

LEGACY OF IO

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An adventure for 24th-level characters

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“And thus it was that the proud god Io, forefather of dragons, went forth alone to meet that formidable primordial known as the King of Terror. The confrontation raged fierce between the divine and the base for long days as grievous wounds were wrought by both upon the form of the other. It continued in such ferocity unabated until the vile King of Terror took up his crude axe and dealt to noble Io a fearsome blow that shattered his divine form, hewing the valiant god in twain. The vicious primordial’s triumph was not to be, for no sooner had Io’s sundered remains fallen to earth than they rose up to assail the beast as the twin gods Tiamat and Bahamut. Their sudden assault saw the King of Terror torn asunder in a righteous fury, yet in their triumph, the victorious deities fell upon each other. Two imperfect forms for a single essence, the pair are ever drawn together, locked in eternal hatred as that which they are seeks unachievable consolidation.”

EPIC

21-30

“Legacy of Io” is an adventure for five 24th-level characters. By the end of the adventure, the PCs should be midway through 25th level. This adventure follows “Grasp of the Mantled Citadel” in the Scales of War adventure path but can be adapted for use in any campaign.

In “Legacy of Io,” the characters seek out and recover an ominous artifact they hope will assist them in their struggle against the forces of the dark goddess Tiamat. Unlikely alliances are forged and the heroes find themselves in violent conflict with the good-aligned forces of the heavenly city of Hestavar as they storm through the peaceful planar metropolis in search of what might be the only way to thwart the seemingly unstoppable machinations of the Dragon Queen.

BACKGROUND

In the previous installment of the adventure path (“Grasp of the Mantled Citadel”), Tiamat’s sinister and far-reaching plans bore dark fruit as she summoned Bahamut in mortal form and destroyed him. He may have fallen, but Bahamut has one last gambit in play: the deva paladin Amyria has begun experiencing visions that depict the *Arrow of Fate*, an ancient and powerful artifact that dates from the Dawn War at creation’s beginning that could be the undoing of Tiamat’s schemes.

When the primordial known as the King of Terror cut down the original dragon-god Io, the fallen god’s sundered remains rose up as the deities Tiamat and Bahamut. A shard of Io’s form had been torn off during the titanic battle and remained separate from the newly birthed gods, becoming what is now known as the *Arrow of Fate*. The divine

fragment-turned-artifact retains the furor of the Dawn War that raged during its creation and is a potent weapon against both the divine and primordial. Infused with the colossal energies released at the destruction of Io and birth of his successor gods, the relic is capable of exerting influence over the forces of life and death.

This immensely powerful object was eventually sequestered by servants of Pelor, Erathis, and Ioun, for the trio of gods had plans for the artifact. As part of an unusual bargain with Asmodeus, the deities undertook a great ritual to lock away the artifact with four great seals.

ADVENTURE SYNOPSIS

Amyria, driven by the visions that began shortly after Bahamut’s destruction, approaches the PCs and begs their assistance in recovering the artifact. At her urging, they travel to the astral city of Hestavar to seek out whatever knowledge of the artifact’s location they can discover. Upon arriving in the domain, however, the characters come under attack by draconic forces seemingly loyal to Bahamut.

After fending off the assault, the heroes make their way to the great libraries of the Swan Tower, home to the goddess of knowledge, Ioun. At possibly the greatest collection of divine lore and scholarship that exists, they search for information on the bizarre visions tormenting Amyria. They discover that the artifact they seek is known as the *Arrow of Fate* and that it is hidden within Hestavar. Four mystical seals conceal the artifact; each is guarded in turn by forces loyal to the gods and dedicated to preventing anyone and anything from tampering with their ward.

The PCs have several options. The fourth and final seal is inaccessible until the first three are destroyed, but the first three can be tackled in any order. Regardless of the sequence, the characters need to open all four to gain access to the *Arrow*. Once they destroy the first, they come to the attention of the Bright Guard, a company of exalted responsible for policing Hestavar. The Bright Guard combs the streets for the characters, forcing them to move carefully or attract unwanted attention.

To open the seal dedicated to Pelor, the heroes must fight their way through the angelic guardians of the Dawnbell Bastion to sunder the bell in which the seal has been bound and that gives the small fortification its name. The selfless defenders are unaware of the nature of the bell (and would not be moved even if they knew), and they resist violently any attempts to trespass or tamper with the rightful property of their master.

When the PCs make their way onto Methion, the mercantile district where Erathis’s seal is located, they are ambushed by a band of celestial dragonkin, this time augmented by forces from the Nine Hells. After dealing with the seemingly random attack, the characters head to the spacious market square where the goddess placed her seal. Before destroying it, the heroes must overcome Erathis’s faithful who patrol the square and the guardians summoned by the disturbance of the seal itself.

Before the PCs can neutralize the seal dedicated to Ioun, they are forced to scour the city for the entrance to its hidden resting place. Once they gain entry to the Sealed Library, they must fight their way through the scholarly defenders and undo the seal.

THE QUESTS

In “Legacy of Io,” the characters must identify and recover the *Arrow of Fate*. As the adventure progresses, they have the following chances to earn quest XP.

Minor Quest—Identify the Artifact

The vast libraries and knowledgeable sages of the Swan Tower offer the best chance of uncovering the identity of the mysterious artifact and its history. This information is crucial to determining the PCs’ course of action and understanding the task at hand.

Reward: 5,000 XP.

Minor Quest—Sunder the Dawnbell

Pelor bound one of the four seals into the form of a bell wrought from silver and gold. Destroying it opens the seal and must be done if the characters hope to reclaim the *Arrow*.

Reward: 6,000 XP.

Minor Quest—Destroy the Seal of Methion

Erathis worked her seal into the great market square of Methion. Without its destruction, the *Arrow* will remain hidden.

Reward: 6,000 XP.

Minor Quest—Open Ioun’s Seal

Ioun hid her seal where few could find it. The heroes must uncover its location and open the seal.

Reward: 6,000 XP.

Major Quest—Secure the Arrow

Overcoming the enraged titan that guards the final seal reveals the *Arrow of Fate*, but the PCs must still survive Guionne’s betrayal and escape the city with the *Arrow* if it is to be of any use against Tiamat.

Reward: 35,000 XP.

To open the final seal and claim the *Arrow of Fate*, the characters must head into the eye of the storm that rages over the rough and tumble island district known as the Salts. There they face not another servant of the gods but a powerful titan. With its destruction, the final seal is undone and the *Arrow* is revealed. Unfortunately for the heroes, the titan’s passing also removes the force holding the churning sea at bay and it comes crashing back to fill the void. When the PCs are washed ashore, they find themselves betrayed by an ally and forced into a desperate battle to retain possession of the prize on which so much depends.

PREPARING FOR ADVENTURE

“Legacy of Io” gives the characters an opportunity to gain a powerful artifact that might be able to hold back the seemingly unstoppable advances of Tiamat and perhaps even strike back at her. The heroes make their way to the domain that epitomizes civilization and justice only to find themselves in conflict with the heavenly denizens and working with devils. The will of three gods must be overthrown if the PCs hope to thwart that of another.

The adventure can begin as soon as the characters complete their previous adventure. Go to “Trouble Sleeping” (page 7) when you are ready to begin.

WHAT YOU NEED TO PLAY

Everything you need to run the adventure, including background information, setup, tactical encounters, and maps, is contained within these pages. More detailed information on how to use the tactical encounter format can be found in previous Scales of War adventures, such as “A Tyranny of Souls,” while *Manual of the Planes™* and “Hestavar: the Bright City” from *Dragon #371* can provide such information on the domain and city of Hestavar.

TREASURE PREPARATION

“Legacy of Io” employs the treasure parcel system as described in the *Dungeon Master’s Guide®*. A total of fifteen treasure parcels are available to the heroes over the course of the adventure. The following sidebar lists the most likely encounters to have parcels and what each parcel might contain. The magic items should be taken from your players’ wish lists. The parcels can be awarded in whatever order you see fit, but the higher level items are best used later in the adventure.

TREASURE

Parcel A: _____, H1. A Warm Welcome	Parcel 5: Magic item, level 25
Parcel B: _____, D3. For Whom the Bell Tolls	Parcel 6: 1,000 pp, one <i>potion of recovery</i> , 5 ad
Parcel C: _____, D3. For Whom the Bell Tolls	Parcel 7: six clear diamonds that glow with inner light (15,000 gp each)
Parcel D: _____, D3. For Whom the Bell Tolls	Parcel 8: 750 pp, mithral and celestial gold statuette of Pelor inlaid with condensed astral fire (100,000 gp)
Parcel E: _____, M1. Back Alley Ambush	Parcel 9: 20 ad, one <i>potion of recovery</i> , 5 <i>tempest whetstones</i> (level 20, <i>Adventurer's Vault</i> , page 190)
Parcel F: _____, M3. Last Ditch Defense	Parcel 10: 120 pp, one <i>potion of recovery</i> , 2 <i>potions of resistance</i> (level 24, <i>Adventurer's Vault</i> , page 188)
Parcel G: _____, M3. Last Ditch Defense	Parcel 11: celestial oak and baatorian hardwood puzzle box inlaid with mithral (50,000 gp) containing 200,000 gp worth of residuum, gold and black enameled astrolabe adorned with points of elemental lightning, fire, and ice (50,000 gp)
Parcel H: _____, L1. Angry Librarians	Parcel 12: 460 pp, ritual scroll of Planar Portal and Plane Shift
Parcel I: _____, L1. Angry Librarians	Parcel 13: devil skin pouch holding 20 ad
Parcel J: _____, L2. Headmaster's Charge	Parcel 14: 250 pp, a pair of mithral and black glass bracelets chased with shifting fire (50,000 gp each), platinum ring set with astral diamonds and frozen lightning (50,000 gp), one <i>potion of life</i>
Parcel K: _____, L2. Headmaster's Charge	Parcel 15: <i>The Arrow of Fate</i> (see page 26)
Parcel L: Parcel 15, S1. Raging Storm	
Parcel M: _____, S2. Guionne's Betrayal	
Parcel N: _____, S2. Guionne's Betrayal	
Parcel O: _____, S2. Guionne's Betrayal	

Based on the guidelines in the *Dungeon Master's Guide*, the following parcels can go in spaces above. Magic items should be selected from your players' wish lists.

- Parcel 1: Magic item, level 28
- Parcel 2: Magic item, level 27
- Parcel 3: Magic item, level 27
- Parcel 4: Magic item, level 26

TROUBLE SLEEPING

Once the PCs have had a chance to recuperate from their last adventure, Amyria approaches them. It is obvious that something is bothering the deva a great deal: her gray skin is drawn and has taken on a sickly cast, her eyes are feverish, and her normally distinct

white markings seem faded, almost clouded over. She avoids answering questions about her health or reason for seeking the characters out until they are in private, at which point she holds up her hands to forestall further questions.

"I understand that this is somewhat out of the ordinary, but I have need to speak to you without the others in the Coalition overhearing.

"I .. have not been well. The others believe that my grief over Bahamut's passing and the progress of the war are responsible. I have done nothing to dissuade them of their ideas, but they are incorrect. Since the fall of the Platinum Dragon, my dreams have been wracked by increasingly vivid visions. Each night I see myself pierced through with an arrow of bone wrapped with sinew and flesh and adorned with burning runes. Silver-chased blood spreads from my wounds and runs from the head of the arrow. The power of these visions is frightening and ancient beyond explanation, but I cannot describe them as evil or malicious.

"With every fiber of my being I know these visions to be a gift, a last gift from Bahamut to his beleaguered children. The artifact from the visions is the key; it must somehow be able to foil Tiamat's foul schemes. I have asked much of you before, but I cannot approach the Coalition with this. I beg of you to search out the identity of and recover this fateful artifact, without which I fear we will all be lost."

If the heroes press her with questions, she explains that this is all she knows, but she is certain of what she has revealed. Amyria is visibly relieved if the PCs agree to the search and enjoins them, for reasons she cannot quite articulate, to begin their search in the fabled libraries of the Swan Tower within the astral domain of Hestavar. She offers to arrange transport to the domain if the characters wish, explaining that she knows an astral skiff captain by the name Jin'har who would be willing to make a short detour and discretely drop off the heroes at the edge of the domain as repayment for a past favor.

PCs trained in Arcana or Religion know that the astral domain and metropolis of Hestavar is the home to Erathis, Ioun, and Pelor and is widely considered to be the ideal of just civilization. A DC 25 check with either skill reveals that the Swan Tower is the seat of Ioun and perhaps the most prestigious center of learning that exists.

Should the characters attempt to use rituals to ferret out information regarding the mysterious artifact, their efforts yield only silence. It seems that something powerful is obscuring the artifact and blocking divination attempts. If the heroes mention this to Amyria, she is unperturbed and utterly certain that the answers will reveal themselves when the time is right.

PART ONE: THE BRIGHT CITY

Whether the PCs accept Amyria's offer of transport or arrange to reach Hestavar on their own, this adventure assumes they arrive with little trouble and less excitement. If the characters haven't quite reached 24th level, the journey through the astral sea could be fraught with however much danger is necessary to get them caught up.

At the end of the trip, the heroes are deposited upon a pristine white sand bank that winds its way through a peaceful lagoon sparkling in the sunlight. Beyond the beach are open, airy buildings carved from white marble and roofed with gold. Elegant ships ply the lagoon and glide through the sky, darting about within the cloud of earthmotes that rises ever higher. Manicured cobblestone streets and breathtaking buildings of every imaginable architectural style crown these floating neighborhoods. Hestavar, the Bright City, lies before them.

THE SAND BAR

The sun-warmed sand winds toward the city ahead, the way sprinkled with rocky outcroppings and small pools. Tiny waves lap at the edges of the bar, contributing to the peaceful, calming ambiance.

After encounter H1, the PCs are left with troubling questions but no answers. The attacking forces were clearly the servants of a draconic deity but seem to have been from the celestial hosts of the late Bahamut. Equally as disturbing and inexplicable is the fact that the attackers seemed to know where the characters would be. Whatever the answers to these riddles, the ambushers left few traces and fewer clues. If the heroes tarry overlong, a flight of twelve Angels of Light led by an Angel of Command (see encounter D1) arrive to investigate. Unless the PCs do something rash, such as attacking the angels, they find little evidence and offer to escort the newcomers the remainder of the way to the city.

Tactical Encounter: H1. A Warm Welcome (page 14).



HESTAVAR

The remainder of the sojourn in the city is uneventful. White sand gives way to sculpted marble and manicured cobblestone as the characters make their way into the city proper. The vast majority of the city lies above them on the many earthmotes that rise to the heavens. Even at ground level, the bustle of an active, thriving metropolis envelops the characters. The open, airy streets, lined with beautiful homes and businesses of all descriptions, are thronged with exalted going about their business and troops of angels going about their gods' business. Despite all the activity, there remains a sense of peace and contentment that no mortal city could duplicate.

Getting anywhere in a massive, bustling city built on hundreds of independent and sometimes mobile floating chunks of rock is a daunting task for outsiders. Fortunately for the heroes, the natives of Hestavar take great pride in their ability to navigate the confusing three-dimensional maze and are more than willing to give aid to lost travelers. The complex nature of the

HESTAVAR

Hestavar, the Bright City, is the pinnacle of civilization: art, innovation, trade, and justice flourish among the many floating earthmotes upon which the ideal city is built. Erathis, Ioun, and Pelor reside within the city, along with hosts of angels and exalted souls. A scattering of beings from every mortal race inhabit or are passing through the city at any time and might rub shoulders with the angelic servants of other deities, eladrin lords, or even the odd devil that comes to the city to conduct business.

The domain consists of a great number of earthmotes that climb above the sparkling lagoon occupying the lower third of the domain. Hestavar sports normal gravity, but *soft drops*, areas that allow a character to float gently downward, connect many of the earthmotes to those higher or lower.

Radiance Affinity: Creatures gain a +1 bonus to attack rolls using radiant powers. Creatures deal only half damage with attacks using necrotic damage (though ongoing necrotic damage is unaffected).

Current Developments: Spurred by the recent death of Bahamut, many of the good and unaligned gods have come together to discuss Tiamat's actions and what they might do in response. Erathis, Ioun, and Pelor have withdrawn from Hestavar to attend this council, leaving the operation of the city in the hands of its angelic bureaucracy.

city plus the fact that the natives derive much good-natured entertainment from the bewilderment of mortal bumpkins means that their directions, while always accurate and precise, will seem insanely convoluted to foreigners. For those disinclined to navigate on foot, astral skiffs offer ferry services to the more popular destinations within the city for the reasonable price of a few platinum pieces a head.

The PCs can find almost any service or item they might be looking for within the city, and it is easy to lose sight of their mission amid all the bounty the Bright City has to offer. If they get too far off track, have their path pass close by the Swan Tower or even move up and repurpose encounter M1 by ambushing them while shopping—that should get them going again. Regardless of whether they head straight to it or detour, the Swan Tower is a landmark of Hestavar. Reaching it should be simple.

KERITH-ALD, THE SWAN TOWER

Kerith-Ald occupies the entirety of its own earthmote. The majority of the many structures on the earthmote are given over to the magic academy, university, and vast library that make the tiny island of rock perhaps the greatest center of knowledge that exists. The Swan Tower for which the complex is named rises above all the others and is the private resting place and retreat of the goddess Ioun.

