

THOSE ONCE LOYAL

By Robert J. Schwalb

An adventure for 25th-level characters

illustrations by William O'Connor

cartography by Mike Schley

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“All that happens now has happened before and shall happen again unless we choose otherwise. Since the hated struggle against the elemental host in that storied event recalled as the Dawn War, we have seen the divided god wage endless war as it seeks to reconcile its sundered existence. Over the eons, the platinum wrestles with the chromatic, using and discarding us as they will to slake their thirst for vengeance. Our late patron defeated the enemy, and the enemy has defeated our patron. Time and again they fight, but to what end? One triumphs only to fall as the other gains ascendancy. I have peered through time’s mists, apprehended the distant future, and can see no end to this struggle. My despair at the eternal war impels me to beseech your esteemed council, to urge you to let the Platinum Dragon’s death be the last and to help me put an end to this age-old cycle for all time. Fellow dragons, the time to decide is now.”

EPIC

21-30

“Those Once Loyal” is an adventure for five 25th-level characters. By the end, the characters should be midway through 27th level. This adventure builds on the events described in the Scales of War adventure path, but you can adapt it for use in your own campaign or as a one-shot adventure for epic level adventurers.

BACKGROUND

Bahamut is mostly dead . . . but not entirely so. A remnant lives on, hidden away and kept safe by a servant created for just this purpose. In Bahamut’s unfathomable wisdom, he anticipated the end Tiamat intended for him, extracted a portion of his divine essence, and bequeathed it to an unwitting vessel. That vessel is Amyria. Should the unthinkable happen (as it has), the essence would guide Amyria to her ultimate purpose.

At least, that’s the plan.

Keeping the plan a secret was central to Bahamut’s agenda. Although Amyria is capable, as are her companions, Tiamat would destroy her in a moment if she knew what the deva carried within her. No plan is safe when there are those who can peer into the future and trace fate’s threads to their possible outcomes.

One such being to identify Bahamut’s intent was the mithral dragon Dakranad, a historian and philosopher who dwelled in Bahamut’s palace. Any who are close to the Platinum Dragon are aware that the struggle between Bahamut and Tiamat is no new thing. It has raged for countless millennia, all the way back to the Dawn War when Bahamut and Tiamat were born from Io’s sundered form. Dakranad knew that Bahamut’s death, while tragic, would bring an end to the war and spare the lives of generations to come. This fact comforted Dakranad. He was shaken

when he received a vision of Bahamut’s rebirth, because he knew that if his master returned, the wars would continue forever. The only solution was to claim Bahamut’s mantle and assume his place.

For all his intellect and foresight, Dakranad failed to recognize his hubris when he approached the seven gold dragons who advised their master. Dakranad gave an impassioned speech, explaining the histories and their consequences and the dangers yet to come should Bahamut be permitted to continue his struggle. He beseeched the dragons to elevate him so he could take the Platinum Dragon’s place and bring the costly war to an end. His audience was both delighted that Bahamut would return and horrified by the dragon’s offer. They were so offended that they tossed the mithral dragon out from Celestia and unknowingly placed him in the clutches of an insidious enemy who wanted vengeance for himself.

Enter Dispater. Bahamut and Tiamat caused the archdevil endless trouble with their squabbling. Dispater lost his prized prisoner (Gith), had his aspect murdered, and saw any chance at claiming the gith-yanki dashed for the foreseeable future. The only way for Dispater to salvage his situation was to claim the god’s essence for himself and either keep it tucked away in his iron citadel or use it to remove Asmodeus and elevate himself to master of the Nine Hells.

Dakranad was skeptical about an alliance with the archdevil, knowing enough to realize the peril in dealing with such a fiend. Yet Dakranad’s desperation undid his reservations and allowed him to be swayed by the archdevil’s honeyed words. Dispater assured the dragon that they would attain a bloodless victory, and with his support they could seize Amyria when she entered Celestia and prevent her from becoming Bahamut with little trouble at all.

Backed by a legion of devils, Dakranad and Dispater slipped into Celestia, moved to the Shining Bastion, Bahamut’s palace, and seized the stronghold by force. The gold dragons would not kneel before them, even when faced by a devil and his army. The gold dragons fought; Dakranad and his allies won; Bahamut’s palace was theirs.

It wasn’t until the last gold dragon lay dying on the floor that Dakranad realized his crime’s enormity. His intent was never power but to save lives. The dead dragons’ glassy eyes reflected his corruption, but instead of retreating from his wickedness, he resolved to see his plan to its conclusion and right his wrongs. He would lead Celestia into a bright future, free from conflict and strife, and free from Io’s legacy for all time.

ADVENTURE SYNOPSIS

The *arrow of fate* recovered in “Legacy of Io” points to Celestia as the place to restore Bahamut to life. The visions assailing Amyria are beginning to weaken her, however, and if not stopped, may very well kill her. Using her *spelljammer*, the adventurers travel to Emyron to seek clues about how they might resurrect the fallen god and also to cure the deva. Once there, Dakranad’s agents strike the city of healing. While battling the dragons and angels, infernal assassins slip behind the characters to kidnap Amyria and bring her back to their master.

Whether or not the devils succeed, the characters learn Amyria is in fact the vessel and key to Bahamut’s recovery. An old ally, Kalad, whose soul was spared and transformed into an exalted, points to Torzak-Belgirn to find answers to their questions. If the devils did succeed, the dragon attack points to Dakranad, and the characters can easily discover

THE QUESTS

In “Those Once Loyal,” the characters must escort Amyria to her destiny to claim the birthright bestowed upon her by Bahamut. As the adventure unfolds, the characters have chances to earn quest XP.

Minor Quest—Discover Amyria’s Destiny

Empyron, city of healing, is the best chance to discover what force works against Amyria. The healers there reveal the truth about her condition, explaining she carries within her a god’s essence. This information establishes her as one critical part in restoring Bahamut to life.

Reward: 7,000 XP.

Minor Quest—Save Amyria from Dakranad

The mithral dragon covets Amyria’s power and seeks to use it so he can assume Bahamut’s place. His agents attempt a kidnapping at Empyron. If the characters would resurrect Bahamut, they must thwart the kidnapping attempt or later rescue her.

Reward: 9,000 XP.

Minor Quest—Thwart Dispater

Angered over losing Gith from his iron fortress in the Nine Hells, Dispater hopes to claim Bahamut’s essence for himself, which he sees as an even greater prize than the githyanki matriarch. By defeating Dispater, the adventurers clear another obstruction to restoring the Platinum Dragon.

Reward: 9,000 XP.

that the mithral dragon has decreed himself heir to Bahamut’s throne and most likely lairs there.

Minor Quest—Defeat the Mithral Dragon

The greatest obstacle to Bahamut’s rebirth is not Tiamat but rather one of his own children, the mithral dragon named Dakranad. The dragon will stop at nothing to ensure Bahamut remains dead and claim his place. The characters must defeat the dragon in order to complete their quest.

Reward: 11,000 XP.

Minor Quest—Recover the Creation Spark

Amyria is not enough to see Bahamut restored: the adventurers must secure a creation spark from Moradin’s Forge. Placing the spark in Amyria’s hands allows Bahamut’s essence to fully awaken and return to the world as he was.

Reward: 11,000 XP.

Major Quest—Restore Bahamut to Life

To complete the rebirth, the adventurers usher Amyria across the Bridge of al-Sihal. To do that, they must convince the archangel guardian of their cause’s worthiness. Once Amyria crosses into the light at the end, the transformation begins and Bahamut is reborn.

Reward: 110,000 XP.

The characters have two choices. They can go to the Platinum Dragon’s redoubt where, if Amyria

was captured, she most likely waits for them; or they can push on to Moradin’s Forge via Torzak-Belgirn. Whichever path they choose, they will need to go back and deal with the other.

At Bahamut’s Palace, the characters find the stronghold empty and the Halls of Reflection overrun by devils. Battling through the defenders, the characters learn more of Dakranad’s plot, Dispater’s agenda, and how Bahamut planned for his death all along. If Amyria is kidnapped, the characters don’t find her here, but they do learn the mithral dragon carried her to Moradin’s Forge to acquire the creation spark for himself, the catalyst necessary to restore the god.

Turning to Moradin’s Forge, the heroes find only enemies. With the god’s forces arrayed against them, the adventurers must push their way through the defenders to reach the godforge, where they hope to find Amyria, secure a creation spark, or both. The aspect of Moradin awaits them there, and the characters learn the divine avatar was turned against them by their enemy. The characters must defeat the aspect or convince him of their righteous purpose. In either event, victorious characters may secure the creation spark, but if Amyria is missing, they learn the mithral dragon is a step ahead of them again and racing to the Bridge of al-Sihal to complete his own apotheosis.

The adventure concludes with a race across Celestia, the heroes working to cut off the dragon before he can cross into the golden radiance at the bridge’s end and claim Bahamut’s power for himself. The final scene sees the adventures embroiled in a three-way fight against Dakranad and the archangel guardian who protects the holy bridge. Should the characters succeed, Amyria, who has known the truth all along, finds the courage to carry the creation spark into the light and assume the mantle thrust upon her.

PREPARING FOR ADVENTURE

“Those Once Loyal” gives the player characters a chance to undue Tiamat’s plotting and deliver a terrible blow to the goddess, a setback that could unravel all her plans and mark the final turning point in the war. The characters travel to a plane of light and unsullied goodness only to find its sanctity compromised by misguided intent and fathomless greed. The adventurers must face off against powerful foes, stir a god’s heart, and send a friend to certain death in the hope of saving all creation from Tiamat’s tyranny.

The adventure should begin just after the characters retrieve the *arrow of fate* as described in “Legacy of Io.” When you are ready to begin, go to “Grim Reunion” on page 33.

WHAT YOU NEED TO PLAY

You’ll find everything you need to run the adventure contained in the following pages, including the background information presented above, setup, and tactical encounters that include statistics blocks and maps for each combat encounter. If you need more information on how to use the tactical encounter format, see a previous Scales of War adventure, such as “Garaitha’s Anvil.” Also, *Manual of the Planes* and *Plane Above* provide additional information on Celestia, while *Draconomicon 2* gives added insight into mithral dragons.

TREASURE PREPARATION

“Those Once Loyal” uses the treasure parcel system described in the *Dungeon Master’s Guide*. The characters should gain a total of eighteen treasure parcels. The Treasure Parcels sidebar lists the most likely places to find parcels. You can fill in the blanks with the parcel numbers noted. Magic items ought to come from the players’ wish lists, with most of the higher-level items appearing in parcels found later in the adventure.

