

The Flesh Fortress

Introduction

The Flesh Fortress is a living tunnel complex, which lies in the world of Inshabiv. It is a forward base of the demonic incursion and is probably going to be the next site for a major breeding pool. It is a place of unrivalled evil and is run by a depraved demonic being, called the "Surgeon". The fortress is designed to challenge 4 players of level 10.

Forces and Tactics

The forces in the Flesh Fortress consist of 10 Flayed Servant Minotaurs, 6 Abductors, and the surgeon himself. The demons need no sleep, so they are constantly active and usually armed.

Within the Flesh Fortress

Walls: The walls inside the fortress are relatively weak, consisting of a bone-like structure covered with flesh. HP 150 per square feet: 15, hardness: 4. However, slashing and piercing weapons cause an acidic fluid to squirt at the attacker, causing 1d6 acid damage (Reflex save 13 for half damage).

Evil Eyes and Ears: These organs allow the surgeon to see and hear everything within the fortress as if it was present itself. The organs have 5 hp and no hardness.

Escape Valves: These organic, sealable orifices only let tanar'ri pass. They are treated as walls for the purposes of breaking through them but have only 10 hp..and break DC: 15.

Generally the surgeon and his quasisidekick will be inside the fortress, either instructing their followers what to do, looking at loot, or checking the breeding pool.

Half of the Abductors are usually out hunting 30% of the time, while the 4 Flayed Servants stay at the entrance all of the time. 3 of the minotaurs guard the breeding pool while the rest lurks near the surgeon, ready to cover him in the case of attack.



Room Descriptions

1. Hidden Entrance

The entrance to the flesh fortress is hidden within the ruins of a farmer's house. It takes a **search check DC 20** to find the entrance. The membrane covering it looks like dirty earth from the outside but is **transparent from the inside**, so the **minotaurs** standing on guard here will usually be aware of any intruders, being able to surprise them.

2. Prison

Any creatures captured during raids are stored here for several days before being devoured or being used by the Surgeon for twisted experiments. Heavy shackles line the walls.

3. Breeding Pool

The breeding pool is producing new abductors at a rate of 1 per 10 days. The new demons will join their brethren after a day of teaching and briefing. The pool can take 100 hit points of damage before being destroyed for good and has a hardness of 3.

4. Throne Room

This room is where the Surgeon usually rests and meditates (40% chance). The floor is covered with small pieces of humans (e.g. fingers or ears), left over from the dreadful experiments of the demon ruler.

5. Treasure Room

This chamber contains the valuables stolen by the Surgeon and its demonic hordes. The room contains:

- 3 bags with 500 gp each
- small silk bag with 10 onyxes (50 gp each)
- a heavily engraved warhammer made of gold and covered with quartzes (not really suitable for combat and worth 4000 gp)
- small statue of a goblin holding a bowl (can be used as a lamp, weight: 5 lb., value: 1500 gp)

Random D'Stradi Demon Modifications

The surgeon likes to experiment on its minions. For any demon under his command, roll on this table (1d10):

1	Spikes implanted under the skin, do 1d4 damage each round during a grapple
2	Eyes sewn shut, demon gains tremorsense 30 feet
3	Extra arm holding a shield (+2 AC)
4	Extra leg, movement halved but +2 vs. trip, bullrush etc.
5	blade arm (1d8 damage)
6	Animal head sewn on
7	Patchwork skin sewn together with wire
8	Lifeless human faces (1d4) grafted onto chest
9	Skin crawls with maggots
0	Useless and broken insectlike wings

- Potion of Heroism
- Wand of Magic Missile (Caster Level 7, 35 charges)

NPCs

The Surgeon

This foul creature is a unique demonic creature that has been created specifically to oversee the flesh fortress. In fact it can be seen as an extension of that place and can perceive everything the fortress does as long as it sits in its throne of flesh and is connected to it via its nerve tendrils.

The surgeon has the body of a human female but without skin and the head of a vulture. Long hair-like nerve tendrils dangle from its head and can be used to connect to the Flesh Fortress or to steal thoughts from helpless victims. The creature's left hand is replaced by a slightly curved blade with the edge on the inside of the curve.