The fabulous library of the Swan Tower is far too large to be contained within any single structure on the earthmote; it is spread among several adjoining buildings. The storied halls are overflowing with every manner of tome, scroll, and loose paper imaginable, all meticulously cataloged and filed on one of the countless shelves or in some other receptacle by a veritable army of scribes and librarians. The

knowledge contained within the library is freely available to all who seek it, but those that abuse this hospitality quickly find themselves expelled and barred from reentry by the hosts of Ioun.

During their research (i.e., once they have started the skill challenge), the characters are approached by an elderly gentleman. He would be indistinguishable from the host of other scholars frequenting the library were it not for the two small horns jutting from his forehead, red irises, and hooved feet that proclaim his devilish origins. With a flourish and bow, he introduces himself as the humble planar historian and scholar Guionne and explains that he believes he and the heroes are searching for the same artifact. He, of course, has a purely academic interest in the artifact and would be most willing to lend the PCs his expertise in uncovering it for the chance to prove that it does indeed exist and that his theories about it are correct. He warns them, though, that this vein of research earns no good will from the guardians of the library, and that he has had to step carefully and move circuitously in order to avoid being expelled.

Guionne seems friendly and sincere in his offer. He will leave the characters to their own devices should they wish it, although he does occasionally stop by to add a helpful book to their pile, recommend a work by a particular author, or see if they have reconsidered his offer. Should they accept his help at any point, Guionne is delighted and bends all his expertise to assisting them in their search, tasking a pair of cherub-looking creatures to fetch critical tomes as he confers with the heroes. He is especially keen to point out potential targets for the PCs to spy upon, sheepishly blaming old habits if this is brought up.

Skill Challenge: H2. Researching the Visions (page 15).

THE NEXT MOVE

With the information gained in the previous skill challenge in hand, the characters have some choices to make. They can attempt each of the first three seals in any order, but once they make their first move, the forces of Hestavar will be alerted. That makes making moving about the city a challenge. Before beginning, the heroes have time to finish business in the city and to take an extended rest if desired. When the PCs are ready to move on a seal, proceed to the appropriate section (Part Two, Three, or Four).

PART TWO: THE DAWNBELL BASTION

The Dawnbell Bastion is a light fortification and garrison built and maintained by angels of Pelor upon three small, neighboring earthmotes. The elegant tower that rises several times the height of its sister buildings is open at the top, revealing the bastion's primary function as home to the Dawnbell. The bell that lends the complex its name tolls but once a day, announcing the beginning of each day in a city that knows no darkness.

The bastion can be reached by a soft fall that deposits travelers onto the largest of the earthmotes and can be left by a similar manner to reach motes below. The guardians are accustomed to their bastion being used in this manner and pay little heed to those arriving or leaving so long as they stray no further than the entrance to D1. The angelic defenders are not aware that the Dawnbell is one of the ancient seals, but they will brook no interference with their master's rightful property. They have been tasked with the defense of the bastion and will not be swayed.

D1. MEDITATION GARDEN

The angels that inhabit the bastion use this room and its sand garden to aid in their meditation. The doors are left open to enable those who have become lost to ask for assistance.

Tactical Encounter: D1. Pointed Meditation

D2. GOLDEN BRIDGE

This fantastic bridge appears to be crafted from impossibly thin sheets and arches of gold and is painstakingly detailed with scenes of angels battling and emerging victorious over the forces of darkness.

Tactical Encounter: D2. Defending the Bastion

D3. PRACTICE HALL

The larger of the two circular buildings is used by the defenders to practice and hone their martial skills in mock combat against each other. The angels within keep a sharp eye out for threats to the bastion.

Tactical Encounter: D3. Defending the Bastion

D4. TOWER BASE

The first of three balconies that ring the tower has gold-flecked marble walls that are pierced with arches that provide access to the tower proper. A low wall runs around the outer edge of the balcony.

D5. THE DAWNBELL

The uppermost balcony of the tower is open to the air to allow the tolling of the Dawnbell to be heard throughout the city. The archangel tasked with the defense of the bell can be found within this area at all times.

Tactical Encounter: D5. For Whom the Bell Tolls

HESTAVAR ALERTED

The characters' attacks stir the Bright Guard and allied angelic forces into action. Bands of exalted take to the streets as flights of angels search from the air, forcing the heroes to tread carefully or attract the attention of the authorities.

Skill Challenge: H3. Dodging the Law

PART THREE: THE SEAL OF ERATHIS

The earthmote and mercantile district known as Methion is one of the most diverse and cosmopolitan markets to be found anywhere. Only the bazaar in the City of Brass comes close, and while artisans of Hestavar might grudgingly concede that the arms traded in the bazaar are more destructive, they are quick to point out that the markets of Methion are unequaled for weapons more sophisticated than a sharpened metal stick.

The earthmote is also home to the majority of the exalted houses dedicated to Erathis and involved in the Game of Making. It is here that the goddess chose to bind her seal, working it into the very ground of the main market square. Thousands of merchants and customers make their way across the seal each day, unaware of what lies beneath their feet.

METHION SIDE STREETS

The back alleys and side streets in Hestavar may be cleaner and better lit than in any mortal city, but danger lurks even in the heart of the Bright City. Once again the celestial hosts of Bahamut seem to have it in for the PCs, but this time they are accompanied by disturbing new allies.

Tactical Encounter: M1. Back Alley Ambush

MARKET SQUARE

The central market square of Methion teems with activity, barely slackening in the slightest even during the hours normally reserved for resting. Whether just passing through or browsing among the temporary stalls and carts that spring up across the square, thousands tread each day upon the massive symbol of Erathis that is emblazoned upon the flagstones. A small force of exalted soldiery moves through the crowd at all hours, keeping the peace and ensuring that thievery is all but unknown.

Tactical Encounter: M2. Market Day

ERATHIS'S FAITHFUL

When the characters attempt to disrupt the seal, the following tactical encounter is triggered as the seal summons the faithful to defend their mistress's property.

Tactical Encounter: M3. Last Ditch Defense

HESTAVAR ALERTED

The heroes' attacks stir the Bright Guard and allied angelic forces into action. Bands of exalted take to the streets as flights of angels search from the air, forcing the PCs to tread carefully or attract the attention of the authorities.

Skill Challenge: H3. Dodging the Law

PART FOUR: THE SEALED LIBRARY

Rather than defend her seal with angelic steel as Pelor chose to do or with the weight of civilization as Erathis did, Ioun hid hers away within the Sealed Library, a marvelous construction which is itself hidden in the fabric of the domain. Within its confines, trusted scholars have long worked on sensitive projects for their lady while standing vigil over the seal.

The open and well lit interior seems at odds with its cloistered nature, but the structure of the place is designed to promote contemplation while fostering research and advancement. The vast shelves could never contain the sheer quantity of lore required by the scholars ensconced within the library. They are tied through ancient ritual to every library that welcomes Ioun's presence. Books slip from the world and beyond to stock the shelves of the library before shifting back when no one is watching.

SEARCHING THE STREETS

Entrances to the Sealed Library are hidden throughout the city, allowing the scholars to move about and gather whatever they might need for their work. Dead ends to back alleys behind alchemist's shops and spare rooms in rare book seller's stores are the places the characters must search, all without arousing unwanted suspicion.

Skill Challenge: L0. Unearthing the library

L1. THE LIBRARY

Travelers to the library arrive in this room after stepping through one of the many doorways in Hestavar to emerge from the portal that ties them all together. The scholars who work within the library use this room to conduct their research, meditate on obscure arcanisms, and verbally spar with one another.

Tactical Encounter: L1. Angry Librarians

L2. HEADMASTER'S OFFICE

This well-furnished office is used by the scholar appointed by Ioun to oversee the running of the library. In addition to such duties, the headmaster also uses to the office to conduct private research and entertain guests who have been granted access to the library by the goddess.

Tactical Encounter: L2. Headmaster's Charge

HESTAVAR ALERTED

The heroes' attacks stir the Bright Guard and allied angelic forces into action. Bands of exalted take to the streets as flights of angels search from the air, forcing the PCs to tread carefully or attract the attention of the authorities.

Skill Challenge: H3. Dodging the Law

PART FIVE: STORM'S FURY

With each seal opened, the storm that rages perpetually over the district known as the Salts grows more intense. The breaking of the third seal is heralded by shrieking winds and roaring thunder. The uninhabited islands near to the center of the gale are raked with lightning as the storm's rage reaches heights never before seen and the waters of the lagoon begin to flow inward toward the eye of the storm.

It is in the eye, where no immortal dares to tread, that the final seal was placed, bound into an all but forgotten terror from the war at creation's beginning: Nakheten, the raging storm, a powerful storm titan lieutenant of the primordial Heur-Ket. Eons of captivity have not been kind to the storm titan, but while he is only a shadow of his former self, he remains a terrible force of insane rage and hatred.

EYE OF THE STORM

Within a cage formed of deific magic, Nakheten rages upon the scoured lagoon bed. The storm above roars and thunders in echo of his fury as he drives the waters of the lagoon into a frothing wall of destruction in a bid to free himself and resume his master's work.

Tactical Encounter: S1. Raging Storm

WASHED UP

This nameless, uninhabited island lies near the heart of the storm. Its location and unique, bladelike rock formations ensure that a steady stream of waterlogged flotsam washes up with each tide. After the death of Nakheten sees the lagoon crashing back to reclaim the battlefield, the characters become just such refuse. Guionne and his devilish entourage are aware of the island's peculiar nature and have come to see what the tide drags in.

Tactical Encounter: S2. Guionne's Betrayal

CONCLUDING THE ADVENTURE

Guionne's defeat sees the heroes free to flee the city unopposed, a wise course of action considering the forces of Hestavar are only expanding the hunt. With the *Arrow of Fate* in hand, the PCs have succeeded in their quest and undoubtedly secured a powerful artifact for the war against Tiamat, but the cost of this triumph is high and the repercussions of their actions are sure to be far reaching.

ROLEPLAYING THE ARROW OF FATE

The *Arrow of Fate* does not communicate directly with its bearer, although latent emotions imprinted upon the Arrow do occasionally spill over. Normally these are confined to influencing preexisting feelings, nudging the bearer along rather than leading her. The only encounters that prompt the *Arrow* to directly influence its bearer are those with the servants of the primordial known as the King of Terror (toward which the bearer feels and unreasoning hatred); plots to resurrect that primordial; or stumbling across some long-forgotten method of reuniting Io's sundered halves.

THE ARROW OF FATE

Arrow of Fate

Epic Level

An ancient shard of the fallen dragon god Io's physical form, the Arrow of Fate is a powerful weapon against the primordials and their servants. As a fragment of a greater god, the artifact is equally effective against the divine, for what better to harm a god with than a piece of another? The Arrow, created from the essence of the one that gave rise to them, also holds great power over the children of Io.

The *Arrow of Fate* can function as a rod, staff, or wand, as any weapon of the spear group, or as ammunition for a crossbow, longbow, or shortbow (in which case it overrides any enchantment the bow or crossbow may carry).

Whatever its form, it is a +6 weapon of that type.

Enhancement: Attack rolls and damage rolls

Critical: +6d8 damage, or +6d12 damage against dragons and creatures with the elemental or immortal origin

Property: Attacks using the *Arrow of Fate* ignore the first 5 points of resistance a dragon or creature with the elemental or immortal origin has, if any, to the damage.

Power (At-will): Minor Action: The *Arrow of Fate* transforms from its current form into one of the other implements, weapons, or ammunitions listed above.

Power (Daily ♦ Fire, Radiant): Standard Action. You breathe forth a blast of fire charged with the energy of the astral sea: Close blast 3; Constitution + 6 vs. Reflex; 4d12 + 8 fire and radiant damage. Miss: Half damage.

GOALS OF THE ARROW OF FATE

- ♦ Destroy the primordials and their servants
- ♦ Protect the world for which Io fought and was destroyed
- ♦ Prevent the twin halves of Io, the gods Tiamat and Bahamut, from resolving their eternal conflict by permanently destroying their opposite

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner slays a primordial	+2
Owner kills a servant of a primordial (max 1/day)	+1
Owner completes a quest to restore balance between Tiamat and Bahamut	+1
Owner flees from combat with a primordial or servants of one	-1
Owner knowingly aids a primordial or its servants	-1

PLEASED (16-20)

"The essence of the sundered god and I are as one."

The *Arrow of Fate* has found a worthy bearer to entrust with its power.

Property: Attacks using the *Arrow of Fate* ignore the first 15 points of resistance a dragon or creature with the elemental or immortal origin has against the damage.

Property: Once per day, the *Arrow of Fate* can be used to perform the Raise Dead ritual without the need for components or its bearer having the ritual caster feat.

Power (Encounter ♦ Fire, Radiant): Standard Action. You breathe forth a blast of fire charged with the energy of the astral sea: Close blast 5; Constitution + 6 vs. Reflex; 4d12 + 8 fire and radiant damage. Miss: Half damage. This supersedes the normal close blast attack granted by the artifact.

SATISFIED (12-15)

"I have routed the enemies of creation. With the Arrow's help, I will drive them before me."

The *Arrow of Fate* senses great promise in its bearer, granting increased powers to enable the bearer to achieve it.

Property: Attacks using the *Arrow of Fate* ignore the first 10 points of resistance a dragon or creature with the elemental or immortal origin has against the damage.

Power (Daily ♦ Fire, Radiant): Standard Action. You breathe forth a blast of fire charged with the energy of the astral sea: Close blast 5; Constitution + 6 vs. Reflex; 4d12 + 8 fire and radiant damage. *Miss:* Half damage. This supersedes the normal close blast attack granted by the artifact.

Power (Daily ♦ Fear): Standard Action. An aura of majestic terror washes over your enemies: Close burst 10; targets enemies; Constitution +6 or Charisma +6 vs. Will; the target is stunned until the end of your next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

NORMAL (5-11)

"The threats to creation are endless. Another warrior is always welcomed."

Anyone willing to safeguard the world or oppose the primordials earns at least a passing chance from the *Arrow of Fate*.

UNSATISFIED (1-4)

"Flight is unbefitting when the world is at stake."

The *Arrow* begins to find its bearer lacking and to withdraw its blessings.

Special: You take a -2 penalty to attack rolls and damage rolls against creatures other than servants of a primordial or those with the elemental origin. This penalty applies whether you are using or merely carrying the *Arrow*.

DISPLEASED (0 OR LOWER)

"Cowardice in the face of or allying with the forces that seek to undo creation is unforgivable."

The *Arrow* is disgusted with its bearer. Only a sudden or dramatic turn of events will prevent it from abandoning the failed bearer in short order.

Special: You take a -5 penalty to attack rolls and damage rolls against creatures other than servants of a primordial or those with the elemental origin. This penalty applies whether you are using or merely carrying the *Arrow*.

Special: Whenever you move away from an enemy without ending closer to another or making an attack that round, the *Arrow* makes the following attack against you as an immediate interrupt: Constitution +6 vs. Will; the target is slowed until the start of its next turn.

MOVING ON

"The Arrow has given me what aid it can. It is time to stand on my own."

The *Arrow of Fate* believes it has accomplished what it can with its current bearer and that its goals would be better served elsewhere.

When the bearer next gains a level, the *Arrow of Fate* disappears, continuing its eternal struggle elsewhere. If its concordance was at least 5, it leaves behind a +6 elementalbane version of its current or most used form. If this form is an implement, the daily power deals 2d10 rather than 2[W] damage and uses the owner's primary casting stat in place of Strength.

Until it moves on, the *Arrow of Fate* retains all the powers and properties appropriate for its current concordance.

HI. A WARM WELCOME

Encounter Level 25 (39,500 XP)

SETUP

2 silver dragons errant (D)

12 angels of light (Off top and right edges of map)

A strike force, seemingly from the celestial hosts of Bahamut, lies in wait for the characters to begin crossing the open sandbar. Once their prey is exposed, the dragons lead their angelic minions in a glorious charge.

When the dragons begin their attack, read:

A shining pair of silver dragons plummets toward you with a thunderous roar, their eagerness obviously getting the better of their tactical sense. A dozen brilliant angelic figures follow silently and purposefully behind, their burning glaives held at the ready.

12 Angels of Light Level 23 Minion Skirmisher
Medium immortal humanoid (angel) XP 1,275 each

Initiative +19 Senses Perception +19

HP 1; a missed attack never damages a minion; see also *death burst*.

AC 37; Fortitude 34, Reflex 34, Will 36

Immune fear; Resist 15 radiant

Speed 8, fly 12 (hover)

⊕ **Angelic Glaive** (standard; at-will) ♦ **Weapon**

Reach 2; +28 vs. AC; 15 damage.

⚡ **Death Burst** (when the angel of light drops to 0 hit points) ♦ **Radiant**

The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude; the target is blinded until the end of its next turn. *Effect:* Angels in the burst gain 10 temporary hit points.

Alignment Unaligned Languages Supernal

Str 18 (+15) Dex 23 (+17) Wis 27 (+19)

Con 23 (+17) Int 15 (+13) Cha 23 (+17)

Equipment glaive.

TACTICS

The dragons brashly rush into combat and lead off with their most powerful attacks. They use *breath weapon* whenever it recharges, laying about themselves with *tail smash* or *errant's fury* when their more impressive abilities are unavailable. The angels are more methodical, setting up flanks and ganging up

2 Silver Dragons Errant (D) Level 24 Elite Brute

Huge natural magical beast (dragon) XP 12,100 each

Initiative +19 Senses Perception +19; darkvision

HP 564; Bloodied 282; see also *bloodied breath*

AC 36; Fortitude 38, Reflex 35, Will 34

Resist 30 cold

Saving Throws +2

Speed 10, fly 10 (hover), overland flight 15

Action Points 1

⊕ **Bite** (standard; at-will)

Reach 2; +27 vs. AC; 4d6 + 8 damage.

