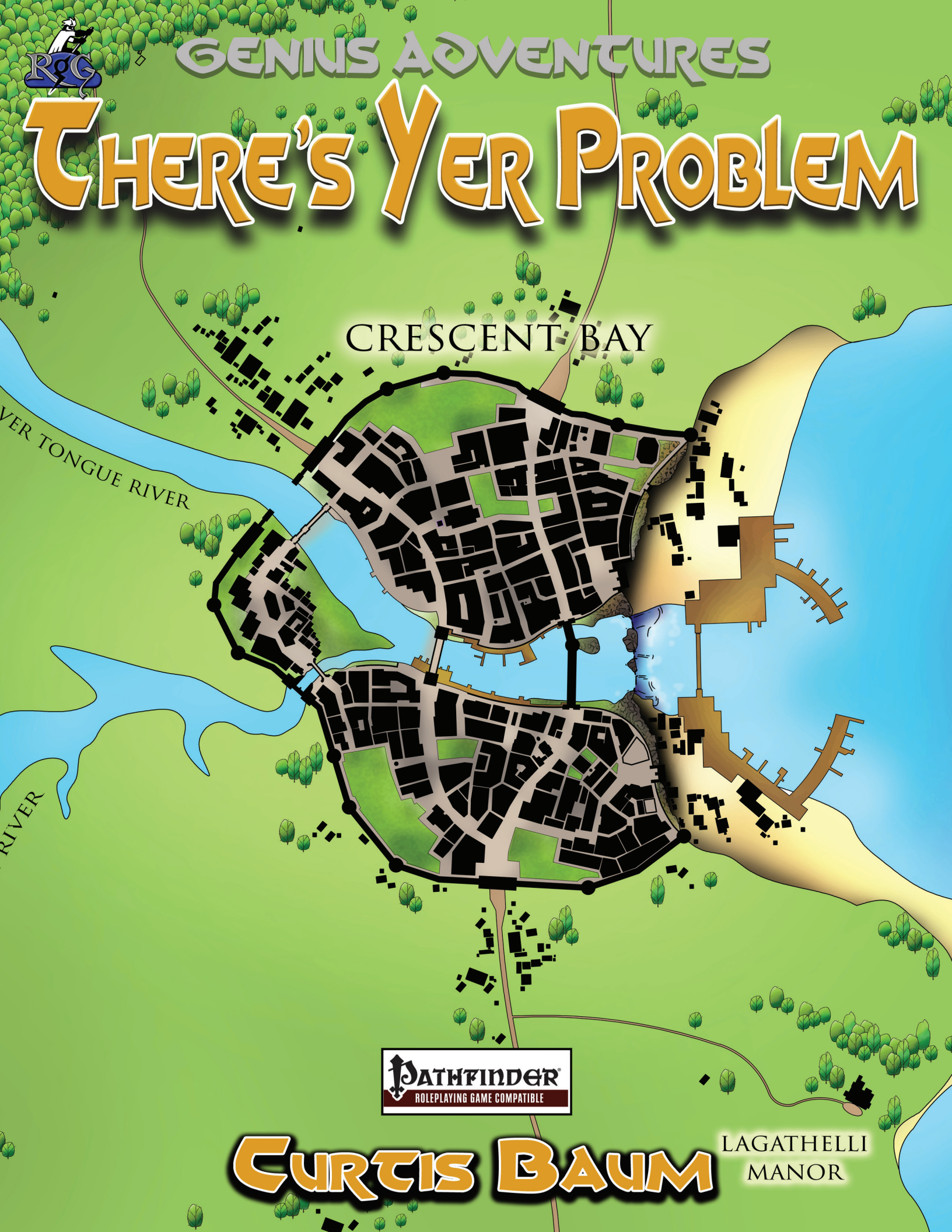




GENIUS ADVENTURES

THERE'S YER PROBLEM



CRESCENT BAY

VER TONGUE RIVER

RIVER

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CURTIS BAUM

LAGATHELLI
MANOR

THERE'S YER PROBLEM

A Pathfinder-compatible adventure for four 2nd to 3rd level PCs.

by **Curtis Baum**

A powerful merchant has a “small” problem that requires some adventurers. It is a simple request—to enter the unique chambers under his mansion and help repair some machinery found there. The pay is good, the benefits are great, and helping a powerful merchant could lead to many rewards. However, nothing is ever as easy as advertised and the party finds themselves fighting creatures from the lower planes. What exactly is going on with this machine?

ADVENTURE BACKGROUND

HISTORY OF CRESCENT BAY

The city of Crescent Bay was built to take advantage of a very deep natural harbor. Where the Silver Tongue and Flameborne Rivers meet, they plummet one hundred feet into the sea. The harbor and the valuable materials available upriver have made the location a center of trade and commerce for centuries.

One of the first individuals to truly see the potential in the area was Jollahan Tierpesh Lugathell. Jollahan was an elf who explored the area near the Mythil Woods at a young age. This led him down the Silver Tongue River to the sea. From the cliffs, he saw the crescent shaped bay and the sea beyond. He built a new home for himself and began working trade agreements up both rivers.

As trade grew, a city began to spring up around Jollahan's home and warehouses. Eventually, he garnered enough support to build an extensive series of docks in the bay below, and a means to safely transfer goods via pulley from the rivers to the bay.

His son and his grandson have followed in his footsteps, bringing an immense amount of wealth to the Lugathell family.

RECENT EVENTS

Jollahan Tierpesh Lugathell III has always had incredible wealth. He inherited the trade empire of his father and grandfather. He decided to use some of his fortune and connections and build a much better house for himself than what his family held in the city.

Located five miles south of Crescent Bay, on the cliffs overlooking the ocean, is Lugathell Manor. Jollahan III built it with the assistance of the greatest dwarven, elven, and gnomish engineers and architects. It is truly a wonder and he is very fond of his mansion.

However, recently some aspects of the mansion have begun to malfunction. Jollahan has brought in aid to discover and repair the problem, but the engineers need the assistance of a band of adventurers to go beneath the mansion and help them correct the issues.

