



HEROIC

1-10

by Shawn Merwin

# MASSACRE AT FORT DOLOR

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**I**N AN AREA recently freed from the assaults of a powerful white dragon, an oft-destroyed military outpost has been rebuilt and now grows prosperous. The walls of the fort are sturdy, and both civilian and military inhabitants have eased into a routine in the thriving community. However, an unlikely prophecy from a mysterious visitor starts a chain of events that threaten Fort Dolor—and all its inhabitants—once again.

“Massacre at Fort Dolor” is a D&D adventure for five 8th-level PCs. The adventure takes place in an area on the edge of a civilized nation, where cold weather, looming mountains, and a dark forest pose a constant threat to settlers.

## ADVENTURE BACKGROUND

More than a century ago, a fortified town was built in the hinterlands of a prosperous nation. The fort-town housed an army garrison tasked to protect the valuable resources and trading routes running through this still-wild corner of the nation. The land bordered on mountains rich in precious ore, on forests holding valuable timber, and on a river that provided fertile farmland.

Unfortunately, the land also held terrible dangers, the greatest of which was the powerful white dragon Frystiomagythant. As soon as the fort-town grew large enough to draw his attention, the dragon destroyed it. Failing to understand the scope of the problem, the nation's leaders rebuilt the fort; the town within the fort would thereafter grow anew, only to suffer the wrath of the dragon once again. This devastation happened numerous times, killing scores in the process.

Finally, just as the fort-town, nicknamed Fort Dolor by the unlucky inhabitants, grew large enough to be doomed to another dragon attack, a band of adventurers braved Frystiomagythant's icy lair and slew the dragon. With that threat gone, the fort-town was free to grow more prosperous than ever before. Miners, loggers, farmers, and craftspeople quickly learned of the opportunities offered in the rich lands around Fort Dolor. The once-doomed town is now seen as a place to make one's fortune.

Two years have passed since the vanquishing of the dragon, and Fort Dolor has quickly turned into a place where even garrison troops finally see being stationed there as something more than just a death sentence. The locals who survived the dragon's attacks have started to forget the past troubles, but a new threat grows.

The lair of the white dragon housed a portal to the hellish realm of Dis, but the great dragon had prevented anything from opening the gate. With the defeat of the dragon, the portal is once again a viable passage for devils entering this realm. A howling hag named Trilleste learned of the portal, and she entered the lair after the death of the dragon to open it.

The first devil through the portal was a succubus called Xeriope. She serves Ichyrot, a chain devil master who commanded the succubus to assist the howling hag in sowing confusion and treachery in the land around the portal while he raised enough devilish troops to create an army and establish a foothold here. Xeriope quickly took stock of the situation, and she saw Fort Dolor slowly becoming a stable and well-fortified settlement in the area. She knew she had to act quickly, before Fort Dolor became too large and too powerful to be conquered by the impending devilish invasion.

Trilleste, Xeriope, and some of their devilish minions destroyed a few outlying farms and logging camps but ignored the mining camps, thus making it look as though the threat came from the forest rather than the mountains. Then, using her ability to take alternate forms, Xeriope masqueraded as the lone survivor of an attack on one of the farms. The garrison troops who investigated the attack brought her back to Fort Dolor, and she charmed the garrison commander, a strict taskmaster but revered soldier named Captain Revince. Under Xeriope's influence, Captain Revince unknowingly sent patrols into ambushes arranged by Trilleste and Xeriope, so that now only a small group of garrison troops remains, and those are the most unfit and incorrigible of soldiers.

Before the attacks began, Trilleste took the form of an old dwarf hermit. She entered Fort Dolor and

began spouting prophecies with the hopes of keeping the focus of the townsfolk away from the dragon's lair, ensuring that no one would learn about the portal. She also hoped that the false prophecies would help sway the attitude of the townspeople, leading them to make decisions that would favor the devils.

She stood in front of the Avalanche Inn and spoke of visions she'd had. Based on those (nonexistent) visions, she spoke the following prophecies:

- ◆ A danger brewed in the dark forest, awakened from years of slumber by the loggers who now ventured there for timber.
- ◆ The evil from the woods will first kill loggers and farmers in the area.
- ◆ Only one will survive the attacks, and that one is the key to defeating the evil.
- ◆ Many soldiers will die in the battle with the evil, but none will ever find their bodies.
- ◆ Strangers will come to town with intentions of helping against the evil, but those strangers will inadvertently lead to the destruction of Fort Dolor.

With these prophecies in mind, the residents of the fort went about their business, thinking them the rants of a crazed dwarf. Slowly, however, the prophecies came true—mainly because Trilleste, Xeriope, and their small force made them come true. Loggers and farmers died, one young woman (Xeriope pretending to be a farmer's daughter) survived an attack, and most of the garrison soldiers have disappeared while out patrolling and investigating attacks. Now the PCs have arrived, and the residents of Fort Dolor are afraid they are going to somehow lead to the town's downfall. Of course, Trilleste said this to sow discord and reduce the possibility that any heroes might arrive to foil the plans of Ichyrot's forces.

## ADVENTURE SYNOPSIS

When the PCs arrive at Fort Dolor, they find the place strangely quiet and the citizens reluctant to speak to them. Most of the places of business are closed, people have locked their doors to strangers, and the garrison barracks contain only a few soldiers.

Taking part in a skill challenge can give the PCs more information. A complete success brings to them one of the garrison soldiers, who explains that he knows the grieving farmer's daughter is not what she appears. This leads the PCs directly to the encounter with the succubus without any further complication. A partial success draws the attention of Lieutenant Stymers, a corrupt soldier who is using the current unrest in Fort Dolor to steal military supplies for sale on the black market. After the confrontation with Stymers and his lackeys, the PCs can learn about the situation with the Xeriope and Captain Revince, and they can go there after dealing with the corrupt soldiers. Total failure of the skill challenge means the PCs are given false leads, and they might follow a false trail into the dark forest. They must then wait for a newly arrived garrison commander before learning of Xeriope's tricks, and the delay in dealing with the problems makes later encounters in the devils' lair more challenging.

After confronting the succubus Xeriope, the PCs learn the location of Trilleste in her disguise as the dwarf hermit. Clues here reveal that a new evil has taken residence in the old lair of the white dragon. If circumstances in the town allow, the PCs can gather information about the location and layout of the dragon's old lair, which might assist them in their foray against the devilish inhabitants of the lair and those who serve the devils.

Finally, after dealing with the threats and investigations in and around Fort Dolor, the PCs can brave the white dragon's former lair, now home to a growing number of devils and those who serve the otherworldly evil. If the PCs succeed in defeating the inhabitants of the lair, they can find the chamber holding the portal. To close it, they must first defeat Ichyrot, the chain devil leader of the devilish invasion.

### THE QUESTS

"Massacre at Fort Dolor" offers the opportunity for PCs to earn quest XP once they discover the true problem behind the area's apparent woes.

#### Major Quest—Closing the Portal

Once the PCs discover and close the portal, they can receive an experience point award, plus the thanks of the locals.

**Reward:** 1,750 XP.

## PREPARING FOR ADVENTURE

The adventure presents encounters that tell a complete story. However, you can add tangential encounters to the adventure if desired. Any of the inhabitants in Fort Dolor could send the PCs on a side mission in return for promising to tell them more about what is happening there.

Although the skill challenge in A Town's Worst Fear contains information on specific locations and

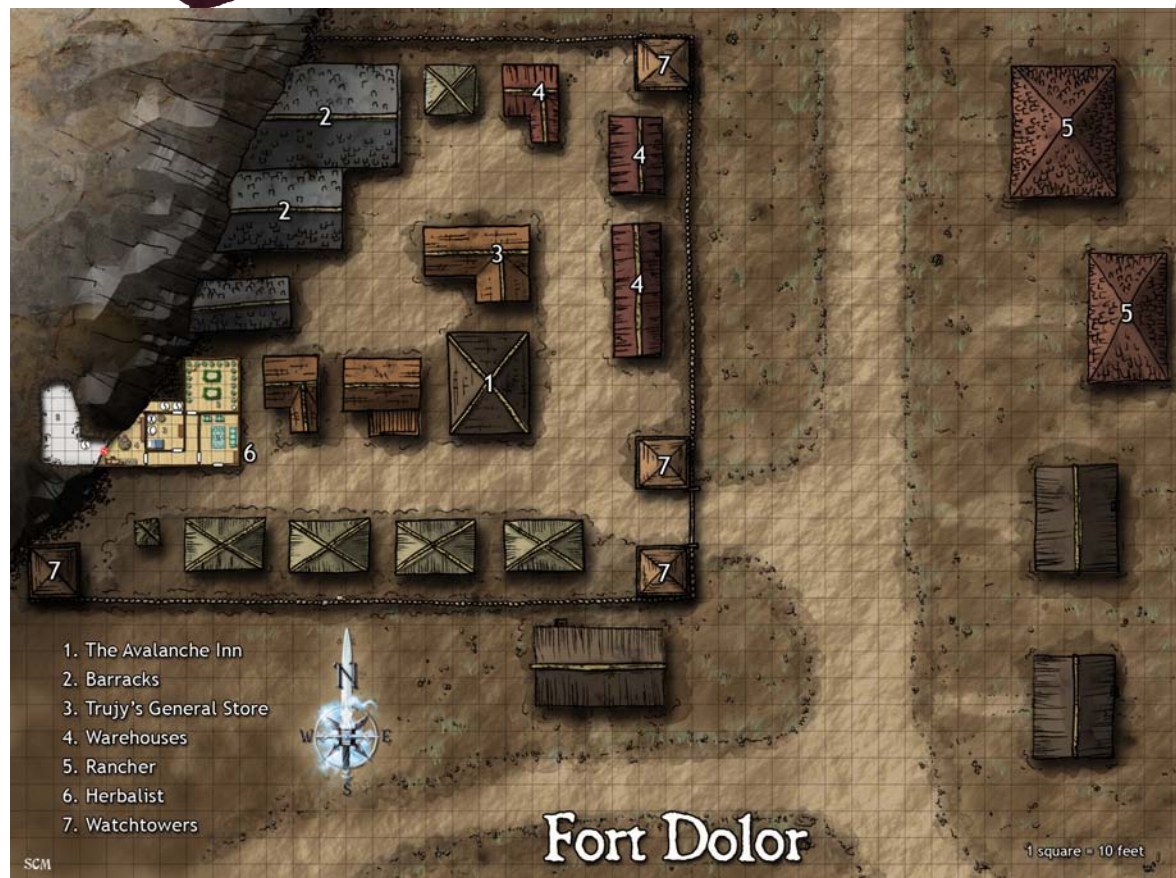
NPCs within Fort Dolor, many locations have been purposefully left undeveloped to allow you to add your own encounters or information. If Fort Dolor is used as a base of operations for the PCs, you can add other businesses or services of value or interest. DM-created NPCs with whom the PCs can establish long-term relationships could be placed in some of the unspecified buildings in Fort Dolor.

## STARTING THE ADVENTURE

Read or paraphrase the following to start the adventure:

*The rumors you heard said the best place to find adventure and wealth is a fortified town on the edge of civilization called Fort Dolor. The place is still considered wilderness by even the hardest souls, but its location makes it important: it's near a mountain range teeming with valuable ore deposits, at the edge of a huge forest full of uncut timber, and in the vicinity of a large river that makes the farmland rich and bountiful during the growing season. Miners, loggers, and farmers brave enough to withstand the dangers of the area have been moving there. The region around Fort Dolor is dangerous, however, and brave adventurers are always in high demand wherever danger prevails—especially where danger is in such close proximity to valuable resources.*

If the PCs want more information about Fort Dolor and the surrounding area, allow the following skill checks to provide it:



### History

**DC 10:** For the last 100 years, this area has resisted all attempts to tame it. Attacks from the mountains, the forest, and the wilds—by threats both natural and unnatural—have always destroyed anyone trying to bring civilization here.