⊕ **Claw** (standard; at-will)

Reach 2; +27 vs. AC; 2d8 + 8 damage.

⚡ **Tail Smash** (standard; at-will)

Close blast 3; one, two, or three enemies in blast; +25 vs. AC; 4d6 + 8 damage, and the target is dazed (save ends).

⚡ **Errant's Fury** (standard; at-will)

The silver dragon errant makes two claw attacks and one bite attack.

⚡ **Breath Weapon** (standard; recharge ☞☞☞☞) ♦ **Cold**

Close blast 5; +23 vs. Reflex; 3d8 + 8 cold damage, and the target gains vulnerable 10 to all damage (save ends). *Miss:* Half damage.

⚡ **Bloodied Breath** (free, when first bloodied; encounter) ♦ **Cold**

Breath weapon recharges, and the silver dragon errant uses it.

⚡ **Frightful Presence** (standard; encounter) ♦ **Fear**

Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the silver dragon errant's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Unstoppable

A silver dragon errant makes saving throws against ongoing damage at the start of its turn as well as at the end of its turn.

Alignment Unaligned Languages Common, Draconic

Skills Athletics +27, Insight +19

Str 31 (+21) Dex 24 (+19) Wis 14 (+14)

Con 26 (+20) Int 14 (+14) Cha 22 (+18)

to take down a single target rather than randomly charging into the fray.

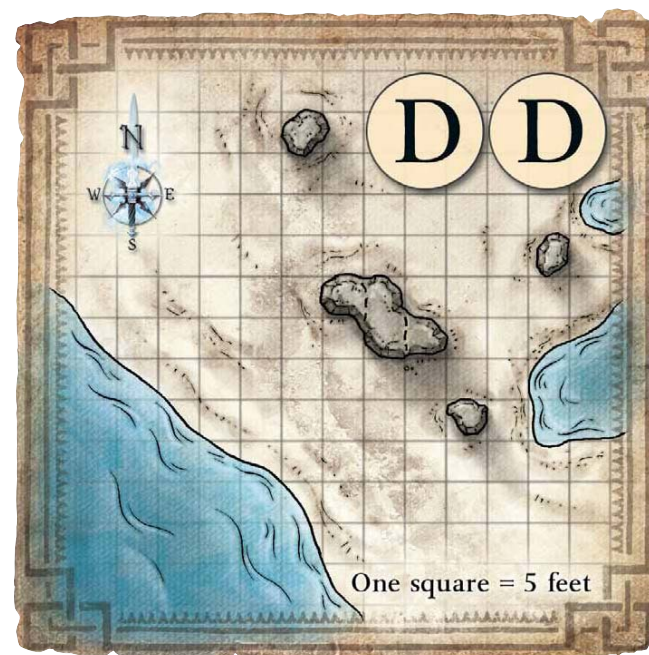
The angels fight to the end, but a dragon pulls back to the edges of the combat to launch *breath weapon* attacks when seriously injured. Should both dragons be in danger of dying, they flee, leaving the angels to their fate.

FEATURES OF THE AREA

Illumination: Bright light.

Rock Outcroppings: These rocky outcroppings are 10 feet tall. They can be climbed with a DC 24 Athletics check. The central outcropping is pierced by an arch large enough for medium creatures to operate in freely. Creatures under the arch gain cover from attacks originating above them.

Water: Both the small pool and the lagoon are relatively shallow and can be moved through but count as difficult terrain.



H2. RESEARCHING THE VISIONS

Encounter Level 24 (30,250 XP)

SETUP

The Swan Tower is home to quite possibly the finest university, magic academy, and library to be found among the planes. If the information the heroes seek on Amyria's strange visions and the artifact depicted within can be uncovered anywhere, the prestigious halls of the Swan Tower will hold the answers.

Researching the Visions Skill Challenge

Level 24
XP 30,250

The halls of Kerith-Ald are steeped in lore long forgotten elsewhere. Somewhere within the Swan Tower, an ancient tome or equally ancient scholar must hold the answers.

Complexity

5 (requires 12 successes before 3 failures).

Primary Skills

Arcana, Bluff, History, Religion, Stealth

Secondary Skills

Diplomacy, Insight, Streetwise

Victory

The PCs manage to uncover the information contained within the sidebar on page 16.

Defeat

The characters not only fail to uncover the information they need, but their antics and the fact that they were delving into sensitive areas get them barred from returning to the library for a year and a day.

Arcana (DC 29, 1 success, no maximum)

The hero delves through the countless works of obscure arcana searching for anything relevant or draws out useful information by engaging in discourse with another scholar versed in the subject.

Bluff (DC 29, 1 success, no maximum)

Posing as a visiting devotee of ancient divine lore or promising to credit a scholar in the groundbreaking paper the PC is this close to finishing, the character gleans useful information from the inhabitants of the Swan Tower.

Diplomacy (DC 29 or 33, 0 successes)

A success on this check does not count as a success for the challenge but does grant a +2 bonus to the next skill check. Likewise, failure does not count as a failure for the challenge but instead imposes a -2 penalty to the next skill check. Alternatively, a character can use this skill to remove one failure caused by the use of Intimidate, with success on a DC 33 check. Success removes the failure but grants no other bonus, while failure still imposes a -2 penalty to the next skill check.

The character smoothes the way with their considerate approach, removing problems before they occur and ensuring everyone remains happy.

History (DC 29, 1 success, no maximum)

The hero finds links to other historical events. By working backward from those, she uncovers information the party seeks.

Insight (DC 29, 0 successes)

A success on this check does not count as a success for the challenge but does grant a +2 bonus to the next skill check. Likewise, failure does not count as a failure for the challenge but instead imposes a -2 penalty to the next skill check.

The PC scouts out scholars that seem to have the knowledge necessary, setting them up for other characters, or uses their skills to keep the rest of the party motivated and focused.

Intimidate

Attempts to use Intimidate result in an automatic failure. *The inhabitants of the Swan Tower are either immovable extensions of divine will or break down and babble incoherently when confronted, yielding no useful information either way. Such strongarm tactics do, however, draw the attention of the tower's angelic guardians.*

Religion (DC 29, 1 success, no maximum)

Sifting through the archives on the ancient history of the divine, guided by the character's knowledge of the players involved, or engaging in theological debate earns the hero a vital bit of lore.

Stealth (DC 29, 1 success, no maximum)

The PC manages to slip quietly into a portion of the library where he or she wouldn't normally be allowed and overhears a juicy bit of information regarding the artifact.

Streetwise (DC 29, 0 successes)

A success on this check does not count as a success for the challenge but does grant a +2 bonus to the next skill check. Likewise, failure does not count as a failure for the challenge but instead imposes a -2 penalty to the next skill check.

Even in the cloistered libraries of the Kerith-Ald there are things people are willing to trade favors for. Credit, time with rare tomes, access to a rival's notes; the character facilitates these things, turning favors earned to the advantage of the party.

Once the heroes begin the skill challenge, Guionne (who keeps a close eye on the goings-on at the library) approaches them and offers his services. Should they accept his offer of assistance, his insights provide a +2 bonus to all checks made from that point on. Even if the characters refuse his first offer of help, he leaves them with a tip that proves accurate and provides a +2 bonus to the next check made (alternatively, the DM may reveal an approach to this skill challenge that the players haven't thought of, such as the use of Streetwise). Guionne approaches a second time after that check, hoping his beneficial aid changed the characters' minds. He can approach the group as a whole or single out one or two characters whom he deems the most likely to welcome his help.

DEVELOPMENT

Success in the challenge reveals the enormity of the task ahead of the heroes, what might be at stake, and the far-reaching repercussions of removing the *Arrow of Fate* from Hestavar. If the PCs accepted Guionne's help during their research, he hovers nearby while the characters discuss their options and next move. If not, than he eavesdrops on the discussion anyway. At an appropriate time, he interjects himself into the conversation, claiming to feel solidarity with the heroes and offering his assistance once more. He is quite sure the servants of the three gods that call

THE ARROW OF FATE

During their research into the strange visions plaguing Amyria, the characters uncover the following information.

The flesh-wrapped bone arrow described by Amyria appears to be the artifact known as the *Arrow of Fate*, a relic from the terrible Dawn War, when gods fought primordial for control of the world. The original dragon god Io was cut down during that struggle by the primordial known as the King of Terror. When the sundered halves of the deity fell to the ground, they sprang up as the twin gods Tiamat and Bahamut. A single fragment of Io's physical form remained separated from the newly birthed gods, and it was this tiny shard of divinity that became the *Arrow*.

The *Arrow of Fate* is a potent weapon against both the primordial and the divine, forged as it was during the upheaval of the Dawn War. As time wore on, claims arose that it was capable of exerting a powerful influence over the forces of life and death. Eventually the artifact became an issue of contention between the archdevil Asmodeus and the trio of gods Erathis, Ioun, and Pelor. Asmodeus sought access to Hestavar's knowledge for his devils and followers. In a show of cooperation characteristic of an earlier age, the three gods granted this, but only with guarantees that Asmodeus and his adherents would treat Hestavar, its

environs, and the souls of its inhabitants as strictly off-limits for their usual devilry. Asmodeus agreed, and to cement this bargain, the *Arrow of Fate* was locked away in Hestavar on condition that the pact would stand for as long as the *Arrow* remained within the city. Sealing away the *Arrow* was Asmodeus's suggestion, but it suited the interests of all parties.

To safeguard the *Arrow* and ensure that the accord would last, Erathis, Ioun, and Pelor wove a great ritual in four parts, one for each of the deities and a fourth representing their collaboration. Each of the gods warded their seal in their own way. Pelor forged his into the form of a great bell that would announce the coming of dawn and set a garrison of angels to watch over the bastion constructed to hold it. Erathis bound her seal into the very flagstones of the largest market square upon the mercantile earthmote and neighborhood of Methion. Ioun secreted hers away within the Sealed Library, a cloistered haven hidden within the fabric of the domain, where a trusted few researched sensitive projects for their lady. The fourth seal, protected by the first three, rests under the constant storm that marks the Salts district. It is accessible only should each of the others be undone. Even so, the gods set a terrible foe from the Dawn War to guard the *Arrow* from any who would disturb it.

Hestavar home will not be understanding of the PCs' quest and will react badly to any attempts to open the seals. Guionne cannot aid in the coming battles that he sees as inevitable, both because he has no skill for such things and because of the pact between Asmodeus and Hestavar. He can offer the characters the use of two houses in the city. Guionne is certain that no one could trace them to back to him, and they could be invaluable to the characters as safe havens. Whether or not the heroes accept his offer of sanctuary, Guionne gives them the addresses before departing quietly to avoid attracting undue attention.

Failure leaves the heroes in a difficult position. Not only are they still in the dark about the nature of the *Arrow of Fate*, but they are barred from further research in the library. Fortunately for them, Guionne is not considered part of their cabal and is not expelled from the library. He offers to share his research with the characters, claiming that with their insights, he'll be able to uncover the truth in just a few days. Should they agree, he returns with the information in two days, at which point he suggests the heroes make use of his two safe houses, as above. If the PCs adamantly refuse to have anything to do with Guionne and fail the challenge, they return to where they are staying to find a courier has dropped off an anonymous packet of concise information regarding the seals, complete with warnings about the authorities' reactions and the locations of two safe houses. This, of course, came from Guionne.

H3. DODGING THE LAW

Encounter Level 24 (12,100 XP)

SETUP

After the characters launch an attack upon or open one of the first three seals, the peacekeeping forces of Hestavar scramble to apprehend the “violent criminals.” Once alerted, exalted patrols begin sweeping the streets as flights of angels search from the skies. This makes moving about the city a difficult prospect if the heroes wish to avoid confrontation with the authorities.

These patrols continue for the duration of this adventure, meaning that the PCs will engage in this skill challenge three times, once after breaking each seal.

Dodging the Law Skill Challenge

Level 24
XP 12,100

Exalted and angelic patrols are out in force, combing the streets for the characters. The party must tread lightly or draw unwanted attention.

Complexity

2 (requires 6 successes before 3 failures).

Primary Skills

Insight, Stealth, Streetwise

Secondary Skills

Intimidate, Perception

Victory

The heroes manage to evade the forces of justice.

Defeat

The PCs are discovered and set upon by a patrol; see Development.

Insight (DC 29, 1 success, no maximum)

After observing the patterns of the patrols, the characters recognize a safe time to leave the area.

Intimidate (DC 29, 0 successes)

A success on this check does not count as a success for the challenge but does grant a +2 bonus to the next skill check. Likewise, failure does not count as a failure for the challenge but instead imposes a -2 penalty to the next skill check.

The hero pressures those that have seen the party to remain quiet or suffer unpleasant consequences. The risk, of course, is that they will run to the authorities all the faster once the PC moves on.

Perception (DC 29, 0 successes)

A success on this check does not count as a success for the challenge but does grant a +2 bonus to the next skill check. Likewise, failure does not count as a failure for the challenge but instead imposes a -2 penalty to the next skill check.

The characters notice a sheltered back alley or unorthodox path across the earthmotes that seems lightly traveled and might therefore be lightly patrolled.

Stealth (DC 28, 1 success, no maximum)

Attempts to use this skill suffer a -2 penalty for each party member that is not trained in Stealth.

The character coaches the rest of the party on the art of stealth, attempting to slip the group past the patrols unnoticed.

Streetwise (DC 29, 1 success, no maximum)

The maze of streets and alleys is a second home to the PC, her keen understanding of the urban jungle enabling her to guide the party down paths the law would never think to check.

DEVELOPMENT

Success lets the characters avoid the patrols searching for them as they move about the city. Failure means the heroes are spotted by a patrol that consists of either one Angel of Command and five Angels of Light (see D1 for stats) or one Exalted Captain and four Exalted Patrollers (see M2 for their stats). After fleeing the scene or dealing with the patrol, the PCs are able to make it to their destination.

DI. POINTED MEDITATION

Encounter Level 25 (35,050 XP)

SETUP

2 angels of command (C)

2 angels of authority (A)

10 angels of light (L)

Gleaming doors seemingly crafted from solid gold and covered with bas-reliefs of angels triumphing over the forces of darkness are thrown open, revealing a scene of intense serenity. An immaculately manicured sand garden lies surrounded by reflecting pools in the center of a circular room. A number of angelic figures in deep contemplation are spread about the area or perched on the balcony that runs the circumference of the room.

10 Angels of Light (L)		Level 23 Minion Skirmisher	
Medium immortal humanoid (angel)		XP 1,275 each	
Initiative +19	Senses Perception +19		
HP 1; a missed attack never damages a minion; see also <i>death burst</i> .			
AC 37; Fortitude 34, Reflex 34, Will 36			
Immune fear; Resist 15 radiant			
Speed 8, fly 12 (hover)			
⊕ Angelic Glaive (standard; at-will) ♦ Weapon			
Reach 2; +28 vs. AC; 15 damage.			
↖ Death Burst (when the angel of light drops to 0 hit points)			
♦ Radiant			
The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude; the target is blinded until the end of its next turn. <i>Effect:</i> Angels in the burst gain 10 temporary hit points.			
Alignment Unaligned		Languages Supernal	
Str 18 (+15)	Dex 23 (+17)	Wis 27 (+19)	
Con 23 (+17)	Int 15 (+13)	Cha 23 (+17)	
Equipment glaive			

If this is the first seal the characters attempt to open, the nearest angel turns from its meditation when the heroes enter the room and addresses them:

“Welcome to the Dawnbell Bastion, citizens. There is no shame in seeking guidance in the Bright City, for none are truly lost who seek the path. Where is it that you desire to go?”

Should the PCs name a destination, the angel provides detailed and precise directions. If the characters attempt to move past the angel or respond that they wish to proceed farther into the bastion, angels move to block off the stairs and the original angel states:

“None may trespass within the bastion by the will of the lord Pelor. It is time for you to leave.”

The angels will not make the first move, but it is obvious that they will not be swayed in their duty. Violence or attempts to forcibly push past an angel to gain the stairs, along with any other means of moving further into the bastion, cause the angels to attack.

If this is not the first seal the heroes have visited, the angels recognize them and attack once the characters are in the room.

TACTICS

The angels of command lead the charge, one attempting to catch as many PCs as possible with its *edict of honor* while the other uses *honor strike* to immobilize the most dangerous-looking foe. They attempt to keep as many characters as possible marked in order to gain the benefits of *lead the faithful* and to protect their allies, employing *from one, many* at the first opportunity.

The angels of authority hang back, preferably on the second level, to blast at the party. They fly forward to unleash *majestic rally* when it is available. The angels of light swarm the foe, setting up flanks for themselves and the angels of command and focusing their attacks on critical targets. A few might hang back to prevent loose PCs from moving up the stairs to attack the angels of authority.

The angels fight intelligently and methodically to the end.

