesser tanar'ri, eating and drinking from the mugs and platters circulated by a small army of least tanar'ri. There are others here, too, you notice. Humans and other races, though each looks as mean and deadly as the tanar'ri beside them.

This drinking hall caters to both tanar'ri on leave from the Blood War and planars passing through. While every basher in the place has a weapon or six on his or her person, combat within the hall is frowned upon. Two molydeid guardians monitor the hall and keep the patrons in line.

The PCs can get both food and drink suitable for planars from other locales. Dretch servants constantly pass by with trays of refreshments. Once the PCs see something to their liking (and pay the appropriate prices), dretch servants carrying food and beverages of similar origin frequently cycle by. Three gold pieces is the usual fee for either food or drink in this Abyssal tavern.

◆ **DM NOTE:** On this side of the portal, the doorway appears as one of the amorphous arches connecting one chamber in the hall to another. If the PCs step back through it, they find themselves in the other chamber — still in the Abyssal tavern. The coin has changed. Now the side that once held the Abyss symbol is blank; the other side is inscribed with the face of the Lady of Pain. It does activate another portal in the hall, but the PCs have to find it. The best course is for them to accompany the deva and not return on their own (as explained in "The Bebilith Arrives" later in this chapter).



GIVING FLAVOR TO THE ABYSS

This drinking hall shouldn't be a copy of what the PCs are used to on the Prime — or even in Sigil. The place suggests comfort and relaxation from the tanar'ri point of view (a view that is decidedly chaotic evil). Most of the food and drink is designed for fiendish palates, consisting of thick, smelly liquid or live, wiggling creatures. Though combat is kept to a minimum within the stronghold, the fiends engage in violent, even deadly games. They take particular enjoyment in tormenting weaker tanar'ri and those creatures who can't defend themselves.

One particular scene illustrates the basic difference between this hall and the tavern in Sigil. A human wizard hangs upside down on one wall. This unfortunate from some unnamed prime world traveled here seeking power. Instead, he has become a plaything for a gang of tanar'ri resting after a tough Blood War campaign. The wizard is tied and gagged to prevent spellcasting while the tanar'ri use him as a goal in a drinking game. They bounce small darts off the floor. If a dart sticks in the wizard, the tanar'ri gets to draw a coin from the bag in front of them. If a dart misses or fails to stick, the tanar'ri must gulp down his drink.

DRINKING BUDDY

While the PCs stand in front of the archway, they are blocking traffic. A very drunk bar-Igura ploys into them, telepathically grumbles at them, then asks if they'll buy him a drink.

The hulking, brutish, orangutanish creature stumbles back a few steps, sways in place, then grumbles about how inconsiderate some berks are. It doesn't speak, you notice, but you hear its words in your head just the same. Its barrage of complaints end as suddenly as they began, only to be replaced by a drunken telepathic request. "Buy Blarj a drink, berks! Blarj'll be your friend!"

If the PCs agree, the bar-Igura grabs a bottle of foul, bubbling nectar from a passing dretch. The dretch stops and looks at the PCs, waiting for them to drop some junk on its tray. Three gold pieces are enough to send it on its way. The bar-Igura, meanwhile, offers the group a swig from its bottle. If they agree, each PC who drinks the stuff must make a Constitution check at -2 or lose 1d4 Strength points for 1d6 hours. If they decline, the bar-Igura shrugs and stumbles away with its drink.


If the PCs don't buy Blarj a drink, the bar-Igura stumbles away.

THE DISGUISED DEVA

Ybdiel the deva has come to this stronghold to learn about the plans of Lindyrm the tanar'ri lord. He currently wears the form of a vrock, a true tanar'ri that looks like a cross between a human and a vulture. Though he doesn't want to give his own identity away, he notices that the PCs don't belong here. If any of the PCs are of good alignment, Ybdiel approaches them.

"You are a long way from home, cutters," the deva-in-vrock's-clothing whispers into their minds. "Stay alert and keep low, and you might get out of here in one piece." Ybdiel has no intention of helping them until after he gets what he has come for.

If the PCs try to keep tabs on the strange vrock, they notice it conversing with an alu-fiend in one of the hall's distant corners. The alu-fiend provides Ybdiel with the last bit of information he sought — the key to understanding the tanar'ri lord's current plot.



WHAT'S A
NICE
BASHER
LIKE YOU
DOING IN A PLACE
LIKE THIS?
— MEERENA THE
SUCCUBUS



PRESS GANG

As the PCs work their way around the hall, they notice increasingly nasty stares directed at them. Succubi and incubi watch them with undisguised lust. The molydei guards keep tabs on their actions. Even the visiting planars appear to scrutinize their every movement. The tension builds, then the first real problem presents itself. A group of hezrou enter the hall, intent on adding more troops to the ranks of the Blood War. The hezrou — true tanar'ri charged with overseeing the formation of armies — plan to press into service as many of the patrons as they can before the lord of this stronghold realizes what's happening.

One of the hezrou approaches and questions the PCs. "Who're you? What's your business here? Which lord protects you? Why shouldn't I draft you into the Blood War?" Let the PCs answer as they see fit. Their answers probably won't be good enough to convince the hezrou to look elsewhere. When it looks like battle is about to occur, the major scene for this part of the adventure begins.

THE BEBILITH ARRIVES

No matter how the rest of their visit to this Abyssal tavern is going, at some point a commotion draws the PCs' (and everyone else's) attention. Read or summarize the following:

"Help me!" shouts the human male running in through one of the many arches. "It's after me!" The crowd turns to see what berk's making all the racket. He's disheveled, dirty, and covered in cuts and fresh blood. He wears an expression of pure fear, and in a moment you see why. Pushing in behind him is a huge, misshapen spider with a hard shell and barbed forelegs. "Help!" the berk screams again as the creature's sharp foreleg skewers him from back to front.

"Who let that bebilith in here?" the hezrou near you asks impatiently as the poor sod slides down the piercing foreleg. A bright glow emerges from the berk, slicing through the shadows of the hall and sending the tanar'ri stumbling away. One tanar'ri doesn't flee from the blinding light, however. The vrock that spoke to you earlier moves closer, watching the glow as it passes from the dying human to the vile bebilith.

"No! That is mine!" the vrock calls out as it shifts into a new form. Where once stood a vile fiend now stands a tall, brown-skinned human with feathery wings. She shouts from the farthest reaches of the hall confirm what you see. "Deval! Deval in the Abyss!" With that, the deva charges to do battle with the bebilith.

The tanar'ri back away from the spark of the deva, at least at first. Once the two intruders begin to fight, the tanar'ri start placing bets on the outcome. If the PCs decide to watch the fight, they notice that the deva seems weaker than what they know of such beings. The bebilith delivers a deadly, poison-filled bite to the deva, then mortally wounds him with a blow from its sharp foreleg.

If the PCs decide to help the deva, let them get in on the fight. The deva is still bitten, but they'll be able to stave off the mortal wound if the fight goes their way. PCs could die in this fight, but the bebilith flees before it can be defeated.

The deva invokes his *celestial reverence* power. A blinding flash of light draws the attention of the PCs (and any other mortals in the hall). The PCs must all make saving throws versus paralyzation. Any PC of good alignment who fails the save is struck by a strong protective love for the deva. Whether the power works or not, Ybdiel tells the PCs: "I need your assistance, mortals. What I have learned must be taken to my lord in Elysium. Help me, and I will take you out of this foul place."

If the PCs agree, Ybdiel points them toward the portal that leads back to Sigil. "To the City of Doors," Ybdiel says, visibly weakening by the moment. Ybdiel has a gate key that activates the door (not the door the PCs came through). The group escapes just as the tanar'ri decide to "pluck the deva's pretty wings."

◆ **THE REAL CHANT:** The human is Fachan, the petitioner who carries the deva spark. Some time has passed since Fachan received the spark and was killed — long enough for Ybdiel to almost complete his mission, but not long enough for the spark to have significantly changed Fachan. Once Abaia the bebilith kills the petitioner, the spark joins with the barbed horror's spirit. Ybdiel, who just received the last of the information he sought, recognizes his spark and reverts back to his natural form to retrieve it. Unfortunately, without the deva spark Ybdiel is no match for Abaia. The bite poisons the deva, which gives urgency to the events in *Chapter II*. Note that the alu-fiend who passed the information to Ybdiel flees once the deva reveals himself. She tells Lindyrm about her encounter, thus setting Garrish on the deva's trail.

◆ **SLEEPING THE BLINDS:** Abaia should not be killed in this encounter. Anytime after the bebilith bites Ybdiel, it can escape out into the harsh wastes of the Plain of Infinite Portals. If the PCs try to give chase, Ybdiel calls them back. (If they never got involved in the battle, Ybdiel turns his attention to them after the bebilith flees.)

If the PCs refuse to help the deva, Ybdiel manages to escape on his own. The PCs are left standing in an Abyssal tavern, with a horde of tanar'ri eyeing them balefully. The tanar'ri recognize the PCs as intruders and worse — the deva spoke to them, so they must be in league with the powers of Good!

The tanar'ri, robbed of their divine prey, start toward the PCs. At this point, the characters have only one means of escape — the coin with the symbol of the Lady of Pain. The problem is determining *which* portal in the hall the coin-key opens. It isn't the one they came out of, or the one the deva escaped through. The PCs can find their own way out just by trying doors, and one finally works (on a 1 in 10 chance). The tanar'ri, on the other hand, won't stand idly by while their prey tries to escape. They won't kill the party outright, preferring to taunt and play with their victims. Merciful DMs should allow the PCs to escape before they are cut to shreds, but not before they take a few bumps and bruises for turning their backs on the deva.



A lot happened in *Chapter I*, and the start of *Chapter II* depends on the actions of the PCs.

The bebilith has the deva spark and the deva is dying — that occurs no matter what the PCs do. If things worked out right, the PCs are stuck holding the bag (or the dying deva, as it were). If the PCs helped the deva, he led them back to Sigil. If they ignored the deva's request for aid, then they had to get out of the Abyss on their own (probably by finding the gate to Sigil attuned to the coin they're carrying). PCs who opted for this route had to battle past the molydei and the other tanar'i in the Abyssal tavern, so if they did find the way out they probably did so after taking considerable damage.

CHAPTER II: THE RESTFUL PLANE

PCs who survive the trip to the Abyss eventually end up back in Sigil. The PCs' coin drops them into the Ubiquitous Wayfarer (or whatever tavern

they started the adventure in), while the deva's gate key brings them to a bath house near the Great Gymnasium. What happens next depends on whether the PCs traveled back with Ybdiel or not.

WHAT HAPPENED TO THE BEBILITH?

After disappearing from the Abyssal tavern, Abaia went looking for a portal to Sigil. Why? So it could find a portal to Elysium. Here's the chant: Abaia has the deva spark. It's also got some of the deva's compulsions (though no true memories) as a result of the spark's fusion with its own spirit (this process is far from complete, however). When Ybdiel battled Abaia, the spark drew upon the deva's current desires through the contact that was initiated. The bebilith is confused by the images welling up as its dark spirit joins with the deva's bright spark of goodness. The first sense Abaia makes of it all is a strong desire to return to Elysium. (Ybdiel wants to bring the information he discovered to his power, remember.) Ybdiel's route back to Elysium is through a portal in Sigil's Guildhall Ward. Consequently, that's where Abaia wants to go.

How does the bebilith get there? It's a resourceful, intelligent being. During its long life, Abaia has learned about the existence of a portal or two leading to Sigil. It even knows what keys open these doors, though it probably never made use of them before.