TREASURE PARCELS

- Parcel A:** _____, D. Covered Retreat
Parcel B: _____, D. Covered Retreat
Parcel C: _____, G. Bahamut’s Throne
Parcel D: _____, G. Bahamut’s Throne
Parcel E: _____, G. Bahamut’s Throne
Parcel F: _____, I. Accidental Prisoners
Parcel G: _____, I. Accidental Prisoners
Parcel H: _____, I. Accidental Prisoners
Parcel I: _____, L. A Thousand Teeth
Parcel J: _____, N. Forgeworks
Parcel K: _____, N. Forgeworks
Parcel L: _____, N. Forgeworks
Parcel M: _____, P. Moradin’s Forge
Parcel N: _____, P. Moradin’s Forge
Parcel O: _____, P. Moradin’s Forge
Parcel P: _____, P. Moradin’s Forge
Parcel Q: _____, Q. War for Heaven
Parcel R: _____, Q. War for Heaven
- Parcel 6:** Magic item, level 27
Parcel 7: Magic item, level 26
Parcel 8: ritual scroll of Imprisonment (*Arcane Power*, page 156) and Voice of Fate, 3 *potions of recovery*
Parcel 9: pouch with 70 pp and 20 diamonds (5,000 gp each), ritual scroll containing Ease Spirit (*Divine Power*, page 157) and True Portal, phial containing 50,000 gp of residuum
Parcel 10: 100 platinum ingots (worth 5,000 gp each), gold statue depicting Moradin at the forge (60,000 gp)
Parcel 11: 1,250 pp, 2 *caustic whetstones* (level 30, *Adventurer’s Vault*, page 190)
Parcel 12: 1,750 pp, 50,000 gp of residuum contained in a Celestian steel box (worth 50,000 gp), miscellaneous godforged components (worth 100,000 gp total)
Parcel 13: 300 pp, platinum tiara set with sapphires (50,000 gp), gown woven from inert astral fire and studded with fire rubies (100,000 gp), mithral scepter studded with astral diamonds (100,000 gp), 2 *potions of resistance* (level 24, *Adventurer’s Vault*, page 188)
Parcel 14: 25 ad, 1 *potion of recovery*
Parcel 15: 200 pp, 9 gold dragon statuettes (20,000 gp each)
Parcel 16: 9 ad, 50 pp, a mithral statuette depicting Bahamut (50,000 gp), *augmenting whetstone* (level 26, *Adventurer’s Vault*, page 190)
Parcel 17: 1 *potion of life*
Parcel 18: 6 diamonds (5,000 gp each)
- Based on the guidelines in the *Dungeon Master’s Guide*, the following parcels can go in spaces above. Pick items from your players’ wish list to populate magic items.
- Parcel 1:** Magic item, level 30
Parcel 2: Magic item, level 30
Parcel 3: Magic item, level 29
Parcel 4: Magic item, level 28
Parcel 5: Magic item, level 28

VITAL INFORMATION

This adventure reveals the methods required to restore Bahamut to life. While running the adventure, be sure to keep the following points in mind and make sure the players understand them by the adventure's conclusion.

- ◆ Long ago, Bahamut enshrined his essence in a simple platinum sword and hid the relic in the natural world as insurance against the time when Tiamat would resume their age-old struggle.
- ◆ Not long after Tiamat sparked the war, Bahamut awoke the platinum sword. The weapon assumed the form of a deva who took the name Amyria. To protect Bahamut's essence, the deva knew nothing of who she was or what role she would play in the event of Bahamut's death.
- ◆ Once Bahamut was slain, the essence stirred within the vessel, impelling her to restore the god to his true form. The Platinum Dragon never intended the vessel to acquire a personality, and thus the divine nature, as it fights to become free, is inadvertently killing her.
- ◆ Amyria is nothing more than a means to an end. Her annihilation is regrettable, but there is no other way to restore Bahamut.
- ◆ Amyria is not enough. She must carry a creation spark into the golden radiance at the end of the Bridge of al-Sihal. By entering the light, Amyria can merge with the creation spark and begin her transformation into Bahamut.
- ◆ A powerful angel guards the way into the Bastion of Souls and permits no creature to cross the Bridge without divine decree. The *arrow of fate* is the arrow that slew Bahamut once long ago and remains a mighty weapon. Using it against the archangel will permit Amyria to pass without harm.

STARTING THE ADVENTURE

The amount of time between this adventure and the last is up to you. During the characters' efforts to recover the *arrow of fate*, Amyria was looking into the intense visions troubling her since Bahamut's death. Should the adventurers need time to create or purchase magic items, follow up on other leads, or need an extra encounter or two to bring them to 25th level, stall this adventure's start.

A GRIM REUNION

Amyria finds the adventurers. During her travels, she acquired a *spelljammer* named *Mercy's Blessing* and searched the planes for answers to her visions as well as information on how to use the *arrow of fate*. Amyria is exhausted by her efforts, and the visions have only grown worse. When she rejoins the adventurers, it's clear she's sick. It's clear that if something is not done soon, this unknown plague might kill her.

Amyria changes the subject should the characters ask after her, turning their attention to the item they recovered. When the characters produce the item, it swivels in their hand and points toward the deva. No matter where the character moves, the arrow shifts its position so it maintains its direction. When offered, Amyria takes the *arrow of fate*, and her eyes open wide, her mouth falls open, and she collapses. A moment later she recovers.

Amyria blinks and gasps and shudders. She pulls herself to her feet and looks at you. A moment passes before she says, "The visions are correct. Bahamut lives. Celestia. We . . . must . . . answers there." She collapses once again.

Amyria still lives, but she doesn't respond to efforts to help her. Any character trained in Heal sees she's in a coma and her condition worsens. Characters seeking more concrete answers have a few options.

Characters trained in Arcana or Religion know Celestia is an astral dominion and is home to Kord, Moradin, and Bahamut when he lived. It is a holy place where virtue and courage are celebrated and where great heroes may become exalted and lend their power to the dominion's defense. A DC 26 Religion check recalls Celestia is also home to Empyron, the City of Healing, where ailments have no hold.

Alternatively, the adventurers might use rituals to ferret out the answers to their questions.

Consult Oracle: Characters using this ritual receive one-word answers to their questions. Use Vital Information on this page to guide your answers.

Consult Mystic Sages: Information gained from this ritual also draws from Vital Information presented on this page.

Divine Sight (*Forgotten Realms Player's Guide*): A character benefiting from this ritual recognizes that the *arrow of fate* serves Bahamut and also identifies Bahamut's essence roiling inside Amyria.

History Revealed (*Arcane Power*): Any character who performs this ritual witnesses key scenes from the campaign involving Amyria, but the most important scene is the recovery of the platinum sword in "Rescue at Rivenroar" (*Dungeon* 156).

Loremaster's Bargain: This ritual provides the surest information the adventurers need to gather information described under Vital Information. The entity called forth protects Bahamut's secret, however, and so urges the characters to transport Amyria to Celestia, where she will be at least one step closer to realizing her purpose.

REACHING CELESTIA

Traveling to an astral dominion is simple work for epic level characters, but Amyria's *spelljammer* can bridge the distance provided they have the Plane Shift ritual (*Manual of the Planes*, page 150). Amyria knows the ritual, but she's in no condition to perform it herself. If the characters themselves lack the ritual, they might find a ritual scroll (be sure to deduct 17,000 gp from a monetary treasure parcel) in Amyria's quarters. Alternatively, acquiring the ritual might prove an interesting side-trek if the characters aren't quite to 25th level.

Mercy's Blessing

Gargantuan vehicle
HP 500 **Space** 4 squares by 8 squares
AC 3; **Fortitude** 20, **Reflex** 2
Speed fly 12 (hover), overland flight 15

Pilot

The pilot must sit at the spelljammer helm, at the vessel's rear.

Crew

In addition to the pilot, the vehicle requires a crew of five, all of whom use a standard action each round to help control the vessel. Reduce the vehicle's fly speed by 4 squares for each missing crewmember. At fly speed 0, the vehicle is unable to travel and flies out of control.

Load

Thirty Medium creatures; forty tons of cargo.

Out of Control

When out-of-control, the vehicle moves forward at half speed (not including any modifiers for its sails). Each round, it has a 75% chance of descending. It descends 5 squares for the first 10 rounds it's out of control. After 10 rounds, it descends 10 squares per round. If the vehicle hits the ground while out-of-control after descending more than 20 squares, it is destroyed.

Sails

The vehicle takes a penalty or bonus to its fly speed from -4 to +4 depending on the strength and direction of the wind.

Spelljammer Helm (Navigation Focus)

This vehicle is equipped with a spelljamming helm which is the navigation focus for the Plane Shift ritual.

The trouble with the Plane Shift ritual is that it requires the characters to name a specific location they have visited once before or name a plane. Completing the ritual deposits the characters some distance away from the named destination or at a random location on the plane. Assuming the characters have never visited Empyron before and perform the rituals, the adventurers appear in the air floating above Bahamut's Palace (proceed to Part Three). If the characters have been to Empyron before and get a 30 or higher on their Arcana check, they're close enough to Empyron to close the distance in short order (proceed to Part One). Failing this, the characters wind up at the Palace as above.

On the off chance that no character has the Ritual Caster feat, they will need to find someone to perform the ritual on their behalf. Use any suitable NPC to whom the characters have grown close to do the job, but the characters will still need to supply the residuum.

In the end, allow the characters to reach Celestia with little effort.

CELESTIA

Celestia, the Radiant Throne, is a wholesome and virtuous plane, a realm of seven magnificent mountains whose peaks shine with inner light. This plane is home to Bahamut, Kord, and Moradin, and the three deities combine their power to combat evil. Moradin is the first of equals and both Bahamut and Kord accede to his wishes.

The plane consists of a range of seven peaks, about 120 miles long and wide. Each mount climbs some 10 miles up to blue skies above. The plane exerts normal gravity, and the deities can control their environs.

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: Bahamut's death drew Kord and Moradin from their respective realms to respond to Tiamat's machinations. Both gods left their dominion and council with other gods to determine how they should respond to decide. Kord's halls are beyond this adventure's scope, but Moradin left an aspect to oversee his forge behind Rainfather's Beard.

PART ONE: THE CITY OF HEALING

The gentlest peak of the Seven Mounting Heavens is Jusor. Travelers can ascend to its high vales by way of the wide slopes, whose pitches are intended not to tax the traveler too greatly but rather to invite them onward to Empyron far above. Not long after a traveler makes the ascent, the City of Healing's alabaster towers come into view, graceful spires with fluted columns and wide, arcing bridges spanning the distance between them. The white walls bounding the city bear the merciful visages and snapping gold banners declaring the city's devotion to life and living. Through the open gates one finds broad avenues sheltered by the spreading boughs of massive oaks to dampen the sun's brilliance. From any point in the city, one can just make out the still black waters on whose shores the city stands. No ripple mars its glassy surface and unseen stars reflect their light off its still waters.

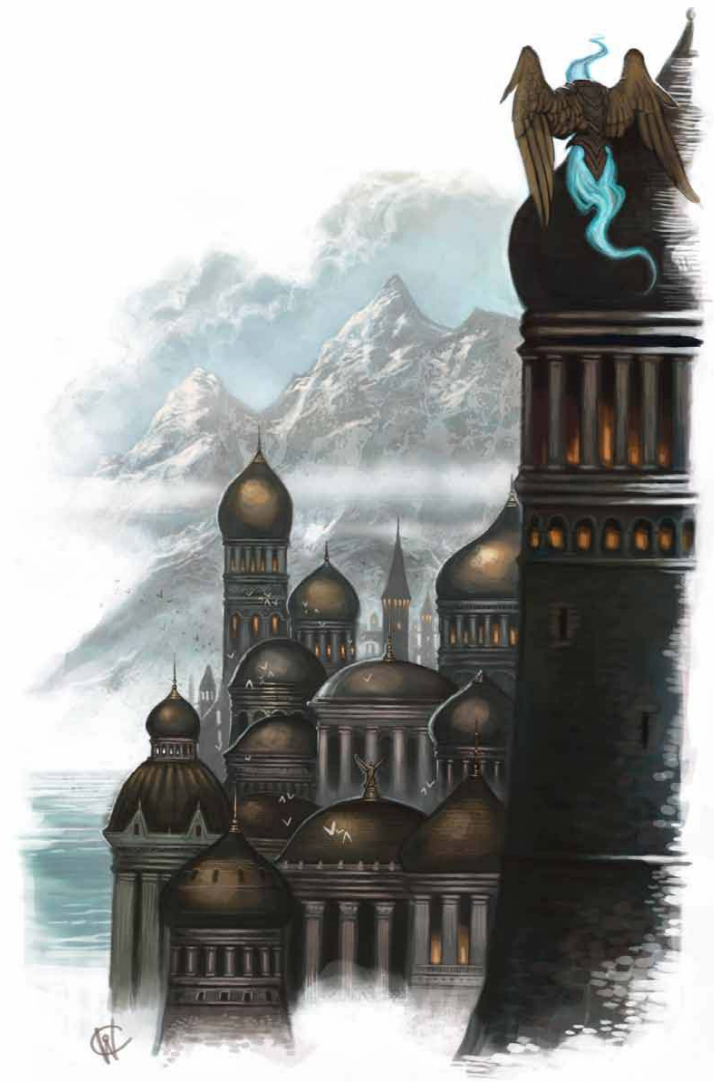
The City of Healing welcomes all, offering succor to those in need. Within its walls, curses melt, injuries heal, and diseases flee. Characters suffering any injuries, curses, diseases, or other persistent ailments find them lifted upon entering the city, yet Amyria does not stir from her sleep.