2 Angels of Authority (A)		Level 22 Controller (Leader)	
Large immortal humanoid (angel)		XP 4,150 each	
Initiative +17	Senses Perception +18		
HP 203; Bloodied 101			
AC 36; Fortitude 32, Reflex 34, Will 35			
Immune fear; Resist 15 radiant			
Speed 8, fly 12 (hover)			
⊕ Quarterstaff (standard; at-will) ♦ Radiant, Weapon			
Reach 2; +27 vs. AC; 1d10 + 8 damage plus 1d10 radiant damage.			
↘ Lightning Bolt (standard; at-will) ♦ Lightning			
Ranged 10; +26 vs. Fortitude; 2d10 + 8 lightning damage, and the target is dazed until the end of the angel of authority's next turn.			
↙ Majestic Rally (standard; recharge ☼ ☼) ♦ Radiant, Thunder			
Close burst 5; targets enemies; +26 vs. Will; 1d10 + 8 radiant damage plus 1d10 thunder damage, and the target is weakened (save ends). <i>Miss:</i> Half damage. <i>Effect:</i> Any angel within the burst gains a +2 bonus to attack rolls until the end of the angel of authority's next turn.			
Angelic Presence (while not bloodied)			
Any attack against the angel of authority takes a -2 penalty to the attack roll.			
Alignment Unaligned		Languages Supernal	
Skills Insight +23, Religion +23			
Str 20(+16)	Dex 22(+17)	Wis 25 (+18)	
Con 19(+15)	Int 24(+18)	Cha 27(+19)	
Equipment plate armor, quarterstaff			

2 Angels of Command (C) Level 25 Soldier (Leader)

Large immortal humanoid (angel) XP 7,000 each

Initiative +19 Senses Perception +18

HP 234; Bloodied 117

AC 41; Fortitude 39, Reflex 37, Will 36

Immune fear; Resist 15 radiant

Speed 8, fly 12 (hover)

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

Reach 2; +32 vs. AC; 3d8 + 9 damage, and the target is marked until the end of the angel of command's next turn.

⚔ **Honor Strike** (standard; recharge ⚡) ⚔ **Radiant, Weapon**

Reach 2; +32 vs. AC; 3d8 + 9 damage and the target is marked, immobilized, and takes ongoing 15 radiant damage (save ends all).

⚡ **Edict of Honor** (standard; recharges when first bloodied) ⚔ **Thunder**

Close burst 3; +28 vs. Will; 3d8 + 9 thunder damage, and the target is marked until the end of the angel of command's next turn, and the angel of command pulls the target 2 squares.

Lead the Faithful

Allies deal 5 extra radiant damage when they hit a creature marked by an angel of command.

From One, Many (immediate reaction when an angel minion ally within 5 squares is reduced to 0 or fewer hit points; encounter)

Four angel minions of the same type rise from the remains of the triggering angelic minion. These minions appear in the square in which the triggering minion fell, or the nearest unoccupied square. The new minions act on the same initiative count as the triggering minion.

Angelic Presence (while not bloodied)

Any attack against the angel of command takes a -2 penalty to the attack roll.

Alignment Unaligned Languages Supernal

Skills Athletics +27, Insight +19

Str 29 (+21) Dex 21 (+17) Wis 22 (+18)

Con 26 (+20) Int 25 (+19) Cha 22 (+18)

Equipment full plate, heavy shield, longsword

FEATURES OF THE AREA

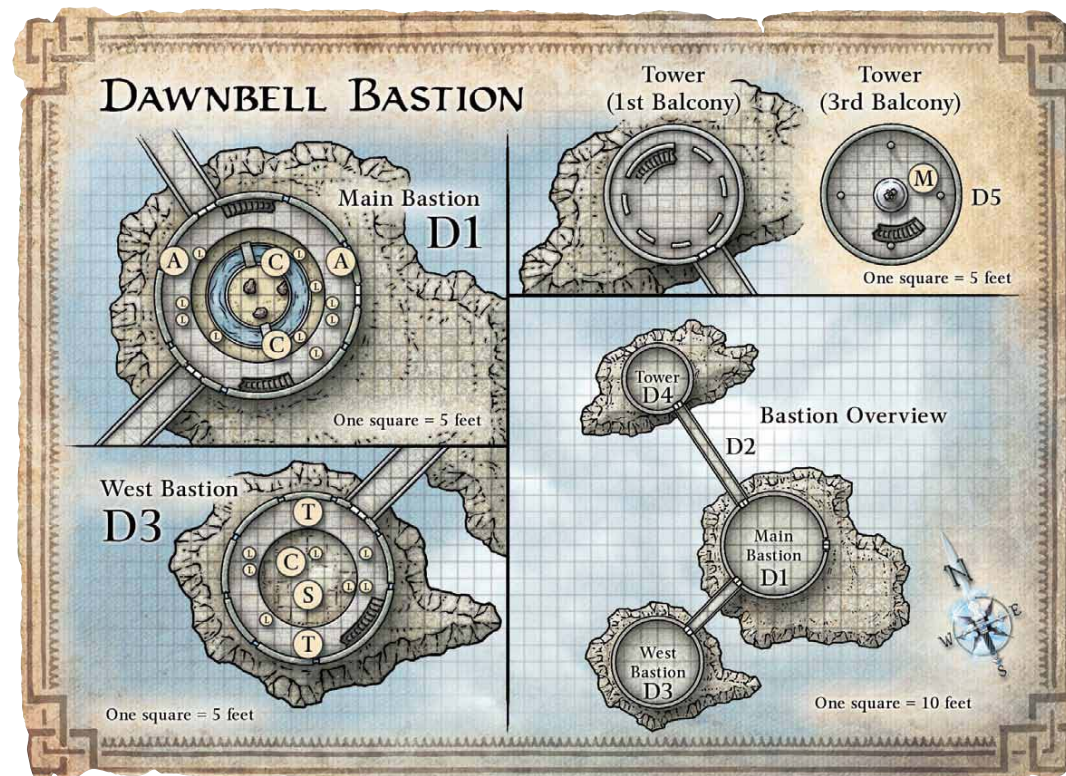
Illumination: Bright light streams through the many arrow slits in the second story.

Reflecting Pools: The pools are knee deep and are difficult terrain.

Sand Garden: The sand garden can be moved through freely, although this destroys the carefully tended designs. Clambering onto one of the large rocks takes an extra square of movement.

Stairs: Squares containing stairs are difficult terrain.

Second Story: The second story is open over the center of the room and has no railing. Characters that fall from the second story take 2d10 damage.



D3. DEFENDING THE BASTION

Encounter Level 24 (34,075 XP)

SETUP

- 1 angel of command (C)
- 1 angel of supremacy (S)
- 2 angels of thunder (T)
- 7 angels of light (L)

Where this encounter occurs depends on the characters. If they attack into area D3, they catch the angels unawares. The characters earn a surprise round, and the encounter begins with the angels in the positions marked. If the heroes strike out across the bridge (area D2) that leads to area D4 of the tower, the angels of thunder automatically see them as they move onto the bridge and the encounter will be fought primarily on the bridge and in area D4 of the tower.

7 Angels of Light (L)		Level 23 Minion Skirmisher	
Medium immortal humanoid (angel)		XP 1,275 each	
Initiative +19	Senses Perception +19		
HP 1; a missed attack never damages a minion; see also <i>death burst</i> .			
AC 37; Fortitude 34, Reflex 34, Will 36			
Immune fear; Resist 15 radiant			
Speed 8, fly 12 (hover)			
⊕ Angelic Glaive (standard; at-will) ♦ Weapon			
Reach 2; +28 vs. AC; 15 damage.			
⚡ Death Burst (when the angel of light drops to 0 hit points) ♦ Radiant			
The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude; the target is blinded until the end of its next turn. <i>Effect</i> : Angels in the burst gain 10 temporary hit points.			
Alignment Unaligned		Languages Supernal	
Str 18 (+16)	Dex 23 (+18)	Wis 27 (+20)	
Con 23 (+18)	Int 15 (+14)	Cha 23 (+18)	
Equipment glaive			

Angel of Supremacy (S)		Level 24 Soldier	
Large immortal humanoid (angel)		XP 6,050	
Initiative +19	Senses Perception +18		
HP 226; Bloodied 113			
AC 40; Fortitude 38, Reflex 36, Will 35			
Immune fear; Resist 15 radiant			
Speed 8, fly 12 (hover)			
⊕ Spear (standard; at-will) ♦ Thunder, Weapon			
Reach 3; +31 vs. AC; 1d10 + 9 damage plus 1d10 thunder damage.			
✧ Light of Justice (standard; encounter) ♦ Radiant			
Ranged 10; +29 vs. Fortitude; 2d10 + 9 radiant damage. <i>Effect</i> : The target is marked until the end of the encounter.			
Summons to Justice (minor 1/round; at-will)			
Ranged sight; targets creatures marked by the angel of supremacy; no attack roll; the angel of supremacy pulls the target 1 square.			
Astral Brilliance (standard; encounter) ♦ Radiant, Zone			
Close burst 3; +29 vs. Reflex; 2d10 + 9 radiant damage. <i>Effect</i> : The burst creates a zone of radiance that lasts until the end of the encounter. The angel of supremacy's spear attack deals 1d10 extra radiant damage while the angel is within the zone.			
Angelic Presence (while not bloodied)			
Any attack against the angel of supremacy takes a -2 penalty to the attack roll.			
Threatening Reach			
An angel of supremacy can make opportunity attacks against all enemies in reach.			
Alignment Unaligned		Languages Supernal	
Skills Intimidate +21			
Str 29 (+21)	Dex 21 (+17)	Wis 22 (+18)	
Con 26(+20)	Int 25 (+19)	Cha 19(+16)	
Equipment plate armor, heavy shield, spear			

TACTICS

If the encounter takes place in area D3, the angels are surprised by the heroes. The angel of command and angel of supremacy, who were sparring, fly up to engage the PCs and keep them from reaching the angels of thunder. The angels of light swarm forward, ganging up on characters to bring them down. The two angels of thunder hang back and fire into the heroes from the safest spot they can find, using *thunder wing* to escape melee.

If the PCs move onto the bridge (area D2), an angel of thunder spots them immediately. The angels of light fly out to engage the characters as they cross the bridge while the two angels of thunder blast away at the party. The angel of command and the angel of supremacy move out the following round and position themselves to prevent the heroes from crossing the bridge. If the PCs withdraw to maximum range or if the combat drags on for more than five rounds, then the angels of thunder abandon their defensive positions and attempt to hurl the characters off the bridge with their *thunder wing* power.

The angels fight to the death.

2 Angels of Thunder (T)		Level 24 Artillery	
Large immortal humanoid (angel)		XP 6,050 each	
Initiative +18	Senses Perception +20		
HP 173; Bloodied 86			
AC 36; Fortitude 34, Reflex 36, Will 37			
Immune fear; Resist 15 radiant			
Speed 10, fly 12 (hover)			
⊕ Quarterstaff (standard; at-will) ♦ Thunder, Weapon			
Reach 2; +31 vs. AC; 1d6 + 8 damage plus 1d10 thunder damage.			
✧ Thunder Crack (standard; at-will) ♦ Thunder			
Ranged 20; +29 vs. Fortitude; 2d12 + 8 thunder damage, and the target is knocked prone.			
⚡ Thunder Wing (standard; at-will) ♦ Thunder			
Close burst 3; targets enemies; +29 vs. Fortitude; 2d6 + 8 thunder damage, and the angel of thunder pushes the target 2 squares. <i>Effect</i> : The angel of thunder shifts 2 squares.			
✧ Dancing Lightning (standard; recharge ☞ ☞) ♦ Lightning			
Ranged 20; targets one, two, or three enemies in range; +29 vs. Reflex; 3d12 + 8 lightning damage.			
Angelic Presence (while not bloodied)			
Any attack against the angel of authority takes a -2 penalty to the attack roll.			
Alignment Unaligned		Languages Supernal	
Skills Insight +23, Religion +23			
Str 20(+16)	Dex 22(+17)	Wis 25 (+18)	
Con 19(+15)	Int 24(+18)	Cha 27(+19)	
Equipment quarterstaff			

Angel of Command (C)		Level 25 Soldier (Leader)	
Large immortal humanoid (angel)		XP 7,000	
Initiative +19	Senses Perception +18		
HP 234; Bloodied 117			
AC 41; Fortitude 39, Reflex 37, Will 36			
Immune fear; Resist 15 radiant			
Speed 8, fly 12 (hover)			
⚔ Longsword (standard; at-will) ⚔ Weapon			
Reach 2; +32 vs. AC; 3d8 + 9 damage, and the target is marked until the end of the angel of command's next turn.			
⚔ Honor Strike (standard; recharge ⏳) ⚔ Radiant, Weapon			
Reach 2; +32 vs. AC; 3d8 + 9 damage and the target is marked, immobilized, and takes ongoing 15 radiant damage (save ends all).			
⚔ Edict of Honor (standard; recharges when first bloodied) ⚔ Thunder			
Close burst 3; +28 vs. Will; 3d8 + 9 thunder damage, and the target is marked until the end of the angel of command's next turn, and the angel of command pulls the target 2 squares.			
Lead the Faithful			
Allies deal 5 extra radiant damage when they hit a creature marked by an angel of command.			
From One, Many (immediate reaction when an angel minion ally within 5 squares is reduced to zero or fewer hit points; encounter)			
Four angel minions of the same type rise from the remains of the triggering angelic minion. These minions appear in the square in which the triggering minion fell, or the nearest unoccupied square. The new minions act on the same initiative count as the triggering minion.			
Angelic Presence (while not bloodied)			
Any attack against the angel of command takes a -2 penalty to the attack roll.			
Alignment Unaligned	Languages Supernal		
Skills Athletics +27, Insight +19			
Str 29 (+21)	Dex 21 (+17)	Wis 22 (+18)	
Con 26 (+20)	Int 25 (+19)	Cha 22 (+18)	
Equipment full plate, heavy shield, longsword			

FEATURES OF THE AREA

Illumination: Bright light illuminates all the possible combat arenas.

Stairs: Squares containing stairs are difficult terrain.

Doors: The golden doors to area D3 and D4 are not barred and can be opened easily.

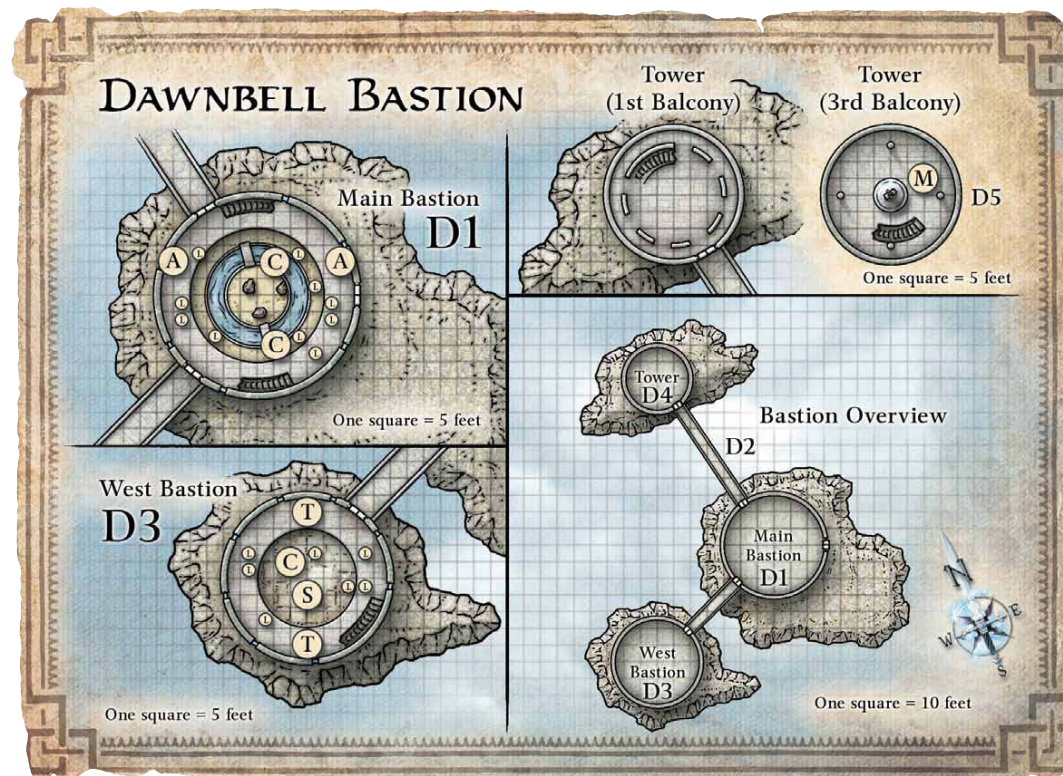
Golden Bridge: The bridge (area D2), despite the airy feeling of its construction, is stable and movement across the bridge incurs no penalties. The bridge is open to the air, and any creature forced off faces a long drop to the nearest earthmote below. The low railing allows a creature a saving throw to avoid the fall, with those successful falling prone in the nearest square on the bridge. Those that fail fall 100 feet, take 10d10 falling damage, and are going to have a hard time returning to the fight before it's over. Creatures capable of flying fall eight squares before managing to halt themselves, take no falling damage, and are free to fly back into the combat on their turn.

Second Story: The second story of area D3 is open over the center of the room and has no railing.

Combat Matting: The ground floor of area D3 is covered with thick mats to prevent injuries occurring while the angels spar. Falling from the second story incurs no damage as the padding absorbs the force, but does still knock one prone.

Arrow Slits: The arrow slits on the second story of D3 give the occupants cover but do not restrict their ability to attack out.

Tower Balcony: The balcony of area D4 is enclosed behind a low wall which grants cover to medium-sized creatures behind it. A series of arches provide access to the tower's interior. Large creatures must squeeze to fit onto the balcony but can pass through the arches unhindered.