♦ **DM NOTE:** The PCs reach Sigil before the bebilith, but the bebilith locates a portal to Elysium before the PCs do.

BACK TO THE CAGE: YBDIEL'S KEY

Ybdiel the deva, hurt and burning with the bebilith's poison, leads the PCs through an archway in the Abyssal tavern to a bath house in Sigil's Guildhall Ward. His gate-key, a small marble polished smooth by the calming waters of the Great Gymnasium, opens a portal in the serene sur-

THE SPARK . . .
DANCES LIGHTLY
ON THE
FEATHER
OF A BAKU'S GRIN . . .
— A FEVERED YBDIEL
IN A MORE
LUCID MOMENT

face of one of the baths. Once all of the PCs have emerged, the obviously sick deva quickly attempts to enlist their help. Play him as a majestic, awe-inspiring, but obviously injured being. Read:

"My thanks to you," the deva manages between fevered spasms. "I regret that I must ask you to join my quest for a little time more. My power will remember the aid you provide, and your deeds will be rewarded."

Ybdiel continues as best he can. "My power sent me to the Abyss to seek information on a tanar'ri plot. To do that, I had to find a way to hide myself. Even the best disguise could not mask my aura of goodness. My only choice was to give up the spark that was given to me. I voluntarily set aside the deva spark. In the Abyss I found out what the tanar'ri lord was up to, but then the bebilith arrived. I know not how it came to be, but the mortal who held my spark was in the Abyssal tavern — the very petitioner the bebilith killed! The bebilith absorbed my spark before it could return to me, and without it my powers as an aasimon slowly slide away."

What Ybdiel learned must be brought before his power's throne in Principality, a realm on the plane of Elysium. The deva believes that goal to be more important than retrieving his spark from the bebilith. "I grow weaker by the moment. Get me to Principality, I beseech you . . ." With that, Ybdiel lapses into a fevered coma.

◆ **DM NOTE:** Before the PCs strike out for Elysium, they must learn the basic details of the situation that has been established. Some of these details are provided by Ybdiel, the rest either by the Ciphers or whatever other contacts the PCs have in the Cage.

The nature of the information Ybdiel carries isn't important to this adventure. The important thing is that he carries news that must be brought before his power. DMs are free to determine what those details are for their own campaigns. Otherwise, the machinations of greater beings won't affect the PCs in this story.

◆ **THE REAL CHANT:** Ybdiel is reacting badly to the wounds and the poison due to his weakened state. Without the deva spark, he can't heal himself or benefit from the healing spells of others. Note that the bebilith's poison normally kills a victim who fails to save in 1d4 rounds. Ybdiel still has vestiges of his abilities, so his body is fighting off the effects of the poison. As those abilities slip away, the poison ravages the exposed areas. The coma is his body's best attempt to keep the effects of the poison at bay, though even that won't cure him. In seven days Ybdiel will die from the poison.

IN THE CAGE: THE PCS' KEY

If the PCs leave the deva behind and make use of their own key (the coin they received by accident from Mirta the serving maid), they return to the tavern where the adventure began. It's up to the DM to get the PCs back into the story if they opted for this solution to the troubles in the Abyss. A day later, after they've had time to recover from their wounds, the PCs are approached by a member of the Transcendent Order. (As they opted for the less desirable solution, the PCs have less time available to save the deva — six days instead of seven). Quick Cari (PI/♀ human/R6/Cipher/NG) asks to meet with them, talking to a Cipher PC if one is available. Otherwise, she approaches the group in total. She takes them to the Great Gymnasium, known as a place for swinging complicated negotiations between hostile parties. In the Great Gymnasium, Quick Cari leads the PCs into an isolated bathing area. The wounded deva from the Abyssal tavern floats in the comforting water, already locked in fevered sleep.

"We haven't been able to get to the dark of the deva's illness," Quick Cari explains. "As a sometime ally, he came to us for help. Before he fell into this unnatural sleep, he asked for cutters to get him back to his home plane. Specifically, he asked for you." Actually, the deva asked for help, then succumbed to the fever. In his fevered state, he said the names of the PCs (if he heard

them in the Abyss) or described them in enough detail for Quick Cari to figure out who they were. Ybdiel isn't happy with the PCs for refusing to help him, and this should be played up later during his moments of lucidity.

Quick Cari goes on to tell the PCs that neither the healing waters of the baths nor the spells of their most powerful clerics have been able to restore the deva to health. The Ciphers believe the deva has only six days left to live. "They've already started writing his name in the dead-book," Quick Cari says. "Take him home, and the Transcendent Order will provide the jink." Home, by the way, is the realm of Principality, on the plane of Elysium.

This scenario brings the PCs back into the story as paid escorts instead of willing participants, but it gets things back on track. The Ciphers'll pay whatever it takes to enlist the PCs' help (but not a bit of jink more). A good price is 1,000 gp per PC. What do the Ciphers get out of this? They figure they'll get on the good side of the power for putting the deal together.

♦ **DM NOTE:** If the PCs happen to look, their coin has reverted back to its original form — one side blank, the other inscribed with the Abyssal symbol. If they never connected it as the gate key that sent them to the Abyss in the first place, it can be used to send them there again whenever the DM wants. This could lead to future

WHAT DO YOU MEAN YOU NEED
+ TIME +0 + HINK ABOUT I +?
PIKE +H+!

— QUICK CARI OF THE CIPHERS

adventures of the DM's own design. Or, the PCs could lose the coin the next time they pay for something. 'Course, if whoever gets it remembers who gave it to him, he could come looking for the PCs to discuss the unexpected trip he took to the Abyss.

A final option is to have the marilith come looking for her coin. If she thinks it was an honest mistake, she'll trade for it. If she has reason to believe the PCs are purposely delaying her departure, she turns her full wrath against them.

♦ **SLIPPING THE BLINDS:** The PCs need to learn about the deva spark. Have Ybdiel describe the same information presented in the read-aloud in "Ybdiel's Key" at some point before the PCs head for Elysium. Instead of the formal presentation shown above, the deva provides the same details through a fevered dialog with himself that should sound confusing but still make a limited amount of sense.

THE BEBILITH IN SIGIL

Abaia, confused and feeling very strange, searches the streets of Sigil for a portal that'll take it to Elysium. It arrives in the Cage after the PCs, but locates a portal and

steps through it before they do. Abaia knows that the Ciphers have a fast track to the Restful Plane. While the PCs figure out what to do, Abaia hunts down a member of the faction, kills him, and carries the body through the appropriate portal. (Abaia might not know what item on the Cipher's person is the gate key, but the bebilith knows that the key activates the portal if the whole body is carried through.) Before the PCs step through the portal, they find out that the bebilith was in town. "It carried poor Jalkim right through the gate to Elysium," one of the Ciphers tells them.

GETTING THERE IS HALF THE FUN

The rest of the details concerning the PCs' time in Sigil is presented under the assumption that they arrived with the wounded deva and are going along with his request for aid (either out of the goodness of their hearts, for the position such a deed will put them in, or because one or more of the PCs were affected by the deva's *celestial reverence* power). After Ybdiel makes his pitch, he falls into a fevered sleep and only awakens for brief moments throughout the rest of the adventure. Most of these wakeful moments (75%) are categorized by fevered, chaotic ramblings that would do a Xaositect proud. The rest of the time, Ybdiel provides clues or words of encouragement in a weak, pain-filled voice. (The DM should use these clues only when the players are really stuck.)

The PCs must find a portal to Elysium. As they near the Great Gymnasium, the headquarters of the Transcendent Order, a few portals in the area lead to the Restful Plane. It's just a matter of finding one and obtaining the proper gate key. If they approach the Ciphers and tell it to them straight, Quick Cari gives them a key and shows them a door to use it on. If they seek out other avenues of information, finding a door and a key becomes a mini-quest through the streets of Sigil. The details of such a quest are left up to the DM, but it shouldn't take the PCs too long to get to Elysium.

If they don't go right to the Ciphers for help, there's a good chance that other factions hear about cutters helping a wounded deva through the alleys of the Cage. Specifically, two groups could pick up their trail. The first is a band of bashers led by Maxim the Pure (Pl/♂ human/Pa/ Fraternity of Order/LG). The paladin commands a team of fighters (six in total) working for three cooperating factions: the Fraternity of Order, the Harmonium, and the Mercykillers. The second group of bloods are led by Erda (Pl/♀ bariaur/P12/Athar/CG). With her two Defier assistants, Erda seeks to discover the truth concerning the deva. See the screen for statistics detailing Maxim, Erda, and the faction bashers and bloods. (Additionally, if any selfish berks learn the dark of it, they might go looking for the deva spark to take its power for themselves.)

If the PCs do attract the attention of these groups, they'll have to find a way to lose them before stepping through the portal to Elysium (unless they want to be followed almost immediately). Maxim's bashers fight if the need arises (and bashers can justify a need with little mental anguish), but Erda's bloods prefer to reason with (or even trick) the PCs into turning the deva over to them. This would be a bad thing, resulting in Lindyrm's plans going unchallenged (at least for a while), the death of the deva, and the death of the bebilith by the hosts of the Restful Plane.

Remember, the PCs must learn (either by hearing a rumor or getting the chant right from Quick Cari) that a bebilith was seen in the Cage and that it carried a member of the Ciphers through a portal to Elysium.

◆ **DM NOTE:** If the PCs seek information about the deva spark, they can find out the following (probably from a sage among the Ciphers or Athar). While no one knows for sure, speculation is that the powers create ranking aasimon from petitioners by awarding them with a spark of godly power. There are legends of ranking aasimon voluntarily giving up their sparks for certain purposes, but no one knows if this is really possible. According to one legend, the solar Minod was separated from his spark for too long a time. To retrieve his spark, Minod had to employ the *Items of Accord* – artifacts of healing rumored to exist on the Restful Plane. The monks of a place called Conclave Fidelis are said to know more.

◆ **SLIPPING THE BLINDS:** Should the PCs decide to hand the deva over to the agents of the Athar, have Quick Cari of the Ciphers come back into the picture. As in "The PCs' Key" above, she'll hire the PCs to retrieve the deva and take him to Elysium.

ELYSIUM: THE RESTFUL PLANE

The PCs carry Ybdiel through a door to a place of unsurpassed beauty – Elysium, the Restful Plane (see *A DM™ Guide to the Planes* in the PLANESCAPE Campaign boxed set for details on this area). Wide rivers, lush forests, fertile plains, and more aware visitors to this land of goodness without thought. The driving force here is goodness and only goodness: The inhabitants don't care if it's tempered with order or chaos, just so long as it's good.

The PCs don't wander all over the plane. Instead, all of the action occurs within a realm called Principality. Travel in Principality isn't based so much on distance as it is on frame of mind and good deeds. All paths lead to wherever a cutter wants to go in the realm – so long as that cutter performs good deeds along the way. All locations shown on the map can be reached in 1d4 hours or 1d4 days, depending upon the cutter's frame of mind. For example, a trip from the Rollicking Crescent to Conclave Fidelis takes from one to four hours if the cutters act



quickly, in harmony, and for the cause of good. Basically, each path presents travelers with an opportunity to do good. If the travelers act accordingly, the path leads where they want to go. The same path takes those who ignore the opportunity to do good one to four days. Those who practice evil deeds along the way never reach their destination. Abaia, therefore, can't get anywhere in the realm. The bebilith can bounce around the countryside, but the realm won't let it reach any specific location.

Also, magics of *charm*, *hold*, and *summoning* don't affect natives of the plane. Good-aligned visitors gain a +4 saving throw versus these types of spells.

