

# *The Tower of Terror*

A Pathfinder 2<sup>nd</sup> Edition Solo Adventure

by John McAuley



## **Introduction**

This is a solo adventure module for the Pathfinder 2<sup>nd</sup> Edition Role Playing Game and designed primarily for players new to these rules starting their first adventure. It provides an introduction to the Pathfinder system and to role-playing games in general. While it will be clear from talking to seasoned players, or increasingly now simply from viewing or listening to uploaded podcasts, that the best role-playing experiences are to be had when playing as a group, sometimes this will not be practical and sometimes players might want a little more of a personal introduction to the mechanics of the game before plunging in and committing to a role-playing group. Hopefully this adventure will help to fulfil that role.

In the absence of a Games Master (GM) or a complex commercial computer RPG, to recreate the decision-making at the heart of all such games, this adventure adopts the tried and tested “Choose your own Adventure” or “Fighting Fantasy” system of “turn to section number” to realise choices and to lead the reader along multiple story paths. However, with the addition of maps and tokens for tactical combat and many Pathfinder rules-specific options, this solo experience will hopefully better reflect and prepare for real group play.

Happy adventuring!

## **Set-up**

Some knowledge of the Pathfinder 2nd Edition rules is necessary, such as might be gleaned from a read through the core rulebook or from someone who knows the rules offering guidance throughout play.

The player must have a character they have rolled up themselves or one of the pre-generated starting characters that are available. The official pre-generated PCs are printed in a convenient format with useful information on what the PCs' actual combat and exploration options are and how they function. The character has all their standard starting equipment.

## **Module-Specific Rules**

These are explained as the story develops. Some general rules are below:

### **Animal Companions and Summoned Allies**

If a PC has an animal companion, familiar or summoned minion, enemies using melee attacks in this module will choose to fight whomever is in melee range. If this does not decide the matter, they attack whomever last damaged or harmed them and if this does not decide the matter, they attack the PC.

**Death and dying.** In this adventure danger lurks around every corner and there is no-one to provide aid. If a PC is rendered unconscious, permanently incapacitated or brought to 0 hp, they are defeated and the adventure is over.

**Winning combat.** Unless otherwise stated, once combat starts, all enemy creatures in the encounter must be defeated by being brought to 0 hp or being incapacitated for at least a turn. The PC cannot simply run away off the tactical map. Assume, unless otherwise stated, that creatures are always slightly faster than the PC given their terrain familiarity and that the PC realises this.

**Secrets.** These are handled by moving to a certain square on a tactical map, and turning to the section number indicated in the text. There are sufficient such squares, some just giving flavour, others offering weal or woe, that there is considerable uncertainty over what stepping on a square will have in store. A successful perception check in a certain

square might reveal a secret door, or a hidden treasure, or simply a small crack in the floor through which seeps a hiss of sulphurous gases. On a failed check the PC does not know what they missed.

### **Non-Solo Play**

Of course, you can always play together with a friend, and this approach might suit younger players who can receive a little guidance and explanation along the way. Or one might even play as a group with multiple Player Characters (PCs) working together without a GM. In the latter case, for an appropriate challenge, give each creature +5 hp and +1 attack for each PC above one in the party.

Pathfinder rules for initiative can be followed, with each PC rolling separately. Death and dying rules can be employed. If there is the opportunity for more than one PC to make a skill check, provided there is no particular cost for failure, e.g. failing to recall knowledge or spot a hidden item, if either PC succeeds, turn to the page for success rather than failure. In other situations consider it a failure if either PC fails, e.g. sneaking. In yet other circumstances, e.g. jumping safely over a hazard, results should be taken individually. Common sense should dictate.

### **Adventure Start**

*The moon shines pale and cold behind scudding clouds as you make your way to the desolate tower on the heath. Nothing stirs in the lonely night save for the odd small scurrying animal disturbed in the gorse by your determined step. And yet, with each stride, your resolve lessens and your confidence starts to falter. You cannot help but feel hopelessly ill-prepared for what lies ahead.*

*With a shiver of apprehension you recollect the events that led you to dare this perilous task. Somehow ill-fitted to a rustic life in the anonymous village where you were born, you tired of the ridicule of your young peers and took up with an old hermit at the edge of the settlement. This hermit had for years been avoided and somewhat feared for his strange ideas and stranger tales of adventure. But these tales only fired your imagination. The tales became lessons, which you studied with avid interest, until you felt ready to put his teachings into practice and go forth to make adventurous tales of your own.*

*You took up your equipment and went to bid farewell to the villagers whiling away the evening at the local inn, as they always did. But not one of them wished you well. They jeered at your plans, scoffed at your ambition and mocked your courage. If you were so bold as to face the wide world, why would you not have the daring even to explore the ruin upon your doorstep, the nameless tower upon the heath?*

*In a pique of frustration, you accepted the challenge there and then, and stormed out of the inn, slamming the stout wooden door against the laughter and derision inside. But the cold night air and the long moonlit march across the desolate heath steadily cooled your indignation. As you brought to mind the tales told about the tower, you began to regret the rashness of accepting this challenge. For, through the long centuries of its existence, of the many travelers, treasure seekers and noble heroes passing though the region who dared enter the tower, no tale tells of any who returned...*

*The tower looms ahead, standing tall and stark, a finger of deeper black pointing up to the dark sky. Carefully approaching the entrance, you see that its door has long since disappeared – if there ever was one. Silence and darkness lie within. The external walls of the tower are of smooth black granite, impossible to scale, and the tower's summit is too high for any attempt with rope and grappling hook.*

*There is no choice but to enter. Drawing upon your waning courage, and desperately hoping that your long hours training under your mentor will see you through, you take that fateful step within the threshold – and feel a strange, not unpleasant, brief tingle of warmth, quickly replaced once fully inside by the cold dark silence of a tomb. You seem to have*

*crossed a barrier, a holy ward, and grimly realise that this ward was most likely not to keep out the dangers of the wilderness, but to protect the wilds outside from nameless dangers within...*

At this point, lay out Tactical Map A from the back of the module and place your PC miniature or token on the square just inside the entrance. When ready, continue reading.

*You sense in the dim light of the moon outside that you are in a smallish antechamber. A wide arch lies in the opposite wall. Though the air is dry, a cloud of fog lies beyond the arch. As you stare, you feel the clench of fear in your chest as the vapours seem to swirl and coalesce to form the misty shape of a man. The floating figure approaches threateningly, warding you backwards.*

If you stand your ground, and ready an attack or spell, turn to [4](#).

If you retreat back through the tower entrance to keep the ward between you, turn to [126](#).

(Don't just continue reading below!)

## 1

*At this point you pass directly under one of the cages suspended overhead, and feel somewhat uneasy. Fortunately, nothing happens and the creature inside does not react to your proximity.*

Turn to [147](#).

## 2

*You ponder the Imp's persuasive words. Were you negotiating the price of vegetables in the village square back home, this would seem like a good deal... like too good a deal. And when you consider the devilish mouth speaking of bargains, the words take on a new context.*

*"No bargain", you say. I have no wish to get involved in your infernal politics and will make my own way to the Shrine, even without your "good luck". Foolish would I be to bargain with a devil, no matter how small!"*

Turn to [157](#).

## 3

*For what seems an age you stumble back down the stone steps. Still reeling in terror, you realise that there are some places no mortals were ever meant to tread. This tower of terror is one such place. You long only for escape back home to a simple life, vowing to banish all foolish notions of adventure.*

*This thought brings you a tiny crumb of comfort, enough to clear your mind. You decide to count your way down the steps, each one bringing you a little closer to safety.*

If you passed the Architecture check earlier, turn to [102](#).

Otherwise, turn to [156](#).

## 4

*You hold your nerve and the shape dissolves into nothingness. Was it a warning? Should you heed it? Or was it wanting to escape as your passing through negated the holy barrier? Or simply a product of your imagination and overtaxed nerves? Perhaps you will never know. But you somehow feel that you have passed your first test.*

Award yourself one Hero Point. You should now have one Hero Point in total.

*Rules explanation:* You may spend a Hero Point at any time in your adventure without being prompted in one of two ways:

- If you fail an important D20 roll you may spend a hero point to reroll the die. You have to take this second result.
- You can spend all your current hero points (if you have one or more) at the start of your turn to avoid death by losing the dying condition and return to 1 hit point so that you immediately become conscious. You do not gain the wounded condition. In this solo adventure, because being brought to 0 hp normally end to adventure in defeat, if you have any hero points you would normally spend them immediately to avoid the dying condition and get to 1 hp at the start of your turn, though you would still be prone.

Turn to [122](#).

## 5

*The tunnel opens out into a cave with an uneven stalagmite-pocked floor and slimy lime-encrusted naturally vaulted ceiling and walls. Giant blue crystal growths give the cave its own eerie light.*

Bring out Tactical Map I. You start at the south entrance of the cave.

Turn to [171](#).

## 6

*The sloping tunnel levels off but gets narrower and narrower. You worry that it simply leads nowhere or that you might actually get stuck. You try not to imagine what it would be like to be stuck in the dark, unable to defend yourself, just waiting for someone or something to find you...*

If you continue onward, turn to [58](#).

If you turn back, turn to [160](#).

## 7

*The iron bridge looks sturdy. There is nothing else you discover of note.*

Turn to [59](#).

## 8

*Fingers trembling with excitement, you examine the wand.*

You identify it as a Wand of Manifold Missiles. This wand can not only cast 1st level Magic Missile once per day (as a 1,2 or 3 action spell for 1d4+1 force damage each action, never missing) but after casting, it continues to fire missiles. You cast the 1-action version, choosing the target each time, and it fires another 1d4+1 damage missile each round for 10 rounds or until you deactivate it for the day.

*Delighted with your lucky find, you carry on exploring the tunnels.*

Turn to [160](#).

## 9

*The skeleton lies defeated, reverting to a pile of inanimate bones. You breathe a heavy sigh. You have won your first combat – and against a member of the foul race of undead, no less! This will be something to tell the villagers back home.*

Award yourself 30 experience points (XP).

But where is the evidence of your deed? If you have not already done so, you rummage in the nearby chest and discover 10 copper coins and 2 silver coins, though nothing else of note. It appears you will have to explore further to prove your mettle, and the only way on is up the stone stairs.

Turn to [79](#).

## 10

*You gingerly step into the pool. The bridge seems too obvious a means to cross, and you don't mind getting dirty.*

*As you are about to move cautiously to the other side, something brushes against your leg and tries to grab it! Suddenly, there is turbulence all around within the pool. Right in front of you, a clawed and rotting hand breaks the surface of the liquid, followed by an equally loathsome head and torso, its pale eyes staring mindlessly upward and liquid streaming down its sickly grey skin in dark rivulets.*

Turn to [168](#).

## 11

*Beyond all hope, you continue like an automaton. You no longer think of an end, an escape. Your whole world is nothing more than the next step dropping away beneath your shuffling feet. This cursed stair must surely lead only to the netherpits of the Underworld. And, in a last moment of fearful clarity, you realise the awful truth – those tales in the inn of the Tower of Terror from which no-one returns – the sulphurous smell and the pentagram – and the endless descent. Terror finally takes you, and your mind plunges into oblivion as your body rolls headlong forward down the dark stairway...*

Turn to [57](#).

## 12

*As you move into this area, you hear a voice. You look around in haste, and then realise the voice spoke inside your head! Have you finally descended into madness in these nightmarish tunnels?*

*The voice speaks again, "You! Yes, you! You don't belong here. It is my duty to report you."*

If you ignore the voices in your head, turn to [132](#).

If you speak out loud, turn to [101](#).

## 13

*As you make for the stairs, your spine tingles as you hear a disturbing clacking sound coming from the pile of bones behind you. Turning, you see an animated walking skeleton swinging a scimitar to strike at you!*

Make a perception roll for initiative (D20 + perception modifier). The skeleton sprang at you, having been hidden within the pile and rolled 15 + 6 Acrobatics bonus = 21 for initiative. If you beat 21, you act first. Otherwise the undead skeleton acts first. You will take turns until one of you is brought to 0 hp.

Place your counter on the square immediately in front of the stairs and the skeleton's counter next to your one between your counter and the bone pile.

To start the combat, turn to [148](#).

## 14

### *Tactical Map*

The four squares with the more delicate blue crystals are difficult terrain for you only, not for the flying Imp. The thicker blue crystals next to the central pillar are impassable squares for you but not for the imp.

### *Your turn*

The Imp's defences are AC 17; Fort +5, Ref +9, Will +7; HP 10; Immunities: fire; Weaknesses: good 3; Resistances physical 3 (except silver), poison 5. The Imp is weak for its kind and has 10 hp instead of 15 hp.

If the Imp is invisible, it is Hidden by default, or Undetected if it has moved by successfully Sneaking. If it is Undetected, you may perform a Seek action to listen to see in which square it is located. Roll Perception vs DC 14. If you succeed, the Imp is now Hidden until it moves again. If you fail it remains Undetected.

If the imp is hidden you cannot attempt another seek action to make it detected because it is invisible, and hearing is not a precise sense for you.

If the Imp is hidden, you may attempt to strike the Imp (it may be out of melee range, in which case you cannot move into melee range because it is flying above you), by succeeding on a DC 11 flat check and then making a normal attack roll.

If the Imp is Undetected, you may still guess where the Imp may be. If you roll 5-6 on a D6, you guess the square it is in, and may make a DC 11 Flat Check to attempt a strike or spell attack. If you hit, the Imp is now hidden, and must successfully Sneak away to become Undetected again.

You may choose to Ready yourself for a strike. Spend two actions, which ends your turn. Then, with a trigger of the Imp becoming visible immediately after attacking you, you may make a strike against the Imp before it can fly away.

### *Imp's Turn*

Use the table below to determine the Imp's actions.

Location	Visibility	Health	Actions
Melee range	Visible	Any	Fly away to 15 ft distance, turn invisible
Melee range	Invisible	Uninjured	Strike twice, fly away
Melee range	Invisible	Injured	Strike, fly away, heal
Out of range	Visible	Injured	Turn invisible, hover
Out of range	Visible	Uninjured	Turn invisible, sneak to melee
Out of range	Invisible, hidden	Uninjured	Sneak to melee, Strike, fly away if an action remains
Out of range	Invisible, hidden	Injured	Sneak to within 15 ft to become undetected, Hover, Heal
Out of range	Invisible, undetected	Any	Sneak to melee, Strike, fly away

Explanations of actions:

- Fly away. The Imp flies 15 ft away. It might incur an Attack of Opportunity from you if you are a Fighter.

- Fly up to 30 ft to melee range.
- Cast invisibility (2 actions). Lasts until it takes an offensive action.
- Hover (1 action). To stay aloft if it has not taken another action to fly this turn.
- Melee strike at +9 with its stinger (you have a -2 AC for being flat-footed if you cannot see it), damage 1d4-1 piercing + 1d4 evil (only against good aligned creatures) + imp venom (DC 16 Fort save; Maximum duration 6 rounds; Stage 1 1d6 poison and clumsy 1 (-1 dexterity based checks including AC); stage 2 1d6 poison and slowed 1 (lose 1 action); save again at the end of each PC turn to increase or decrease the stage of poisoning; further stings require further saves and if fail, increase poison stage. After an attack, the Imp becomes visible).
- Cast Diabolic Healing (1 action; heals itself 1d6 damage).
- Hover stationary (1 action), if it has not flown this turn, otherwise it would fall.
- Sneak (1 action) to change position 15 ft (d20+4 versus your Perception DC) and if successful, it is Undetected rather than Hidden. If it fails or critically fails, it remains hidden not observed.

### *Victory Outcome*

*The Imp lies defeated upon the cave floor. Its wings flap feebly for a moment and then are still.*

Award yourself 50 XP. Upon the body is a tiny pouch and inside you find two 10 gp gems. You may continue exploring the cave. Turn to [171](#).