Medium-Sized Outsider [Evil, Chaos]

Hit Dice:	12d8
Hit Points:	54
Initiative:	+4 (improved ini)
Speed:	30 feet
AC:	16 (+6 natural)
Attacks:	arm blade +12/+7/+2
Damage:	1d6 + special
Face/Reach:	5 feet
Special Qualities:	Outsider traits, DR 5/+1, regeneration 4, SR 10, resistance crusher, spell-like abilities, fire immunity, cold resistance 10, read mind
Saves:	Fort +8, Ref +8, Will +13
Abilities:	Str 10 (+0), Dex 10 (+0), Con 11 (+0), Int

Skills: 13 (+1), Wis 16 (+3),
Cha 19 (+4)
Escape Artist +12,
Knowledge (Arcana)
+16, Knowledge (Evil
Outsiders) +16,
Healing +16,
Concentration +12,
Spellcraft +13, Spot
+16, Listen +16,
Tumble +12

Feats: Improved Initiative,
Iron Will, Weapon
Focus (arm blade),
Dodge

Challenge Rating: 10

Alignment: Chaotic Evil

Regeneration (su): The surgeon takes normal damage from organic materials, e.g. wooden or natural weapons.

Spell-Like Abilities: once per day - *feblemind* (DC: 19), *hold monster* (DC: 19), at will - *haste*, *stinking cloud* (DC: 17), all as if cast by a 10th level sorcerer

Read Mind (sp): As a spell-like ability, the surgeon can use its nerve tendrils on a helpless creature to achieve an effect as *detect thought* cast by a 10th level sorcerer. Only the being touched is affected.

Resistance Crusher (su): Every time the Surgeon hits with its arm blade, it lowers one type of elemental resistance by 5 points. This effect lasts a day.

D'Strađi Abductor

Medium Outsider (Chaotic, Evil)

Hit Dice: 7d8+14
Hit Points: 45 hp
Initiative: +7 (+4 improved initiative, +3 dex)
Speed: Walk 40'
AC: 22 (+3 dex, +9 natural)
Attacks: *bloodblade* +12/+7,
bite +6 or 2 claws
+11, bite +6

Damage: 1d10+1 wounding
(blade), 1d6+2 (bite),
1d6+4 (claw)

Face/Reach: 5 ft. by 5 ft./5

Special Qualities: sneak attack +2d6,
improved grab,
spell-like abilities,
DR 10/+1, SR 17,
summon tanar'ri (30%
for Abductor, 10%
for Dancer), cold
resistance 20, acid
resistance 20, fire
resistance 20,
immune to poison
and electricity

Saves: Fortitude: +7, Reflex:
+8, Will: +6

Abilities: Str 18 (+4), Dex 17
(+3), Con 14 (+6), Int
11 (+0), Wis 13 (+1),
Cha 13 (+1)

Skills: Climb +14, Escape
Artist +10, Hide +11,
Jump +14, Listen +8,
Move Silently +10,
Spot +8

Feats: Combat Reflexes,
Improved Initiative

Challenge Rating: 7

Alignment: Chaotic Evil

Spell-like abilities: at will - cause fear, telekinesis, teleport without error (fortitude save to resist), 1/day - desecrate, save DC: 11 + spell level

Bloodblade: +1 bastard sword, as well as wounding (2 pts.) only for Abductors

Flayed Servant

The Surgeon likes to toy with its underlings and the *flayed servants* are a result of this. These creatures were skinned alive and had a patchwork of different skin pieces attached, giving them the look of ragged meat dolls. Much of this skin is demonic, however,

granting the modified creatures additional resistances and boni, especially within the Flesh Fortress.

AC: The natural armour of the creature becomes +6

SQ: *SR* 10 + *HD*, *fire resistance* 10 + *HD* (*max.* 20)

Living Skin (ex): The skin of the Flayed Servants is less strongly attached than that of normal creatures and has a tendency to fall off in chunks when hit. These skin patches are gruesomely alive and wrap themselves around the weapon that hit them, dealing one point of acid damage per round, ignoring the hardness of wood and steel but not other materials. The patches can be removed with a standard action and lie inert afterwards.

