

the one that got away

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The party has been magically transported to an unknown level of the Abyss. The air is clouded with sulphurous, but breathable, fumes, preventing vision beyond 50 feet. Demonic cries echo through the canyon... Roll 1d6 every 10 minutes for encounters: 1-2: no encounter. 3: **3d10 Larval Demon Spawn**. 4: **2d6 Flaming Demonic Horses**. 5: **2 Harpy Demons**. 6: **1 Poisonous Toad Demon**. The canyon walls are 200 feet high and can be scaled with some difficulty or using climbing equipment. Climbing the walls or any flying attracts the attention of **1d2+1 Harpy Demons**. At the top of the canyon, **1d2 Toad Demons** are attracted every 10 minutes.