## 15

*As the Imp casts the spell, you feel mental tendrils of coercion and influence clawing at your mind. You instantly banish them from your thoughts. This Imp was trying to charm you, not help you!*

*You scoff at the Imp. "You seek to subvert my will? I'll teach you not to make false bargains!"*

Turn to [157](#).

## 16

*You see that the box-like cage has a trapdoor at its top and bottom, and pulley and chain mechanisms for releasing the lower trapdoor so that the cage will release its contents into a vat directly below it.*

*Other pulleys and chains are for running the cage along rails near the ceiling or lowering it to floor level. There is a turning wheel for the chains near ground level with a locking lever to keep a cage at the end of a rail up at ceiling height.*

*The whole arrangement is part of some fiendish manufacturing process, and the shapeless devils make up the raw materials. You just hope that the trapdoors do not drop a devil on top of you instead!*

Make a note that you worked out the pulley system for the cages and turn to [40](#).

## 17

*Here in the tunnel is a strange sight. The floor is scorched black and immediately above the marks is a rough hole in the roof.*

If you decide to investigate closer, while ready to step away from under the hole in an instant, turn to [30](#).

If you decide that nothing good comes of poking into holes that no doubt spout fire and brimstone and so continue on your way, turn to [160](#).



## 18

*Your methodical approach is almost immediately rewarded. Before heading down the red-lit tunnel, you turn and search the immediate surroundings of the stair. Beneath some rubble is a skeleton in leather armour. The armour is so old as to have almost dissolved away through the ravages of time. You cautiously poke the skeleton to make sure it does not animate, and then look through the remains.*

You discover a short sword and dagger, both with finely silvered blades, a snare kit (a special Bear Trap kit with bulk 1 and relatively easy to set), and two lesser healing potions (spend one interact action to get it out and one interact action to drink it to heal 2d8+5 hp). Take what you want and mark it in your inventory. Equip the sword or dagger if you prefer them to your currently equipped weapon or weapons, or just take them with you.

*Pleased with your find, you head along the tunnel to the cavern entrance.*

Turn to [100](#).

## 19

*You hear a flapping sound approach from the stalactites above, and instinctively swing your weapon in front of you. You hear a squeal and the flapping moves away. A small creature becomes visible above you and out of reach. The creature is no more than 2ft tall and looks like a miniature devil with a horned head, bat-like wings and a nasty-looking barbed tail.*

Turn to [157](#).

## 20

If you prise the scroll from between the dead cleric's hands, turn to [165](#).

If you investigate the altar, turn to [117](#).

If you investigate the skeletal remains of the cleric, turn to [129](#).

## 21

*As you stand in the darkness, slowly appearing ahead of you is a blood red glow that somehow does not light the surrounding chamber. The glow gradually resolves into a huge disembodied unblinking eye, its pupil a five-sided pentagram. The ruddy glow seems to throb and envelop your mind. You feel yourself sinking, sinking, and spinning into the pentagram.*

*And then your mind is blasted and you reel in oblivion. You are overwhelmed by a cosmic terror, a terror borne of alien vistas upon unknown planes in the outer realms of existence, unimaginably far from the tiny world you call home. A small remnant of sanity deep within your mind tells you that you are staggering in panic back down the stair, fleeing from nameless horrors...*

Turn to [3](#).

## 22

*The overconfident Hobgoblins approach adjacent to you. "Fair enough. And when the 'Boss' tires of you, perhaps we will have you back for some sport, eh!"*

*They both set their glaives aside as one readies to hold you while the other gets out a length of chain. This is your moment to strike.*

To determine initiative, roll your Deception against the Hobgoblins' Perception. Roll once for the Hobgoblins, whose Perception bonus is +7. Then turn to [98](#).

## 23

*At this point in this maze of twisting tunnels, you suddenly stop as you hear a sound from around the next bend. It is like the wet slap of flesh upon stone. The sound is repeated, and again, slightly more faintly. You cautiously look around the bend and see what can only be described as a large blob of flesh shambling away from you on flabby shapeless legs covered in exposed veins and nerves. You briefly catch the shape in profile as it lumbers from side to side, and see to your horror a warped, semi-melted human face – or a face that was once human...*

*The creature has not noticed you. You have a strong impression that it is virtually mindless, but could probably deal severe damage with its large slashing claws.*

Turn to [112](#).

## 24

*As you reach this point on the iron bridge, you suddenly catch movement disturbing the dark slick surface of the pool. Suddenly, the occasional gloopy bubble becomes a heaving turbulent sea. A clawed and rotting hand breaks the surface of the liquid, followed by an equally loathsome head and torso, its pale eyes staring mindlessly upward and liquid streaming down its sickly grey skin in dark rivulets.*

*Other creatures on all sides rise up from under the surface of the pool, their soaked and blackened arms thrust ahead of them grasping for you. You are surrounded by a host of Zombie Shamblers!*

Turn to [168](#).

## 25

*As you continue north along the brazier-lit passage, the tunnel is joined by another that comes from the south. You decide that this southern tunnel most likely leads back the way you came and ignore it. You head further along, preparing to face your next test in this nightmarish Underworld - perhaps your last. Soon you see ahead of you a skeleton sprawled at the foot of the passage wall. The - so far! - inanimate skeleton is encased in rusted plate armour and still grips a silver longsword.*

Bring out Tactical Map H and place yourself on a southernmost square. The skeleton's position is marked. Turn to [108](#).

## 26

You counted 297 steps to the top of the tower, an ascent of about 150 ft, and from your estimate of the height of the tower from outside, you are clearly in a chamber at the summit.

Turn to [21](#).

## 27

*As you move to this location, you stare at the skeleton slumped against the opposite wall. The skeleton stares empty back, facing you. You wonder what tale he might have had to tell.*

*Suddenly you spy an old bloodstain under the skeleton's hand. It is drawn in the shape of an arrow - pointing directly at you, or at the wall behind you?*

If you try and ignore the sinister-looking mark, turn to [108](#).

If you investigate the section of wall that the skeleton faces, turn to [75](#).

## 28

*You sneak up round the corner and see a 10ft wide passage in which stand the two arguing Goblinoids. The passage is brightly lit by small smoking braziers casting a lurid glow over the creatures' bestial faces and toothy maws. You would not be able to sneak past them in this narrow passage, but you may at least get the drop on them.*

Roll a stealth check against the Goblinoids whose Perception DC is [17](#).

If you succeed, turn to [93](#).

If you fail, turn to [162](#).

## 29

*Having never previously encountered anything more than a stray Lemure at this guard post, the two goblinoids' jaws drop in unison as you appear round the corner. They wield vicious-looking glaives but appear slightly incongruously to be wearing no armour. Despite their surprise, they have the instincts of trained soldiers and move in line formation to block the passage.*

Since you had already scouted out these Hobgoblins, you have a +1 to your perception roll. They roll together and have a +7 perception bonus.

If they win initiative, it is because they heard you as you rounded the corner. They ready an action to strike as they brandish their glaives in front, waiting for you to come within range of them (this range is 10ft as their glaives have reach), and crudely taunt you, "What's this? A new toy! And for once not a Lemure! Let's play!"

Turn to [98](#).

## 30

*You cautiously approach the hole in the tunnel roof, taking care not to stand underneath. After some inspection you feel sure that the hole leads up to a tiny cave. There are some items on the floor of the low ceilinged cave.*

*Your curiosity is aroused and you look for a way to get up. The nearest tunnel wall is rough and offers hand and footholds and you could probably stretch out, grab the edge of the hole and lever yourself up.*

If you wish to attempt to get up to the hole, make a DC 10 Athletics Climb Check to get up level with the hole. You can attempt this climb untrained. To make climbing easier, you can take your gear off and pull it up behind you if you have some rope. Then as a second action choose to make a DC10 Athletics or Acrobatics check to swing up through the hole into the cave.

On a critical success, you make the whole climb into the cave in one action.

On a success, you get level with the hole and make a second Athletics Check or an Acrobatics check as described above to get through the hole.

On a fail, you remain where you are and can try again, even if you are already level with the hole.

On a critical fail you fall to the floor and if you were already level with the hole you take 2 damage.

If you abandon the climbing attempt and move on through the tunnels, turn to [160](#).

If you enter the cave, turn to [155](#).

### 31

*Your fear threatens to overwhelm you, but then you remember your training and force yourself to calm down. You are completely stuck in the tunnel - but you are still wearing your gear. You may be able to tear yourself free of the pack on your back and of any bulky armour you are wearing.*

*Once you have something to focus upon, you direct all your efforts to your task. It seems to take an age, but you eventually manage to tear off the backpack straps and the fastenings of any armour you are wearing and wriggle them over your head. Then you slide yourself backwards. You retrieve your gear and retreat back up and out of the narrow tunnel entrance. You never thought you would be relieved to be back in the - relatively speaking - wide tunnel of the main maze, but it is preferable to crawling around helpless to defend yourself.*

You can repair the straps of your pack, but unfortunately your armour is broken. You may attempt to repair it without a kit, however. Make a DC 15 Craft Check to spend 10 minutes repairing the armour (DC10 if you do have a repair kit). If you fail, you may not repeat the attempt. For the rest of the adventure, if this is light armour it now has a -1 AC penalty, if medium armour a -2 AC penalty or if heavy armour a -3 AC penalty.

Your counter remains on the square where you first discovered the narrow tunnel. You may continue onward. Turn to [160](#).

### 32

You face the portcullis. You have no spell or weapon that would do sufficient damage to the stout iron bars of its frame. You continue staring at the gate, trying to suppress the growing panic welling inside you, but no inspiration comes to mind. You must act, and fast!

Add another attempt to your tally of attempts to open the portcullis and turn to [120](#).

### 33

*Continuing is impossible. You just manage to worm your way backwards and up and out of the narrow tunnel's entrance. You never thought you would be relieved to be back in the - relatively speaking - wide tunnel of the main maze, but it is preferable to crawling around helpless to defend yourself.*

Your counter remains on the square where you first discovered the narrow tunnel. You may continue onward. Turn to [160](#).

### 34

*You pull on the bars of the gate, straining every sinew. Desperation lends you strength and the gate lifts a fraction. Once it starts, continuing to lift the gate becomes easier.*

*You frantically raise it enough to crouch underneath and shift to the other side. You quickly roll back and away, narrowly avoiding one of its spikes snagging on your gear, and the structure comes down again with a deafening crash. Through the bars, you see a horde of glaive-wielding bearded devils and other creatures you do not recognise come howling into the workshop. They charge for the gate, slaving in their ferocity, clearly intending simply to batter it open with their combined momentum. But the strong gate holds firm against this first onslaught.*

Turn to [92](#).

### 35

*You plod on downward, step after step. No openings in the inner curving wall promise the hope of respite from this interminable nightmare of a staircase. You have been in darkness so long that you almost cannot remember what it is to*

*see. And then you recall the last thing you did see – the Eye at the tower summit – and try to wipe the image from your mind.*

Turn to [11](#).

### 36

*“Agreed!” you exclaim. “This is a more than fair bargain, for I have yielded nothing!”*

The Imp casts his spell. Roll your Will Save against DC 17.

If you critically succeed, turn to [15](#).

If you succeed, turn to [124](#).

If you fail, turn to [66](#).

### 37

If you have read the cleric's scroll, turn to [89](#).

Otherwise, read the following:

*You discover nothing else about the altar. No more voices speak inside your head. The marble carven wings still glow faintly.*

*Out of the corner of your eye you see the fiends still crowding around the domed ward. Who knows whether even now some mighty Duke of the Underworld is considering intervening, having been alerted to the supreme affront of a mortal minion taunting his troops with his pitiful presence, hiding behind an angelic shield that has no right to be there. You do not have forever to do what you need to do...*

Turn to [20](#).

### 38

*This dark chamber occupies the rear half of the ground floor of the tower. To the left, stone steps ascend clockwise round the curving inside wall of the tower. The steps continue up through a shaft in the stone ceiling 10 ft above. In the centre of the rear wall is a small battered wooden chest. To the right is a pile of bones, bits of cloth and pitted and broken weapons. The bones look distinctly human...*

Bring out Tactical Map A, and place your miniature figure or token on one of the two squares just inside the inner chamber.

If you wish to pass straight up the stairs, turn to [13](#).

If you wish to investigate the chest, turn to [133](#).

If you wish to investigate the pile of bones, turn to [96](#).

### 39

*Just as you are beginning to feel the stairway has no end, you become vaguely aware, without seeing anything, that just ahead of you is a more open space. The air you breathe seems to have become hot and a sulphurous stench burns your lungs. The steps abruptly stop and you are on flat stone.*

If you passed the Architecture skill check at the foot of the stairs, turn to [26](#).

Otherwise turn to [21](#).

## 40

*You decide what to do next in this fiendish workshop.*

If you wish to investigate the vats more closely, turn to [53](#).

If you wish to look more closely at the overhanging cages to check what might be inside them, turn to [80](#).

If you wish to head for the portcullis to see if you can get past, turn to [147](#).

## 41

*You must decide how to navigate your way past the army training in this pit of the Underworld.*

If you wish to bring to mind what manner of creatures you see before you, roll a DC 10 Religion or Society Recall Knowledge Check (whichever you are better at). If you succeed, turn to [85](#). If you critically succeed (10+ greater than minimum roll), turn to [103](#). Otherwise make another choice. You cannot make this choice a second time.

If you descend the slope into the pit, turn to [159](#).

If you make your way along the ledge, turn to [109](#).

## 42

*You land painfully but the piles of soft ash that tumbled down before you cushioned your fall. Once again, you are plunged into darkness, but you still have all your equipment with you.*

Once you have a means of seeing – Darkvision or some light source – turn the four Tactical Map tiles C1, C2, C3 and C4 face down, shuffle them and pick one to determine which tile you land in. Turn it face up in any orientation and place your PC counter on the point marked X on the tile. The point marked X is the square where you land. Choose where to travel, using the exploration mode of your choice (see the end of the module for a reminder of the exploration mode options).

Whenever you reach the edge of the tile, turn over a second tile at random, and line up an edge passage of your choice on the second tile with the passage from which you left the first tile. Do this for a third tile when you reach the opposite edge of the second tile.

When you reach the second square marked x for the first time (the first x square was the one you landed in) turn to [23](#).

When you reach the third square marked x for the first time, turn to [17](#).

When you reach the opposite edge of the third tile, turn to [158](#).

Whenever you reach a square marked y, roll a d6.

On a 1, turn to [139](#).

On a 2, turn to [88](#).

On a 3, turn to [90](#).

On a 4 turn to [74](#).

On a 5 turn to [107](#).

On a 6 turn to [104](#).

### 43

Make a perception roll against DC 20.

If you pass turn to [161](#).

If you fail turn to [45](#).

### 44

*Strangely enough, you are fluent in the Infernal Language and that is what the voices are speaking, though there is something peculiar in their tone and the odd word sounds more like Goblinspeak.*

Turn to [87](#).

### 45

*You notice nothing out of the ordinary. The skeleton lies in front of you. It remains motionless.*

Turn to [108](#).

### 46

*The passage leading north from the Hobgoblins' guard-post is smoothly worked and unlit. Eventually, it comes to an intersection. To the East is a faint light and a quiet intermittent bubbling sound can be heard. To the East, the passage is dark and silent.*

Remember, if you do not have darkvision, you need a light source, and you might have to hold it in one hand.

Bring out Tactical Map E and place yourself on a southern edge square.

You may use the Search Exploration Activity to search this area or attempt to leave by exiting West or East.

The first time you step on square x, make a Perception Roll, note it down and turn to [91](#).

The first time you step on square y, make a Perception Roll, note it down and turn to [121](#).

If you exit West, turn to [81](#).

If you exit East, turn to [163](#).