Whether the characters entered the city on foot or landed the *spelljammer* in a clearing, the city's healers find them:

A nearby tower's massive doors swing on silent hinges to reveal a brightly lit and airy hall. Six attendants emerge, carrying crystalline goblets, cool cloths, and platters bearing succulent fruit. Each attendant wears diaphanous

white robes and a silver mask, concealing gender and features. As one, they turn to the deva and converge to attend to her hurts.

The attendants are exalted, chosen by the gods to give comfort to the suffering. Their sole purpose is to heal the sick and, despite their strange, silent behavior, they mean Amyria no harm. They try to take Amyria and bring her inside the tower, where they can assess whatever assails her. If any character moves against the attendants or stops them from taking Amyria, they as one retreat to the doors, cocking their heads in confusion, watching and waiting to see what the characters do next. A character who attacks an attendant causes all six to disappear and shutters to them every door and every window in Empyron, barring all access to any chambers, thus denying their aid for as long as you deem sufficient.



AN OLD FRIEND

Whether or not the characters allow the attendants to spirit Amyria away, a short, stocky attendant joins the rest. Like the others, he wears white robes, but he lacks a mask. Characters who knew Kalad in life recognize him immediately.

When Kalad perished in “Throne of the Stone-Skinned King” (*Dungeon* 166), Moradin took pity on this dedicated servant and called his spirit from the Shadowfell to serve in the afterlife as he did in life. Kalad lends his aid to Empyron, learning the ancient healing arts passed down for millennia. He remembers little from his life, but he recalls familiar faces. His face splits into a grin as he welcomes the heroes to the City of Healing.

After a few friendly exchanges, the characters can question the dwarf as they like. Typical answers follow typical questions below.

What are you doing here? I thought you were dead! Indeed I was, friend, but Moradin still had need for this old dwarf. I’ve come to learn the healing arts and lend my aid in what feeble ways I can.

Who are these others in the city? Ah. They are exalted like myself. They intend no harm; their purpose is to help and nothing more.

Can we trust them with Amyria? Of course, you came here didn’t you? All are safe in the City of Healing.

Have you heard about Bahamut’s death? Who hasn’t? Things have been difficult since he died. Celestia readies for war.

What do you mean, difficult? Bahamut’s passing is grievous to be sure, but not all share this sentiment. Vultures have emerged to claim his mantle.

But Bahamut still lives! Does he now? That’s interesting . . . Where is he? Is this some sort of plot against Tiamat?

Couldn’t some essence of Bahamut have survived?

Hmm. If Bahamut’s essence lingers still, he is in grave danger, for Dakranad will not permit his return.

Who is Dakranad? Bahamut’s heir-apparent, an arrogant mithral dragon who claims to have visions or some such nonsense. He’s the one causing all the trouble.

What sort of trouble? There has been trouble at Bahamut’s palace. It seems the dragon has made foul alliances and driven out the proper custodians. Devils in Bahamut’s hall, can you imagine?

If we can restore Bahamut, he’ll certainly toss him out, won’t he? Most likely, but only if you succeed. Have you located his essence? (If yes) Amyria? Never guessed that one, though she was always a bit funny, I suppose. Well, it’s just a matter of extracting the essence then. This isn’t something healers can do here. You’d do best to sort this out with Moradin himself. If anyone would know how to put a god back together again, it’d be him. (If no) Well, once we see what’s wrong with Amyria, we can patch her up and maybe she’ll have answers for us.

Where would we find Moradin? That’s a question for sure. From what I hear, he’s already left Celestia with Kord to convene with the other gods about fighting Tiamat. Moradin would never leave his forge unguarded. I imagine he left behind his aspect to continue his work. I would check at Torzak-Belgirn to find him.

EVENT 1: SANCTITY VIOLATED

If the attendants carried Amyria into the great hall and the characters followed them inside, they find comfortable beds lining both sides for as far as they can see, suggesting the place is far larger inside than out. Whitewood arched doors lead off on all sides while glowing motes fill the room with cheery light. There are no other patients here. If they ask Kalad about this, the dwarf explains that there are others, but they are elsewhere in the city. The gods built the City of Healing during the Dawn War to attend to their soldiers. Such was the war’s scope that at one time, no bed lacked an injured hero and no hall stood empty.

While the attendants inspect Amyria, Dakranad’s servants strike the city.

Tactical Encounter: A. Dragon Strike (see page 45).

EVENT 2: KIDNAPPING

While the dragons and angels strike from overhead, Dispat’s servants enter the hall from one of the side passages and abduct Amyria. Run this encounter only if one or more characters refuse to leave the deva’s side while the battle rages.

Tactical Encounter: B. Fiery Abduction (see page 48).

Adapting the Encounter: It’s likely the player characters will be busy fighting the silver dragons and thus unable to stop or confront the devils in this encounter. You can repurpose this encounter at any point later in the adventure. The devils might cause trouble for the characters in the Halls of Reflection or the characters might face them while snooping around at Torzak-Belgirn.

WHERE IS THE MITHRAL DRAGON?

The mithral dragon's prescience allows it to stay ahead of the characters until the end. If the devils kidnap Amyria, they deliver her to the dragon at the palace. Dakranad then moves to Torzak-Belgirn where he deceives the aspect of Moradin and convinces him that he plans to restore Bahamut and that the characters aim to stop him and save Amyria's life.

Characters going first to Bahamut's Palace just miss the dragon as he teleports to Moradin's Forge. Should the characters explore the Forge first, assume that Dakranad has already turned the aspect and gained the creation spark but lingers at the Palace to argue with Dispater for a bit before pushing on to the Bridge.

EVENT 3: HOT ON THE HEELS

This event occurs only if the characters give chase to the kidnapers or head into the Healing Hall to see where the would-be abductors came from. Deep within the Healing Hall are more fiends waiting to cover their allies' retreat.

Skill Challenge: C. Tracking the Devils (see page 49).

EVENT 4: DEVIL IN THE DETAILS

The kidnapers left a surprise for the adventurers. A pit fiend and a small force await the characters when they track the fleeing devils to the portal.

Tactical Encounter: D. Covered Retreat (see page 51).

EVENT 5: DIAGNOSIS AND REVELATIONS

Empyron attendants learned key information about Amyria, but the characters can learn this only if at least one attendant survived tactical encounter B or if the characters thwarted the kidnapping attempt and have other attendants inspect her. The characters can learn the following information from the attendants.

- ◆ Amyria does not have long to live.
- ◆ A powerful presence is using Amyria's body as fuel to sustain itself. If left alone, the spark will destroy itself and Amyria.
- ◆ The healers could extract the essence, but doing so would destroy it. If the essence is Bahamut, then doing so would prevent the god's return.
- ◆ If the characters piece this information together with the information gained from Kalad and suggest to the healers that the essence is in fact Bahamut, the healers declare that they cannot trigger the transformation. Only Moradin possesses the knowledge and means to reconstitute a dead god and he has withdrawn to Torzak-Belgirn, the forge city, where he musters his armies for war against Tiamat.

WHAT NEXT?

With the information learned from the healers, the characters have a few options. They might press ahead to Moradin's Forge (see Part Three) and seek an audience with the god, or they might head for Bahamut's Palace to rescue Amyria, figure out how the devils are involved, and perhaps defeat the mithral dragon (see Part Two). The characters have time to take an extended rest before heading off in either direction.

PART TWO: THE PLATINUM DRAGON'S FASTNESS

The characters have several reasons to explore Bahamut's Palace. The characters may venture here to rescue Amyria, they might come to the palace to learn more about Bahamut's plans, or they might visit the stronghold to defeat the mithral dragon and its allies. The characters can explore this location at any point during the adventure, but it should be before chasing down the dragon as described in Part Four.

Characters can reach the site easily. The portal in Part One takes the characters to area 1 at the palace. Otherwise, the characters can learn the castle's location from anyone at Empyron. It stands on a high spur on the mountain called Mertion. The characters can then use Amyria's *spelljammer* to reach the castle, a ritual (assume someone in Empyron has the sigil address for the castle's teleportation circle), or make an overland journey (the slowest and least likely, given the characters' levels). Characters walking and climbing to the stronghold must devote at least a week for travel and likely face additional encounters, at your discretion.

Aside from confronting the corrupted mithral dragon, the Halls of Reflection above the castle hold the secret to Bahamut's reconstitution and also the revelation that this struggle has happened before.

Regardless of when the characters tackle the site, neither the mithral dragon nor the council of seven gold dragons who once advised Bahamut are here. Instead, the characters find devils aplenty waiting for them. The mithral dragon made a bargain with a devil to gain support to claim Bahamut's place.

THE HALLS OF REFLECTION

The Platinum Dragon's palace stands on a spur not far below Mertion's peak. The stronghold is far larger than the area the characters will explore. The section concerning the adventurers is Bahamut's Halls of Reflection where, in life, the Platinum Dragon could meditate, monitor his mortal servants, and plan ways to counter Tiamat's plotting. Bahamut stored his most precious treasures in a vault hidden deep within the complex.

If the characters approach Bahamut's Palace by any means other than the portal, read:

A mighty fortress rises from an outcropping jutting out from the snowy mountain. Its gleaming walls catch and reflect the sun's brilliance. Wide towers thrust up, competing with the mountain itself for height, while dizzying ramparts festooned with draconic imagery promise no easy entry to would-be assailants. Your eye is drawn to a shimmering red light glowing from a small cluster of buildings above the fortress proper. The light seems out of place or wrong somehow.

The light the characters spot is the open portal to the Healing Hall of Part One. Characters are free to explore the rest of the palace as they like, and they find courtyards and halls, cavernous passages, and endless rooms, all scaled for gargantuan dragons. No one stirs in the castle proper and nothing has disturbed the furnishings or doors. The only exception is the Chamber of the Seven Dragons, a massive auditorium where seven gold dragons convened to advise Bahamut. In this sumptuous and wondrous room, the adventurers find seven dragon carcasses, butchered by devils.

FEATURES OF THE HALLS

Dispater's devils and a few angels loyal to the mithral dragon guard the Halls. Their master plumbs Bahamut's most private chambers in search of treasure. Most areas share common features.

Illumination: Bright light. Angelic radiance fills each chamber with soft white light.

Doors: Unless otherwise mentioned, doors are unlocked.

Outcropping: The Halls spread across several stone plinths above the castle itself. A fall from this area deposits a character in a courtyard 110 feet below and deals 11d10 damage.

Stairs: Squares containing stairs are difficult terrain.

Walls: Most walls are made from smooth alabaster, but beneath the glossy veneer, one can see draconic forms captured in the stone. Climbing the walls requires a DC 31 Athletics check.

KEYED LOCATIONS

The following locations correspond with those on the Halls of Reflection map.

1. PORTAL LANDING

Adventurers traveling by portal emerge here. Parties arriving by other means automatically see the portal's light. This area grants a breathtaking view of the mountains to all sides, but its openness leaves arrivals exposed.

Tactical Encounter: E. Hell's Fury (see page 54).

2. AIR BRIDGE

A wide bridge formed from force leads from the portal landing to the Hall of Reflection. The bridge is transparent, allowing those crossing it to see the courtyard over one hundred below their feet.

Tactical Encounter: E. Hell's Fury (see page 54).

