

# HOW TO HUNT A DEMON

## A DUNGEONS & DRAGONS® LIVING *FORGOTTEN REALMS* ADVENTURE

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Rumor has it that demon-hunting brings rich rewards in the city of Lyrabar. When unforeseen events befall the adventurers, will they become hunters—or hunted? A *Living Forgotten Realms* adventure set in Impiltur for characters levels 4-7.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

## READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

## IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

**Make decisions and adjudications that enhance the fun of the adventure when possible.**

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game.** Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. Living Forgotten Realms adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 4-7. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

## FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

## MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second

encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

**Death Penalty:** When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

**Diseases:** Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

## ADVENTURE BACKGROUND

Demon-hunting in Impiltur is a lucrative occupation for capable adventurers. The influx of demons from the northeast seems endless.

Impiltur's corrupt and failing government can barely hold the Fraternity of Tharos (a powerful cult of demon worshippers) in check, let alone protect the country's rural citizens. Rampaging demons and raiding parties of demons and gnolls are common in the countryside. Cities throughout Impiltur offer bounties for the destruction of these monsters.

A mezzodemon has taken up residence in the Impiltur countryside. Like all of its kind, it enjoys killing and lusts for treasure. This mezzodemon and its human cultists are pillaging the land around its lair. Their greed drives them to expand ever outward, searching for new victims.

A band of gnolls based in the area has recently sworn allegiance to the mezzodemon. Although the mezzodemon has little patience with the savage, uncoordinated gnolls, it wishes to expand its area of control. What the gnolls lack in discipline, they make up for in ferocity. The mezzodemon uses them as shock troops when subtlety is not required.

The gnolls are the same gnolls who gave Rafe the ritual scroll that would release the tormented barlgura in *IMPI1-4 Bandits on the Farm*. The bandits were supposed to be scapegoats, thereby drawing attention away from the gnolls and mezzodemon. The adventurers' interference in the mezzodemon's ploy has actually worked in the mezzodemon's favor; the adventurers have been blamed for the demon and his minions' attacks against the countryside. The farmers blame all adventurers for their plight now.

The mezzodemon had hoped the bandits would make the land more pliable for conquest as the farmers' food stores were depleted by the bandits. With the failure of the bandits, it has chosen to call in more demonic allies of its own and place them with the gnolls to do what the bandits should have done.

## DM'S INTRODUCTION

The bulk of the adventure involves tracking down the demon and destroying it. The PCs start on this journey by rescuing a young family from gnoll and demon raiders along the road. After hearing the family's story, the PCs track the raiders back to their lair. There is another fight as the PCs clean out the gnoll base. They find a prisoner in the base whom clues them in to the mezzodemon's role as the ringleader of the raider parties. In the next encounter, they meet the mezzodemon and its retinue. There is a twist at the end, however: a party of adventurers from the Luminous Society has already claimed rights in Lyrabar to hunt this particular mezzodemon. The PCs must decide how

to handle this awkward introduction to demon-hunting protocol.

Some of the encounters and NPCs in this adventure reference *IMPI1-4 Bandits on the Farm*. Before starting the adventure, ask if any of the PCs have completed *IMPI1-4 Bandits on the Farm* so you can adjust the encounters and NPC interactions appropriately.

The adventure is deliberately written to bring home the cruelty of these monsters, the suffering of their innocent victims, and the true nature of heroes. If this tone is too dark or serious for your table, please adjust read-aloud text and NPC interactions accordingly.

The laws and traditions for demon hunting in Impiltur are documented in Player's Handout 1: Demon Hunting Laws and Traditions. If at any point in time during the adventure, a PC researches this information before leaving New Sarshel or rolls a successful History check during a skill check pertaining to research that might give the PC this information, give them this handout.

## PLAYER'S INTRODUCTION

Ask if any of the players have obtained story award **IMPI02 Favor of Haldar**. Then read or paraphrase the following to the players:

*The land of Impiltur has a reputation as a lawless place, rife with demons and their servants. Impiltur's rural citizens live in fear of these rampaging monsters.*

*Haldar, a halfling known to many adventurers is having a birthday party in New Sarshel and all adventurers currently visiting the city have been invited to attend.*

*During the party, you hear many stories telling of nearby Lyrabar offering substantial bounties for demons slain in the surrounding countryside. You are confident that you could claim one of these bounties if you knew how to proceed in the traditions of Impiltur to hunt a demon and claim the bounty.*

If any of the players have obtained story award IMPI02, read or paraphrase the following to those players:

*Haldar, your contact in New Sarshel, may be able to assist you with learning more information about Impiltur's traditions and laws concerning demon hunting.*

If any players have not obtained story award IMPI02, read or paraphrase the following to those players:

*Perhaps you can speak with someone about the traditions of demon hunting in Impiltur and learn more about how to claim your share of these bounties.*

Invite the players to introduce and describe their characters at this time. The PCs may start separately if they choose to, but should come together either during or after Encounter 1 if this is the case.

# ENCOUNTER 1: HOW TO HUNT A DEMON

## SETUP

### Important NPCs:

**Haldar**, male halfling (a scribe at the New Sarshel archives might be used if the party chooses not to speak with Haldar)

From the introduction, the party should either go speak to Haldar or do their own research on demon-hunting in Impiltur. Haldar is a friendly halfling who gave up the life of adventuring after his first foray. He speaks to anyone of adventure and likes to assist both established and up and coming adventurers in their chosen profession. Haldar should recognize any PC that he has met previously in *IMPI1-1 Alone*, *IMPI1-2 Breaking Point*, *IMPI1-3 Lost Soul*, or *IMPI1-4 Bandits on the Farm*. Those who choose to do their own research might speak with a sage, a scribe at the New Sarshel archives (where public records are kept), or some other learned person in the ways of Impiltur's laws and traditions.

No matter what course the PCs choose to follow, if they ask questions about the laws and traditions of demon-hunting in Impiltur, they learn the information in Player's Handout 1. If you have limited time to run the adventure, you can give the players the handout and let them read it; if time permits though, role-playing this interaction out may be more fun for everyone involved.

Should the PCs choose to speak to Haldar, they can also gain the following information:

- The most renowned demon-hunting society in Impiltur is the Luminous Society.
- The best place to hunt demons in Impiltur for less experienced adventurers, is the area between New Sarshel and Lyrabar. Also Lyrabar's bounties are usually only for demons in this area.
- There are rumors of bandits and demons attacking the farms north of Lyrabar (see *IMPI1-4 Bandits on the Farm*).
- The Fraternity of Tharos regularly allies itself with demons in Impiltur and there are rumors that members of the Grand Council of Impiltur are also members of the Fraternity.
- Haldar can provide a letter of introduction to PCs who may wish to join the Luminous Society as he knows a few of the members.

- Haldar recommends the PCs journey to Lyrabar if they want to try and collect any of the bounties being offered as that would be the place to register.
- The road between New Sarshel and Lyrabar though regularly travelled and patrolled is not the safest of journeys and travelling in a group is always the safest way to travel in Impiltur.
- It is best to set out for Lyrabar in the morning in order to travel during day as the goblins and demon cults that plague the area favor the darkness. The trip to Lyrabar takes more than a day to complete.

PCs may have other questions about demons and demon-hunting in Impiltur and whether the PCs speak with Haldar or someone else, feel free to give them any information that might be commonly known about Impiltur or about demons. As the DM, use your best judgement to determine what might be commonly known to adventurers of these levels.

Once the PCs are finished speaking with Haldar or doing their own research into demon-hunting in Impiltur, they should be preparing to leave New Sarshel for Lyrabar. If the PCs are still separate as they pursued their own methods of gathering information on demon-hunting, they can all gather at the gates of New Sarshel and wait for 3 to 5 others to gather up to make the journey towards Lyrabar.

While waiting to depart New Sarshel, PCs notice a caravan preparing to leave New Sarshel with a DC 15 Perception check. One of the wagons appears to have damaged a wheel though and a few men are repairing the wheel. If the PCs ask to travel with the caravan, the leader asks them whether the PC could journey on ahead to make sure the way is clear while they are repairing the wagon. Goblins and demons often show themselves before a caravan reaches an area if an easier target comes by first. I could pay each of you a few gold coins when we reach Lyrabar. If the PCs refuse to leave ahead of the caravan, let them journey with it and adapt Encounter 2. The harbor is currently closed while customs agents investigate a recent spate of smuggling, preventing travel by sea.

## ENDING THE ENCOUNTER

Proceed to Encounter 2.

### TREASURE

There is no treasure to be gained in this encounter.

## ENCOUNTER 2: A FAMILY IN NEED

ENCOUNTER LEVEL 3 / 5 (750 / 1025 XP)

### SETUP

This encounter includes the following creatures (both for low and high level):

**1 evistro (carnage demon) (E)**

**3 gnoll claw fighters (C)**

**1 hyena (H)**

A small party of gnolls with an enslaved demon has waylaid a group of civilians at a campsite along the road ahead of the PCs. Depending on how the PCs left New Sarshel, the boxed text should be modified to reflect them being with the caravan or not.

*It is the second day of your journey, and you have been walking for the better part of the morning. The air is thick and sweltering. There is no hint of a breeze to relieve the oppressive heat. Peering up the road, you see several humanoid figures. Screams mingle with inhuman bellows and high-pitched, barking laughter.*

When the PCs get closer, they're able to see the whole grisly scene:

*Three mangy, scarred humanoids with heads like hyenas surround a muscular red demon. The claws of all four creatures drip with gore as they gleefully butcher several terrified people before your eyes. A hyena circles the site watchfully. A young woman and three small children huddle in a nearby wagon, crying out for help.*

### FEATURES OF THE AREA

**Trees:** Any square that contains mostly foliage counts as covering terrain. The center square of the big trees counts as blocking terrain.

**Boulders:** Squares with large boulders count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a creature to jump on top of the boulders and occupy that square.

**Bushes:** Any square that contains a bush counts as difficult terrain. Bushes grant concealment to creatures in or behind them.

**Ruined Wagon:** The raiding party has destroyed this wagon and killed the horse that pulled it. The wagon

counts as difficult terrain. It provides cover to creatures on, in, or behind it.

**Covered Wagon:** The woman and her children are hiding in the back of this wagon. The wagon is blocking terrain.

**Horse:** The raiding party hasn't gotten around to butchering this horse yet. The wagon's wheels are locked but the horse is still tethered to it. The horse rears and screams in terror until the combat is over. It attacks any creature that moves adjacent to it, but it is too frenzied to do any damage.