### 47

*At this point in the tunnel, your pulse of detection registers a magical signal. Prompted by this, you search carefully and discover a small object on the floor that might have been dropped long ago.*

Turn to [49](#).

### 48

*You try to concentrate on the task at hand, but the shouts and howls are growing louder. Any moment now, they may burst into the workshop.*

Turn to [120](#).

## 49

*You wipe away the dirt encrusting the object you have just discovered and you see it is a thin black wand with a green jewel at its tip.*

If you have the ability to cast Arcane or Occult Spells, turn to [8](#).

Otherwise turn to [65](#).

## 50

*Too late! A horde of hobgoblins, bearded devils and other creatures you do not recognise come howling into the workshop. They charge for you in slaving ferocity. Pressed with your back against the stubbornly closed portcullis, you cannot hope to defend yourself. Merciful oblivion comes swiftly...*

Your adventure is over. You may start again with a new character.

## 51

*You stumble and grope your way up the worn steps. The cold stone of the stairway wall is your only anchor point in the nothingness around you. As you struggle upward, the sounds of your laboured steps and panting breath somehow accentuate the surrounding sepulchral quiet. If you stop in the stillness you seem to hear the low moaning of the wind outside the tower.*

Turn to [39](#).

## 52

*You cautiously move your implement down into the liquid. It is viscous, like oil or thick black ichor. It does not damage your implement. You discover the bottom of the pool is only 3 ft further down.*

Turn to [59](#).

## 53

*You look more closely at the glass vats. All contain a bluish tinged bubbling liquid. Some are otherwise empty but others contain hideous creatures in various stages of formation. They range from greyish fleshy blobs with disturbingly human faces like the creature you encountered in the warrens, to creatures that look vaguely like the devils who oversaw the hobgoblin armies in the open training ground.*

Make an Arcane, Religion, Medicine or Occult Check (your choice) against DC 15.

If you pass, turn to [115](#).

If you fail, turn to [72](#).

## 54

You decide to count the steps on your way up to gain some impression of how far you have travelled.

Turn to [51](#).

## 55

Make a perception roll against DC 20.

If you pass turn to [161](#).



If you fail turn to [45](#).

## 56

*You boldly round the corner and enter a 10ft wide passage lit by braziers. You call to the creatures, who are Hobgoblins and speak in Infernal.*

Turn to [146](#).

## 57

*You wake in a sweat from your nightmare in the Tower of Terror and rub your eyes in the gloom. You are in a strange unfamiliar chamber, lit – yes lit! – by what you take to be the soft red glow of dawn issuing from a doorway nearby.*

*However, as you look more closely, the portal leads not outside but through a rough stone tunnel leading into a huge area illuminated by the dancing flames of giant fire-pits. The air is painfully hot and sulphurous. Your worst fears are confirmed when you realise that you are crumpled painfully at the foot of a spiral stone stairway leading up into complete darkness. It was no dream. You have descended down into the pits of the Underworld!*

*However, in your despair, you find a spark of courage. The terror is gone. Your hopelessness somehow brings clarity. You may only do your best, and see how far it takes you. You will die an adventurer, not a terrified wretch upon a stair.*

Bring out Tactical Map B and place your miniature figure or token at the foot of the stairs.

You recall the lessons you learned from your reclusive master. The only way is forward down the tunnel. A methodical approach to exploration is required, thinking only of the problems immediately in front of you. You decide upon an exploration strategy:

*Avoid notice.* Make a stealth check instead of a perception check at the start of an encounter. If the stealth check succeeds against the enemy Perception DC, they have not noticed you and you can plan your strategy. If you start combat, use the stealth check result as your initiative roll, and see if it beats the enemy's perception roll (i.e. enemy D20 roll + enemy's perception bonus).

*Defend.* You have a Raise Shield action already performed when combat starts, gaining the shield AC bonus and possibility to take a shield block reaction, so you do not need to spend an action doing this during your first turn, and it is already up if the enemy has higher initiative.

*Investigate.* You use Recall Knowledge repeatedly to discover clues as you explore. This is mainly for areas where there are a myriad of books, equipment, illustrations, plant life or other objects in plain sight, where noticing something depends on your knowledge rather than on perception.

*Repeat or sustain a cantrip.* Repeatedly cast or sustain a 0<sup>th</sup> level spell (cantrip) such as *Dancing lights* or *Ghost sound* to distract enemies (use Deception for Initiative checks instead of Perception - if successful you are considered Hidden and could make a ranged attack versus flat-footed (-2 AC, with precision damage) or use a sneak action to approach and then make a melee attack versus flat-footed) , *Shield* for +1 AC protection or *Detect magic* ahead of you.

*Scout.* You focus on looking out for enemies as you move, gaining a +1 bonus on initiative rolls.

*Search.* You look for secret doors and hidden hazards as you move.

At any time in between combat situations, you may change this strategy, but you must note your current mode of exploration down.

Turn to [18](#).

## 58

*The tunnel gets smaller and smaller, but you see no end. You now have to wriggle and squirm your way through like a worm. At any moment, you could feel a cold clammy grasp upon your ankle, spelling your doom. But ahead, the tunnel appears to continue onward, now sloping upward.*

Make a DC 15 check to Squeeze through the tunnel. If you are trained in Acrobatics, use this skill. Otherwise just use your Dex modifier. If you are size small, you automatically succeed.

If you succeed, turn to [135](#).

If you fail, turn to [33](#).

If you critically fail, turn to [137](#).

## 59

*Like the other braziers in these tunnels, the one placed here appears to burn with an everlasting flame. It would be too hot to touch. The pool's surface is about three feet below the height of the bridge.*

If you have a long piece of equipment, you may lie prone and reach down to test the depth of the pool and nature of the liquid. Turn to [52](#).

You may check the iron bridge for traps or hazards if you have not already done so. Make a Seek (Perception) check against DC 20. If you pass, turn to [7](#). If you fail, turn to [113](#).

If you wish to investigate the brazier despite not being able to touch it, turn to [152](#).

If you wish to move to another square, turn to [81](#).

## 60

You find nothing out of the ordinary here. Turn to [154](#).

## 61

*The first Hobgoblin faces you and beats his fist against his naked chest. "We are a squad, loyal to our banner. We defeat you together, and hand the devils your corpse together!"*

*They move in unison, forming a line facing you to block the corridor. Combat is joined!*

Place your counter on a square 15ft south of the hobgoblins, who stand in their marked positions.

Roll your Perception against the Hobgoblins. Roll once for the Hobgoblins, whose Perception bonus is +7. They act together at the same time.

Turn to [98](#).

## 62

*Your massive strike collapses the skeleton back into a pile of bones. Behold your wrath! But the necromantic energies binding this skeleton are strong and before your eyes its bones jump one on top of the other, knitting together again - first the legs, then the torso and arms and finally the head. The skeleton stands before you, battered but whole, and ready to do battle anew!*

You may take any remaining actions this turn; the skeleton has one remaining hp, and will not repeat its trick even if you critically hit again. If you have no remaining actions, the skeleton takes the three actions of its turn as normal, and you continue alternating turns as before.

Turn back to [148](#).

## 63

*The skeleton remains motionless. You decide to search it if you have not already done so. You are sure now that these are the remains of a dead warrior, probably belonging to the same adventuring party as the remains you previously encountered.*

The rusted plate mail is still serviceable, and you may wear it if you wish. The longsword has a sharp silvered edge, and might be useful against the silver-vulnerable denizens of this plane. There is also a standard metal shield, undamaged, that you may take, perhaps if your own shield is now damaged or useless.

Turn to [108](#).

## 64

*You manage to keep you footing, surfing down the steep slope, but below you is the yawning mouth of a sink hole exactly where you will reach the floor. You are powerless to alter your course. You see now that the nearest troops have spotted your feat of agility, and are clearly enjoying your plight. A roar of delight rises from the throng as you hit bulls-eye and drop right into the hole. You dread to think where you will end up. The soldiers' cruel delight does not exactly augur well...*

Turn to [42](#).

## 65

*You examine the wand, but do not have the training to identify this particular item immediately.*

If you are Trained in Arcana or Occultism, you could identify it after 10 minutes of study, and if you have the Trick Magic Item feat, you could use it.

If so, turn to [8](#).

Otherwise, you stow it away safely and carry on exploring the tunnels. Mark it in your inventory as Unknown Magic Wand and turn to [160](#).

## 66

*The Imp casts the spell and provides details about the Shrine. It seems very helpful, a very agreeable little fellow, in fact. So agreeable that you accept his invitation to meet with his "friends", a host of devils and hobgoblins to whom you provide a brief period of entertainment...*

Alas, your adventure ends here.

## 67

*You notice the fresh bones of a tiny creature here. It appears that the flesh was picked clean off the bones.*

Turn to [171](#).

## 68

*Suddenly something strikes at you. As it does so, it becomes visible, flying just above you. The creature is no more than 2ft tall and looks like a miniature devil with a horned head, bat-like wings and a nasty looking barbed tail.*

The creature is an Imp. It rolls D20 + 9 with its stinger against your AC, which is reduced by 2 as you are flat-footed. If it hits, you suffer damage 1d4-1 piercing + 1d4 evil (only against good aligned creatures) + imp venom (DC 16 Fort save; Maximum duration 6 rounds; Stage 1 1d6 poison and clumsy 1; stage 2 1d6 poison and slowed 1; save again at the end of each PC turn to increase or decrease the stage of poisoning; further stings require further saves and if fail, increase poison stage.

On its final action, it flies away 15 feet above you. If you are a fighter, you may take an Attack of Opportunity as you lost the flat-footed condition as soon as the Imp attacked and became visible. The Imp's defences are AC 17; Fort +5, Ref +9, Will +7; HP 15; Immunities: fire; Weaknesses good 3; Resistances physical 3 (except silver), poison 5.

It is now your turn to act. Place the Imp 3 squares away. Turn to [14](#).

## 69

*You think you hear a low muffled thump. It could simply be a rock falling in a neighbouring passage. But then you hear the sound repeated. You press your ear against a nearby wall, and are convinced you hear muffled slapping footsteps. You investigate cautiously, but there is nothing in the tunnels connecting to yours that could have made the sound. Perhaps the maze has distorted sounds and they come from some other, more distant area. But whatever was responsible for the footsteps did not seem at all humanoid...*

Turn to [160](#).

## 70

*Once their initial surprise has passed, the Hobgoblins appraise you with the coolness of seasoned troopers. You're no master of ours! You would have blasted us with fire and brimstone if we had displeased you. There are no second chances in the Underworld!"*

*The second adds, "We have the authority to assume that all strangers are imposters. We are to act with - how does our master say it? - 'extreme prejudice'. So, out with it. Tell us who you are, and you delay your death a few moments..."*

If you wish to try and trick them into fighting one another, turn to [146](#).

If you wish to convince them to take you prisoner, and then attack them when their guard is dropped, turn to [105](#).

If you attack, place your counter on a square 15ft south of the hobgoblins, who stand in their marked positions. Roll your Perception against the Hobgoblins. Roll once for the Hobgoblins, whose Perception bonus is +7. They act at the same time. Then turn to [98](#).

## 71

*You laugh, "Foolish Imp! You have already provided me with information for free, upon which I shall act forthwith! I need strike no bargain and sell my soul for a Devil's dubious "aid". Flap away, little monster, and find someone more brainless to trick!"*

Turn to [157](#).

## 72

*You can only guess at the foul purpose of these vats full of disgusting devilish creatures, and are not sure you wish to know any more. You decide to give the vats a wide berth.*

Turn to [40](#).

## 73

*You move meekly round the corner into the guttering smoking light offered by two small braziers. Two Hobgoblin guards stand there. You call to them, "I come in peace. I wish to parley with your Masters."*

*The Hobgoblins almost jump out of their skins. They brandish their wickedly barbed glaives, slightly entangling the two unwieldy weapons in their haste. After a moment, when they have had time to process your fluent Infernal, they visibly relax, realising you are no immediate threat.*

Turn to [105](#).

## 74

*As you reach this point, you disturb a bat-like creature hanging from the ceiling, and it immediately dives for you, frantically flapping two sets of small leathery wings. Upon its snout, it bears a long proboscis that sniffs hungrily for your blood.*

Roll for initiative (+1 if you were scouting while exploring, or using Stealth rather than Perception if you were Avoiding Notice) versus this Bloodseeker, which rolls D20+6 for perception. You are in the same square. The Bloodseeker is tiny and does not take up any room in your square.

*Your turn*

Bloodseeker defences. AC 16 (AC 14 when attached); Fort +5, Ref +8, Will +4; HP 6.

If the Bloodseeker is attached to you, you may perform an Escape action to rip it off. Use your choice of unarmed attack modifier, Athletics Check or Acrobatics Check versus DC 6. On a critical success you are free and can move 5ft away, forcing the Bloodseeker to make a 5ft flight to get to you again on its next turn. On a success you are free. On a critical failure you cannot make any more Escape attempts on this turn.

*Bloodseeker's turn*

If the PC has moved away, it will use its fly 30 ft speed to move to the PC's square.

If the Bloodseeker does not make a fly action on its turn, it must take one action to hover in flight. If it is attached to you it does not need to take a fly or hover action.

Melee attack with barbed legs +8 (finesse). If successful, the Bloodseeker attaches to you but does not do damage.

Blood drain attack. If the Bloodseeker is already attached, it instead uses its proboscis to drain 1d4 damage in blood and gains the damage as temporary Hit Points. You also become Drained 1 (-1 Constitution checks and -1 maximum and current HP) until you receive any kind of healing. Further proboscis damage does not worsen your Drained condition.

*Victory Outcome*

If you defeat the Bloodseeker, award yourself 30 XP. If the Bloodseeker was attached when it was killed, you take 1 persistent bleed damage at the end of your turn. This continues until you receive magical healing, or until you pass a DC 15 flat check made just before each bleed damage point.

Turn to [160](#).

## 75

If you have not already checked this wall make a DC 15 perception check.

If you pass turn to [99](#).

If you fail, or have already failed this check, you find nothing. Turn to [108](#).

## 76

*The Hobgoblins sputter and instinctively snap to attention. One says, "We are dutiful troopers of the Three Thousand and Fifteenth Legion!"*

*The second adds, "We have stated our rank and unit as Rules require. Now you must state yours, for you are not of our Legion, nor..." The Hobgoblin chooses his words carefully, eyeing you closely, "...do you appear to be of any Legion."*

*"What?", you respond in outrage. "Do you think everyone in the Underworld is a fork-wielding lesser fiend or a mindless grunt like you. I am on reconnaissance for your Boss, or rather your Boss's Boss! You dare doubt me? It is you who lie! 'Dutiful troopers', indeed. During my important investigations of this region, you have let me pass twice so far without even noticing me, let alone providing a report. I let it slide, on account of my superior scouting skills, but on this third occasion, when I had to shout out to get your attention, you have the gall to consider yourselves dutiful!"*

Make a DC 17 Deception Check.

If you pass, turn to [140](#).

If you fail, turn to [128](#).

## 77

*You boldly round the corner and enter a 10ft wide passage lit by braziers. You call to the creatures, who are Hobgoblins, and you speak in Infernal.*

*"Carry on, soldiers. At ease. I'm willing to ignore your incompetence on this one occasion. There will be no punishment this time."*

Make an Intimidation Skill Check against the Hobgoblins' Will DC with a +2 Difficulty Adjustment for a hard sell (DC 14 total).

If you pass, turn to [76](#).

If you fail, turn to [70](#).

## 78

*The Hobgoblins snarl back. "That's not how it works down here! The only good spy is a dead spy."*

Turn to [98](#).

## 79

*You cautiously ascend the stair, passing up through the ceiling of the chamber below and into a narrow enclosed stairwell that curves round the inside of the tower. Strangely, your vision progressively dims until you can see absolutely nothing.*

You are in an area of magical darkness, and neither torch nor Darkvision can penetrate it. You must feel your way up, groping along the wall, and pray that the zone of darkness ends soon.