ADVENTURE SYNOPSIS

CHAPTER ONE: LOOKING FOR WORK

The party arrives in Crescent Bay and begins their search for work and wealth. A notice from Jollahan catches their eye at the Singing Siren Tavern or elsewhere in town, and they travel to meet him and his mechanics. The problem is explained and the troubles begin.

CHAPTER TWO: DIAGNOSING THE PROBLEM

In the vast chambers under the Lugathell Manor, the party finds a much larger problem. They must confront and defeat elementals, gremlins, and devils in order to restore an extra-planar machine to operation. All evidence points to some form of sabotage. Who could be behind the destruction of this machine and how big are the problems?

CHAPTER THREE: THE LITTLEST COMPLICATIONS

Finally, after the party has reset the machine under the mansion, they encounter the mastermind behind the plan. They must fight and defeat the devil who is trying to use the machine to bring an invasion force through the planes. After defeating the saboteur, the party is free to appreciate their reward and the hospitality of their employer.



STARTING THE ADVENTURE

ADVENTURE HOOKS

The party is looking for more adventure and more gold. They have heard of the opportunities available in Crescent Bay and have traveled here in search of both.

Jollahan Tierpesh Lugathell III has heard of the party's reputation to deal with unusual circumstances. He has sent them an invite, and passage on a ship, to come to Crescent Bay to assist him with a minor problem.

A member of the party has friends or family in Crescent Bay. Although here for a friendly visit, the notice from Jollahan catches the eyes of someone in the party. They decide that it would be even better to make some gold while in town to buy a gift or otherwise surprise the loved one of the party member.

In any event, the party just arrived in Crescent Bay. They have come here seeking the life and wealth of an adventurer and Crescent Bay presents that opportunity. The riches available here for hard working individuals has drawn a large population of guards, merchants, craftsmen, and even farmers. Many of them take advantage of a standing invitation from the Singing Siren Tavern for a drink, on the house, for anyone new to the city.

CRESCENT BAY

LN Large City

Corruption 2; **Crime** 3; **Economy** 5; **Law** 0; **Lore** 2; **Society** 6

Qualities Academic, Notorious, Prosperous, Strategic Location, Tourist Attraction

Danger 20

DEMOGRAPHICS

Government Council

Population 12,000 (7,000 human; 2,000 elf; 1,000 dwarf; 2,000 other)

NOTABLE NPCS

Jollahan Tierpesh Lugathell III, Merchant (LN male elf aristocrat 9)

Emmianne Silvershield, Guard Captain (LG female human paladin 6)

Fargale Timion, Merchant and Instructor (N female human wizard 5)

MARKETPLACE

Base Value 15,200 gp; **Purchase Limit** 100,000 gp; **Spellcasting** 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Crescent Bay is built on a cliff above a waterfall that plummets 100 feet to form a deep bay below. This area is known as the Upper City and contains the academy, taverns, stores, warehouses, inns, and all the merchants. There are two bridges that cross the combined rivers before they split. One bridge comprises the entire Singing Siren Tavern. The other is a more traffic-friendly bridge slightly upriver. Other bridges cross either river separately. Most of the buildings in the Upper City are made of granite and built to last for ages.

The Lower City is made of the docks that spread out from the waterfall like rays of light from the sun. The main dock is built in a rough semicircle around the waterfall and the other docks stretch from it toward the sea. There are very few buildings on this level, all made of wood. The port authority and tariff collection are here.

An elaborate series of lifts connect the Lower City and the Upper City where the main dock meets the cliff face. They are weight counterbalanced and in pairs, two to the north and two to the south. All traffic and goods going to the Upper City use the lifts.

Upriver from the waterfall, the two rivers separate. The Silver Tongue river works northwest toward the Mythil Woods and beyond. The Flameborne River leads southwest into the Fiery Mountains. Both are gently flowing rivers, which makes trade along the rivers possible. The elves of the Mythil Woods trade fine wines, beautiful art, and natural products. The dwarves in the Fiery Mountains trade metals and refined goods.

See the "Urban" section in Chapter 7 of the Pathfinder Roleplaying Game GameMastery Guide for full explanation of the above terms.

ACT I: LOOKING FOR WORK

1. CRESCENT BAY CITY DOCKS

The party has just arrived in the city of Crescent Bay. The docks have several large ships in port, and the lift system to the main level of the city is in constant use. The noon sun shines brightly and there are no clouds in the sky.

The docks, the ships, and the people scurrying around to take care of the large piles of cargo are impressive. Above the docks, the outline of the main city can be seen through the mist that sprays ever upward from the base of the great waterfall.

As you arrive in Crescent Bay, the sight fills you with awe and wonder. Although there are larger cities in the world, the sheer size of the port below and the city resting on the cliffs above is impressive. Hundreds of humans, elves, dwarves, and other humanoids work busily on the docks, lifting cargo from vessels via massive cranes and pulleys. The passengers of this ship and others rush toward the cliffs where a series of pulleys lift them to the city above.

You take a deep breath of salty air and plunge into the crowd. The mass of individuals flows toward the lifts to ride to the city above. As you wait your turn, you notice a hand carved wooden sign nearby. It reads:

“New to Crescent Bay? Welcome to the city!

Come have a drink on us to celebrate.

The Singing Siren Tavern (one free ale to new visitors only).”

Finally, you are led onto the lift and rise above the docks to the Upper City. You can see for miles across the expanse of the ocean. The smell of salt fades as you ascend and the smells of the busy city replace it.

The party will likely follow the lead to the Singing Siren Tavern. If they choose not to, they will find an Adventurers Wanted sign elsewhere in the city.

1.2 THE SINGING SIREN TAVERN

The Singing Siren Tavern is a hotspot of activity in the city of Crescent Bay. The proprietors provide everyone new to the city one free ale (recouping costs in subsequent drinks). This policy was suggested to them by Lugathell. Lugathell also suggested the notice board prominently displayed near the bar. There is lighting in the tavern, but not enough to cover all the shadows. The walls of the tavern are made of stone, and all other surfaces and fixtures are made from wood.