In Principality, the PCs have a number of goals to accomplish. They may simply want to get Ybdiel to his power. They may want to track down the bebilith in order to return the deva spark to Ybdiel. They may want to find the *Items of Accord*, as the lore of the plane suggests these things are necessary to aid the deva. These are all probable starting points for the trip to the realm of peace and goodness.

◆ **DM NOTE:** The encounters that follow (in this chapter and the next) are keyed to the map of Principality (printed on the screen). *Read through this entire section before running it to get a sense of the whole story.*

The DM should add other encounters as necessary, including those dealing with any factions that have gotten involved in the story and those that provide the PCs with opportunities to accomplish good works.

The portal from Sigil opens at the place marked "1" on the map of Principality. This is where the PCs start this portion of the adventure.

ENCOUNTERS IN PRINCIPALITY

The numbered encounters throughout *Chapters II and III* refer to locations marked on the Principality map.

I. SHEPHERDS BY THE RIVER

The PCs emerge from between two standing stones into a place of sunshine, lush grassland, and deep blue sky. Nearby, a river splashes swiftly along a shallow bank. Sheep graze upon the thick, juicy blades of grass or lap from the cool, clear water. Two shepherds watch over the flock, rounding up strays and keeping predators at bay. They also have another function. As petitioners loyal to the power of Principality, the shepherds watch the portal for new arrivals. When they see some, they try to convert them to the tenets of neutral goodness. This, they believe, helps them on their way to an ultimate union with their power.

When the PCs notice the shepherds, they see that the pair are digging a hole in the ground. A body rests nearby.

The body lying in the nearby grass is that of a young human male. His armor and weapons suggest he was a capable basher, while the mark of a sun rising over a crescent moon identifies him as a member of the Transcendent Order. His fresh wounds — swordlike slices and a gruesome bite — indicate that he hasn't been dead all that long. The shepherds are just finishing the hole when they notice your arrival. "Welcome, travelers, I am Morn," exclaims one of the shepherds. "And I am Rion," the other calls out. "Have you lost your way?"

It's the body of Jalkim the Cipher, who Abaia used to cross over from Sigil. Among Jalkim's possessions are a long sword +2, gauntlets of ogre power, and a gate key similar to the one given to the PCs to activate this particular portal.

The two shepherds are Morn and Rion. Morn (Pe/δ human/FO/NG) wears a white linen tunic that falls to his ankles. A sash of brown wool gathers the voluminous folds around his waist. Open sandals and a hood of gray wool complete his outfit. His shepherd's crook leans against a large rock. Rion (Pe/δ human/P1/NG) wears a linen tunic and a wool cape that falls just below his knees. His hair is confined in a tight braid. He carries a simple staff.

Morn and Rion were going to bury the basher with his possessions, but if the PCs claim to know him the shepherds won't mind if they take the stuff. Otherwise, the pair sermonizes about avoiding the evils of greed and thievery as the PCs loot away.

If the PCs ask what happened, Morn says, "A foul creature stepped through the same portal as you carrying this poor sod. It dropped him without a thought and stepped up to one of our sheep." Rion picks up the narrative. "It raised a barbed claw to strike the innocent animal. I said that a good deed is far better than an act of evil. It turned to regard me with alien eyes. It seemed confused." Morn continues, "I told it that only peace, harmony, and goodness could clear its confused heart. It lowered its claw, bowed its head in shame, and wandered away."

The shepherds can't help but notice Ybdiel (unless the PCs have gone out of their way to hide the deva). "The monks of accord are renowned healers," Rion tells them.

The shepherds know there's a monastery somewhere, but no other details. "Maybe someone at the Rollicking Crescent can direct you." If the PCs specifically ask the shepherds how to reach the realm's power, Morn and Rion say, "Our power is everywhere. To find him you must continue along the path of good works."

Morn and Rion hope to guide the PCs both physically and spiritually. The Rollicking Crescent, Morn tells the group, is an inn located downriver. "You can find companionship, shelter, and fine food there if that is what you crave, as well as directions from those who travel more than we do." Rion, meanwhile, provides spiritual guidance as well as the secret for getting around the realm. "The path you travel doesn't matter," the shepherd preaches. "You can walk in a straight, orderly line, or race chaotically this way and that. Just keep the place you want to get to in mind and start walking. As long as you do good works along the way, you'll reach your destination."

During the discussion, a lamb slips into the river and is pulled away from the shore by strong undercurrents. It bleats in terror as the water swirls around and over it. Saving the lamb requires use of the swimming proficiency or some type of magic within 1d4+1 rounds. When the time expires, the lamb drowns. Note that the shepherds can't swim. Saving the lamb (or even trying to save it) counts as a good act and allows the PCs to reach the next destination in hours instead of days.

2. THE ROLLLICKING CRESCENT

The PCs reach the Rollicking Crescent in one of two ways. Either they decide to go there after their talk with the shepherds, or the path they take passes by the inn to give them another chance to perform good acts.

The Rollicking Crescent is a wooden building covered by weathered oak shingles. Shutters of many different colors, some even decorated with bright vignettes, stand open at the windows. A sign hanging over the porch shows a crescent moon with maternal features — a bulbous nose, a knowing smile, and a winking eye. While the place looks inviting, the quiet and utter lack of activity should make observant PCs nervous. If the PCs approach the inn, read:

No sounds of laughing or singing echo from within the bright exterior of the Rollicking Crescent. No stable boys run out to guide you in, no buxom serving girls dance out to greet you. Instead, you hear faint cries and an occasional scream of terror. You notice a gaping hole in the side wall, and you see an old woman stumble out of the front door. "Help me," she calls. "Please help me."

The old woman is the owner of the inn, Astrid (PI/♀ human/B3/Cipher/NG). She is one of the few survivors of the terrible scene that took place less than an hour before – the attack of a bebilith. Normally optimistic and energetic, Astrid was severely traumatized by the attack. “Please, if you are good and kind, you must help me,” Astrid pleads with the PCs. “The Lady Selene and a few other survivors are trapped beneath rubble I can’t remove.”

What happened here? Abaia the bebilith arrived a short time ago, after its own visit with the shepherds. When Abaia found an inn full of happy, good people, its chaotic evil nature took over. The bebilith attacked, bursting through the common room wall. Rubble fell from the wall and ceiling, burying many of the guests in the southeast corner of the room. They were the lucky ones. The rest of the guests fell to the barbed claws and poisonous bite of the bebilith. Astrid witnessed all this horror from the entry hall, where she hid with Lady Selene’s young daughter. Once it finished with the guests in the common room, Abaia turned toward the entry hall. It moved with deliberate slowness, raising its barbed forelimbs for its last victims to see. Poison dripped from its fangs as it approached, and Astrid held the girl’s head so that she couldn’t see the terrible sight. The bebilith drew very close, pushing its head into the hall. Then it paused, seemed to think for a moment, then telepathically contacted Astrid. “Sorrow I feel,” the bebilith said into her mind, “guilt? This was . . . wrong.” With that admission, the bebilith disappeared through the broken wall.

Astrid explains this as best she can while seeking to convince the PCs to enter the inn to help her remaining guests. She doesn’t refer to the bebilith by its name or species. Instead she calls it “a nightmare” or “a misshapen spider.” If the PCs decide to help, she takes them into the inn. Lady Selene, a traveler from Pax Benefice, and five other guests are still alive beneath the rubble in the common room. The PCs can free one guest per hour for every Strength total of 30 they have working to clear the rubble. For example, two PCs with Strength scores of 16 and 14 working together can free one guest in an hour. Four PCs with Strength scores totaling 60 can free two guests in one hour, and so on.

There are four other guests in the inn. Each has a Strength score of 12. A PC can try to rally these shocked individuals into helping clear the rubble. This requires some good role-playing on the part of the player and a Charisma check.

As the PCs work to save the survivors, determine what they are doing with Ybdiel. If they leave him lying alone and unprotected, what happens next is fairly easy. If they leave him guarded, then a fight probably breaks out. Abaia has been hiding near the inn, trying to work out the conflicting feelings of goodness and evil battling inside it. With the arrival of the PCs and the deva, Abaia’s guilt (an emotion it never experienced before) increases tenfold. The bebilith knows it has a connection to the deva, and it recognizes the being as the one it hurt in the Abyss. Abaia decides that in order to alleviate the pain inside its heart, it must find a way to heal the deva. It kidnaps Ybdiel.

If the PCs left Ybdiel alone, they turn to see the bebilith take hold of him and disappear. (Abaia has gained the *aasimon* ability to *teleport without error*.) If one or more of the PCs guard the deva, Abaia approaches cautiously. Read:

“Let me help,” the bebilith whispers into your mind. “I must help. I must end the hurt inside.” It moves forward, extending its barbed forelegs toward the deva.

If the PCs let Abaia touch Ybdiel, the pair immediately teleports away. If they try to stop the bebilith, it fends them off with only its claw attacks. If Abaia actually strikes one of the PCs, waves of sorrow splash across their minds as Abaia immediately regrets its actions. As soon as it can reach the deva, it touches him and activates its newfound power. If the PCs successfully fend off Abaia, the bebilith tries again and again to kidnap the deva until it finally succeeds. When it does take the deva, the bebilith randomly teleports to the hills near Realm’s End. There it finds a cave, places the deva inside, then teleports away to find help.

◆ DM Note:

If the PCs decided not to help Astrid, then the bebilith attempts to kidnap the deva once they strike out on the road again. If the PCs did help, then Lady Selene tells them about Conclave Fidelis. “The monks of the Conclave, which is located in the Oreb Hills, know the healing arts and much lore. If anyone can help you in your quest, it is the monks of accord.”

ENCOUNTERS ALONG THE WAY

The PCs encounter two definite signs of the bebilith's passage as they continue their trip. (Remember, Abaia can't get anywhere in particular in this realm, and it doesn't really know where it wants to go, anyway. It is confused and growing increasingly more desperate.)

The first encounter demonstrates another act of evil on the part of the bebilith as it tries to stay true to its original nature. Somewhere to the west of Lake Aonia, a fishing boat plying the waters of the river was attacked by Abaia. Its shattered remains washed up along the shore. The boat was obviously attacked by something large and vicious, and barbed claw marks similar to those at the inn can easily be recognized. Two of the fishermen are beyond help. A third can be saved if the PCs have a *neutralize poison* spell and act quickly. If they save the fisherman, he describes the attack of the bebilith:

"The terrible spider appeared from nowhere. It slashed us with legs like swords for no reason, smashing our boat and throwing me into the river. I thought I was going to drown, but then it lifted me out of the water and set me on dry land. It seemed confused, even sorry. It turned away. I thought the worst was over, when suddenly it turned back and bit me. Fire seemed to race from the wound through my body, then I blacked out."

The second encounter occurs to the east of Lake Aonia. Here the PCs meet a wagon drawn by two horses. Riding in the wagon are an adult male, an adult female, and three children of various ages. They wave and smile at the PCs, but don't go out of their way to talk to them unless the PCs make the first move. If asked about a bebilith, the travelers describe their meeting with Abaia. The bebilith helped push the wagon out of deep mud it had been mired in after the recent rains. "It was very helpful," the male explains. If the PCs ask about the monastery instead, the woman points them to a path, saying that they've had lots of visitors today. "A strange spider-thing helped us."