Make an Engineering or Architecture Lore DC 10 skill check if you are trained in either of these skills or a similar Lore skill. Otherwise make an Untrained Check by making a D20 roll and adding your intelligence bonus.

If you pass, turn to [54](#).

If you fail, turn to [51](#).

## 80

*You move cautiously to a vantage point under the nearest iron cage suspended about 20 ft above the floor. You see inside the unmistakable quivering flesh of a creature like the one you encountered in the warrens. It is still alive, moaning mindlessly.*

Roll a Craft Check, or Lore Engineering or similar if you are trained in such lore. The DC is 10.

If you pass turn to [16](#).

If you fail turn to [170](#).

## 81

*The lit tunnel turns north and soon opens out into a roughly circular cave filled with a pool of bubbling black liquid. The only obvious means across without entering the pool is a narrow unadorned iron bridge without hand-rails. Small braziers at either end of the bridge light the cave. They illuminate the passage continuing on the other side of the bridge.*

Bring out Tactical Map G. You may use Search Exploration mode if you wish.

When you are on a square with the bridge, note whether you are on the bridge or in the pool below.

The first time you step on the square marked w (at start of bridge), turn to [59](#).

The first time you move onto a square marked x, turn to [10](#).

The first time you step on the square marked y, make a Perception Roll and turn to [138](#).

The first time you step on the square marked z, make a Perception Roll and turn to [24](#).

If you decide to turn back and try the East passage from the intersection, you may do so if you have not been there already. Turn to [163](#).

## 82

You plan your strategy.

If you wish to try and trick them into fighting one another, turn to [56](#).

If you wish to bluster your way past both of them, relying on the rigid hierarchical nature of this plane, turn to [77](#).

If you wish to convince them to take you prisoner, and then attack them when their guard is dropped, turn to [73](#).

## 83

*You decide to face this lone burning zombie rather than balance over the narrow bridge spanning the burning pool.*

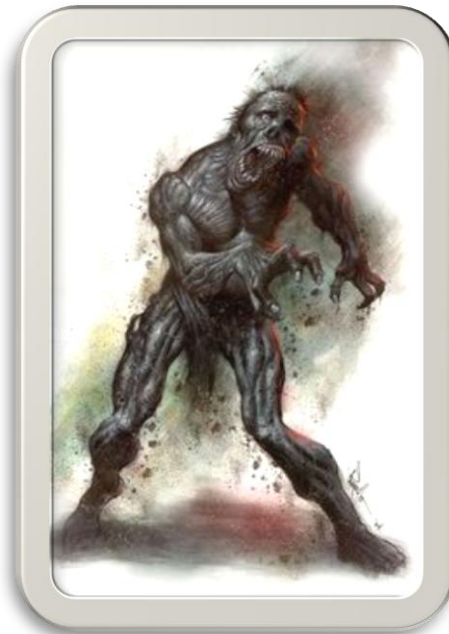
Place the zombie adjacent to you on the other side of the bridge and for initiative roll your Perception versus the zombie's D20 + 0 roll.

### *Your turn*

The Zombie Shambler's Defences are AC 12; Fort +6, Ref +0, Will +2; HP 16; negative healing; Immunities: death effects, disease, mental, paralysed, poison, unconscious; Weaknesses: positive 5, slashing 5.

If you are currently grabbed by the zombie, you suffer 1d6 fire damage at the end of each turn that you are grabbed.

### *Zombie's Turn*



The slow zombie only gets 2 actions each turn and cannot take reactions.

The zombie performs a melee attack +7, damage 1d6+3 bludgeoning + 1d6 fire + grab (you are automatically grabbed by the zombie's hand if the zombie hits; if grabbed you are flat-footed (-2 AC) and immobilised).

If a zombie has grabbed you, its second attack is a bite attack +7, damage 1d8+3.

If a zombie had grabbed you on a previous round, it spends its first action of its turn to renew the grapple automatically and its second action to make a bite attack.

At the end of each of its turns, the zombie suffers 1d6 fire damage.

### *Victory Outcome*

When the zombie is defeated you may pass at your leisure over the bridge crossing the pool now the burning has died down somewhat and continue through the north passage. Award yourself 100 XP and turn to [25](#).



## 84

*The first Hobgoblin faces you and beats his fist against his naked chest. "We are a squad, loyal to our banner. We defeat you together, and hand the devils your corpse together!"*

*Meanwhile, the second Hobgoblin plunges his hidden dagger into his colleague's back. The first Hobgoblin crumples lifeless to the ash-strewn floor. His assassin grins wickedly, "Now it's your turn. And I become Captain!"*

Roll your Perception against the one remaining Hobgoblin, whose Perception bonus is +7.

Place your counter on a square 15ft south of the hobgoblin who stands in one of their marked positions. Turn to [98](#), noting of course that there is now but one to fight.

## 85

*You recognise the troops as hobgoblins, distant cousins of goblins. They are more "civilised" than goblins but militaristic and irredeemably evil. Tales tell that large armies of hobgoblins fight wars on the lower planes in the service of the Dukes of the Underworld. The risks are great, but the Dukes have limitless coffers of gold and pay fairly. And to a hobgoblin there is no greater reward than testing their mettle and rising through the ranks of the Underworld's legions.*

*Their drill instructors must be some kind of devilish masters.*

You may check the statistics for Hobgoblins in the Pathfinder 2nd Edition Bestiary.

Turn to [41](#).

## 86

*You safely reach the portcullis. It would be rather heavy to lift manually. The altar in the cavern beyond beckons you with a warm welcoming light.*

*As you think how you are going to negotiate this obstacle, you are interrupted by a loud crash of broken glass behind! Sickly blue liquid pours out everywhere in a torrent around you and you turn to see that the nearest vat has been smashed open from within, glass lying in shards upon the iron floor in front of it.*

*A figure steps out groggily from the vat. It is vaguely humanoid in form, with goat-like hindquarters, red skin and a bestial face with horns. A barb-like beard around its jutting chin hangs wet and limp but twitches of its own volition. You recognise it as one of the overseer devils back in the infernal training ground, yet this one moves clumsily and does not appear quite... complete. Nevertheless, it was clearly aware enough to detect your alien presence nearby, and strong enough to break the vat open.*

*You must do battle with this Bearded Devil before you can finally reach the safety of the shrine, and you have a bad feeling that the longer you delay, the more the devil will recover from its premature delivery.*

You were investigating the portcullis at the time, so you must roll perception for initiative and cannot use stealth or a scouting bonus. Roll versus the Nascent Bearded Devil's perception roll (d20 + 3). The devil starts on the nearest square w to you and you start on the square x from where you investigated the portcullis.

Turn to [119](#).

## 87

*You catch the creatures in mid-conversation. It sounds like there are two of them, disgruntled and bored.*

*"...So have you ever had to deal with one of those Lemures?"*

*"Not likely! They never come out. Know on some level what's bad for them, I s'pose."*

*"Grashnak! Hie! Hie!"*

*"Hey! Speak Infernal! That Goblin Talk will get you in trouble. It'll get us more wretched guard duty and our armour confiscated for even longer."*

*So, what d'you think about the Big Push, then? We've been training for it for ages. When will we get real action?"*

*"It's coming soon. Some poor world on the Material Plane won't know what hit 'em! The Three Thousand and Ninth Legion is already heading for the Front. The worlds will fall one by one, as per the Big Boss's Plans. And then we'll get our fair share of booty and glory!"*

*"Soon, eh? I've heard that since I got here. All plans and no actions! Hell is overrated."*

*"Watch it! That's mutinous talk. Don't even think it! They can hear your thoughts as loudly as if you were shouting. Discipline!"*

*"Right..."*

*There is a moment's pause, and then:*

*"So what's the deal with the Shrine? Isn't it an affront to all devil-kind?"*

*"Questions! Questions! How should I know? Do I look like I'm in charge around here? See any hooves on my feet? Horns on my head?"*

*"I heard that no devil can approach. Maybe we could help the devils out. Always wanted to defile a Shrine to Sarenrae..."*

*"And then you'd just waltz over to Moloch himself and say 'Hey I solved your Shrine problem, something you couldn't manage for the last million years'. You seriously think Moloch could not destroy the shrine himself, if he so wished?"*

*"Maybe it's been left there as something to focus their... our... hatred. Something to get under our skin. They say that the Underworld is all about punishment, after all."*

*"You think too much, soldier. Ours is not to reason why..."*

There is little more to be gained from listening to these two grumpy soldiers. You must decide either to attack, or to parley with the creatures.

If you wish to move to the corner and attack, turn to [29](#).

if you wish to sneak up and attack with surprise, turn to [28](#).

If you wish to parley with the creatures, turn to [82](#).

## **88**

*At this point, nestled against the wall and half buried under grey ash, is a humanoid corpse.*

If you wish to investigate the body, roll a Perception check and turn to [151](#).

If you decide to ignore the body and focus on finding a way out of this hellish maze, turn to [160](#).

## 89

*You discover nothing else about the altar. No more voices speak inside your head. The marble carven wings still glow faintly.*

*You ponder the scroll and the words of the Angel. You need but a trigger to complete a spell to escape this infernal realm. Both spoke of a symbol, and the priest spoke of silver...*

*Alas, you have not the correct holy symbol. But silver is anathema to devil-folk. And you have silver weapons left by the fallen heroes along your journey. What better symbol for a holy crusade than such a weapon?*

*You draw the weapon and hold it reverently in front of you. You place it upon the altar. You hold your breath in anticipation. Even the devils, watching your every move, pause motionless.*

*And then there is an explosion of light and you know no more.*

Turn to [94](#).

## 90

*Half hidden beneath a rock is a smaller tunnel sloping steeply downward. Perhaps it is a means to escape this maze, or perhaps it leads to a lair of foul denizens of darkness.*

If you take the narrow tunnel, turn to [6](#).

If you ignore the tunnel and continue on, turn to [160](#).

## 91

*A nasty-looking multi-legged creature scuttles out at you from behind a small rock and attacks.*

The Perception Roll you made is your initiative roll. Have a +1 Scouting bonus if you were engaged in the Search Exploration Activity. The creature is an Infernal Giant Centipede (even Hell has its pest problems) and it rolls Stealth for initiative with a +6 bonus.

You start on square X as does the tiny centipede, which scuttles around your feet, rearing up to attack with its poison-dripping fangs.

*Your turn*

The Infernal Giant Centipede's defences are AC 15; Fort +7, Ref +6, Will +2; HP 8; physical damage resistance 3 except to silver weapons, fire immunity.

You cannot flee, as the centipede is faster than you.

At the end of your turn, if you are poisoned, you make a DC 14 Fort Saving Throw. If you succeed, you move down a poison Stage and suffer this Stage's effects. If this takes you to Stage 0, you are cured of the poison. If you critically succeed you move down two Stages. If you fail, you move up a Stage. If this takes you to Stage 2, take 1d8 poison damage and you are flat-footed. If this takes you to Stage 3, or you are already at Stage 3, you take 1d12 poison damage, and are clumsy 1 as well as flat-footed.

*Centipede's Turn*

If you moved on your turn, the centipede follows into your square as its first action. It strikes with its mandibles in any other circumstance at +6 (finesse); Damage 1d4-1 piercing plus DC 14 Fort save against Giant centipede venom. Giant

Centipede Poison: DC 14 Fort, Max Duration 6 rounds; Stage 1 1d6 poison damage; Stage 2 1d8 poison damage and flat-footed; Stage 3 1d12 poison damage, flat-footed and clumsy 1.

If you fail your initial save you immediately go to Stage 1 of poisoning and take 1d6 poison damage. If you critically fail you immediately go to Stage 2, take 1d8 poison damage and become flat-footed.

If you were already poisoned, a failed Save means you do not suffer any immediate effects on the centipede's turn, but it moves you up a Stage and a critically failed Save moves you up two stages. The maximum duration is not reset. At the end of your next turn, your Save will shift you up or down from this new Stage.

### *Victory Outcome*

If you defeat the centipede, you receive 30 XP. Turn to [46](#).

## 92

*You scramble away from the portcullis into the cavern. Trying to put as much distance as possible between you and the horde at the gate, you rush for the altar. A dome of blue-white light surrounds the structure at a distance of 10 ft. The surface of the dome appears insubstantial, like the thin film on still water, and patterns and sparks play across it. The altar within the dome is of purest white marble and on its front are carved a pair of beautiful angel wings. You wonder if you are worthy to pass through the dome and approach the altar.*

*But your thoughts are rent by a screeching, grinding sound that cuts to the bone, and you turn to see that the devil horde has torn the portcullis asunder! They rush for you with supernatural speed. Without further thought, you dive through the dome - and meet no more resistance than a tingle passing down across your body.*

*The fleetest of the devils, almost upon you, are not so fortunate. They slam against an irresistible force and holy fire envelops their invisible flames. The dome muffles their screams of agony so that the sounds seem distant and disconnected. The next wave of fiends is more cautious, and they prod the barrier with their glaives, looking for a hole or weak spot. Mercifully their weapons cannot pass through either. They pace round the perimeter, glaring at you and making threatening gestures.*

*You turn your attention to the altar, thankful that the distraction of the fiends' noisy rage is so muted. If this haven is ultimately to be more than a prison without food or water, you must try and find a means to use the altar to return to your own realm. Previously obscured by the dome's light, you see that a skeletal figure in clerical robes is kneeling at the opposite side of the altar, seemingly frozen in prayer for all eternity. Resting between the bony fingers of the cleric's hands is a rolled up scroll.*

Bring out Tactical Map K and turn to [20](#).

## 93

*You creep up to the creatures, who are Hobgoblins, and strike!*

Turn to [98](#).

## 94

*You wake upon cold stone, slumped against the alabaster altar. The muffled rumblings of the fiends beyond the ward continue to tug at your mind insistently.*

*But as the fog of unconsciousness clears you notice something different about the timbre of the sounds, a rhythmic chanting that holds no menace.*

*You look around. You are in no cave, but in a church of marble stone. And the figures beyond the pale glow that bathes you are dressed in robes of white. They approach, awe on their faces, and lift your exhausted body aloft and to a bed of rest and recuperation.*

*Their questions will be answered in Sarenrae's good time. Until then you will sleep in peace. You have passed through terror, through trial and tribulation, into salvation. And now you are home.*

Award yourself 700 XP for completing the adventure. You may keep any items you found during your sojourn in the Underworld, except any silver weapons. They were consumed in the ritual that destroyed the altar and permitted your escape.

But items are not all you gained. You are changed forever. Perhaps your experience will cause you now to follow the path of Sarenrae, teaching the wisdom of lost Imopheil. Or it may have served to teach you to thank your good fortune, trust in your wits and your skills, and take greater care in future to avoid diving headlong into abodes of supernatural terror beyond your abilities. Regardless, your life as a villager is over forever and a new life of adventure has just begun.

THE END

## 95

*You find a small brooch with a design of a bulls head wreathed in flames upon it.*

The brooch is worth 5 gp. Turn to [154](#).

## 96

*As you approach the bones, a shiver ripples up and down your spine - you see some of the bones twitch of their own accord! Before your eyes, they are starting to knit together to form into a complete skeleton animated by dark necromantic magics.*

Make a perception roll for initiative (D20 + perception modifier). The skeleton rolled 10 + 2 perception bonus = 12. If you beat 12, you act first. Otherwise the undead skeleton acts first.

Place your counter on the square immediately in front of the bone pile square and the skeleton's counter on the bone pile square.

Note that if you act before the skeleton, it is flat-footed until it finishes forming and takes a -2 AC penalty. Whether or not you act first, the first action of the skeleton's first turn will be taken to finish piecing itself together.