The Singing Siren is a well-known tavern in the city and sees a lot of traffic. Additionally, with their free beverage policy, the tavern attracts newcomers as well as those wishing to recruit them. There are thieves present, but they know better than to attempt anything criminal within the tavern.

The Singing Siren Tavern rests astride the river just before the water plunges into the bay below. The sounds of music and merriment can be heard echoing into the rest of the city. Although there are other means of crossing the river, the tavern is the closest. The aroma of freshly roasted boar and spiced vegetables wafts from within, a welcome aroma after the long and hungry journey to Crescent Bay.

If the party decides to take a different route across the river, proceed to **1.2a The Bridge**, below. If the party decides to enter the tavern, read the following:

As you enter the tavern, the smells of food and wine along with the sounds of mirth and laughter grow stronger. A male halfling minstrel plays music from a stage while two women dance, one elven and the other halfling. Behind the bar, a tall human man hands trays of drinks and food

to serving wenches who glide through the crowd with little effort. There are dozens of people here from all walks of life. Some are fresh off the boats and others have been in Crescent Bay their entire lives.

One of the waitresses, a young human woman, hands each of you an ale and winks before she turns and walks off toward the bar. How she knew you were new to town occupies your thoughts for a few moments, until she vanishes from sight.

As you settle in to your drinks, you notice that a large notice board rests near the bar. It is covered with several offers of employment for everything from crop workers to guard duty. Most are roughly scribbled and obviously not written in a trained nor elegant script. One notice, however, stands out from the rest. It was written by a very practiced yet delicate hand and does not have the rough smudges that the other notices are plagued by. It appears to be written in three different languages, and is obviously an urgent request for assistance.

The text of the notice is as follows, written in Common, Elven, and Gnomish:

Assistance Requested!

I have need for a group of adventurers to aid me in resolving a minor problem. This issue should be a simple manner of maintenance and pest control. However, I am willing to pay a handsome reward in gold for such a minor task if handled quickly. If interested, contact me at my residence south of Crescent Bay.

Sincerely,

Jollahan Tierpesh Lugathell III

The party has several options at this point. They can assist Jollahan directly with his problem (Proceed to

Encounter 1.3 Approaching Lugathell Manor), they can ask other people within the tavern about the offer, and they can of course disregard the notice—but it is currently the most lucrative offer in Crescent Bay by a fairly wide margin.

If they try to find information about Jollahan, have the PCs attempt a **Diplomacy** check.

DC 10+ Success

Jollahan Tierpesh Lugathell III is indeed very wealthy. He owns most of the buildings in town and has helped promote business throughout the city. He does pay very well for hard work. However, he is known as being somewhat eccentric.

DC 15+ Success

About ten years ago, Lugathell started construction on his mansion south of town. He hired a lot of local workers for labor, but brought in several elves, gnomes, and dwarves to oversee the architecture and engineering. The house is beautiful, but the engineers were known to be working on a project beneath the mansion that the local hirelings were not allowed to observe.

1.2A THE BRIDGE

This bridge across the Silver Tongue and Flameborne Rivers is one of several such structures spanning the rivers before they meet and plummet to the sea. It is well constructed, reinforced, and very secure. Citizens of Crescent Bay move across the bridge rapidly, heading to various places throughout the city. Very few of them spare the adventurers more than a casual glance. The bridge and side rails are both made of stone.

As you cross the bridge, you realize it was built with exquisite craftsmanship. The stones fit perfectly, the carvings are incredibly detailed, and the entire structure looks able to survive any disaster, natural or magical, that it may encounter.

The crowd around you does not seem impressed, probably due to familiarity. They rush across the bridge quickly, barely glancing at you. They have obviously seen adventurers, and the dwarven bridge, before.

As you cross, you notice a parchment attached to the center posts of the bridge. It is written in an elegant hand and in several different languages.

The notice is written in Common, Elven, and Gnome. It reads:

“Assistance Requested!

I have need for a group of adventurers to aid me in a minor problem. This issue should be a simple manner of maintenance and pest control. However, I am willing to pay a handsome reward in gold for such a minor task if handled quickly. If interested, contact me at my residence south of Crescent Bay.

Sincerely,

Jollahan Tierpesh Lugathell III”

The notice appears to have been attached to the stone of the post, and closer inspection reveals that a metal stud was intentionally embedded in the rock. Only one such stud is on each post, apparently limiting the ability to post these notices to very few and very influential individuals. It may be quite profitable to pursue this further.

If the party does choose to assist Jollahan, proceed to **1.3 Approaching Lugathell Manor.**

1.3 APPROACHING LUGATHELL MANOR

The journey to Lugathell Manor is best undertaken after a night’s rest, as it lies a few hours travel south of the city proper. The road is as safe as any in these parts, and is well-patrolled (and well-travelled).

The mansion itself, when it becomes visible, is massive. It is built of solid stone and has an extravagant flower garden surrounding it. The front door is made of rosewood and was clearly crafted by skilled elven artisans. The sun is still shining brightly from above. The walls of the manor are made of imported stone. The doors are made from rosewood. Both are crafted by experts (dwarves

and elves, respectively). The area is beautiful and peaceful. Exotic flowers grow around the house and the fragrance can be smelt for miles around.

After a peaceful night’s rest at an inn in Crescent Bay, you set off to find Lord Lugathell. Your journey south of the city continues for a few hours before your nose picks up the fragrance of flowers, lots of flowers.

As you crest the last rise leading to the mansion, the road becomes paved with imported stone. You can see the mansion several hundred feet ahead. The flowers, previously known only to the nose, can now be seen with the eyes, surrounding the house in droves, expertly blended into the carefully manicured landscaping. Apparently, Lord Lugathell can afford the finer things in life.

The mansion itself is made from professionally crafted stone. The stone is placed to make it appear as one solid rock. You notice as you approach that the door is made of the finest wood and engraved with elvish runes. The name Lugathell can clearly be seen in several different languages.