**Mound:** This small rise counts as open terrain.

### TACTICS

The evistro is a mindless, angry killing machine. It charges the nearest PC and keeps fighting until one of them is dead.

The gnolls, on the other hand, are used to fighting together. They move in to charge whatever appears to be the easiest prey. On the next round, they use their *mobile melee attack* to attack, move away, and then reposition for another charge. The gnolls rely on *pack attack* and do not fight alone. If one of the gnolls is forced to attack another target because of a mark, its companions abandon their prior prey and join in against the new opponent.

The hyena's primary role is to provide *pack attack* advantage to the gnolls. It cannot hit and run as the gnolls do, so its secondary purpose is to act as a distraction while the gnolls reposition.

When the PCs kill two of the gnolls and bloody the third, the bloodied gnoll attempts to flee back to its lair. The hyena accompanies its master, regardless of its condition. The evistro fights to the death.

### Scaling the Encounter

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove a claw fighter.

**Six PCs:** Add another claw fighter.

### ENDING THE ENCOUNTER

Once the PCs have defeated the marauders, proceed to Encounter 3.

### EXPERIENCE POINTS

The characters receive 150 / 205 experience points each for defeating the raiding party.

### TREASURE

The gnolls and demon have no treasure.

## ENCOUNTER 2: A FAMILY IN NEED STATISTICS (LOW LEVEL)

Hyena		Level 2 Skirmisher
Medium natural beast		XP 125
<b>Initiative</b> +5 <b>Senses</b> Perception +7; low-light vision		
<b>HP</b> 37; <b>Bloodied</b> 18		
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 12		
<b>Speed</b> 8		
m <b>Bite</b> (standard; at-will)		
+7 vs. AC; 1d6 + 3 damage; see also <i>pack attack</i> .		
<b>Pack Attack</b>		
A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena's allies.		
<b>Harrier</b>		
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.		
<b>Alignment</b> Unaligned		<b>Languages</b> -
<b>Str</b> 16 (+4)	<b>Dex</b> 15 (+3)	<b>Wis</b> 12 (+2)
<b>Con</b> 13 (+2)	<b>Int</b> 2 (-3)	<b>Cha</b> 5 (-2)

Gnoll Claw Fighter (level 3)		Level 3 Skirmisher
Medium natural humanoid		XP 150
<b>Initiative</b> +6 <b>Senses</b> Perception +5; low-light vision		
<b>HP</b> 46; <b>Bloodied</b> 23		
<b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 13, <b>Will</b> 12		
<b>Speed</b> 8; see also <i>mobile melee attack</i>		
m <b>Claw</b> (standard; at-will)		
+8 vs. AC; 1d6 + 3 damage or 1d6 + 5 damage while bloodied; see also <i>pack attack</i> below.		
M <b>Clawing Charge</b> (standard; at-will)		
The gnoll claw fighter makes two claw attacks against a single target when it charges.		
M <b>Mobile Melee Attack</b> (Standard; at-will)		
The gnoll claw fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attack.		
<b>Pack Attack</b>		
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.		
<b>Alignment</b> Chaotic evil		<b>Languages</b> Abyssal, Common
<b>Skills</b> Intimidate +7		
<b>Str</b> 19 (+6)	<b>Dex</b> 15 (+4)	<b>Wis</b> 12 (+3)
<b>Con</b> 14 (+4)	<b>Int</b> 9 (+1)	<b>Cha</b> 7 (+0)
<b>Equipment</b> leather armor		

Evistro (Carnage Demon) (level 4)		Level 4 Brute
Medium elemental magical beast (demon)		XP 175
<b>Initiative</b> +3 <b>Senses</b> Perception +3		
<b>HP</b> 70; <b>Bloodied</b> 35		
<b>AC</b> 14; <b>Fortitude</b> 16, <b>Reflex</b> 12, <b>Will</b> 12		
<b>Resist</b> 10 variable (1/encounter)		
<b>Speed</b> 6		
m <b>Claws</b> (standard; at-will)		
+7 vs. AC; 1d12 + 4 damage.		
M <b>Destructive Bite</b> (minor; at-will)		
Bloodied target only; +6 vs. AC; 1d6 + 4 damage.		
<b>Carnage</b>		
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.		
<b>Alignment</b> Chaotic evil		<b>Languages</b> Abyssal
<b>Str</b> 21 (+7)	<b>Dex</b> 12 (+3)	<b>Wis</b> 12 (+3)
<b>Con</b> 20 (+7)	<b>Int</b> 5 (-1)	<b>Cha</b> 7 (+0)



## ENCOUNTER 2: A FAMILY IN NEED STATISTICS (HIGH LEVEL)

Hyena (level 4)		Level 4 Skirmisher
Medium natural beast		XP 175
Initiative +6	Senses Perception +8; low-light vision	
HP 53; Bloodied 26		
AC 18; Fortitude 16, Reflex 15, Will 14		
Speed 8		
m Bite (standard; at-will)		
+9 vs. AC; 1d6 + 4 damage; see also <i>pack attack</i> .		
Pack Attack		
A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena's allies.		
Harrier		
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.		
Alignment Unaligned		Languages -
Str 16 (+5)	Dex 15 (+4)	Wis 12 (+3)
Con 13 (+3)	Int 2 (-2)	Cha 5 (-1)

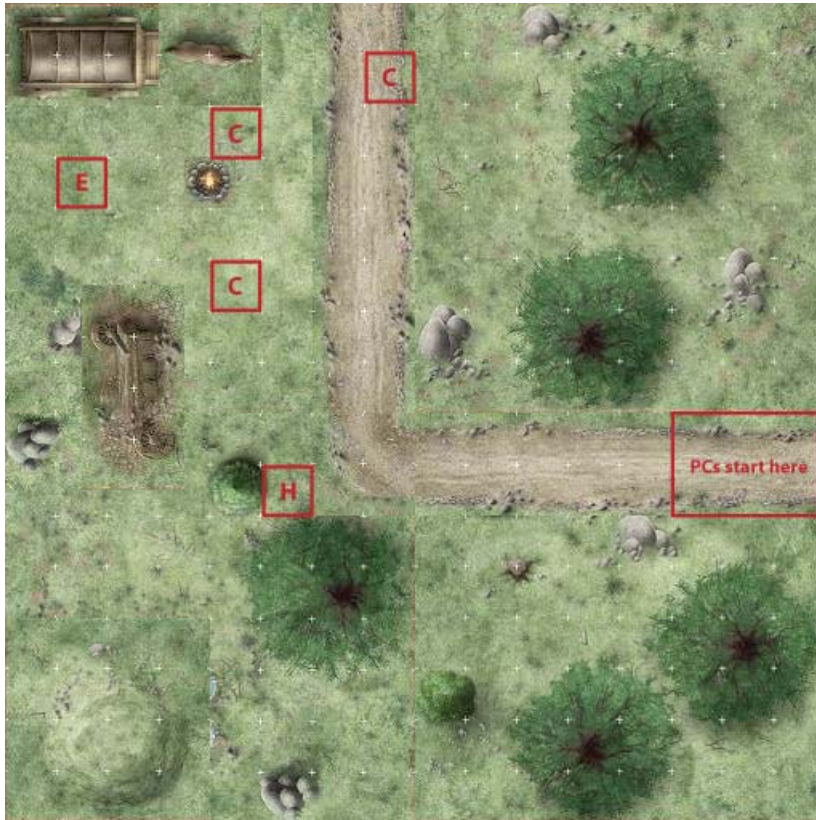
Gnoll Claw Fighter (level 5)		Level 5 Skirmisher
Medium natural humanoid		XP 200
Initiative +7      Senses Perception +6; low-light vision		
HP 62; Bloodied 31		
AC 19; Fortitude 17, Reflex 15, Will 14		
Speed 8; see also <i>mobile melee attack</i>		
m <b>Claw</b> (standard; at-will)		
+10 vs. AC; 1d6 + 4 damage or 1d6 + 6 damage while bloodied; see also <i>pack attack</i> below.		
M <b>Clawing Charge</b> (standard; at-will)		
The gnoll claw fighter makes two claw attacks against a single target when it charges.		
M <b>Mobile Melee Attack</b> (Standard; at-will)		
The gnoll claw fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attack.		
<b>Pack Attack</b>		
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.		
<b>Alignment</b> Chaotic evil		<b>Languages</b> Abyssal, Common
<b>Skills</b> Intimidate +8		
<b>Str</b> 19 (+7)	<b>Dex</b> 15 (+5)	<b>Wis</b> 12 (+4)
<b>Con</b> 14 (+5)	<b>Int</b> 9 (+2)	<b>Cha</b> 7 (+1)
<b>Equipment</b> leather armor		

Evistro (Carnage Demon)		Level 6 Brute
Medium elemental magical beast (demon)		XP 250
Initiative +4	Senses Perception +4	
HP 90; Bloodied 45		
AC 16; Fortitude 18, Reflex 14, Will 14		
Resist 10 variable (1/encounter)		
Speed 6		
m Claws (standard; at-will)		
9 vs. AC; 1d12 + 5 damage.		
M Destructive Bite (minor; at-will)		
Bloodied target only; +8 vs. AC; 1d6 + 5 damage.		
Carnage		
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.		
Alignment Chaotic evil		Languages Abyssal
Str 21 (+8)	Dex 12 (+4)	Wis 12 (+4)
Con 20 (+8)	Int 5 (0)	Cha 7 (+1)

## ENCOUNTER 2: A FAMILY IN NEED MAP

### TILE SETS NEEDED

*Ruins of the Wild* x1



## ENCOUNTER 3: ANNALI'S STORY

### SETUP

#### Important NPCs:

**Annali**, female human embittered survivor

The woman in the wagon quickly regains her composure. She's a moon-faced, dark-haired human in her early 20s, tanned and fit from a lifetime of farming. Her name is Annali.

The woman offers the PCs her heartfelt thanks and begs them to stay for a while to help her, but doesn't engage with the PCs any further until the children are asleep.