To start the combat, turn to [148](#).

## 97

*As you reach this point, you are startled by a sudden thump behind you. You turn to see that it was just a shapeless half-formed blob in a vat bumping against the glass as if moving periodically in deep slumber.*

Turn to [147](#).



You have entered battle with the Hobgoblins. It has already been determined who acts first.

*Tactical Map Note*

Bring out Tactical Map D. The squares with the braziers are difficult terrain, taking an extra 5ft of speed to move through; the braziers are too small to provide cover.

*Your turn*

The Hobgoblin's Defences are AC 13; Fort +5, Ref +6, Will +5; HP 20. Speed 25ft. They make an Attack of opportunity once per turn if you move out of a space from which they can make a melee attack with their glaives, i.e. from any square within 2 squares of them, including diagonals.

Your turn starts on the square just on your side of the corner.

If you successfully sneaked, you are already hidden in position to make a ranged attack, throw a bomb or cast a spell from around the corner. Either Hobgoblin receives a +2 AC bonus for cover. You may take an action to lean out, and negate the Hobgoblins' cover bonus.

Or if you successfully sneaked, you may use your already successful sneak roll as your first action to continue sneaking at up to half your speed to close to melee range.

If you sneaked, the Hobgoblins will be flat-footed to your first strike (-2 AC). If you are a rogue, and therefore have Surprise Attack, the Hobgoblins will be flat-footed to all your strikes during the first round. You will then have Sneak Attack and deal an extra 1d6 precision damage on all these strikes.

If the hobgoblins were about to take you prisoner, they are unarmed and adjacent to but not flanking you. However, your weapon is sheathed so you may need to take an action to draw it. If you are a rogue, you have Surprise Attack and they will be flat-footed to all your attacks on your first turn (-2 AC) and vulnerable to Sneak Attacks.

If you close to melee with them on your first turn, and they won initiative and readied their glaives, they will get a strike each when you are within two squares (i.e. one square gap). If you then close to be adjacent to them, they do not get another strike as an attack of opportunity because they already used their reaction this turn on their readied strike. If you stay out of reach, and they had this ready action prepared, their action is wasted.

If you close to melee, and they had not readied an action, they get an Attack of Opportunity each if you move from one square away to being adjacent to them.

If you run back a short distance into the warrens to retreat, they will pursue but there is only room for one to face you. The rear hobgoblin can reach you with his glaive but in this adventure it is ruled that his impediment is greater than lesser cover and you receive a +2 AC bonus against him. Also, they cannot coordinate moving back so even the front Hobgoblin cannot gain Attacks of Opportunity by keeping a space between you and letting you come forward.

If you keep running away, one will stand guard while the other leaves to call for reinforcements and you will be flushed out, even if you defeat the lone guard. This ends the adventure, and not in a good way.

If you do not have a weapon ready, or just sheathed it, remember you may need to take an action to draw it.

### *Hobgoblins' Turn*

If the hobgoblins were about to take you prisoner, they are unarmed. They first spend a manipulate action grabbing their glaives, which may provoke an Attack of Opportunity. They spend their next action moving to form a line next to each other with a square between you and them. On their third action, they attack with the glaives.

If you are away from them, they will move to within two squares and then strike with their glaives until they have no more actions. If you are adjacent to them, they will take a 5ft step *back* (not risking exposing themselves to an attack of opportunity) and then strike twice. Glaive: +8 attack (+3 for second attack and -2 for third attack); 1d8 slashing damage, deadly d8 (an extra d8 as well as double damage on critical hit), forceful (+1 damage for second attack, +2 for third attack).

If you are in the square just your side of the corner, the Hobgoblins attempt to move to a horizontally adjacent square, potentially inviting an Attack of Opportunity if you are a Fighter. If a Hobgoblin is nevertheless on the diagonal square round the corner, both you and this Hobgoblin have cover from the corner (+2 AC).

### *Victory Outcome*

If you defeat the Hobgoblins, award yourself 100XP. They possess 5 sp each. You may take a glaive if you wish.

Turn to [154](#).

## 99

*With the arrow to guide you, your questing fingers pass over the cold stone tunnel wall. Soon you discover a hidden knob. You press it, and there is a grinding of stone. A narrow section of the wall retreats and then moves to the side, revealing a narrow passage beyond.*

Before you head down this secret tunnel, you decide to search the helpful skeleton if you have not already done so. You are sure now that these are the remains of a dead warrior, probably belonging to the same adventuring party as the remains you previously encountered.

The rusted plate mail is still serviceable, and you may wear it if you wish. The longsword has a sharp silvered edge, and might be useful against the silver-vulnerable denizens of this plane. There is also a standard metal shield, undamaged, that you may similarly take if your own shield is damaged or useless.

When you are ready, turn to [169](#).

## 100

*The tunnel opens onto a hellish scene. You emerge half-way up a cliff face that drops down to a vast pit dotted with spouting lava pools and steaming sink-holes. The area is lit by the lava pools and by a ruddy glowing diffuse mist that obscures the upper reaches of the cavern and its far sides, if indeed you are in an enclosed space at all and not on the surface of an otherworldly landscape.*

*A portion of the pit floor has been neatly levelled and squared-off to form a nightmarish parade ground, where legions of soldiers drill in precise unison. Even from your vantage point high above, you can see that the soldiers are not quite human or demi-human – they resemble goblins, though larger, more muscular and far more disciplined.*

*But it is their overseers that draw your attention. Though bipedal, they are not remotely human, having horned red visages, bristling beards and goat-like hindquarters. They wield jagged glaives, skilfully demonstrating brutal fighting techniques to their troops and cruelly demanding absolute precision and obedience.*

*Looking around, you see two routes out of the pit. One way leads down a slope cut into the side of the cliff face. Near where the slope reaches the pit floor is a dark tunnel entrance. It is possible you could avoid attention by keeping to the pit's edge and moving between shadows cast by a number of large boulders strewn between the lava pools. The other way leads from your tunnel along a narrow ledge that remains at your level and dives into a smaller tunnel in the cliff-face after some distance.*

Turn to [41](#).

## 101

*You cry out, "Show yourself!"*

*Presently a tiny flapping creature, hidden among the stalactites above you, descends to hover in front of you - not so close that you could make a grab for it. The creature is no more than 2ft tall and looks like a miniature devil with a horned head, bat-like wings and a nasty looking barbed tail.*

*It speaks again, this time using its voice. "That's better! It's a strain to mind-talk, and I cannot hear what you think in response. I must say, you look far more... interesting... than the typical Hobgoblin who wanders in here. Hmm... Perhaps I do not need to report you after all. Mayhap we can help each other."*

If you respond, "I'll not parley with a devil, be it large or small!" and attack, turn to [157](#).

if you respond, "Explain yourself! And no tricks!" turn to [136](#).

## 102

*You count in your head – 280...290... 295...296...297...298...299...300... and the end is still not in sight! Did you miscount? Surely in your panic you descended many steps before even starting to count your way down. You take several more steps further down and you remain in the impenetrable blackness. You groan inwardly, feeling there is something horribly wrong.*

If you wish to continue downward, turn to [35](#).

If you wish to go back up a distance, turn to [116](#).

## 103

*You recognise the troops as hobgoblins, distant cousins of goblins. They are more "civilised" than goblins but militaristic and irredeemably evil. Tales tell that large armies of hobgoblins fight wars on the lower planes in the service of the Dukes*



*of the Underworld. The risks are great, but the Dukes have limitless coffers of gold and pay fairly. And to a hobgoblin there is no greater reward than testing their mettle and rising through the ranks of the Underworld's legions.*

*Their drill instructors are their devilish masters and you recognise them from hushed descriptions as Barbazu, or Bearded Devils. They are lesser devils, serving as foot soldiers, but nevertheless powerful opponents and more than a match for a seasoned adventurer. Like most devils, they are immune to fire and resistant to weapon damage, apart from silver weapons.*

You may check the statistics for Hobgoblins and Barbazu in the Pathfinder 2nd Edition Bestiary.

Turn to [41](#).

## 104

*At this point in the tunnels is a large grey mound covered in dried black ichor. Looking more closely, you see the mound was actually a creature slain long ago, semi mummified over time, with deep wounds across its flabby surface. The creature is almost shapeless, but has powerful arms ending in pudgy clawed digits. You consider yourself fortunate that you did not meet this repugnant creature while it still lived.*

You hastily move on to explore the tunnels. Turn to [160](#).

## 105

*You put away your weapon, if you have one readied. "You see. I am unarmed. I am no threat. I willingly submit to you."*

*The Hobgoblins clearly feel they have the upper hand. "Give us one good reason for us to take you alive! Easier just take your corpse to the Boss."*

*"You risk little, for I am near defenceless, but you stand to receive greater credit if your 'Boss' finds the information I have to offer useful."*

Make a Diplomacy Check against the Hobgoblins' Society Skill (DC 10).

if you pass, turn to [22](#).

If you fail, turn to [78](#).

## 106

*The portcullis is surely your final obstacle barring your way to the altar. While you ponder how best to go about opening it, you hear bestial growls and shouts coming from the other tunnel leading into the workshop. The Denizens of the Underworld are on your trail. You only have moments to get past!*

Turn to [120](#).

## 107

If you are using *Detect magic* in Exploration Mode, turn to [47](#).

Otherwise, make a DC 20 Perception Check.

If you pass, turn to [164](#).

If you fail, turn to [160](#).

## 108

Use your counter to approach the skeleton or otherwise change your current position.

The first time you step on the square marked x, turn to [43](#).

The first time you step on the square marked y, turn to [55](#).

The first time you step on the square marked z, turn to [27](#).

The first time you step on the skeleton's square, turn to [63](#).

If you move to the north end of the passage to exit this area, turn to [5](#).

## 109

*You gingerly creep along the ledge. Fortunately, you are inconspicuous in the huge cavern, and the troops are focused on their drills. Unfortunately, just as you are about to reach the other tunnel entrance, the section of ledge upon which you stand collapses and you helplessly join the rock-slide tumbling down the steep slope of the pit wall.*

Make an Acrobatics DC15 check.

If you pass, turn to [64](#).

If you fail, turn to [167](#).

## 110

*You kick the brazier into the dark pool. Whoosh! The pool bursts into flames on contact with the hot coals. Through the conflagration, you see burning humanoid shapes rising chest height above the surface. They lurch towards you through the thick burning oil. They appear not to feel any pain, but voice wordless hollow moans as they thrust their burning arms forwards and make grasping gestures with their misshapen hands.*

*But one by one they fall, consumed by the flames. You are about to congratulate yourself when a moan makes you spin around. In the confusion, one of the creatures has climbed up behind you, but it too is burning and much the worse for wear as a result. In fact you realise it was much the worse for wear before it ever caught fire - it is an animated rotting corpse!*

Turn to [83](#).

## 111

*You think you hear a sound again, but are not sure. Nothing disturbs the tense stillness of the tunnels.*

Turn to [160](#).

## 112

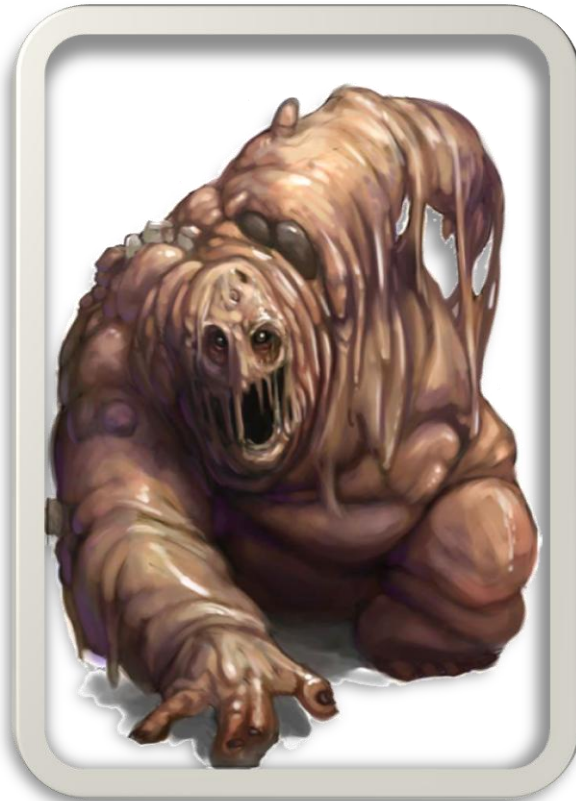
You have time to choose from a number of options but it seems you must somehow get past this nightmarish mound of flesh if you wish to navigate deeper into the maze. Identify the nearest tunnel square to you in the direction in which you have not yet travelled where the tunnel turns a corner and place the Lemure counter two squares away on the other side of this corner square.

If you wish to call to mind what you might know of this creature, make a Lore Religion DC15 check. If you pass, you may look at the Lemure stats in the Pathfinder 2nd Edition Bestiary. If you fail, you cannot check again and must make another choice.

You may set the Spring Jaws snare, even if you are not trained in Crafting or have the Snare Crafting feat. Turn to [150](#).

If you wish to sneak up on the creature from behind to make a melee attack (the creature does not particularly notice your light source), make a stealth check for initiative with a +1 scouting bonus against a DC of 10. If you win initiative, the Lemure is flat-footed for your first strike with -2 AC penalty and if you have the Surprise Attack class ability, the Lemure is flat-footed for all your strikes of the first turn. If you have Sneak Attack, you do an extra 1d6 damage for each attack against the Lemure when it is flat-footed.

If you wish to sneak up on the creature to use a ranged attack or ranged spell, you only need move to the square next to the corner square on your side of the corner, and this provides an additional +2 cover bonus to your stealth initiative check provided by the corner.



Alternatively, you may simply wade in by rolling your perception with a +1 bonus, having scouted it out already, against its perception roll of D20+0. If the creature wins the roll, it hears you prepare to act and lumbers round the corner to get adjacent to you as its first action.

*Rules note:* if initiative rolls are tied, the enemy goes first.

Lemure Defences. AC 13; Fort +10, Ref +5, Will +3; HP 20; Immunities: fire, mental; Weaknesses: good 3; Resistances: physical 3 (except silver), poison 5.

#### *Lemure's Turn*

The Lemure will move adjacent to its closest target (20ft speed) and attack with its remaining actions: claw +7, damage: 1d4+2 slashing +1 evil (-5 for second attack and -10 for third attack).

#### *Victory Outcome*

If you defeat the Lemure, award yourself 50XP and you may continue moving across the second tile. Turn to [160](#).

## 113

*You discover nothing of note.*

Turn to [59](#).

## 114

If you were using the Search Exploration Activity and your Perception roll beat a DC of 15, turn to [95](#).

Otherwise, you find nothing out of the ordinary here. Turn to [154](#).

## 115

*You realise that this is an assembly line of sorts. Devils are slowly being created in these vats, no doubt to serve in some Infernal army. They are all in different stages of formation. You have the dubious distinction of being one of the few mortals who has seen with their own eyes the spawning vats of the Underworld. You hope that none of the hideous creatures is ready to be born just yet...*

While you may be tempted to destroy the vats, you suspect that this would only summon a horde of fiends and their servants.

Turn to [40](#).

## 116

*You turn and force your way back up the steps. But the image of the red eye with the fiery pentagram burns into your brain, and soon you cannot bring yourself to move one step closer to the terror that image holds. You turn back downward.*

Turn to [35](#).