Approaching the door, it swings open silently on great unseen hinges, and a large human stands before you. He looks you over with mild disdain and amusement for a moment before speaking. “You must be adventurers seeking to be employed by Lord Lugathell,” he says. “Please, come in, but leave any muddy or bloody items here by the door. They will be safe.”

The butler waits patiently for the party to divest themselves of their boots and any less-than-pristine weapons. He then proceeds to lead the party through the manor to finally arrive before Lugathell in the maintenance chamber of his mansion.

The butler guides you through the mansion, politely cautioning you not to touch anything. Surprisingly, he does not lead you to some grand library or ancient study, but leads you beneath the staircase into some strange chamber filled with valves and gauges.

A fairly young adult elf stands here, while a very large gnome and a rather rotund dwarf examine the strange devices. They are talking in Gnome, but the terminology they are using is near incomprehensible—apparently the elf is as confused as you are. He turns and greets you, without offering a hand or a bow.

“I am Jollahan Tierpesh Lugathell III,” he begins. “I assume that you are here for the job I posted in town? That is excellent news. The trouble seems to be minor, at least based on the assessment my companions here have shared with me. I need a group to assist in repairing this device by entering the chambers beneath my house. There may be combat, there may not—and as such I am prepared to pay hazard pay if it is dealt with quickly. I fear I have a deadline that is rapidly approaching and I cannot miss it.”

“How does 10,000 gold pieces sound?,” he continues. “All expenses are to be furnished by yourselves, and the amount is to be split amongst your adventuring company. Any items found while under the employ of this contract are yours to keep unless they can be specifically identified as stolen Lugathell property. No

assurances, expressed or implied, will be given. You take this contract at your own risk and are of a legal age to do so. If you wish to leave a means of contacting your next of kin, they will be notified should there be any issues. However, you appear to be professionals and I can only imagine you are familiar with typical independent contractual agreements such as I have briefly explained. Is this acceptable?”

Lugathell is waiting for the party to accept the terms or to try and modify them. He deals with business contracts on a regular basis and assumes the party does as well. In fact, his butler has the contract with him, and is prepared to fetch the party’s equipment should they accept.

Lugathell also is easily impressed with people who show initiative and are willing to negotiate. He never enters a negotiation with his maximum price, but he also does not go above his estimated value of the deal. If the party attempts to negotiate, have one player attempt a **Diplomacy** check.

DC 15+ Success

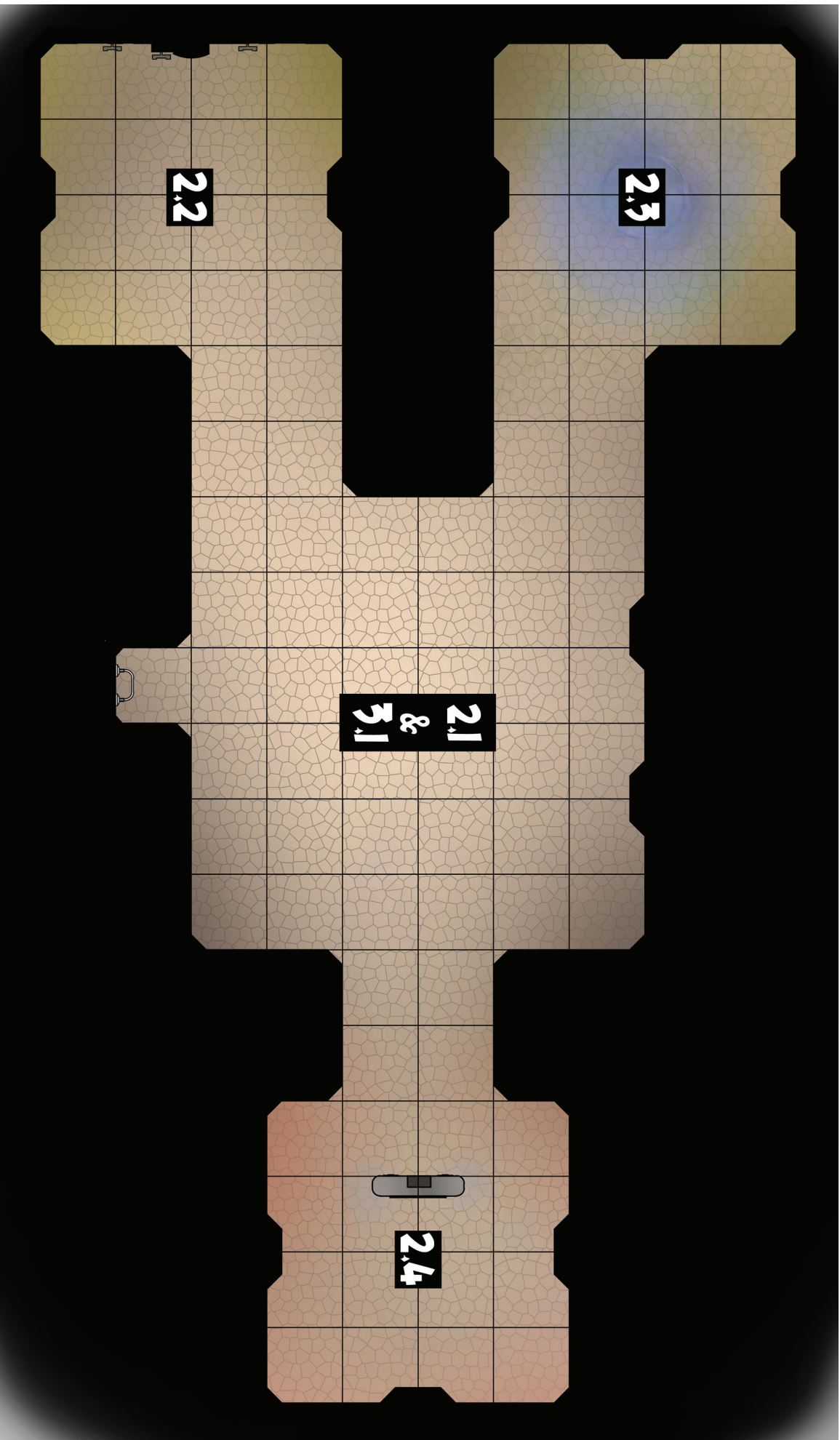
Lugathell smiles and agrees to increase the contract to 12,000 gold.