Once everything is quiet, Annali asks the PCs to help her collect the bodies and hide them from the children. Two families have perished—ten people in all. The victims span three generations: Annali's fellow farmers, their parents, and their children. Then she tells her story and answers the PCs' questions. This is what Annali knows:

- Annali recognizes any PCs who played *IMPI1-4 Bandits on the Farm* and blames them for this demon onslaught throughout the conversation. This is more bitterness than hatred. She tones down the venom a bit due to the PCs' timely arrival and aid in saving the lives of her and the children, but her bias against adventurers is still quite clear.
- PCs who argue their innocence in a non-threatening way alleviate some of Annali's distrust.
- Annali and her children fled their farm in the nearby countryside the day before yesterday after seeing plumes of black smoke from burning fields nearby. Lyrabar is the closest major city, so that's where she's heading.
- Her traveling companions were two other families from neighboring farms. They were waiting at this waypoint to join up with a larger caravan from New Sarshel that makes regular trips to Lyrabar.
- The gnolls who attacked Annali said something about "more fresh meat for the feast tonight." She fears that the raiders have already captured other travelers.
- Sporadic raids are common in the area. Raiding parties are comprised of humans, gnolls, and demons similar to the ones the PCs have just slain.

- The raiders thoroughly ransack the property of their victims. Then the gnolls and demons eat the dead. Occasionally the raiders take captives, but not often.
- Local survivors say that the raiding parties come from the foothills to the north.
- Everyone knows that the government is worthless. More and more people are fleeing for the cities and ports.
- This is the fault of (you and) those other adventurers who interfered before - the attacking of the bandits led them to release these demons. (These events occurred in *IMPI1-4 Bandits on the Farm*)

Annali is extremely rancorous toward demon hunters. Her scorn overshadows even her bitterness towards the adventurers she believes caused this onslaught. In her view, the hunters are morally bankrupt: they hunt down glamorous enemies for money and fame, while the real threat—human and gnoll raiders—kill and pillage without consequence. Adventurers are just meddling idiots who do not understand the consequences of their so-called help.

If the PCs tell Annali that they are demon hunters, her demeanor toward them changes for the worse. Emphasize this as well as the participation of any previous PCs in the bandit attack—calling the PCs' motivations into question or making them feel like this is all their fault is a great way to inspire them to move forward.

Some PCs may react to Annali's attitude with venom or intimidation. If this happens, Annali appeals to the other PCs in the group for mercy and compassion. If the whole group is hostile, her demeanor changes from bitterness to fear. In this case, she offers the PCs the money and goods of her deceased companions as payment and begs the PCs to let her go along her way.

Annali begs the PCs to hunt down the raiders' base. If they do not, she says, "Then who will? How many more innocent people will die because their killers aren't a source of profit?" or "Then who will? How many more innocents must die because you didn't finish the job the first time around?" If the PCs hesitate, she mentions again (or for the first time) that she believes the gnolls have more living captives at this time based on their statement of "more fresh meat for the feast tonight". She bitterly offers the PCs the money and the goods of her deceased companions as payment if the PCs are still hesitant and tosses out a few insults like "vultures" and "no better than the gnolls."

She is expecting the next caravan within hours. She would prefer to simply hide and wait so the PCs can

pick up the fresh trail, but she is willing to wait with the PCs if they are unwilling to leave her.

The PCs may want to take Annali and her family straight to Lyrabar. If the PCs suggest this option, Annali demurs. It takes less time to just wait for the caravan, and she worries about the fate of the possible prisoners at the gnoll lair.

## ENDING THE ENCOUNTER

The PCs can easily track the raiding party back to its lair. If one of the gnolls escaped, it leaves a trail of blood and broken foliage in its wake. If not, there are ample signs of the evistro's passage (trampled plants, eviscerated wildlife, and so forth). It takes the PCs about two hours to track the raiding party back to its source.

Alternatively, the PCs can interrogate any of the gnolls they have captured or knocked unconscious. Gnolls are cowardly and cunning, so role-play the captive accordingly. It gives the PCs the real location of the lair and can reveal there are other captives in the gnoll lair for food, but everything else it says are lies and half-truths. It wants to get away and warn the mezzodemon about the PCs.

PCs who have played other Impiltur adventures may decide to take any or all of the evistro as a trophy. Make a note of this if it happens—it affects the NPC interactions in Encounter 7.

## TREASURE

The deceased families left home with everything they owned. They have money, gems, heirlooms, and other valuables totaling 5 / 10 gp each. If the PCs do not take the gold, they find it in the gnoll lair in Encounter 4.

The PCs should gain this only if they force Annali to pay them for their services.

## ENCOUNTER 4: THE GNOLL LAIR

ENCOUNTER LEVEL 5 / 7 (1000 / 1500 XP)

### SETUP

This encounter includes the following creatures.

1 **choker demon** (C) (cavern choker)

1 **gnoll demonic scourge** (D)

2 **gnoll marauders** (M)

2 **gnoll huntmasters** (H)

Non-Combatants:

**Kosef Shemov** (human farmer captive) (K)

**Miri Shemov** (Kosef's wife)

**Randal Shemov** (Kosef's 10 year old)

**Kara Shemov** (Kosef's 6 year old daughter)

The gnolls have made their home inside a small cave system in the foothills. Vines, trees, and undergrowth surround the area.

With the mezzodemon's help, the gnolls have enslaved a choker demon to guard the entrance to the lair. There are no other guards present at the time the PCs arrive.

*You smell the lair before you see it. The odor of unwashed dog blankets the area, mingling unpleasantly with the acrid stink of carrion in the oppressive afternoon heat. You hear the distinctive yips and barks of your quarry in the distance up ahead.*

There are enough trees and undergrowth for the PCs to approach stealthily. Use the choker demon's passive perception as the DC for the Stealth check. If the PCs choose to approach together, have them make a group check using the lowest Stealth skill in the group. A successful check gives the PCs a surprise round.

If the PCs fail the Stealth check or choose not to approach stealthily, the choker demon notices them and combat proceeds as normal.

Once the PCs are in visual range of the cavern mouth, read or paraphrase the following:

*Here, at last, is the source of the overpowering stench. At the other side of a small glade, you see a cave leading into the hillside. The towering rock face is overgrown with vines, lichen, and scrub. Bones and offal litter the glade near the cave mouth.*

The choker demon lurks on the rock face, three squares above the ground. Compare the choker demon's Stealth check result to the passive perception of each PC. If none of the PCs notice the choker demon and the demon notices them, it attacks the first PC who comes within reach during the surprise round.

When the PCs first see the choker demon, read or paraphrase the following:

*The demon's limbs are incredibly flexible and long, almost like tentacles. Instead of ending in hands and feet, these limbs end in starfish-shaped pads covered with hundreds of tiny bone spikes. The patterns on its mottled skin shift to match its surroundings, and its yellow eyes burn with hatred.*

### FEATURES OF THE AREA

**Illumination:** Full sunlight grants bright illumination outside. Torches inside the caverns provide dim illumination.

**Trees:** Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees counts as blocking terrain.

**Boulders:** Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a creature to jump on top of the boulders and occupy that square.

**Bushes:** Any square that contains a bush counts as difficult terrain. Bushes grant concealment to creatures in or behind them.

**Spiral Stairs:** The gnolls have hewn out a steep, cramped spiral staircase on either side of the cave mouth. Each set of stairs ends at a small sniper's nest carved out of the hill face. The nest is camouflaged by vines and scrub. It grants concealment to anyone inside. The stairs count as difficult ground. Each square rises five feet, so the sniper nests are three squares above the ground.

**Cave Mouth and Corridors:** The cave mouth and corridors are two squares tall.

**Caverns:** The caverns open up into taller ceilings of four squares in height.

**Straight Stairs:** This terrain feature isn't a staircase per se. The ground slopes sharply upward toward the small cave. Moving upward is difficult terrain. Moving downward is normal terrain. The gnoll huntmasters can target anyone coming up the slope with no difficulty from their sniper nests at the top.

**Cage:** The Shemovs are chained inside a makeshift cage made of eight-foot wooden stakes lashed together

with leather straps. The lock is flimsy and easily broken (no check required).

## TACTICS

The choker demon uses its *chameleon hide* to lurk on the rock face, three squares above the ground. When a PC moves within its reach, it attacks with its *tentacle claw*. Once it has a PC grabbed so it can use *body shield*, it uses *choke* on that PC until the PC is unconscious.

Meanwhile, the gnolls scramble to grab their weapons and join the fight. The choker fights alone for the 1<sup>st</sup> round of combat as the gnolls take up arms. In the 2<sup>nd</sup> round, the marauders charge out the front entrance to engage the nearest PC (preferably a grabbed PC) while the huntmasters take up their sniper positions and shoot the same target. The huntmasters can enter their sniper nests from a ledge that leads back to the main room and do not need the slope at the front to get to these positions.

The demonic scourge joins the fight on the following round. All the gnolls work together to get the maximum benefit from *pack attack*. They use the cave mouth to their advantage as a choke point (no pun intended).

The gnolls and choker demon fight to the death.

If you have the time and interest, you can add an interesting role-playing twist to this encounter by introducing a hostage situation. When the tide starts to turn against the gnolls, one of the huntmasters may abandon its post and race back to the prison cavern. The gnoll uses Miri or one of the children as its hostage to try and make its escape. It has no qualms about killing the hostage if necessary. Kosef should survive to guide the PCs toward the next encounter.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Decrease the level of all opponents by 1 by subtracting 1 from all attacks and defenses and also subtract additional hit points as follows:

- 8 from the choker demon (cavern choker)
- 10 from the gnoll demonic scourge and both gnoll marauders
- 6 from both gnoll huntmasters

**Six PCs:** Increase the level of all opponents by 1 by adding +1 to all attacks and defenses and also add additional hit points as follows:

- 8 to the choker demon (cavern choker)
- 10 to the gnoll demonic scourge and both gnoll marauders
- 6 to both gnoll huntmasters

## ENDING THE ENCOUNTER

The PCs find the captives chained up in one of the caverns. They are in pretty poor shape—clawed, bruised, filthy, and starving. PCs who have played *IMPII-4 Bandits on the Farm* should recognize Kosef and his family. For those who do not recognize the family, Kosef introduces himself and his family.

If the PCs do not fully explore the caverns, the family shouts for help in order to get the PCs' attention.

If the PCs accompany Annali to Lyrabar before going to the lair, the gnolls have eaten Kosef's family. Kosef himself is still alive.

If you use the hostage option above, make note of whether the gnoll kills the hostage or not. If it does, note which family member/s die/s.