**DC 15:** The largest threat to the area was a white dragon, which was vanquished by adventurers two years ago. Since that time, the area has begun to prosper like never before. Other threats, such as goblinoids and wild animals, are still present.

**DC 25:** The garrison at Fort Dolor currently holds more than 200 soldiers, and it is commanded by Captain Revince, a leader known for his nonsense attitude and strategic brilliance.

### Dungeoneering

**DC 15:** Long ago, the mountains in the area were home to a large clan of dwarves. The clan disappeared, and no one knows what happened to them. Since that time, the mountains are rumored to contain all manner of creatures and their respective lairs. None of these rumors have been substantiated.

### Nature

**DC 10:** The land around Fort Dolor is temperate during the spring and summer months, but immediately after the fall harvest, a long and brutal winter descends. During these winters, wild animals looking for food become desperate enough to approach civilized areas and sometimes attack humanoids.

**DC 15:** Goblinoid creatures have made their homes in the forests near Fort Dolor. Their levels of activity rise and fall as the seasons and years pass, depending on their food levels, changes in leadership, and other factors.

**After the PCs have gained their information, performed their research, gathered their supplies, and undertaken their journey to Fort Dolor, describe the scene when they arrive:**

*The journey to Fort Dolor proved relatively uneventful. The spring thaw meant the days were warm enough, but the nights had a chill to them still. As you approach Fort Dolor, you see a wooden palisade built at the base of a great mountain. The palisade surrounds several wooden and stone structures, and the recent prosperity of the area has resulted in newer wooden structures being built outside the enclosed fort.*

*Although you have arrived during a sunny afternoon, no one is working on the half-built structures outside the palisade walls. Watchtowers looming over the gates into the fort are unmanned, and the gates stand open. Within the palisade walls, the doors and windows of the buildings are closed and shuttered. No signs of life greet you, save for the smoke coming from the chimney of a large stone building in the center of town.*

The building at the center of town with the fireplace burning is the Avalanche Inn. That is the best place for the PCs to start searching for answers about the current situation in Fort Dolor. They can go to other places to search for answers, of course. The investigation of the happenings at Fort Dolor is described in A Town's Worst Fear.

## A TOWN'S WORST FEAR

This section contains both a description of the fort-town of Fort Dolor, as well as a skill challenge. The PCs can investigate the locations within and around Fort Dolor, seeking news from the citizens and inhabitants.

*The town before you seems strangely quiet, and its citizens turn away from you as you make your way down the streets. Windows and doors are shut, businesses are closed, and many buildings are dark. If you are to learn anything of the town and what is going on, you must figure out where to start.*

**Setup:** The PCs have to work hard to learn any information from the residents of Fort Dolor. The PCs can travel to various locations and make skill checks to attempt to extract information from the townsfolk. Each successful check counts as a success toward the skill challenge. A failed check counts as a failure. Unlike a normal skill challenge, the PCs must visit the various town locations before they can make an appropriate check. In addition, if the PCs fail the skill challenge but still have three successes, they achieve partial success (see Success and Failure at the end of the encounter). Regardless of the number of successes

or failures, the PCs can choose to follow certain investigative paths, which could lead to other encounters.

In addition, the PCs might find other creative ways to achieve success. The PCs might attempt to stand outside a door or window and overhear a conversation using a Stealth or Perception check. They might try to gain the trust or favor of a townsperson by helping an ailing child with a Heal check. They might try use a Bluff check to gain someone's trust by convincing them they are someone else. The following section can also be run without a skill challenge component, though the framework of this section outlines the DCs and potential success points for a skill challenge.

**Level:** 8.

**Complexity:** 2 (requires 6 successes before 3 failures).

**Primary Skills:** See each area entry below for specific primary skills.

**Success:** If the PCs attain sufficient successes, or if they defeat Lieutenant Stymers after gathering proof of his crimes, they are approached by a tiefling called Private Zaphist. Read or paraphrase the following:

*Striding purposefully toward you is a tiefling wearing the uniform of a private. When he is ten feet away from you, he salutes. "Private Zaphist, wishing to speak with you." He stands at attention, apparently awaiting an answer.*

If given leave to speak, the tiefling reports seeing Captain Revince kissing the girl Xeriope in the barracks when she was first brought in. He then heard her order him to send out small patrols to specific locations around the area. None of those patrols returned. He knows that the girl was taken to the home of the herbalist, and he is sure the captain is there with her. He tried to report this to Lieutenant Stymers, who is

in command now, but the lieutenant ignored him. He knows that Stymers is up to no good and that he is lying about having sent for reinforcements.

**Partial Success:** If the PCs reach three failures but earn at least three successes, the PCs are confronted by Lieutenant Stymers, who knows what is happening in town but is letting it happen since he and his cronies are profiting off the situation. This result is described in Encounter 1.

**Failure:** If the PCs reach three failures before reaching three successes, they are completely stymied in their attempts to figure out what is happening. Everyone refuses to speak to them, and the only lead they have points them into the forest. This result is described in Lost in the Woods.

## AREA 1: THE AVALANCHE INN

This newly constructed wood and stone building is owned and operated by a dwarf called Skeetty by the locals. When the PCs arrive at the Avalanche Inn, only one other person is there apart from Skeetty: a female halfling named Jirl Ondish. Jirl came to the area two days ago to see if she should bring the rest of her family to start a business moving goods up and down the river. Given the current climate and circumstances in Fort Dolor, she is waiting until the situation resolves itself. Having been in the fort for only two days, she is in the same predicament as the PCs. She can offer them no help, but she might draw the suspicions of the PCs during their investigations if the DM wishes.

Skeetty is just as scared as everyone else by the prophecies, but he is also a consummate businessman. While he might believe that the PCs could be the (falsely prophesied) "strangers that will bring

destruction to Fort Dolor,” he also doesn’t want to lose the PCs’ coin by being rude.

**Diplomacy (DC Varies):** A PC that talks to Skeetty about the town makes a Diplomacy check. The DC is normally 14, but it is lowered to 8 if the character spends at least 5 gp first. If the check fails, Skeetty mutters, “Don’t much know. Need a drink or meal?” Only one PC can make a Diplomacy check to achieve a success in this way, though if that check fails, another character can try if the group obliges Skeetty’s offer of drink and a meal, and spends at least 5 gp. On a successful Diplomacy check, Skeetty opens up a bit, revealing any of the following points of information.

- ◆ “After that dragon was killed by those heroes, things started to look up. I bought me this inn, knowing that there was going to be a big rush. For two years now things have been picking up. But then a couple months ago that crazy dwarf came to town and said all those things. Since then, times have been dark.”
- ◆ “The dwarf lives around here somewhere, but I ain’t sure where. Not in town, but close enough that she can walk here. She started talking about the evil in the forest coming for us. People thought she was just a little off her nut. But then logging camps and farmsteads starting getting attacked, just like she said. Only one survived all those attacks, just like she said. Then the garrison soldiers who were sent out to patrol and investigate the attacks started disappearing, just like she said. We’re just waiting for the last of it to come true.”
- ◆ “The final thing she said was that strangers would come to town. They would mean to do good for us, but they would end up causing

everyone in this place—the town, not the tavern—to be killed by the evil. And here you are. Strangers. Just like that halfling down there. It might be best if you just left.”

- ◆ “The one who survived was the daughter of one of the farmers who put down roots west of here a couple years back. They say her whole family was killed, just like they always are when the attacks come. But the evil must have overlooked her. The soldiers who went to investigate brought her back and took her to the barracks about three weeks back. I haven’t heard much tell about her since then. People started to become scared then for real, but when the soldiers started not coming back from their patrols, that sent everyone into a tizzy. Shops all closed. People only come out when they have to.”

Aside from the above information, Skeetty can provide only basic information: where things are in town, the general location of the farmsteads in the area, and where the forest that holds the “great evil” is located. He does admit that the general store owner Trujy is just about the only person in town who deals with strangers anymore, and that is only to sell them what they need.

## AREA 2: THE BARRACKS

*The barracks are two well-made two-story stone buildings abutting the completely vertical side of a mountain. A tall flagpole near the front entrance stands bare with no flag flying. The doors of the main entrance are closed, and all the windows are shuttered.*

The barracks are mostly empty because the devil-charmed commander of the garrison, Captain Revince, has been sending out patrols at the sugges-

tion of the succubus Xeriope. The patrols have been ambushed by the succubus and her allies, causing the number of soldiers to decrease from 220 to 30.

At least half the remaining troops are loyal only to Lieutenant Stymers. Stymers is an underhanded soldier who has realized that something is adversely affecting his captain. He has used this to his advantage, though, rather than trying to discover the source of the problem. The barracks holds supplies for more than 200 soldiers, but with so few remaining, Stymers can steal the extra supplies from the garrison, sell them to an unscrupulous merchant at a greatly reduced price, and pocket the money.

At least one soldier remaining in the garrison has a sense of honor. Private Zanphist is a loyal and dutiful soldier, but he is distrusted because he is a tiefling. Zanphist was sent here after enlisting in the military to prove himself. Upon his arrival, the other soldiers roughed up Zanphist and when he defended himself, he was branded a troublemaker. Lieutenant Stymers ignores Zanphist for the most part, and unknown to the lieutenant, Private Zanphist recently witnessed Captain Revince kissing Xeriope. In addition, he heard the succubus telling the captain to send patrols off into the woods for no apparent reason. Zanphist suspects something is off about Xeriope, but he doesn’t know what to do about it.

**Bluff, Diplomacy, or Intimidate (DC 14):** A PC who goes to the entrance of the barracks is met by an elf crony of Lieutenant Stymers named Private Frome. He is dismissive and tells them that the person in charge (Captain Revince) is away on patrol for at least a week. A PC who makes a successful DC 14 Diplomacy, Bluff, or Intimidate check can persuade Frome to bring Lieutenant Stymers to the door. A successful check achieves one success in the skill challenge, and

each failed check counts as a failure. Each character can attempt a check only once.

**Insight (DC 14):** Stymers is a tall, gaunt human who wears a perpetual sneer and speaks condescendingly. If the PCs ask him questions about what is going on in Fort Dolor, he tells them that the soldiers are in charge of the situation and that the PCs are not welcome in Fort Dolor. If the PCs inquire about the absence of troops, Stymers claims that more troops should be arriving shortly. Stymers is evasive and lies at each opportunity in an effort to dismiss the PCs. A successful Insight check achieves a success in the skill challenge and allows the PCs to realize that Stymers is being purposefully deceitful and evasive.

If the PCs have proof that Stymers is selling military supplies on the black market and confront him on his crimes, he promises to tell him what he knows and urges them to wait outside the fort until he can talk to them in private. Stymers then gathers his cronies and attacks the PCs, as described in Encounter 1.

### AREA 3: TRUJY'S GENERAL STORE

*A sign in front of this wooden building announces that this is Trujy's General Store. The windows are shuttered and no lights shine out from inside. Barrels outside the building for holding goods are empty.*

Trujy lives in a two-room suite at the back of her store. She is a middle-aged elf with long hair flowing freely down her back. Normally she is extremely gregarious and outgoing, but the recent happenings have left her morose and scared. If the PCs knock on her door or call out to her, Trujy answers. She opens the door just a crack and asks the PCs their business. If the PCs ask her for information or news, she tells them she doesn't have any, and she closes and locks the door. If they

express an interest in purchasing goods, she allows them to enter the store, which is well stocked with a variety of items, including clothing, farming tools, mining tools, timber-cutting tools, simple weapons, dried goods, building tools, hardware, and so on.

**Bluff or Thievery (DC 14):** A character who has a passive Perception of 14 or higher notices an open book on Trujy's counter, which she keeps glancing at nervously. A PC can distract Trujy with a successful DC 14 Bluff check, at which point the book can be obtained without her noticing with a successful DC 14 Thievery check. Each check achieves one success in the skill challenge.