DC 20+ Success

Lugathell looks genuinely impressed, and agrees to increase the payment to 15,000 gold.

On any result lower than a 15, Lugathell smiles, but stands firm on his price of 10,000 gold.

After the party agrees to the terms, Lugathell has them sign the contract while his butler recovers the party’s gear, carefully avoiding making a mess on the stone floors. He also introduces his two companions, Martibesh Gintreez (the gnome) and Borgon Rocksunder (the dwarf). The party will be working with them to fix the problem. Lugathell then excuses himself as he must attend to other matters.



ACT II: DIAGNOSING THE PROBLEM

2.1 ENTRANCE CHAMBER CR3

As the party descends into the maintenance tunnels beneath Lugathell Manor, they find total darkness. The maintenance tunnels are not illuminated, and have residue of both ash and water. They are not slippery, but are grimy. They are also larger than expected, reaching 10' high, after the ladder climb down. Everything in this underground complex is made of finely carved stone, aside from minor items such as the ladder, valves, etc. which are made of metal. There is limited airflow, especially now that the machine is experiencing problems. The airflow is currently not bad enough to cause any problems, but it smells stale and full of sulfur.

If the party is incapable of providing illumination, Martibesh Gintreez calls down from above, offering to throw down an *everburning torch*.

The descent into the chamber is long and very confining. The ladder itself is made of metal and is slightly warm to the touch. After climbing for about 30' you are able to look around. The chamber is significantly larger than you expected, with a ceiling of 10' and walls 30' square.

Before you can get accustomed to your new surroundings, you hear a high pitched screech. You see two small creatures draw weapons and charge!

GREMLIN, JINKIN (2)

CR 1

AC 18/17/13

hp 6

Fort +0, Ref +6, Will +4

Melee short sword +6 (1d3–4/19–20), bite +1 (1d2–4)

CMB +2; CMD 9

See *Pathfinder Roleplaying Game Bestiary 2* “Gremlin, Jinkin” for complete stats.

Once the devilish gremlins are defeated, read the following to the party:

With the creatures defeated, you get a chance to examine the room. The walls are indeed solid and carved with great care. There are passages stretching to the Northwest, Northeast, and South. You feel a warm breeze coming from the Northwest opening.

The voice of Martibesh Gintreez calls down from above, asking for a report. After listening to your observations, he says, “The thermal intake in the northwest must be re-calibrated; it is apparently allowing too much thermal energy within the infusion chamber.” The details of his description are confusing, but you definitely understand that the first problem lies to the Northwest.

2.2 THERMAL APERTURE CHAMBER CR4 PUZZLE CR3

The Thermal Aperture Chamber is a dimly-lit, stiffling hot chamber made of finely carved stone. There is a soft glow emanating from the north end of the room, where a conduit of some type of molten rock is briefly visible before running beneath the floor.

On the north side of this room you can see a fiery glow. What appears to be some form of lava flows in from an opening and disappears under the room. Three smaller fiery glows approach you, looking very agitated. Their flames intensify as they attack.

FIRE ELEMENTAL, SMALL (3)

CR 1

AC 16/13/14

hp 11

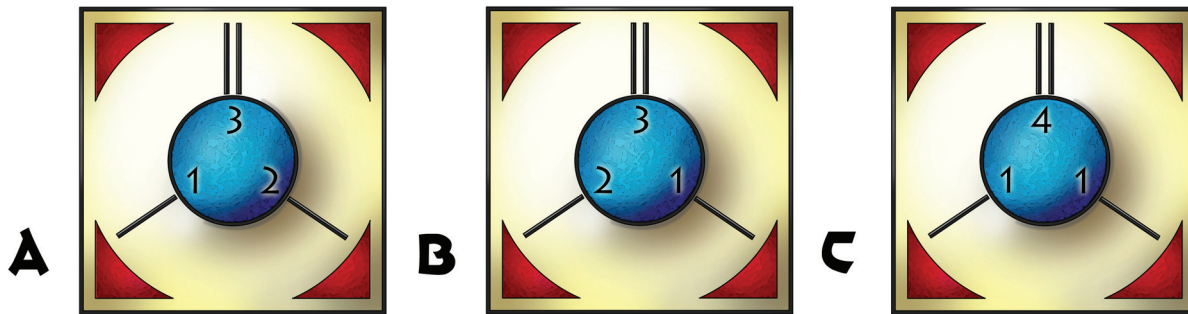
Fort +3, Ref +4, Will +0

Melee Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

CMB +1; CMD 13

See *Pathfinder Roleplaying Game Bestiary* “Small Fire Elemental” for complete stats.



Once the fire elementals have been vanquished, read the following:

The elementals fade into nothingness with a sizzle and near silent pop. Across from you, near the opening, are three wheels. Each has 3 numbers on them and 3 positions. The positions are up, which is marked with two lines, bottom right and bottom left, each marked with one line.

A gruff dwarven voice carrying from the hall behind the party breaks the silence. “We show that the Thermal Intake must be reset then adjusted,” Borgon Rocksunder says. “Do you see the control wheels on the north side? You need to rotate them so that all three feeds receive the same amount of flow. After that’s done, you’ll then want to set the main feed to a total flow of three. Got it?”

The party has to rotate the levers correctly to complete two goals. Borgon is only able to offer limited additional assistance, as he is reading from an instruction manual of sorts, and isn’t being paid nearly enough to risk his neck in the actual machine itself.

The first problem is to have all three feeds add up to the same total.

Starting positions for the wheels (Main Feed/Bottom Right Feed/Bottom Left Feed):

A – 3/2/1

B – 3/1/2

C – 4/1/1

Possible Positions for A – 3/2/1, 2/1/3, 1/3/2

Possible Positions for B – 3/1/2, 1/2/3, 2/3/1

Possible Positions for C – 4/1/1, 1/1/4, 1/4/1

The correct solution for the first phase of the task will be to align the wheels in such a way that all three feeds total to 6. For example, setting A to 3/2/1, B to 2/3/1, and C to 1/1/4 will accomplish this task—the first number for each feed adds to 6, as does the second and the third.