CR: +1

Flayed Servant Minotaur

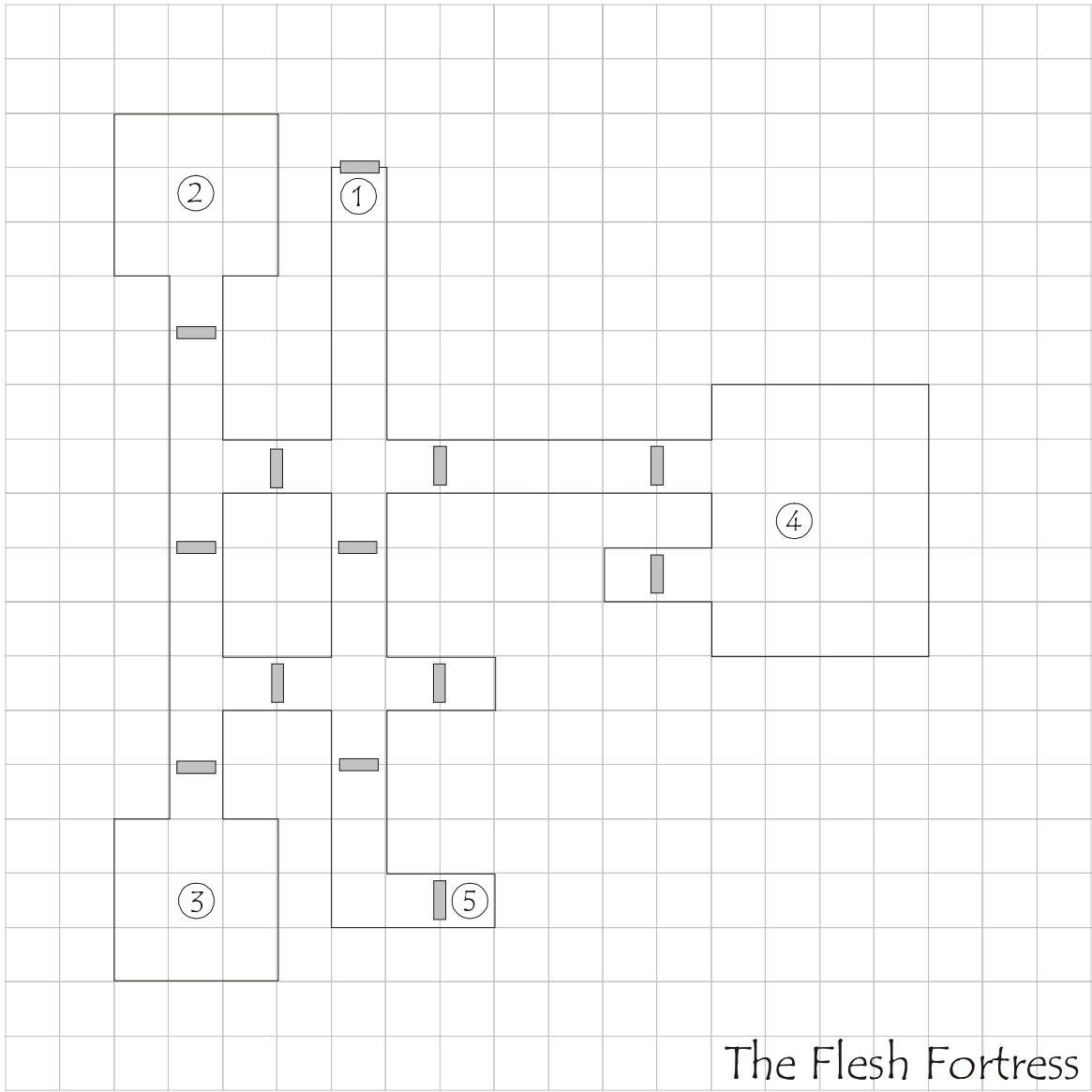
Large Monstrous Humanoid

Hit Dice: 6d8 +12
Hit Points: 39
Initiative: +0
Speed: 30 feet
AC: 15 (-1 size, +6 natural)
Attacks: Huge greataxe +9/+4, gore +4
Damage: greataxe 2d8+4, gore 1d8+2
Face/Reach: 5 feet / 10 feet
Special Qualities: charge 4d6+6, scent, natural cunning, SR 16, fire resistance 16, living skin
Saves: Fort +4, Ref +5, Will +5
Abilities: Str 19 (+4), Dex 11 (+0), Con 14 (+2), Int 7 (-2), Wis 10 (+0), Cha 8 (-1)
Skills: Intimidate +5, Jump +8, Listen +8, Search +6, Spot +8
Feats: Power Attack, Sunder

Challenge Rating: 5

Alignment: Chaotic Evil

The Flayed Servant Minotaurs have been modified to please the twisted aesthetics of the Surgeon. Their skin is a checkerboard pattern of diseased dretch hide and the reptilian skin of the D'Stradi Abductors, arranged in a perfect pattern. The minotaurs are charged with menial labour and only in the case of attack are ordered to take their axes and fight, usually aiming at destroying the weapons of their enemies.



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