## the one that got away http://creativecommons.org/licenses/by-sa/3.0 stevestillstanding.com

mersed in the lava takes 10d6 damage per turn. 2 Flying, Sleep-induc-

ing Bug Demons attack anyone crossing the fjord.

by Stephen thompson

there's a commotion outside. He's depressed because Eliza, a female Dogface Demon

doesn't love him. If the party can persuade Eliza to visit him he will assist them to escape.

As demons go, he's a nice one.

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 encounters: 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.

exit Portal. The party must have the blue crystals from the entry portal to activate this one there are open plugs in each pillar that match the crystals. Once inserted the portal will activate. A large Flying, Teleporting Gorilla Demon guards it and 4 Firebreathing Demonic Hounds, prowl the tiers. If Norbert assists, there are also 3 Ape-like

> the one that 8ot

Demon Guards.

away

Eliza, a female Fourarmed Dogface Demon, wanders this part of the canyon top. If the party persuade her to accept Norbert's overtures, she will join him in his cave. She would love some diamonds - 5000gp worth will give the party an advantage when talking to her

(maybe have Norbert

suggest they get some

diamonds first).