D5. FOR WHOM THE BELL TOLLS

Encounter Level 26 (50,200 XP)

SETUP

Memar (M)

Dawnbell

8 angels of light (L)

Memar stands where indicated. The angels of light are not present at the beginning of the encounter.

When the heroes enter the area, read:

A massive figure radiating a palpable aura of righteousness and power awaits you at the top of the tower. Its armor, crafted from gold and mithral, bears impossibly detailed scenes of angelic forces waging war against all manner of dire foes, as does the titanic greatsword it holds before itself. Turning its featureless face to you, a voice like echoing thunder intones:

8 Angels of Light Level 23 Minion Skirmisher

Medium immortal humanoid (angel) XP 1,275 each

Initiative +19 Senses Perception +19

HP 1; a missed attack never damages a minion; see also *death burst*.

AC 37; Fortitude 34, Reflex 34, Will 36

Immune fear; Resist 15 radiant

Speed 8, fly 12 (hover)

⊕ **Angelic Glaive** (standard; at-will) ♦ **Weapon**

Reach 2; +28 vs. AC; 15 damage.

⚡ **Death Burst** (when the angel of light drops to 0 hit points)

♦ **Radiant**

The angel of light explodes in a burst of radiant light: close burst 10; targets enemies; +26 vs. Fortitude; the target is blinded until the end of its next turn. *Effect:* Angels in the burst gain 10 temporary hit points.

Alignment Unaligned Languages Supernal

Str 18 (+15) Dex 23 (+17) Wis 27 (+19)

Con 23 (+17) Int 15 (+13) Cha 23 (+17)

Equipment glaive

“The charge to defend the Dawnbell was laid upon me by the lord Pelor, master of the Radiant Host, the Dawn Bringer. You shall not stand against his will.”

Memar, Level 27 Elite Soldier

Archangel of Protection (M)

Large immortal humanoid (angel) XP 22,000

Initiative +20 Senses Perception +21

Blazing Radiance aura 5; enemies treat the area within the aura as difficult terrain and take a -2 penalty to attack rolls as long as Memar is not bloodied.

HP 560; Bloodied 280

AC 45; Fortitude 42, Reflex 39, Will 44

Immune fear; Resist 15 Radiant

Saving Throws +2

Speed 8, fly 12 (hover)

Action Points 1

⊕ **Greatsword** (standard; at-will) ♦ **Weapon**

Reach 2; +32 vs. AC; 3d8 + 9 damage.

⚡ **Warding Strike** (standard; at-will) ♦ **Radiant, Weapon**

Reach 2; +32 vs. AC; 3d8 + 9 damage, and the first time the target makes an attack before the end of its next turn it takes 3d8 + 9 radiant damage.

⚡ **Overwhelming Presence** (standard; encounter) ♦ **Radiant**

Close burst 5; targets enemies; +31 vs. Will; 1d8 + 9 radiant damage, and the target is stunned until the end of Memar's next turn.

Dawnbell Warden

When Memar is within 5 squares of the Dawnbell, the Dawnbell takes only half damage from melee and ranged attacks; Memar takes the rest. While Memar is adjacent to the Dawnbell, the Dawnbell gains a +2 bonus to its defenses.

Retribution (while not bloodied) ♦ **Radiant**

A creature that makes a successful melee attack against Memar takes 3d8 radiant damage.

Alignment Unaligned Languages Supernal

Skills Athletics +27, Insight +19

Str 29 (+22) Dex 21 (+18) Wis 25 (+21)

Con 28 (+22) Int 20 (+18) Cha 22 (+19)

Equipment full plate, greatsword



Dawnbell Trap **Level 26 Elite Blaster**
 XP 18,000

The great silver bell before you begins to toll with a terrible power, crushing the resolve and bodies of those who would trespass against Pelor.

Trap: When a creature attacks an angel of Pelor within 5 squares of the bell or the bell itself, it begins to toll.

Perception

No check is required to see the Dawnbell.

Additional Skills: Arcana or Religion

DC 36: The character recognizes the power contained within the bell.

Initiative +13

Trigger

When a creature attacks an angel of Pelor within 5 squares of the bell itself, the trap activates and rolls for initiative.

Attack

When the Dawnbell attacks, roll a d4 to determine which attack it uses.

Standard Action Close burst 5

Target: All creatures in burst (angels are immune)

1 Attack: +28 vs. Fortitude

Hit: 4d10 + 9 thunder and force damage and the target is pushed 3 squares and deafened (save ends).

2 Attack: +28 vs. Will

Hit: 4d10 + 9 thunder and radiant damage and the target is weakened (save ends).

3 Attack: +28 vs. Fortitude

Hit: 4d10 + 9 thunder and necrotic damage and ongoing 15 necrotic (save ends).

4 Attack: +28 vs. Will

Hit: 4d10 + 9 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends) and provokes an opportunity attack from adjacent angels.

Countermeasures

An adjacent character can prevent the trap from attacking for a round with a DC 36 Thievery check. Failure causes the Dawnbell to attack as an immediate reaction.

A character can attack the Dawnbell itself (AC 39, other defenses 36; hp 180), but doing so causes it to attack as an immediate reaction. Destroying the Dawnbell disables the trap.

TACTICS

Memar waits for the PCs to make the first move, preparing a warding strike against the first character to move within range if it wins initiative. Memar attempts to remain adjacent to the Dawnbell if possible, but will move if doing so is advantageous. The archangel is confident in *dawnbell warden's* ability to protect the Dawnbell and leaves the bell's inherent properties to protect it from direct attack. If the bell takes more than 100 damage, Memar moves to prevent further attacks.

The first four angels of light appear during the third round of combat, flying in on their initiative count, while the rest show up the round after Memar is bloodied. They move to set up flanking positions and focus attacks on ranged or supporting heroes not engaged in melee.

The angels fight to the end.

THE SEAL

Destroying the Dawnbell breaks the seal. If Memar and all of the angels of light are killed, the Dawnbell continues to toll for that round before tearing apart the first time it is attacked the next round.

FEATURES OF THE AREA

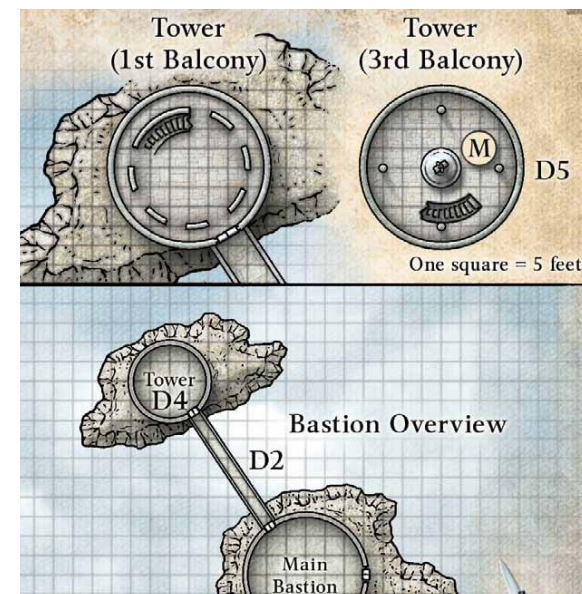
Illumination: Bright light.

Dawnbell: The Dawnbell fills the squares it occupies, preventing movement through them.

Pillars: The white marble pillars are wound about with silver and gold. They do not hinder movement but provide cover against melee attacks as normal.

Stairs: Squares containing stairs are difficult terrain.

Open Balcony: This level is open to the heavens, and any creature forced off faces a long drop to the earthmote below. A low wall running around the exterior allows a creature a saving throw to avoid the fall, with those successful falling prone in the nearest square of the tower. Those that fail fall 50 feet to the second balcony, where they make a second saving throw. If the second save succeeds, the character catches the second balcony and stops there but takes 5d10 damage from the fall. If the second save fails, the character falls another 50 feet to hit the earthmote at the level of the first balcony and take 10d10 damage. Returning to the combat requires a great deal of stair climbing: 10 squares of difficult terrain if they landed on the second balcony, or 20 squares of difficult terrain if they fell to the ground. Creatures capable of flying fall eight squares before managing to halt themselves, take no falling damage, and are free to fly back into the combat on their turn.



MI. BACK ALLEY AMBUSH

Encounter Level 25 (41,100 XP)

SETUP

2 mithral dragonkin (M)

1 war devil lieutenant (W)

2 assassin devils (A)

10 legion devil legionnaires (L)

The bizarre attacks by the celestial hosts of Bahamut continue, but this time the Platinum Dragon's servants have joined forces with devils from the Nine Hells. The uncommon allies wait to ambush the PCs as they pass through the crowded streets of Methion.

The characters are set up in the small square in the center of the map.

When the heroes enter the area, read:

A modicum of silence descends as you enter a rare pocket of calm amidst the constant commotion of Methion.

Streetwise Check

DC 36: *The Bright City never sleeps, especially the district of Methion, which hums with activity even during the latest hour. Something about this sudden calm doesn't sit right.*

Perception Check

DC 36: *A glint of silver catches your eye as something crouches low to avoid being seen on a nearby rooftop, and the faint rasping of steel being drawn echoes from an alley. Ambush!*

2 Mithral Dragonkin (M) Level 25 Skirmisher

Medium natural humanoid XP 7,000 each

Initiative +19 **Senses** Perception +18; see also

dragonborn fury

HP 234; **Bloodied** 117

AC 39; **Fortitude** 39, **Reflex** 37, **Will** 36

Resist 20 radiant

Speed 8, fly 12 (hover), teleport 10

⊕ **Longspear** (standard; at-will) ♦ **Radiant, Weapon**

Reach 2; +30 vs. AC; 2d8 + 9 damage and ongoing 10 radiant damage (save ends).

↓ **Dimensional Strike** (standard; at-will) ♦ **Teleportation**

The mithral dragonkin teleports 5 squares, makes a *longspear* attack, teleports 5 squares, and makes a *longspear* attack against a different target.

↖ **Dragon Breath** (standard; encounter) ♦ **Radiant**

Close blast 3; +28 vs. Reflex; 3d8 + 9 radiant damage, and the target is blinded (save ends).

Prescient Defense (immediate interrupt, when the mithral dragonkin is hit by an attack; recharge ☹️)

The mithral dragonkin gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the mithral dragonkin teleports 5 squares.

Dragonborn Fury (while bloodied)

The mithral dragonkin gains a +1 racial bonus to attack rolls.

Alignment Unaligned **Languages** Common, Draconic

Skills Athletics +27, Insight +19

Str 29 (+21) **Dex** 21 (+17) **Wis** 22 (+18)

Con 26 (+20) **Int** 25 (+19) **Cha** 22 (+18)

Equipment full plate, longspear

10 Legion Devil Legionnaires (L) Level 21 Minion

Medium immortal humanoid (devil) XP 800 each

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 *squad defense*

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

War Devil Lieutenant (W) Level 25 Brute (Leader)

Large immortal humanoid (devil) XP 6,050

Initiative +19 **Senses** Perception +17; darkvision

HP 286; **Bloodied** 143

AC 38; **Fortitude** 37, **Reflex** 35, **Will** 33

Resist 30 fire

Speed 8, fly 8 (clumsy)

⊕ **Claw** (standard; at-will)

+29 vs. AC; 3d6 + 8 damage.

⊕ **Trident** (standard; recharge ☹️☹️☹️) ♦ **Weapon**

Reach 2; +29 vs. AC; 4d4 + 9 damage and ongoing 5 damage (save ends), and the target slides into any square adjacent to the war devil lieutenant and is knocked prone.

↗ **Besieged Foe** (minor action; at-will)

Ranged sight; automatic hit; the target is marked, and allies of the war devil lieutenant gain a +2 bonus to attack rolls made against the target until the encounter ends or the war devil lieutenant marks a new target.

↗ **Devilish Transposition** (move; at-will) ♦ **Teleportation**

Ranged 20; the war devil lieutenant and an allied devil within range swap positions.

↗ **Fiendish Tactics** (minor; recharge ☹️☹️)

Ranged 10; affects up to 2 allied devils of the war devil lieutenant's level or lower; each target can take a move action or make a basic attack.

Alignment Evil **Languages** Supernal

Skills Intimidate +20

Str 28 (+21) **Dex** 24 (+19) **Wis** 20 (+17)

Con 26 (+20) **Int** 15 (+14) **Cha** 19 (+16)

Equipment trident

2 Assassin Devils (A) **Level 24 Lurker**
 Medium immortal humanoid (devil) XP 6,050 each

Initiative +25 **Senses** Perception +23; darkvision
HP 167; **Bloodied** 83
AC 38; **Fortitude** 34, **Reflex** 38, **Will** 36
Resist 25 fire
Speed 12

⊕ **Shadow Sword** (standard; at-will) ♦ **Necrotic, Weapon**
 +27 vs. Fortitude; 3d6 + 5 necrotic damage, and ongoing 5 damage (save ends).

↗ **Shadow Net** (standard; recharges when the assassin devil uses *shadow cloak*) ♦ **Necrotic**
 Area burst 2 within 10; +26 vs. Reflex; the target is restrained, is weakened, and takes ongoing 10 necrotic damage (save ends all). While a target is affected by *shadow net*, the assassin devil cannot use its *shadow cloak* power.

Dangerous Shadows
 An assassin devil's *shadow sword* attack deals 4d6 extra necrotic damage against any target granting combat advantage to it.

Shadow Cloak (standard; recharges when no creatures are affected by *shadow net*) ♦ **Illusion**
 The assassin devil is invisible until it hits or misses with an attack.

Traitor's Pact
 The assassin devil's necrotic damage is unaffected by Hestavar's radiant affinity.

Alignment Evil **Languages** Common, Supernal
Skills Stealth +27
Str 21 (+17) **Dex** 28 (+21) **Wis** 25 (+19)
Con 17 (+15) **Int** 17 (+15) **Cha** 13 (+13)
Equipment leather armor, sword

TACTICS

If any of the PCs move to alert their party members, the ambush is sprung. A character that succeeded on either the Streetwise or Perception check can act in the surprise round; others are caught off guard.

The assassin devils use the surprise round to use *shadow net* on a group of the heroes. If one manages to hit a significant number of them, the second instead attacks a vulnerable-looking PC. The two spend the

encounter attacking targets they have combat advantage against, throwing their *shadow net* and retreating while invisible to wait for a good opening.

The mithral dragonkin tear into the characters, using their teleportation powers and taking advantage of the differing heights of the buildings to stay clear of reprisals. The war devil lieutenant directs the combat, marking priority targets with *besieged foe*, moving itself or allies into tactically advantageous positions with *devilish transposition*, and pressing the attack with fiendish tactics. It is especially fond of lining up flanks or using its trident to knock foes prone and slide them into the perfect position before using *fiendish tactics* to give the assassin devils extra attacks that benefit from their *dangerous shadows* ability.

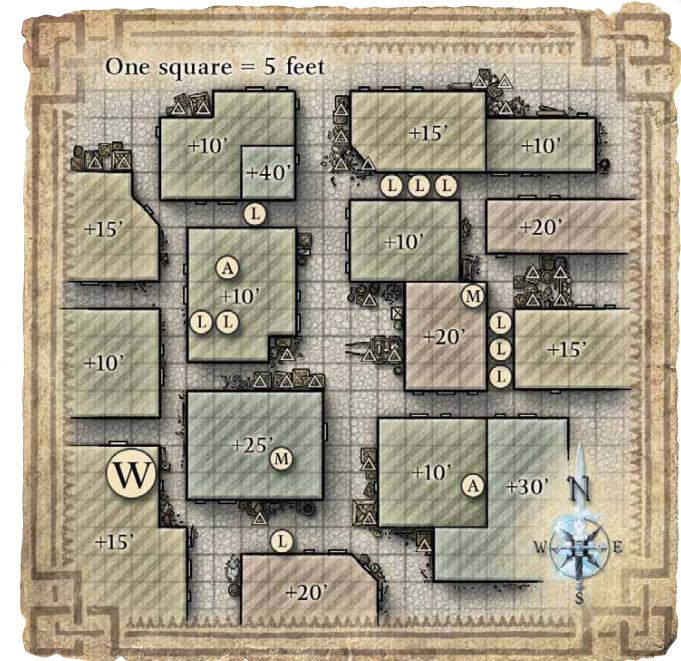
FEATURES OF THE AREA

Illumination: Bright light.

Barrels and Crates: The larger piles of stacked barrels and crates are difficult terrain and provide cover to those hiding behind them.

Buildings: The buildings are of varying heights, as indicated on the map, and can be scaled with DC 30 Athletics checks. Falling from one of the buildings deals normal damage (1d10 for every 10 feet). The entrances are all locked or barred, and it takes a DC 36 Thievery check to open one.

Wagon: The wagon provides cover to those that clamber into it by spending an additional square of movement. Squeezing under it provides superior cover against attacks originating from above. The wagon is heavy but can be moved at half a hero's speed with a DC 28 Strength check.



M2. MARKET DAY

Encounter Level 24 (34,230 XP)

SETUP

1 exalted captain (C)

2 exalted watchmen (W)

10 exalted patrollers (P)

The vast market square teems with activity. Dozens of stalls and carts cater to the tide of citizens browsing or just passing through. A force of Erathis's exalted soldiery patrols the square at all hours, keeping the peace and ensuring thievery remains remarkably uncommon.

The captain, watchmen, and five of the patrollers are currently keeping an eye on things in the square. The other five patrollers are in the vicinity, but they enter the combat at a later time and should not be placed on the map.

