

Devilmire Mountain

For PCs level 16 - 22

The screaming of a woman's voice can be heard over the hustle and bustle of Burden's Peak. As the PCs look around, they spot a blood-covered human woman running through the street. Her clothes are tattered and shredded. A shadow moves overhead, and the PCs see a huge red dragon fly over the city, fire bellowing from its gaping mouth. From the ground, the PCs can't be sure, but it appears as though there is someone...or something...riding on the dragon.

The woman runs up to the PCs and tells them that she was attacked on the way into the city by "devils from Hell", as she calls them. She said her husband was killed, as were her children. She says she was allowed to survive to warn the city that its end was drawing near. She tells the PCs that a large creature that looked like a giant skeleton with a long, scorpion-like tail told her that the portal to Hell had been re-opened, and revenge would be theirs.

The dragon makes one huge circle above the city, and then flies off to the north. Many homes and businesses are on fire, and the residents are in a state of total panic.

Nuvak Highmoor approaches the PCs and tells them they need to go speak with Rellin Donar, the guild-master of the Watchful Order of Magists immediately. When they reach the Magists guild-hall, Rellin is waiting for them. He ushers them into the guild-hall and closes the door.

Leading them to a study-room, Rellin tells the PCs a tale from many decades ago. When he was only a small child, Rellin recalls hearing about a portal to the Nine Hells that spewed forth devils to terrorize the lands. Supposedly, this legion of devils had command over such creatures as beholders, dragons, fey creatures, and scores of other evil beings.

Rellin goes on to tell the PCs that an entire army of Burden's Peak finest warriors was sent to find this portal and destroy it. After only a few days, they returned. Several had been killed, and even more had been terribly wounded, but they reported that the portal had been closed and all the evil beings had been banished back to the pits of Hell.

Supposedly, the portal had been sealed by a wizard of incredible power. To complete his spell, the wizard had to give his very life. Regardless, the portal was sealed and the wizard was dead. Nothing else had been seen or heard since that day...until today.

Rellin shows the PCs an ancient book bound in black leather with large metal bands that glow white when the book is opened. In its pages are a language totally unknown to the PCs, along with rudimentary drawings of horrible creatures that can only be depictions of devils. Rellin tells the PCs that the book they are looking at is possibly older than time itself, written by beings centuries extinct.

Rellin holds a small blue stone to the pages and follows the lines of writing as he reads. As the stone passes over the words, they appear briefly in the common language. He reads aloud to the PCs a small section of the book that described a being called an Osyluth. It describes a creature similar to the one the screaming woman was telling of. It describes it as a devil of large size whose mere presence was enough to drive men mad, and who possessed a barbed tail that could deliver a poisonous sting powerful enough to kill a man in an instant.

Rellin closes the book and secures the bindings, which stop glowing white and instead turn a greenish-blue. He hands the book to the PCs

and instructs them to take it with them. He also gives them the small blue stone, and tells them that the way to destroy the portal once and for all was within its pages, but only the ones attempting it could read it, lest they be driven mad by the knowledge learned.

Returning to the Dungeonsweepers Guild, Nuvak tells the PCs to go the palace of Duke Ferrar Geveau and hands them a sealed scroll. He informs the PCs that there is a request on the scroll for assistance in the form of soldiers. He tells the PCs that the Duke has never been called on before to help save the city, as he has not held office for very long. He might be hesitant to lend out soldiers for such a dangerous mission. Nuvak tells the PCs that it is critical that they talk the Duke into helping any way they can. Nuvak himself must now consult with Rellin and some of the other guild-masters in order to form a battle plan to ensure the safety of the city.

Upon reaching the palace gate, the guards recognize the PCs and let them in. At the palace door, the PCs are instructed to wait until the guard returns. After only a few moments, the guard returns with Duke Ferrar Geveau himself. The duke invites the PCs in, and leads them to a nearby sitting room. The PCs should give Nuvak's scroll to the duke who reads it immediately. He grows very stern and quiet. A Perception check (DC 20) will show that the duke is frightened. He stutters a bit when he finally speaks, "This is a serious request. Does the guild not have enough warriors to handle this situation? I can't just send out the city militia at merely the request of a guild-master..."

The PCs are made aware of the seriousness of acquiring the duke's assistance, and are to make a Diplomacy check (DC 25) with 3 successes before 4 failures to convince the duke to lend his soldiers for help.

Should the PCs fail, the duke refuses to risk the lives of his militia members on a mission better suited for magic-users and adventurers. He sends the PCs back to Nuvak with the bad news. Nuvak looks furious and swears he will see Duke Geveau's pathetic reign come to an end personally. He gives the PCs a map and sends them off to Devilmire Mountain alone, telling them he will send assistance as soon as it becomes available.

Should the PCs succeed at convincing the Duke of the need for aid, the Duke looks solemn, but nods. He agrees to send 20 fighters (6-level 8, 14-level 6) to help the PCs. The PCs are instructed to return to the Dungeonsweepers guild-hall and tell Nuvak the soldiers will arrive as soon as they are rallied. Nuvak looks pleased, and then gives the PCs a map to Devilmire Mountain. He tells them to begin their trip, and that the assistance the duke promised will arrive as soon as possible. He wishes them luck, and tells them that the future of Burden's Peak may very well rest on their shoulders.