Proceed to Encounter 5.

## EXPERIENCE POINTS

The characters receive 200 / 300 experience points each for clearing out the gnoll lair.

## TREASURE

The gnolls have accumulated a small stash of treasure totaling 20 / 25 gp for each PC. If the PCs did not take the gold in Encounter 3, they find an addition 5 / 10 gp each.

## ENCOUNTER 4: THE GNOLL LAIR STATISTICS (LOW LEVEL)

Cavern Choker	Level 4 Lurker
Small natural humanoid	XP 175
<b>Initiative</b> +9 <b>Senses</b> Perception +3; darkvision	
<b>HP</b> 42; <b>Bloodied</b> 21	
<b>AC</b> 17 (see also <i>chameleon hide</i> ); <b>Fortitude</b> 15, <b>Reflex</b> 15, <b>Will</b> 13	
<b>Speed</b> 6, climb 6 (spider climb)	
m <b>Tentacle Claw</b> (standard; at-will)	
Reach 2; +19 vs. AC; 1d8 + 3 damage and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the escape check.	
M <b>Choke</b> (standard; at-will)	
Grabbed target only; +9 vs. Fort; 1d8 + 3 damage.	
<b>Body Shield</b> (immediate interrupt; when targeted by a melee or ranged attack against Reflex or AC; recharges when the choker makes a successful <i>tentacle claw</i> or <i>choke</i> attack)	
The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.	
<b>Chameleon Hide</b> (minor; at-will)	
The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing a creature or while grabbed.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Stealth +10	
<b>Str</b> 17 (+5)	<b>Dex</b> 17 (+5) <b>Wis</b> 13 (+3)
<b>Con</b> 12 (+3)	<b>Int</b> 6 (+0) <b>Cha</b> 6 (+0)

Gnoll Demonic Scourge (level 6)	Level 6 Brute (Leader)
Medium natural humanoid	XP 250
<b>Initiative</b> +5 <b>Senses</b> Perception +6; low-light vision	
<b>Leader of the Pack</b> aura 5; allies in the aura gain a +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.	
<b>HP</b> 86; <b>Bloodied</b> 43	
<b>AC</b> 18; <b>Fortitude</b> 19, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Speed</b> 5	
m <b>Heavy Flail</b> (standard; at-will) ♦ <b>Weapon</b>	
+11 vs. AC; 2d6 + 4 damage or 2d6 + 6 damage while bloodied; against a bloodied enemy, this attack also knocks the target prone; see also <i>pack attack</i> .	
<b>Bloodthirst</b>	
If the gnoll demonic scourge bloodies an enemy with a melee attack, an ally adjacent to the enemy can make a melee attack against that enemy as an immediate reaction.	
<b>Overwhelming Attack</b> (free; encounter)	
The gnoll demonic scourge applies its <i>bloodthirst</i> power to two allies instead of one.	
<b>Pack Attack</b>	
The gnoll demonic scourge deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll demonic scourge's allies adjacent to it.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Insight +9, Intimidate +12, Religion +9	
<b>Str</b> 20 (+8)	<b>Dex</b> 14 (+5) <b>Wis</b> 12 (+4)
<b>Con</b> 16 (+6)	<b>Int</b> 13 (+4) <b>Cha</b> 15 (+5)
<b>Equipment</b> heavy flail, hide armor	

Gnoll Marauder (level 4)	Level 4 Brute
Medium natural humanoid	XP 175
<b>Initiative</b> +4 <b>Senses</b> Perception +6; low-light vision	
<b>HP</b> 64; <b>Bloodied</b> 32	
<b>AC</b> 16; <b>Fortitude</b> 16, <b>Reflex</b> 13, <b>Will</b> 13	
<b>Speed</b> 7	
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+8 vs. AC; 1d6 + 7 damage or 1d8 + 7 damage while bloodied; see also <i>quick bite</i> and <i>pack attack</i> .	
M <b>Quick Bite</b> (free, when gnoll marauder hits a bloodied enemy; at-will)	
The gnoll marauder makes a bite attack against the same target; +5 vs. AC; 1d6 + 1 damage or 1d6 + 3 damage while bloodied.	
<b>Pack Attack</b>	
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Intimidate +9, Stealth +9	
<b>Str</b> 20 (+7)	<b>Dex</b> 14 (+3) <b>Wis</b> 14 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 9 (+0) <b>Cha</b> 7 (+0)
<b>Equipment</b> leather armor, light shield, spear	

Gnoll Huntmaster (level 3)	Level 3 Artillery
Medium natural humanoid	XP 150
<b>Initiative</b> +5 <b>Senses</b> Perception +10; low-light vision	
<b>HP</b> 38; <b>Bloodied</b> 19	
<b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 15, <b>Will</b> 12	
<b>Speed</b> 7	
m <b>Handaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+7 vs. AC; 1d6 + 2 damage or 1d6 + 4 damage while bloodied; see also <i>pack attack</i> .	
R <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +8 vs. AC; 1d10 + 3 damage or 1d10 + 5 damage while bloodied; see also <i>pack attack</i> .	
<b>Pack Attack</b>	
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Intimidate +6, Stealth +10	
<b>Str</b> 16 (+4)	<b>Dex</b> 19 (+5) <b>Wis</b> 14 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 8 (+0) <b>Cha</b> 7 (+0)
<b>Equipment</b> leather armor, handaxe, longbow, arrows (30)	



## ENCOUNTER 4: THE GNOLL LAIR STATISTICS (HIGH LEVEL)

Cavern Choker (Level 6) Small natural humanoid	Level 6 Lurker XP 250
<b>Initiative</b> +10 <b>Senses</b> Perception +4; darkvision	
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 19 (see also <i>chameleon hide</i> ); <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 15	
<b>Speed</b> 6, climb 6 (spider climb)	
m <b>Tentacle Claw</b> (standard; at-will)	
Reach 2; +11 vs. AC; 1d8 + 4 damage and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the escape check.	
M <b>Choke</b> (standard; at-will)	
Grabbed target only; +11 vs. Fort; 1d8 + 4 damage.	
<b>Body Shield</b> (immediate interrupt; when targeted by a melee or ranged attack against Reflex or AC; recharges when the choker makes a successful tentacle claw or choke attack)	
The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.	
<b>Chameleon Hide</b> (minor; at-will)	
The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing a creature or while grabbed.	
<b>Alignment</b> Unaligned <b>Languages</b> Common	
<b>Skills</b> Stealth +11	
<b>Str</b> 17 (+6)	<b>Dex</b> 17 (+6)
<b>Con</b> 12 (+4)	<b>Int</b> 6 (+1)
	<b>Wis</b> 13 (+4)
	<b>Cha</b> 6 (+1)

Gnoll Demonic Scourge Medium natural humanoid	Level 8 Brute (Leader) XP 350
<b>Initiative</b> +6 <b>Senses</b> Perception +7; low-light vision	
<b>Leader of the Pack</b> aura 5; allies in the aura gain a +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.	
<b>HP</b> 106; <b>Bloodied</b> 53	
<b>AC</b> 20; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 5	
m <b>Heavy Flail</b> (standard; at-will) ♦ <b>Weapon</b>	
+13 vs. AC; 2d6 + 5 damage or 2d6 + 7 damage while bloodied; against a bloodied enemy, this attack also knocks the target prone; see also <i>pack attack</i> .	
<b>Bloodthirst</b>	
If the gnoll demonic scourge bloodies an enemy with a melee attack, an ally adjacent to the enemy can make a melee attack against that enemy as an immediate reaction.	
<b>Overwhelming Attack</b> (free; encounter)	
The gnoll demonic scourge applies its bloodthirst power to two allies instead of one.	
<b>Pack Attack</b>	
The gnoll demonic scourge deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll demonic scourge's allies adjacent to it.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Insight +10, Intimidate +13, Religion +10	
<b>Str</b> 20 (+9)	<b>Dex</b> 14 (+6)
<b>Con</b> 16 (+7)	<b>Int</b> 13 (+5)
	<b>Wis</b> 12 (+5)
	<b>Cha</b> 15 (+6)
<b>Equipment</b> heavy flail, hide armor	

Gnoll Marauder Medium natural humanoid	Level 6 Brute XP 250
<b>Initiative</b> +5 <b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 84; <b>Bloodied</b> 42	
<b>AC</b> 18; <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 15	
<b>Speed</b> 7	
m <b>Spear</b> (standard; at-will) <b>Weapon</b>	
+10 vs. AC; 1d6 + 6 damage or 1d8 + 8 damage while bloodied+ see also <i>pack attack</i> .	
M <b>Quick Bite</b> (free, when gnoll marauder hits a bloodied enemy; at-will)	
The gnoll marauder makes a bite attack against the same target; +7 vs. AC; 1d6 + 2 damage or 1d6 + 4 damage while bloodied.	
<b>Pack Attack</b>	
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Intimidate +8, Stealth +10	
<b>Str</b> 20 (+8)	<b>Dex</b> 14 (+5)
<b>Con</b> 14 (+5)	<b>Int</b> 9 (+1)
	<b>Wis</b> 14 (+5)
	<b>Cha</b> 7 (+1)
<b>Equipment</b> leather armor, light shield, spear	

Gnoll Huntmaster Medium natural humanoid	Level 5 Artillery XP 200
<b>Initiative</b> +6 <b>Senses</b> Perception +11; low-light vision	
<b>HP</b> 50; <b>Bloodied</b> 25	
<b>AC</b> 19; <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 14	
<b>Speed</b> 7	
m <b>Handaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d6 + 3 damage or 1d6 + 5 damage while bloodied+ see also <i>pack attack</i> .	
R <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +10 vs. AC; 1d10 + 4 damage or 1d10 + 6 damage while bloodied; see also <i>pack attack</i> .	
<b>Pack Attack</b>	
The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Intimidate +7, Stealth +11	
<b>Str</b> 16 (+5)	<b>Dex</b> 19 (+6)
<b>Con</b> 14 (+4)	<b>Int</b> 8 (+1)
	<b>Wis</b> 14 (+4)
	<b>Cha</b> 7 (+0)
<b>Equipment</b> leather armor, handaxe, longbow, arrows (30)	