There are around three dozen civilians in the square as well, but it is not necessary to mark their exact location; once fighting breaks out, they flee as fast as possible. If the PCs are prepared to recklessly open the fight with area attacks or wish to make the opportunity attacks provoked by fleeing civilians, then place as many as you see fit. Treat the civilians as minions with 22 for all their defenses.

If this is the first seal the characters attack or attempt to open, the exalted soldiers pay them little heed. The heroes are free to engage in conversation and the exalted are friendly enough as long as the seal is not mentioned. Once the PCs reveal their purpose or attempt to break the seal, the exalted soldiers move to block them, but they try to talk the characters down before resorting to violence. The soldiers are not going

to let the heroes deface the symbol of their goddess in the heart of her domain, no matter what the PCs might say. If the argument drags on and the characters hesitate in acting, the two exalted watchmen take down two heroes by surprise, triggering the encounter.

If the PCs have attacked or attempted to open any of the other seals, the soldiers shout an alarm and move to intercept as soon as they spot the characters entering the square.

Exalted Captain (C) Level 25 Soldier (Leader)

Medium immortal humanoid (exalted), human XP 7,000

Initiative +19 **Senses Perception** +17

HP 174; **Bloodied** 87

AC 41; **Fortitude** 39, **Reflex** 37, **Will** 36

Resist 10 fire, 10 radiant

Speed 6

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

+32 vs. AC; 3d8 + 9 damage, and the target is marked until the end of the exalted captain's next turn.

↓ **Bolstering Sword** (standard; at-will) ♦ **Weapon**

+32 vs. AC; 3d8 + 9 damage, and the target is marked until the end of the exalted captain's next turn and the exalted captain or one ally within 10 squares gains 15 temporary hit points.

↩ **Edifying Shout** (minor; recharge ☞ ☞)

Close burst 5; +28 vs. Will; 1d8 + 6 damage, and the target is marked until the end of the exalted captain's next turn.
Effect: Allies in the burst gain 10 temporary hit points.

Battlefield Command

Allies gain a +2 bonus to attack rolls against creatures marked by the exalted captain.

Divine Light (minor, only while bloodied; encounter) ♦ **Healing**

The exalted captain regains 60 hit points, and the exalted captain and all allies within 5 squares gain a +2 bonus to all defenses until the end of the exalted captain's next turn.

Alignment Unaligned **Languages** Common, Supernal

Skills Athletics +27, **Insight** +17

Str 29 (+21) **Dex** 21 (+17) **Wis** 20 (+17)

Con 26 (+20) **Int** 25 (+19) **Cha** 22 (+18)

Equipment full plate, heavy shield, longsword

2 Exalted Watchmen (W) Level 24 Controller

Medium immortal humanoid (exalted), human XP 4,150 each

Initiative +18 **Senses Perception** +19

HP 226; **Bloodied** 113

AC 38; **Fortitude** 37, **Reflex** 34, **Will** 37

Resist 10 fire, 10 radiant

Speed 6

⊕ **Truncheon** (standard; at-will) ♦ **Weapon**

+29 vs. AC; 2d10 + 8 damage.

↓ **Head Crack** (standard; at-will) ♦ **Weapon**

+28 vs. Fortitude; 2d10 + 8 damage, and the target is dazed until the end of the exalted watchman's next turn.

↓ **Take Down** (standard; at-will) ♦ **Weapon**

+28 vs. Reflex; 2d10 + 8 damage, and the target is knocked prone, and is grabbed and restrained (until escape). Attempts to escape the grab take a -5 penalty.

Symbol of Peace

Ranged 10; +28 vs. Will; The target cannot make attacks (save ends).

Alignment Unaligned

Languages Common, Supernal

Skills Insight +23, **Religion** +23

Str 20(+17)

Dex 22(+18)

Wis 25 (+19)

Con 26(+20)

Int 19(+16)

Cha 27(+20)

Equipment leather armor, truncheon

10 Exalted Patrollers (P) Level 24 Minion Soldier

Medium immortal humanoid (exalted), human XP 1,513 each

Initiative +18 **Senses Perception** +19

HP 1; a missed attack never damages a minion

AC 40; **Fortitude** 35, **Reflex** 35, **Will** 37

Resist 10 fire, 10 radiant

Speed 6

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

+29 vs. AC; 15 damage.

Riot Control

If an exalted patroller hits a target that is adjacent to at least one other exalted patroller, the target is knocked prone.

Alignment Unaligned

Languages Common, Supernal

Str 20 (+17)

Dex 23 (+18)

Wis 25 (+19)

Con 23 (+18)

Int 15 (+14)

Cha 18 (+16)

Equipment plate armor, heavy shield, longsword

TACTICS

The exalted captain leads from the front, bolstering allies with his various abilities that grant temporary hit points or other bonuses. He uses *edifying shout* to enhance the survivability of the minions if there are several in range, even if he might not be able to affect many heroes. The watchmen move around the edges of the fight, neutralizing dangerous PCs with *symbol of peace* or employing *take down* on mobile characters. They are fond of using *head crack* on enemies they have grabbed, forcing the enemy to choose between attacking and attempting to escape. The patrollers gang up on heroes to take advantage of *riot control* and to set up flanks.

The exalted are dedicated warriors and fight to the end, confident in their ability to be reborn, to protect their goddess's property, and to stop the "murderous" PCs.

SPECIAL

Make a note of whether the characters kill any civilians, because it affects encounter M3.



FEATURES OF THE AREA

Illumination: Bright light.

Carts and Stalls: The carts and stalls found throughout the square count as difficult terrain and provide cover to those standing behind them.

Buildings: The buildings surrounding the square are locked and barred from the inside once violence breaks out.

Symbol of Erathis: The symbol is worked into the flagstones of the square. The soldiers prevent the heroes from doing more than casually inspecting it, so they have no chance to cause much harm to it before the encounter starts.

M3. LAST DITCH DEFENSE

Encounter Level 26 (52,256 XP)

SETUP

Goran Steelgate (G)

2 Methion guildmasters

12+ Methion citizens

When the PCs attempt to destroy the seal, whether or not they take a short rest after M2, the encounter begins. Only Goran is placed on the map to begin with.

When the characters attempt to open or damage the seal, read:

The massive symbol of Erathis pulses with a brilliant blue light. When it recedes, an elderly dwarf wearing finely-manufactured plate armor and carrying an equally well-crafted hammer can be seen. His eyes pass over the carnage wrought by the previous battle, growing heavy as they take in the destruction. He turns to you with a grim expression: "I hope it's worth the cost, lads. Now's the time to see it through."

On the second round of the combat, one of the guildmasters and six of the citizens enter from the edges of the map. Two rounds later, the second guildmaster and six more citizens enter the fray. Every second round thereafter, 1d6 Methion citizens move in from off the map.

SPECIAL

If the heroes killed any of the civilians in encounter M2, then Goran, the guildmasters, and all of the citizens are enraged and gain a +2 bonus to attack rolls.

12+ Methion Citizens		Level 24 Minion
Medium immortal humanoid (exalted), human XP 1,513 each		
Initiative +18	Senses Perception +19	
HP 1; a missed attack never damages a minion		
AC 38; Fortitude 36, Reflex 36, Will 38		
Resist 10 fire, 10 radiant		
Speed 6		
⬇ Improvised Weapon (standard; at-will) ⬆ Weapon		
+29 vs. AC; 15 damage.		
For Methion! (when reduced to 0 hp)		
The Methion citizen makes an <i>improvised weapon</i> attack as a free action.		
Alignment Unaligned	Languages Common, Supernal	
Str 20 (+17)	Dex 23 (+18)	Wis 25 (+19)
Con 23 (+18)	Int 15 (+14)	Cha 18 (+16)
Equipment improvised weapon		

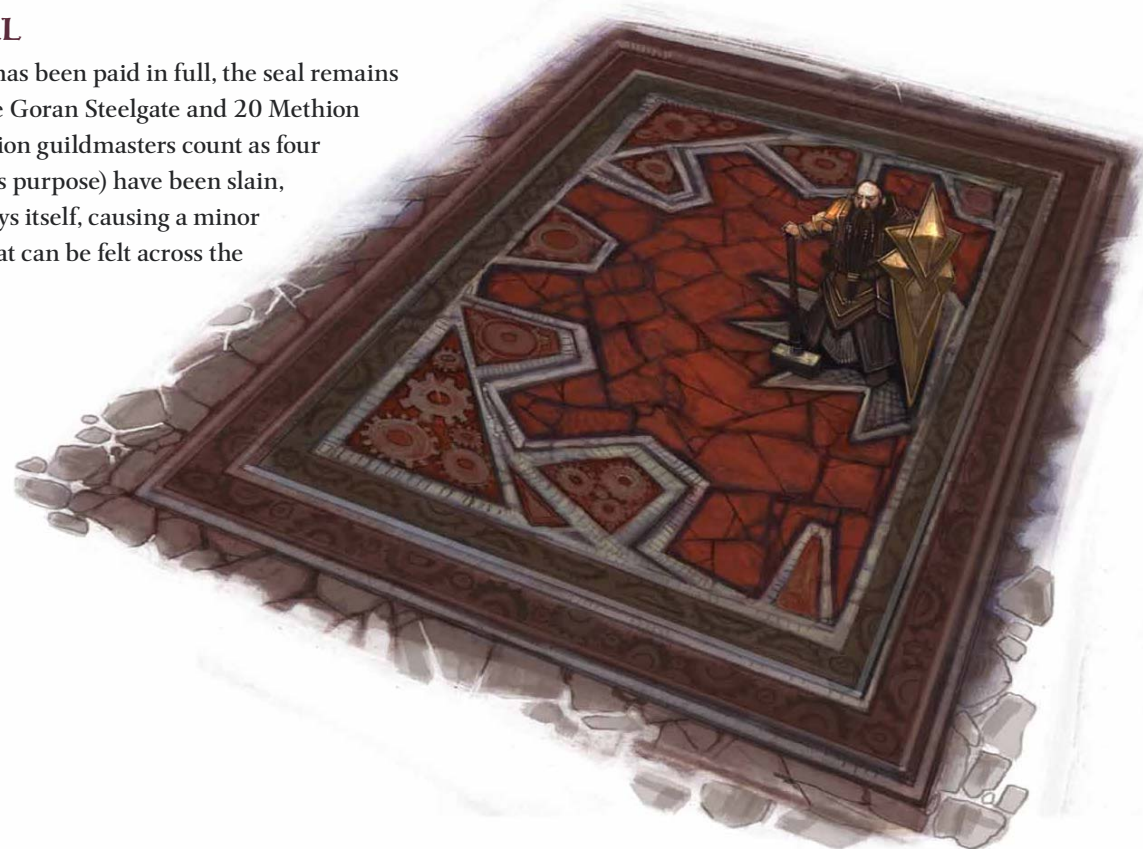
THE SEAL

Until the cost has been paid in full, the seal remains inviolate. Once Goran Steelgate and 20 Methion citizens (Methion guildmasters count as four citizens for this purpose) have been slain, the seal destroys itself, causing a minor earthquake that can be felt across the earthmote.

TACTICS

Goran fights intelligently but ruthlessly, stacking conditions to cripple priority targets and kicking PCs while they're down. The Methion guildmasters and citizens fight as an unorganized mob, ganging up on targets of opportunity. When within Goran's aura, however, they act cooperatively, setting up flanks and shifting to reach advantageous positions.

Goran fights to the bitter end. The civilians only break and run if Goran is slain and the quake caused by breaking the seal occurs (see below).



Goran Steelgate (G) **Level 27 Elite Soldier (Leader)**
 Medium immortal humanoid (exalted), dwarf XP 22,000
Initiative +21 **Senses Perception** +21
Cooperative Tactics aura 5; allies within the aura deal 10 extra damage when attacking a target they are flanking and gain a +2 bonus to all defenses when adjacent to another ally.
HP 572; **Bloodied** 236
AC 45; **Fortitude** 45, **Reflex** 39, **Will** 43
Resist 10 fire, 10 radiant
Saving Throws +2
Speed 6
Action Points 1

⊕ **Warhammer** (standard; at-will) ♦ **Weapon**
 +34 vs. AC; 3d8 + 9 damage, and the target is marked until the end of Goran's next turn.

⊕ **Shield Bash** (standard; at-will) ♦ **Weapon**
 +32 vs. Fortitude; 2d6 +9 damage, and the target is knocked prone and dazed (save ends).

⊕ **Hammer and Anvil** (standard; at-will) ♦ **Weapon**
 Goran makes a warhammer attack and a shield bash attack.

⊕ **Crucible of Forging** (standard; recharge ☞☞) ♦ **Fire, Weapon**
 +32 vs. Reflex; 4d10 +9 fire damage, and the target takes ongoing 15 fire damage and takes a -5 penalty to AC (save ends both).

⚡ **Judgment of Thunder** (standard; recharges when first bloodied) ♦ **Fear, Thunder**
 Close burst 5; targets enemies; +32 vs. Fortitude; 4d10 + 9 thunder damage, and the target takes a -2 penalty to attack rolls (save ends).

Second Wind (minor; encounter) ♦ **Healing**
 Goran regains 118 hit points and gains a +2 bonus to all defenses until the end of his next turn.

Alignment Good **Languages** Common, Supernal
Skills Athletics +27, Insight +17
Str 27 (+21) **Dex** 22 (+19) **Wis** 26 (+21)
Con 31 (+23) **Int** 23 (+19) **Cha** 21 (+18)
Equipment full plate, heavy shield, warhammer

2 Methion Guildmasters **Level 24 Controller**
 Medium immortal humanoid (exalted), human XP 4,150 each
Initiative +18 **Senses Perception** +19
HP 226; **Bloodied** 113
AC 38; **Fortitude** 37, **Reflex** 34, **Will** 37
Resist 10 fire, 10 radiant
Speed 6

⊕ **Forge Hammer** (standard; at-will) ♦ **Fire, Weapon**
 +29 vs. AC; 2d10 + 8 damage, and the target takes ongoing 10 fire damage (save ends).

⊕ **Rune of Brittleness** (minor; recharges when no targets are suffering the effects)
 +28 vs. Reflex; the target takes a -5 penalty to AC, attack rolls, and damage rolls (save ends all). Only one *rune* power may be attempted a turn.

⊕ **Rune of Weakness** (minor; recharges when no targets are suffering the effects)
 +28 vs. Fortitude; the target is weakened (save ends). Only one *rune* power may be attempted a turn.

Rune of Reinforcement (minor; at-will)
 The Methion guildmaster or an adjacent ally gains a +2 bonus to AC and Fortitude defenses for the remainder of the encounter or until the Methion guildmaster uses the power again. Only one *rune* power may be attempted a turn.

Alignment Unaligned **Languages** Common, Supernal
Skills Insight +23, Religion +23
Str 20(+17) **Dex** 22(+18) **Wis** 25 (+19)
Con 26(+20) **Int** 19(+16) **Cha** 27(+20)
Equipment plate armor, forge hammer.

FEATURES OF THE AREA

Illumination: Bright light.

Carts and Stalls: The carts and stalls found

throughout the square count as difficult terrain and provide cover to those standing behind them.

Buildings: The buildings surrounding the square are locked and barred from the inside.

Symbol of Erathis: The symbol is worked into the flagstones of the square and has no impact on the tactical encounter.



LO. UNEARTHING THE LIBRARY

Encounter Level 24 (12,100 XP)

SETUP

Ioun secreted her seal away within the Sealed Library, a structure itself hidden within the fabric of the domain. Trusted scholars and devotees of the goddess that are tasked with conducting sensitive research on their lady's behalf are granted access to the sanctum to pursue their work. A number of doorways lead to and from the library, enabling the scholars within to move about the city and collect whatever materials they might need. Occasionally, creatures devoted to the pursuit of knowledge are shown these secret ways, but only those that have earned the full confidence of Ioun and can be trusted not to reveal what they know.

It is one of these hidden doorways that the characters must seek out if they are to breach the library and open the seal within.

Unearthing the Library **Level 24**
Skill Challenge XP 30,250

Unearthing one of the hidden paths that leads to the Sealed Library is no easy task when it could be anywhere in the massive, bustling, planar metropolis.

Complexity

5 (requires 12 successes before 3 failures).

Primary Skills

Arcana, Bluff, Intimidate, Perception, Stealth, Streetwise

Secondary Skills

Insight

Victory

The heroes manage to discover one of the secret ways into the Sealed Library.

Defeat

The secrecy of the Sealed Library defeats the PCs; they fail to find a way in. They can try again.

Arcana (DC 29, 1 success, no maximum)

By working out what manner of rare, arcane materials the scholars of the library would need and where they might find them, the character narrows the search.

Bluff (DC 29, 1 success, no maximum)

Through a combination of innocent-seeming questions, enquiring about "special" orders of rare ritualistic ingredients, and posing as one of the cloistered scholars, the hero deduces areas that the scholars might frequent.

Insight (DC 29, 0 successes)

A success on this check does not count as a success for the challenge but does grant a +2 bonus to the next skill check. Likewise, failure does not count as a failure for the challenge but instead imposes a -2 penalty to the next skill check. A success reveals that successful Intimidate checks also generate a failure.

By sounding out people encountered in the city, the PC is able to guide his fellows along the most productive paths.

Intimidate (DC 29, 1 success, 1 failure, no maximum)

Requires a successful Arcana, Bluff, or Streetwise check to unlock. A success on this check counts toward the skill challenge but also generates a failure. A failure on the check generates only a single failure.

Leaning on those that might have had contact with the scholars might yield significant clues, but such strongarm tactics earn no friends.