The second problem is fairly straightforward: 1 should be in the Main Feed position on all three wheels.

Total Puzzle EXP = 800

If the party is struggling, Borgon will do what he can to talk them through the process, at the cost of the XP reward if too much help is required.

Once the Thermal Aperture is reset and adjusted, read the following:

Borgon’s voice can again be heard. “That’s done it! The Thermal Intake is calibrated and functioning properly. Now, best to check on the Hydration Pressure System. It will be in the room to the Northeast from the entrance chamber.”

A successful **DC 15 Knowledge (Planes)** check reveals that only a few creatures like fire this hot. Elementals and other creatures from the plane of fire enjoy the heat; Devils are immune to it as well. The gremlins, on the other hand, do not enjoy the heat, nor are they immune to it. There must be something else here leading them.

On a failed skill check, the PCs cannot recall any creatures aside from beasts from the plane of fire that would like it this hot, and most of *them* are not intelligent enough to organize this elaborate sabotage. Something else must be causing issues.

2.3 HYDRATION PRESSURE CHAMBER CR4 PUZZLE CR4

Entering the Hydration Pressure Control Chamber is like walking into a swamp. The humidity envelopes you like a shroud. A large pool of water rests in the middle of the room.

The Hydration Pressure Chamber is an extremely humid room. Steam courses through the air, providing concealment to anything further than 10 feet away. Beads of water stream down the finely worked stone walls, eventually condensing into the large pool of water in the middle of the room. The heat from the nearby Thermal Intake Chamber combined with the abundant moisture here has created an effect something like a muggy, dank sauna.

A successful **DC 23 Perception** check allows the PCs to notice two fuath gremlins submerged in the depths of the pool. Otherwise, when the PCs pass within 5 feet of the pool, they are surprised by the malicious creatures. The gremlins are aware of the PCs in either case, and cannot be surprised themselves.

GREMLIN, FUATH (2)

CR 1

AC 16/13/14

hp 7

Fort +1, Ref +3, Will +3

Melee 2 claws +3 (1d3-2)

Ranged dart +3 (1d2-2)

Special Attacks congeal water

CMB -1; CMD 7

See *Pathfinder Roleplaying Game Bestiary 3* “Gremlin, Fuath” for complete stats.

When the gremlins are defeated, read the following:

Silence falls as the gremlins are defeated. It occurs to you that this is a large concentration of creatures bent on the destruction or manipulation of this device. Something is amiss.

The high pitched voice of Martibesh breaks the silence and your musings. “Everything okay down there? I show

that the flow of Hydration has nearly stopped. What do you see? Can you fix it? We have a lot of work to do.”

A successful **DC 15 Perception** check allows the PCs to locate the source of the clog—a mishmash of debris (barely visible beneath the murky water) has been jammed into the floor drain, which has created the fetid pool on the floor. If this check does not succeed, Martibesh encourages the party to physically investigate the pool in some way, at which point the clog will become apparent.

The party has several means of overcoming this obstacle. By succeeding on a **DC 15 Strength** check they can force the clog out; alternatively, they can attempt a **DC 15 Dexterity** check to use a makeshift tool to pull it out or they can disable the plumbing and reroute it in the area with a **DC 15 Knowledge (Engineering)** check. Success on any of these checks (or via magical intervention) leads to a satisfying slurping sound as the pool rapidly drains.

If the party comes up with a plan that should work, allow it to be successful. If they have tried everything and are just not rolling successfully, allow the clog to eventually clear due to the efforts they have put forth. In this latter case, an XP reward is inappropriate, barring some superb roleplaying in the process (plumbing can be frustrating work).

Otherwise, solving the problem with any of the above methods or another approach that the GM feels will work rewards the party with 800 XP.

Once the clog has been removed, read the following to the party:

Martibesh nearly squeals in excitement. “You got it!” he declares. “I knew you could do it. Now we show that both the Thermal Intake and the Hydration Pressure are under control. Just a couple more steps and we should be fully operational. Head down the south passage and verify that the Infernal Exhaust System is flowing properly. That is one system we definitely do not want reversed.”

2.4 INFERNAL EXHAUST CHAMBER CR4 PUZZLE CR4

As seasoned adventurers might expect, Martibesh's fears regarding the Infernal Exhaust Chamber have in fact been realized. The air here is thick with smoke and sulfur, granting concealment to anything more than 10 feet distant. The haze is brightly illuminated, however, by a portal against the southern wall which is drawing in light and stifling heat from the Hells themselves. Although at this point only minor devils have come through, it is only a matter of time before something larger and more powerful finds the other side of the portal.

As you enter the chamber, you are blasted with a strong infernal wind. Through the brilliant light, you can glimpse the depths of an otherworldly hellish landscape. Several smaller devils are here, bowing before the portal. This has to be stopped.

DEVIL, LEMURE (3)

CR 1

AC 14/10/14

hp 13

Fort +4, Ref +3, Will +0

Melee 2 claws +2 (1d4)

CMB +2; CMD 12

see *Pathfinder Roleplaying Game Bestiary* "Devil, Lemure" for complete stats.

As you defeat the last of the fiends, you heave a sigh of relief. Suddenly, the room begins to shake violently. Something more powerful has apparently found the portal and is coming this way.