The book is a journal and business ledger. The last entry states that Trujy is having trouble with the manager of the warehouse. He promised her more room for her goods, but then he failed to follow through on his promise, claiming that he didn't have the room. When she asked him who was using her reserved space, he refused to answer and acted nervous. If the PCs confront Trujy on this, she affirms what she has written in her journal. She can tell the PCs the location of the warehouse if they are interested in investigating.

**Diplomacy or Intimidate (DC 14):** A character who has a passive Insight of 14 or higher notices that Trujy seems distracted and shaky. A character can make a successful DC 14 Diplomacy check or DC 14 Intimidate check to persuade Trujy into admitting the source of her fear. If a Diplomacy check fails, a character can attempt an Intimidate check, or vice versa. However, only one success in the skill challenge can be achieved through a successful check here. On a successful check, Trujy admits that she fears Fort Dolor might fall to an evil lurking in the forest. She has spoken to a rancher outside Fort Dolor, and he

knows more about the problems that Fort Dolor faces. Trujy willingly directs the group to the ranch.

### AREA 4: THE WAREHOUSES

*As you approach the large buildings with wide doorways and great shuttered windows, a dwarf opens a smaller door and exits. He wields an axe and wears light armor. "Begone!" he shouts. "You have no business with me, and I certainly have no business with you."*

The warehouses are a series of large buildings owned and operated by a dwarf named Otrun Oremont. Otrun purchased these buildings just before the defeat of the white dragon two years ago. His brother, Ebril Oremont, was one of the adventurers who slew the dragon. With the ore, timber, foodstuff, and other goods coming in from the land surrounding Fort Dolor, he has done well.

**Diplomacy or Stealth (DC 14):** Otrun does not wish to speak to the PCs and threatens to call the garrison soldiers if the characters seem confrontational. His guards have fled Fort Dolor and he is now forced to guard his own warehouses. A PC who makes a successful DC 14 Diplomacy check can persuade Otrun to talk, at which point he reveals his plight and offers to pay the character 1 silver piece each per day to work as guards. A PC can also attempt to make a successful DC 14 Stealth check followed by a DC 21 Thievery check to secretly gain entry to the warehouse. As long as the check allows the PCs to gain access to the warehouse, they gain a success in the skill challenge, though they can gain only one such success here.

Inside, a PC can make a DC 14 Perception check (or an equivalent passive Perception check) to discover several suspicious crates covered with tarps.

These crates contain military supplies, though the military insignia has been removed from the goods. Some paperwork confirms that these goods are intended for sale at a fraction of their worth to a merchant in a week's time.

If Otrun is confronted with this information, he explains that he knows nothing of the illegal activities. He says that Lieutenant Stymers commandeered the space for military purposes. If the PCs confront Stymers with the materials they discovered, it triggers Encounter 1 (see also The Barracks).

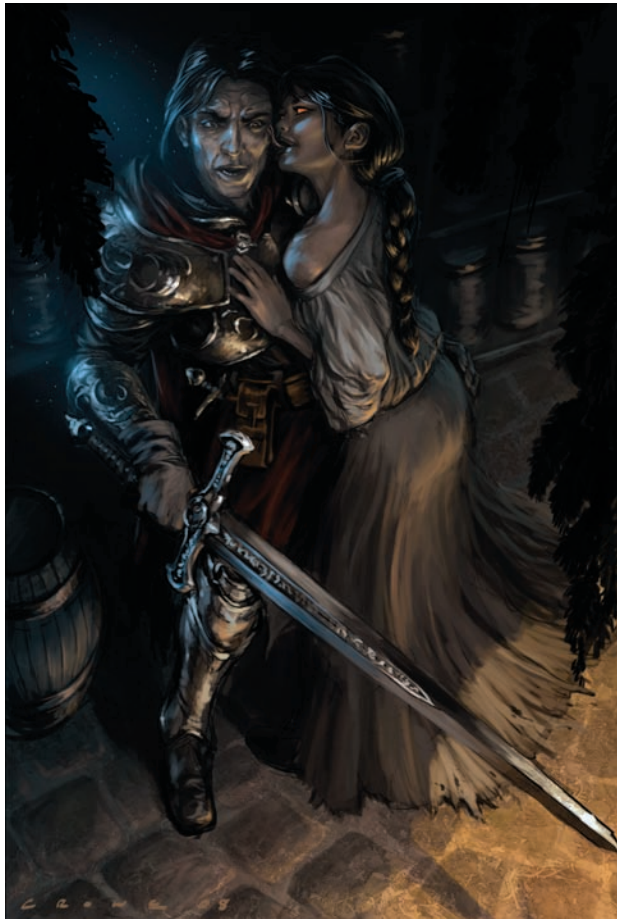
## AREA 5: THE RANCH

*Ahead of you, the ranch has wide pastures that are fenced off and filled with several horses. A stable stands off to the side, ahead and to the right, and its doors are open. Beyond it stands a simple wooden house.*

An eladrin rancher named Aestirol lives outside the fort. He breeds and raises horses, and he is also in charge of stabling and maintaining the horses for the military. If the PCs go to the rancher, they find him in his stable attending to a horse about to birth a foal. Aestirol is angry at the disturbance, explaining that the mare giving birth is having complications. He orders the PCs to leave him alone.

**Nature (DC 14):** A PC can recognize the problem with the colt's birth with a successful DC 14 Nature check. Aestirol is grateful for the assistance and rewards the PCs by answering their questions, regardless if the foal lives or dies. A successful use of the Nature skill earns the PCs a success in the skill challenge.

**Heal (DC 21):** Once a character has diagnosed the problem with a Nature check, a PC can make a DC 21 Heal check to see if he or she can save the life of



the foal. A successful check earns the PCs one success in the skill challenge.

Once the foal is birthed, and assuming the PCs offer assistance (even if the foal dies), the rancher tells them that Captain Revince, the commander of the garrison troops, has been acting strangely for the last three weeks. He has been ordering small patrols to go out frequently without reason, and most of the patrols haven't returned. In addition, Captain Revince has been missing for several days. The last time Aestirol

saw Revince was when he was at the herbalist's shop late at night a couple weeks ago.

## AREA 6: THE HERBALIST

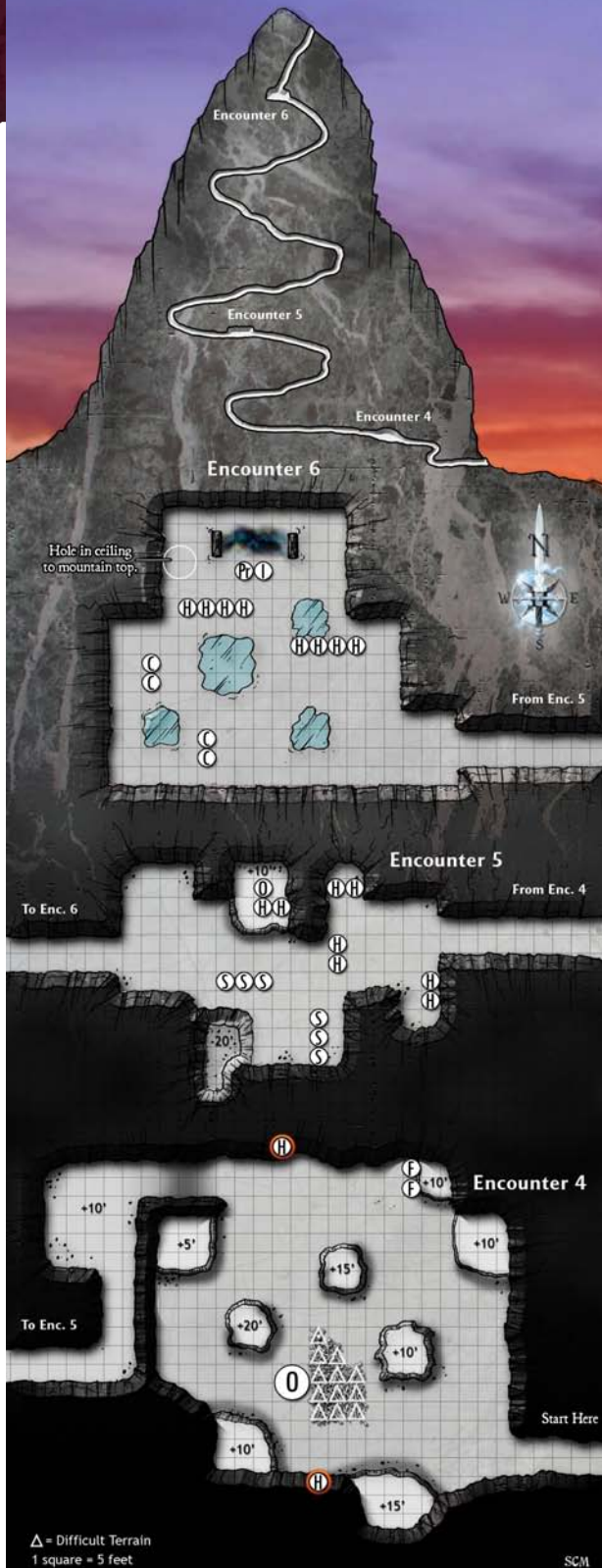
*This building is one of the few you have seen where the windows are not shuttered. Light emerges from the open windows, and a sweet, pleasant smell permeates the air around it. A large greenhouse is attached to the building.*

The herbalist, a young human man named Phlen, is the closest thing Fort Dolor has to a healer, and his house doubles as the herb shop. Phlen is currently caring for Xeriope, a succubus in the guise of the bedraggled daughter of a slain farmer. Phlen was the son of loggers killed by the white dragon several years ago, when he was just a young lad. He survived and was taken in by a kind, old herbalist woman. The old herbalist passed away two years ago, so Phlen took over, practicing what he has learned.

Xeriope was found at an isolated farmstead, where she had killed the occupants and then inflicted wounds to make it seem as though someone had attacked her. The patrol of soldiers that found Xeriope brought her to Phlen, who treated her physical wounds. Xeriope pretended to be in shock, so Phlen gave her a room where she could recover from her grief. Phlen knows enough about the mortal body to recognize that something isn't right with Xeriope, but he is a trusting soul and attributes the oddity to whatever force invaded her farm and killed her parents.

When Phlen greets the PCs at the door, he is wary. He was instructed not to tell anyone that Xeriope is staying at his home or that Captain Revince visits frequently and has been with her for several days. However, Phlen does invite the PCs inside. Xeriope





and Captain Revince are in a bedroom down a hallway and can hear the PCs speak to Phlen.

**Insight (DC 14):** If a PC asks about the Xeriope, Phlen lies and says that he treated her and then she left. A successful DC 14 Insight check detects the lie, and if he is called out on the lie, he admits that Xeriope is in his place and he is still caring for her as she recovers from grief and mental trauma. A character who succeeds on the Insight check achieves a success in the skill challenge.

Phlen refuses to let the PCs see Xeriope, but if the PCs do reach Xeriope and Captain Revince, they feign normalcy. Xeriope pretends to be still in shock at the attack and death of her family, which she claims was the result of a rampaging owlbear.

If the PCs incite a fight, Encounter 2 occurs.

## LOST IN THE WOODS

This section should be used only if the PCs failed the skill challenge completely or did something else that made it impossible for them to learn the truth about Xeriope at Fort Dolor.

This section is strictly a roleplaying encounter (though DMs could turn it into another skill challenge, using survival skills and perhaps a few random creatures). If the PCs head off into the woods to search for clues about the evil lurking there, read or paraphrase the following:

*After a journey of two days, you arrive at a logging camp at the edge of the forest. Several humans and a few elves follow here, hauling timber and cutting logs. They wave to you as you approach.*

While the loggers here have heard of other attacks at sites in the area, none of them have witnessed any.