Perception (DC 29, 1 success, no maximum)

The character searches likely areas, looking for tracks that lead to or from dead ends, rooms with no outlets, and other places that might indicate the presence of a portal.

Stealth (DC 29, 1 success, no maximum)

Slipping into backrooms of book sellers or watching possible locations from the shadows, the hero eliminates some possibilities while finding supporting evidence for others.

Streetwise (DC 29, 1 success, no maximum)

A few cheap ales and a bit of discrete eavesdropping net the PC some interesting stories about secretive mages showing up from nowhere. A few might even be true.

DEVELOPMENT

Success allows the characters to uncover one of the hidden doorways leading to the Sealed Library.

Should they fail, their attempts attract the notice of the authorities, and a double strength patrol of exalted soldiery moves in on the heroes. To evade the patrol, the PCs engage in skill challenge H3 (page 17), but they need to achieve 12 successes before 3 failures. This skill challenge is worth 30,250 XP. If the characters fail skill challenge H3, the patrol brings the heroes to battle. The patrol consists of one exalted captain, two exalted watchmen, and eight exalted patrollers (see encounter M2 on page 26 for statistics).

L2. ANGRY LIBRARIANS

Encounter Level 25 (52,256 XP)

SETUP

3 library researchers (R)

2 library academics (A)

The scholars working within the Sealed Library don't expect anyone to barge through their hidden doorways, least of all a band of heavily armed adventurers. Two of the researchers, the ones adjacent to the ladders, are high on the sliding ladders searching the shelves for materials. The researcher nearest to the portal is six squares off the ground, the farther one is eight.

The intellectuals who inhabit the library are some of the brightest minds to be found anywhere. While they might be surprised to find the PCs in their sanctuary, they have worked out what it is the characters seek and do not hesitate in using force to stop them, especially now that they are so close.

When the heroes enter the library, read:

With a flash of light, you find yourself in what appears to be a well lit and appointed library. Solid tables and plush chairs are scattered about the room, which is dominated by a mirror-still reflecting pool and massive shelves that sweep around the entirety of the room and reach to the ceiling some 40 feet up. Five scholarly-looking individuals, two high in the air upon ladders, look up in surprise as you enter. As the shock wears off, a look of recognition passes over them and they grab for implements kept near at hand.

Perception Check

DC 28: *The ladders seem to be attached to a track near the ceiling.*

3 Library Researchers (R) Level 25 Artillery

Medium immortal humanoid (exalted), human XP 7,000 each

Initiative +15 Senses Perception +20

HP 175; Bloodied 87

AC 37; Fortitude 33, Reflex 39, Will 37

Resist 10 fire, 10 radiant

Speed 6

⊕ **Knock Back** (standard; at-will) ♦ **Implement**

+30 vs. Fortitude; 2d8 + 10 damage, and the library researcher pushes the target 3 squares.

✂ **Force Barrage** (standard; at-will) ♦ **Force, Implement**

Ranged 20; three attacks, each targeting the same or different creatures; +28 vs. Reflex; 2d6 +9 force damage. If a target is hit by two or more of the attacks, the target is knocked prone.

✂ **Prism Bomb** (standard; recharge 3) ♦ **Fear, Implement, Lightning, Poison**

Area burst 2 within 20; each target in the burst is subject to the following attacks:

+28 vs. Fortitude; 2d10 + 9 poison damage.

+28 vs. Reflex; 2d10 + 9 lightning damage.

+28 vs. Will; The target is stunned (save ends).

✂ **Cinder Cloud** (standard; encounter) ♦ **Fire, Implement, Zone**

Area burst 1 within 10; the library researcher conjures a zone of burning hot cinders. Any creature within the zone when it is conjured, which starts its turn within the zone, or moves into the zone is subject to the following attack: +28 vs. Reflex; 3d10 +9 fire damage, and the target takes ongoing 10 fire damage (save ends). *Sustain Minor:* The zone persists.

Alignment Unaligned

Languages Common, Supernal

Skills Arcana +25

Str 14 (+14)

Dex 16 (+15)

Wis 26 (+20)

Con 19 (+16)

Int 30 (+22)

Cha 21 (+17)

Equipment robes, wand

TACTICS

The library researchers blast away at the PCs while avoiding melee. They make use of the sliding ladders to keep out of reach of slow-moving combat characters while raining long-range spells upon their foes. The library academics move about to keep heroes suffering from ongoing damage or other conditions within

their *litany of sustaining* aura, teleporting to gain favorable positioning or to avoid dangerous situations. The academics and researchers are aware of each other's abilities and plan accordingly, so the academics will attempt to position themselves out of the blast of *prism bomb* and slide targets into a *cinder cloud* or group them up for area attacks.

Secure in the knowledge that they will be revived within Kerith-Ald, the exalted fight to the death.

2 Library Academics (A) Level 25 Controller

Medium immortal humanoid (exalted), eladrin XP 7,000 each

Initiative +18 Senses Perception +19

Litany of Sustaining aura 5; enemies within the aura take a -2 penalty to saves to end ongoing damage or conditions.

HP 233; Bloodied 116

AC 39; Fortitude 37, Reflex 38, Will 38

Resist 10 fire, 10 radiant

Speed 6

⊕ **Soporific Touch** (standard; at-will) ♦ **Implement, Psychic**

+29 vs. Will; 2d10 + 8 psychic damage, and the target is stunned until the end of the library academic's next turn.

✂ **Word of Stumbling** (standard; at-will) ♦ **Implement**

+29 vs. Reflex; 3d8 + 9 damage, and the library academic slides the target 3 squares.

✂ **Word of Flaying** (standard; recharge 6) ♦ **Implement**

+29 vs. Fortitude; 4d10 + 9 damage, and ongoing 15 damage and the target takes a -2 penalty to attack rolls and all defenses (save ends all).

Fey Step Mastery (minor; at-will) ♦ **Teleportation**

The library academic teleports 3 squares.

Alignment Unaligned

Languages Common, Elven, Supernal

Skills Insight +23, Religion +23

Str 14(+14)

Dex 22(+18)

Wis 25 (+19)

Con 24(+19)

Int 30(+22)

Cha 19(+16)

Equipment robes, rod

FEATURES OF THE AREA

Illumination: Bright light.

Tables: The heavy wooden tables can be leapt upon by sacrificing a square of movement. Overturning a table requires a DC 28 Strength check, and it then provides cover against attacks originating from the other side.

Plush Chairs: The chairs are large and sturdy, capable of providing cover to creatures sharing their square.

Reflecting Pool: This decorative pool appears to be about 6 feet deep, but that is a trick of perspective. In fact, it is just 6 inches deep and has no effect on movement or combat.

Shelves: The shelves that wrap around the room and reach to the ceiling are crammed with books of all descriptions. Climbing around on the shelves requires a DC 28 Athletics check and allows the climber to move at half speed.

Sliding Ladders: Three ladders are set into a series of enchanted tracks that run along the entire outer edge of the library. Climbing up a ladder is treated as difficult terrain, but moving up or down a stationary ladder requires no check. A creature on a ladder can move it up to 8 squares to the left or right with a move action. Clinging to a moving ladder requires a DC 32 Acrobatics or Athletics check to avoid falling from the speeding contraption. Attacking, being attacked, moving vertically on the ladder, or anything else more involved than simply holding on imposes a -5 penalty to such checks until the end of the distracted creature's next turn. The ladders safely slow and stop moving before impacting with one another unless the moving ladder has moved at least 4 squares and the controlling party wishes it, then the two forcibly slam into each other, moving

the rest of the distance desired and forcing the occupants of both ladders to make Acrobatics or Athletics checks to avoid falling. The occupants of the library, having extensive experience, are treated as having a +32 modifier for checks relating to the ladder system.



L3. HEADMASTER'S CHARGE

Encounter Level 27 (56,104 XP)

SETUP

Headmaster Borage (B)

Granosos (G)

8 spell shards



Behind the supremely thick doors of his study, Headmaster Borage is in conversation with the sphinx Granosos. The spell shards are not on the map at the beginning of the encounter.

When the PCs open the doors, read:

A distinguished-looking, elderly man is conversing with a large, feline creature sporting the wings of an eagle. The bizarre but somehow unmistakably female creature turns to face you with timeless eyes that shimmer with the depth of ages. It regards you with a sad but accepting expression. The elderly exalted's expression reflects more rage than acceptance.

On the far wall, flanked by two statues depicting hooded women, is the seal.

Every second round, two spell shards appear in advantageous positions within the library.

Perception Check (Before Opening the Doors)

DC 28 *The massive wooden doors prevent any noise from crossing the threshold.*

SEAL

The seal remains unharmed by attempts to damage it until Headmaster Borage has been slain and Granosos has either also been killed or has quit the battlefield, at which point the seal splits down the center with a thunderous crack.

Headmaster Borage (B)		Level 27 Elite Controller
Medium immortal humanoid (exalted), human		XP 22,000
Initiative +16	Senses Perception +21	
HP 518; Bloodied 259		
AC 44; Fortitude 39, Reflex 42, Will 42		
Resist 10 fire, 10 radiant		
Saving Throws +2		
Speed 6, teleport 5		
Action Points 1		
⚔ Caning (standard; at-will) ⚔ Implement		
+32 vs. AC; 2d8 + 9 damage, and the target is dazed and takes a -2 to attack rolls (save ends both).		
⚔ Chastisement (standard; at-will) ⚔ Fear, Implement		
Ranged 10; +31 vs. Will; 3d8 + 9 damage, and the target is immobilized (save ends).		
Headmaster's Wrath (standard; at-will)		
Headmaster Borage makes two basic attacks.		
⚔ Telekinetic Hurl (standard; recharges when Headmaster Borage hits with a basic attack)		
Close burst 5; targets one creature in burst; +31 vs. Reflex; 2d10 + 9 damage, and Headmaster Borage slides the target 5 squares and the target is knocked prone.		
⚔ Leaping Polymorph (standard; recharge ⚔ ⚔) ⚔ Polymorph		
Ranged 10; +31 vs. Fortitude; the target becomes a Tiny animal (save ends). While in this form, the target cannot use powers or make attacks. <i>Aftersave:</i> One of the target's allies within 10 squares suffers the following attack: +31 vs. Fortitude; the target becomes a Tiny animal (save ends). While in this form the target cannot use powers or make attacks.		
Startling Displacement (immediate interrupt, when Headmaster Borage is hit with an attack; recharges when first bloodied) ⚔ Teleportation		
Headmaster Borage swaps places with one creature within 5 squares. The triggering attack hits this creature instead.		
Alignment Unaligned		Languages Common, Supernal
Skills Arcana +25		
Str 15 (+15)	Dex 16 (+16)	Wis 27 (+21)
Con 25 (+20)	Int 32 (+24)	Cha 21 (+18)
Equipment robes, rod		

Granosos (G)		Level 27 Elite Brute	
Large immortal magical beast, sphinx		XP 22,000	
Initiative +21		Senses Perception +29; low-light vision	
HP 672; Bloodied 336			
AC 40; Fortitude 39, Reflex 40, Will 42			
Saving Throws +2			
Speed 6, fly 6 (hover)			
Action Points 1			
⊕ Ancient Claws (standard; at-will)			
+30 vs. AC; 4d10 + 8 damage.			
⊕ Bite of Ages (standard; at-will)			
+30 vs. AC; 2d10 + 8 damage, and the target is knocked prone and immobilized (save ends).			
Fury of Ages (standard; at-will)			
Granosos makes an <i>ancient claws</i> and a <i>bite of ages</i> attack. If both hit the same target, the target is weakened (save ends).			
⊗ Primordial Riddle (minor; at-will) ♦ Psychic			
Ranged 10; Granosos compels the target to contemplate a riddle. The target is dazed until the end of the encounter or until it answers the riddle. To determine the answer, a creature must spend a minor action and succeed at a DC 28 History check. A target that does not attempt to answer the riddle during its turn takes 3d8 psychic damage at the end of its turn. An ally can provide the answer and end the effect. If an ally ends the effect, the target takes 3d8 psychic damage.			
Sands of Time (immediate interrupt, when Granosos is hit with an attack; recharges when a creature takes damage from <i>primordial riddle</i>)			
Granosos gains a +4 bonus to all defenses against the triggering attack. If the triggering attack still hits, Granosos takes only half damage.			
⚡ Great Roar (standard; recharge [1]) ♦ Thunder			
Close blast 5; +26 vs. Fortitude; 5d10 + 10 thunder damage, and the target is pushed 5 squares and is knocked prone.			
Alignment Unaligned		Languages Common, Dwarven, Elven, Primordial, Supernal	
Skills Insight +30			
Str 29 (+22)	Dex 27 (+21)	Wis 32 (+24)	
Con 28 (+22)	Int 31 (+23)	Cha 32 (+24)	

Spell Shard		Level 24 Minion Artillery	
Medium immortal animate		XP 1,513 each	
Initiative +18		Senses Perception +20	
HP 1; a missed attack never damages a minion; see also <i>energy release</i> .			
AC 36; Fortitude 35, Reflex 35, Will 37			
Speed 2, fly 12 (hover)			
⊗/⊗ Origin Spell (standard; at-will) ♦ Fire, Force, Lightning, or Thunder			
When created, the spell shard knows one of the following attacks, determined randomly:			
1—Ranged 10; +29 vs. Reflex; ongoing 10 fire damage (save ends).			
2—Ranged 10; +29 vs. Reflex; 15 force damage.			
3—Two attacks; ranged 10; +29 vs. Reflex; 10 lightning damage.			
4—Area burst 1 within 10; +29 vs. Reflex; 10 thunder damage.			
Energy Release (when the spell shard drops to 0 hit points)			
The spell shard makes an <i>origin spell</i> attack as a free action.			
Alignment Unaligned		Languages Supernal	
Str 12 (+13)	Dex 23 (+18)	Wis 27 (+20)	
Con 23 (+18)	Int 12 (+13)	Cha 23 (+18)	

TACTICS

Headmaster Buraqe teleports around the battlefield, alternating between smashing characters into each other with *telekinetic hurl* and lashing out with *headmaster's fury*. He is inordinately fond of *leaping polymorph* and normally uses it against the heroes with the highest damage output. He saves *startling displacement* for dangerous-looking attacks or those that attach debilitating conditions.

Granosos fights very calmly and methodically, shifting about the battle to bring her *fury of ages* to bear where it will do the most good. She normally focuses both attacks on a single PC, but will split them if it is advantageous or avoids reprisals. She uses *primordial riddle* against as many characters as possible, both to hinder her enemies and to recharge *sands of time*. She will swap move actions for *primordial riddle* if

moving isn't to her advantage. Granosos unleashes her *great roar* when several enemies are in its blast.

The spell shards hurl their *origin spell* at the heroes, targeting whichever spell they know to the maximum effect. Given the choice between not casting and risking destruction, they choose to continue casting; their *energy release* guarantees something gets off even if they fall.

The battle may spill into area L1; Buraqe is likely to teleport between the areas at least a few times during the fight to gain a better position for his attacks, and Granosos fights wherever she gains the best advantage. She slowly works her way toward the portal in L1 if the battle begins turning against her. Neither combatant is inclined to use the sliding ladders, but Buraqe might if he sees an advantage. The PCs could always decide to have fun with them. Refer back to the features of area L1 if it comes up.

Headmaster Buraqe and the spell shards all fight to the death. Granosos is less vested in the struggle and will cede the battlefield and retreat if Buraqe is slain and she is bloodied.

FEATURES OF THE AREA

Illumination: Bright light.

Table: The heavy wooden table can be leapt upon by sacrificing a square of movement. Overturning it requires a DC 28 Strength check, and it then provides cover against attacks originating from the other side.

Plush Chairs: The chairs are large and sturdy, capable of providing cover to creatures sharing their square.

Shelves: The shelves that wrap around the room and reach to the ceiling are crammed with books of all descriptions. Climbing around on the shelves requires a DC 28 Athletics check and allows the climber to move at half speed.

Headmaster's Desk: This solid desk can be mounted at the cost of a square of movement. It provides cover to those sheltering behind it.

Statues: The two statues flanking the seal depict Ioun. They are normal statues.

Seal: The stone seal carved into the wall has no effect on the tactical encounter. Attempts to attack it directly fail to cause any damage until the proper conditions are met (see above).



SI. RAGING STORM

Encounter Level 28 (65,000 XP)

SETUP

Nakheten (N)

Place Nakheten where indicated. The characters should be scattered about the opposite side of the encounter area, near the swirling wall of water. Regardless of whether the heroes flew through the storm or travelled on the water, they are tossed by the violent conditions into the heaving lagoon before being spat out into the encounter. If the PCs manage to arrive in some other fashion, adjust the following accordingly:

When the characters arrive, read:

The churning water of the lagoon roars as waves rise into a wall of crushing, swirling water, hurling you like rag dolls into an area of the lagoon bed somehow devoid of water. The thundering wall of water rotates around the dry bed with crushing force as the insane rage of the storm plays out above. A titanic creature roars in concert with the storm, its rumbling bellows drowning out even the thunder. Its form seems roughly hewn from shale; brilliant, crackling blue-white lights shine forth from cracks and joints in its body and a billowing cloud of steam and lightning streams from its crown. As it turns to regard you, unending, ageless rage burns deeply in eye-like voids and a thundering howl of fury bursts from blazing, blue-white furnace of its mouth.

The final seal, a flat disk of dull metal inscribed with the combined symbols of Erathis, Ioun, and Pelor, is sunk deep into the rocky flesh of its chest.