3. CANARY COURTYARD

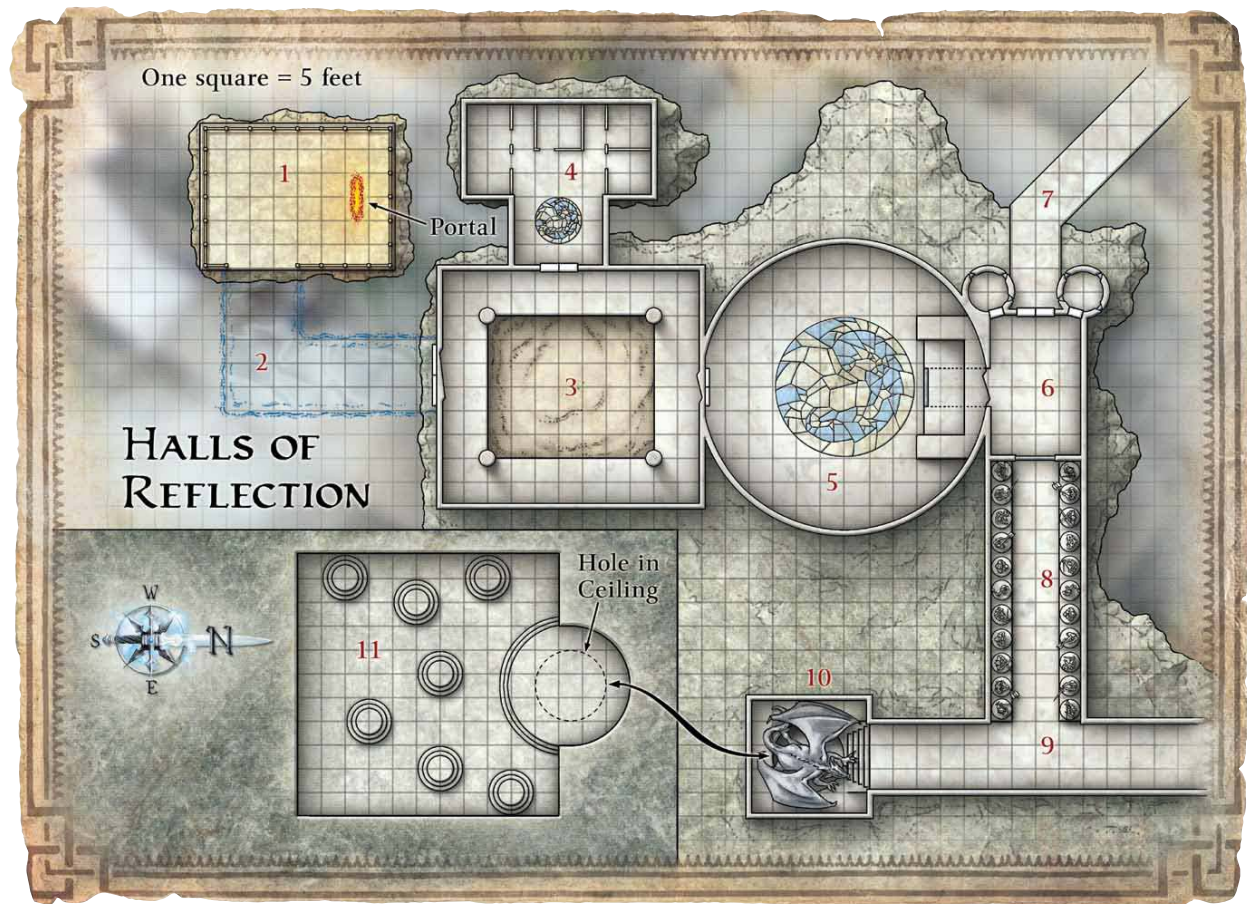
Bahamut and his attendants welcomed visitors through the doors or from overtop to this modest open-aired courtyard. A balcony rings the area and the upper doors lead to the Aerie, where Bahamut's guards await their master's next command.

Tactical Encounter: F. Devoted Guardians (see page 65).

4. ANGELIC AERIE

Angels need never sleep, but they do spend time in meditation to clear their minds of personality and individual will. Bahamut's angels use the privacy afforded by this chamber for just this purpose.

Tactical Encounter: F. Devoted Guardians (see page 65).



5. AUDIENCE CHAMBER

When Bahamut spent time in the Halls of Reflection, he would meet petitioners in this massive domed chamber.

Tactical Encounter: G. Bahamut's Throne (see page 57).

6. REAR GATE

Double doors behind the domed tower allow access to the interior and bypass the Canary Courtyard. The

doors open onto an empty hall with two more doors to either side. These doors allow passage into empty turrets.

Platinum seals block further passage into the complex unless the characters already defeated the godforged colossus in tactical encounter G, in which case the seals are open. If the characters have not yet defeated the colossus, the seal attacks as described on page 57.

7. SKY WALK

A wide bridge connects the Halls of Reflection to the mountain on which it stands. The bridge is 70 feet long and ends at a dark cavern, where a spiral staircase leads down to the fortress below. Characters needing to take an extended rest may do so here.

8. HALL OF CHAMPIONS

To reach his vault, Bahamut moved through this hall as a reminder of all the greatest mortal champions to sacrifice their lives in his name. The statues depict humans, dragonborn, elves, and other races. The statues change form, cycling through countless mortals who died in Bahamut's service. Anyone who spends time examining the statues can witness their transformation.

If any player characters were lost during the Scales of War campaign, consider adding their likenesses to the statues here.

9. SIGHING PASSAGE

Upon entering this hallway, the characters hear moaning and sighing echoing throughout the hall. Following the noise to their origin reveals different sized holes drilled into the far wall.

Tactical Encounter: H. No Sanctuary (see page 59).

10. CHAMBER OF THE SEAL

A deadly trap guards Bahamut's Retreat. Should any intruder draw too close, the trap unleashes destruction.

Tactical Encounter: H. No Sanctuary (see page 59).

11. BAHAMUT'S VAULT

Bahamut stored many treasures here, including magic items, relics, and other miscellaneous items of value only to the deity. Dakranad plundered much of the vault, but he left a few things here, including items that lured Dispater into his present predicament.

Tactical Encounter: I. Accidental Prisoners (see page 60).

WHAT NEXT?

If the characters explored the Halls of Reflection first, it should be clear the dragon is headed for Moradin's Forge to acquire the creation spark, so a trip to Torzak-Belgirn is likely their next stop (see Part Three). If the characters have already acquired the creation spark, then they should learn from Dispater that the dragon flies to the Bridge of al-Sihal to complete his own apotheosis (see Part Four).

PART THREE: RAINFATHER

Solania may not be the tallest mountain in Celestia, but it is a forbidding peak all the same. The mountain reveals its severe character where the rocky slopes break from the evergreen forest blanketing its lower slopes. Sheer cliffs, jagged spurs, and treacherous ravines promise a difficult time to climbers, and the ascent is made worse by the unexpected plumes venting from the mountain's interior. Steam clouds lift to join the ever-present mists concealing the mountain's zenith, yet no matter how dense, light flashes through the murky haze, hinting at the wonders created at Moradin's forge.

Solania, called Rainfather for the storms the dense clouds produce as well as the waterfalls spilling into rich mountain vales from the mountain's dizzying heights, houses the god Moradin and his servants. Corridors and chambers riddle the mountain's interior, some little more than crude caverns and others sumptuous halls built in the dwarven fashion. One could spend ten lifetimes exploring these chambers and never see them all, but what astonishing discoveries one might find in these endless passages pale compared to the innovation displayed in Torzak-Belgirn.

Torzak-Belgirn is a city built near Rainfather's peak. Spread across metal platforms by the score, the greatest artisans the planes have ever seen labor over hot forges to produce fine arms and armor, wondrous machines, innovative vehicles, and constructs from tiny insects to giant-sized centurions. The work performed here is not required and its workers are not slaves. Those who toil here do so for the love of their labor and also to honor the god who gave to them the intellect and desire to create.

The city atop the mountain is interesting enough to lure adventurers just to see its creations, but the player characters likely have other reasons to search out Rainfather. Based on information acquired thus far, the characters likely come to the mountain to seek out the creation spark to serve as a catalyst for Amyria's transformation.

TORZAK-BELGIRN

The characters should have no trouble finding Rainfather or the metallic city at its peak. Amyria's *spelljammer* can descend from Mertion, where they found Emyron, or Solania, where they braved Bahamut's Halls of Reflection, and reach the lower mountain in short order. Characters traveling without the vessel should still have means to reach the city, but have Kalad or Emyron attendants supply stumped characters with the sigil address for a teleportation circle in the city if needed.

The characters aren't in Torzak-Belgirn long enough to make an extensive exploration of the city, but they can purchase supplies of their character level or less, rest if they haven't done so already, and determine how they might get an audience with Moradin or his representative. Such information is not easily acquired, and thus the characters must engage in a skill challenge if they would find Moradin's proxy.

Skill Challenge: J. Finding the Soulforge (see page 62).

RAINFATHER'S BEARD

A mighty waterfall named Rainfather's Beard conceals the entrance to the Soulforge. The rushing water, however, is not the only guardian. During the Dawn War, Moradin defeated but spared a mighty storm titan. In exchange for its life, it agreed to serve

the god for ten thousand years. The storm titan dwells in the pool and emerges to deny access to the Soulforge to anyone it deems unworthy.

Tactical Encounter: K. The Rainfather's Thrall (see page 65).

THE SOULFORGE

The Soulforge is one of several sites in Celestia that connect to the Crucible of Light, an ancient fount from which all things are possible. Here Moradin fashions new creations, drawing energy from the roiling fires at his forge and imbuing them into the constructs he and his devoted servants create. The aspect of Moradin continues the god's work.

1. ENTRANCE

The Rainfather's Beard conceals the entrance to the Soulforge.

When the characters move through the waterfall, read:

A wide cavern extends into the mountain, then curves slightly to open into a much larger chamber. The fiery glow from red veins worming through the stone offers faint light.

Perception Check

DC 29: *An enormous shadow moves across the wall.*

2. DANK CAVERNS

These caverns house Morgol the Undying, a vicious hydra raised by Moradin to dissuade accidental guests from disturbing his work.

Tactical Encounter: L. A Thousand Teeth (see page 67).

3. HALL OF GRUDGES

This chamber recalls every creature and every power to have ever wronged Moradin.

When the characters enter this chamber, read:

Four grim statues carved to resemble dwarven warriors rest stony hands on axe handles, their weapons head down in front of their feet. Helmets cover their faces and long beards cover their chests. The walls between them move and writhe as faces and images swim up from swirling mists to stare with menace only to fade once more. Beatific faces compete

with monstrous visages, dragons and giants, demons and devils. It is a strange image parade with no apparent end.

Should the party need to take an extended rest, they can do so here.

4. HALL OF THE GODFORGED

Three sets of steel double doors block access to this chamber. It is here where Moradin keeps his prized creations.

Tactical Encounter: M. Godsworn Warriors (see page 68).

5. FORGEWORKS

Moradin's servants use this chamber to melt down damaged components. Although not intended as a weapon, the forgeworks can prove a dangerous obstacle.

Tactical Encounter: N. Forgeworks (see page 70).

6. PIT OF FORGOTTEN CREATIONS

Moradin discards those components he cannot use into this deep pit. A bridge spans the gap, connecting to the forge beyond. Angels sworn to the god have gathered to protect the aspect from the player characters.

Tactical Encounter: O. Angelic Defenders (see page 71).