They can give the PCs directions to the closest logging camp where an attack took place.

The PCs travel two days deeper into the woods, coming across nothing of interest. When they reach the location where the attack supposedly occurred, they find a functioning logging camp. The loggers here are surprised that anyone thought they had been attacked. They offer information on a camp they heard was attacked, but the directions they give are to the original logging camp the PCs visited.

The PCs, after a little investigation but several days wasted, should realize that perhaps the evil in the woods was not as big a threat as people feared. They can head back to Fort Dolor, but the time they have wasted in the woods means more devils have come through the portal, making some of the fights in the devil's lair more difficult.

After their return from the woods (or if the PCs are forced to wait for another reason, such as being arrested or failing to receive any help from the townspeople), the PCs arrive at Fort Dolor to see the place crawling with scores of garrison soldiers. Read or paraphrase the following:

*As you approach the fort, you notice the watch-towers are now manned with a full complement of troops. Other soldiers are drilling in front of the main gate. A short, stocky female in a captain's uniform shouts orders to other soldiers preparing horses.*

The female is the new commander of the garrison—a half-elf called Captain Kahvahna. Word of the loss of the garrison soldiers finally reached the commanders of the military in the capital city, and although they were not expected, Captain Kahvahna arrived with replacements to bring order back to Fort Dolor.

If the reinforcements arrive before the PCs learn about the true nature of Xeriope and the crimes of Lieutenant Stymers, Private Zanphist tells Captain Kahvahna everything. She deals with Stymers, but she is hesitant to send troops after Captain Revince. Many of these soldiers are fond of him, and she does not want a conflict. She asks the PCs to investigate instead, insisting that Revince and the girl be taken alive.

## TO THE PORTAL

Once the PCs have defeated Xeriope by either completing the skill challenge or being bailed out by the arrival of Captain Kahvahna, they can proceed to the lair of Trilleste (see page 96).

Once Trilleste has been defeated, the PCs find notes detailing the dragon's lair and the portal it holds. Landmarks described in the notes enable the characters to find their way to the warren of caves in which the dragon once lived . . . and where Ichyrot now pursues his plans to bring a legion of devils into the mortal world. The dragon's lair consists of several connected caves, most of which are separated by long, twisting tunnels.

## ENTRY GUARDIANS

The entrance to the white dragon's former lair is guarded by creatures loyal to Ichyrot—either voluntary, in the case of the flameskulls, or enslaved, as with the well-fed owlbear.

**Tactical Encounter:** “Entry Guardians” (page 98).

## VILE WORKS

Once a chamber used by the dragon to keep prisoners or later meals, Ichyrot now uses this chamber as a staging ground for his invasion force. As more soldiers have moved through the portal from the Nine Hells, they've been moved to this cavern to await further orders.

**Tactical Encounter:** “Vile Works” (page 100).

## THE BLOOD-SOAKED PORTAL

This chamber, the heart of the dragon's lair, once held its vast horde . . . and it still holds a portal to Dis. Ichyrot and his personal guard have taken up residence here.

**Tactical Encounter:** “The Blood-Soaked Portal” (page 102).

## CONCLUDING THE ADVENTURE

Back at Fort Dolor, after the PCs close the portal, they are treated well, but many of the citizens are still standoffish toward them: Some find it difficult to understand that the prophecies delivered by the howling hag were false, and the bad luck suffered by Fort Dolor over the years does not leave the minds of its citizens that easily.

If the PCs could not close the portal, no one at Fort Dolor can help them.

## FURTHER ADVENTURES

If you are running this adventure as part of an ongoing campaign, you can use some of these plot threads to link to adventures:

- ◆ Perhaps further adventures are needed to find the true method of closing the portal to Dis forever.
- ◆ Ichyrot the chain devil might have served a master on Dis whose plans involved more than just this one incursion. That master might wish revenge on the mortals who ruined his plans.
- ◆ What happened to the dwarves those many centuries ago? Do other evils lurk within the mountain around Fort Dolor?
- ◆ Lieutenant Stymers sold goods to a merchant deeply invested in a black market. That merchant is probably dealing with other shady individuals.



|   |                                       |
|---|---------------------------------------|
| <b>4 Human Veterans (V)</b><br>Medium natural humanoid  | <b>Level 6 Soldier</b><br>XP 250 each |
| <b>Initiative</b> +5 <b>Senses Perception</b> +4  |                                       |
| <b>HP</b> 70; <b>Bloodied</b> 35  |                                       |
| <b>AC</b> 22; <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 17   |                                       |
| <b>Speed</b> 5  |                                       |
| ⬇ <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b><br>+11 vs. AC; 1d8 + 4 damage, and target is marked until the end of the human soldier's next turn.  |                                       |
| ⌘ <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b><br>Ranged 5/10; +10 vs. AC; 1d4 + 3 damage.   |                                       |
| <b>Maneuvering Strike</b> (standard; encounter) ♦ <b>Weapon</b><br>The human veteran makes a longsword attack. If the attack hits, the human veteran makes a free secondary attack. <i>Secondary Attack:</i> +9 vs. Fortitude; 1d8 damage, and the human veteran can shift 1. |                                       |
| <b>Alignment</b> Evil   | <b>Languages</b> Common               |
| <b>Str</b> 18 (+7)  | <b>Dex</b> 14 (+5) <b>Wis</b> 12 (+4) |
| <b>Con</b> 14 (+5)  | <b>Int</b> 10 (+3) <b>Cha</b> 11 (+3) |
| <b>Equipment</b> scale armor, heavy shield, longsword, dagger   |                                       |

|  |   |
|--|---|
| <b>4 Dwarf Bolters (D)</b><br>Medium natural humanoid (dwarf)  | <b>Level 6 Artillery</b><br>XP 250 each |
| <b>Initiative</b> +7 <b>Senses Perception</b> +9; low-light vision   |   |
| <b>HP</b> 58; <b>Bloodied</b> 29   |   |
| <b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 16  |   |
| <b>Saving Throws</b> +5 against poison   |   |
| <b>Speed</b> 5   |   |
| ⬇ <b>Warhammer</b> (standard; at-will) ♦ <b>Weapon</b><br>+9 vs. AC; 1d10 + 3 damage.  |   |
| ⌘ <b>Crossbow</b> (standard; at-will) ♦ <b>Weapon</b><br>Ranged 15/30; +11 vs. AC; 1d8 + 4 damage.   |   |
| <b>Aimed Shot</b><br>The dwarf bolter gains a +2 bonus to attack rolls and deals +1d6 damage with ranged attacks against creatures that don't have cover.  |   |
| <b>Stand Your Grand</b><br>When an effect forces a dwarf to move—through a push, pull, or slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf gains an immediate saving throw to avoid falling prone. |   |
| <b>Alignment</b> Unaligned   | <b>Languages</b> Common, Dwarven        |
| <b>Skills</b> Dungeoneering +11, Endurance +8  |   |
| <b>Str</b> 14 (+5)   | <b>Dex</b> 18 (+7) <b>Wis</b> 12 (+4)   |
| <b>Con</b> 16 (+6)   | <b>Int</b> 11 (+3) <b>Cha</b> 10 (+3)   |
| <b>Equipment</b> chainmail, warhammer, crossbow with 20 bolts  |   |

|  |                                      |
|--|--------------------------------------|
| <b>2 Dire Boars (B)</b><br>Large natural beast (mount)   | <b>Level 6 Brute</b><br>XP 250 each  |
| <b>Initiative</b> +3 <b>Senses Perception</b> +2   |                                      |
| <b>HP</b> 85; <b>Bloodied</b> 42   |                                      |
| <b>AC</b> 17; <b>Fortitude</b> 21, <b>Reflex</b> 17, <b>Will</b> 16  |                                      |
| <b>Speed</b> 8   |                                      |
| ⬇ <b>Gore</b> (standard; at-will)<br>+9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.  |                                      |
| ⬇ <b>Death Strike</b> (when reduced to 0 hit points)<br>The dire boar makes a gore attack.   |                                      |
| ⬇ <b>Rabid Charger</b> (while mounted by a friendly rider of 6th level or higher; at-will) ♦ <b>Mount</b><br>When it charges, the dire boar makes a gore attack in addition to its rider's charge attack; see also <i>furious charge</i> . |                                      |
| <b>Furious Charge</b><br>When a dire boar charges, its gore deals +5 damage, pushes the target 2 squares, and knocks the target prone on a hit.  |                                      |
| <b>Alignment</b> Unaligned   | <b>Languages</b> —                   |
| <b>Str</b> 19 (+7)   | <b>Dex</b> 10 (+3) <b>Wis</b> 9 (+2) |
| <b>Con</b> 15 (+5)   | <b>Int</b> 2 (-1) <b>Cha</b> 8 (+2)  |



## XERIOPE AND CAPTAIN REVINCE

Encounter Level 8 (1,750 XP)

### SETUP

At some point, the PCs encounter Xeriope, Captain Revince, and her three spined devil lackeys at Phlen the herbalist's home and shop. This might occur while the investigation is in process, or it might occur after the PCs learn the truth. Xeriope is ready to run to the cavern at any moment, and she does so if the PCs show their intentions of taking her out of the house.

The map shows only two spined devils. The third is hiding in the back cavern. Don't place it on the map until the PCs enter that area, or during round 3 of a combat, at which point it emerges and joins the fray.

**Xeriope** (X)

**Captain Revince** (R)

**3 spined devils** (D)

**If the characters enter this cavern, read:**

*A large, dark space opens up immediately beyond the door, and it smells damp and somewhat musty.*

### TACTICS

Xeriope hides behind Revince while he attacks the PCs. He does everything in his power to keep the PCs away from her, assuming that the PCs are part of the "evil from the forest" that is coming to kill her. Xeriope uses her *charming kiss* against a PC only if Revince is knocked out of the combat. Otherwise she

attempts to *dominate* PCs at range, or uses her *corrupting touch* on PCs in melee range.

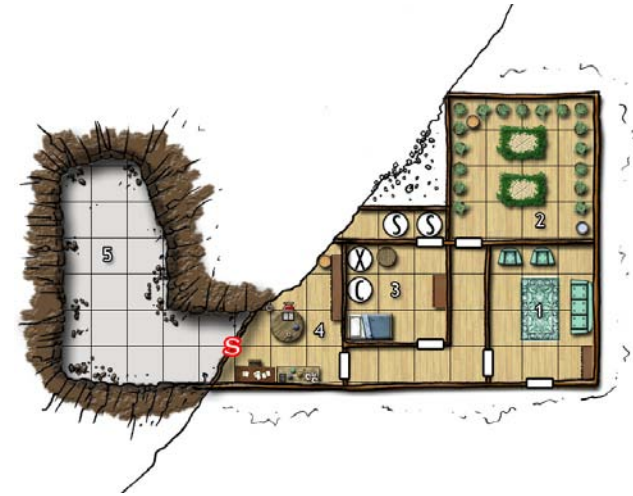
The spined devils try to use the small quarters use their *rain of spines* attack as much as possible, stepping into combat only if they must keep the PCs away from Xeriope. The third spined devil comes through Phlen's room and up the hallway to attack the PCs positioned at the back of the fight.

Xeriope runs for the cavern hidden behind a secret door in Phlen's room if the PCs show their intent to capture her, and she ensures that she is behind Revince while he attacks the PCs. He does everything in his power to keep the PCs away from her, assuming that the PCs are part of the "evil from the forest" that is coming to kill her. Xeriope uses her *charming kiss* against a PC only if Revince is knocked out of the combat. Otherwise she attempts to *dominate* PCs at range, or uses her *corrupting touch* on PCs in melee range.

The spined devils follow the PCs and use their rain of spines as much as possible—especially in the initial cramped quarters—and they step into combat only if they must keep the PCs away from Xeriope. The third spined devil remains positioned at the back of the fight.