Acrobatics Check

Each hero; DC 32: PCs that succeed are placed on the map normally. Those that fail begin the battle prone.

Nakheten, the Raging Storm (N)		Level 28 Solo Brute
Huge elemental humanoid (aquatic, giant)		XP 65,000
Initiative +21	Senses Perception +29; low-light vision	
Tempest Fury (Lightning, Thunder) aura 10; any creature that enters or begins its turn in the aura takes 15 lightning and thunder damage; creatures other than Nakheten treat the area within the aura as difficult terrain and cannot fly.		
HP 1,310; Bloodied 655		
AC 41; Fortitude 44, Reflex 39, Will 40		
Resist 30 lightning, 30 thunder		
Saving Throws +5		
Speed 8, fly 10 (hover), swim 8		
Action Points 2		
⊕ Slam (standard; at-will)		
Reach 2; +31 vs. AC; 2d12 + 11 damage.		
⚡ Call Lightning (standard; at-will)		
Close burst 10; one target in burst; +29 vs. Reflex; 3d12 + 11 lightning damage.		
Titanic Fury (standard; at-will)		
Nakheten makes a <i>slam</i> attack against each enemy within reach. It also makes one <i>call lightning</i> attack.		
⚡ Lightning Storm (standard; recharges when first bloodied)		
◆ Lightning		
Close burst 10; +27 vs. Reflex; 5d10 + 11 lightning damage. If the attack hits only a single target, that target takes an additional 5d10 lightning damage and is dazed (save ends).		
⚡ Storm Blood (immediate interrupt, when an enemy hits Nakheten with a melee attack; at-will) ◆ Lightning, Thunder		
Reach 3; targets the triggering enemy; +29 vs. Reflex; 2d12 + 11 lightning and thunder damage.		
⚡ Howling Winds (standard; recharge ☐☐ ☐☐ ☐☐) ◆ Thunder		
Close burst 5; +27 vs. Fortitude; 5d10 + 11 thunder damage, and the target is pushed 5 squares and is knocked prone.		
Alignment Unaligned		Languages Common, Dwarven, Elven, Primordial, Supernal
Skills Insight +30		
Str 34 (+26)	Dex 23 (+21)	Wis 20 (+19)
Con 30 (+24)	Int 15 (+16)	Cha 23 (+20)

TACTICS

Nakheten is not a subtle combatant. Its rage at its eons-long confinement is boundless, and it seizes the chance to vent its fury upon the characters. Nakheten charges headlong into combat, smashing about itself with *titanic fury*. The titan does not normally reserve powers, preferring to unleash its limited or rechargeable abilities as soon as possible. Nakheten's rage is endless; the titan fights to the death.

SEAL

When Nakheten falls, the seal embedded in its chest crumbles into dark ash before being blown away on the faltering winds of the dying storm. As it does so, the *Arrow of Fate*, long hidden within, becomes visible. An almost tangible release of power pulses from the collapsing seal as the ancient rituals bound to it begin to unravel, washing over the heroes, refreshing and empowering them just as a short rest would. The PCs have just enough time to grab the *Arrow* before the whirling water of the lagoon crashes down to reclaim its bed.

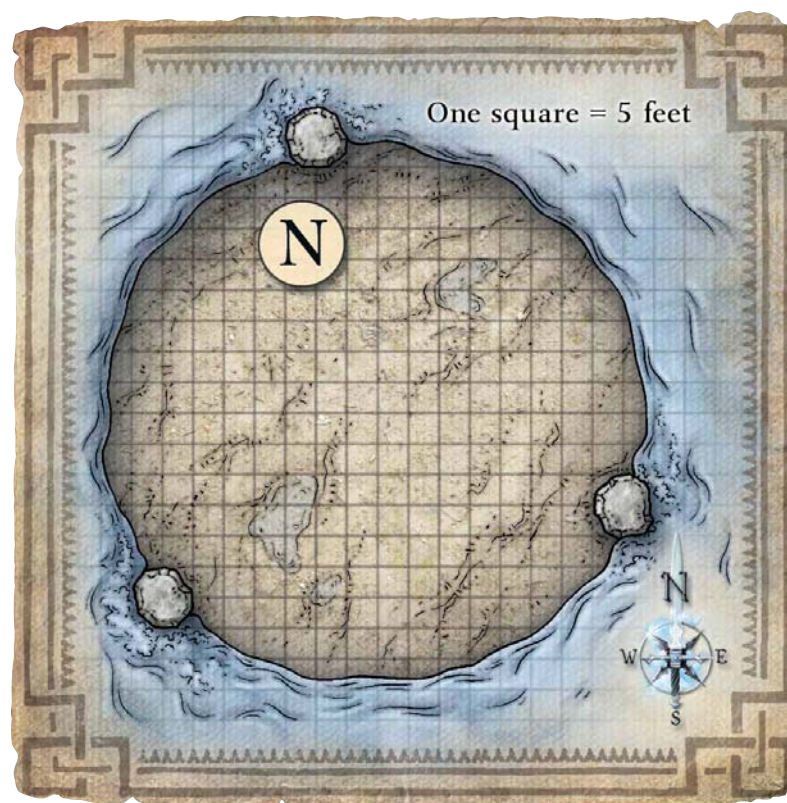
FEATURES OF THE AREA

Illumination: While the dense, black clouds of the raging storm block out the sunlight that blankets Hestavar, the near constant flashes of lightning provide a harsh, flickering equivalent to Bright light.

Wall of Water: The roaring wall of water churns about Nekheten's prison, driven by the titan's fury. Nekheten, contained by the power of the seal, cannot pass or be forced to pass the standing stones and enter the water. Characters that enter the churning wall for any reason take 3d10 damage, are slid 6 squares clockwise around the edge of the wall, and are knocked prone in a square adjacent to the wall.

Standing Stones: Each of these riblike spurs of stone bears an engraved symbol of Erathis, Ioun, or Pelor upon its surface.

Seal: The dull metal seal embedded in Nekheten's chest is impervious to damage while the titan lives (see above).



S2. GUIONNE'S BETRAYAL

Encounter Level 26 (51,150 XP)

SETUP

- Guionne (G)
- 2 cherubium (C)
- 1 war devil lieutenant (W)
- 1 assassin devil (A)
- 2 shocktroop devil line breakers (S)
- 10 legion devil legionnaires (L)

Guionne and the devils are in the positions indicated. The assassin devil is invisible and concealing itself with Stealth; do not place it on the map until the heroes notice it or it attacks.

The PCs are set up along the shore.

10 Legion Devil Legionnaires (L)	Level 21 Minion
Medium immortal humanoid (devil)	XP 800 each
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	

When the characters enter the area, read:

The crashing surf deposits you like so much flotsam on the shore of a small island, your path narrowly avoiding the razor-sharp spurs of rock that dot the lagoon nearby. The familiar, cheerful voice of Guionne calls out: "Ah, my friends! I am so delighted that you were as good as your word and managed to retrieve the arrow." Guionne breathes deeply, savoring the feel. "Can't you feel it in the air? The city is already feeling so much more hospitable, and we have you to thank for it. Now ... I need the artifact."

Guionne (G)	Level 26 Elite Controller
Medium immortal humanoid (devil)	XP 18,000
Initiative +19	Senses Perception +18
HP 502; Bloodied 251	
AC 43; Fortitude 38, Reflex 41, Will 41	
Resist 25 fire	
Saving Throws +2	
Speed 6, teleport 6	
Action Points 1	
⊕ Backhand (standard; at-will) ♦ Weapon	
+31 vs. AC; 2d8 + 9 damage, and the target is pushed 2 squares and dazed (saves ends).	
⚡ Acid Bolt (standard; at-will) ♦ Acid, Implement	
Ranged 10; +30 vs. Reflex; 3d8 + 9 acid damage, and the target takes a -2 penalty to attack rolls until the end of Guionne's next turn.	
↩ Molten Wave (standard; recharge ☞☞☞☞☞) ♦ Fire, Implement	
Close blast 5; +28 vs. Reflex; 3d8 + 9 fire damage, and ongoing 15 fire damage (save ends).	
✱ Wall of Burning Iron (standard; recharges when first bloodied) ♦ Conjuration, Fire, Implement	
Area wall 10 within 10 squares. Guionne conjures a wall of red-hot iron covered in wicked barbs. The wall blocks movement, line of sight, and line of effect. Creatures that end their turn adjacent to the wall take 10 fire damage. Creatures that touch the wall or are pulled, pushed, or slid into the wall take 10 damage and 10 fire damage.	

Guionne is perfectly willing to let the heroes go if they give him the Arrow. He allows the PCs to pick themselves up and brush off the sand, but if the characters make a threatening move or delay too long, he orders the devils to attack.

Perception Check

DC 37: *A faint rustling, the sound of something moving stealthily, catches your attention, seeming to originate from the empty air. Perhaps the air isn't as empty as you thought.*

The wall is 3 squares high, can be climbed with a DC 29 Athletics check (creatures climbing or standing on the wall take 10 damage and 10 fire damage for touching it), and cannot be destroyed. <i>Sustain Minor</i> : The wall persists.	
⚡ Iron Spike (standard; recharge ☞☞☞☞☞) ♦ Fire, Implement	
Range 5; Target must be within 2 squares of the wall conjured with <i>wall of burning iron</i> ; +31 vs. AC; 4d10 + 9 damage, and ongoing 15 fire damage and the target is immobilized (save ends both).	
Cherubium Conduit	
Guionne can channel any of his powers with the implement keyword through one of his cherubium that is within 20 squares, treating the cherubium's square as his own for purposes of the ability (line of sight, line of effect, range, origin squares, and so on). Guionne does not need line of sight or line of effect to the cherubium.	
Spawn Cherubium (minor, at-will)	
Guionne takes 15 damage and creates a cherubium in an adjacent square. The cherubium enters the initiative count immediately after Guionne and can act normally the turn it is created. Guionne cannot control more than two cherubium at a time; creating a new cherubium while he has two active destroys one of the preexisting cherubium.	
Alignment Evil	Languages Common, Supernal
Skills Arcana +25	
Str 21 (+18)	Dex 22 (+19) Wis 21 (+18)
Con 25 (+20)	Int 28 (+22) Cha 27 (+21)
Equipment rod	

TACTICS

The devils fight a coordinated battle, led by Guionne and the war devil lieutenant. Guionne uses *wall of burning iron* to order the field in favor of the devils, isolating or redirecting melee heroes while trapping ranged or support characters in unfavorable melees. He attacks through his cherubium, preferring to remain well clear of any possible danger to his person. The war devil lieutenant guides the flow of the combat with his abilities, focusing his *fiendish tactics* on shocktrooper devil line breakers, if they are at full hit points and have multiple targets for their *shocktroop attack*, and the assassin devil, if it has combat advantage against a target. The shocktrooper devil line breakers and legion devil legionnaires charge forward to prevent the PCs from targeting their less-well-defended allies and from assisting other characters. The shocktrooper devil line breakers actively seek to engage multiple targets at the

2 Cherubium (C)		Level 26 Minion	
Medium immortal animate (devil)		XP 2,250 each	
Initiative +19	Senses Perception +19		
HP 1; a missed attack never damages a minion; see also <i>death burst</i> .			
AC 39; Fortitude 34, Reflex 36, Will 36			
Resist 25 fire			
Speed 2, fly 12 (hover)			
⊕ Needling Teeth (standard; at-will) +30 vs. AC; 15 damage.			
⚡ Sweet Disposition (immediate interrupt, when a creature targets the cherubium with an attack; at-will) Range sight; targets the triggering creature; +28 vs. Will; the target cannot attack the cherubium until the start of its next turn. The target is free to target a different creature with the attack. This power does not provoke opportunity attacks.			
Alignment Evil	Languages Common, Supernal		
Str 8 (+12)	Dex 26 (+21)	Wis 21 (+18)	
Con 22 (+19)	Int 15 (+15)	Cha 27 (+21)	

opening of the encounter. The assassin devil moves about the rear of the engagement, targeting back rank characters and avoiding defenders.

The devils have no way of fleeing Hestavar and fight ferociously if the fight turns against them. Guionne, on the other hand, can quit the city and will run if the majority of the devils are down and he is severely injured.

Assassin Devil (A)		Level 24 Lurker	
Medium immortal humanoid (devil)		XP 6,050	
Initiative +25	Senses Perception +23; darkvision		
HP 167; Bloodied 83			
AC 38; Fortitude 34, Reflex 38, Will 36			
Resist 25 fire			
Speed 12			
⊕ Shadow Sword (standard; at-will) ♦ Necrotic, Weapon +27 vs. Fortitude; 3d6 + 5 necrotic damage, and ongoing 5 damage (save ends).			
⚡ Shadow Net (standard; recharges when the assassin devil uses <i>shadow cloak</i>) ♦ Necrotic Area burst 2 within 10; +26 vs. Reflex; the target is restrained, is weakened, and takes ongoing 10 necrotic damage (save ends all). While a target is affected by <i>shadow net</i> , the assassin devil cannot use its <i>shadow cloak</i> power.			
Dangerous Shadows An assassin devil's <i>shadow sword</i> attack deals 4d6 extra necrotic damage against any target granting combat advantage to it.			
Shadow Cloak (standard; recharges when no creatures are affected by <i>shadow net</i>) ♦ Illusion The assassin devil is invisible until it hits or misses with an attack.			
Traitor's Pact The assassin devil's necrotic damage is unaffected by Hestavar's radiant affinity.			
Alignment Evil	Languages Common, Supernal		
Skills Stealth +27			
Str 21 (+17)	Dex 28 (+21)	Wis 25 (+19)	
Con 17 (+15)	Int 17 (+15)	Cha 13 (+13)	
Equipment leather armor, sword			

War Devil Lieutenant (W)		Level 25 Brute (Leader)	
Large immortal humanoid (devil)		XP 7,000	
Initiative +19	Senses Perception +17; darkvision		
HP 286; Bloodied 143			
AC 38; Fortitude 37, Reflex 35, Will 33			
Resist 30 fire			
Speed 8, fly 8 (clumsy)			
⊕ Claw (standard; at-will) +29 vs. AC; 3d6 + 8 damage.			
⊕ Trident (standard; recharge ☞☞☞☞) ♦ Weapon Reach 2; +29 vs. AC; 4d4 + 9 damage and ongoing 5 damage (save ends), and the target slides into any square adjacent to the war devil lieutenant and is knocked prone.			
⚡ Besieged Foe (minor action; at-will) Ranged sight; automatic hit; the target is marked, and allies of the war devil lieutenant gain a +2 bonus to attack rolls made against the target until the encounter ends or the war devil lieutenant marks a new target.			
⚡ Devilish Transposition (move; at-will) ♦ Teleportation Ranged 20; the war devil lieutenant and an allied devil within range swap positions.			
⚡ Fiendish Tactics (minor; recharge ☞☞☞☞) Ranged 10; affects up to 2 allied devils of the war devil lieutenant's level or lower; each target can take a move action or make a basic attack.			
Alignment Evil	Languages Supernal		
Skills Intimidate +20			
Str 28 (+21)	Dex 24 (+19)	Wis 20 (+17)	
Con 26 (+20)	Int 15 (+14)	Cha 19 (+16)	
Equipment trident			

2 Shocktroop Devil Line Breakers (S) Level 24 Soldier

Large immortal humanoid (devil) XP 6,050 each

Initiative +15 **Senses** Perception +9; darkvision

HP 219; **Bloodied** 109

AC 41; **Fortitude** 35, **Reflex** 34, **Will** 34; see also *Asmodeus's shield*

Resist 15 fire

Speed 6, fly 8

⚔ **Sword and Shield** (standard; at-will) ♦ **Weapon**

Reach 2; +31 vs. AC; 3d6 + 8 damage, and the shocktroop devil line breaker makes a secondary attack. *Secondary Attack:* Reach 2; +28 vs. Fortitude; the target is pushed 2 squares and dazed until the end of the shocktroop devil line breaker's next turn.

‡ **Shocktroop Attack** (standard; recharges when the shocktroop devil line breaker has full hit points)

The devil makes three *sword and shield* attacks, each against a different target.

Asmodeus's Shield

While a shocktroop devil line breaker is not bloodied, it gains a +2 bonus to all defenses against divine attack powers. While bloodied, it takes a -2 penalty to all defenses against divine attack powers.

Alignment Evil **Languages** Common, Supernal

Str 24 (+20) **Dex** 24 (+19) **Wis** 17 (+15)

Con 23 (+18) **Int** 14 (+14) **Cha** 24 (+19)

Equipment plate armor, heavy shield, longsword

FEATURES OF THE AREA

Illumination: Bright light.

Rocky Cliffs: The majority of the small island consists of a jagged stone outcropping that juts from the sea and surrounds the small area of open sand. Climbing around on the sharp rocks requires a DC 36 Athletics check and is done at one-quarter normal speed.

Water: The lagoon water is relatively shallow here but does count as difficult terrain.

Razor-Edged Rocks: The rock pillars sticking out of the lagoon are dangerously sharp. A creature pulled, pushed, or slid into or through a rock pillar square takes 15 damage. Such squares are difficult terrain and provide cover as normal pillars.

Storm Surge: Powerful waves, driven by the faltering storm, regularly crash into the small island. At the start of each turn, roll a d6; on a 5 or 6, a particularly energetic wave hits. Creatures within d6 squares of the lagoon's edge are subject to the following attack: +26 vs. Reflex; the target is knocked prone and slides 1d6 squares straight into the lagoon.

