

Avalon Adventures



Infernal Gambit

By

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In order to slay a demon, the party must first set it free. How much are they willing to gamble? Avalon Adventure for a 5-6th level party.

Background

Long ago, a shadow demon ravaged the land. Peace was finally restored when a powerful wizard, Lafiet the Mighty, bound the shadow demon into a large gemstone (Via the *trap the soul* spell). The demon remained trapped in the gem for centuries, in a room beneath the ruins of Lafiet’s tower, slowly going crazy from the silence. Recently an earthquake or other disturbance toppled the stone from the pedestal where it sat gathering dust for ages.

The gemstone didn’t break when it hit the floor, but a small crack appeared. The shadow demon is still trapped, but it can use its shadow conjuration ability through the crack. At first the demon tried summoning shadow creatures to shatter the gemstone, but a permanent *protection from evil* spell enchanted into the gemstone prevented the summoned shadow creatures from touching the stone. In frustration and rage the shadow demon began summoning shadow creatures first to break down the door to the room and then to go out into the world and cause mayhem to draw attention to itself. (I know, I know; a smart GM or player will think of a way the summoned creatures could break the gem without having to touch it, but remember the shadow demon isn’t entirely sane anymore.)

Encounter 1) Shadowy Fiendish Eagles

The shadow demon normally summons a swarm of 1d4+1 fiendish eagles, to fly as far and as fast as they can and attack anything they see. Thanks to the chamber being close to the surface, the fiendish eagles can fly fast enough to reach a farming village near the ruins and still have time to get in two or three attacks before disappearing.

The PCs could be gallant heroes coming to the rescue of the villagers, or maybe one evening their campsite happens to be closer to the ruins than the village, thus make a more inviting target for the shadowy fiendish eagles.

The eagles will swoop down on the PCs using a charge action (probably gaining surprise.) Because the eagles had to fly to reach the PCs, they will only last for 2 rounds after their initial attack. The PCs gain XP only for the shadowy fiendish eagles they manage to destroy before that.



Shadow Demon

XP 3,200 **CR** 7 **CE** Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Senses darkvision 60ft; **Perception** +20

Init +8

Defense

AC 18, touch 18, flatfooted 14 (+4 deflection, +4 Dex)

hp 59 (7d10+21)

Fort +5 **Ref** +11 **Will** +7

Defensive Abilities incorporeal; DR 10/cold iron or good; Immune cold, electricity, poison; Resist acid 10, fire 10; SR 17

Weakness sunlight powerlessness

Offense

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At will - deeper darkness, fear (DC 18), greater teleport (self only), telekinesis (DC 19)

3/day - shadow conjuration (DC 18), shadow evocation (DC 19)

1/day - magic jar (DC 19), summon (level 3, 1 shadow demon 50%)

Statistics

Str - **Dex** 18 **Con** 17 **Int** 14 **Wis** 14 **Cha** 19

Base Atk +7 **CMB** +11 **CMD** 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

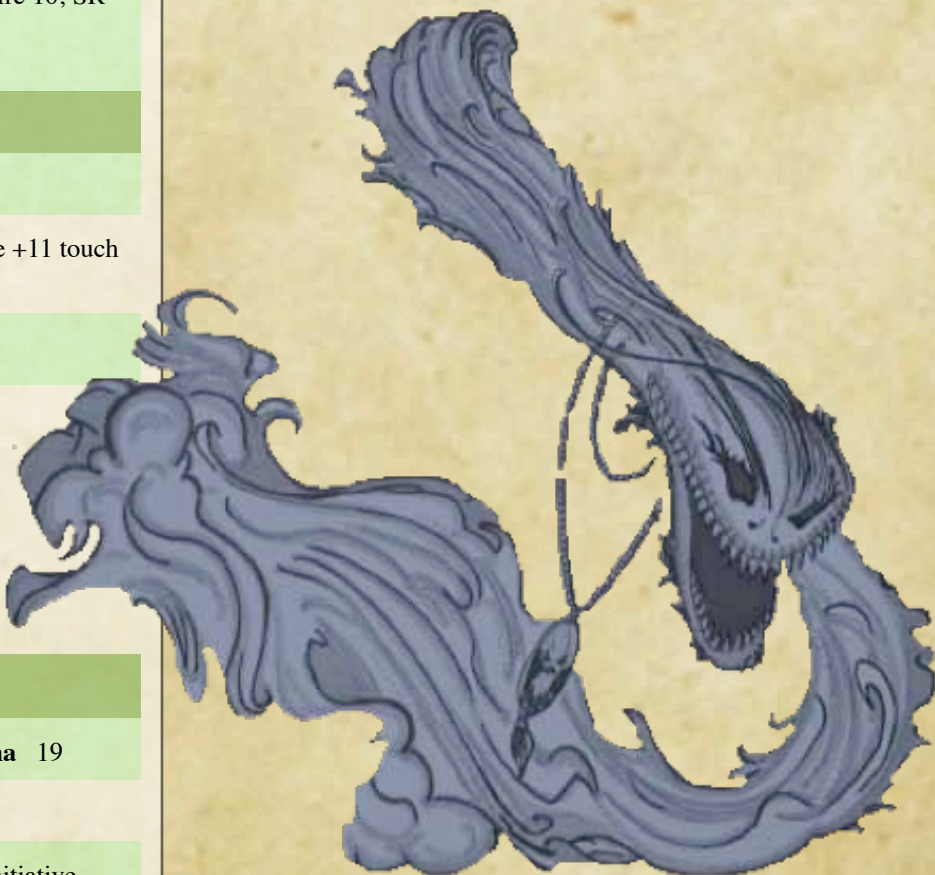
Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (history) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; Racial Modifiers +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