## ENCOUNTER 4: THE GNOLL LAIR

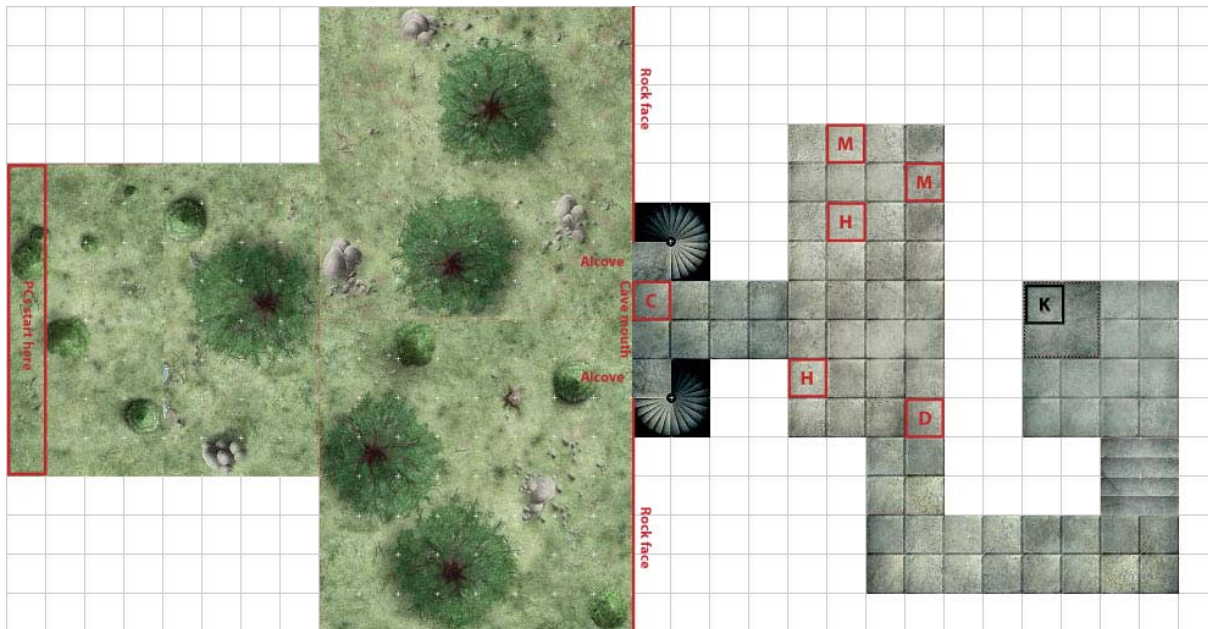
### TILE SETS NEEDED

*Ruins of the Wild* x1

*Dungeon Tiles* x1

*Hidden Crypts* x1

**Note:** The gray tiles are the cave - these tiles worked better than the cave tiles for the area desired.



## ENCOUNTER 5: THE SHEMOV'S STORY

### SETUP

#### Important NPCs:

**Kosef Shemov** (male human farmer captive)

**Miri Shemov** (Kosef's wife)

**Randal Shemov** (Kosef's 10 year old)

**Kara Shemov** (Kosef's 6 year old daughter)

As with Annali in Encounter 2, Kosef (who did not want the adventurers' help to begin with in the previous adventure) is incredibly disdainful of the PCs. His wife, if she survived, is again the voice of reason. She reminds him that the PCs have saved the family from a gruesome death. Kosef is grateful enough for the rescue that he is willing to speak to the adventurers.

If Miri or either of the children are dead, Kosef still talks to the PCs but his demeanor is quite different. He is angry and blames the PCs for all that has happened. The desire for revenge consumes him and pervades his speech throughout this encounter.

Kosef (and possibly Miri) know the following:

- About a week ago, raiders attacked their farm.
- The raiding party was human, much like the bandits before, but they appeared to have military training.
- The raiders were led by some kind of dark sorcerer.
- The whole family together with a couple of farmhands was taken captive. The raiders covered the captives' eyes and marched them for the better part of a day.
- When the journey finally ended and the captives' eyes were uncovered, they were in a windowless, unfurnished stone cell with a heavy wooden door.
- They spent several days chained in the cell with a minimal amount of food and water. When their captors finally hauled them out, they found that the cell was actually a small outbuilding of an old stone manor.
- Kosef was afraid that they would all be sold into slavery, but what actually happened was much worse. Their captors led them to the front of the mansion and forced all of them to their knees before a horrific insectoid creature. The creature stood at least ten feet tall on two of its six clawed legs. Its bulbous eyes burned an

unearthly green, and it gripped a huge black trident in two of its claws.

- The nightmare creature spoke in a terrible language to the four humanoid hyena creatures that accompanied it. The two parties spoke at some length before appearing to come to an agreement. The hyena creatures yanked the captives to their feet and led them away.
- The captives travelled for another day and night before arriving at this cave.
- Before entering the cave, the hyena-things unchained the farmhand and fed him to the gate guardian. The things forced their captives to watch as the farmhand was devoured. Then they took the Shemov family inside and chained them up here.
- They took the last of the farmhands yesterday, and they forced the family to watch again.
- Kosef took note of some landmarks and the position of the sun on his journey. He is confident that he can point the PCs in the right direction toward the manor.

Kosef urges the PCs to find the demon and avenge those that were slain (possibly due to the PCs' previous interference). If any of Kosef's family was slain, he clearly wants to come along and fight, but he can hardly stand. He comply with any reasonable plan the PCs propose.

### ENDING THE ENCOUNTER

Play up the urgency of the situation to discourage the players from taking an extended rest in this defensible position. If it looks like the PCs are going to stay the night, here are some ideas to get them moving:

- Kosef (if none of the PCs participated in IMPI1-4 Bandits on the Farm) suggest that there is enough daylight left for the PCs to make it to the manor and launch an attack under cover of night.
- Miri tells the PCs that the raiders are killing innocent people with every moment that the PCs delay.

If the players still settle in for an extended rest, trigger the next encounter before the rest is complete. Use this map and modify the setup as necessary.

## ENCOUNTER 6: THE HUNTERS, HUNTED

ENCOUNTER LEVEL 7 / 9 (1278 / 2000 XP)

### SETUP

This encounter includes the following creatures.

**1 mezzodemon (M)**

**1 cultist warlock (W)**

**2 cultist strongarms (B)** (bounty hunter strongarm)

**6 cultist troops (C)** (human cultist)

Unbeknownst to the PCs, the mezzodemon and its retinue are already en route to the gnoll lair. The demon, in its paranoid greed, has decided that the gnolls tried to cheat it in their most recent transaction. The demon intends to pay the gnolls a surprise visit to determine whether or not they are dealing in good faith.

The PCs encounter the mezzodemon's party shortly after leaving the gnoll lair. If they decide to take an extended rest at the lair, the mezzodemon's party will reach the lair before the rest is complete. In that case, use the map for encounter 4.

The mezzodemon's party is not stealthy—they are soldiers, not scouts. PCs hear the mezzodemon and its retinue tramping through the underbrush. The PCs won't have enough time to hide or set up an ambush, but they are able to ready their weapons.

When the PCs detect the mezzodemon's party, read or paraphrase the following, modifying the description as necessary if the party tried to take an extended rest:

*As you slog your way through the afternoon heat in search of the raiders' monstrous leader, you hear the sound of bodies moving toward you through the woods ahead. The source of the sound becomes immediately apparent as your quarry marches into view, surrounded by its retinue with weapons at the ready. In a high, unearthly voice, the creature hisses, "Worthy meat. I will have your souls, little fleshlings, and all of your lovely shining possessions." With that, the creature and its retinue attack!*

### FEATURES OF THE AREA

**Trees:** Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees counts as blocking terrain.

**Boulders:** Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or

DC 10 Athletics check with a running start) allows a creature to jump on top of the boulders and occupy that square.

**Bushes:** Any square that contains a bush counts as difficult terrain (2 squares). Bushes grant concealment to creatures in or behind them.

**Fallen Log:** The two diagonal squares containing the bulk of the fallen log count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a creature to jump on top of the log and occupy those squares.

### TACTICS

The mezzodemon's followers are experienced soldiers. They fight intelligently and are unafraid to take calculated risks. All of the combatants are well aware of their fellows' capabilities and work to maximize the effect of each attack.

The cultist troops act as the front line, tying up PCs so the demon and the strongarms can use their reach to best advantage. The troops know they are vulnerable to area attacks, so they try to avoid bunching up too much.

The mezzodemon, with its high attack bonus and restraining ability, attempts to pin down the party's most dangerous defender. The demon works in concert with one or both of the strongarms.

The warlock hangs back to use his ranged attacks against targets of opportunity. His attacks affect Fortitude and Will, so he concentrates on PCs who seem likely to be low in these two defenses. The warlock uses *inescapable hex* to support the mezzodemon's *skewering times* as well as the warlock's own *desiccating curse*.

The mezzodemon's followers fight to the death to protect their leader. The mezzodemon itself attempts a fighting retreat once it becomes bloodied. If escape appears impossible, it tries to bargain or threaten its way out of the situation. The demon does not allow itself to be put in a defenseless position. It does, however, pretend to go along with the PCs' wishes if it thinks it can find an opening to betray the PCs and kill them.

### SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

**Four PCs:** Remove one cultist strongarm.

**Six PCs:** Add one cultist warlock.

## ENDING THE ENCOUNTER

When the PCs defeat the creatures, allow them a short rest. Then proceed immediately to Encounter 7 before the PCs get moving again.

The PCs find some blood-soaked letters on the mezzodemon's corpse. They seem to indicate that someone of importance is summoning demons in Impiltur.

## EXPERIENCE POINTS

The characters receive 255 / 400 experience points each for defeating the mezzodemon and its retinue.

## TREASURE

The mezzodemon has a bundle of blood soaked letters on it if it is defeated. See the story item at the end of the adventure for more information.