The Journey to Devilmire Mountain:

Nuvak tells the PCs that the trip to Devilmire Mountain could take two days by land, be it by mounted travel or not. He rubs his chin for a moment, and then tells the PCs to follow him to the south sector stables. Before even reaching the stables, the PCs can see the top of a large balloon-like machine looming over the buildings. Nuvak tells the PCs that a recently acquired airship will be at their disposal to speed up the trip to Devilmire. When the stables are reached, several gnomes can be seen working on the large vessel; tying down ropes, working on the cabin area, and so on.

Nuvak introduces the PCs to a particular gnome named Fennick who is currently drawing out a diagram of the strange vessel. He greets the PCs, and then agrees to take them on a tour of the airship.

The airship is a smaller version of the common gnomish airship. Fennick himself agrees to pilot the vessel to Devilmire, and then instructs the PCs how to operate the large ship. The PCs will be called

on during the trip to perform their operating duties to ensure the safety of the vessel.

Operating the Airship:

PC 1: will be in charge of manning the various pulleys and ropes required to maintain safe travel. When called upon, the PC must run back and forth between various ropes and pulleys. An Athletics check (DC 20) is required for safe travel. Three failures in a row will result in the ship going out of control.

PC 2: Will be in charge of various large levers that need to be pulled, pushed, and slid to maintain the rudders and wing stability of the ship. An Endurance check (DC 20) is required for safe travel. Three failures in a row will result in the ship going out of control.

Small Airship

Huge vehicle

HP 200 **Space** 2 squares by 6 squares **Cost** 85,000 gp

AC 4; **Fortitude** 20, **Reflex** 2

Speed 0, fl y 16 (hover), overland flight 20

Pilot

The pilot must stand at a control wheel, typically at the front of the topmost deck of the airship cabin.

Crew

In addition to the pilot, an airship requires a crew of two, all of whom use a standard action each round to help control the vessel.

Load

Ten Medium creatures; two tons of cargo.

Out of Control

An out-of-control airship moves forward at half speed. Each round, it has a 50% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round. An out-of-control airship that hits the ground after descending more than 20 squares is destroyed.

Decks

The airship's cabin has two decks: an exterior observation platform, and a lower cargo hold.

Fragile Propulsion

For every 25 damage the airship takes, its speed is reduced by 2 squares. At fl y speed 0, the ship is unable to travel and fl oats out of control.

The flight will only take 4 hours of travel with the airship, as the mountainous terrain can be avoided. The DC checks to control the airship will be required 4 times during the trip. Should the DC checks fail, and the ship goes out of control until it crashes, the airship is destroyed and the PCs take 8d10 damage from the crash.

Should the journey be flown successfully, Fennick lands the airship at the base of the mountain. As soon as the PCs get off the airship, they are attacked by 4 Legion Devil Veterans, as well as 1 Bone Devil leader.

Legion Devil Veteran

Level 16 Minion

Medium immortal humanoid (devil)

XP 350

Initiative +9 **Senses** Perception +9; darkvision

HP 1; a missed attack never damages a minion.

AC 32; **Fortitude** 28, **Reflex** 27, **Will** 27; see also *squad defense*

Resist 10 fi re

Speed 7, teleport 3

⚔ **Longsword** (standard; at-will) ♦ **Weapon**

+21 vs. AC; 7 damage.

Squad Defense

The legion devil veteran gains a +2 bonus to its defenses when adjacent to at least one other legion devil.

Alignment Evil **Languages** Supernal

Str 14 (+10) **Dex** 12 (+9) **Wis** 12 (+9)

Con 14 (+10) **Int** 10 (+8) **Cha** 12 (+9)

Equipment plate armor, heavy shield, longsword

Bone Devil (Osyluth)

Level 17 Controller (Leader)

Large immortal humanoid (devil)

XP 1,600

Initiative +12 **Senses** Perception +15; darkvision

Aura of Fear (Fear) aura 5; enemies in the aura take a -2 penalty to attack rolls.

Aura of Obedience (Charm, Healing) aura 5; bone devils are immune; any bloodied devil in the aura at the start of its turn takes 10 damage but gains a +4 bonus to attack rolls and deals an extra 5 damage on melee attacks until the start of its next turn. If a devil is slain by this aura, the bone devil regains 10 hit points.

HP 165; **Bloodied** 82

AC 31; **Fortitude** 29, **Reflex** 26, **Will** 27

Resist 20 fi re

Speed 8, teleport 8

⚔ **Claw** (standard; at-will)

Reach 2; +22 vs. AC; 1d6 + 7 damage.

⚔ **Poison Sting** (standard; at-will) ♦ **Poison**

Reach 2; +20 vs. Fortitude; 1d6 + 7 damage, and the target takes ongoing 10 poison damage and takes a -4 penalty to its Will defense (save ends both).

⚔ **Double Attack** (standard; at-will)

The bone devil makes two claw attacks. If both claw attacks hit the same target, the bone devil can make a secondary attack using *poison sting* against the target.

⚔ **Fiendish Focus** (minor; at-will)

Range 5; +18 vs. Will; the target takes a -5 penalty to all defenses until the end of the bone devil's next turn.

Alignment Evil **Languages** Supernal

Skills Insight +15, Intimidate +18

Str 25 (+15) **Dex** 18 (+12) **Wis** 15 (+10)

Con 21 (+13) **Int** 11 (+8) **Cha** 20 (+13)

When the devils are destroyed, the mouth of the mountain cave entrance can be seen. Two Hell Hounds guard the entrance, and will attack any who attempt to enter the cave.

Firebred Hell Hound

Level 17 Brute

Medium elemental beast (fire)

XP 1,600

Initiative +10 **Senses** Perception +17

Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fi re damage.