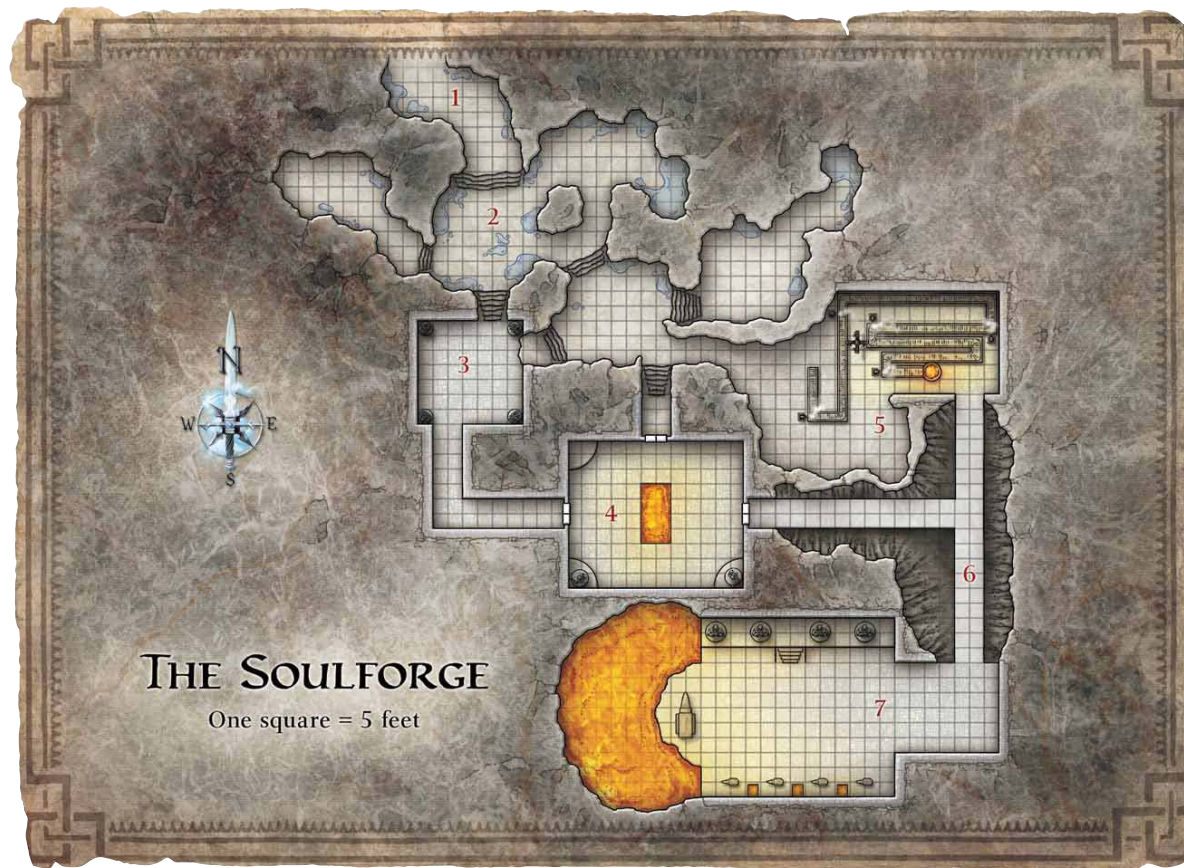
7. MORADIN'S FORGE

Moradin uses this chamber as a forge and entrusts the room to his aspect to protect. Under normal circumstances, the aspect of Moradin might be amenable to conversation, but the mithral dragon poisoned him against the characters so that he now believes that the adventures intend to stop Bahamut's rebirth.

Tactical Encounter: P. Moradin's Forge (see page 72).

WHAT NEXT?

If the characters came to Moradin's Forge first, clues should point them to the Halls of Reflection above Bahamut's Palace (see Part Two), where they might catch the mithral dragon before he moves on to the Bridge of al-Sihal. If the characters have already dealt with Dispater at the Halls of Reflection, the characters know that the mithral dragon is making for the Bridge and their only hope of stopping him is to catch him before he can cross it.



PART FOUR: THE BRIDGE OF AL-SIHAL

By now, the adventurers know who's behind the plot, what they must do to restore Bahamut, and where the final showdown will take place. The Bridge can be reached only by following the blinding path starting at the mithral gate in Asiryet, the Heavenly City, situated atop Chronias, the highest and mightiest mountain in the dominion. Dispaten or the aspect of Moradin points the way for the characters, depending on the order in which the characters tackled the adventure sites.

Assuming the characters still have the *spelljammer*, they can make the final journey without trouble. Otherwise, the characters must use rituals or physically climb the mountains. Whatever means the characters use, let them reach the shining city before it's too late.

When the characters reach Asiryet, read:

A simple path winds around the magnificent mountain, climbing ever higher to the shining city surrounding its summit. A golden halo wreathes the city, underscoring its purity and holiness. A shining ornate gate forged from mithral grants access to a white stone bridge that extends from the mountain's peak into a shimmering curtain of golden light.

What happens next depends on the adventurers' circumstances.

AMYRIA IS PRESENT

Amyria awakens from her coma when the characters draw near the bridge. After a few moments, she says, "You have shouldered my burden for so long, but I must ask you to bear it further still." She points to the bridge. "There is my destiny. Do you have it?" She's talking about the creation spark. Assuming the characters do, she asks for it now, but this time in a deep, sonorous voice, the voice of Bahamut. "You have done very well. Help me to the bridge. There I believe this vessel will carry me across."

If the characters don't have the spark, Bahamut says, "There can be no return without Moradin's aid. Seek the creation spark from his forge behind Rainfather's Beard." With that, Amyria lapses back into unconsciousness once more.

Tactical Encounter: Q. War for Heaven (see page 76).

THE DRAGON HAS AMYRIA

Just as the characters close on the bridge, they see Dakranad making his way across, racing for the golden curtain at the far side.

Tactical Encounter: Q. War for Heaven (see page 76).



CONCLUDING THE ADVENTURE

The adventure ends with Dakranad's defeat and Amyria's passage through the golden curtain. How this comes about depends on the final encounter's outcome.

DAKRANAD WINS

If the mithral dragon carries Amyria and the creation spark through the golden curtain, he inadvertently achieves what the characters have been after all along: Bahamut's rebirth. Bahamut's essence uses Dakranad's body for fuel and does not need to destroy Amyria in the process. Moments after Dakranad disappears into the curtain, Amyria returns to the bridge, but she has little recollection of who she is or what she is doing there. It is as if she were reincarnated. Amyria doesn't figure into future adventures in the Scales of War campaign, but you can incorporate her if you wish or simply let her go her own way.

AMYRIA STEPS THROUGH ALONE

The deva struggles to her feet, groaning in pain, her body twisting and popping as Bahamut's essence struggles to break free. She takes the creation spark from the characters and turns toward the golden curtain. She pauses for a moment, looking back to the characters, tears spilling from her eyes. "My friends, there is nothing I can say or do to thank you for what you have done for Him. This is not the end. I shall return as I have many times before. Farewell for now and thank you." With that Amyria steps through the golden curtain.

AMYRIA DIES

If Amyria dies during the fight on the bridge, Bahamut's essence escapes her body and hovers in the air for a few minutes before dispersing. If the characters would see Bahamut restored, someone must shepherd the essence through the golden curtain with the creation spark. A character can do so by moving into the essence's space and breathing in the vapors. The character then feels compelled to enter the light. Stepping through destroys the valiant hero. Such a sacrifice is worthy of epics, and you should reward such a selfless act by granting the player's next character an extra 30th level magic item or a boon from Bahamut (see *Dungeon Master's Guide 2* for ideas).

BAHAMUT'S RETURN?

Regardless of who steps through, provided the conditions are met, Bahamut will return as described in the next installment of the Scales of War adventure path.

A. DRAGON STRIKE

Encounter Level 27 (55,000 XP)

SETUP

- 2 silver dragon scourgers (S)
- 4 angels of radiance (A)
- 6 Empyron attendants (T)
- Kalad (K)

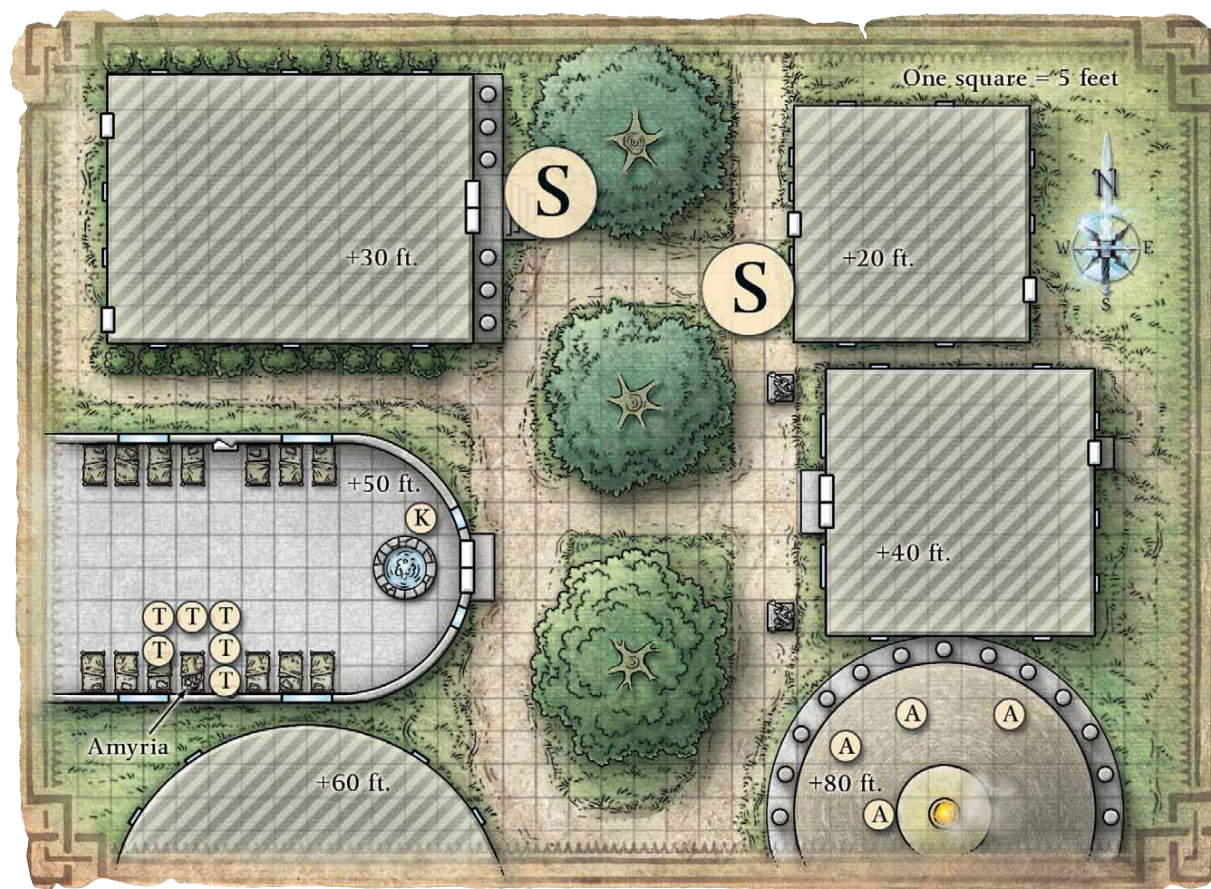
Dakranad dispatched two loyal silver dragons and four angels sworn to him in his capacity as Bahamut's steward to strike what he declared were imposters and threats to Celestia. The dragons roar and screech, hoping to lure the adventurers outside.

When the characters look outside, read:

Two mighty dragons descend from the blue skies, their silver scales glittering in the brilliant sun. They roar with rage as their long, sinuous tails sweep the air behind them.

Perception Check

DC 30: Perched atop a domed roof across the tree-lined road are four wispy warriors, each wielding a mighty greatsword. Featureless faces pick you out and the angelic warriors spring into the air.



TACTICS

The dragons work together and time their attacks for greatest effect. One dragon leads with *frightful presence* and the second hits the stunned targets with its *breath weapon*. On the following round, one uses *smashing tail* while the other strikes with *scourger's fury*.

Hiding in the building isn't much help. A dragon hunts fleeing adventurers, flying up to the roofs and smashing through them by triggering the *collapsing*

roof terrain power. Triggering the power lets the dragon look inside the building and blast the characters with its breath weapon or descend to maul them with its melee attacks.

The angels are more reluctant to enter combat, but if the characters emerge from Amyria's building, they engage the closest character.

FEATURES OF THE AREA

Illumination: Bright light.

Massive Trees: The trees grant cover to any creature standing in spaces adjacent to their trunks. Creatures standing under their canopies gain concealment from attacks originating overhead.

Other Buildings: The other buildings are empty, with no beds or patients inside. Doors to these buildings are unlocked unless the characters offended the attendants (see page 35), in which case they are sealed and require a DC 31 Strength check to open. See the tactical map for building heights.