3. CONCLAVE FIDELIS

The monks of this simple monastery contemplate the virtues of goodness without thought. They serve as healers, maintaining an infirmary for those in need. They're also the keepers of the *chalice of peace*, one of the legendary *Items of Accord*. The chalice is one of three items that together can heal both the deva and the bebilith (see *Chapter III*). At the monastery, the PCs meet with Cebulon, abbot of the conclave (Px/♂ human/P12/NG). The proxy has been waiting for them. He knows about the activities of the bebilith, for he has been watching it perform both good and evil acts throughout the realm.

The abbot greets you warmly. "You have come to help the bebilith," he states, even if you protest such a notion. "Something of this magnitude has not occurred since the days of Minod the solar. Only by helping the bebilith can you help the deva, for the bebilith carries the deva spark. Without his spark, the deva will die. However, taking the spark from the bebilith will surely kill the creature that it is becoming. Act in goodness, my friends, for everything else leads to evil."

Cebulon gives them the chalice and explains the process which the monk thinks can aid both deva and bebilith. "Only through the calm serenity of peace can a troubled spirit be eased," Cebulon explains. "Take the chalice and fill it with the *waters of serenity* from Lake Serene. Then find the *gem of harmony*, in the nest of a phoenix about to immolate itself, and place the gem in the calm water. Finally, all three must be taken to the center of the Labyrinth of Accord in Orwood Forest. When all involved successfully walk the maze with the *Items of Accord*, you will find peace and unity of self. Then the healing can begin."

If the PCs ask how they can find the bebilith, Cebulon smiles. "Simply call it," he says, spreading his arms to the sky and whispering words of prayer. (Cebulon can do this because he's a proxy attuned to the sparks of goodness carried by all the servants of his power.) A moment later, the bebilith teleports to his side. It approaches humbly, trying not to appear threatening. In fact, it looks less evil than before. Its shell isn't quite as misshapen or dark as it was the last time they saw the bebilith. It communicates using its telepathy. "You are friends of the deva," Abaia states. "Sorrow I feel. Need help."

◆ **DM NOTE:** Cebulon hooks the PCs up with the bebilith by the end of this encounter. The abbot believes that the best way to help both deva and bebilith is to place them in the hands of the PCs.

EVEN A BEBILITH CAN CHANGE
ITS HEART AND MIND.

— ABBOT CEBULON

GARRISH THE NYCALOTH ATTACKS

Garrish has come to Principality to stop Ybdiel from reaching his power. He walks the realm in polymorphed form, appearing as a simple petitioner. Attuned to Ybdiel's spark, Garrish has tracked down the spark's receptacle — Abaia. Note that he can't get around the realm any easier than Abaia can. Sometime after the PCs and the bebilith leave Conclave Fidelis, read:

"Why do you hide within that form here in Elysium, deva?" a human male asks as he approaches the bebilith. "Do you think such a disguise can fool me?" With that, the human shifts form. His skin flows like thick syrup as his body gets wider and taller. Wings appear where none were moments before, as do sharp claws, leathery green skin, and a giant two-headed ax. It's some kind of fiend, and it moves to attack the bebilith with sudden fury.

Abaia fights back, but his defense is without enthusiasm. "Punish me for my guilt," the bebilith tells Garrish. The greater yugoloth does his best to comply. The PCs must help Abaia or the spark will be lost if Garrish delivers a killing blow. If the PCs do move to aid Abaia, Garrish attempts to *gate* in 1d10 mezzoloths to assist him. He has a 35% chance of success. If the *gate* fails or Garrish is reduced to less than half his hit points, he uses *wraithform* to escape. It is imperative that the PCs win this battle and that Abaia survive. While Garrish concentrates on the bebilith, the PCs can deliver a number of blows before the yugoloth reacts.

◆ DM NOTE: If the PCs ask Abaia where the deva is, the bebilith replies: "Safe, resting. I will take you to him once we can help him."

TO TEACH A BEBILITH

Once the PCs have hooked up with Abaia, they need to witness first hand the changes wracking its spirit and body. Most of the time, the creature that epitomizes evil acts as docile as the lambs in the fields. Every so often, its evil nature strives to emerge. Then Abaia performs some act of chaotic evil — trying to slay an innocent they encounter, destroying things of beauty or peace, or causing pain for the pleasure it derives. Immediately after such an act, Abaia is overcome with grief and guilt.

"Explain the hurt inside," Abaia asks. "Explain sorrow. Guilt. What is goodness? Why do I feel bad when I act as I have always acted? Why do I feel better when I act with weakness? Forgiveness, mercy, tenderness — these are acts of weakness! Might is right! Isn't it? Explain!"

I CAN'T EA+ THE HALFLING?
WHAT AB0U+ THE DWARF?
THE BARIAUR?

— ABAIA
+ THE BEBILITH,
S+ILL WRES+LING

WI+H +HE
CONCEPT OF
GOODNESS



Run these scenes until the PCs determine that the bebilith is changing. Abaia still lapses into evil, but such events are becoming less frequent. The bebilith needs guidance, however, and it seems that this task has fallen onto the shoulders of the PCs.

4. LAKE SERENE

Cebulon provides the PCs and Abaia with directions to Lake Serene. When they reach the lake, read:

Lake Serene sits in a quiet, idyllic depression in the meadow, surrounded by cool mist. Barely a ripple disturbs its calm, sparkling surface. A peaceful breeze blows toward you across the water, filling you with tranquility. The tranquility is broken a few moments later by the baying of large dogs. At first you don't see the source of the sounds, though they seem to be very close. Then a pack of large wolf hounds form out of the mist, moving to position themselves between you and the lake.

These are moon dogs, champions of goodness who dwell in Elysium. There are six of these creatures. While they look like large wolf hounds, moon dogs have a few distinguishing features. First, their heads are slightly human in appearance, giving them a very intelligent look (to match their natural intelligence, which is high to exceptional). Second, their forepaws are more like human hands than paws, and they can travel on two legs or on all fours.

The moon dogs recognize the bebilith as a creature of evil. However, they also sense its internal struggle and emerging goodness. While this confuses them, it doesn't stop them from carrying out the cause of goodness. They plan to protect Lake Serene from the bebilith. This could lead to a great battle, but the PCs are better off trying to talk their way out of this one. (The moon dogs can communicate through a limited form of telepathy.)

If the PCs start a fight, the moon dogs flee before any pack members are killed. Upon fleeing, the pack seeks out other good forces to help it destroy the evil bebilith. In this case, the moon dogs are part of the host of good creatures in *Chapter III*.

If the PCs parley with the pack, they find the moon dogs to be very intelligent and friendly. By being truthful, the PCs can sway the moon dogs to their side. "We shall wait for you at the labyrinth," the pack leader declares.

"We wish to witness the birth of a new creature of goodness." A female moon dog comments, "Where is the other? How can you give birth with only one parent?" Before the PCs can ask what she means, the pack fades into the mist.

After dealing with the moon dogs, the PCs can fill the *chalice of peace* with the waters of serenity. "Why do we take water?" Abaia asks. "Is deva thirsty?" Once the chalice is filled, the PCs notice that the water inside it glows with a soft, warm light.



5. THE NEST OF THE PHOENIX

Cebulon tells the PCs that a phoenix is about to immolate itself in the mountains east of the Thione Hills. "You have a *gem of harmony* to spare." The path to the mountain ends at its base. From there, the PCs need to find a way up the mountain (most likely by climbing). When they reach the nest, read:

This high mountain peak looks down over the entire realm, showing all of Principality and even some of the lands beyond. A great nest made from straw and herbs and shiny trinkets rests almost complete atop the peak. Working to finish it, using beak and talons to weave and tuck, is an ancient bird of bright colors and great size – a phoenix.

With a detached glance at its visitors, the phoenix finishes a complicated weave, then sits up to hold audience. It communicates by limited telepathy. "An evil thing has come to our nest," the phoenix states in a godlike voice. "Not as evil as it appears, though. We sense the deva spark within it. Explain."

Abaia tries to explain its nature, but it doesn't have the words or understanding. The PCs have to help by convincing the phoenix that the bebilith is becoming a new creature. The PCs notice that any talk of a new birth intrigues the phoenix, and this is definitely the approach to take to gain the great creature's help.

"We understand how the old becomes something new," the phoenix responds once the PCs have had their say. "It is the constant of the many worlds we have visited – creation occurs through an act of destruction. Both deva and bebilith must be destroyed for this new life to emerge. But not through random destruction. They must be consumed in the tests of the labyrinth, for those

tests burn as hot as any fire, and in the flames of truth all things are purified and cleansed."

If the PCs ask about the *gem of harmony*, the phoenix fixes them with a piercing gaze. "You would take from our nest?" the great bird asks. "Without the gem the weave is ruined." The PCs should offer something to replace the gem, or the phoenix suggests such a course if they seem at a loss. There are two possibilities for an exchange. The phoenix would gladly accept the sweetfire herbs if the PCs received them from the imps in *Chapter I*. Otherwise, the phoenix sends them on a quick mission to retrieve some other item of worth – such as three hairs from the chin of a foo lion.

Such a creature lairs in the Thione Hills. If the PCs are sent on this quest, the details are left to the DM. Naturally, combat is not the best route for dealing with the inhabitants of Elysium. A trade works best.

When they have satisfied the phoenix's desire, the PCs receive the *gem of harmony*. It is a diamond sphere slightly larger than a man's hand. Thousands of facets cover its surface, pulling whatever light touches it into its prised interior to create a halo of rainbows. The phoenix takes whatever was exchanged for the gem and weaves it into the nest. As the PCs and Abaia turn to leave, the phoenix provides one last bit of advice. "Only a unified vessel can hold the deva spark. The gem can be such an item, once it has been prepared. Remember the Rule of Threes: truth, destruction, and peace will see you through." This refers to the tests of the labyrinth in *Chapter III*.

GARRISH AGAIN

If he wasn't defeated earlier, Garrish attacks one final time (either after the PCs have gained the *gem of harmony* or while they seek an item to trade with the phoenix). The yugoloth battles fiercely to destroy the bebilith he thinks is a deva, but the PCs should be able to send him back to the Abyss after an exciting battle. If the PCs need help to defeat Garrish, have the moon dogs (if the PCs befriended them at Lake Serene) come to their aid.



NEXT

The PCs, in the company of Abaia, have collected the *Items of Accord*. Now they're ready to find the labyrinth. They should also come to the conclusion that Ybdiel needs to be with them for the last part of this journey – a journey to save the deva spark before it burns out and both beings it has touched fade away.



The Rule of Threes plays an important role in the climax of this adventure. There are three *Items of Accord*. Three distinct tests await the PCs within the Labyrinth of Accord. And, if all goes well, the PCs help create a new being by joining two to make a third. If the PCs remember the importance of the Rule of Threes and the advice of the phoenix, they should be able to pass the labyrinth's tests without too much trouble.

The remaining locations on the map of Principality are summarized below, followed by a detailed explanation of the labyrinth encounter — the climax of this adventure. Before starting this final section, the PCs should have learned about the deva spark and gathered the *Items of Accord*, discovered the strange nature of the

changes wracking the bebilith, and defeated Garrish the nycaloth. With the *Items of Accord* in their possession (the chalice

from Conclave Fidelis, water from Lake Serene, and the gem from the phoenix) and the bebilith at their side, it's time to find the labyrinth.

from Conclave Fidelis, water from Lake Serene, and the gem from the phoenix) and the bebilith at their side, it's time to find the labyrinth.