HP 205; **Bloodied** 102

AC 30; **Fortitude** 30, **Reflex** 28, **Will** 29

Resist 40 fire

Speed 8

⚔ **Bite** (standard; at-will) ♦ **Fire**

+20 vs. AC; 1d10 + 6 plus 1d10 fire damage.

↔ **Fiery Breath** (standard; recharge Ⓛ) ♦ **Fire**

Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.

↔ **Fiery Burst** (standard; recharge Ⓛ) ♦ **Fire**

Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.

Alignment Unaligned **Languages** —

Str 22 (+14) **Dex** 14 (+10) **Wis** 19 (+12)

Con 25 (+15) **Int** 2 (+4) **Cha** 12 (+9)



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

Bearded Devil (Barbazus)	Level 13 Soldier
Medium immortal humanoid (devil)	XP 800
Initiative +10 Senses Perception +14; darkvision	
Beard Tendrils aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.	
HP 129; Bloodied 64; see also <i>battle frenzy</i>	
AC 29; Fortitude 25, Reflex 22, Will 23	
Resist 20 fire	
Speed 6	
⊕ Glaive (standard; at-will) ♦ Weapon	
Reach 2; +18 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 5 damage (save ends).	
⚔ Claw (standard; at-will)	
+18 vs. AC; 1d6 + 5 damage.	
Battle Frenzy	
While the bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.	
Devilish Teamwork	
Allies adjacent to the bearded devil gain a +2 bonus to AC.	
Alignment Evil Languages Supernal	
Skills Intimidate +11	
Str 20 (+11) Dex 15 (+8) Wis 16 (+9)	
Con 17 (+9) Int 10 (+6) Cha 11 (+6)	
Equipment glaive	

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

Boneclaw	Level 14 Soldier
Large shadow animate (undead)	XP 1,000
Initiative +15 Senses Perception +13; darkvision	
HP 136; Bloodied 68; see also <i>necrotic pulse</i>	
AC 30; Fortitude 24, Reflex 27, Will 25	
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant	
Speed 8	
⊕ Claw (standard; at-will)	
Reach 3; +20 vs. AC; 1d12 + 6 damage.	
↔ Necrotic Pulse (free, when first bloodied; encounter) ♦ Healing, Necrotic	
Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.	
Relentless Opportunist	
If the boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.	
Threatening Reach	
The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).	
Alignment Evil Languages Common	
Skills Intimidate +16, Stealth +18	
Str 17 (+10) Dex 23 (+13) Wis 12 (+8)	
Con 16 (+10) Int 10 (+7) Cha 18 (+11)	

Abyssal Ghoul	Level 16 Skirmisher
Medium elemental humanoid (undead)	XP 1,400
Initiative +16 Senses Perception +10; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.	
HP 156; Bloodied 78; see also <i>dead blood</i>	
AC 30; Fortitude 30, Reflex 29, Will 25	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8, climb 4	
⊕ Bite (standard; at-will)	
+21 vs. AC; 2d8 + 7 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.	
↔ Dead Blood (when reduced to 0 hit points) ♦ Necrotic	
Close burst 1; all enemies in the burst take 10 necrotic damage.	
Alignment Chaotic evil Languages Abyssal	
Skills Stealth +19	
Str 24 (+15) Dex 22 (+14) Wis 15 (+10)	
Con 20 (+13) Int 16 (+11) Cha 10 (+8)	

Cavern One leads into Cave Two. Cave two leads downward into Cavern Two. Upon entering Cavern Two, there is:

- 2 Bodak Skulls
- 1 Bodak Reaver



When Cavern One is reached, the PCs are confronted with:

- 2 Boneclaws
- 2 Abyssal Ghouls

Bodak Skulk	Level 16 Lurker
Medium shadow humanoid (undead)	XP 1,400
Initiative +16 Senses Perception +10; darkvision	
Agonizing Gaze (Fear, Gaze, Necrotic) aura 5; a creature in the aura that makes a melee or a ranged attack against the bodak skulk takes 5 necrotic damage before the attack roll is made and takes a –2 penalty to the attack roll.	
HP 124; Bloodied 62	
AC 29, Fortitude 29, Reflex 27, Will 29	
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant; a bodak skulk that takes radiant damage cannot weaken a target until the end of its next turn.	
Speed 6	
⚔ Slam (standard; at-will) ♦ Necrotic +21 vs. AC; 1d6 + 5 damage plus 2d6 necrotic damage, and the target is weakened until the end of the bodak skulk's next turn.	
☞ Death Gaze (standard; encounter) ♦ Gaze, Necrotic Ranged 10; targets a living creature; +19 vs. Fortitude; if the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses 1 healing surge.	
Spectral Form (standard; at-will) The bodak skulk turns invisible and gains the insubstantial and phasing qualities. It can do nothing but move in its spectral form, and it can return to its normal form as a free action.	
Alignment Evil Languages Common	
Str 21 (+13) Dex 19 (+12) Wis 15 (+10)	
Con 22 (+14) Int 6 (+6) Cha 23 (+14)	