## 117

If you have already investigated the altar, turn to [37](#). Otherwise, the following happens:

*You face the altar, and gaze at the wondrous carvings, in particular the life-like detailing of each tiny alabaster feather that make up the carven wings. The artwork surpasses mortal endeavour and then you realise that of course it was no mortal hand that likely fashioned this altar. You find yourself tracing the outline of the feathers, and with a start you see them glowing, and an identical image of feathers rising out from within them. You hear a sad musical voice in your mind.*



*"I was Imopheil, righteous and proud champion of the Doomed Crusade. I am undeserving of this honour, young mortal, undeserving of the sacrifices of the noble mortals that have gone before. Leave the Underworld to its Fiends, for only at the end of Days - when mortals join the immortal Host - will the justice of Ihs be attained.*

*Go now! Tell the mortals that remembrance lies in the hearts of the faithful, not in an altar on a godsforsaken plane of woe. Yonder faithful of my Mistress Sarenrae has said his prayer, has made his selfless sacrifice. It need but be completed with the symbol's touch.*

*The holiness of the ward will be spent to deliver you home. The altar will fall, but my message will be told, and the priest and his brave companions shall be rightly honoured..."*

*The voice fades like a last echo, and the image retreats back into its marble counterpart, still glowing, still waiting...*

Turn to [20](#).

## 118

*There is nothing remarkable in this area, just some loose bits of fallen stalactite.*

Turn to [171](#).

## 119

Initiative has already been decided.

*Your turn*

The Nascent Bearded Devil's defences are AC 20; Fort +11, Ref + 9, Will +11; +1 status to all saves vs magic; HP 20; Immunities fire; Weaknesses good 5: resistances physical 5 (except silver), poison 10.

The devil starts off groggy and slowed. It cannot take reactions. However, after the devil is no longer slowed at the end of its 4th turn, if you are in a square adjacent to the devil and stride from this position (rather than step) or take a manipulate action (e.g. casting a somatic spell action, operating a mechanism), the devil gets an Attack of Opportunity with a claw attack +11; damage 1d8 slashing + 1d6 evil. If the devil's attack is a critical hit, it disrupts any manipulate action.

During combat, if you are in or move into or through a square marked y and the devil is in a square marked z, and if you had made a note that you have worked out the pulley mechanisms, turn to [134](#). You may do this only once for each such square.

You cannot enter squares that are marked as containing vats. If a vat intersects a line between the centre of your square and the devil's you do have cover for the purposes of trying to hide, and could use another action to sneak up on or away from the devil, requiring a stealth check against its Perception DC of 13 initially.

You cannot leave the Tactical Map during the combat. You realise that you would eventually be chased down as the devil grows stronger.



### *Devil's turn*

The devil starts off slowed 1, and can only take 2 actions each turn.

It will always move to melee range by the most direct route if not already in melee range. Its speed is 20 ft. If the devil moves into a square marked z, and if you are on a square marked y and you made a note that you have worked out the pulley mechanisms, you may take a reaction (even if you had not readied an action on your turn) and turn to [134](#).

The devil strikes with a claw if in melee range at +11; damage 1d8 slashing + 1d6 evil. It has no glaive, no beard attack and no spells.

At the beginning of its 4th turn, the devil loses its slowed condition and uses 3 actions and its speed is 35 ft and its perception bonus becomes + 13.

At the beginning of its 8th turn, it also gains a cumulative +1 attack and damage each round for the next 4 rounds, and stays at +15 attack and 1d8 slashing + 4 + 1d6 evil thereafter.

At the beginning of its 12th turn, it then gains 10 hp each round for four rounds.

### *Victory Outcome*

If you defeat the devil turn to [142](#).

## **120**

Keep a note of the number of attempts you make to open the portcullis.

If you have made 2 attempts already, turn to [48](#).

If you have made 4 attempts already, turn to [50](#).

Otherwise, if you wish to lift the portcullis, make a DC 15 Force Open Athletics Check. If you pass, turn to [34](#). If you fail, add one to your attempts and make another choice or make another attempt to try to lift it again.

If you wish to look for some other mechanism to open the portcullis, make a DC 15 Investigate using Craft skill or Engineering Lore, or a DC 15 Perception Search check. If you pass, turn to [123](#). If you fail, add one to your attempts and make another choice or make another attempt to try again to look for an opening mechanism.

If you wish to try something else, turn to [32](#).

## 121

*You find nothing out of the ordinary here.*

Turn to [46](#).

## 122

*You scan the area and see that it is totally bare. The only way onward is the archway into the dark chamber beyond.*

Without Darkvision you will need a light source to see anything beyond the arch. Low-light vision is not sufficient. You may light a torch or lantern, and hold it in your left hand (in which case you cannot use a weapon or shield in that hand), or cast a *Light* cantrip upon a convenient item on your person. Assume that these light sources can last until the end of the adventure if needed and that they illuminate the entirety of any given Tactical Map of this adventure in bright light. Finally, you may not sneak or hide when using such a light source.

There may be other areas in the adventure that are dimly lit rather than dark. With Darkvision or low-light vision you can see normally. With normal vision, enemy creatures are considered concealed. You need to succeed on a DC 5 unmodified (“flat”) check, requiring no separate action, to see if you can properly target the enemy with an attack or spell. If you roll 5 or over on the D20, you may then roll normally to see if you hit.

You pass through the arch into the second chamber. Turn to [38](#).

## 123

*You frantically search the portcullis and its surrounding iron frame. With a huge sense of relief, you spy an unobtrusive lever on the opposite side of the frame. With a trembling hand, you pull down on the lever, and you hear a most welcome grinding of iron and winding of chains. The portcullis opens - all too slowly for your liking.*

*As soon as it is open sufficiently, you crouch underneath. You have the presence of mind to lean back and push the lever back up to drop the portcullis again behind you. You quickly roll back and away, narrowly avoiding one of its spikes snagging on your gear, and the structure comes down with a deafening crash. Through the bars, you see a horde of glaive-wielding bearded devils and other creatures you do not recognise come howling into the workshop. They charge for the gate, slaving in their ferocity, clearly intending simply to batter it open with their combined momentum. But the strong gate holds firm against this first onslaught.*

Turn to [92](#).

## 124

*As the Imp casts the spell, you don't feel anything. The Imp frowns in consternation. It looks distinctly worried, but attempts to cover it up. "Oh, that didn't work. I'll cast a different boon. This one will seal the bargain and a chance for you to cheat fate one time in the next hour..."*

*You eye the Imp suspiciously. "And what are the full ramifications of this bargain and your boon? I have heard that on this Plane the terms of a bargain must be stated explicitly if such a request is made."*

*"Of course!" the Imp exclaims, nervously. "Should you fall during that hour, an incredibly unlikely scenario given your undoubted prowess, your soul will remain here... Er, just a symbolic clause, really. A quaint tradition..."*

*Your response is measured. "I have wasted precious time on you, little devil. Be gone and take your treacherous bargains with you. Or I shall strike you down!"*

Turn to [157](#).

## 125

If you were using the Search Exploration Activity and your Perception roll beat a DC of 10, turn to [145](#).

Otherwise, you find nothing out of the ordinary here. Turn to [154](#).

## 126

*You step backwards. Perhaps you may lure this apparition close to the ward at the tower's entrance to disrupt it, or perhaps you feel testing your mettle against bugs in a basement is more suited to your level of training than facing an angry undead ghost. Regardless, the ghost is not deterred. It lunges forward far faster than you could ever retreat, its wispy face a grim death's head, its jaws wide open in a silent roar of outrage.*

Roll a DC 15 Will Save against Fear. *Rules explanation:* Roll a D20 and add your Will Save bonus (Wisdom Modifier + 1 (1<sup>st</sup> level) + 2 for trained or + 4 for expert. Total equal to or greater than 15 is success, lower is failure.

If you succeed, turn to [4](#).

If you fail, turn to [149](#).

## 127

*You cannot make out the language, but you recall the Potion of Tongues you found in the wizard's backpack. You quaff the potion, silently thanking the wizard, and suddenly the creatures' words are comprehensible.*

Turn to [87](#).

## 128

*The Hobgoblins glance at one another nervously. One says cautiously, "We are 'dutiful' soldiers, and we follow the rules. You must state your rank and unit. If we did not request this, and you are who you say you are, you would punish us for further incompetence. And if you are not who you say you are..." The Hobgoblins grasp their glaives more tightly.*

*You realise the game is up.*

If you wish to try and trick them into fighting one another, turn to [146](#).

If you wish to convince them to take you prisoner, and then attack them when their guard is dropped, turn to [105](#).

If you attack, place your counter on a square 15ft south of the hobgoblins, who stand in their marked positions. Roll your Perception against the Hobgoblins. Roll once for the Hobgoblins, whose Perception bonus is +7. They act together at the same time. Then turn to [98](#).

## 129

*You cautiously investigate the kneeling skeletal remains. The robes are in tatters, and there appears to be nothing of interest, no satchel, pack or purse, not even a weapon or holy symbol. Clearly, for whatever reason, this priest had nothing remaining in his possession by the time he reached this altar but the scroll clutched in his hands.*



If you respectfully leave the skeletal remains undisturbed, turn to [20](#).

If you decide to smash up the remains, turn to [143](#).

### 130

*You identify the coin as bearing the stamp of Moloch, Lord of Malebolge, the Sixth Plane of the Underworld. He is the Underworld's General and wears a suit of spiked armour, which he is said never to remove. For beneath the suit he is a creature of living flames of wrath...*

Turn to [160](#).

### 131

*The Imp responds, "That's the best part! Nothing! Only that you do what you will at the shrine. You see, my Master is Lord of a neighbouring and, shall we say, competing, Bolgia. Your use of the shrine would cause his rival, the Lord with jurisdiction here, considerable embarrassment. Such humiliation would not escape the ever watchful and wrathful gaze of great Moloch, and possibly result in a shift in the hierarchy. Good for you, good for my Master, good for me."*

*The Imp chuckles. "So, if you agree to strike this bargain, I shall cast a boon of good luck and direct you efficiently. Yes?"*

If you accept, turn to [36](#).

If you refuse, turn to [2](#).

### 132

Roll Perception against DC 14.

If you pass, turn to [19](#).

If you fail, turn to [68](#).

### 133

*You cautiously approach the chest. Amid some rotting garments you find 10 copper pieces and 2 silver pieces. But, as you count your gains, your spine tingles as you hear a disturbing clacking sound coming from the pile of bones behind you. Turning, you see an animated walking skeleton swinging a scimitar to strike at you!*

Make a note of the treasure you have just gained. Then make a perception roll for initiative (D20 + perception modifier). The skeleton sprang at you, having been hidden within the pile and rolled 15 + 6 Acrobatics bonus = 21. If you beat 21, you act first. Otherwise the undead Skeleton acts first. You take turns until one of you drops to zero hp.

Place your counter on the square with the chest and the skeleton's counter between you and the foot of the stairs.

To start the combat, turn to [148](#).

### 134

*The devil snarls at you, clearly growing more lucid and stronger by the moment. You notice that the locking mechanism for a chain wheel lowering a cage is within reach and that the devil is standing under the cage...*

If you release the lock as a single action or reaction, the devil must make a D25 Basic Reflex Save with a bonus of +9: critical success, no damage, success half 4d10 damage, fail 4d10 damage, critical fail double 4d10 damage. On anything other than a critical success it falls prone, and will spend its next action to get up if it survives.

The Lemure inside does not survive the fall, and the square is now difficult terrain (+5 ft movement cost) due to the clutter from the wreckage of the cave.

If the devil survives, note the devil's remaining hit points and continue the combat where you left off. Turn to [119](#).

If the devil is brought to 0 hp, turn to [142](#).

## 135

*You manage to worm your way through and are relieved to find that the tunnel becomes wider and slopes up to join a larger network of tunnels again.*

Align the second and third Tactical Map B tiles if you have not already done so and move your counter to the square marked X on the third map tile.

If you have not already investigated the third X square, turn to [17](#).

Otherwise, you continue exploring where you wish. Turn to [160](#).

## 136

*“Excellent! We bargain, yes?” The imp rubs its hands together in glee. “You see, I can give you information. You may be looking for a certain shrine nearby, no?” Noting your non-committal response, the Imp continues, “Very clever! You give nothing away until the bargain is struck. I shall therefore explain first and you may simply agree or disagree.”*

*“You may or may not know of or be looking for a certain shrine dedicated to some noble Goddess I prefer not to name, for fear of leaving a bad taste in my mouth. Well, I can tell you that it is heavily guarded, and I can provide help for you to bypass these guards. Once at the Shrine, its wards should protect you well enough. When you complete the priest’s spell, it should do its work...”*

If you ask what the Imp wants in return, turn to [131](#).

If you instead simply laugh at the Imp, turn to [71](#).

## 137

*You think you can just squeeze through, and the sight of the tunnel sloping upward and somewhat widening ahead gives you renewed encouragement. But then you become completely stuck against a rocky outcropping in the tunnel's low roof. In exasperation you pull back, but a wave of panic assails you. You cannot go back either. You are completely stuck!*

Make a DC10 Survival check. (If you are untrained in survival, just use your wisdom modifier).

If you pass, turn to [31](#).

If you fail, turn to [166](#).

## 138

*Your feet ring softly on the bare iron bridge. While narrow, it is not so narrow that you risk falling. You note nothing else of interest.*

Turn to [81](#).

## 139

*At this point in the tunnel you think you can hear a low moan. You listen again.*

Make a DC 20 perception check.

If you pass, turn to [69](#).

If you fail, turn to [111](#).

## 140

*The Hobgoblins glance at one another, and seeing the same uncertainty written on each other's faces, respond nervously. "Yes, sir. 'Incompetent' it is, sir. Punish us as you see fit, but we beg you to consider our orders are to contain the Lemures. We are but lowly troopers, without the skills to detect a Master Scout going about business beyond our rank even to conjecture upon." They eye you with trepidation, wondering if their excuse satisfied you.*

*You sigh. "A fair explanation. I shall order your Boss to place more qualified guards in sensitive areas. In the meantime, keep poking those Lemures with your toothpicks. You may permit me to pass."*

*The Hobgoblins' relief is comical. "Sir! Yes, sir!", and they snap to attention facing each other, moving their glaives upward in a pale imitation of an honour guard. You saunter past.*

Turn to [46](#).

## 141

*You can make out the odd word of Goblin but most of the rest of the time the voices are speaking some other guttural language, though with distinct Goblinoid inflections.*

If you have a potion of tongues and wish to use it, turn to [127](#).

Otherwise, turn to [144](#).

## 142

*The devil lies dead before you. You have vanquished an infernal fiend! But you have no time to congratulate yourself or recover. You move back to the portcullis to attempt a means to open it.*

Award yourself 200 XP for defeating the devil. Turn to [106](#).

## 143

*Whether it is the result of the pervasive evil influence of this plane, or a moment of madness, you take out your frustrations on the remains before you. You notice the fiends that had been pacing in frustration round the perimeter of the ward now begin to laugh, jeer and egg you on.*

*Suddenly there is a rumble and a light grows from the altar and seems to form the image of an angel. Its eyes burn into you with blue fire, and you are blasted backwards with tremendous force...*

*...out of the ring of the ward of protection. The fiends seize their chance to fall upon you.*

This is the end of your adventure. You may create a new PC and start again.

## 144

*What need have you to communicate with the denizens of this foul plane? They sound like goblinoid soldiers to you and they need to be dealt with if you are to make any further progress.*

If you wish to move to the corner and attack, turn to [29](#).

If you wish to sneak up and attack with surprise, turn to [28](#).

## 145

*You see a small crack in the floor whose edges are stained with yellowish powder. Suddenly you are greeted by a blast of stale sulphurous air.*

The gas is nauseating but not harmful. Turn to [154](#).

