

FREE THE DEMON SLAVES!

In a dry riverbed in a deep canyon in the high mountains there is a flat door. Open it and descend the iron steps into the domain of a demonic being. Unable to touch the iron ore, the demon has captured slaves to work the mine and forge the iron. Some slaves have been transformed into monsters of blood and iron who feast on flesh. Others are desperate to escape but their wills are weakened. What heroes will descend the iron steps, fight the monsters, free the slaves, and confront the demon?

RANDOM ENCOUNTERS

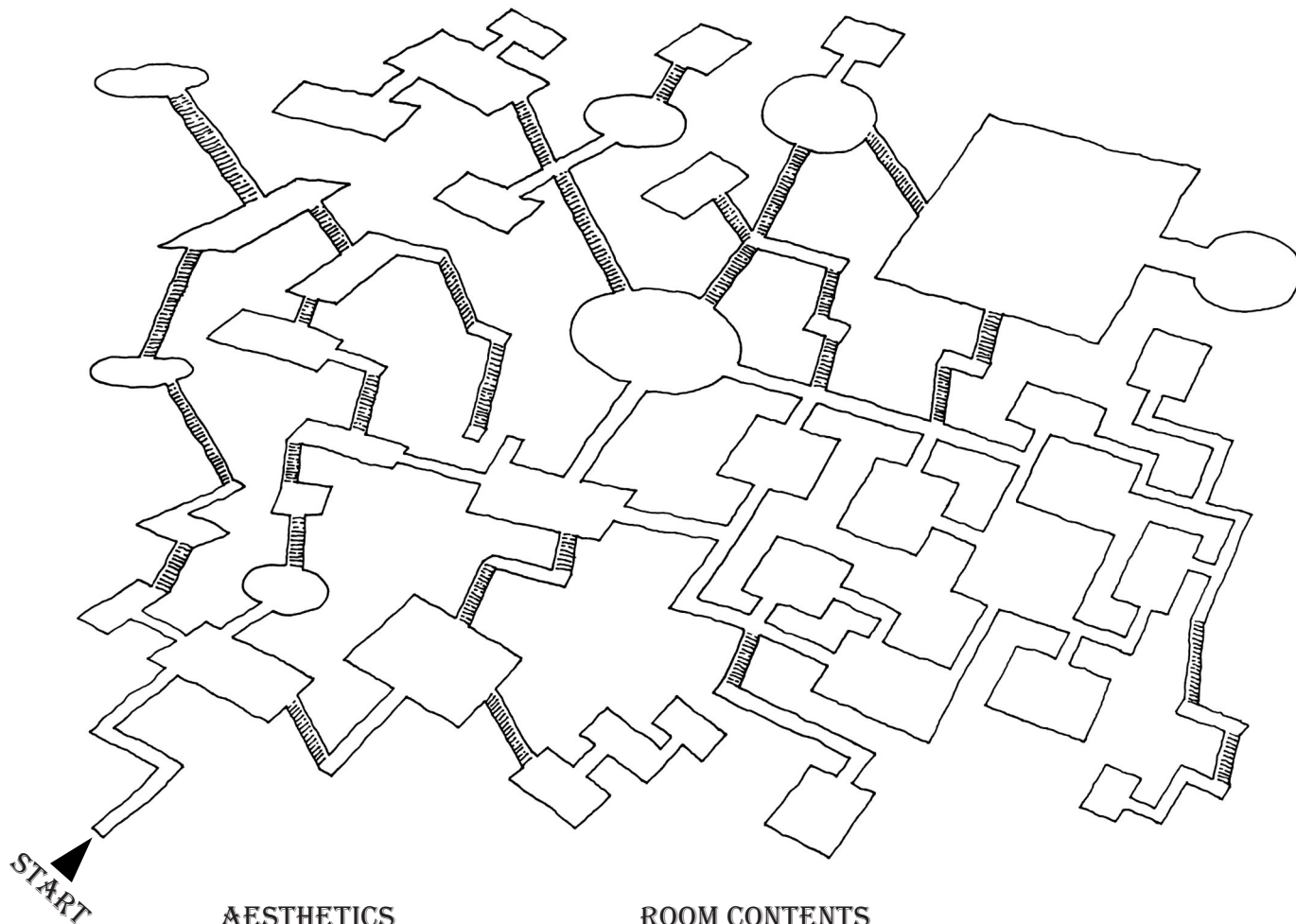
1. **Three slaves** (pale flesh, bulging eyeballs) drinking a trickle of water flowing from a crack. One will betray the others if rescue cannot be guaranteed.
2. **Two slaves** (bloody and blackened) lifting cracked ore into a hand cart. They are strong of body but their minds are dazed and confused — the demon imprisoned their children in a secret place.
3. **One slave** (hands and feet severed) resting near a cache of tools and weapons. They know which room in which the demon meditates and can be surprised. They're bleeding to death — a 2-in-6 chance they will die each 10 minute turn, increasing by 1 each turn.
4. A **monster of iron** with thousands of millipede legs and a human head. It grows longer if it eats iron, and grows stronger if it drinks blood. Can shoot iron darts from its mouth.
5. A pack of **six iron monsters** with iron hound's legs and the arms and face of a human. They try to pounce on the weakest enemy and throttle them. If half the group are killed the remainder will cower and obey simple commands from the slayers.
6. **The Demon.**

TREASURE

1. Iron **greatsword**, forged from local iron.
2. Iron **shield**, forged from local iron.
3. Iron **wand** with two charges -- can cast the spell *Control Earth*.
4. The slaves know the secret of brewing **potions** of vitality from the blood of a young adult and the iron dust sloughed from their workspaces.
5. A **rounded rock** from the river enchanted to grow in size when thrown (d6: 1,2=pumpkin size; 3-4=wagon size; 5-6=barn size).
6. Steel **spade**, which can touch any staircase and render it smooth and slippery for the next minute.

THE DEMON

- The body of a large man, the head of a **goat**, the feet of a **lion**, and four arms -- two human arms and two arms which are the neck and head of a **heron**, with hands protruding from the beak.
- Wields an **iron sword** with protective hilt of soft wood. Can cast *Fly* and *Fireball* spells twice per day each.
- Iron weapons do **double damage**.
- Wants to witness pain and suffering. Desires iron to be pulled from the earth and fashioned into weapons to attack, subdue and **enslave other demon lords**, who also fear as much desire mined iron.



AESTHETICS

1. Bloody
2. Iron-clad
3. Soft wood
4. Carved with demonic faces
5. Live heron necks
6. Smells like goat breath
7. Rusty
8. Hot and humid

ROOM CONTENTS

Roll once or twice when players first enter a room.

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|-------------------------------|--------------------|
| 1. Animal fur | 11. Wooden mallets |
| 2. Broken pottery | 12. Ragged cloth |
| 3. Chains | 13. Iron keys |
| 4. Crushed rocks | 14. Large sacks |
| 5. Soft wooden throne | 15. Oil flasks |
| 6. Slave bedding | 16. Cursed weapon |
| 7. Barrels of dried mushrooms | 17. Cursed jewelry |
| 8. Fire pit | 18. Rusty pickaxe |
| 9. Handcart storage | 19. Rusty shovel |
| 10. Forge | 20. Iron spikes |