You look around quickly, hoping that the controls for this portal are easier than the others you have dealt with. Unfortunately, the pedestal in front of you is not as simplistic as you had hoped. Two crystals, one to the left and the other on the right, each have a beam of light

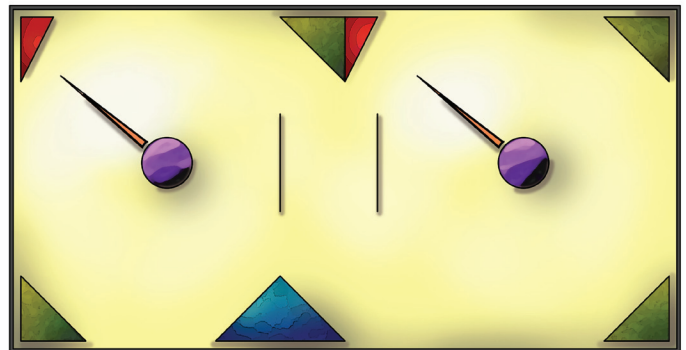
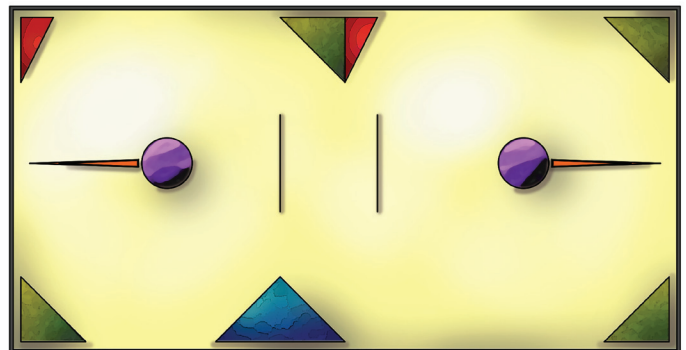
shining from them, respectively heading left and right. Written on the platform, in Common, is the phrase, "To establish exhaust, align the light from the crystals."

In order to reverse the portal, the party needs to rotate the crystals so that their beams join along the same path. The illustration shows the original position of the beams and the final position the beams need to be in to solve the puzzle.

As an added threat, new lemures can come through the portal every few rounds, at the GM's discretion.

Successful realignment of the crystals rewards the party with 800 xp.

A **DC 15 Perception** check reveals a series of large gashes in the console, which were clearly made by claws. The claw marks are too large to have been made by the lemurs, indicating that something else must have been working with them. A further **DC 18 Knowledge (Planes)** check reveals that the claw marks are obviously those of a devil. The size of the marks makes the creature out to be larger than an imp, but not as large as many other devils. The exact type of devil cannot be determined, but the party should be reminded that blessed or silver weapons are likely their best option to fight whatever creature marred the console.



Once the crystals are aligned, read the following:

The portal reverses with a loud pop. Instead of a strong wind blowing in from the Hells, there is now a slight breeze heading from the chamber through the portal.

There is a howl of anger. However, it is not coming from the portal but from the entrance chamber north of you. Something is very upset at having its plans interfered with.

ACT III: THE LITTLEST COMPLICATIONS

3.1 DEVIL IN THE DETAILS CR5

As the party re-enters the entrance chamber, note that several *continual flame* spells have been cast throughout the room, effectively rendering the area well lit. The mastermind of this infernal operation is present, and wishes to be seen. In fact, it desires above all else to cut a deal with the PCs at this point.

Read the following as the PCs re-enter the entrance chamber:

Re-entering the entrance chamber, several differences immediately become apparent. First, the room is very well lit by magical flames spread around the room. Second, a human sized figure is standing in the middle of the room waiting for you, flanked by two more evilly-grinning jinkin gremlins.

The humanoid does not appear to have any weapons. His clawed hands rest at his side, but the scowl on his face conveys that he is not happy. His muscular legs end in cloven hooves. He begins to speak in a calm voice that does not reveal any obvious agitation, though his features and mannerisms betray that façade.

“Greetings, mercenaries. I assume you are interfering with my plans in return for compensation. At this point, you have cost me dearly, but I can still recoup those losses. I think it may be in our best interest to discuss more lucrative compensation than you are currently receiving. Are you ready to deal?”

The devil will indeed match or even exceed by 10% the payment agreed upon by Lugathell. All the party needs to do is walk away. However, it should occur to the party that their acceptance will lead to an infernal invasion.

If the party turns down the devil, combat begins.

“You insult me,” the devil replies, angrily. “Very well, I shall continue with my plan after slaughtering the likes of you!”

GREMLIN, JINKIN (2)

CR 1

AC 18/17/13

hp 6

Fort +0, Ref +6, Will +4

Melee short sword +6 (1d3–4/19–20), bite +1 (1d2–4)

CMB +2; CMD 9

See *Pathfinder Roleplaying Game Bestiary 2* “Gremlin, Jinkin” for complete stats.

DEVIL LIAISON

Clawed hands and cloven feet reveal the origins of this otherwise human looking creature.

LIAISON DEVIL

CR 3

XP 800

LE Medium outsider (devil,evil,extraplanar,lawful)

Init +1; Senses darkvision 60 ft., detect thoughts, see in darkness; Perception +10

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 22 (4d10);

Fort +1, Ref +5, Will +5

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

OFFENSE

Speed 30 ft.

Melee 2 claws +5 (1d6+1)

Space 5 ft.; Reach 5 ft.

Spell-Like Abilities (CL 8th)

Constant—*detect thoughts* (DC 15)

At will—*continual flame*, *deeper darkness*

1/day—*charm person* (DC 14)

STATISTICS

Str 12, **Dex** 12, **Con** 10, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +4; **CMD** 15

Feats Alertness, Persuasive

Skills Bluff +10, Diplomacy +12, Intimidate +12,

Knowledge (Local) +8, Knowledge (Planes) +8,

Perception +10, Sense Motive +10

Languages Common, Infernal, Abyssal

SQ infernal purse

SPECIAL ABILITIES

Infernal Purse (Su): Liaison devils have access to goods and funds from the Hells in order to secure their deals. This allows them to purchase mercenaries or secure small agreements and pay for them from their infernal purses. The purse opens a very small planar connection to the hells where valuables are stored (gold, gems, souls, etc.) Each purse only works in the hands of one particular liaison devil and immediately becomes non-magical if stolen or if the devil is slain.

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure None (infernal purse)

From time to time, the forces of Hell strike deals and corrupt mortals through the use of simple wealth. The Liaison Devil serves more powerful devils by dealing with these minor details. Equipped with the ability to bring minor wealth from the Hells to pay for services rendered or tip the balance of corruption, these devils can be found throughout the prime material plane and the lower planes, tipping the scales in the favor of the Hells.