Sprint (Ex) Once per minute, a shadow demon can increase its fly speed to 240 feet for 1 round.

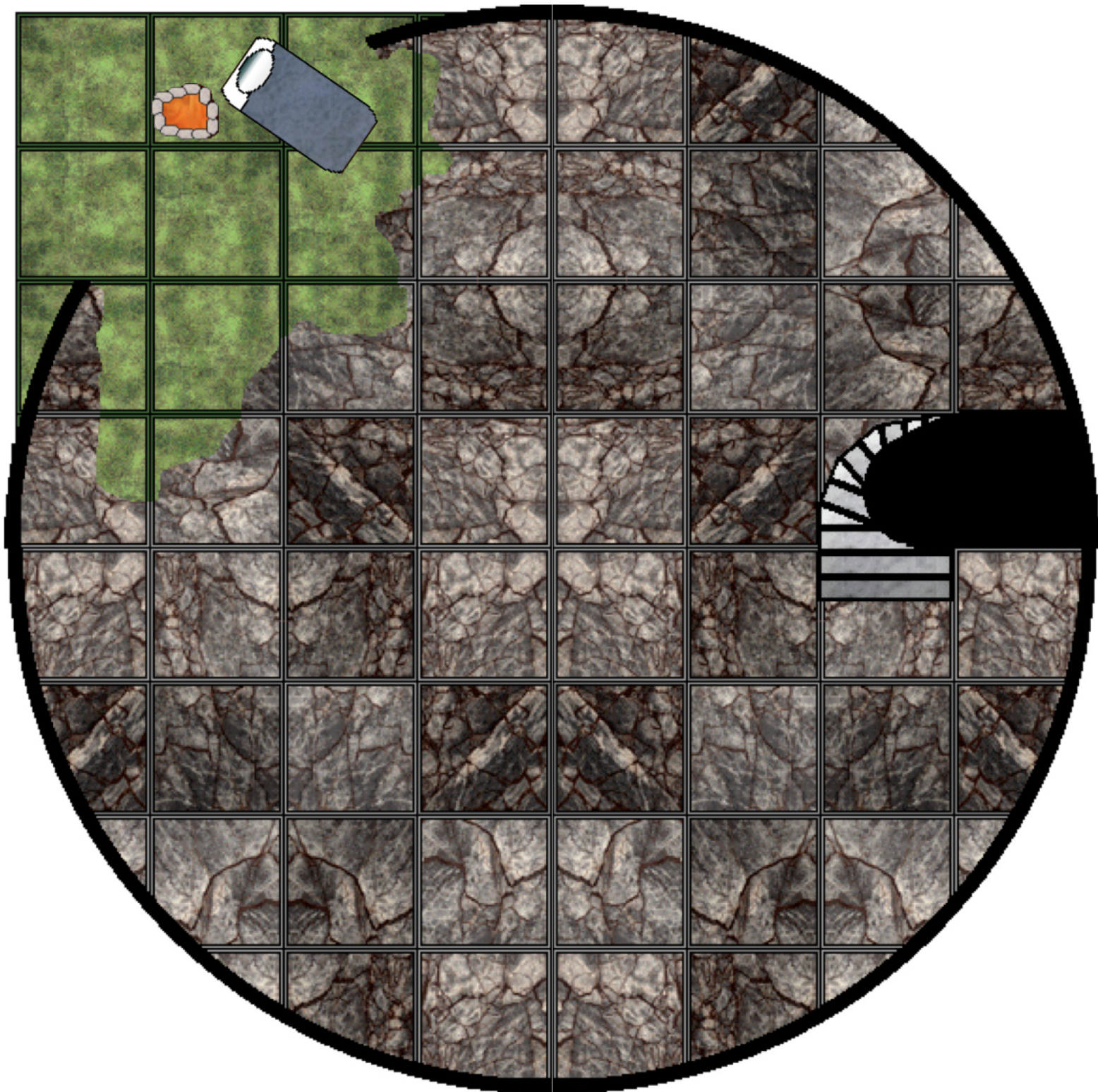
Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunray* spell while possessing a creature, the shadow demon is driven out of its host automatically.



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