## ENCOUNTER 6: THE HUNTERS, HUNTED STATISTICS (LOW LEVEL)

Mezzodemon (level 7)	Level 7 Soldier
Medium elemental humanoid (demon)	XP 350
<b>Initiative</b> +7 <b>Senses</b> Perception +11; darkvision	
<b>HP</b> 81; <b>Bloodied</b> 40	
<b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 18, <b>Will</b> 19	
<b>Resist</b> 20 poison, 10 variable (2/encounter)	
<b>Speed</b> 6	
m <b>Trident</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +14 vs. AC; 1d8 + 3 damage.	
M <b>Skewering Tines</b> (standard; sustain standard; at-will) ♦ <b>Weapon</b>	
Requires trident; reach 2; +14 vs. AC; 1d8 + 3 damage, ongoing 5 damage, and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.	
C <b>Poison Breath</b> (standard; recharge 5-6) ♦ <b>Poison</b>	
Close blast 3; targets enemies; +12 vs. Fort; 2d6 + 1 poison damage and ongoing 5 poison damage (save ends).	
<b>Alignment</b> Chaotic evil <b>Languages</b> Abyssal, Common	
<b>Skills</b> Intimidate +9	
<b>Str</b> 20 (+8)	<b>Dex</b> 15 (+5) <b>Wis</b> 16 (+6)
<b>Con</b> 17 (+6)	<b>Int</b> 10 (+3) <b>Cha</b> 13 (+4)
<b>Equipment</b> trident	

Bounty Hunter Strongarm (level 6)	Level 6 Soldier
Medium natural humanoid	XP 250
<b>Initiative</b> +4 <b>Senses</b> Perception +11; low-light vision	
<b>HP</b> 90; <b>Bloodied</b> 45	
<b>AC</b> 18; <b>Fortitude</b> 19, <b>Reflex</b> 16, <b>Will</b> 18	
<b>Speed</b> 5	
m <b>Greataxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+9 vs. AC; 1d12 + 8 damage.	
C <b>Clear the Area</b> (standard; recharge 6) <b>Weapon</b>	
Requires greataxe; close burst 1; +7 vs. AC; 2d12 + 10 damage and the target is pushed 1 square.	
<b>Brute Rush</b>	
When a bounty hunter strongarm makes a bull rush attack, he pushes the target 2 squares instead of 1 square.	
<b>Stand Your Ground</b>	
When an effect forces the bounty hunter strongarm to move—through a push, a pull, or a slide—the bounty hunter strongarm moves 1 square less than the effect specifies. When an attack would knock the bounty hunter strongarm prone, the bounty hunter strongarm can roll a saving throw to avoid falling prone.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, dwarven	
<b>Str</b> 13 (+4)	<b>Dex</b> 12 (+4) <b>Wis</b> 16 (+6)
<b>Con</b> 18 (+7)	<b>Int</b> 11 (+3) <b>Cha</b> 8 (+2)
<b>Equipment</b> leather armor, greataxe	

Human Cultist (level 3)	Level 3 Minion
Medium natural humanoid	XP 38
<b>Initiative</b> +6 <b>Senses</b> Perception +4	
<b>HP</b> 1; a missed attack never damages a minion	
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 15, <b>Will</b> 15	
<b>Speed</b> 6	
m <b>Longsword</b> (standard; at-will) <b>Weapon</b>	
+7 vs. AC; 3 damage.	
<b>Mob Rule</b>	
A cultist troop gains a +2 power bonus to all defenses while at least two other human cultists are within 5 squares of it.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Str</b> 19 (+5)	<b>Dex</b> 14 (+3) <b>Wis</b> 14 (+3)
<b>Con</b> 15 (+3)	<b>Int</b> 11 (+1) <b>Cha</b> 10 (+1)
<b>Equipment</b> chain armor, longsword	

Cultist Warlock (level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
<b>Initiative</b> +4 <b>Senses</b> Perception +8	
<b>HP</b> 51; <b>Bloodied</b> 25	
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 20	
<b>Speed</b> 6	
m <b>Fell Touch</b> (standard; at-will) ♦ <b>Fear, Psychic</b>	
+11 vs. Ref; 1d8 + 3 psychic damage and the target is pushed 2 squares.	
r <b>Desiccating Curse</b> (standard; at-will)	
Ranged 10; +11 vs. Fort; 2d6 + 2 damage and the target takes a -2 penalty to all defenses (save ends).	
R <b>Scour the Cursed</b> (standard; at-will)	
Ranged 10; +11 vs. Will; 2d6 + 2 damage and if the target is subject to the penalties of Desiccating Curse, it takes an extra 2d6 damage.	
<b>Inescapable Hex</b> (immediate reaction, when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, using the second result.	
<b>Alignment</b> Evil <b>Languages</b> Common	
<b>Skills</b> Arcana +10, Bluff +11, History +10	
<b>Str</b> 12 (+4)	<b>Dex</b> 12 (+4) <b>Wis</b> 11 (+3)
<b>Con</b> 13 (+4)	<b>Int</b> 14 (+5) <b>Cha</b> 16 (+6)
<b>Equipment</b> leather armor	

## ENCOUNTER 6: THE HUNTERS, HUNTED STATISTICS (HIGH LEVEL)

Mezzodemon (level 10)	Level 10 Soldier
Medium elemental humanoid (demon)	XP 500
<b>Initiative</b> +9 <b>Senses</b> Perception +13; darkvision	
<b>HP</b> 105; <b>Bloodied</b> 52	
<b>AC</b> 26; <b>Fortitude</b> 24, <b>Reflex</b> 21 <b>Will</b> 22	
<b>Resist</b> 20 poison, 10 variable (2/encounter)	
<b>Speed</b> 6	
m <b>Trident</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +17 vs. AC; 1d8 + 5 damage.	
M <b>Skewering Tines</b> (standard; sustain standard; at-will) ♦ <b>Weapon</b>	
Requires trident; reach 2; +17 vs. AC; 1d8 + 5 damage, ongoing 5 damage, and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.	
C <b>Poison Breath</b> (standard; recharge 5, 6) ♦ <b>Poison</b>	
Close blast 3; targets enemies; +15 vs. Fort; 2d6 + 3 poison damage and ongoing 5 poison damage (save ends).	
<b>Alignment</b> Chaotic evil	<b>Languages</b> Abyssal
<b>Skills</b> Intimidate +11	
<b>Str</b> 20 (+10)	<b>Dex</b> 15 (+7) <b>Wis</b> 16 (+8)
<b>Con</b> 17 (+8)	<b>Int</b> 10 (+5) <b>Cha</b> 13 (+6)
<b>Equipment</b> trident	

Bounty Hunter Strongarm (level 9)	Level 9 Soldier
Medium natural humanoid (human)	XP 400
<b>Initiative</b> +5 <b>Senses</b> Perception +12; low-light vision	
<b>HP</b> 114; <b>Bloodied</b> 57	
<b>AC</b> 21; <b>Fortitude</b> 22, <b>Reflex</b> 19, <b>Will</b> 21	
<b>Speed</b> 5	
m <b>Greataxe</b> (standard; at-will) ♦ <b>Weapon</b>	
+12 vs. AC; 1d12 + 9 damage.	
C <b>Clear the Area</b> (standard; recharge 6) ♦ <b>Weapon</b>	
Requires greataxe; close burst 1; +10 vs. AC; 2d12 + 11 damage and the target is pushed 1 square.	
<b>Brute Rush</b>	
When a bounty hunter strongarm makes a bull rush attack, he pushes the target 2 squares instead of 1 square.	
<b>Stand Your Ground</b>	
When an effect forces the bounty hunter strongarm to move—through a push, a pull, or a slide—the bounty hunter strongarm moves 1 square less than the effect specifies. When an attack would knock the bounty hunter strongarm prone, the bounty hunter strongarm can roll a saving throw to avoid falling prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Str</b> 13 (+5)	<b>Dex</b> 12 (+5) <b>Wis</b> 16 (+7)
<b>Con</b> 18 (+8)	<b>Int</b> 11 (+4) <b>Cha</b> 8 (+3)
<b>Equipment</b> leather armor, greataxe	

Human Cultist (level 5)	Level 5 Minion
Medium natural humanoid	XP 50
<b>Initiative</b> +7 <b>Senses</b> Perception +5	
<b>HP</b> 1; a missed attack never damages a minion	
<b>AC</b> 21; <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 19	
<b>Speed</b> 6	
m <b>Longsword</b> (standard; at-will) <b>Weapon</b>	
+9 vs. AC; 4 damage.	
<b>Mob Rule</b>	
A cultist troop gains a +2 power bonus to all defenses while at least two other human cultists are within 5 squares of it.	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Str</b> 19 (+6)	<b>Dex</b> 14 (+4) <b>Wis</b> 14 (+4)
<b>Con</b> 15 (+4)	<b>Int</b> 11 (+2) <b>Cha</b> 10 (+2)
<b>Equipment</b> chain armor, longsword	