### FEATURES OF THE AREA

The bedroom where Xeriope is staying is sparsely furnished, with just a cot and a stool. The closet door is closed, and two of the three spined devils serving Xeriope hide in the closet. The third is hiding in a secret cave attached to Phlen's room, waiting to hear the call of its master.



**Illumination:** Light from various sources brightens the rooms, but the cavern is dark.

**Treasure:** Hidden in a satchel under Xeriope's cot (found with a DC 10 Perception check) is a grotesque statuette made of pure platinum worth 1,000 gp and a gem worth 700 gp. Also in the satchel is a crudely drawn map showing the way to Trilleste's shack near the entrance to the old dragon's lair. Written in Supernal on the map is "To the hag."

### CONCLUSION

If the PCs defeat any of the devils without killing them, they are more than happy to tell the PCs about the infernal army. Although the devils do not reveal any more than this, at the DM's discretion (perhaps using a skill challenge) they can provide other information that might help the PCs in the battles at the lair.

**Xeriope the Succubus (X) Level 9 Controller**

Medium immortal humanoid (devil, shapechanger) XP 400

**Initiative** +8 **Senses** Perception +8; darkvision

**HP** 90; **Bloodied** 45

**AC** 23; **Fortitude** 17, **Reflex** 21, **Will** 23

**Resist** 20 fire

**Speed** 6, fly 6

 ⊕ **Corrupting Touch** (standard; at-will)

+14 vs. AC; 1d6 + 6 damage.

 † **Charming Kiss** (standard; at-will) ◆ **Charm**

+14 vs. AC; on a hit, Xeriope makes a secondary attack against the same target. *Secondary Attack*: +12 vs. Will; the target cannot attack Xeriope, and if the target is adjacent to Xeriope when Xeriope is targeted by a melee or ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until Xeriope or one of its allies attacks the target or Xeriope dies.

If the target is still under the effect of this power at the end of the encounter, Xeriope can sustain the effect indefinitely by kissing the target once per day. Xeriope can affect only one target at a time with its *charming kiss*.

 ⤵ **Dominate** (standard; at-will) ◆ **Charm**

Ranged 5; +12 vs. Will; the target is dominated until the end of Xeriope's next turn.

**Change Shape** (minor; at-will) ◆ **Polymorph**

The succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see *Change Shape* in MM 280).

**Alignment** Evil **Languages** Common, Supernal

**Skills** Bluff +15, Diplomacy +15, Insight +13

**Str** 11 (+4) **Dex** 18 (+8) **Wis** 19 (+8)

**Con** 10 (+4) **Int** 15 (+6) **Cha** 22 (+10)

**Captain Revince (R) Level 7 Elite Soldier**

Medium natural humanoid, human XP 600

**Initiative** +7 **Senses** Perception +4

**HP** 156; **Bloodied** 78

**AC** 24; **Fortitude** 22, **Reflex** 19, **Will** 20

**Saving Throws** +2

**Speed** 5

**Action Points** 1

 ⊕ **Longsword** (standard; at-will) ◆ **Weapon**

+13 vs. AC; 2d8 + 5 damage.

 † **Knock Off Balance** (standard; at-will) ◆ **Weapon**

+13 vs. Reflex; 1d8 + 5 damage, and the target is immobilized until the end of Revince's next turn and target grants combat advantage to Revince (save ends).

 † **Jarring Strike** (standard; recharge 6) ◆ **Weapon**

Usable only if the target grants Revince combat advantage; +13 vs. Fortitude; 1d8 + 5 damage, and target is stunned (save ends).

**Alignment** Good **Languages** Common

**Str** 20 (+8) **Dex** 12 (+4) **Wis** 12 (+4)

**Con** 16 (+6) **Int** 10 (+3) **Cha** 11 (+3)

**Equipment** plate armor, heavy shield, longsword

**3 Spined Devils (D) Level 6 Skirmisher**

Medium immortal humanoid (devil) XP 250 each

**Initiative** +7 **Senses** Perception +10; darkvision

**HP** 70; **Bloodied** 35

**AC** 20; **Fortitude** 18, **Reflex** 16, **Will** 16

**Resist** 20 fire

**Speed** 5, fly 7 (hover)

 ⊕ **Claws** (standard; at-will)

+11 vs. AC; 2d6 + 4 damage.

 ⤵ **Rain of Spines** (standard; at-will) ◆ **Fire, Poison**

Ranged 10; the spined devil flings spines that ignite as they fly through the air; +9 vs. Reflex; 1d10 damage plus 1d6 fire damage, and the spined devil makes a secondary attack against the same target. *Secondary Attack*: +9 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both).

**Alignment** Evil **Languages** Supernal

**Str** 18 (+7) **Dex** 15 (+5) **Wis** 14 (+5)

**Con** 14 (+5) **Int** 10 (+3) **Cha** 11 (+3)

## THE HOWLING HERMIT

Encounter Level 9 (2,100 XP)

### SETUP

Trilleste, the howling hag who initially opened the portal, works closely with Xeriope and Ichyrot to keep the area incapable of defending itself when the devilish army attacks. She took the form of a mysterious dwarf hermit, which allowed her to enter Fort Dolor and sow doubt and discord in the citizens there by spouting “prophecy.” Now she bides her time at this mountainside abode, partially playing the role of a hermit, while at the same time acting as a guardian of the nearby lair entrance.

**Trilleste (T)**

**1 ogre warhulk (W)**

**4 human cultist archers (A)**

**When the characters enter the chamber, read the following:**

*A roughly built home has been erected at the side of the mountain. The home is made of rough-hewn lumber and large stones, cobbled together. The home has no windows, and in lieu of a door is a crudely tanned piece of leather stretched across the doorway.*

If the PCs announce themselves, Trilleste loudly calls for the PCs to enter, thereby warning her accomplices in the back of the house and giving them time to prepare an attack if needed. If the PCs sneak in and peek, or enter after announcing themselves, they see the following scene:

*A filthy dwarf female dressed in rags sits in a rocking chair, staring absently into space. She at first does not appear to acknowledge your presence. Then she blinks rapidly, rocks in her chair faster and faster, and moans loudly. The moan turns into a shriek. Then she calms and says, “You are the strangers.”*

### TACTICS

Trilleste tries to trick the PCs into following her into the central room of her shack, where the archers can hit the PCs from all directions, and the ogre can attack them more easily. Trilleste does not hesitate to blast her allies with her *howl* or *shriek of pain* powers if she can get more enemies in the effect.

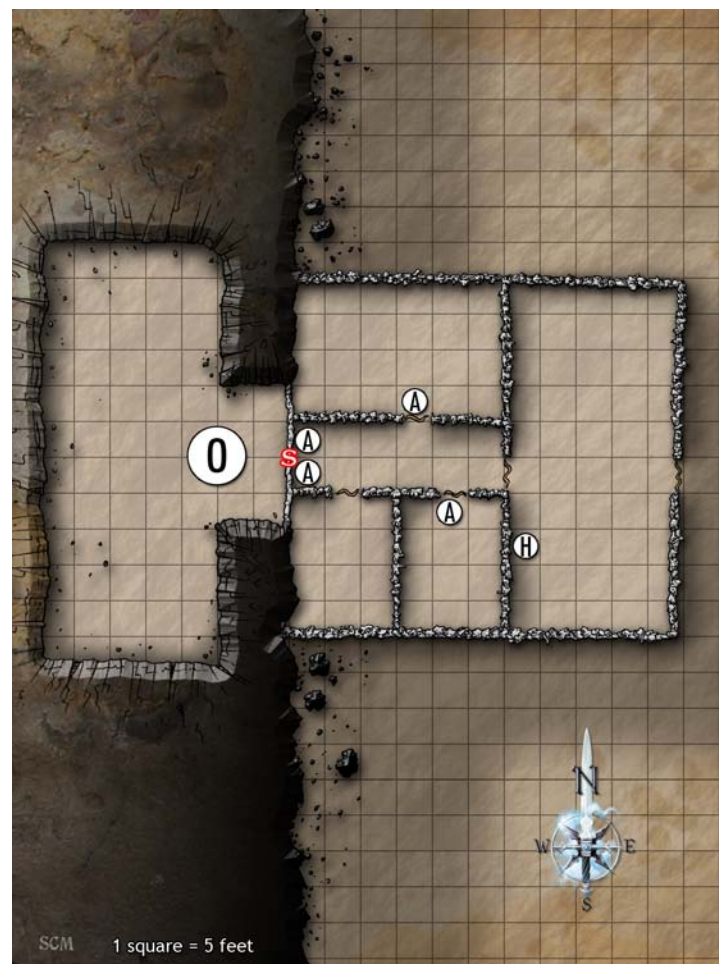
The archers snipe from the doorways, trying to stay away from the PCs’ melee attacks.

The ogre bursts in at the first sign of combat, and he beats anything he can reach into a bloody pulp.

### FEATURES OF THE AREA

The hag’s shack is barely furnished in the living room and central hallway. Cots and chairs are in the other rooms for the cultists to use. None of the doorways contain doors; like the front entrance, leather hangings cover them. The hangings can be pulled open and closed as a minor action to provide cover for creatures attacking from behind them.

**Illumination:** Light from a lantern brightens the area.



**Treasure:** In the secret cave where the ogre stays are bodies of a few adventurers whom the ogre has killed recently. Most of the bodies have been picked clean of valuables, but one of the adventurers still wears a guardian shield (level 10) that was overlooked.

## CONCLUSION

None of the cultists know the location of the lair and the portal, although they know it exists. The ogre knows nothing either, except the hag promised him lots of people to kill if he stayed with her.

Trilleste knows everything about the portal. She says as little as possible to the PCs, but they find notes on old parchment, written in Elven, describing that the mountains of this area contain many dark secrets, including a portal to a place of great evil. The notes say that the blood of a mortal being can open the portal. The notes describe landmarks of the area, so that the PCs can ascertain the portal is located near where the dragon used to live.

|  |   |
|--|---|
| <b>Ogre Warhulk (W)</b><br>Large natural beast (mount)   | <b>Level 11 Elite Brute</b><br>XP 1,200 |
| <b>Initiative</b> +6   | <b>Senses Perception</b> +6             |
| <b>HP</b> 286; <b>Bloodied</b> 143   |   |
| <b>AC</b> 25; <b>Fortitude</b> 26, <b>Reflex</b> 21, <b>Will</b> 21  |   |
| <b>Saving Throws</b> +2  |   |
| <b>Speed</b> 8   |   |
| <b>Action Points</b> 1   |   |
| ⚔ <b>Heavy Flail</b> (standard; at-will) ♦ <b>Weapon</b><br>Reach 2; +14 vs. AC; 2d8 + 6 damage, and the target is knocked prone.  |   |
| ↩ <b>Flail Hurricane</b> (standard; encounter) ♦ <b>Weapon</b><br>Requires heavy flail; close burst 2; +12 vs. AC; 3d10 + 6 damage, and a Medium or smaller creature is knocked prone. |   |
| <b>Alignment</b> Chaotic evil  | <b>Languages</b> Common, Giant          |
| <b>Str</b> 22 (+11)  | <b>Dex</b> 12 (+6) <b>Wis</b> 12 (+6)   |
| <b>Con</b> 23 (+11)  | <b>Int</b> 4 (+2) <b>Cha</b> 6 (+3)     |