CHAPTER III: THE DEVA SPARK

RALLY
AROUND ME,
PEOPLE OF
PRINCIPALITY!
A FOUL CREATURE
OF EVIL S+ALKS
OUR REALM,
KILLING INNOCENTS
AND RAVAGING
THE LAND!
I SAY THIS MUST
NOT CONTINUE!
I SAY WE MUST
DESTROY IT!
ARE YOU WITH ME?
— DARGUS
THE PER
PRINCIPALITY'S
HOS OF GOODNESS

ENCOUNTERS IN PRINCIPALITY (CONTINUED)

Other locations on the map of Principality are the labyrinth (6), the deva's cave (7), and Pax Benefice (8). These places are described below.

6. THE LABYRINTH OF ACCORD

The Labyrinth of Accord waits at the center of the Ormwood Forest. It is a huge maze of thick hedges built around a pool of shimmering water. This location is described in more detail in the encounter on page 28.

7. THE DEVA'S CAVE

This cave, located near the Realm's End waterfall, provides Ybdiel with a safe place to rest while the bebilith and PCs gather the *Items of Accord*. The bebilith places the deva here after taking him from the PCs. Ybdiel remains here until Abaia returns for him (see "Abaia and Ybdiel" below).

8. PAX BENEFICE

Principality boasts one true town, a place called Pax Benefice on the shores of Lake Aonia. The high-up is a blood named Palibar (Px/♂ dwarf/P10/NG), a dwarf priest who keeps the populace focused on harmony and goodness. The people who live here have gathered because community life suits them better than wandering alone through the countryside. Buildings of white-washed stone overlook the lake, creating a serene setting beside the sparkling water. Additional details concerning this lakeside town can be found on page 32.

ABAIA AND YBDIEL

Once the PCs have gathered all three *Items of Accord*, Abaia wants to immediately head for the labyrinth to follow Cebulon's instructions. If the PCs don't try to convince Abaia to recover Ybdiel, then a pair of moon dogs appear to again ask where the other parent is. Both bebilith and deva need to walk the labyrinth with the PCs, so it is imperative that Abaia retrieves Ybdiel. Also, depending on how much time has gone by, it could be dangerously close to the deva's deadline.

The only way to convince Abaia to retrieve Ybdiel is for the PCs to promise to continue on to Ormwood Forest. "You meet me at labyrinth with items," Abaia demands, "and I will bring the deva." Then the bebilith *teleports* away, returning to the cave where Ybdiel rests. (Out of the PCs' sight, Abaia bounces around the realm but can't reach the cave. Cebulon eventually comes to Abaia's aid and points it to the cave.) The pair eventually meets up with the PCs in Ormwood Forest, just outside the clearing where the labyrinth waits.

THE HOST OF GOODNESS

Dargus the per leads a host of good creatures and beings hunting for the bebilith. All of the acts of evil performed by Abaia since arriving in Principality have finally earned the attention of some of the realm's more powerful inhabitants. Dargus, sickened and outraged by the tragedy at the Rollicking Crescent, has put together a posse of sorts. Made up of petitioners, proxies, planars, and good-aligned creatures, Dargus's posse seeks to hunt down and destroy the evil that has invaded the realm. As Dargus searches, he comes across more evidence of the bebilith's passage — dead fishermen, broken bodies, destroyed landscapes. The per discovers that the bebilith travels with cutters from Sigil, and that they have taken possession of the *Items of Accord*. Dargus anticipates the invaders' next move, and rallies his forces at the edge of Ormwood Forest to block their path to the labyrinth. When the PCs reach the forest's edge, read:

A mighty host of good creatures circles the approach to Ormwood Forest. Armored warriors of various races, creatures known as defenders of goodness, and even lowly petitioners wielding simple tools as weapons — the inhabitants of Principality stretch out before you. As you watch from the distance, you hear the shouts of sentries passing news along the lines. "No sign of the invaders," the shouts echo from one end of the mighty horde to the other. "No sign of the vile spider or its partners in evil."

The PCs have a number of ways to proceed. They can march boldly up to the host and demand an audience with Dargus. They can try to sneak past the host, using stealth or whatever magic and abilities they possess. Or they can attempt to break through the host's weakest point, fighting a quick battle to reach the relative safety of the thick forest. Each of these methods presents a different challenge for the PCs.

If the PCs walk up to the host of goodness, they must do so under some sign of truce or the lowest petitioners attack them on sight. This leads to a frenzied battle before Dargus can regain control of his forces (1d4 rounds of combat, which could increase if the PCs fight back). If they put up their weapons and approach peacefully, Dargus steps forward to meet them. The PCs must deal truthfully with the per, who believes them to be in league with the evil bebilith. If the PCs put forth a strong, passionate argument concerning the bebilith and deva, Dargus can be convinced to reserve judgment for a short while. He brings his forces to the labyrinth to observe the unfolding events, ready to order them to attack at the first sign of treachery.

If the PCs try to sneak past the per's forces, have each PC make Dexterity checks to slip by unseen. Modify the check in their favor if they take extra precautions (spells, diversions, etc.), penalize the check if they act recklessly or without thought. If the PCs have performed a particularly high

number of good deeds, they can walk in the opposite direction and still reach the labyrinth. As long as they keep their destination in mind, they can reach it in 1d4 hours (according to the rules of the realm), actually finding a path that winds around the host of goodness and into the forest clearing.

If the PCs charge a weak point in the line, they must engage in a brief combat to reach the forest. This battle pits the PCs against a small group of Dargus's defenders: six petitioners, three foo dogs, and two planar bashers. It shouldn't be the PCs' goal to kill these defenders. Reducing them to half their hit points or otherwise disabling them allows the PCs to break through to the forest. Of course, the rest of the per's forces follow after the PCs as quickly as possible. If the PCs kill any of the defenders, Dargus's commitment to their destruction increases dramatically. Sparing lives they could have taken earns the PCs a measure of respect later on.

The best ways to get past the host (buying the PCs and Abaia the most time) are parley and sneaking. Battle just makes the host of goodness more sure of the need to destroy the invaders. However they accomplish it, the PCs eventually reach the idyllic confines of Ormwood Forest.

IN+⊕+THE F⊕REST+

Ormwood Forest covers a large section of land east of Lake Aonia. Somewhere in its tranquil depths, the Labyrinth of Accord waits in a sun-drenched clearing. Many good creatures live within the forest depths: baku, foo dogs, nymphs, moon dogs, and a wide variety of more mundane animals. The twists and turns of the forest paths create as much of a maze as the labyrinth at its center, and only those with their hearts set on doing good can find their way. The PCs don't have to all be of good alignment. As long as they plan to help the bebilith and deva – for whatever reason – then they travel for a good cause and the forest accepts their presence.

If any of the factions have sent bashers or bloods after the PCs, then they catch up with the heroes in Ormwood Forest. If the host of goodness chases the PCs into the woods, a battle or parley must be held when everyone reaches the labyrinth. When they arrive at the site, read:

The cool shadows provided by the canopy of leaves suddenly disappear in a wash of dazzling sunshine. The clearing ahead is open to the bright blue sky, but the ground below is far from empty. Great walls of living hedges, more than a dozen feet high, form a rectangle of sorts beneath the warm rays of light. Every leaf in the hedge walls glows with a sparkling radiance of its own, giving the place a magical quality. You have reached the Labyrinth of Accord.

At this point, Abaia and Ybdiel arrive. The deva looks much worse than the last time the PCs saw him. In fact, it looks like Ybdiel is dying. "Hurry, friends," Abaia broadcasts into the PCs' minds. "Deva is slipping away."

THE TESTS OF THE LABYRINTH

The PCs, Abaia, and Ybdiel have gathered at the Labyrinth of Accord. The PCs have convinced the host of goodness to delay its attack against the bebilith at least until they have had a chance to walk the living maze. All other opponents have been defeated (like Garrish) or talked into letting the PCs try to help the two beings linked by the deva spark (like Erda's bloods). These various groups are simply background elements for the final scenes – scenes where the PCs must help a bebilith and a deva defeat the darkness that resides within them.


When the PCs approach the labyrinth, read:

Many paths lead into the great hedge walls, winding their way toward whatever waits at the center of the labyrinth. Color and light cascades from the wall of leaves in front of you as a small, beautiful woman steps into view. Her sleek figure, long hair, and radiant skin mark her as a nymph. Her voice, like dreamy music, calls a greeting. "Welcome to the labyrinth," the nymph says as another of her kind steps from the living wall. "You carry the items. Have you come to walk the calming path?"

The nymphs (five in all) care for and maintain the Labyrinth of Accord. They are not its protectors. Instead, they mend broken leaves, trim the hedge walls, and keep the grass in the clearing neat. Usually the nymphs remain hidden from view, but they do greet visitors who carry the *Items of Accord*. To these visitors, the nymphs offer a simple explanation about the labyrinth (and mute their beauty enough to keep from harming the visitors). After the PCs answer the nymph's question, read:

"For hearts and minds," the nymph sings, pointing toward the chalice. "To hold that which can't be held," a second nymph chants, pointing toward the gem. "Choose an entry and begin to walk," the nymphs sing. "Keep goodness in your hearts and the path will open before you. Of course, you must also pass the three tests." With that, the nymphs fade back into the hedges.





If the PCs attempt to hack a path through the hedge walls, the nymphs appear to discourage such action. "Hurting innocent living things is not a good act," the nymphs scold them. "The labyrinth will show you the way if you are meant to reach its center." If the PCs continue to cut the hedges after being warned, the maze ejects them: The hole they cut leads back to the clearing. Willfully destroying the maze is an evil act which Dargus the per reacts badly to.

Keep in mind that someone has to carry Ybdiel. Have the players decide who is caring for the deva before they choose an entry for their characters. When PCs, bebilith, and deva enter the labyrinth, read:

The leaves that form walls on both sides of the path twinkle with pretty colors of light, as though welcoming you into the maze. The soft grass spreads ahead of you like a living carpet, beckoning you to move deeper toward the interior. A gentle breeze cools and caresses you with peaceful fragrances. With each step, the chalice, water, and gem gather the light of the leaves to themselves, steadily building a cloak of brightness around them.

The first test of the labyrinth awaits.

◆ **DM NOTE:** The map of the labyrinth is printed on the screen that came with this adventure. Note that there is no path that actually connects to the center of the maze. Instead, when the PCs reach any of the spots marked "1" the first test begins. If they pass the first test ("The Deva's Test"), the entire group is teleported to spot "2". This path leads into the outer ring at the maze's center, and when they reach spot "3" the second test begins ("The Bebilit's Test"). Successfully passing this test teleports the group into the inner ring, beside the sparkling pool. Here they must pass the final test ("The PCs' Test").

◆ **THE REAL CHANT:** The Labyrinth of Accord is the physical manifestation of an *atonement* spell. By walking the labyrinth and successfully passing the tests it throws at them, the PCs (and any others) purge all charms, curses and enchantments laid upon them, gain harmony and tranquility of spirit, and gain a limited immunity from enchantment/charm spells. (See "Awards" for more details.) Note that magics dealing with movement or divination (such as *passwall* or *plant door*) don't work within the labyrinth.

The walk also prepares the *Items of Accord*, as noted by the intensifying glow they receive. The harmony and tranquility soothes the emotional storm that rages within the bebilit. Once calmness settles upon it, the deva spark can be removed from Abaia or used to merge both deva and bebilit into a new being.

TEST #1: THE DEVA'S TEST

The hedge wall path comes to an abrupt stop. It seems that the PCs have reached another dead end. Before they can turn back to find another passage, however, the first test reveals itself. This test, like the others to come, pulls figments from the minds of the walkers and gives them a chance to change the set of their hearts, overcome old fears, or defeat internal enemies. While the images are formed from figments, within the labyrinth they are very real. Here, a stray thought can kill with as much reality as a trident-wielding pit fiend.