Amyria's Building: This building looks like a tower, but the interior extends for many hundreds of feet. Beds line both walls and squares containing beds count as difficult terrain. If the characters hide inside this building, the dragons rip chunks out of the roof, triggering the *collapsing roof* terrain power.

Collapsing Roof

Single Use Terrain

Damage to the roof causes stones and timbers to fall inside and smash the interior where they land.

Single Use ♦ **Zone**

Standard Action Area burst 3

Check: Athletics check, DC 31

Effect: A burst 3 section of the ceiling falls and lands on the floor below the triggering creature.

Target: Each creature in the burst

Attack: +30 vs. Reflex

Hit: 2d10 + 9 damage, the target is knocked prone, and immobilized and can't stand (save ends). Creatures immobilized by this attack gain superior cover until they save.

Miss: Half damage, and slide the target to the closest square outside the burst's edge.

Effect: The burst creates a zone of difficult terrain that lasts until cleared.

Statues and Pillars: Squares containing statues or pillars count as difficult terrain but grant cover to any creature in their spaces.

Amyria: The deva is unconscious where indicated on the map.

Temple Attendants: Six attendants other than Kalad position themselves around Amyria to protect her from harm. The attendants do not make attacks, but they give their lives to protect the deva.

2 Silver Dragon Scourgers (S) Level 27 Elite Brute

Huge natural magical beast (dragon) XP 22,000 each

Initiative +20 **Senses** Perception +20; darkvision

HP 612; **Bloodied** 306; see also *bloodied breath*

AC 39; **Fortitude** 41, **Reflex** 38, **Will** 37

Resist 30 cold

Saving Throws +2

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

Action Points 1

⊕ **Bite** (standard; at-will)

Reach 2; +30 vs. AC; 4d8 + 9 damage.

⊕ **Claw** (standard; at-will)

Reach 2; +30 vs. AC; 2d8 + 9 damage.

↖ **Smashing Tail** (standard; at-will)

Close blast 3; one, two, or three enemies in blast; +28 vs. AC; 4d10 + 5 damage, and the target is dazed (save ends).

⊕ **Scourger's Fury** (standard; at-will)

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

↖ **Breath Weapon** (standard; recharge Ⓜ Ⓜ Ⓜ) ♦ **Cold**

Close blast 5; +26 vs. Reflex; 4d10 + 9 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 scourger uses it.

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

Close burst 10; targets enemies; +26 vs. Will; the target is stunned until the end of the silver dragon scourger's next turn. Aftereffect: The target takes a Ⓜ2 penalty to attack rolls (save ends).

Unstoppable

A silver dragon scourger 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 +28, Insight +20

Str 31 (+23) **Dex** 25 (+20) **Wis** 14 (+15)

Con 26 (+21) **Int** 14 (+15) **Cha** 23 (+19)

4 Angels of Radiance (A) Level 27 Minion Skirmisher

Medium immortal humanoid (angel) XP 2,750 each

Initiative +22 **Senses Perception** +23**HP** 1; a missed attack never damages a minion; see also *radiant martyr***AC** 41; **Fortitude** 39, **Reflex** 39, **Will** 39**Immune** fear; **Resist** 20 radiant**Speed** 8, fly 12 (hover)⊕ **Greatsword** (standard; at-will) ♦ **Weapon**

+32 vs. AC; 14 damage.

↩ **Radiant Martyr** (when the angel of radiance drops to 0 hit points) ♦ **Radiant**The angel of radiance explodes in a burst of brilliant light; close burst 10; targets enemies; +28 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** 20 (+18) **Dex** 25 (+20) **Wis** 30 (+23)**Con** 25 (+20) **Int** 15 (+15) **Cha** 25 (+20)**Equipment** plate armor, greatsword**6 Empyron Attendants Level 27 Minion (Leader)**

Medium immortal humanoid XP 2,750 each

Initiative +21 **Senses Perception** +21**Healing Presence (Healing)** aura 1; allies in the aura regain 9 extra hit points whenever they regain hit points.**HP** 1; a missed attack never damages a minion.**AC** 41; **Fortitude** 39, **Reflex** 39, **Will** 39**Immune** radiant**Speed** 6↩ **Martyr's Shield** (when reduced to 0 hit points)

Close burst 3; allies in the burst gain a +2 bonus to all defenses until the end of their next turns.

Alignment Lawful good **Languages** Supernal**Skills** Heal +26**Str** 11 (+13) **Dex** 26 (+21) **Wis** 27 (+21)**Con** 26 (+21) **Int** 10 (+13) **Cha** 11 (+13)**Equipment** robes, mask

Kalad: Kalad joins the adventurers in fighting the dragons.

Kalad Level 24 Soldier

Medium natural humanoid, dwarf XP –

Initiative +13 **Senses Perception** +14; low-light vision**HP** 168; **Bloodied** 84; **Healing Surges** 11**AC** 41; **Fortitude** 39, **Reflex** 35, **Will** 37**Immune** fear**Saving Throws** +5 against poison**Speed** 5⊕ **Warhammer** (standard; at-will) ♦ **Weapon**

+30 vs. AC; 2d10 + 10 damage, and the target is marked until the end of Kalad's next turn.

↓ **Valiant Strike** (standard; at-will) ♦ **Divine, Weapon**

+30 vs. AC, +1 per enemy adjacent to Kalad; 2d10 + 10 damage.

↓ **Martyr's Smite** (standard; encounter) ♦ **Divine, Weapon**

+30 vs. AC; 4d10 + 15 damage. Until the end of Kalad's next turn, any time the target deals damage, Kalad can choose to take that damage. The target's intended victim takes no damage but is subject to any effects of the attack.

✈ **Angelic Rescue** (standard; daily) ♦ **Divine, Teleportation**

Ranged 20; targets one willing ally; the target teleports from any square Kalad can see to a square within 5 squares of Kalad that is nearer to Kalad than the target's original square.

Stand Your Ground

When an effect forces Kalad to move—through a pull, a push, or a slide—Kalad moves 1 square less than the effect specifies. When an attack would knock Kalad prone, he can roll a saving throw to avoid falling prone.

Alignment Lawful good **Languages** Common, Dwarven, Supernal**Skills** Athletics +20, Dungeoneering +16, Endurance +16, Religion +17**Str** 16 (+15) **Dex** 13 (+13) **Wis** 14 (+14)**Con** 15 (+14) **Int** 10 (+12) **Cha** 13 (+13)**Equipment** robes, warhammer

B. FIERY ABDUCTION

Encounter Level 28 (66,000 XP)

SETUP

- 2 assassin devil abductors
- 4 brazen devil guards

Dispater's servants come to steal Amyria away starting on round 4 of tactical encounter A.

If any characters have line of sight to Amyria when the devils appear, read:

The lights gutter out inside the healing hall and sounds of splintering wood and cracking stone echo from the darkness within.

TACTICS

The brazen devils attack the temple attendants and any characters who remain inside, while the assassin devils uses *shadow net* to ensnare and snatch Amyria. The assassin devils flee with Amyria while the brazen devils guard their retreat.

FEATURES OF THE AREA

Illumination: The hall's interior is now dark. If the dragons damaged the roof, bright light shines through any holes.

Ceiling: The ceiling rises 50 feet above the floor.

Beds: Squares with beds count as difficult terrain.

Fountain: Characters in squares adjacent to the fountain gain resist 3 to all damage. Any character drinking from the fountain regains the use of second wind. A character can benefit from the fountain in this way just once per day.

CONCLUSION

If the devils capture Amyria, they flee down the passage through which they entered to reach the open portal, which takes them to Bahamut's Palace (see Part Two). The devils automatically escape if the characters take a short rest after tactical encounter A or B.

2 Assassin Devil Abductors	Level 27 Lurker
Medium immortal humanoid (devil)	XP 11,000 each
Initiative +27	Senses Perception +26; darkvision
HP 186; Bloodied 93	
AC 41; Fortitude 37, Reflex 41, Will 39	
Resist 25 fire	
Speed 12	
⊕ Shadow Sword (standard; at-will) ♦ Necrotic, Weapon	
+30 vs. Fortitude; 2d8 + 6 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; +29 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.	
✧ Spirit Away (standard; encounter) ♦ Teleportation	
Ranged 10; one target restrained by shadow cloak; +29 vs. Will; the target teleports 10 squares.	
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 <i>shadow net</i>) ♦ Illusion	
The assassin devil abductor is invisible until it hits or misses with an attack.	
Alignment Evil	Languages Common, Supernal
Skills Stealth +28	
Str 22 (+19)	Dex 30 (+23)
Con 18 (+17)	Int 18 (+17)
	Wis 27 (+21)
	Cha 14 (+15)
Equipment leather armor, longsword	

4 Brazen Devil Guards	Level 27 Soldier
Large immortal humanoid (devil)	XP 11,000 each
Initiative +19	Senses Perception +25; darkvision
Cloying Hellfire (Fire) aura 2; a creature that starts its turn in the aura takes 10 fire damage. A creature without the devil keyword cannot use powers with the teleportation keyword while in the aura.	
HP 249; Bloodied 124	
AC 43; Fortitude 40, Reflex 37, Will 38	
Resist 30 fire	
Speed 7, fly 7 (clumsy)	
⊕ Trident (standard; at-will) ♦ Weapon	
Reach 2; +34 vs. AC; 2d12 + 8 damage, and the target slides 1 square.	
⬅ Disgorge Hellfire (standard; recharges when first bloodied) ♦ Fire	
Close blast 5; +32 vs. Reflex; 2d10 + 10 fire damage, and the target loses all resistances until the end of the brazen guard's next turn.	
⊕ Fiendish Assault (standard; encounter) ♦ Teleportation, Weapon	
Reach 2; +32 vs. Fortitude; 2d12 + 8 damage, the target is pushed 3 squares, and the brazen devil guard teleports to a space adjacent to the target at the end of the push.	
⊕ Fiendish Opportunist (immediate reaction, when an enemy is pushed, pulled, or slid into a square adjacent to the brazen devil; at-will) ♦ Weapon	
+32 vs. Fortitude; 2d12 + 5 damage, and the target is knocked prone.	
Infernal Assault (move; encounter) ♦ Teleportation	
The brazen devil guard teleports 20 squares and gains a +2 bonus to attack rolls until the start of its next turn. The brazen devil guard can teleport into occupied squares, sliding any creatures occupying those squares into the nearest unoccupied squares.	
Alignment Evil	Languages Supernal
Skills Intimidate +24	
Str 28 (+22)	Dex 18 (+17)
Con 25 (+20)	Int 23 (+19)
	Wis 25 (+20)
	Cha 22 (+19)
Equipment hellforged plate armor (destroyed if brazen devil is reduced to 0 hit points), trident	

C. TRACKING THE DEVILS

Encounter Level 16 (7,000 XP)

What seems like a simple tower from the outside is in fact a much larger, sprawling maze of rooms, stairs, and passages. Without a guide, one can become lost among the hospital beds and sterile rooms as there are few landmarks or signposts to orient an explorer. The fleeing devils left signs to help navigate their way back to the portal through which they emerged from the Platinum Dragon's stronghold. Alert and careful adventurers can reach the portal before the devils escape and gain an edge against the infernal trap waiting for them.

Level: 25 (XP 7,000)

Complexity: 1 (requires 4 successes before 3 failures).

Primary Skills: This is a staged skill challenge. Each stage sees the characters moving through different parts of the Healing Hall and using different primary skills to move on to the next part.

ENTIRE CHALLENGE

These skills can be used at any point during the challenge.

Secondary Skills: Insight, Perception, special.

Insight (DC 31): A character can make an Insight check at any point during the skill challenge to remove 1 failure. This skill provides no successes.

Perception (DC 31): During each stage, a character can make a Perception check to locate signs left by the fleeing devils. A success grants a +2 bonus to skill checks made during that stage. This skill provides no successes.

Special: If an Empyron attendant survived and accompanies the adventurers, the player characters gain a +2 bonus to all checks related to this skill challenge.

STAGE 1: PASSAGES

Twisting and turning passages create a challenging maze.