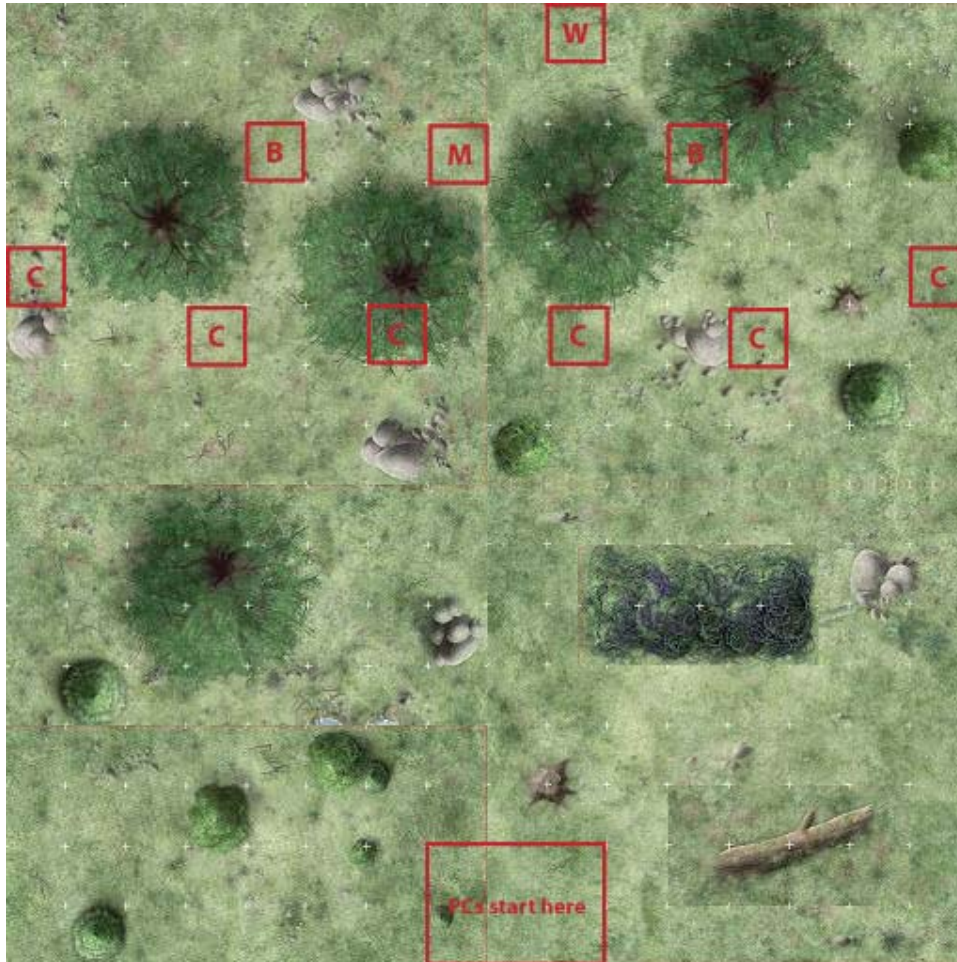
Cultist Warlock (level 9)	Level 9 Artillery
Medium natural humanoid	XP 400
<b>Initiative</b> +5 <b>Senses</b> Perception +9	
<b>HP</b> 69; <b>Bloodied</b> 34	
<b>AC</b> 21; <b>Fortitude</b> 19, <b>Reflex</b> 21, <b>Will</b> 23	
<b>Speed</b> 6	
m <b>Fell Touch</b> (standard; at-will) ♦ <b>Fear, Psychic</b>	
+14 vs. Ref; 1d8 + 4 psychic damage and the target is pushed 2 squares.	
r <b>Desiccating Curse</b> (standard; at-will)	
Ranged 10; +14 vs. Fort; 2d6 + 3 damage and the target takes a -2 penalty to all defenses (save ends).	
R <b>Scour the Cursed</b> (standard; at-will)	
Ranged 10; +14 vs. Will; 2d6 + damage and if the target is subject to the penalties of Desiccating Curse, it takes an extra 2d6 damage.	
<b>Inescapable Hex</b> (immediate reaction, when an enemy within sight succeeds on a saving throw; at-will)	
The triggering creature must reroll the saving throw, using the second result.	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Skills</b> Arcana +11, Bluff +12, History +11	
<b>Str</b> 12 (+5)	<b>Dex</b> 12 (+5) <b>Wis</b> 11 (+4)
<b>Con</b> 13 (+5)	<b>Int</b> 14 (+6) <b>Cha</b> 16 (+7)
<b>Equipment</b> leather armor	



## ENCOUNTER 6: THE HUNTERS, HUNTED MAP

### TILE SETS NEEDED

Ruins of the Wild x1



## ENCOUNTER 7: THINK FAST, TALK FASTER

**SKILL CHALLENGE LEVEL 6 / 8,**  
**COMPLEXITY 1 (250 / 350 XP)**

### SETUP

**Goal:** Deal peacefully with a group of rival demon hunters who have the backup of a powerful organization.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Diplomacy, Insight, History, Arcana, Bluff

**Victory:** The PCs and hunters arrive at a peaceful solution to the conflict and the hunters offer the PCs membership of their organization.

**Failure:** The PCs part with the demon hunters without resolving the conflict, earning the hunters' enmity.

**Important NPCs:**

**Donaar**, dragonborn soldier

**Grapthar**, dragonborn gladiator

**Eylem**, halfling prowler

**Rianna**, human mage

Shortly after Annali's new caravan left the waypoint, they encountered a band of Luminous Society hunters. After hearing survivors' tales of a huge insect demon, these hunters claimed rights in Lyrabar to hunt the mezzodemon.

The hunters inquire whether anyone in the caravan knows of such activity, so Annali tells them her story. If the PCs took any part of the evistro as a trophy, the hunters are inclined to regard the PCs as unlicensed interlopers who would abandon a defenseless family in dangerous territory. If the PCs acted nobly in Encounter 3, Annali's testimony sways the hunters somewhat.

If the PCs didn't take a trophy from the evistro, the hunters realize that the PCs are not familiar with demon-hunting. They take the evistro's head, intending to help the PCs receive their rightful bounty.

In either case, the hunters are familiar with the relationship between gnolls and demons. They consider it likely that the gnolls who ambushed Annali are linked to the insectoid demon attacking farms in this area. They may also be concerned for the PCs' welfare, depending on the PCs' actions with Annali and their handling of the evistro. Annali tells the hunters where the PCs went, and the hunters strike out in that direction.

The four hunters set off on the PCs' trail. Before discovering the gnoll lair, the hunters hear the sounds of combat as the PCs fight the mezzodemon. The hunters hurry toward the noise and arrive just as the PCs are preparing to leave.

*As you tighten your belts and settle your packs, a harsh voice rasps out in Common, "Ho, warriors! We would speak with you. I am Donaar, sworn to the Luminous Society. My companions and I approach you without malice, seeking parley. What say you?"*

*You turn to see a stocky dragonborn in scale armor, holding up his open right hand with the palm toward you. He grips a battered wooden shield in his other hand. Arrayed around him are another dragonborn, this one a full foot taller and equally as muscular; a slender eladrin woman in beautifully tooled blue leather armor; and a grinning halfling in well-worn black leather. The halfling gives you a cheeky salute.*

Once the PCs respond, the skill challenge begins.

### SKILL CHALLENGE

The crux of this challenge is the right to the mezzodemon's bounty. The hunters have registered their right to hunt that particular demon. According to Lyrabar custom, only the hunters may claim that demon's bounty. The hunters don't know whether the PCs are simply ignorant or whether they're poaching. The PCs' actions in Encounter 3 color the hunters' opinions, as noted earlier.

The PCs have to achieve two goals:

- Convince the hunters that the PCs are dealing in good faith.
- Work out a way to resolve the hunters' claim with the PCs' effort in killing the demon.

This skill challenge works well if you run it as an in-character conversation. Rather than asking for specific skill checks, try calling for appropriate skill checks based on what the PCs say and do. If you take this approach, apply it to assists as well as skill checks.

The hunters go to great lengths to avoid combat. They do everything in their power to arrive at a peaceful solution.

Any of the PCs who have story award **IMPI02** recognize the name of the demon hunters' guild as the one recommended to them by Haldar. If the PCs mention their conversation with Haldar, they gain a +2 to their next Diplomacy or Insight check in the challenge. Even if they don't mention Haldar, story



award **IMPI02** still grants a +2 to the first History check made in the challenge.

If any of the PCs actually participated in slaying or halting the summoning of the demon/s in *IMPI1-2 Breaking Point*, *IMPI1-3 Lost Souls*, or *IMPI1-4 Bandits on the Farm* relating these tales to the demon hunters gain the PCs one automatic success in this skill challenge.

#### **Arcana DC 12 / 14** (1 success; 1 maximum)

The PCs can establish rapport with the hunters by sharing demonic lore. Failing this check causes the hunters to doubt the PCs' competence and lose respect for the PCs.

#### **Bluff DC 17 / 19** (1 success; no maximum)

The hunters approach the PCs warily, but can still be deceived by a convincing story. Failing this check causes the hunters to become guarded and hostile (-2 to Diplomacy checks for the remainder of the challenge).

#### **Diplomacy DC 12 / 14** (1 success; no maximum)

The hunters' approach is honest and straightforward. They are licensed agents of an established guild—they consider themselves professionals, doing their jobs. They deal fairly with the PCs if the PCs respond in kind. Failing this check causes the hunters to become frustrated with and/or suspicious of the PCs.

#### **History DC 12 / 14** (1 success; 1 maximum)

One of the PCs might have done some research into Impiltur's demon-hunting laws and traditions. The PC recognizes that the hunters' claim is legitimate. Failing this check means the PCs can't establish the lawfulness of the hunters' claim.

#### **Insight DC 12 / 14** (1 success; 1 maximum)

Although the hunters' manner is initially guarded, the PCs can still discern that the hunters are telling the truth. Failing this check causes the PCs to misread the hunters' intentions and/or doubt their veracity.

## **ENDING THE ENCOUNTER**

It is possible that a particularly bloodthirsty group of PCs just attack the demon hunters without attempting any negotiations. If this happens, the hunters simply disengage and scatter in different directions. This counts as failing the skill challenge: the PCs earn the enmity of the Luminous Society and cannot sell demonic trophies anywhere in Lyrabar.

**Success:** The PCs and hunters arrive at a peaceful solution to the conflict. The hunters offer to vouch for

the PCs in Lyrabar and offer to grant them membership in the Luminous Society.

**Failure:** The hunters insist that the PCs accompany them to Lyrabar so a guild official can hear the case. If the PCs still refuse to cooperate, the hunters return to Lyrabar alone. They alert the Luminous Society immediately, so any attempt to sell the trophy lead to the PCs being brought before a guild official anyway. Regardless of how the PCs are brought to trial, the magistrate rules against them and they gain the enmity of the guild.

After the Luminous Society is dealt with, the PCs still need to decide if they wish to go to the manor house that Kosef described to them and assist the Shemov family to safety if they choose to. Again, you may deal with this in as much detail or as little detail as time permits. See the notes in the conclusion for more details.

## **EXPERIENCE POINTS**

The characters receive 50 / 70 experience points for successfully completing the skill challenge.

## **TREASURE**

Once the PCs complete the skill challenge, the mezzodemon's hoard is theirs for the taking. The hoard includes 75 / 115 gp, *coulters of second chances* (low-level version only), a *staff of draconic power* +1, a *symbol of excellence* +2, a *pure spirit totem* +1, and *vigorous resolve vestments* +2 (high-level version only).

All of the treasure above comes from the demon's hoard at the manor house. Make sure to remind the PCs that they should investigate the house for other possible clues.

PCs who receive story award **IMPI07 Member of the Luminous Society** gain access to additional items well suited for demon hunting: *heartening armor* +2, a weapon of their choice, or *fleetrigger boots*.

## **CONCLUSION**

There are two loose ends at this point: the mezzodemon's base (containing its treasure hoard) and the fate of the Shemov family.

The PCs can deal with the base at their leisure. They've eradicated everyone who knows of the base's existence, so it remains undiscovered and untouched for a week or more. A search of the base indicates that the mezzodemon had been given this base by an unnamed human benefactor who is responsible for summoning the demon. This knowledge can only be gained if the mezzodemon was defeated in Encounter 6 allowing the party to find the blood soaked letters he had.