This first test is pulled from Ybdiel's fever dreams. All of those present, however, must work together to overcome it or it will destroy them all. Read:

The hedge wall melts away, and you find yourselves standing before a burning inn. A group of people form a circle around the fiery building, all looking up to watch children cry and call for help from flame-filled windows. As you watch, Ybdiel stands and calls, "Who has taken my spark?" As one, the group turns, their glowing-red eyes and evil smiles revealed for the first time. "I have it," laughs one of them. "I have it," laughs another. "I have it," they all laugh in unison. "No!" Ybdiel shouts, collapsing to his knees in fevered exhaustion. "I would never give my spark to a creature of evil." The group continues to laugh as the first child leaps from the burning inn, plummeting though no one waits to break his fall . . .

Good acts are important in the labyrinth, but so are acts that shatter the shadows of evil and despair. In this case, the ultimate solution to this test is truth. Ybdiel must be made to see that even a powerful being of good can make a mistake. He did give his spark to an evil person. The PCs and Abaia should push through the crowd and attempt to save the falling children, but to make this test end they have to discover the truth and convince Ybdiel of its validity. They can question the crowd (who all look like Fachan, the petitioner from the Abyssal tavern) and Ybdiel, finally getting the deva to admit that he gave his spark to the first person he saw perform a good act. In fact, Ybdiel automatically points to the first PC (or Abaia) to successfully catch a falling child (by making a successful Dexterity check) and a figment of his spark flies from his finger to the hero, mimicking the original mistake. "I should have checked," the deva cries as the scene fades.

TEST+ #2: THE BEBILITH'S TEST+

Once they pass the first test, the group finds itself at spot "2" on the map. The *Items of Accord* glow with the intensity of lantern light now, and the deva has lapsed back into fevered sleep. The hedge-wall path winds around to the outer portion of the maze's central circle. Here the PCs face the second test at spot "3". Read:

The circle fades, and you find yourselves in a vast wasteland. Instead of soft grass beneath your feet, a sea of small, bloated, white-skinned creatures surround you. "Manes," Abaia whispers. "Poor manes." Seven vrocks wander among the least tanar'ri, slaughtering them simply for the pleasure it gives them. "I did this," Abaia says. Then he moves forward to join the tanar'ri's killing frenzy.

WHY SHOULD YOU CARE

ABO+ FRIENDSHIP?

A FRIEND IS SIMPLY

A MEAL WAITING +O BE EATEN.

KILL +HEM ALL!

— THE VROCK

OF THE LABYRINTH

The PCs must convince Abaia that killing the manes for no reason is evil. While they struggle to hold Abaia back, the vrocks step closer. They taunt the bebilith and the PCs, calling them cowards and weaklings. In this test, the vrocks are the personifications of the bebilith's dark side, the seven deadly desires that make it a creature of evil. They present all of the arguments that have been raging within the creature, giving voice to its confusion and frustration. The PCs need to defeat these negative emotions by actually fighting them on behalf of the bebilith. Note that these figments only make physical attacks. They don't use any of a vrock's special abilities. After the PCs take down three of the vile figments, Abaia joins them to battle the rest. When the last vrock falls, the scene fades.

TEST+ #3: THE PCS' TEST+

With the second test behind them, the PCs find themselves at the center of the labyrinth, beside a shimmering pool of radiant water. The *Items of Accord* glow with the intensity of a large bonfire, though no heat radiates from them. In this location, marked "4" on the map, the PCs face the final test — a test designed to see if they are worthy to help the deva and bebilith determine their ultimate destiny.

Here in this quiet park, with a wall of hedges around you and a shimmering pool of still water beside you, you realize that there is still one test left to complete. The deva lies on the carpet of grass, still locked in fevered sleep. The bebilith lies beside him, also unconscious. Both of them toss and turn restlessly, as though dark dreams trouble their sleep. Between them, glowing like a small sun, hangs a ball of light that can only be the deva spark. Tendrils of light connect the spark to both beings, keeping the ball from floating away. As you watch, one tendril of light snaps and dissolves. Then another. The ball is rising higher, and the deva and bebilith are dying.

Suddenly, the shimmering pool bubbles and boils. Something foul and twisted emerges from the water. It is a bebilith, like Abaia, but larger, more fiendish. It rages at the PCs, then attacks with barbed claws that slice through the air with frightening velocity.

The monstrous bebilith, a creature built from the combined nightmares of the PCs, the deva, and Abaia, seeks to slice through the last tendrils holding the deva spark. Three strands connect to Ybdiel, six to Abaia. Each round, the monstrous bebilith makes one attack at a strand, automatically severing one. It does this in addition to any attacks made against the PCs. It only attacks with its claws, and it starts with Abaia's statistics except it can make three attacks each round (plus the tendril slice).

If the PCs attack the monstrous bebilith, it grows larger and stronger. As a thing of raging emotion, it can only be combated by peace and harmony. Every successful attack against it makes it more powerful, giving it a +1 to its attack and damage rolls. These bonuses are cumulative, so after three successful attacks against it the monstrous bebilith receives a +3 to its attack and damage rolls. The PCs' best course is to simply defend themselves while one or more of the group tries to deal with the deva spark.

The group has the *Items of Accord*, which have been prepared by the first two tests of the labyrinth. The gem has been prepared as a vessel to hold the spark, while the waters of Lake Serene can heal the turmoil inside both deva and bebilith. A good-aligned PC can use the gem, plunging it into the spark and fixing it to the facets of the gem. This requires a successful Wisdom check at a -4 penalty that can be attempted every round until it succeeds. After the first attempt, the monstrous bebilith targets the gem holder with one attack every round. When the check succeeds, the spark fills the gem and won't float away.

The waters of Lake Serene can be used in one of two ways. If it is thrown at the monstrous bebilith, the nightmare explodes in a shower of steam. If it is poured on the

head and chest of Ybdiel and Abaia, the water calms their minds and hearts. The monstrous bebilith shrinks and gets weaker as they settle into a peaceful sleep. This should be enough of a hint that if the PCs achieve the same state of peace the nightmare will disappear. Have each PC make a Wisdom check at +2. Success indicates that a PC has achieved inner peace for the moment. When all have found this peace, the monstrous bebilith fades away.

Additionally, the PCs may use peaceful magic to combat the nightmare bebilith. Spells such as *friends* and *emotion* give the monster a -1 penalty to attack and damage rolls, with each successfully used spell increasing the penalty cumulatively. As the penalty increases, it becomes noticeably weaker. These spells can also be used to calm Ybdiel, Abaia, and the PCs, increasing the Wisdom check for each character to a +4 bonus.

THE FATE OF THE DEVA SPARK

The PCs have used the *Items of Accord* to bring peace to the troubled dreams of the dying deva and the confused emotions of the bebilith. In peace, unity can be achieved – if that's the course the PCs choose to follow. What are they going to do with the spark? They have earned the right to determine the destiny of these opposite beings by walking the labyrinth with them.

The *gem of harmony* glows with the brilliance of a sun, for its many facets contain the spark. Ybdiel the deva now rests comfortably but is still obviously dying. Abaia the bebilith also rests peacefully, but like the deva shows signs of weakness. Its chitinous shell has become mottled and soft, and its eyes have become cloudy with sickness. "The life forces of both these beings have become tied to the deva spark," a nymph says as she emerges from the hedge wall. "Poison ravages the deva, but a different sickness inflicts the bebilith. Like a flower denied the warmth of the sun, the bebilith withers without the deva spark to nourish it." Outside the labyrinth, the host of goodness waits to see what's going to happen.

The players should be given a few moments to discuss the situation. The PC who holds the *gem of harmony* has control of the deva spark as long as it remains inside. He or she can return the spark to the deva, place it back within the bebilith, split it between them, or merge the two into one new being.

If the PCs need help in working out a solution, the nymphs add their comments. The first one dances over to Ybdiel, saying, "The spark belongs to the deva. Return it to him before he dies." A second nymph enters the circle, moving beside the bebilith. "No," she disagrees. "The bebilith wants to be good. Without the spark, its evil nature will return once the peace of this place fades. That's not fair." A third nymph appears, standing between the two. "The deva gave his spark away. Perhaps

he doesn't deserve it – at least not all of it. Share it between them." A fourth nymph steps into the circle and splashes into the pool. "The spark shouldn't be divided," she laughs. "Let them both die so the spark can return to its power." Finally, the last nymph dances out of the hedges. "No, sister, letting them die isn't the answer. Unless, of course, their deaths lead to a new life."

Letting either the deva or the bebilith die isn't a good solution to the adventure. The best solution is to use the spark to combine the two into a new being of goodness. Dividing the spark between them is acceptable, but doesn't tie into the theme of unity through harmony. The PC holding the gem experiences the fringes of the celestial power contained in the deva spark. He also realizes that the spark is his to control, at least for the moment. He can release it and direct where it goes. Here's what happens depending on the choice the players make.

GIVING YBDIEL THE SPARK

If the PCs give the deva spark back to Ybdiel, the sunburst flows out of the gem and surrounds the deva. It slowly penetrates his body, returning it to its original state. Before it fully disappears into him, Ybdiel's eyes open wide and he shouts, "No, this good creature should not be allowed to die!" With that, the deva gathers some of the remaining radiance in his hands and directs it into the bebilith. Ybdiel won't be as strong as he originally was, and the bebilith won't become a new being, but both will live. Abaia becomes neutral good, and Ybdiel commands the PCs to finish its training in the ways of goodness.

GIVING ABAIA THE SPARK

The radiance of the deva spark drifts out of the gem and envelops the bebilith. Immediately its shell resumes a healthy appearance, but the changes don't stop there. Its shell glows like a rainbow, its countenance becomes beautiful and bright. No longer is Abaia a creature of the Lower Planes. Now it is a being of the Upper Planes, full of goodness and celestial power. It walks over to Ybdiel, who has finally succumbed to his wounds, and its wail of sorrow fills the forest and shakes the entire realm. The deva has died, but his spark lives on in Abaia. Palibar, a proxy of Ybdiel's power, arrives to command the PCs to teach Abaia about goodness. "Teach him well, for you must atone for allowing a favored servant of goodness to die," Palibar tells them.

SPLITTING THE SPARK

As in "Giving Ybdiel the Spark," both deva and bebilith survive through this solution, though neither reaches the level of existence that was meant to be (at least not yet). Ybdiel commands the PCs to help the radiant bebilith learn how to walk the path of goodness.

RETURNING THE SPARK +⊕ I+S POWER

If the PCs follow the advice of the fourth nymph and release the deva spark into the air, it rises into the sky to become a brilliant ball of light. Then it disappears in a burst of spectacular color. Both the deva and the bebilith die, and the power is saddened by the poor decision on the part of the PCs. Palibar, a proxy of the power, seeks out the PCs to make them atone for the deaths of two good beings.

◆ **DM NOTE:** If the PCs decide to keep the spark for themselves, the character who receives it is consumed by the celestial fire. The rest of the party is chastised by Palibar the proxy and forced to atone for trying such an evil, selfish act. They must serve the power of Principality and the cause of goodness for a year and a day.