|   |                                       |
|---|---------------------------------------|
| <b>Trilleste the Howling Hag (T)</b><br>Medium fey humanoid   | <b>Level 7 Controller</b><br>XP 300   |
| <b>Initiative</b> +7 <b>Senses Perception</b> +10; low-light vision   |                                       |
| <b>Baleful Whispers (Psychic)</b> aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.   |                                       |
| <b>HP</b> 83; <b>Bloodied</b> 41; see also shriek of pain   |                                       |
| <b>AC</b> 21; <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 18   |                                       |
| <b>Resist</b> 10 thunder  |                                       |
| <b>Speed</b> 6, see also fey step   |                                       |
| ⚔ <b>Quarterstaff</b> (standard; at-will) ♦ <b>Weapon</b><br>+9 vs. AC; 1d8 + 4 damage.   |                                       |
| ↩ <b>Howl</b> (standard; at-will) ♦ <b>Thunder</b><br>Close blast 5; +10 vs. Fortitude; 1d6 + 4 thunder damage, and the target is pushed 3 squares.   |                                       |
| ↩ <b>Shriek of Pain</b> (standard; recharges when first bloodied) ♦ <b>Thunder</b><br>Close blast 5; +8 vs. Fortitude; 3d6 + 4 thunder damage, or 3d6 + 9 thunder damage if Trilleste is bloodied. <i>Miss</i> : Half damage. |                                       |
| <b>Change Shape</b> (minor; at-will) ♦ <b>Polymorph</b><br>Trilleste can alter her physical form to appear as an old crone of any Medium humanoid race (see <i>Change Shape</i> in <i>MM</i> 280).                            |                                       |
| <b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b><br>Trilleste can teleport 10 squares.  |                                       |
| <b>Alignment</b> Evil   | <b>Languages</b> Common, Elven        |
| <b>Skills</b> Bluff +11, Insight +10, Intimidate +11, Nature +10  |                                       |
| <b>Str</b> 18 (+7)  | <b>Dex</b> 18 (+8) <b>Wis</b> 15 (+5) |
| <b>Con</b> 19 (+7)  | <b>Int</b> 12 (+4) <b>Cha</b> 16 (+6) |

|  |   |
|--|---|
| <b>4 Human Cultist Archers (A)</b><br>Medium natural humanoid  | <b>Level 3 Artillery</b><br>XP 150 each |
| <b>Initiative</b> +7 <b>Senses Perception</b> +8   |   |
| <b>HP</b> 38; <b>Bloodied</b> 19   |   |
| <b>AC</b> 17; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 13  |   |
| <b>Speed</b> 6   |   |
| ⚔ <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b><br>+6 vs. AC; 1d8 + 2 damage.   |   |
| ↩ <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b><br>Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the cultist archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack against the same target. |   |
| <b>Cultist Hysteria</b> (immediate reaction; when bloodied)<br>The cultist archer gets an immediate saving throw against any ongoing affects it might be suffering.  |   |
| <b>Alignment</b> Evil  | <b>Languages</b> Common                 |
| <b>Str</b> 14 (+3)   | <b>Dex</b> 19 (+5) <b>Wis</b> 10 (+1)   |
| <b>Con</b> 15 (+3)   | <b>Int</b> 11 (+1) <b>Cha</b> 14 (+3)   |
| <b>Equipment</b> leather armor, longsword, longbow with 20 arrows  |   |



## ENTRY GUARDIANS

Encounter Level 8 (1,750 XP)

### SETUP

A trap and creatures working for Ichyrot now guard the entrance chamber to the former lair of the white dragon. The owlbear was captured in the forest, and Xeriope decided that it could be trained to act as a guard for the lair. The flameskulls are undead servants of Ichyrot. The chain devil also placed a trap here, described below.

- 2 flameskulls (F)
- 1 owlbear (O)
- 1 hellfire spout (S)

When the characters enter the chamber, read the following:

*The passage from the entrance leads into a large chamber. A strange creature the size of a large bear but sporting the feather and beak of a bird stands in the center of the chamber, apparently chewing on the half-eaten carcass of a deer. Bones litter the uneven floor around it.*

*On the north and south walls are bizarre red symbols, painted on in what could be blood. The symbols could be moving slowly. It is hard to tell. The chamber is uneven, with perches and platforms of various heights scattered around the room or carved into the walls.*

*Despite the cold air filling the chamber, the northeastern edge of the chamber is slightly foggy. A tunnel ramping up in the northwest corner leads out of the chamber.*

## TACTICS

The owlbear has been trained to attack anyone or anything that enters the chamber that does not whistle a particular musical phrase. It has attacked the flameskulls in the past, and it was seriously burned when it did so, meaning it now avoids attacking them. It also knows to avoid the squares that set off the hellfire trap.

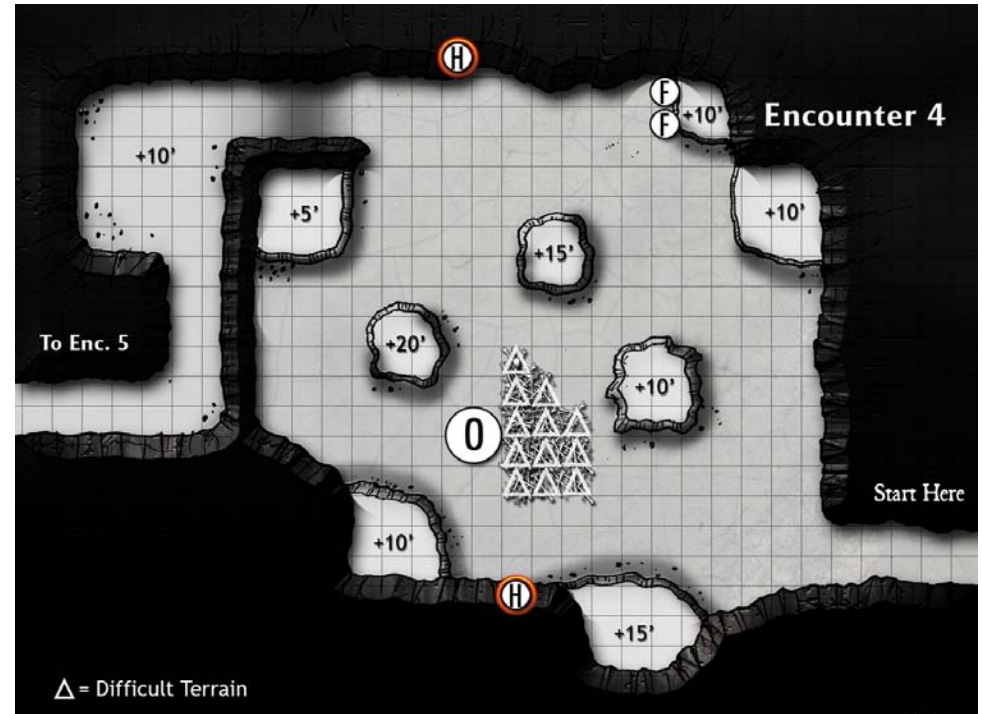
The flameskulls prefer to stay out of melee and strike their foes with their ranged attacks. They have no great love for the owlbear, so they include it in area attacks if it seems tactically beneficial. They know about the hellfire spout trap, and they use that knowledge to their tactical advantage whenever possible.

The owlbear and flameskulls fight to the death. Once the creatures are defeated, the PCs can take the time to thoroughly search the area. In the northeast corner, on the ledge where the flameskulls rest most of the time, is their treasure.

## FEATURES OF THE AREA

**Illumination:** Everburning torches illuminate the area.

**Hellfire Spout Trap:** The symbols on the walls are protective devices created by Ichyrot. They are described in the hellfire spout trap stat block.



| Owlbear (O)   |  | Level 8 Elite Brute |
|---|--|---------------------|
| Large fey beast   |  | XP 700              |
| Initiative +6   | Senses Perception +12, low-light vision  |                     |
| HP 212; Bloodied 106  | AC 22; Fortitude 22, Reflex 19, Will 20  |                     |
| Saving Throws +2  | Speed 7  |                     |
| Action Points 1   | ⊕ Claw (standard; at-will)<br>Reach 2; +12 vs. AC; 2d6 + 5 damage.   |                     |
| ⊕ Double Attack (standard; at-will)                                     | The owlbear makes 2 claw attacks. If both claws hit the same target, the target is grabbed (until escape). |                     |
| ⊕ Bite (standard; at-will)  | Grabbed target only; automatic hit; 4d8 + 5 damage.  |                     |
| ← Stunning Screech (immediate reaction; when first bloodied; encounter) | Close burst 1; +10 vs. Fortitude; the target is stunned (save ends).                                       |                     |
| Alignment Unaligned   | Languages –  |                     |
| Str 20 (+9)   | Dex 14 (+6)  | Wis 16 (+7)         |
| Con 16 (+7)   | Int 2 (+0)   | Cha 10 (+4)         |



**Perches and Platforms:** The dwarves who lived here long ago created the perches and platforms in this area as a defensive measure. Artillery and magic wielders can rain attacks down on intruders. Rope ladders give them access to the tops of these areas. The ropes are no longer present, but the raised areas are still usable.

|  |                     |                                   |  |
|--|---------------------|-----------------------------------|--|
| <b>2 Flameskulls (F)</b>   |                     | <b>Level 8 Artillery</b>          |  |
| Small natural animate (undead)   |                     | XP 350 each                       |  |
| <b>Initiative</b> +7   |                     | <b>Senses Perception</b> +11      |  |
| <b>HP</b> 70; <b>Bloodied</b> 35   |                     |                                   |  |
| <b>Regeneration</b> 5  |                     |                                   |  |
| <b>AC</b> 21; <b>Fortitude</b> 18, <b>Reflex</b> 23, <b>Will</b> 21  |                     |                                   |  |
| Immune disease, poison; <b>Resist</b> 10 fire, 5 necrotic; <b>Vulnerable</b> 5 radiant   |                     |                                   |  |
| <b>Speed fly</b> 10 (hover)  |                     |                                   |  |
| ⬇ <b>Fiery Bite</b> (standard; at-will) ♦ <b>Fire</b><br>+10 vs. AC; 1 plus 1d8 fire damage.   |                     |                                   |  |
| ↘ <b>Flame Ray</b> (standard; at-will) ♦ <b>Fire</b><br>Ranged 10; +12 vs. Reflex; 2d6 + 6 fire damage.  |                     |                                   |  |
| ✱ <b>Fireball</b> (standard; encounter) ♦ <b>Fire</b><br>Area burst 3 within 20; +12 vs. Reflex; 3d6 + 6 fire damage. <i>Miss:</i> Half damage. The flameskull can exclude two allies from the effect. |                     |                                   |  |
| <b>Mage Hand</b> (minor; at-will) ♦ <b>Conjuration</b><br>As the wizard power <i>mage hand</i> ( <i>Player's Handbook</i> 158).  |                     |                                   |  |
| <b>Illumination</b><br>A flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.  |                     |                                   |  |
| <b>Alignment</b> Unaligned   |                     | <b>Languages</b> Common, Supernal |  |
| <b>Skills</b> Stealth +12  |                     |                                   |  |
| <b>Str</b> 5 (+1)  | <b>Dex</b> 16 (+7)  | <b>Wis</b> 14 (+6)                |  |
| <b>Con</b> 16 (+7)   | <b>Int</b> 22 (+10) | <b>Cha</b> 20 (+9)                |  |

For the perches on the outside walls, a successful DC 18 Athletics check is required to reach them by climbing. The platforms atop the stalagmites are harder to reach, requiring a successful DC 26 Athletics check to reach by climbing.

**The Bones:** Several squares around the owlbear contain the bones of past feasts. Moving into these squares requires 2 squares of movement, and each square entered requires a successful DC 8 Acrobatics check. A failed check means the PC falls prone in that square, ending that movement.