Bodak Reaver	Level 18 Soldier
Medium shadow humanoid (undead)	XP 2,000
Initiative +16 Senses Perception +17; darkvision	
Agonizing Gaze (Fear, Gaze, Necrotic) aura 5; a creature in the aura that makes a melee or a ranged attack against the bodak reaver takes 5 necrotic damage before the attack roll is made and takes a –2 penalty to the attack roll.	
HP 175; Bloodied 87	
AC 31; Fortitude 31, Reflex 30, Will 31	
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant; a bodak reaver that takes radiant damage can't weaken a target until the end of its next turn.	
Speed 5	
⚔ Greataxe (standard; at-will) ♦ Necrotic, Weapon +23 vs. AC; 1d12 + 6 damage (crit 2d12 + 18) plus 1d8 necrotic damage, and the target is dazed and weakened (save ends both).	
☞ Death Gaze (standard; encounter) ♦ Gaze, Necrotic Ranged 10; targets a living creature; +20 vs. Fortitude; if the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses 1 healing surge.	
Death Drinker ♦ Healing If a living creature is reduced to 0 hit points within 5 squares of the bodak reaver, the reaver gains a +1 bonus to attack rolls until the end of its next turn, as well as 15 temporary hit points.	
Alignment Evil Languages Common	
Str 22 (+15) Dex 21 (+14) Wis 16 (+12)	
Con 23 (+15) Int 10 (+9) Cha 23 (+15)	
Equipment plate armor, greataxe	

Fomorian Warrior	Level 17 Elite Soldier
Huge fey humanoid (giant)	XP 3,200
Initiative +12 Senses Perception +13; truesight 6	
HP 332; Bloodied 166	
AC 34; Fortitude 38, Reflex 30, Will 32	
Saving Throws +2	
Speed 8	
Action Points 1	
⚔ Mace (standard; at-will) ♦ Weapon Reach 3; +22 vs. AC; 1d12 + 10 damage; see also <i>skullcracker</i> .	
☞ Evil Eye (minor; at-will) Ranged 5; +20 vs. Will; the target is immobilized (save ends). The target is no longer immobilized if the fomorian uses its <i>evil eye</i> on another creature.	
Skullcracker The fomorian warrior deals an extra 2d10 damage on melee attacks made against an immobilized creature.	
Alignment Evil Languages Elven	
Skills Intimidate +17	
Str 30 (+18) Dex 15 (+10) Wis 10 (+8)	
Con 22 (+14) Int 11 (+8) Cha 18 (+12)	
Equipment hide armor, mace	

Fomorian Painbringer	Level 19 Elite Controller
Huge fey humanoid (giant)	XP 4,800
Initiative +8 Senses Perception +16; truesight 6	
HP 362; Bloodied 181	
AC 35; Fortitude 35, Reflex 29, Will 33	
Saving Throws +2	
Speed 8	
Action Points 1	
⚔ Flail (standard; at-will) ♦ Weapon Reach 3; +24 vs. AC; 2d6 + 7 damage; see also <i>studied foe</i> .	
☞ Evil Eye (minor; at-will) Ranged 5; +22 vs. Will; the target takes 3d6 + 5 damage whenever it damages the fomorian painbringer. If the Painbringer uses this power against a new target, the previous target is no longer affected.	
☞ Funnel Pain (standard; at-will) Ranged 8; +22 vs. Will; 4d6 + 5 damage; see also <i>studied foe</i> .	
↔ Painful Visions (minor; encounter) Close burst 4; +22 vs. Will; the target is dazed (save ends); see also <i>studied foe</i> .	
Studied Foe The fomorian painbringer gains a +2 bonus to attack rolls against a creature affected by its <i>evil eye</i> power.	
Alignment Evil Languages Elven	
Skills Intimidate +19	
Str 24 (+16) Dex 9 (+8) Wis 14 (+11)	
Con 21 (+14) Int 12 (+10) Cha 21 (+14)	
Equipment hide armor, flail	

Cavern Two leads into Cave Three. Cave Three leads downward into Cavern Three. In Cavern Three there is:

- 2 Fomorian Warriors
- 1 Fomorian Painbringer



Just after leaving Cavern Three, in the beginning of Cave Four, the PCs are confronted by:

- 2 Nabassu Gargoyles

Nabassu Gargoyle	Level 18 Lurker
Medium elemental humanoid (earth)	XP 2,000
Initiative +20 Senses Perception +17; darkvision	
Bloodfire Gaze (Fire) aura 2; any creature taking ongoing damage that enters or starts its turn in the aura takes 5 fire damage and is weakened (the effect ends when the creature leaves the aura). This aura is not active while the nabassu gargoyle is in <i>stone form</i> .	
HP 136; Bloodied 68	
AC 32; Fortitude 30, Reflex 30, Will 28	
Immune petrification	
Speed 6, fly 8	
⬇️ Claw (standard; at-will)	
+23 vs. AC; 2d8 + 7 damage, and ongoing 5 damage (save ends).	
⬇️ Savage Bite (standard; recharge ⚡; ⚡) ♦ Healing	
+23 vs. AC; 2d6 + 7 damage, or 2d10 + 7 damage against a bloodied or weakened target. In addition, the gargoyle regains a number of hit points equal to the amount of damage dealt.	
Stone Form (standard; at-will)	
The gargoyle becomes a statue and gains resist 30 to all damage, regeneration 5, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).	
Alignment Evil Languages Primordial	
Skills Stealth +21	
Str 25 (+16) Dex 24 (+16) Wis 17 (+12)	
Con 22 (+15) Int 5 (+6) Cha 20 (+14)	