USING THE SPARK +⊕ MAKE A NEW LIFE

The phoenix gave the PCs the best answer: create something new out of the death of the old. Using the concept of unity through peace, the power of the *Items of Accord*

and the deva spark can merge the deva and bebilith into a new being. The spark spreads out to engulf both Ybdiel and Abaia in its blinding light, forming a cocoon of brightness. When the light fades, one being remains. It has vestiges of both the deva and the bebilith — feathery wings, a chitinous shell of dark brown that glows with an internal luminescence, a humanoid form, barbed limbs with hands and feet. It is a creature of beauty and goodness, and it is unique. It contains the essences of the two within it, and speaks in Ybdiel's voice. However, it refers to itself as both of them. It is deva and bebilith and more. It is Ybdiel and Abaia, but greater than either of them. The PCs are charged with helping it learn about itself so that it can take its place as a proxy to Principality's power.

PAX BENEFICE

Palibar, the proxy who serves as Pax Benefice's high-up, is on hand for the final resolution. He invites the PCs to meet with him in his villa by the lake. If the PCs have performed well, Palibar thanks them in the name of his power and charges them with whatever final task is called for (as described under the possible solutions

above). This is followed by a fantastic feast attended by the host of goodness, with the PCs as guests of honor.

If the PCs performed badly, Palibar charges them with whatever tasks are required to atone for the consequences of their actions. There is no feast (although there may be a funeral), and the PCs lose face with this realm, its power, the Ciphers, and any other groups they've disappointed.

If the PCs refuse to comply with the commands of Palibar or Ybdiel, they receive none of the benefits described below. In fact, good-aligned characters may shift to a more neutral alignment for denying the will of a good power.

◆ **DM NOTE:** If Ybdiel's life is saved (even by combining him with the bebilith), the deva rushes off to present his findings about Lindyrm to his power, finally completing his original mission.

AWARDS

For successfully walking the labyrinth, the PCs are freed from any malevolent curses, charms, or enchantments that were laid upon them in the past. When they release the deva spark, the *gem of harmony* shatters. All that remains of it are small *ioun stones* — one for each member of the party. These *ioun stones* can each absorb 1d4 enchantment/charm spells or spell-like powers directed at the holder before they become mundane diamonds worth 1d4 × 1,000 gold pieces

each. The chalice simply fades away (it returns to Conclave Fidelis).

If the PCs saved the deva, they receive the gratitude of the realm. They will always have a place to come to, and minor favors will be available from time to time (information, healing, and so on).

The PCs also receive experience points based on the outcome of the adventure (in addition to regular XP awards). These story awards are as follows:

GIVING THE DEVA THE SPARK: Lawful PCs receive 10,000 XP, others receive 5,000 XP.

GIVING THE BEBILITH THE SPARK: All PCs receive only 3,000 XP for this solution, as the death of the deva ultimately helps Lindyrm the tanar'i lord.

SPLITTING THE SPARK: Neutral PCs receive 10,000 XP, others receive 5,000 XP.

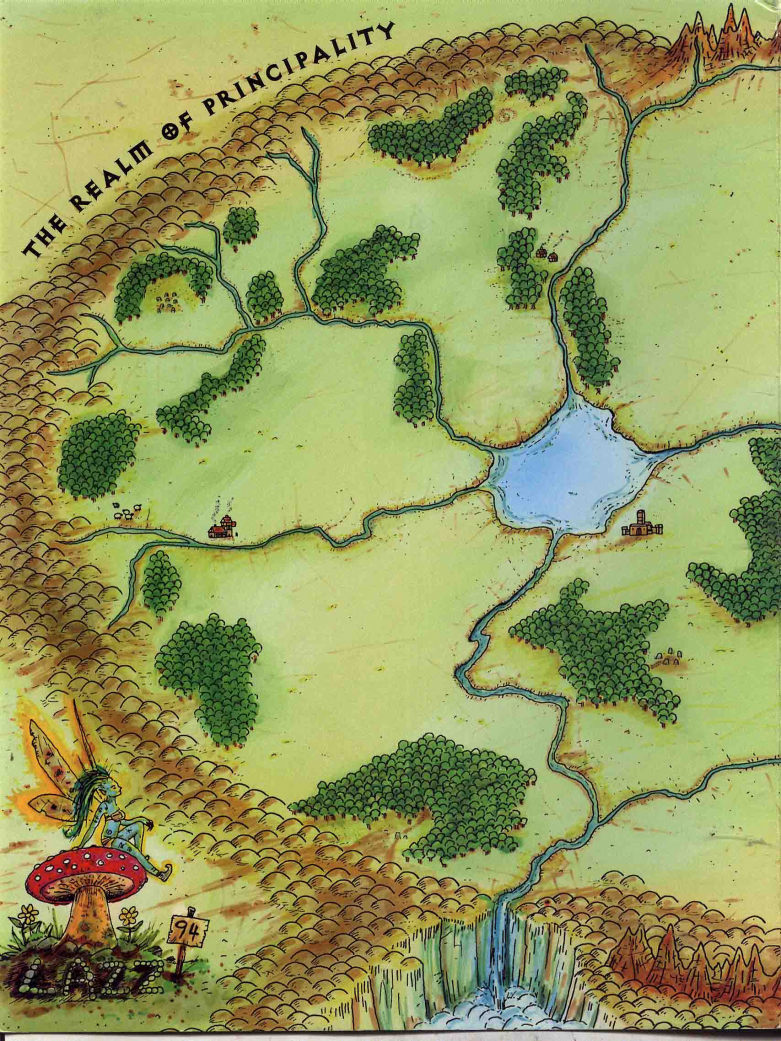
RETURNING THE SPARK TO ITS POWER, KEEPING THE SPARK: No story awards. Note that the PC who tries to merge with the spark is destroyed.

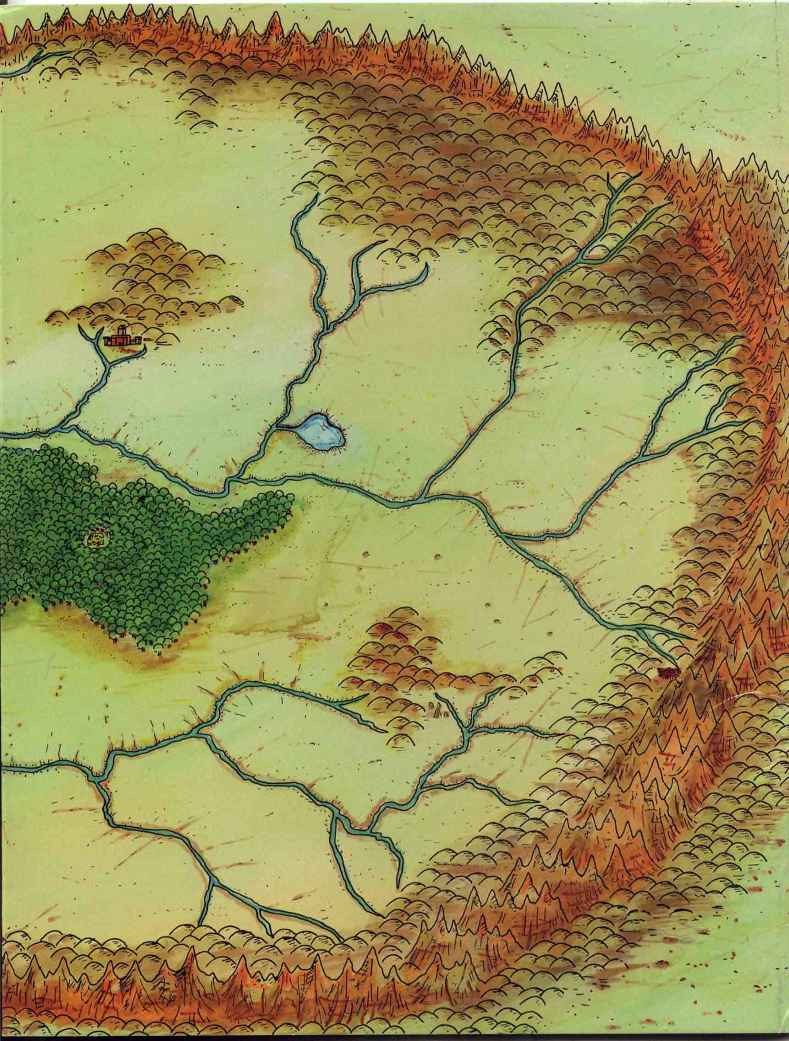
CREATING A NEW LIFE: All PCs receive 15,000 XP for accomplishing this story goal.



Y⊕U WANT+ ⊕ KEEP
+THE DEVA SPARK?
I D⊕N'+ +HINK +HA+'S
SUCH A G⊕OD IDEA.
— NYA +THE NYMPH
A+ +THE LABYRINTH
OF ACC⊕RD

THE REALM OF PRINCIPALITY





NPC AND MONSTER MASTER TABLE (IN ORDER OF APPEARANCE)

THE UBIQUITOUS WAYFARER

MIRTA THE SERVING MAID (INT Average (10); AL NG; AC 7 (Dex); MV 12; HD 1-6 hp; hp 3; THACO 20; #AT 1; Dmg 1-3 (drink tray); SZ M (5 feet); ML Average (9); XP 15.

IMPS (6): INT Average (9); AL LE; AC 2; MV 6, FI 18 (A); HD 2+2; hp 9, 10, 13, 14, 16, 17; THACO 19; #AT 1; Dmg 1d4; SA poison (save vs. poison or die), polymorph; SD *detect good, detect magic, invisibility* at will, *suggestion* 1/day, immune to cold, fire, electrical attacks, harmed only by silver or magical weapons; MR 25%; SZ T (2 feet); ML Average (10); XP 1,400.

GITHYANKI (5) (F5): INT Exceptional (15); AL LE; AC 6; MV 12, 96 on Astral Plane; HD 5; hp 32, 37, 41, 44, 45; THACO 16; #AT 1; Dmg 2-8 (two-handed sword); SZ M (6 feet); ML Steady (12); XP 175.

ABYSSAL TAVERN

DRETTCH (12): INT Low (5); AL CE; AC 4; MV 9; HD 2; hp 12 each; THACO 19; #AT 3; Dmg 1d4/1d4/1d4+1; SA *Scare, stinking cloud* 1/day, *telekinesis*; MR 10%; SZ S (3 feet); ML Steady (11); XP 1,400.

MOLYDEI (2): INT Exceptional (15); AL CE; AC -5; MV 15; HD 12; hp 45, 59; THACO 9; #AT 3; Dmg 2d6/1d6/2d10+5; SA *Venom* (save vs. poison or transform into mane in 1d6 turns), *vorpals* and *dancing battle axe*; SD *Cold iron weapons* to hit, never surprised; MR 90%; SZ H (12 feet); ML Fearless (19); XP 21,000.

VROCK (2): INT High (13); AL CE; AC -5; MV 12, FI 18 (C); HD 8; hp 38, 44; THACO 13; #AT 5; Dmg 1d4/1d4/1d8/1d8/1d6 or by weapon +7; SA *Spores, screech, first attack, dance of ruin*; SD +2 or better weapons to hit, never surprised; MR 70%; SZ L (8 feet); ML Fanatic (17); XP 19,000.

SIGIL

QUICK CARI (R6): INT Exceptional (16); AL NG; AC 4 (armor); MV 12; HD 6; hp 48; THACO 15; #AT 1; Dmg 1-8+1 (*long sword +1*); SZ M (6 feet); ML Champion (16); XP 650.

HARMONUM/FRATERNITY OF ORDER/MERCYKILLER GROUP

MAXIM THE PURE (PA7): INT Genius (17); AL LG; AC 0 (armor); MV 12; HD 7; hp 61; THACO 14; #AT 3/2; Dmg 2-8+2 (*two-handed sword* +2); SD +2 to saving throws, immune to disease, *aura of protection*; SZ M (6 feet); ML Fanatic (17); XP 975.

