

a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss.

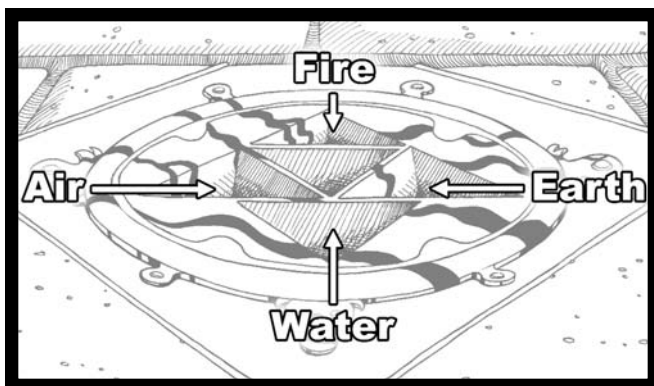
Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Aftermath: Once the erinyes is defeated, the body will begin to wilt and waste away, finally disintegrating completely with all its gear in 15 minutes. On the erinyes' belt is a silver key that opens the doors to the elemental corridors in area 6-2 and to the observatory in area 6-8. This disintegrates along with the rest of the gear after 15 minutes elapse, unless the PCs take it.

The Locked Gate: Once the characters have retrieved all four elemental keys from within the fortress, they need to use them to open the lock. Set on top of the fortress is a large platinum seal with five triangular recesses. Give the players hand-out P to represent this.

The elemental keys must be set into the proper places in the seal, as indicated below. The runes on the doors down the elemental corridors offer clues as to how to place the symbols. The order in which the keys are entered is not important. The center



socket remains empty (reference to the void). Each time a key is put into the wrong slot, a magic trap triggers, affecting everyone within 20 feet of the fortress. Once all four keys have been entered properly, go immediately to area 6-7.

Elemental Seal Trap: CR 10; magic device; event trigger (wrong key); automatic reset; spell effect (*symbol of weakness*, 15th-level wizard), Search DC 32; Disable Device DC 38 (attempted on each recess).

Area 6-2 – The Elemental Corridors (EL 6): The corridors to each of the Elemental Paths in areas 6-3, 6-4, 6-5 and 6-6 are identical except for the runes inscribed along the archways. For this reason, they are all handled in this single listing.

Read the following aloud when a character studies one of the doors to the fortress.

The wide, sturdy door is bound with metal slats and seems virtually indestructible. A large lock is mounted into the center of the door itself, with a small opening for a key. There is no obvious handle or visible hinges. The lock mechanism itself is the only discernable feature on the face of the door.

The archway above the door is composed of several large, hewn-stone blocks. Magic runes glow along the surface of the stone, pulsing like a heartbeat.

The runes are carved in Infernal, although a DC 25 Decipher Script check or *read magic* can also interpret the writing. The archway above each door holds a different clue as to the placement of the elemental keys for the sealed gate in area 6-1.

Door to the Path of Water:

*And send the seas back down below
To rage and boil, ebb and flow*

Door to the Path of Earth:

*And thus the world is born anew
The Devil Lords again to rule*

Door to the Path of Air:

*Sky and earth both split asunder
Set aside for void to plunder*

Door to the Path of Fire:

*Fire raining from the sky
To cleanse the world as fate draws nigh*