Death Knight (Human Fighter)	Level 17 Elite Soldier
Medium natural humanoid (undead)	XP 3,200
Initiative +11 Senses Perception +8; darkvision	
Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.	
AC 35; Fortitude 32, Reflex 26, Will 27	
HP 264; Bloodied 132; see also <i>second wind</i>	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2	
Speed 5	
Action Points 1	
⬇️ Soulsword (standard; at-will) ♦ Necrotic, Weapon	
+23 vs. AC; 1d8 + 12 damage plus 5 necrotic damage (plus an extra 2d6 necrotic damage on a critical hit).	
⬇️ Containing Strike (standard; at-will) ♦ Necrotic, Weapon	
Requires soulsword; +23 vs. AC; 1d8 + 12 plus 5 necrotic damage, and the death knight can make a melee basic attack as an immediate interrupt against the target if the target shifts on its next turn.	
⬇️ Warrior's Challenge (standard; encounter) ♦ Necrotic, Weapon	
Requires soulsword; +23 vs. AC; 3d8 + 12 plus 5 necrotic damage, and the target is pushed 2 squares. All enemies within 2 squares of the target are marked until the end of the death knight's next turn.	
↔️ Unholy Flames (standard; recharge ⚡; ⚡) ♦ Fire, Necrotic	
Close burst 2; +19 vs. Reflex; 6d8 + 12 fire and necrotic damage to living creatures. Undead creatures within the burst (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight's next turn.	
Combat Challenge	
Every time the death knight attacks an enemy, whether that attack hits or misses, the death knight can mark that target. The mark lasts until the end of the death knight's next turn. In addition, whenever an adjacent enemy shifts, the death knight makes a melee basic attack against that enemy (as an immediate interrupt).	
Second Wind (standard; encounter) ♦ Healing	
The death knight spends a healing surge and regains 66 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.	
Alignment Evil Languages Common	
Str 20 (+13) Dex 12 (+9) Wis 11 (+8)	
Con 18 (+12) Int 13 (+9) Cha 14 (+10)	
Equipment plate armor, light shield, soulsword (longsword)	

Further into Cave Four, the cave splits to the left and right. Cave Four leads to the left. If the PCs go left, they come up to Cavern Four, and are confronted with:

- 2 Boneclaws
- 2 Death Knights

Boneclaw	Level 14 Soldier
Large shadow animate (undead)	XP 1,000
Initiative +15 Senses Perception +13; darkvision	
HP 136; Bloodied 68; see also <i>necrotic pulse</i>	
AC 30; Fortitude 24, Reflex 27, Will 25	
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant	
Speed 8	
⬇️ Claw (standard; at-will)	
Reach 3; +20 vs. AC; 1d12 + 6 damage.	
↔️ Necrotic Pulse (free, when first bloodied; encounter) ♦ Healing, Necrotic	
Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.	
Relentless Opportunist	
If the boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.	
Threatening Reach	
The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).	
Alignment Evil Languages Common	
Skills Intimidate +16, Stealth +18	
Str 17 (+10) Dex 23 (+13) Wis 12 (+8)	
Con 16 (+10) Int 10 (+7) Cha 18 (+11)	

It is possible for an extended rest to take place in this cavern after the monsters have been killed.

When the PCs take the right cave (Cave Five), it leads to Cavern Five. Upon entering, the PCs are confronted with:

- 1 Beholder Eye Tyrant
- 2 Abyssal Ghouls



Beholder Eye Tyrant	Level 19 Solo Artillery
Large aberrant magical beast	XP 12,000
Initiative +16 Senses Perception +17; all-around vision, darkvision	
Eyes of the Beholder aura 5; at the start of each enemy's turn, if that foe is within the aura and in the eye tyrant's line of sight, the eye tyrant uses one random <i>eye ray</i> power against that creature.	
HP 900; Bloodied 450	
AC 33; Fortitude 30, Reflex 32, Will 34	
Saving Throws +5	
Speed fly 4 (hover)	
Action Points 2	
⊕ Bite (standard; at-will) +24 vs. AC; 2d6 + 1 damage.	
☞ Central Eye (minor; at-will) Ranged 20; +25 vs. Will; the target is dazed until the end of the beholder's next turn.	
☞ Eye Rays (standard; at-will) ♦ see text	
The eye tyrant can use up to two different <i>eye ray</i> powers (chosen from the list below). Each power must target a different creature. Using eye rays does not provoke opportunity attacks.	
1— Searing Ray (Radiant) : Ranged 10; +22 vs. Reflex; 2d8 + 9 radiant damage.	
2— Withering Ray (Necrotic) : Ranged 10; +22 vs. Fortitude; 1d8 + 9 damage, and ongoing 10 necrotic damage (save ends).	
3— Sleep Ray (Sleep) : Ranged 10; +22 vs. Will; the target falls unconscious (save ends).	
4— Telekinesis Ray : Ranged 10; +22 vs. Fortitude; the target slides 4 squares.	
5— Hold Ray : Ranged 10; +22 vs. Reflex; the target is restrained (save ends).	
6— Confusion Ray (Charm) : Ranged 10; +22 vs. Will; the target charges its nearest ally and makes a melee basic attack against it.	
7— Fear Ray (Fear, Psychic) : Ranged 10; +22 vs. Will; 1d8 + 9 psychic damage, and the target moves its speed away from the beholder by the safest route possible.	
8— Petrifying Ray : Ranged 10; +22 vs. Fortitude; the target is slowed (save ends). <i>First Failed Save</i> : The target is immobilized instead of slowed (save ends). <i>Second Failed Save</i> : The target is petrified (no save).	
9— Death Ray (Necrotic) : Ranged 10; +22 vs. Fortitude; 1d8 + 9 necrotic damage, and if the target is bloodied it is dazed (save ends). <i>First Failed Save</i> : The target is dazed and weakened (save ends). <i>Second Failed Save</i> : The target dies.	
10— Disintegrate Ray : Ranged 10; +22 vs. Fortitude; 2d10 + 9 damage, and ongoing 2d20 damage (save ends). <i>Aftereffect</i> : Ongoing 2d6 damage (save ends).	
☞ Eye Ray Frenzy (standard, usable only while bloodied; recharge ⏏) ♦ see text	
As <i>eye rays</i> above, except the eye tyrant makes four eye ray attacks.	
Alignment Evil Languages Deep Speech	
Str 12 (+10) Dex 24 (+16) Wis 17 (+12)	
Con 20 (+14) Int 22 (+15) Cha 28 (+18)	