Liaison Devils have a few individual characteristics, but their overall appearance features several common traits. They are unable to hide their infernal heritage, and each has clawed hands and cloven hoofs instead of feet. Some have horns, others do not. Many have tails. Most have forked tongues.

All Liaison Devils speak common and infernal. Additional languages will vary based upon the races that a particular devil works with regularly. These may include draconic, abyssal, ignan, elven, dwarven, gnome, or any other humanoid language.

Although frequently traveling throughout the prime material plane, few Liaison Devils seek to free themselves from their infernal masters. Those who do find themselves cut off from their infernal purses, and must rely on other humanoids to continue their acts of corruption.

Once the final blow has been dealt to the Liaison Devil, read the following:

With a final grunt of pain, the devil collapses to the ground. Still defiant, he speaks. "You cannot win," he says. "Even with my defeat, my master will find a way to invade this realm. It is ready for harvest and you cannot stop it. I die, but I know that Menanderax will soon avenge me."

With that, he collapses and dissolves into a pile of dust and ash. It appears that your "minor task" is finally completed. It is time to get out of this device and receive your payment.

As you climb up the ladder, exhausted by you endeavors within the machine, you are met by the butler. He is cleaning up the last of the mess made by the technicians. He informs you that the gnome and dwarf have already received their payments and have left. However, Lord Lugathell specifically requested to meet with the group before they depart. He can be found upstairs, in his recreation room.

3.2 PAYMENT IN FULL

With the imminent threat of an invasion from the lower planes dealt with, the party heads upstairs to settle their accounts. When they learn the root cause for their repair work, they may end up amused, annoyed, or a little bit of both.

As you head up the stairs of the manor, the sound of girlish giggling can be heard ahead. Jollahan's voice can also be heard from ahead, telling jokes and laughing. The rosewood door is slightly open.

Although you were not certain what to expect, this was not it. Jollahan is resting in a fragrant pool of heated, bubbling water. Around the room is a gathering of human, elven, or half-elven maidens. There is a great assortment of wine and fine foods, and everyone appears to be having a great time.

Jollahan looks up at you after a moment and smiles. "Thank you, my friends," he says. "Your hard work has made this gathering possible."

He tosses a bag of gems nonchalantly toward the sweating, tired party. "Your payment, as promised," he continues. "I realize the job took longer than you had expected. Feel free to grab a plate. I will have my butler prepare rooms for the night."

Challenge	Suggested Experience
Encounter 2.1	800
Encounter 2.2	1200
Puzzle in 2.2	800
Encounter 2.3	800
Puzzle in 2.3	800
Encounter 2.4	1200
Puzzle in 2.4	1200
Encounter 3.1	1600
Subtotal	8400
Bonus for RP, skills, etc.	1600
Suggested Total	10,000

Jollahan has to choose a bride, and soon. He has been meeting and flirting with many potential wives, but has not chosen that special someone yet. One of these potential brides wants to narrow the field a bit and is targeting her competitors and "eliminating" them.

The devils failed to bring their master through the portal, but they are not alone in their attempts. Followers of Menanderax are attempting to open another portal to Hell for their master. Can the party find and stop this cult?

JOLLAHAN TIERPESH LUGATHELL III CR 7

XP 3200

Male Elf Aristocrat 9

LN Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Perception** +14

DEFENSE

AC 12, **touch** 12, **flat-footed** 10 (+2 Dex)

hp 48 (9d8)

Fort +3, **Ref** +5, **Will** +6; +2 vs. enchantments

Immune magic sleep; **Resist** elven immunities

OFFENSE

Speed 30 ft.

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 16, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +5; **CMD** 17

Feats Breadth of Experience, Persuasive, Scholar, Skill Focus (Diplomacy), Skill Focus (Profession(merchant))

Skills Appraise +15, Bluff +15, Diplomacy +20, Intimidate +5, Knowledge (history) +5, Knowledge

WRAP UP

EXPERIENCE AWARDS

The party has successfully cleared the problems in the machine beneath the mansion. They have also incidentally averted an invasion from the lower planes.

Of course, the party also receives the agreed-upon reward from Crescent Bay's resident wealthy playboy/merchant.

CONCLUSION

The party has dealt with the issue at hand, but there are several possibilities for future adventure. Jollahan is impressed with the party, though he won't openly show it (in order to avoid driving future costs up, of course). Some examples for future adventure include:

Rumors of a heretofore unknown half-brother of Jollahan's begin surfacing. If true, Jollahan will have to share a vast portion of his wealth. Is this brother real or merely an attempt to defraud a wealthy merchant?

(local)+19, Knowledge (nobility) +19, Perception +14, Profession (merchant) +17, Sense Motive +12;
Racial Modifiers +2 Perception
Languages Common, Elven, Gnome, Orc, Sylvan
SQ elven magic

SPECIAL ABILITIES

Elven Immunities +2 save bonus vs Enchantments.
Elven Immunities - Sleep You are immune to magic sleep effects.
Elven Magic +2 to spellcraft checks to determine the properties of a magic item.
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.
Scholar (Knowledge [nobility], Knowledge [local]) +2 bonus on two Knowledge skills

Jollahan Tierpesh Lugathell III was born into wealth. His grandfather established a strong trade empire. His father further developed the empire and greatly improved the wealth of the Lugathell family.

Jollahan III, however, took his family tradition to a whole new level. He took the reins of the family business at the young age of 150, after his father died during a brigand attack. In the relatively short span of 87 years, Jollahan III expanded trade routes, established mutually beneficial agreements with other businesses in town, fortified the city with a professional guard, and built a state of the art manor south of town.

Jollahan II insisted his son marry before the age of 250, which Jollahan III is rapidly approaching (for an elf). Jollahan III has not met the woman he wants to marry yet, so he is effectively “shopping around” by inviting eligible maidens to stay at the manor and enjoy a nice feast and some activities with other potential brides. He runs these events 3 or 4 times per year.

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