## 146

*You sigh, "Yes, I don't belong here, and yes, you can take me prisoner or slay me where I stand, but you do realise your problem is as great as mine..."*

*The Hobgoblins are clearly used only to dealing with the odd Lemure. The first one to regain the use of his momentarily slackened jaw answers, "What?! Yes! Slay you where you stand! Wait... What problem?"*

*"If you had spent as much time down here as I, you would know the Devils' Law. Survival of the fittest. Your problem is which of you is going to take all the credit for slaying me, an easy task as I am considerably weakened, and which is going to take the blame for allowing me to waltz round these warrens getting up to badness knows what mischief in the first place..."*

*"Eh?", the Hobgoblins respond in unison.*

*You continue, unflustered. "You could draw lots, I suppose, if you can trust each other not to cheat. But you must know that your Bosses only permit one to rise in rank for a single deed, and they always want a scapegoat for anything that goes wrong. A dead scapegoat cannot make his own case..."*

*"What care you?", snarls the first Hobgoblin. "You die anyway!"*

*"Alas, it's true. Either of you tough soldiers could easily defeat me. But I am curious to learn who will benefit from my demise, and who will fall with me."*

Roll a Deception Check against the Hobgoblins' Sense Motive DC (uses Perception so DC 17).

If you pass, turn to [84](#).

If you fail, turn to [61](#).

## 147

*You head towards the part of the workshop near the portcullis barring the shrine in the area beyond.*

Choose your route to the portcullis.

The first time you move into a square marked w, turn to [172](#).

The first time you move into a square marked x, turn to [86](#).

The first time you move into a square marked y, turn to [97](#).

The first time you move into a square marked z, turn to [1](#).

## 148

Both you and the skeleton may take three actions each turn.

### *Area tactics*

If you are higher on the stairs than the skeleton, you receive a +1 Conditional bonus to melee attacks because of the height advantage.

### *Your turn*

*Skeleton's defences:* AC 16; Fort +2, Ref +8, Will +2; hp 4; Immunities: death effects, disease, mental effects, paralysis, poison, or unconsciousness; Resistances: cold 5, electricity 5, fire 5, piercing 5, slashing 5; special effect on critical hit against skeleton.

Choose three actions one after the other. Actions could include:

- Moving up to your speed (e.g. 25ft speed is five 5ft squares).
- Striking with your weapon. To succeed in an attack your adjusted roll must be 16 or greater (the skeleton has AC 16). For each weapon strike after the first one this round, take a -5 penalty on your attack roll (-4 if your weapon is agile).
- Raising your shield to gain its AC bonus until your next turn.
- Switching out weapons. To drop a weapon or shield is a free action. To draw and equip another weapon from a convenient location costs one action unless you have certain feats. To draw and equip two weapons or a weapon and shield is one action for each.
- Performing an activity, as recorded on your character sheet, such as casting a spell. These activities can take 1-3 actions. You cannot carry over any activities that have been partially completed on the previous round. If the skeleton must make a Will save against your spell effect, it rolls a d20 + its Will save bonus of 2. If its save value is your spell attack DC + 10 or more it critically passes, or if its save value is your DC or more it passes, or if its save is your DC - 10 or more it fails. Otherwise it critically fails against your effect. If it must make a Reflex save against your effect, the same applies except its reflex save bonus is +8. If it must make a Fortitude save versus your effect, its bonus is +2. However, the skeleton is totally immune to spell effects that would cause death, disease, mental effects, paralysis, poison, or unconsciousness.
- Drinking a potion. To draw a potion from a convenient location (not from the bottom of your backpack!) costs one action. To drink it costs another action.
- Grappling or shoving if you have a free hand (your Athletics check against its Fortitude DC of 12).
- Tripping if you have a free hand or a tripping weapon (your Athletics check against its Reflex DC of 18). The enemy is now prone and is flat footed (-2 AC) and has -2 to attack, until it spends an action to stand up, which provokes fighters' Attack of Opportunity.
- Disarming if you have a free hand or a disarming weapon and are trained in Disarm (your Athletics check against its Reflex DC of 18). The skeleton must now use its claw for 1d4+2 slashing damage.
- Making a Recall Knowledge check to remember characteristics of the type of creature you are facing. The DC is 15 and Training in Religion will allow you to use this trained bonus instead of just your Intelligence bonus. If you pass, you may conveniently review the whole stat block of the Skeleton, including its abilities and defences, at the back of the module.
- Attempting to hide but the skeleton has Darkvision and there is nowhere to conceal yourself.

If you hit the skeleton with an attack or spell attack, roll the damage and subtract that from the skeleton's total (initially 4 hp). But if your damage was cold, electricity, fire, piercing or slashing, subtract 5 from your damage due to the skeleton's resistances.

If you critically hit the skeleton at any time, turn to [62](#).

If the skeleton is reduced to zero or lower hp, it is defeated. Turn to [9](#).

#### *Skeleton's turn*

The skeleton acts automatically and mindlessly.

If specifically noted before combat, the skeleton's first action on its first turn will be to form itself.

Otherwise, if the skeleton is not adjacent to you, its first action will be to move adjacent to you up to its maximum speed of 5 squares (25 ft.).

Other actions - normally 2 or 3 of them - will be used to strike with its scimitar. If its roll of D20 + 6 is equal to your AC, it hits. If the roll is equal to your AC + 10, it scores a critical hit and does double damage. Its second attack is at a penalty of -5 and a third attack is at a penalty of -10. The damage is 1d6+2 for its first attack in a round, 1d6+3 for its second attack and 1d6+4 for a third attack because the scimitar has the Forceful property.

If you are brought to zero hp, the adventure is over.



## 149

*The apparition completely unnerves you. Before you realise it, you find yourself fleeing in panic, back outside the tower across the heath.*

*You stop in exhaustion, the tower far from sight. Perhaps adventuring is not for you. Perhaps this was a lucky break, a sign from the gods that life as a peasant is not so bad - at least it is life and not a grisly death. You have survived your brief encounter, with nothing to show for your deed but the wisdom to accept your fate.*

If you still thirst for adventure you may return to the tower. There is no longer any sign of the ghost. Turn to [122](#).

Otherwise this is the end of your adventure.

## 150

*You carefully spring back the jaws of the trap and cover it with loose ash strewn across the tunnel floor. Then you shout to attract the attention of the creature. Sure enough, in but a moment, it comes lumbering purposefully around the corner, a dull evil gleam in its one open eye.*

Move the Lemure counter to the square with the snare. Choose how far back you want to be within sight range of the Lemure. Roll perception for the creature (d20+0) versus the DC of your snare (10 + your Crafting skill if you are trained in Crafting and have the Set Snare feat, otherwise 10 + your Intelligence modifier). The Lemure starts with 20 HP. On a critical success it takes no damage, on a success it takes 5d6 damage halved, then subtract 3, on a failure it takes 5d6-3 damage and on a critical failure it takes 5d6 damage doubled and then subtract 3.

If the Lemure is still alive, roll for initiative by comparing perception checks and take turns in combat using the stats below.

Lemure Defences. AC 13; Fort +10, Ref +5, Will +3; HP 20 (minus any damage from the snare); Immunities: fire, mental; Weaknesses: good 3; Resistances: physical 3 (except silver), poison 5.

### *Lemure's Turn*

The Lemure will move adjacent to its closest target (20ft speed) and attack with its remaining actions: claw +7, damage: 1d4+2 slashing +1 evil (-5 for second attack and -10 for third attack).

If you defeat the Lemure, award yourself 50XP and you may continue moving across the second tile. Turn to [160](#).

## 151

Your Perception check is an automatic success.

*The body is that of one of the soldiers you saw being trained in the Underworld pit and is fairly recently deceased. It bears no armour or weapon, and from the little you saw of their behaviour it seems unlikely that this goblinoid would wander carelessly through the pits of this plane without proper equipment. You suspect the legion training above might be in the habit of thrusting hapless soldiers down here as some kind of brutal punishment. But they missed something you did not...*

Secreted upon the creature's person are 1d6 gold pieces.

*You examine one of the coins. It is stamped with the symbol of a flaming bull's head. On the other side are tiny runes in many different forms of writing. You recognise some as spelling MOLOCH.*

Make a DC 15 Religion check.

If you pass, turn to [130](#).

If you fail, you may not make another check for this type of coin. Turn to [160](#).

## 152

*The free-standing brazier is made of iron and extremely hot. You can think of no easy means to carry it around, short of using tongs.*

If you wish to kick the brazier into the pool, turn to [110](#).

If you wish to investigate something else, make a note that you investigated the brazier and turn to [81](#).

## 153

*The tunnel takes you to a chamber that appears to be a giant workshop. The walls, ceiling and floor are not carved out of infernal bedrock but are made of black iron plates riveted together. Braziers hanging from long chains bathe the room in a ruddy light that reflects off rows of glass vats large enough to hold a person - or a devil! You look more closely and indeed see devilish shapes floating within them.*

*Above the neat rows of vats are overhead rails, from which are suspended iron cages. You see movement from within the cages but cannot make out anything more clearly from this distance.*

*But what most grabs your attention - and sends your heart racing - is a wide portal directly opposite you that leads to a cavern illuminated with a pure white light contrasting sharply with that from the braziers in the workshop. And in the centre of the cavern is an altar radiating this light and seeming to promise hope and salvation. Unfortunately, a heavy iron portcullis bars the portal.*

Bring out Tactical Map J and turn to [40](#).

## 154

You may use the Search Exploration Activity to search the area or leave by exiting the Tactical Map to the north.

The first time you step on square x, make a Perception Roll, note it down and turn to [114](#).

The first time you step on square y, make a Perception Roll, note it down and turn to [60](#).

The first time you step on square z, make a Perception Roll, note it down and turn to [125](#).

When you leave the area, turn to [46](#).

## 155

*This cave forms a rather nice secure cubby-hole. Alas, it proved only to be a secure tomb for its previous occupant whose bones lie still inside his rotted-away garments. However, a satchel lying near the remains seems very well preserved, and you look inside. There is a journal, some vials of liquid, two small crystals and a repair kit.*

*You thumb through the journal filled with entries written in a neat precise hand. There are some excerpts of interest.*

*...I cautioned against such a dangerous enterprise, but the Clerics of the Temple of Sarenrae were adamant. The tradition must be observed at all costs. And who am I to argue with divine will..?*

*...It was decided that a small mixed party would go. All the senior paladins were busy dealing with the Worldwound, and their recent losses have been severe. Besides, one wonders if they, in their righteous zeal, would set upon the hordes of the Underworld wherever they could find them instead of focusing on the quest. My plan is simple: use the Tower Hellmouth to get in, make the Blessing, then use the Cleric's Plane Shift to return somewhere vaguely close to the Temple. In case anyone else reads this, perhaps I should explain.*



Aeons ago, the Angel Imopheil crusaded into Malebolge, the Sixth Layer of the Underworld, but was defeated at the last by its Lord, Moloch, who rent his wings and displayed them upon his armour. That Imopheil's courage be not forgotten, the last survivors of the doomed crusade built a small shrine at the place where they made their final stand. So great was the blessing bestowed by Sarenrae upon the shrine that it has survived all this time in such an inimical setting, a tiny beacon of remembrance and hope in a world devoid of both.

To honour Imopheil, every seventy seven years, a High Priest of Sarenrae is duty bound to pray at the shrine. This would have been easier if the means to Gate directly to the shrine and back had not been lost, since the immediate vicinity of the shrine is protected by permanently sanctified ground – a bar to all devilkind. The proceedings since then have reportedly resembled more a precisely timed bank heist than a dignified ceremony. And it will be no different this time, if indeed we are successful at all. Surely Moloch and his minions will have prepared some trap for us...

...My worst fears have come to pass. I write here, holed up in a tiny nook, with little hope of rescue. First, our rogue fell at the first hurdle. His mind could not withstand the Eye of the Tower and before we could catch him, he tumbled in terror down the stair all the way to the bottom. Perhaps we should not have brought him, but the reasoning was that cunning and stealth were suited to our endeavour. Alas, was I any better suited?

As the Temple's Senior Resident Arcanist, I felt it my duty to join the team. But in the mad rush to the shrine, I became separated from my friends. Out of ideas and out of spells – I even lost my wand just a few turns down the last tunnel – I found a hiding place in these Lemure warrens. I plan to rest my weary limbs, relearn my spells and retrace the way to the shrine. Hopefully they will have cleared the way. Our mercenary fighter is simple and down to earth, but as fearless and tough as they come. She could put many a vaunted Paladin to shame, I believe. And Balthur is something else. The light of Sarenrae shines straight through him. I am sure he, at least, will reach the shrine and return using his spell. The way he tore through those devil armies like a scythe through a cornfield was a sight I shall always cherish. Perhaps it will be my last cherished memory...

...Inventory note. Staff: broken and discarded, Wand of missiles: lost, Potions of Healing: used, Frost Bombs: intact, Potion of Tongues: intact, Other potions: destroyed, Potency crystals: intact (Note: must affix to some makeshift weapon using the repair kit), Scrolls: used, Prognosis: grim...

Peladon

*Senior Arcanist, Temple of Sarenrae.*

*The journal makes sobering reading, but your mind keeps returning to the phrase "beacon of remembrance and hope". And hope!*

*Is it possible you could find the shrine? Might it offer safety, or even a means of escape? In the meantime, this cave seems as good a place as any to rest before you make the attempt.*

You cover the hole as best you can with bits of your equipment so that, while certain creatures might be able to climb or fly up, they would not easily catch you off guard. Amazingly you are able to get a good rest. If you were fatigued or drained, you are no longer. You may learn new spells for the day, regain your Focus points, and recover your Constitution modifier's worth of Hit Points (minimum 1). Award yourself one Hero Point.

You take the two vials, which you now realise must be the Frost Bombs mentioned in the journal. Each bomb, when thrown, is a martial thrown weapon with a range of 20ft, has a +1 bonus to hit, does 2d6 cold damage on a direct hit, 2 cold splash damage on anything except a critical fail to creatures within 5 ft of the target including the target, and a hit target suffers a -10ft speed penalty until the end of its next turn.

You take the Potion of Tongues.

You look at the two crystals, which Peladon described as "Potency crystals". You find that you can use the repair kit to fix them to your weapon. The potency crystal is used as follows: when about to make a strike, you activate the crystal with a thought as a free action. For the rest of your turn your weapon has a +1 attack bonus and one extra dice damage bonus.

You also take the journal, which might in itself prove a token of remembrance for any surviving friends or relatives of the fallen wizard.

*You climb down the hole and, with renewed purpose, seek the exit to these warrens and a way to the Shrine of Imopheil.*

Turn to [160](#).

## 156

*You go on and on, spiralling ever downward. In your single-minded desire to reach the bottom it takes you some time to realise quite how exhausted you are and quite how far you must have travelled back downstairs. It seems like perhaps several hours, but perhaps the terror of the summit chamber has played tricks upon your consciousness. In any event, there is no doubting the fatigue you feel.*

Roll a DC 15 Fortitude save. If you fail, you suffer the fatigued condition until you have a full rest. Take a -1 penalty to AC and saving throws.

*You continue downward, counting the steps methodically. You reach 1000 and you remain in the impenetrable blackness. It would not be possible that there were more steps than this on your way upward. You groan inwardly, feeling there is something horribly wrong.*

If you wish to continue downward, turn to [35](#).

If you wish to go back up a distance, turn to [116](#).



*"That's not friendly! Not friendly at all!" the creature squeaks, and then turns invisible!*

You know this nasty little devil creature is about to attack. Perhaps you may act first. Roll Perception versus its Sneak roll of D20+4 to see who goes first and place the Imp counter in a random location 3 squares away from you. The imp is hidden, but not undetected because you initially know where he was when he went invisible. Turn to [14](#).

## 158

*A straighter, more smoothly worked, tunnel leads out of the warrens. Flickering light illuminates the tunnel from around a corner ahead. You hear guttural voices coming from this direction and stop to listen.*

If you can speak infernal, turn to [44](#).

Otherwise, if you can speak goblin, turn to [141](#).

Otherwise, if you have a potion of tongues and wish to use it, turn to [127](#).

Otherwise, turn to [144](#).