The Shemov family can survive for another two days before succumbing to starvation and disease. This is just enough time for the PCs to go straight to the demon's lair after Encounter 7 and then straight back to pick up the family. If the PCs accompany the hunters to Lyrabar without collecting the Shemov family first, they die.

If the PCs succeeded in Encounter 7, award story award **IMPI07 Member of the Luminous Society**. One or more of the PCs may decline membership in the guild. In this case, the declining PCs receive neither story award **IMPI07** nor story award **IMPI08**. This decision puzzles the hunters but they do not take offense.

If the PCs failed in Encounter 7, award story award **IMPI08 Enmity of the Luminous Society**.

If the PCs succeeded in Encounter 6, award story award **IMPI09 The Blood Soaked Letters**.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

## IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players can and should track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

## EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

### Encounter 2: A Family in Need

150 / 205 XP

### Encounter 4: The Gnoll Lair

200 / 300 XP

### Encounter 6: The Hunters, Hunted

255 / 400 XP

### Encounter 7: Think Fast, Talk Faster

50 / 70 XP

### Total Possible Experience\*

640 / 960 XP

\* The maximum earned xp is slightly higher than the maximum possible. Ignore excess xp.

### Gold Per PC

100 / 150 gp

(Encounter 2 or added to Encounter 3: 5 / 10 gp, Encounter 3: 20 / 25 gp, Encounter 5: 75 / 115 gp)

## TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Mark the one-letter

bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award, and ensure you enter the total amount of gold gained (minus any expenditures) online. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

### EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

**Bundle A:** *counters of second chances\** (level 5) (low-level version only)

Found in Encounter 6

**Bundle B:** *staff of draconic power +1\** (level 5)

Found in Encounter 6

**Bundle C:** *pure spirit totem +1\** (level 5)

Found in Encounter 6

**Bundle D:** *symbol of excellence +2\** (level 7)

Found in Encounter 6

**Bundle E:** *vigorous resolve vestments +2\** (level 7)

Found in Encounter 6

**Bundle F:** Choose one weapon from the *Player's Handbooks* or *Adventurer's Vault* of your level or less  
Granted by story award IMPI07

**Bundle G:** *fleetranner boots\** (level 5)

Granted by story award IMPI07

**Bundle H:** *heartening armor* +2\* (level 8) (high-level only)

Granted by story award IMPI07

**Potion Plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 75 / 200 gp to their total gold per PC. The player should write the potion gained on their adventure log.

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 125 / 250 gp to their total gold per PC.

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text). Make sure to mark the story award codes next to each character that earned them on the tracking form.

### IMPI07 Member of the Luminous Society

You have been granted membership in the Luminous Society, a demon-hunting guild based in Lyrabar. You may claim demon-hunting bounties offered by the Luminous Society. Other members of the Luminous Society are inclined to treat you favorably.

### IMPI08 Enmity of the Luminous Society

Your conduct has earned you the enmity of the Luminous Society. You find it difficult, if not impossible, to claim demon-hunting bounties in the city of Lyrabar. Members of the Luminous Society regard you with suspicion at best and open hostility at worst.

### IMPI09 The Blood Soaked Letters

Your defeat of the mezzodemon has led to a sheaf of letters indicating that someone of importance is summoning demons in Impiltur. The person is probably a member of the Fraternity of Tharos and identifying him could move the region closer to being able to identify members of this secretive cult of demon worshippers. This begins a major quest that continues in future Impiltur adventures.

## ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

### 1. Did the Shemov family survive this adventure?

- Yes, the adventures rescued them all from the gnolls and escorted them to Lyrabar
- Some of them survived, but Miri was killed by the gnolls.
- Some of them survived, but Kara was killed by the gnolls.
- Some of them survived, but Randal was killed by the gnolls.
- None of them survived.

### 2. Did the party defeat the mezzodemon and obtain his blood soaked letters?

- Yes, the mezzodemon was defeated and the letters were obtained.
- The mezzodemon was defeated and the party failed to obtain the blood soaked letters. (This can occur if the demon is defeated but escapes).
- No, the party failed to defeat the mezzodemon, and he still has his letters.

### 3. What was the final result of the party's interaction with the demon hunters from the Luminous Society?

- The interaction was resolved peacefully and the party has been granted membership in the Luminous Society.
- The interaction was resolved peacefully but one or more of the PCs declined membership in the Luminous Society.
- The interaction turned hostile and the party gained the enmity of the Luminous Society.

### 4. What was the result of Annali's interaction with the PCs?

- The PCs did not help until Annali offered them payment. She now thinks of them as gold-hungry mercenaries who only care about turning a profit from hunting demons.
- The PCs showed Annali compassion and would not take payment from her. She now thinks of them as caring people who could benefit the people of Impiltur if they continue on their current course.
- The PCs' behavior was mixed, but compassionate souls prevailed. Annali's perception of adventurers is largely unchanged—she believes some only care about gold, but she admits that some adventurers can be trusted.

## NEW RULES

### COUTERS OF SECOND CHANCES LEVEL 5+

*As you swing past your opponent, these armored elbow guards sparkle with energy, bringing your weapon back in line.*

Lvl 5	1,000 gp	Lvl 15	25,000 gp
Lvl 25	625,000 gp		

**Item Slot:** Arms

**Power (Daily):** Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.

**Reference:** *Adventurer's Vault*, page 116.

### FLEETRANNER BOOTS LEVEL 5+

*The owner of these boots is gifted with unprecedented mobility in combat.*

Lvl 5	1,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp		

**Item Slot:** Feet

**Property:** Running gives you only a -2 penalty to attack rolls.

**Reference:** *Dragon Magazine* 369, page 14.

### HEARTENING ARMOR LEVEL 3+

*Your spirits never fail while you wear this armor.*

Lvl 3	680 gp	Lvl 18	85,000 gp
Lvl 8	3,400 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp	Lvl 28	2,125,000 gp

**Armor:** Scale, Plate

**Enhancement:** AC

**Property:** Gain a saving throw bonus against fear effects equal to the armor's enhancement bonus. When you use your second wind, you gain temporary hit points equal to three times the armor's enhancement bonus.

**Reference:** *Adventurer's Vault*, page 46.

### PURE SPIRIT TOTEM LEVEL 5+

*Interwoven vines carved on this totem symbolize the primal magic of healing and growth held within it.*

Lvl 5	1,000 gp	Lvl 10	5,000 gp
Lvl 15	25,000 gp	Lvl 20	125,000 gp
Lvl 25	625,000 gp	Lvl 30	3,125,000 gp

**Implement (Totem)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Power (Daily - Healing):** Minor Action. One ally within 5 squares of you regains 1d6 hit points per plus.

**Reference:** *Player's Handbook* 2, page 208.

### STAFF OF DRACONIC POWER LEVEL 5+

*Razor sharp teeth emerge all along the length of this staff of fire-scorched wood.*

Lvl 5	1,000 gp	Lvl 10	5,000 gp
Lvl 15	25,000 gp	Lvl 20	125,000 gp
Lvl 25	625,000 gp	Lvl 30	3,125,000 gp

### Implement (Staff)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 fire damage per plus

**Power (Daily - Fire):** Free Action. Use this power when you would use a power with the fire keyword. You gain resist 10 fire until the end of the encounter. After resolving the attack, you deal 1d8 fire damage to all creatures in a close burst 1.

**Reference:** *Dragon Magazine* 365, page 58.

### SYMBOL OF EXCELLENCE LEVEL 2+

*Your devotion to your divine patron inspires others to attain the heights of excellence.*

Lvl 2	520 gp	Lvl 7	2,600 gp
Lvl 12	13,000 gp	Lvl 17	65,000 gp
Lvl 22	325,000 gp	Lvl 27	1,625,000 gp

**Implement (Holy Symbol)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily - Radiant):** Minor Action. Grant one ally within 10 squares of you a power bonus to his or her next attack roll, ability check, or skill check equal to the symbol's enhancement bonus.

**Reference:** *Dragon Magazine* 365, page 57.

### VIGOROUS RESOLVE VESTMENTS LEVEL 2+

*These embroidered vestments channel your resolve and imbue you with resilience.*

Lvl 2	520 gp	Lvl 7	2,600 gp
Lvl 12	13,000 gp	Lvl 17	65,000 gp
Lvl 22	325,000 gp	Lvl 27	1,625,000 gp

**Armor:** Cloth

**Enhancement:** Armor class

**Property:** While you are bloodied, you gain a +2 item bonus to Fortitude.

**Reference:** *Player's Handbook* 2, page 203.

# PLAYER'S HANDOUT 1: DEMON HUNTING LAWS AND TRADITIONS

Impiltur has a long standing tradition of hunting demons since the Spellplague and the rise of the Fraternity of Tharos. This list is some of the more well known laws and traditions that are upheld by guilds and other officials in Impiltur.

**Demon Hunting Laws** - Laws are enforced by the officials of Impiltur. Due to corruption at all levels of Impiltur's government, enforcement has largely fallen under the purview of Impiltur's demon-hunting guilds.

- Demon hunters must register their right to hunt for known demons if they wish to collect a bounty on the demon.
- All bounties associated with the slaying of a demon for a registered hunting party rightfully belongs to that hunting party.
- All treasures recovered from a slain demon belong to their rightful owners if the rightful owner can be ascertained. Any unclaimed treasures or treasures with unidentified owners revert to the hunting party one week after turn in to officials.
- Any damages to public property caused in the pursuit of a demon by a registered hunting party must be reimbursed to the owners from bounties claimed by the hunters.
- To appropriately claim the registered bounty, the hunters must present proof of the demon's slaying. This may be in the form of the demon's head or entire corpse.

**Demon Hunting Traditions** - Traditions are not enforced by law, but are honored by all ethical demon hunters in pursuit of the demon and its bounty.

- Demon hunters sign over their bounty to those who have slain the demon they are registered to hunt if the demon was slain in self-defense by the others and not purposely slain in an attempt to steal the registered hunters' bounty. If there is a question about the interlopers' true motivations, both parties appear before a magistrate.
- Demon hunters who have the money generally reimburse all damages associated with their pursuit of the demon they are registered to hunt to the full extent possible with their own gold even if it exceeds that of the bounty.
- Registered bounty hunters offer aid to one another if multiple demons registered to separate groups are in the same location.
- Demon hunters grant assistance to those injured by demons that they come into contact with in pursuit of the demon as much as they are capable.