

THE LOVE CANYON

For High level characters – By Stephen Thompson stevestillstanding.com / <http://creativecommons.org/licenses/by-sa/3.0>

The PCs have been magically transported to a random plane of the Abyss and must escape. The air is clouded with sulphurous (but breathable) fumes, preventing vision beyond 50 feet. **3d10** **poisonous larval humanoids** wander the bottom of the right canyon floor, as well as **2d6** free-roaming **fiery Demonic Horses**. Canyon walls are **200 ft** and can be scaled with climbing equipment, but this attracts attention of **1d2+1 flying poisonous Vulture Demons**. At the top of the canyon, **1d2 nauseating Toad Demons** are attracted every 10 minutes.

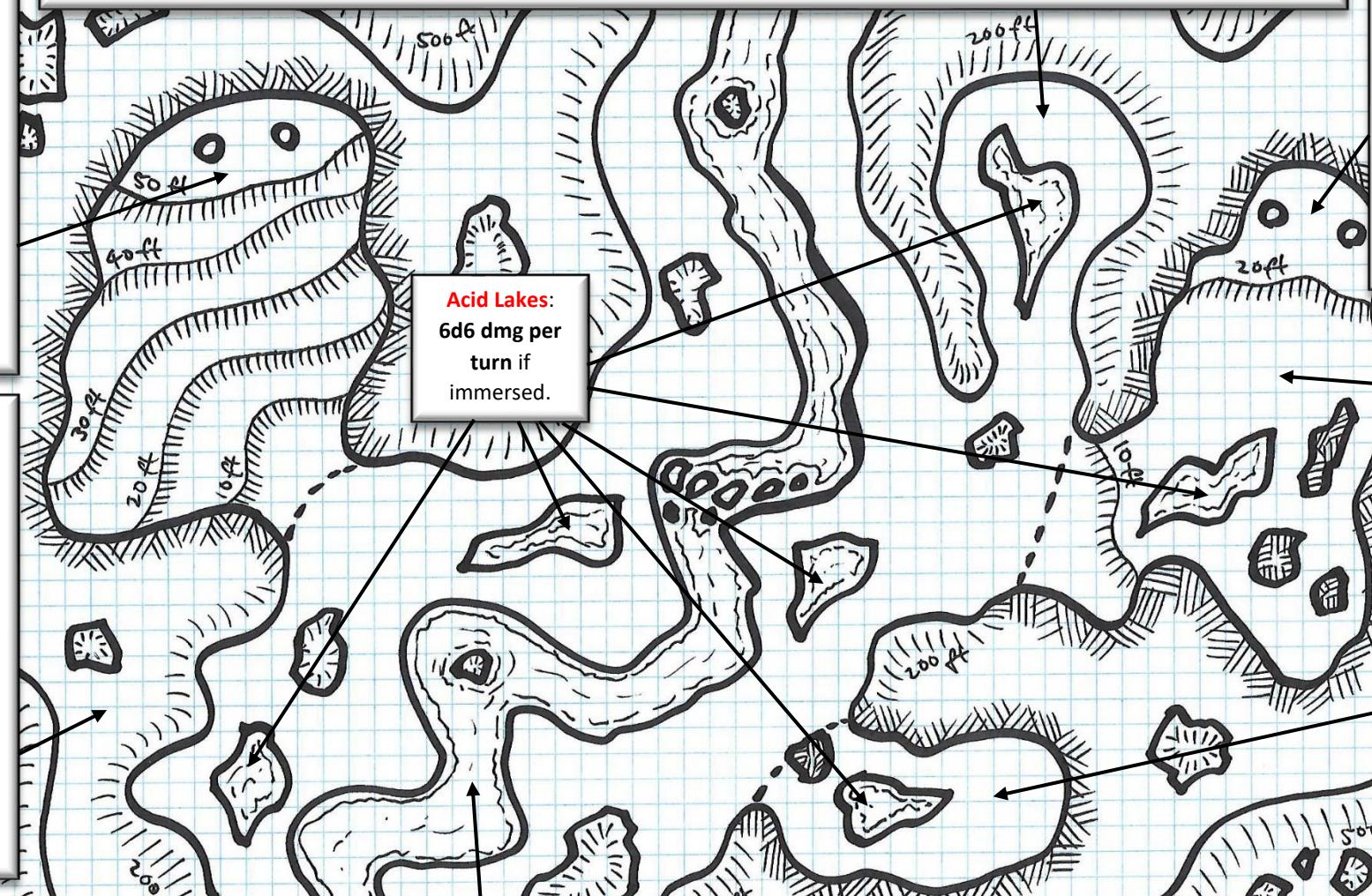
EXIT PORTAL – must have the **blue crystals** from the first portal.

There are open plugs in each pillar that match the size of the crystals.

A large flying and teleporting **Gorilla Demon** guards it and **4 fiery Demonic Hounds** prowl the tiers. If **Norbert** assists, there are also **3 leaping Ape Demons**.

Elrudon, a **large, four-armed female Dog-faced Demon** wanders this part of the canyon top. If the PCs persuade her to join **Norbert**, she will travel to his cave. She would love some diamonds—**5000gp worth** will give them an advantage in persuading her. (have **Norbert** suggest they get some diamonds first).

The walls here are coated with **raw diamonds**, which can be dug out. Ten minutes produces **5000gp** worth, but attracts **1 nauseating Toad Demon** for every 10 minutes of mining.



Lava River – can cross (relatively) safely at the fjord. **10d6 dmg per turn** if immersed. **2 flying, sleep-inducing Bug Demons** attack while crossing.

ARRIVAL PORTAL – One-way arrival only, between two stone pillars. Each pillar has a pulsating **blue crystal** that can be jimmied out.

PCs must take these crystals to the next portal to return home. Guarded by **2 leaping Ape Demons** on top ledge.

12 poisonous larval humanoids mingle around the pillars and across the floor of the cavern.

Norbert the **large, four-armed, Dog-faced Demon** rarely ventures out of his cave but will if there's a commotion outside. He's depressed because **Elrudon**, a **female demon**, doesn't love him. If the PCs can persuade the female to visit him he will assist them to escape. As demons go, he's a nice one.