**Treasure:** The flameskulls amassed a pile of coins totaling 600 gp.

|  |  |                        |  |
|--|--|------------------------|--|
| <b>Hellfire Spout</b>  |  | <b>Level 8 Blaster</b> |  |
| Trap   |  | XP 350                 |  |
| <i>Two bizarre symbols blast nonbelievers each round once triggered.</i>   |  |                        |  |
| <b>Trap:</b> A blast of hellfire erupts from a symbol in a blaze of flame and heat.  |  |                        |  |
| <b>Perception</b><br>No check is necessary to notice the symbols.  |  |                        |  |
| <b>Trigger</b><br>When a character enters the blast area of one of the hellfire spouts, the trap makes its first attack as an immediate reaction. It then enters the initiative order directly after the creature that triggered it, attacking each round.   |  |                        |  |
| <b>Attack</b><br><b>Immediate Reaction or Standard Action</b> <b>Close blast</b> 3<br><b>Targets:</b> Creatures in blast<br><b>Attack:</b> +10 vs. Reflex<br><b>Hit:</b> 3d8 + 4 fire damage and ongoing 5 fire damage (save ends).<br><b>Miss:</b> Half damage, and no ongoing damage.  |  |                        |  |
| <b>Countermeasures</b><br>♦ An adjacent character can delay one hellfire spout with a DC 21 Thievery check.<br>♦ An adjacent character can disable one hellfire spout with a DC 24 Thievery check.<br>♦ A character within 5 squares of a hellfire spout can disable it with a DC 21 Religion check.<br>♦ A character can attack a symbol with radiant damage (AC 18, other defenses 16; hp 70). Destroying the symbol disables the spout. |  |                        |  |

## VILE WORKS

Encounter Level 10 (2,704 XP)

### SETUP

This chamber is being used to hold the soldiers until Ichyrot is ready to use them to fuel the planar portal to Dis. Human cultists of Dispatser attend to the feeding and watering of the prisoners to keep them alive, while the spined devils act as guards. An oni night hunter named Urrgh, a native of this part of the world, joined forces with the devilish contingent, hoping that when the devils waged war here, he would be given a part of the area as a domain of his own.

**1 oni night hunter (O)**

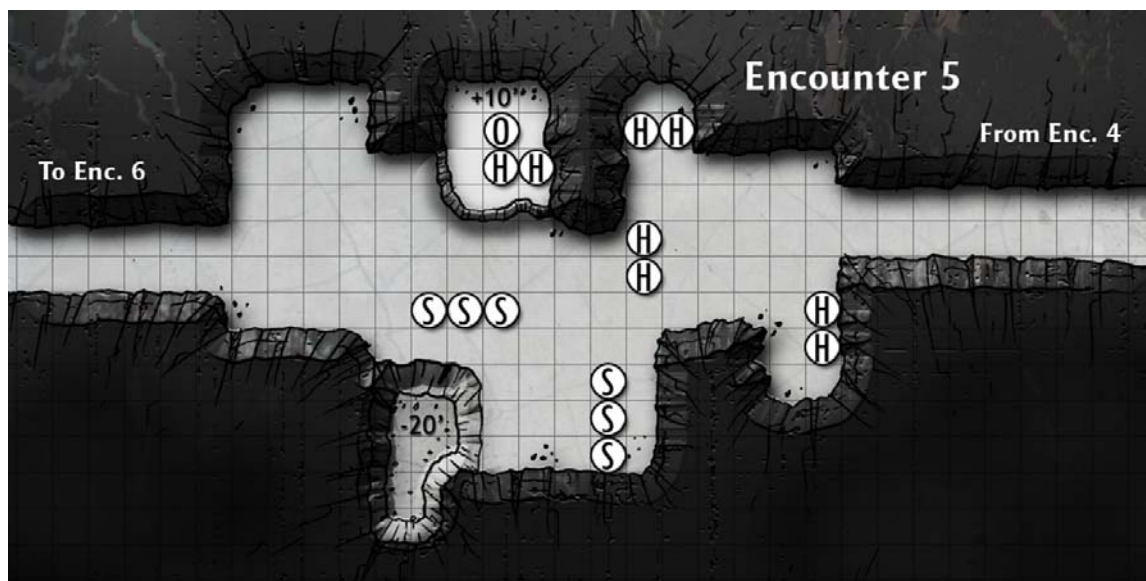
**6 spined devils (S)\***

**8 human cultists (H)**

\*If the PCs failed to find the lair quickly earlier in the adventure, add 2 spined devils to this encounter.

**When the characters enter the chamber, read:**

*The passage from the entrance chamber leads up to this strangely shaped cavern. On the far side of the chamber, standing at attention, are several gangly creatures covered in spines. Long, wicked claws hang at the end of their spindly arms. Beyond these creatures is a pit. You believe you hear the sound of an occasional moan or murmur coming from the pit.*



### TACTICS

The spine devils prefer to use their *rain of spikes*. If they must involve themselves in melee, they send three of them forward to provide protection to the other three, who can stay back and rain spikes at the biggest PC threat.

The human cultists throw themselves at the PCs in an attempt to protect the devils and the oni. They are fanatical, fighting to the death.

The oni is not as dedicated to the cause as the devils and the cultists. He attempts to use his *hypnotic breath* to put PCs to sleep, and then devour the soul of the PC who poses the biggest threat. If reduced to fewer than 35 hit points, the oni uses *gaseous form* and flees. If the battle went well for the creatures (half or more of the PCs were bloodied), the oni retreats to the portal room (detailed in the next encounter) to warn Ichyrot of the invasion. If the battle was one-sided in favor of the PCs, the oni does not tempt fate:

He attempts to move far, far away from the lair to start anew.

If put into a position to do so, the oni might threaten to kill the prisoners if the PCs do not leave. However, this is a Bluff (DC 23 against the PCs' Insight). Ichyrot gave explicit orders that the soldiers should be kept alive, since they are needed to keep the portal open.

### FEATURES OF THE AREA

**Illumination:** Everburning torches brighten the area.

**The Pit:** In the pit, bunched together like so many fish in a barrel, are some of the garrison soldiers from Fort Dolor, as well as farmers and loggers from the surrounding area. The walls of the pit are hard to climb, requiring a DC 22 Athletics check. The pit is 20 feet deep, but anyone falling into it takes only

1d10 damage because the fall is partially broken by the people in it.

If a PC falls into the pit, the prisoners here are willing to help him or her get out. With this help, the PC can add a +6 bonus to the Athletics check. On the other hand, if a cultist or spined devil is pushed into the pit, the prisoners pummel and kick their captors, dealing an extra 1d10 damage, in addition to the fall. After that, though, they move back and allow the creature to climb out without interference. A rope ladder is rolled up next to the pit. It can be unrolled and attached to spikes at the top of the pit with 2 move actions.

**Treasure:** The oni keeps a *symbol of victory* +2 as spoils from a good cleric whose soul it devoured.

## CONCLUSION

If the creatures are defeated, the PCs can rescue the prisoners in the pit. All of them are well enough to climb out of the pit themselves (assuming the PCs lower the ladder). If the prisoners are asked to provide information on what else is in this lair, they can relate the following information:

- ◆ None of them have been to the chambers of the lair beyond this point. A couple of them did see creatures passing through, going up into the upper reaches of the lair. One creature that passed through looked like a devil for sure, with red, glowing eyes and leathery wings sprouting from its back.
- ◆ Five or six times a day, one of the spined creatures pulls a prisoner from the pit and sends the prisoner out of the chamber up the tunnel. None of those prisoners have been seen or heard since.

| Oni Night Hunter (O)   |  | Level 8 Elite Controller                |  |
|--|--|---|--|
| Large natural humanoid   |  | XP 700                                  |  |
| <b>Initiative</b> +7   |  | <b>Senses</b> Perception +5; darkvision |  |
| <b>HP</b> 180; <b>Bloodied</b> 90; see also <i>hypnotic breath</i>   |  |   |  |
| <b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 21, <b>Will</b> 22  |  |   |  |
| <b>Saving Throws</b> +2  |  |   |  |
| <b>Speed</b> 8, fly 8 (clumsy)   |  |   |  |
| <b>Action Points</b> 1   |  |   |  |
| ⊕ <b>Morningstar</b> (standard; at-will) ◆ <b>Weapon</b>   |  |   |  |
| Reach 2; +13 vs. AC; 1d12 + 5 damage, and a Medium or smaller target is pushed 1 square.   |  |   |  |
| ⏪ <b>Hypnotic Breath</b> (standard; encounter; recharges when first bloodied) ◆ <b>Charm, Sleep</b>  |  |   |  |
| Close blast 5, +11 vs. Will; target is dazed (save ends). <i>First Failed Save:</i> The target falls unconscious (no save).  |  |   |  |
| ⬇ <b>Devour Soul</b> (standard; at-will) ◆ <b>Healing, Psychic</b>   |  |   |  |
| Affects an unconscious target only; +13 vs. AC; 2d10 + 4 psychic damage, and the oni hunter regains 10 hit points. This attack does not wake the unconscious target.   |  |   |  |
| <b>Deceptive Veil</b> (minor; at-will) ◆ <b>Illusion</b>   |  |   |  |
| The oni night hunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.   |  |   |  |
| <b>Gaseous Form</b> (standard; sustain standard; encounter)  |  |   |  |
| ◆ <b>Polymorph</b>   |  |   |  |
| The oni hunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window) as if that space were extreme terrain. It remains in this form as long as it sustains the power. |  |   |  |
| <b>Alignment</b> Evil  |  | <b>Languages</b> Common, Giant          |  |
| <b>Skills</b> Bluff +13, Insight +10, Stealth +12, Thievery +12  |  |   |  |
| <b>Str</b> 20 (+9)   |  | <b>Dex</b> 16 (+7)                      |  |
|  |  | <b>Wis</b> 12 (+5)                      |  |
| <b>Con</b> 18 (+8)   |  | <b>Int</b> 12 (+5)                      |  |
|  |  | <b>Cha</b> 18 (+8)                      |  |

| 6 Spined Devils (S)  |  | Level 6 Skirmisher                       |  |
|--|--|--|--|
| Medium immortal humanoid (devil)   |  | XP 250 each                              |  |
| <b>Initiative</b> +7   |  | <b>Senses</b> Perception +10; darkvision |  |
| <b>HP</b> 70; <b>Bloodied</b> 35   |  |  |  |
| <b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 16  |  |  |  |
| <b>Resist</b> 20 fire  |  |  |  |
| <b>Speed</b> 5, fly 7 (hover)  |  |  |  |
| ⊕ <b>Claws</b> (standard; at-will)   |  |  |  |
| +11 vs. AC; 2d6 + 4 damage.  |  |  |  |
| ⚔ <b>Rain of Spines</b> (standard; at-will) ◆ <b>Fire, Poison</b>  |  |  |  |
| Ranged 10; the spined devil flings spines that ignite as they fly through the air; +9 vs. Reflex; 1d10 damage plus 1d6 fire damage, and the spined devil makes a secondary attack against the same target. <i>Secondary Attack:</i> +9 vs. Fortitude; the target takes ongoing 5 poison damage and is slowed (save ends both). |  |  |  |
| <b>Alignment</b> Evil  |  | <b>Languages</b> Supernal                |  |
| <b>Str</b> 18 (+7)   |  | <b>Dex</b> 15 (+5)                       |  |
|  |  | <b>Wis</b> 14 (+5)                       |  |
| <b>Con</b> 14 (+5)   |  | <b>Int</b> 10 (+3)                       |  |
|  |  | <b>Cha</b> 11 (+3)                       |  |

| 8 Human Cultists (H)   |  | Level 6 Minion              |  |
|--|--|-----------------------------|--|
| Medium natural humanoid  |  | XP 63 each                  |  |
| <b>Initiative</b> +7   |  | <b>Senses</b> Perception +5 |  |
| <b>HP</b> 1; a missed attack never damages a minion.   |  |                             |  |
| <b>AC</b> 22; <b>Fortitude</b> 20, <b>Reflex</b> 18, <b>Will</b> 18; see also <i>cultist fervor</i>                        |  |                             |  |
| <b>Speed</b> 6   |  |                             |  |
| ⊕ <b>Longsword</b> (standard; at-will) ◆ <b>Weapon</b>   |  |                             |  |
| +10 vs. AC; 4 damage.  |  |                             |  |
| <b>Mob Rule</b>  |  |                             |  |
| A human cultist 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 (+7)   |  | <b>Dex</b> 14 (+5)          |  |
|  |  | <b>Wis</b> 14 (+5)          |  |
| <b>Con</b> 15 (+5)   |  | <b>Int</b> 11 (+3)          |  |
|  |  | <b>Cha</b> 10 (+3)          |  |
| <b>Equipment</b> chain armor, longsword  |  |                             |  |

## THE BLOOD-SOAKED PORTAL

Encounter Level 11 (3,200 XP)

### SETUP

This chamber holds the planar portal connecting this place to Dis, the second plane of the Nine Hells. Currently, the chain devil Ichyrot is using the captured garrison troops to perform a ritual: Every 4 hours a soldier is tossed into the portal, keeping the portal active, but undoubtedly dooming the soldier to a gruesome death on the other side. If the portal is held open long enough through continually feeding it mortals, Ichyrot believes the gate can be opened permanently, ensuring a constantly active two-way gate. This would leave little hope in avoiding a large devilish army invading the area.