Abyssal Ghoul	Level 16 Skirmisher
Medium elemental humanoid (undead)	XP 1,400
Initiative +16 Senses Perception +10; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a –2 penalty to all defenses.	
HP 156; Bloodied 78; see also <i>dead blood</i>	
AC 30; Fortitude 30, Reflex 29, Will 25	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8, climb 4	
⊕ Bite (standard; at-will) +21 vs. AC; 2d8 + 7 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.	
☞ Dead Blood (when reduced to 0 hit points) ♦ Necrotic	
Close burst 1; all enemies in the burst take 10 necrotic damage.	
Alignment Chaotic evil Languages Abyssal	
Skills Stealth +19	
Str 24 (+15) Dex 22 (+14) Wis 15 (+10)	
Con 20 (+13) Int 16 (+11) Cha 10 (+8)	

Cavern Five leads into Cave Six. This cave leads down into Cavern Six, which contains:

- 2 Fire Giants
- 2 Greater Helmed Horrors

Fire Giant	Level 18 Soldier
Large elemental humanoid (giant)	XP 2,000
Initiative +11 Senses Perception +14	
HP 174; Bloodied 87	
AC 34; Fortitude 34, Reflex 28, Will 28	
Resist 15 fire	
Speed 7	
⊕ Searing Greatsword (standard; at-will) ♦ Fire, Weapon	
Reach 2; +23 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant's next turn.	
☞ Sweeping Sword (standard; encounter) ♦ Fire, Weapon	
Requires greatsword; close blast 2; +21 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant's next turn.	
☞ Iron Javelin (standard; at-will) ♦ Weapon	
Ranged 15/30; +21 vs. AC; 1d10 + 6 damage, and the target is slowed until the end of the fire giant's next turn.	
Alignment Evil Languages Giant	
Skills Intimidate +14	
Str 23 (+15) Dex 11 (+9) Wis 10 (+9)	
Con 22 (+15) Int 10 (+9) Cha 11 (+9)	
Equipment plate armor, greatsword, 4 javelins	



Greater Helmed Horror	Level 18 Elite Soldier
Medium elemental animate (construct)	XP 4,000
Initiative +16 Senses Perception +20; darkvision, truesight 10	
HP 348; Bloodied 174	
Regeneration 10	
AC 35; Fortitude 33, Reflex 30, Will 31	
Immune charm, disease, fear, poison, sleep	
Saving Throws +2	
Speed 8, fl y 8 (clumsy)	
Action Points 1	
<p>Ⓢ Elemental Greatsword (standard; at-will) ♦ Weapon; Cold, Fire, Lightning, or Thunder +24 vs. AC; 1d10 + 8 damage plus 1d10 cold, fire, lightning, or thunder damage (helmed horror's choice).</p> <p>Ⓢ Blade Sweep (standard; encounter) ♦ Weapon; Cold, Fire, Lightning, or Thunder The greater helmed horror makes an elemental greatsword attack against two different targets within reach.</p> <p>↩ Elemental Burst (standard; recharge ⓈⓈⓈ) ♦ Cold, Fire, Lightning, or Thunder Close burst 5; +20 vs. Reflex; 2d6 + 6 cold, fire, lightning, or thunder damage (greater helmed horror's choice).</p> <p>Tactical Step (free, when the helmed horror hits with an opportunity attack; at-will) The greater helmed horror shifts 3 squares.</p> <p>Alignment Unaligned Languages Common, Primordial</p> <p>Skills Insight +20</p> <p>Str 26 (+17) Dex 21 (+14) Wis 22 (+15) Con 22 (+15) Int 12 (+10) Cha 18 (+13)</p> <p>Equipment Greatsword</p>	

Cavern Six leads into Cave Seven. Cave Seven leads further downward into Cavern Seven, which has:

- 1 Fire Titan
- 2 Firebred Hellhounds

Fire Titan	Level 21 Elite Soldier
Huge elemental humanoid (giant)	XP 6,400
Initiative +18 Senses Perception +21	
HP 398; Bloodied 199	
AC 39; Fortitude 36, Reflex 33, Will 33	
Resist 30 fire	
Saving Throws +2	
Speed 8	
Action Points 1	
<p>Ⓢ Fireraging Greatsword (standard; at-will) ♦ Fire, Weapon Reach 3; +26 vs. AC; 2d6 + 9 damage plus 4d6 fire damage, and the target is pushed 2 squares and marked until the end of the fire titan's next turn.</p> <p>Ⓢ Double Attack (standard; at-will) ♦ Fire, Weapon The fire titan makes two fireraging greatsword attacks.</p> <p>↩ Hurl Lava (standard; recharge · · ·) ♦ Fire Ranged 20; requires a source of lava; +24 vs. Reflex; 4d6 + 6 fire damage, and the target is immobilized until the end of the fire titan's next turn. A flying creature hit by this attack crashes.</p> <p>↩ Burning Wave (standard; at-will) ♦ Fire Close burst 5; +24 vs. Reflex; 2d10 fire damage, and ongoing 10 fire damage (save ends). <i>Miss</i>: Half damage, and no ongoing damage.</p> <p>Alignment Evil Languages Giant, Primordial</p> <p>Skills Intimidate +20</p> <p>Str 29 (+19) Dex 23 (+16) Wis 23 (+16) Con 23 (+16) Int 10 (+10) Cha 21 (+15)</p> <p>Equipment Greatsword</p>	