BASHERS (6) (F4): INT Average (9); AL LN or LG; AC 6 (armor); MV 12; HD 4; hp 18, 21, 23, 27, 31, 33; THACO 17; #AT 1; Dmg 1-8 (long swords); SZ M (6 feet); ML Steady (11); XP 120.

ATHAR GROUP

ERDA (P12): INT Exceptional (15); AL CG; AC 6; MV 15; HD 9+6; hp 46; THACO 14; #AT 1; Dmg 1-6+1 (*footman's mace*); SA *Spells*; SD *Spells*; SZ L (7 feet); ML Elite (14); XP 2,000.

BLOODS (2) (W5): INT High (14); AL N; AC 8 (Dex); MV 12; HD 5; hp 8, 14; THACO 19; #AT 1; Dmg 1-4 (dagger); SA *Spells*; SD *Spells*; SZ M (6 feet); ML Average (10); XP 270.

ELYSIUM

CEBULON (P12): INT Genius (18); AL NG; AC -2 (*protection magic*); MV 12; HD 9+6; hp 58; THACO 14; #AT 1; Dmg 1-6+3 (*staff of striking*); SA *Spells*; SD *Spells*; SZ M (6 feet); ML Fearless (20); XP 4,000.

MOON DOGS (6): INT High (14); AL NG; AC 0; MV 30, bipedal 9; HD 9+3; hp 59 each; THACO 11; #AT 1; Dmg 3-12; SA *Bay, howl*; SD *Shadowy hypnotic pattern*, +2 or better weapon to hit, spell-like abilities; MR 25%; SZ M (3 feet at shoulders); ML Fanatic (17); XP 9,000.

PHOENIX (1): INT Genius (18); AL NG; AC -3; MV 6, FI 39 (D); HD 20; hp 132; THACO 5; #AT 1 or 2; Dmg 2-12 or 1-8/1-8; SA *Shriek, spell-like abilities*; SD +3 or better weapon to hit, never surprised; MR 50%; SZ L (40-foot wingspan); ML Champion (16); XP 19,000.

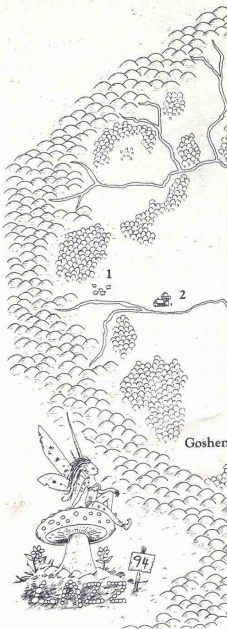
THE HOST

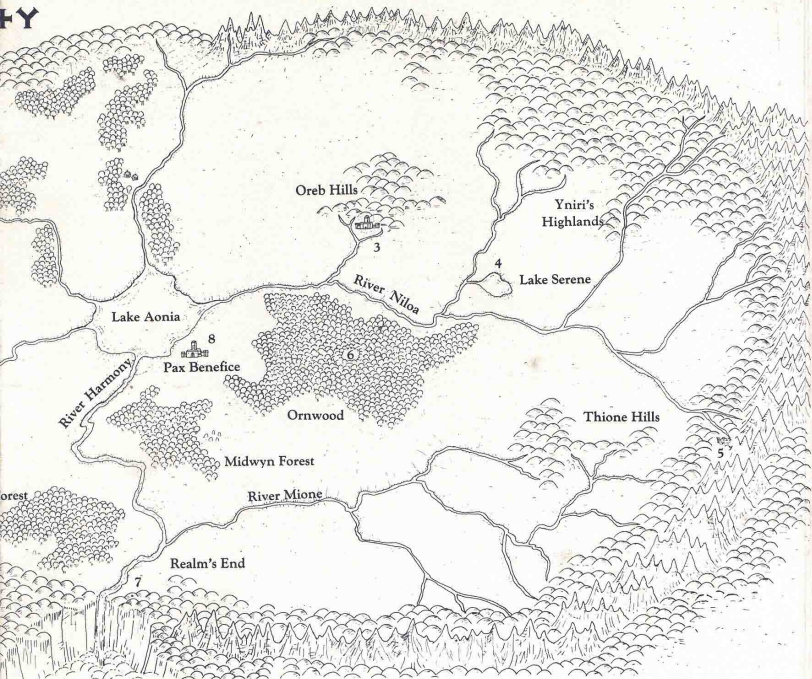
DARGUS THE PIER: INT Very (12); AL LN; AC -1; MV 12; HD 10; hp 55; THACO 11; #AT 1; Dmg 2d10+3; SA *Magical weapon*; SD *Never surprised, regeneration, never check morale*, +1 or better weapon to hit; MR 50%; SZ M (6 feet); ML Champion (16); XP 12,000.

PETITIONERS (6) (F1): INT Average (8); AL NG; AC 7; MV 12; HD 1; hp 8 each; THACO 20; #AT 1; Dmg 1-6 (short swords); SZ M (6 feet); ML Average (8); XP 15.

FOO DOGS (3): INT Very (11); AL CG; AC 0; MV 27; HD 7+7; hp 20, 24, 32; THACO 13; #AT 3; Dmg 1d4+1/1d4+1/1d12; SA +1 vs. lawful evil; SD *invisible or ethereal* at will; MR 45%; SZ M (4 feet long); ML Elite (13); XP 6,000.

PRINCIPALI





PLANAR BASHERS (2) (F7): INT Very (11); AL NG; AC 3 (armor); MV 12; HD 7; hp 52, 63; THACO 14; #AT 3/2; Dmg 1d10 (halberd); SZ M (6 feet); ML Elite (14); XP 650.

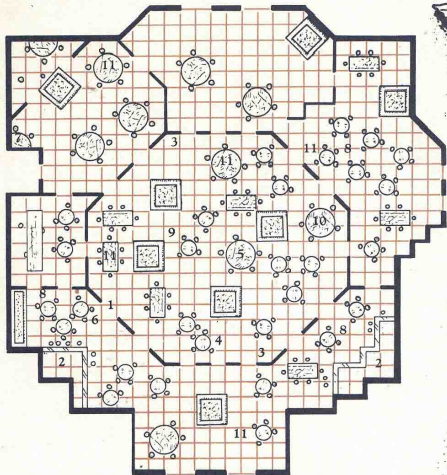
THE LABYRIN+H

NYMPHS (5): INT Exceptional (16); AL N(g); AC 9; MV 12; HD 3; hp 16 each; THACO 17; #AT nil; Dmg nil; SA Blind; SD *Dimension door*, druid spells; MR 50%; SZ M (4 feet); ML Steady (12); XP 1,400.

LABYRINTH VROCK (7): INT Average (10); AL CE; AC -5; MV 12, Fl 18 (C); HD 8; hp 40 each; THACO 13; #AT 5; Dmg 1d4/1d4/1d8/1d8/1d6 or by weapon +7; SA nil; SD nil; MR nil; SZ L (8 feet); ML Fanatic (17); XP 9,000.

LABYRINTH BEBILITH: INT Very (12); AL CE; AC -5; MV 9, Wb 18; HD 12; hp 67; THACO 9; #AT 2; Dmg 2d4/2d4; SA nil; SD Gains +1 bonus to attack and damage rolls when hit; SZ H (15 feet long); ML Champion (15); XP 18,000.

THE ABYSSAL TAVERN



Fire Pit



Large Table



Small Table



Feast Table



Bar



One square = 20 feet

1. PCs arrive here

2. Bar

3. Molydeus

4. Alu-fiends

5. Babau

6. Bar-Igura

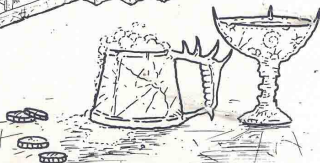
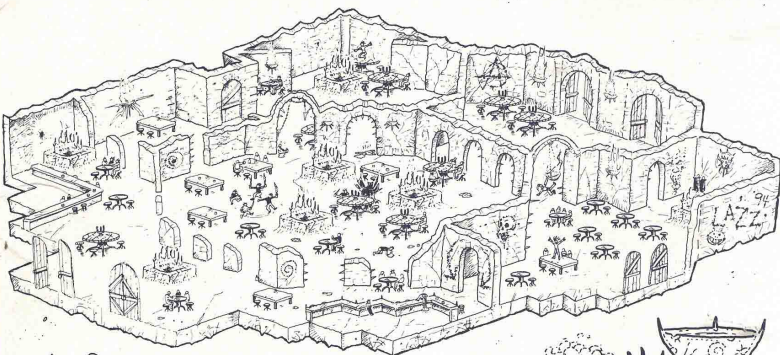
7. Marilith (2)

8. Succubus

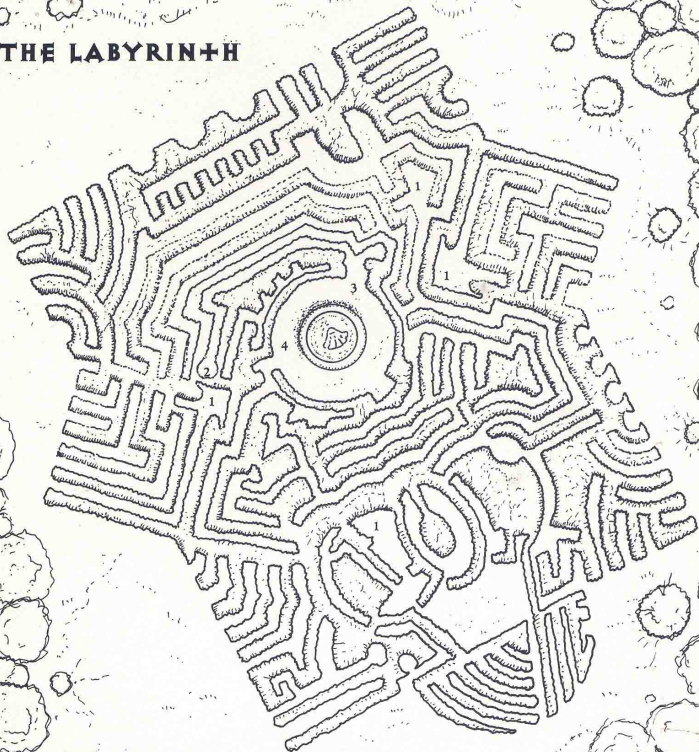
9. Incubus

10. Vrock (4)

11. Planars



THE LABYRINTH



Advanced Dungeons & Dragons
2nd Edition

PLANESCAPE™

ADVENTURE

FOR 4 TO 6 CHARACTERS OF 5TH TO 9TH LEVELS.

THE DEVA SPARK

by Bill Slaviosek and J.M. Salsbury

A BARROOM BRAWL? NO BIG DEAL?
EXCEPT WHEN IT STARTS ON THE ABYSS—AND THE
BRAWLERS ARE A DEVA AND A BEBILITH!

*The deva: a celestial champion who serves the cause of ultimate Good.
The bebilith: a nightmarish monster whose every deed reeks of ultimate Evil.
Two eternal enemies locked in a bizarre struggle for the ultimate prize.*

What terrible secret connects these two beings? And what does it all have to do with the legendary deva spark? Only a group of brave cutters can get to the dark of this peel, and they'd better hurry . . . because time is running out!

The Deva Spark is a PLANESCAPE™ adventure for a party of four to six characters of 5th to 9th levels. From the blasted pits of the Abyss to the peaceful forests of Elysium, the heroes track a barmy bebilith who holds the key to saving the life of a dying deva. Can your characters handle the fire of the deva spark?

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