## 159

*You pick your way down the rough rocky slope. Luckily, the noise of the army and spouting lava drowns out any sound you might make and all the troops seem focused on their devilish overseers.*

*You are about to reach the cave entrance, and are just about to bless your good fortune, when the piles of loose ash strewn across the floor suddenly give way beneath your feet and begin to swallow you up. You are slipping into a concealed sink hole. There is no way you can scramble clear, and even if you could, you see that the closest troops have spotted you and begun a horrible cackling laughter. Their devil masters join in the fun. You have a bad feeling about what lies in store...*

Turn to [42](#).

## 160

*You continue through the maze of tunnels, straining your senses for signs of danger.*

Whenever you reach an edge of the first tile or the far edge of the second tile, turn over another tile at random, and line up an edge passage of your choice on the new tile with the passage from which you left the existing tile.

When you reach the second square marked x for the first time (the first x square was the one you landed in) turn to [23](#).

When you reach the third square marked x for the first time, turn to [17](#).

When you reach the far edge of the third tile, turn to [158](#).

Whenever you reach a square marked y, roll a d6.

On a 1, turn to [139](#).

On a 2, turn to [88](#).

On a 3, turn to [90](#).

On a 4 turn to [74](#).

On a 5 turn to [107](#).

On a 6 turn to [104](#).

## 161

*The skeleton lies in front of you. It remains motionless.*

Turn to [108](#).

## 162

*Alas, the creatures, who are Hobgoblins, detected you trying to sneak up to the corner. They crudely taunt you, "What's this? A new toy! And for once not a Lemure! Let's play!"*

They win initiative and ready an action to strike as they brandish their glaives in front of them, waiting for you to come within range (the range is 10ft as their glaives have reach).

Turn to [98](#).

## 163

*You head along the unlit East tunnel. Soon the passage turns North and slopes steeply upwards. Rocks large and small are strewn along the slope. It appears that there has been a rock slide down this passage. As you are wondering how safe the incline might be to traverse, you see a skeletal figure standing at the top of the slope. It holds a shortbow.*

Roll for Initiative. The Skeleton rolls Perception for initiative, with a +2 bonus.

### *Tactical Map*

Bring out Tactical Map F. Place yourself on one of the two squares just south of the slope. Place the skeleton on one of the two squares marked 'S' to the north (roll a d6: 1-3 left square, 4-6 right square). Large rocks marked X afford standard cover (+2 AC) to those immediately behind them. The Take Cover action makes this greater cover (+4 AC). If the Skeleton is to the left, it has standard cover.



### *Your Turn*

The Skeleton's Defences are AC 16; Fort +2, Ref +8, Will +2; HP 4, negative healing; Immunities: disease, mental, paralysed, poison, unconscious; Resistances: cold 5, electricity 5, fire 5, piercing 5, slashing 5.

If you do not have Darkvision, you might initially take an action to put a held light source somewhere to light the area so that you have both hands free (e.g. to shoot a bow or climb the slope).

You may move up the slope. However, the steep incline requires a Climb action. You need both hands free. Every time you move upward on a slope square, make a DC 10 Athletics Check. On a critical success you may move up 2 squares and on a success you may move up one square. On a fail you remain where you are for that action, and on a critical fail you slide down to the bottom and take 3 damage for every 10 ft travelled, rounding the distance downward.

Moving across or down the slope is greater difficult terrain and requires no roll but costs 10 ft extra speed to move into a new square.

When you move, you are flat-footed until the beginning of your next turn. On this slope, if you do not move in a turn, you are no longer flat-footed for the Skeleton's turn.

If you are immediately behind a large rock marked X, and thereby receiving cover, you may use an action to Take Cover and receive greater cover.

You may make a ranged attack on the slope. If you have Taken Cover, you may take an action to peek out, an action to shoot, and an action to Take Cover again.

The spaces between the large rocks are in the open and the Skeleton has Darkvision. You may not use sneak to climb up the slope unless you have a climb speed, e.g. spider climb, so it is not possible to sneak up from rock to rock. You could

hide behind a rock with +2 cover bonus, or +4 bonus if you have Taken Cover. Then if successful you would be hidden and could make a ranged sneak attack by taking an action to lean out as above.

You may retreat and choose the other route from the intersection if you have not already taken that route. Turn to [81](#).

### *Skeleton's Turn*

The skeleton takes each action to fire its shortbow at +6, +1 and -4 attack, damage 1d6 piercing (deadly 1d10 on critical hit). It has 9 arrows. After that, it uses the Screaming Skull ability: it removes its own skull and throws it (2 actions) at +6, doing 1d4+2 piercing damage from a bite attack. The first time it does this, it uses its third action to Demoralise (even if the PC is more than 10 feet away): rolls +0 against your Will DC. If successful, you are Frightened 1 (-1 to all your checks and DCs, including attack and AC; reduces by 1 level at the end of each of your turns), if critically successful you are Frightened 2. It continues to do throw its head at you as its one attack even if you are in melee range.

### *Victory Outcome*

If the skeleton is defeated award yourself 50 XP.

If you are not already at the top of the slope, you may take your time to pick your way up without risk of falling. There is nothing to search for in this passage.

When you exit to the North, turn to [25](#).

## 164

*Your eagle eyes spot the end of a black stick protruding from the dirt floor of the tunnel at this point. It immediately grabs your attention, for you have seen no plant life on this dread plane.*

Turn to [49](#).

## 165

You carefully slide the scroll out from between the cleric's bony fingers and unfurl the brittle parchment. A prayer of sorts has been hastily written upon it.

*"Oh Sarenrae, Lady of Light and Holy Fire, accept my humble sacrifice! The aeons have not been kind to the holy wards about the Shrine of Imopheil. I have not the silver symbol, nor the strength both to escape this Infernal Pit and renew the wards. Our memory of Imopheil cannot be desecrated. So I offer myself to you, and gladly. Accept me in place of the lost symbol, and may my faith embrace the Shrine in its holy protection!"*

Turn to [20](#).

## 166

*Your fear overwhelms you, and turns to panic. Panic turns to terror, and terror to oblivion. Your last rational image is that of the dark tower standing stark against the night sky...*

Your adventure is over. You may try again with a new PC.

## 167

*You cannot keep your footing and start tumbling down the slope. Take 1d6 damage, or 2d6 damage if you critically failed the Acrobatics check.*

*Even worse, below you is the yawning mouth of a sink hole exactly where you will reach the floor. You are powerless to alter your course. You see now that the nearest troops have spotted your headlong tumble, and are clearly enjoying your plight. A roar of delight rises from the throng as you hit bulls-eye and drop right into the hole. You dread to think where you will end up. The soldiers' cruel delight does not exactly augur well...*

Turn to [42](#).

## 168

You are being attacked by zombies that had been submerged in the oil pool.

Place a zombie in each of the 5 squares to the north, diagonal to and adjacent to you (the zombie in front of you is under the bridge not on it).

Roll perception for initiative. Roll for the zombies as a group. Their Perception is D20 + 0.

### *Your Turn*

The zombies' defences are: AC 12 (flat-footed and -2 AC when in the pool); Fort +6, Ref +0, Will +2; HP 20, negative healing; Immunities: disease, mental, paralysed, poison, unconscious; Weaknesses: positive 5, slashing 5.

#### *1. In the pool*

If you are in the pool and are size small you need to take a Swim action every turn to stay afloat. Make a DC 10 Athletics check. On a fail you sink and have to hold your breath and are blinded. On a critical failure you sink as above and lose 1 extra round of air. You can hold your breath for 5 rounds plus your Constitution Modifier. Use up two rounds if you attacked or cast a spell during your turn. When you run out of breath, you are unconscious and the adventure is over. You also have to swim to move (DC 10 Athletics check). On a critical success you move 10 ft through the oil. On a success you move 5 ft. On a fail or critical fail, the outcomes are the same as for treading water above.

If you are in the pool and size medium, you are flat-footed (-2 AC). You may wade through but this counts as greater difficult terrain (+10 ft movement cost per square).

Remember that you need to make a Tumble Through stride action to move through an opponent's space. Attempt an Acrobatics check with DC 10. Failure means you stay where you are. You cannot end your move action in an opponent's space unless you immediately take another action. In the oil pool it would therefore take a 30ft speed PC two actions to move beyond a zombie's space, and a slower PC three actions.

If you are grabbed by at least one zombie, you are immobilised. If you attempt a manipulate action when grabbed (e.g. cast a somatic action spell), you need to make a DC 5 flat check or the action is wasted. You may take an Escape basic action to break free from one grab. Roll your preference of unarmed attack modifier or Athletics check or Acrobatics check against the zombie's Athletics DC of +5.

To climb onto the bridge or up to the edges of the pool, you must be in that space, and take a separate climb action (Athletics check DC 10). If you are size small you can only climb up to the edges of the pool. A failure means you do not succeed and remain in the space. A critical failure means you fall into the pool and must attempt a swim action to surface again (as for small PCs above).

#### *2. On the bridge*

If you are on the bridge during the combat, and do not take a move action during your turn, you must take a balance action each turn to keep from falling (DC 10). If you critically fail, you fall into the pool as for critical failure when

attempting to climb onto the bridge. Otherwise you can act normally, but are flat-footed (-2 AC). If you attack zombies down in the pool while on the bridge you have a +1 circumstance bonus due to the height advantage.

If you take a move action while on the bridge, you make a DC 10 Acrobatics Balance check. On a critical success you move normally up to your speed. On a success you move as if through difficult terrain. On a failure you stay where you are and on a critical failure you fall in as above.

If you have a naked flame, or can produce one, you may spend an action to throw it into the pool (no roll required). This sets the pool alight and immediately deals 2d6 damage to every creature in the pool. The oil keeps on burning and any creature remaining in the pool at the end of their turn suffers another 2d6 damage. Every creature on the bridge must make a basic reflex save to avoid taking 1d6 damage immediately and again to avoid 1d6 damage at the end of their turn. If you noted that you investigated the brazier, you may move to either brazier square and spend an action to kick it into the pool (no roll required) to achieve the same outcome.

If you exit the north side of the Tactical Map, the zombies do not follow.

### *Zombies' Turn*

Zombie Shamblers are permanently slowed so they only get two actions a turn and they cannot take reactions.

If you are in range, they perform a melee attack +7, damage 1d6+3 bludgeoning + grab (you are automatically grabbed by the zombie's hand if the zombie hits; you become flat-footed (-2 AC) if you were not already flat-footed from being in the oil, and immobilised).

If they are in the oil pool and you are on the bridge, they have a -2 attack penalty due to height disadvantage.

If a zombie has grabbed you and you are in the pool, its second attack is a bite attack +7, damage 1d8+3.

If a zombie had grabbed you and you are on the bridge, its second action is a trip to pull you into the pool (+5 Athletics check against your Reflex DC; on a critical success they also deal 1d6 damage, on a critical fail they release their grab and fall prone themselves, spending their next action to get back up).

If a zombie had grabbed you on a previous round, it spends its first action of its turn to renew the grapple automatically and its second action to make a bite attack.

If you are not in range, they move towards you up to their speed of 25ft, with a +10 ft per square penalty if moving into a pool square. If you are in range, but on the bridge and they are in the oil, they will not think to climb up.

### *Victory Outcome*

If you defeat all the zombies or leave the area, award yourself 100 XP. Turn to [25](#).

## **169**

*You pass along the narrow curving tunnel, hoping that it might bypass some of the dangers of this plane. Eventually, you come to a dead end but a search quickly reveals a similar opening mechanism to that you previously found. You operate it and the end section of wall grinds open to reveal a wider tunnel. You press on.*

Turn to [153](#).



## 170

*You see that the box-like cage has a trapdoor at its top and bottom, and pulley and chain mechanisms for releasing the lower trapdoor so that the cage will release its contents into a vat directly below it. There are other chains that reach down to turning wheels with levers next to them, probably to work the trapdoors.*

*The whole arrangement is part of some fiendish manufacturing process, and the shapeless devils make up the raw materials. You just hope that the trapdoors do not drop a devil on top of you instead!*

Make a note that you worked out the pulley system for the cages and turn to [40](#).

## 171

You may explore the cave. Use your counter to change your position.

The first time you move on to the square marked x, turn to [118](#).

The first time you move on to the square marked y, turn to [12](#).

The first time you move on to a square marked z, turn to [67](#).

If you move to the north passage to exit the cave, turn to [153](#).

## 172

*As you reach this point, you hear a strange hiss but it transpires to be nothing more than gas escaping from a nearby vat.*

Turn to [147](#).

## Your Encounter Mode Options

For reference, here is a list of default actions you may choose to perform during combat. Normally you have 3 actions per turn.

- *Moving up to your speed*, e.g. 25ft speed means you can move up to five 5ft squares.
- *Striking with your weapon*. To succeed in an attack your adjusted roll must be equal to or greater than the target's AC. For each weapon strike after the first one in a turn, take a -5 penalty on your attack roll (-4 if your weapon is agile).
- *Raising your shield* to gain its AC bonus until your next turn.
- *Switching out weapons*. To drop a weapon or shield is a free action. To draw and equip another weapon from a convenient location costs one action unless you have certain feats. To draw and equip two weapons or a weapon and shield is one action for each.
- *Performing an activity*, as recorded on your character sheet, such as casting a spell. These activities can take 1-3 actions. You cannot carry over any activities that have been partially completed on the previous round. Certain activities require the target to make a Saving Throw against your DC. On a basic save, a critical success ( $\geq$  DC+10) means it takes no damage from your attack, success ( $\geq$  DC) means half damage, failure ( $<$  DC) means full damage and critical failure ( $<$ DC - 10) means double damage.
- *Drinking a potion*. To draw a potion from a convenient location (not from the bottom of your backpack!) costs one action. To drink it costs another action.
- *Drawing some other item* e.g. wand, scroll, healing kit, from a convenient location takes one action.
- *Grappling or shoving* if you have a free hand (your Athletics check against its Fortitude DC of 12).
- *Tripping* if you have a free hand or a tripping weapon (your Athletics check against its Reflex DC of 18).
- *Disarming* if you have a free hand or a disarming weapon and are trained in Disarm (your Athletics check against its Reflex DC of 18).
- *Making a Recall Knowledge* check to remember characteristic of the type of creature you are facing. The DC is generally 15 in this adventure. If you pass, you may conveniently review the whole stat block of the creature in the Pathfinder 2nd edition bestiary.
- *Attempting to hide*. You usually need to be concealed or behind cover.

## Your Exploration Mode Options

- *Avoid notice.* Make a stealth check instead of a perception check at the start of an encounter. If the stealth check succeeds against the enemy Perception DC, they have not noticed you and you can plan your strategy. If you start combat, use the stealth check result as your initiative roll, and see if it beats the enemy's perception roll (i.e. enemy D20 roll + enemy's perception bonus).
- *Defend.* You have a Raise Shield action already performed when combat starts, gaining the shield AC bonus and possibility to take a shield block reaction, so you do not need to spend an action doing this during your first turn, and it is already up if the enemy has higher initiative.
- *Investigate.* You use Recall Knowledge repeatedly to discover clues as you explore. This is mainly for areas where there are a myriad of books, equipment, illustrations, plant life or other objects in plain sight, where noticing something depends on your knowledge rather than perception.
- *Repeat or sustain a cantrip.* Repeatedly cast or sustain a 0<sup>th</sup> level spell (cantrip) such as *Dancing lights* or *Ghost sound* to distract enemies (use Deception for Initiative checks instead of Perception - if successful you are considered Hidden and could make a ranged attack versus flat-footed (-2 AC, with precision damage) or use a sneak action and then make a ranged attack versus flat-footed) , *Shield* for +1 AC protection or *Detect magic* ahead of you.
- *Scout.* You focus on looking out for enemies as you move, gaining a +1 bonus on initiative rolls.
- *Search.* You look for secret doors and hidden hazards as you move.