Firebred Hell Hound	Level 17 Brute
Medium elemental beast (fire)	XP 1,600
Initiative +10 Senses Perception +17	
Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fire damage.	
HP 205; Bloodied 102	
AC 30; Fortitude 30, Reflex 28, Will 29	
Resist 40 fire	
Speed 8	
<p>Ⓢ Bite (standard; at-will) ♦ Fire +20 vs. AC; 1d10 + 6 plus 1d10 fire damage.</p> <p>↩ Fiery Breath (standard; recharge ⓈⓈⓈ) ♦ Fire Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.</p> <p>↩ Fiery Burst (standard; recharge ⓈⓈ) ♦ Fire Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.</p> <p>Alignment Unaligned Languages —</p> <p>Str 22 (+14) Dex 14 (+10) Wis 19 (+12) Con 25 (+15) Int 2 (+4) Cha 12 (+9)</p>	

Cavern Seven leads into Cave Eight. Cave Eight leads down into Cavern Eight, which contains:

- 3 Bone Devils
- 4 Legion Devil Veterans
- 3 Legion Devil Hellguards

Bone Devil (Osyluth)	Level 17 Controller (Leader)
Large immortal humanoid (devil)	XP 1,600
Initiative +12 Senses Perception +15; darkvision	
Aura of Fear (Fear) aura 5; enemies in the aura take a -2 penalty to attack rolls.	
Aura of Obedience (Charm, Healing) aura 5; bone devils are immune; any bloodied devil in the aura at the start of its turn takes 10 damage but gains a +4 bonus to attack rolls and deals an extra 5 damage on melee attacks until the start of its next turn. If a devil is slain by this aura, the bone devil regains 10 hit points.	
HP 165; Bloodied 82	
AC 31; Fortitude 29, Reflex 26, Will 27	
Resist 20 fire	
Speed 8, teleport 8	
<p>Ⓢ Claw (standard; at-will) Reach 2; +22 vs. AC; 1d6 + 7 damage.</p> <p>Ⓢ Poison Sting (standard; at-will) ♦ Poison Reach 2; +20 vs. Fortitude; 1d6 + 7 damage, and the target takes ongoing 10 poison damage and takes a -4 penalty to its Will defense (save ends both).</p> <p>Ⓢ Double Attack (standard; at-will) The bone devil makes two claw attacks. If both claw attacks hit the same target, the bone devil can make a secondary attack using <i>poison sting</i> against the target.</p> <p>↩ Fiendish Focus (minor; at-will) Ranged 5; +18 vs. Will; the target takes a -5 penalty to all defenses until the end of the bone devil's next turn.</p> <p>Alignment Evil Languages Supernal</p> <p>Skills Insight +15, Intimidate +18</p> <p>Str 25 (+15) Dex 18 (+12) Wis 15 (+10) Con 21 (+13) Int 11 (+8) Cha 20 (+13)</p>	

Legion Devil Veteran	Level 16 Minion
Medium immortal humanoid (devil)	XP 350
Initiative +9 Senses Perception +9; darkvision	
HP 1; a missed attack never damages a minion.	
AC 32; Fortitude 28, Refl ex 27, Will 27; see also <i>squad defense</i>	
Resist 10 fi re	
Speed 7, teleport 3	
⚔ Longsword (standard; at-will) ♦ Weapon	
+21 vs. AC; 7 damage.	
Squad Defense	
The legion devil veteran gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil Languages Supernal	
Str 14 (+10) Dex 12 (+9) Wis 12 (+9)	
Con 14 (+10) Int 10 (+8) Cha 12 (+9)	
Equipment plate armor, heavy shield, longsword	

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

Cavern Eight leads into Cave Nine. Cave Nine leads down into Cavern Nine, which contains:

- 1 Elder Red Dragon
- 2 Fire Giants



Elder Red Dragon	Level 22 Solo Soldier
Huge natural magical beast (dragon)	XP 20,750
Initiative +19 Senses Perception +19; darkvision	
HP 1,050; Bloodied 525; see also <i>bloodied breath</i>	
AC 40; Fortitude 40, Refl ex 37, Will 34	
Resist 25 fi re	
Saving Throws +5	
Speed 8, fly 10 (hover), overland flight 15	
Action Points 2	
⚔ Bite (standard; at-will) ♦ Fire	
Reach 3; +29 vs. AC; 2d10 + 9 plus 4d6 fi re damage.	
⚔ Claw (standard; at-will)	
Reach 3; +29 vs. AC; 2d10 + 9 damage.	
⚔ Double Attack (standard; at-will)	
The dragon makes two claw attacks.	
⚔ Tail Strike (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)	
The dragon attacks the enemy with its tail: reach 3; +27 vs. Refl ex; 3d10 + 9 damage, and the target is pushed 2 squares.	
☞ Immolate Foe (standard; recharge ⏏) ♦ Fire	
Ranged 20; +27 vs. Refl ex; 3d10 + 8 fi re damage, and ongoing 10 fi re damage (save ends).	
☞ Breath Weapon (standard; recharge ⏏) ♦ Fire	
Close blast 5; +27 vs. Refl ex; 3d12 + 8 fi re damage. <i>Miss</i> : Half damage.	
☞ Bloodied Breath (free, when first bloodied; encounter) ♦ Fire	
The dragon's breath weapon recharges automatically, and the dragon uses it immediately.	
☞ Frightful Presence (standard; encounter) ♦ Fear	
Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil Languages Common, Draconic	
Skills Bluff +18, Insight +19, Intimidate +23	
Str 28 (+20) Dex 22 (+17) Wis 17 (+14)	
Con 26 (+19) Int 15 (+13) Cha 15 (+13)	