Primary Skill: Dungeoneering

Dungeoneering (DC 26): The first successful check earns the characters 1 success as the adventurers navigate the passages and pick up the devils' trail. A failed check counts as a failure as the characters become lost. A second Dungeoneering or Perception check earns no additional success or failure but is necessary to allow the characters to proceed to Stage 2. This skill can provide a maximum of 1 success.

STAGE 2: CHAMBER OF DOORS

Beyond the passages, the adventurers come to a massive chamber with one hundred doors scattered across the walls, floor, and ceiling. Inspecting any door reveals each door is locked.

Primary Skills: Arcana, Thievery

Arcana (DC 22): The character discerns Arcane Lock wards in the middle of the room, on the floor, or on each door except the one the characters enter. This skill can earn a maximum of 1 success.



Thievery (DC 31): The character picks the lock on a door. A successful or failed Thievery checks counts as a failure for the challenge. Eventually, the characters will locate the open door.

STAGE 3: MOUNTING STAIRS

Beyond the unlocked door is a steep, winding staircase. If the characters would catch the devils, they must rush up the stairs.

Primary Skills: Athletics

Athletics (DC 17): The party must make a group Athletics check. If the party gets three or more successful checks, they earn one success and reach the top of the stairs. If the party doesn't get at least three successes, the "out of shape" adventurers slow the party down, but the group still reaches the top of the stairs. This skill can earn a maximum of 1 success.

STAGE 4: SHADOWY PASSAGE

The stairs open onto a shadowy passage, corrupted by the devils' presence. A pit fiend and its cronies prepare an ambush for the characters, but the characters can sneak up on them and ruin the ambush.

Primary Skills: Stealth

Stealth (DC 33): The party must make a group Stealth check. If the party gets three or more successful checks, they earn one success and foil the devils' ambush. If the party doesn't get at least three successes, they may still foil the devils' ambush, but they may also face stiffer opposition. This skill can earn a maximum of 1 success.

ENDING THE CHALLENGE

Success: The characters find the portal and are not surprised by the ambush. If the characters received no failures during the skill challenge, they gain surprise against the enemies in tactical encounter D.

Failure: Each time the characters get a failure on a skill check, add two more legion devil militants to tactical encounter D. If the characters fail the skill challenge overall, they still find the portal but they are surprised by the devils in tactical encounter D and the devils have reinforcements as noted above.

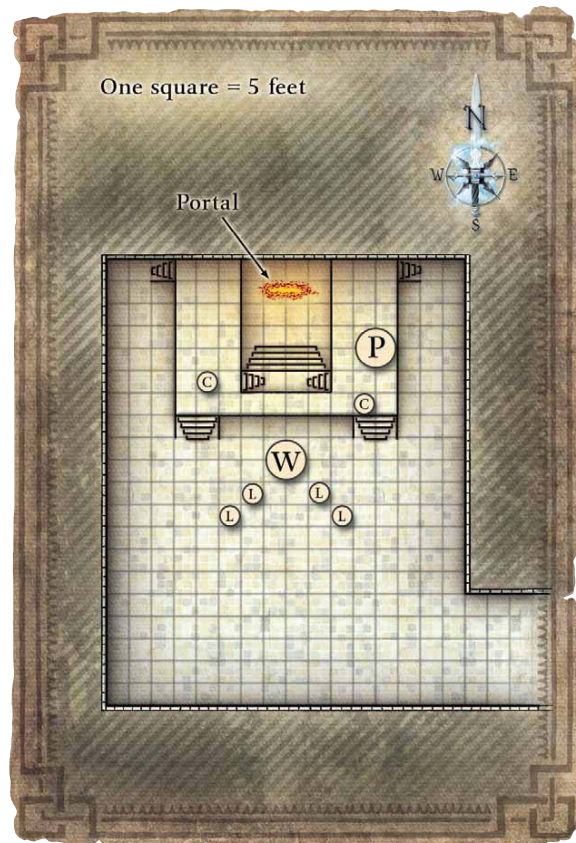
D. COVERED RETREAT

Encounter Level 26 (46,100 XP)

SETUP

- 1 pit fiend (P)
- 1 war devil mauled (W)
- 2 cambion hell thralls (C)
- 4 legion devil militants (L)

If the characters won a victory in tactical encounter C, the devils do not have surprise. Be sure to add



reinforcements based on how the characters acquitted themselves during the Tracking the Devils skill challenge.

When the characters enter the room, read:

A veritable infernal army defends the strange platform commanding the chamber's far side. Sinister red light wells up from a pit in the center illuminating a devil with scaly hide and a pair of cambions. Before the platform stands a hulking horned devil and armored, human-like devils armed with longswords. White tiles cover the floor, walls, and ceiling throughout the chamber.

Pit Fiend (P) Level 26 Elite Soldier (Leader)

Large immortal humanoid (devil) XP 18,000

Initiative +22 Senses Perception +23; darkvision

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

Aura of Fire (Fire) aura 5; enemies that enter or start their turns in the aura take 15 fire damage.

HP 486; Bloodied 243

AC 44; Fortitude 42, Reflex 38, Will 40

Resist 30 fire, 15 poison

Saving Throws +2

Speed 12, fly 12 (clumsy), teleport 10

Action Points 1

⚔ Flametouched Mace (standard; at-will) ♦ Fire, Weapon

Reach 2; +33 vs. AC; 2d10 + 11 fire damage, and ongoing 5 fire damage (save ends).

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

Reach 2; +33 vs. AC; 1d6 + 11 damage, and the pit fiend makes a secondary attack against the same target. *Secondary Attack:* +29 vs. Fortitude; the target takes ongoing 15 poison damage and is weakened (save ends both).

⚔ Pit Fiend Frenzy (standard; at-will)

The pit fiend makes a *flametouched mace* attack and a *tail sting* attack.

☞ Point of Terror (minor; at-will) ♦ Fear

Ranged 5; +30 vs. Will; the target takes a -5 penalty to all defenses until the end of the pit fiend's next turn.

If the characters did not take a short rest after encounters A or B, read:

A bronze-armored devil carries Amyria down the stairs into the shining depression, as one shadowy fiend casts a smile and a look your way before they both vanish into the light.

TACTICS

The devils' aim is to prevent the characters from moving through the portal.

Pit Fiend: The pit fiend begins by using *infernal summons* to add reinforcements to the legion devils, and spends its remaining actions using *point of terror* and *irresistible command*. The pit fiend orchestrates the battle, staying back and blowing up his minions

☞ Irresistible Command (minor 1/round; at-will) ♦ Charm, Fire

Ranged 10; targets one devil of a lower level than the pit fiend; the target slides 5 squares and explodes, dealing 2d10 + 5 fire damage to all creatures in a close burst 2. The exploding devil is destroyed.

Infernal Summons (standard; encounter)

The pit fiend summons a group of devil allies. Summoned devils roll initiative to determine when they act in the initiative order and gain a +4 bonus to attack rolls as long as the pit fiend is alive. They remain until killed, dismissed by the pit fiend (free action), or the encounter ends. Characters do not earn experience points for killing these summoned creatures. The pit fiend chooses to summon one of the following groups of devils:

- ♦ 8 legion devil legionnaires (level 21), or
- ♦ 2 war devils (level 22), or
- ♦ 1 war devil (level 22) and 4 legion devil legionnaires (level 21)

Tactical Teleport (standard; recharge ☐☐☐☐) ♦ Teleportation

The pit fiend can teleport up to 2 allies within 10 squares of it. The targets appear in any unoccupied squares within 10 squares of the pit fiend.

Alignment Evil

Languages Supernal

Skills Bluff +27, Insight +23, Intimidate +27, Religion +24

Str 32 (+24) Dex 24 (+20) Wis 20 (+18)

Con 27 (+21) Int 22 (+19) Cha 28 (+22)

Equipment flametouched mace, noble signet ring

to wipe out the adventurers, teleporting allies where they can be of the most use, and shredding the characters' defenses until he's engaged, at which point he responds with melee attacks.

War Devil Mauler: The war devil uses *fiendish pursuit* to land in the characters' midst and keep them tied down while the legion devils move into position, using *claw* and *hurl* to scatter defenders and *crackling trident* to destroy strikers.

Cambion Hell Thralls: The cambions avoid melee and remain on the platform as long as possible. One leads with *plague of hellfire* while the other uses *soulburn*. Once the characters have saved against *plague of hellfire*, the other cambion repeats the attack.

Legion Devil Militants: These devils work in teams to keep their defenses high, while worrying anyone they can reach with their attacks.

FEATURES OF THE AREA

Illumination: The portal sheds dim light in an 8 square radius.

Ceiling: The ceiling here is 30 feet high.

Platform: A 15-foot tall platform commands the far side of the room. The floor sinks to a depression at the platform's center, first to a landing 15 feet below the top of the platform, which makes it even with the rest of the floor, and then to another landing 15 feet below the last. A character can climb the platform with a DC 17 Athletics check.

Stairs: All squares containing stairs are difficult terrain.

Portal: A shimmering red portal, this gateway connects to area 1 in Bahamut's Palace (see page 39).

Treasure: The pit fiend has treasure parcels A and B.

War Devil Mauler (W)	Level 25 Soldier	
Large immortal humanoid (devil)	XP 7,000	
Initiative +21	Senses Perception +17; darkvision	
HP 235; Bloodied 117		
AC 42; Fortitude 39, Reflex 37, Will 35		
Resist fire 30		
Speed 8, fly 8 (clumsy)		
⊕ Claw (standard; at-will)		
Reach 2; +30 vs. Reflex; 3d8 + 9 damage, and the target is grabbed.		
⊕ Crackling Trident (standard; at-will) ♦ Weapon		
Reach 2; +32 vs. AC; 4d6 + 4 damage plus ongoing 5 lightning damage.		
↗ Hurl (minor; at-will)		
The war devil mauler throws a Medium or smaller target it is grabbing: the grab ends and the war devil mauler slides the target 8 squares. The war devil makes an attack against the slid target and one creature adjacent to the target at the end of the slide: +30 vs. Reflex; 1d8 + 9 damage, and the target is knocked prone.		
Fiendish Pursuit (move; recharges when the war devil mauler uses <i>hurl</i>)		
The war devil mauler flies 8 squares and lands at the end of this movement. All creatures adjacent to the war devil mauler are marked until the end of its next turn.		
Alignment Evil	Languages Supernal	
Skills Intimidate +22		
Str 29 (+21)	Dex 25 (+19)	Wis 21 (+17)
Con 27 (+20)	Int 17 (+15)	Cha 20 (+17)
Equipment trident		

2 Cambion Hell Thralls (C)	Level 24 Controller	
Medium immortal humanoid (devil)	XP 6,050	
Initiative +18	Senses Perception +17; darkvision	
HP 220; Bloodied 110; see also <i>plague of hellfire</i>		
AC 38; Fortitude 34, Reflex 36, Will 38		
Resist 20 fire		
Speed 6, fly 8 (clumsy)		
⊕ Hellfire Blade (standard; at-will) ♦ Fire, Weapon		
+26 vs. AC; 4d6 + 3 damage, and the target gains vulnerability 5 fire until the end of the cambion's next turn.		
↗ Soulburn (standard; at-will) ♦ Fire, Psychic		
Ranged 20; +28 vs. Reflex; 1d6 + 9 fire and psychic damage, and ongoing 10 fire and psychic damage (save ends).		
↗ Tortured Soul (immediate reaction, when a target fails a saving throw to end the ongoing damage from <i>soulburn</i> ; at-will) ♦ Psychic		
Ranged 20; +28 vs. Will; the target is dazed until the end of the cambion's next turn. <i>Effect:</i> The target slides 3 squares.		
✦ Plague of Hellfire (standard; recharges when the cambion is first bloodied) ♦ Fire, Psychic		
Area burst 1 within 10; targets enemies; +28 vs. Reflex; 4d8 + 8 fire and psychic damage, the target takes ongoing 10 fire damage and the target is held immobilized 6 squares (30 feet) above the battlefield (save ends both). <i>Aftereffect:</i> The target falls and takes normal falling damage.		
Alignment Evil	Languages Common, Supernal	
Skills Arcana +24, Bluff +26		
Str 17 (+15)	Dex 22 (+18)	Wis 21 (+17)
Con 20 (+17)	Int 24 (+19)	Cha 29 (+21)
Equipment robes, dagger		

4 Legion Devil Militants (L) Level 26 Minion Soldier

Medium immortal humanoid (devil) XP 2,250

Initiative +16 **Senses** Perception +14; darkvision**HP** 1; a missed attack never damages a minion.**AC** 42; **Fortitude** 38, **Reflex** 37, **Will** 37**Resist** 20 fire**Speed** 7, teleport 3⊕ **Longsword** (standard; at-will) ♦ **Weapon**

+34 vs. AC; 14 damage.