**Ichyrot (I)**

**4 cambion hellswords (C)\***

**8 hellguard legion devils (H)**

**Prisoner (Pr)**

\*If the PCs failed to find the lair quickly earlier in the adventure, add 1 cambion hellsword to this encounter.

**When the characters enter the chamber, read the following:**

*Across the ice-covered chamber is a huge glowing screen of purple-black energy coursing back and forth between two obsidian pillars. Standing before the screen is a creature covered in jangling chains. The chains appear to slither and*

*crawl over the creature's brown, wrinkled flesh. The chain creature holds a human wrapped in chains from the creature's body.*

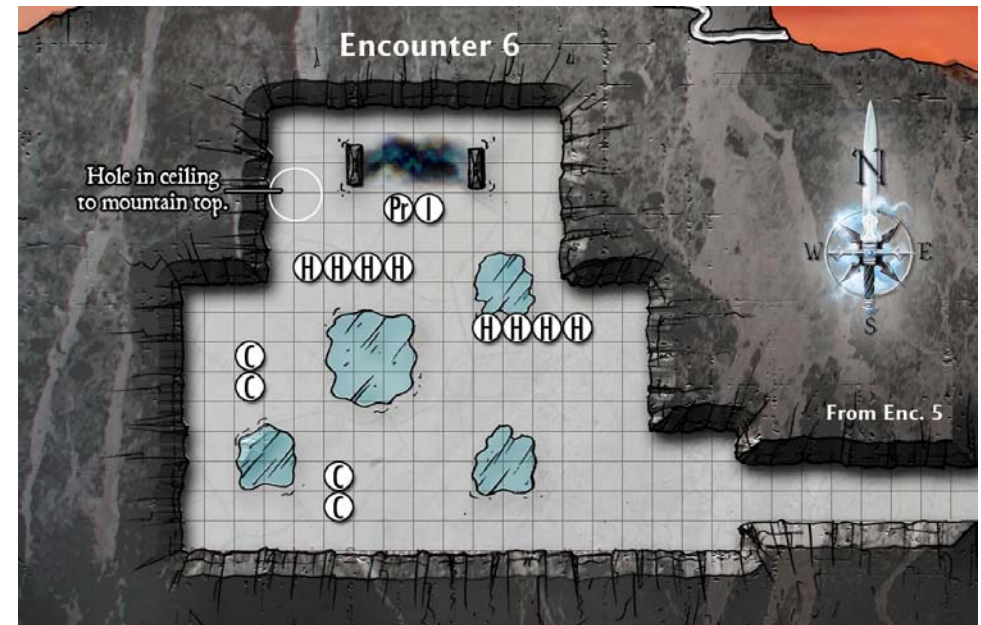
*Also in the room are a number of creatures wearing black plate armor and wielding red longswords. Green fire glows in the eyes above a mouth full of sharp teeth. Other equally devilish creatures, sporting reddish horns and leathery wings, stand between you and the chain creature.*

*The chamber's ceiling is 40 feet above the floor, and an opening at the top of the chamber leads into the sky.*

### TACTICS

The legion devils use their teleport ability to move into the back ranks of the PCs so that they can attack the softer targets. They attempt to act in tandem to make the best use of their *squad defense*. The cambions move into the best position possible to use their *whirlwind charge*. If they must, the cambions can fly out of melee range. The chain devil uses its first action (a standard action) to push the human prisoner through the portal, after which it moves to engage the PCs in combat.

All the creatures in this encounter rely heavily on melee attacks. Because of this, they attempt to overwhelm the PCs with brute force.



### FEATURES OF THE AREA

**Illumination:** Everburning torches sit in iron sconces around the room, and daylight might shine from above.

**Ceiling:** The ceiling is 40 feet overhead.

**Ice:** Icy patches cover parts of the floors. Moving into these squares cost 2 squares of movement, and any creature that ends its movement or its turn in an icy square must make a successful DC 15 Acrobatics check or fall prone. Creatures moved into an icy square by someone else must also make this check or suffer the same consequences.

**Portal:** The portal is currently active, but only mortals who are bloodied can pass through the portal in its current state. Of course, no mortal in his or her right mind would want to pass through the portal. Any bloodied mortal or devil that enters the portal

spends 2 rounds traveling to Dis. Once there, the creature can re-enter the portal, spending another 2 rounds traveling back. If a mortal spends more than 2 rounds on Dis, he or she is attacked by a host of devilish creatures and killed. The PC should have the opportunity to see the devils approaching and thus have time to move back through the portal.

If a creature is pushed or slid through the portal by forced movement, the creature is allowed a saving throw. A successful save means the creature falls prone in front of the portal and grabs hold of something to prevent entry into the portal.

**Treasure:** The devils have looted 1,900 gp worth of coin, gems, and art objects from local victims.

## CONCLUSION

If the devilish creatures are defeated, the PCs can investigate the portal. A successful DC 20 Arcana check allows the PCs to deactivate the portal on a temporary basis. It could still be activated from this side, but it could not be activated from creatures on Dis. A successful DC 30 Arcana check reveals how to eliminate the portal completely. ✕

| <b>Ichyrot (Kyton) (I)</b>  | <b>Level 11 Skirmisher</b>              |                    |
|---|---|--------------------|
| Medium immortal humanoid (devil)  | XP 600                                  |                    |
| <b>Initiative</b> +14   | <b>Senses</b> Perception +7; darkvision |                    |
| <b>HP</b> 116; <b>Bloodied</b> 58   |   |                    |
| <b>AC</b> 25; <b>Fortitude</b> 22, <b>Reflex</b> 24, <b>Will</b> 19   |   |                    |
| <b>Resist</b> 20 fire   |   |                    |
| <b>Speed</b> 7; see <i>dance of battle</i>  |   |                    |
| ⊕ <b>Spiked Chain</b> (standard; at-will)   |   |                    |
| Reach 2; +16 vs. AC; 2d4 + 7 damage.  |   |                    |
| ‡ <b>Double Attack</b> (standard; at-will)  |   |                    |
| Ichyrot makes two <i>spiked chain</i> attacks.  |   |                    |
| ‡ <b>Chains of Vengeance</b> (free, when first bloodied; encounter)   |   |                    |
| Ichyrot makes two <i>spiked chain</i> attacks.  |   |                    |
| ‡ <b>Hellish Chain</b> (standard; at-will)  |   |                    |
| +14 vs. Reflex; the target is wrapped in chains and restrained (save ends). Ichyrot can only use its chains to restrain one creature at a time.       |   |                    |
| <b>Dance of Battle</b> (minor; at-will)   |   |                    |
| Ichyrot shifts 1 square.  |   |                    |
| <b>Dance of Defiance</b> (immediate interrupt; when a melee attack is made against Ichyrot; recharges after Ichyrot uses <i>chains of vengeance</i> ) |   |                    |
| Ichyrot shifts 1 square.  |   |                    |
| <b>Alignment</b> Evil   | <b>Languages</b> Supernal               |                    |
| <b>Skills</b> Intimidate +11  |   |                    |
| <b>Str</b> 19 (+9)  | <b>Dex</b> 24 (+12)                     | <b>Wis</b> 15 (+7) |
| <b>Con</b> 20 (+10)   | <b>Int</b> 14 (+7)                      | <b>Cha</b> 13 (+6) |

| <b>8 Legion Devil Hellguards (H)</b>   | <b>Level 11 Minion</b>                  |                    |
|--|---|--------------------|
| Medium immortal humanoid (devil)   | XP 150 each                             |                    |
| <b>Initiative</b> +6   | <b>Senses</b> Perception +6; darkvision |                    |
| <b>HP</b> 1; a missed attack never damages a minion.   |   |                    |
| <b>AC</b> 27; <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 22; see <i>squad defense</i>                |   |                    |
| <b>Resist</b> 10 fire  |   |                    |
| <b>Speed</b> 6, teleport 3   |   |                    |
| ⊕ <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>   |   |                    |
| +16 vs. AC; 6 damage.  |   |                    |
| <b>Squad Defense</b>   |   |                    |
| The legion devil hellguard gain a +2 bonus to all defenses when adjacent to at least one other legion devil. |   |                    |
| <b>Alignment</b> Evil  | <b>Languages</b> Supernal               |                    |
| <b>Str</b> 14 (+7)   | <b>Dex</b> 12 (+6)                      | <b>Wis</b> 12 (+6) |
| <b>Con</b> 14 (+7)   | <b>Int</b> 10 (+5)                      | <b>Cha</b> 12 (+6) |
| <b>Equipment</b> plate armor, heavy shield, longsword  |   |                    |

| <b>4 Cambion Hellswords (C)</b>  | <b>Level 8 Brute</b>                    |                    |
|--|---|--------------------|
| Medium immortal humanoid (devil)   | XP 350 each                             |                    |
| <b>Initiative</b> +8   | <b>Senses</b> Perception +7; darkvision |                    |
| <b>HP</b> 106; <b>Bloodied</b> 53  |   |                    |
| <b>AC</b> 20; <b>Fortitude</b> 20, <b>Reflex</b> 18, <b>Will</b> 21  |   |                    |
| <b>Resist</b> 10 fire  |   |                    |
| <b>Speed</b> 6, fly 8 (clumsy)   |   |                    |
| ⊕ <b>Greatsword</b> (standard; at-will) ♦ <b>Fire, Weapon</b>  |   |                    |
| +10 vs. AC; 1d10 + 5 damage, and ongoing 5 fire damage (save ends).  |   |                    |
| <b>Whirlwind Charge</b>  |   |                    |
| When a hellsword charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge. |   |                    |
| <b>Triumphant Surge</b>  |   |                    |
| The hellsword gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 hit points or fewer.          |   |                    |
| <b>Alignment</b> Evil  | <b>Languages</b> Common, Supernal       |                    |
| <b>Skills</b> Athletics +13, Intimidate +14  |   |                    |
| <b>Str</b> 20 (+9)   | <b>Dex</b> 18 (+8)                      | <b>Wis</b> 16 (+7) |
| <b>Con</b> 16 (+7)   | <b>Int</b> 10 (+4)                      | <b>Cha</b> 21 (+9) |
| <b>Equipment</b> greatsword  |   |                    |

### About the Author

Shawn Merwin is a freelance writer, editor, and writing teacher. His latest work in the gaming industry includes two upcoming Wizards of the Coast® releases: *Dungeon Delve: A 4th Edition D&D Supplement* and *P3: Assault on Nightwyrm Fortress*. Shawn is currently the Global Administrator for the Western Hemisphere (North) in the RPGA's LIVING FORGOTTEN REALMS campaign. He lives in western New York, near the shores of Lake Erie, with his wife and daughter.