Fire Giant	Level 18 Soldier
Large elemental humanoid (giant)	XP 2,000
Initiative +11 Senses Perception +14	
HP 174; Bloodied 87	
AC 34; Fortitude 34, Refl ex 28, Will 28	
Resist 15 fi re	
Speed 7	
⚔ Searing Greatsword (standard; at-will) ♦ Fire, Weapon	
Reach 2; +23 vs. AC; 1d12 + 6 damage plus 2d8 fi re damage, and the target is marked until the end of the fi re giant's next turn.	
☞ Sweeping Sword (standard; encounter) ♦ Fire, Weapon	
Requires greatsword; close blast 2; +21 vs. AC; 1d12 + 6 damage plus 2d8 fi re damage, and the target is marked until the end of the fi re giant's next turn.	
☞ Iron Javelin (standard; at-will) ♦ Weapon	
Ranged 15/30; +21 vs. AC; 1d10 + 6 damage, and the target is slowed until the end of the fi re giant's next turn.	
Alignment Evil Languages Giant	
Skills Intimidate +14	
Str 23 (+15) Dex 11 (+9) Wis 10 (+9)	
Con 22 (+15) Int 10 (+9) Cha 11 (+9)	
Equipment plate armor, greatsword, 4 javelins	

Cavern Nine leads into Cave Ten. Cave Ten leads down into the last cavern, Cavern Ten. Inside is:

2 War Devils
2 Legion Devil Legionnaires

War Devil (Malebranche)	Level 22 Brute (Leader)
Large immortal humanoid (devil)	XP 4,150
Initiative +17 Senses Perception +15; darkvision	
HP 255; Bloodied 127	
AC 35; Fortitude 34, Reflex 32, Will 30	
Resist 30 fire	
Speed 8, fly 8 (clumsy)	
⚔ Claw (standard; at-will)	
+26 vs. AC; 1d6 + 8 damage.	
⚔ Trident (standard; recharge ⚡⚡⚡) ♦ Weapon	
Reach 2; +26 vs. AC; 4d4 + 8 damage and ongoing 5 damage (save ends), and the target slides into any square adjacent to the war devil and is knocked prone.	
⚔ Besieged Foe (minor action; at-will)	
Ranged sight; automatic hit; the target is marked, and allies of the war devil gain a +2 bonus to attack rolls made against the target until the encounter ends or the war devil marks a new target.	
⚔ Devilish Transposition (move; at-will) ♦ Teleportation	
Ranged 20; the war devil and an allied devil within range swap positions.	
⚔ Fiendish Tactics (minor; recharge ⚡⚡⚡)	
Ranged 10; affects up to 2 allied devils of the war devil's level or lower; each target can take a move action or make a basic attack.	
Alignment Evil Languages Supernal	
Skills Intimidate +20	
Str 27 (+19) Dex 23 (+17) Wis 19 (+15)	
Con 25 (+18) Int 15 (+13) Cha 18 (+15)	
Equipment trident	



When the PCs exit the cave entrance, they see scores of dead devils lying on the bloody ground. Hundreds of Burden's Peak soldiers and Dungeonsweeper guild-members stand bloody and triumphant over the fiends.

The PCs are rewarded by Duke Ferrar Geveau himself for their actions and brave deeds. The PCs receive 10,000 pp each, as well as the promise of statues being erected in their images in the courtyard of the Palace Sector.

Total XP: 127,450

Legion Devil Legionnaire	Level 21 Minion
Medium immortal humanoid (devil)	XP 800
Initiative +11 Senses Perception +11; darkvision	
HP 1; a missed attack never damages a minion.	
AC 37; Fortitude 33, Reflex 32, Will 32; see also <i>squad defense</i>	
Resist 15 fire	
Speed 7, teleport 3	
⚔ Longsword (standard; at-will) ♦ Weapon	
+26 vs. AC; 8 damage.	
Squad Defense	
The legion devil legionnaire gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil Languages Supernal	
Str 14 (+12) Dex 12 (+11) Wis 12 (+11)	
Con 14 (+12) Int 10 (+10) Cha 12 (+11)	
Equipment plate armor, heavy shield, longsword	

Against the back wall of Cavern 10 is the portal to the Nine Hells. The PCs must use the Tome of Ineffable Damnation to close it. Ten rounds of constant attention must be spent to read and recite the passages needed to close the portal. As the last words are spoken, a huge, fiery arm reaches through the portal. A Pit Fiend's head shoves its way through and screams in rage at the PCs. It tells them in a psychic voice that they have been marked, and their souls will be his. As the Fiend's final words echo out, the portal closes, severing his head and arm, which fall to the floor and deteriorate into dust.