Squad Defense

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

Alignment Evil **Languages** Supernal**Str** 14 (+15) **Dex** 12 (+14) **Wis** 12 (+14)**Con** 14 (+15) **Int** 10 (+13) **Cha** 12 (+14)**Equipment** plate armor, heavy shield, longsword**Summoned Legion Devil Legionnaire Level 21 Minion**

Medium immortal humanoid (devil) XP –

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**

+30 vs. AC (+26 vs. AC if pit fiend is killed); 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**Summoned War Devil Level 22 Brute (Leader)**

Large immortal humanoid (devil) XP –

Initiative +17 **Senses** Perception +15; darkvision**HP** 255; **Bloodied** 127**AC** 35; **Fortitude** 34, **Reflex** 32, **Will** 30**Resist** 30 fire**Speed** 8, fly 8 (clumsy)⊕ **Claw** (standard; at-will)

+30 vs. AC (+26 vs. AC if pit fiend is killed); 1d6 + 8 damage.

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

Reach 2; +30 vs. AC (+26 vs. AC if pit fiend is killed); 4d4 + 8 damage, ongoing 5 damage (save ends), and the target slides into any square adjacent to the war devil and is knocked prone.

✧ **Besieged Foe** (minor; at-will)

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

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

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

✧ **Fiendish Tactics** (minor; recharge ☼ ☼)

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

Alignment Evil **Languages** Supernal**Skills** Intimidate +20**Str** 27 (+19) **Dex** 23 (+17) **Wis** 19 (+15)**Con** 25 (+18) **Int** 15 (+13) **Cha** 18 (+15)**Equipment** trident

E. HELL'S FURY

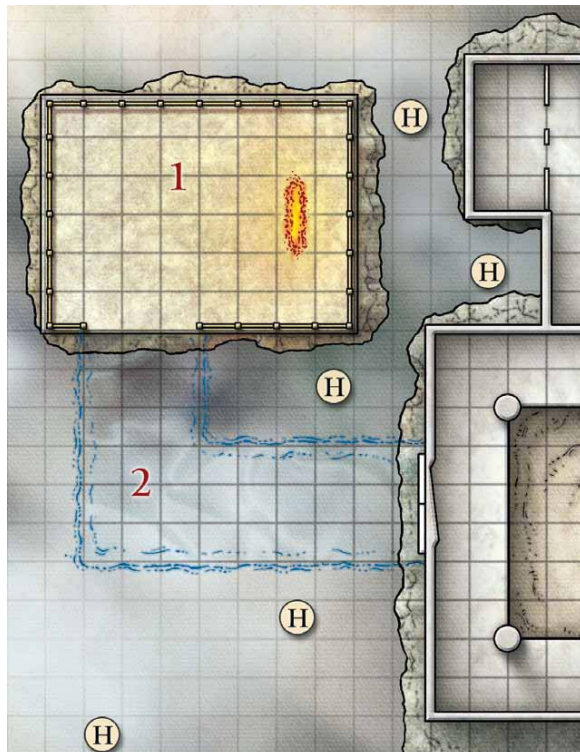
Encounter Level 25 (35,000 XP)

SETUP

5 Hell's furies (H)

Dispatser set his consorts with an important task. These beautiful and terrible devils are to watch over the portal to ensure no unwelcome visitors arrive to disturb Dispatser's searching. The furies have watched the portal since the kidnappers arrived and now perch on the roofs, monitoring as commanded. The furies do not like one another and hurl vicious insults at each other to pass the time.

The tactical map assumes the characters enter through the portal. If the characters arrive by some other means, expand the map as necessary. The furies



may be charged with watching the shining gate, but they also recognize the danger posed by an approaching spelljammer. The howling winds cover any sounds of combat.

When the characters step through the portal, read: *The portal deposits you on a platform suspended in the sky. Behind you, tall buildings constructed from white stone glitter in the bright light. Double doors some thirty feet away across an empty gulf grant access to the larger building.*

When the characters see a fury, read: *Black-feathered angelic wings hold a pale, beautiful woman in the air. The wind whips her long black hair about her face, but even through the unruly strands you can see her gleaming red eyes and curling smile. She raises a longbow and nocks an arrow, causing it to ignite with unruly fire.*

Perception Check

DC 31: *Light bends around a 15-foot wide area extending out from the platform on which you stand.*

TACTICS

The Hell's furies avoid melee, staying back far enough that they can pepper the characters with *longbow* attacks. During the first round, each fury targets a different character with *iron thorn*. Once they pin down their enemies, they use *strafing shot* to keep moving and out of their enemies' reach.

FEATURES OF THE AREA

Force Bridge: An invisible bridge (area 2) made from force spans the gap. The bridge is impervious to damage.

Portal: The portal connects to the Hall of Healing described in Part One (page 35). The portal provides concealment against ranged attacks.

Gusting Wind: Brutal winds scream and shriek as they blow across the outcropping. Each round, roll 1d6. On a 6, a gust of wind makes an attack.

A Gusting Wind

The moaning winds gather strength as they howl around you.

Standard Action Area burst battlefield

Target: Each creature in the burst

Attack: +28 vs. Fortitude, +2 against flying creatures

Hit: The target is pushed 1d6 squares toward area 3.

5 Hell's Furies	Level 25 Artillery
Medium immortal humanoid (devil)	XP 7,000 each
Initiative +21	Senses Perception +20; darkvision
HP 176; Bloodied 88	
AC 39 (41 while flying); Fortitude 37, Reflex 39 (41 while flying), Will 36; see also <i>deft flier</i>	
Resist 20 fire	
Speed 6, fly 8 (hover); see also <i>feathery escape</i>	
⊕ Longsword (standard; at-will) ♦ Weapon	
+20 vs. AC; 3d8 + 7 damage.	
⊗ Longbow (standard; at-will) ♦ Fire, Weapon	
Ranged 20/40; +32 vs. AC; 2d10 + 9 damage, and ongoing 10 fire damage (save ends). If this attack hits a creature already suffering from ongoing fire damage, this attack instead deals 1d10 extra fire damage.	
⤴ Strafing Shot (standard; recharges when the Hell's fury misses with a longbow attack) ♦ Fire, Weapon	
The Hell's fury flies its fly speed and makes two <i>longbow</i> attacks against two different targets at any point during this movement.	
⤴ Iron Thorn (standard; encounter)	
Ranged 5; +30 vs. Reflex; 3d10 + 9 damage, and an iron thorn appears in an unoccupied space adjacent to the target. The target cannot move more than 3 squares from the iron thorn and grants combat advantage to all attackers (save ends).	
⤴ Feathery Escape (immediate reaction, when bloodied by an attack; encounter) ♦ Fire, Teleportation	
The Hell's fury disappears in a cloud of fiery feathers: close burst 1; +28 vs. Reflex; 4d10+8 fire damage. Effect: The Hell's fury teleports 10 squares.	
Alignment Evil	Languages Supernal
Str 25 (+19)	Dex 28 (+21) Wis 17 (+15)
Con 20 (+17)	Int 14 (+14) Cha 22 (+18)
Equipment leather armor, longsword, longbow, quiver of 30 arrows	

F. DEVOTED GUARDIANS

Encounter Level 26 (46,500 XP)

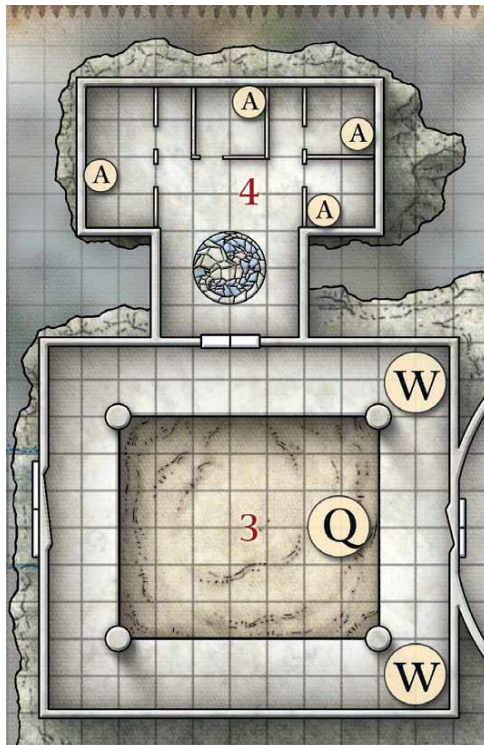
SETUP

Quoriel (Q)

2 guardian wyverns (W)

4 angels of warding (A)

Quoriel is charged with guarding the entrance to the Halls of Reflection and has served the Platinum Dragon for a thousand years. During this time, the angel's loyalty was without question. Bahamut's death shook Quoriel's resolve and made it possible for Dispat to twist him to his service. Quoriel is confused



and paranoid; he despises Tiamat as much as ever, but now sees Tiamat's servants in anyone who comes to call, including the player characters. The angels of warding, sequestered in their meditation chambers, follow Quoriel's lead.

When the characters enter the Canary Courtyard, read:

An open courtyard stretches before you. A twelve-foot-tall angelic being stands before the door, gripping a blackened quarterstaff in his hands. White sand covers the floor, and unsettling images appear drawn in the dust: pentagrams, queer beasts, and worse. A promenade encircles the courtyard above, held aloft by wooden pillars with canaries carved in their surfaces. The angel's ghostly features darken as its white eyes blaze and it challenges the intruders: "Despoilers, you dare enter Bahamut's sacred halls?"

When the characters see the guardian wyverns, read:

A winged, dragonlike creature drops from the balcony. Its long tail, equipped with a stinger, slashes the air around it.

Perception Check

DC 19: *You hear a creaking noise coming from the balcony above.*

TACTICS

The angel is not up for conversation and attacks immediately. When Quoriel attacks, the guardian wyverns above join in during the first round, followed by the angels of warding at the start of round three.

Quoriel: The archangel leads with *overwhelming presence* and then spends an action point to use *lightning bolt* against one enemy he stunned. Quoriel then flies up 5 squares and hovers. Each round thereafter,

Quoriel hammers the characters with *lightning bolt* and *majestic rally* when the angels of warding join the fight.

Guardian Wyverns: The wyverns take to the air as well, flying to get above the adventurers and then blast them with *purifying breath*. While waiting for their attack to recharge, they use *flyby attack* unless bothered by a mobile character, at which point the wyvern descends to nail the troublesome enemy with a *virulent sting*.

Angels of Warding: When the angels of warding show up, they burst through the double doors above and leap down from the balcony (making Acrobatics checks) to take the fight to the characters. Each angel squares off against a different enemy, using *hewing slash* if it is blinded, but otherwise relying on *fullblades* to get the job done.

FEATURES OF THE AREA

Balcony: The balcony is 20 feet above the floor. No stairs or ladder grants access, though a character could climb a supporting pillar (DC 17 Athletics check). The balcony blocks line of sight for characters underneath it.

Doors: The doors at the map's top along with the doors to the bottom are made from iron and are accessed from the floor. They bear Bahamut's likeness carved in bas-relief on their surfaces. The carvings clutch the rings to open the doors in their hands. The double doors on the left side can be accessed only by the balcony. They are made from ash wood and bear carvings similar to those on the iron doors below.

Draconic Carving: In area 4, a carving captures Bahamut's likeness in the wood. Evil and chaotic evil creatures take 15 radiant damage upon entering the carving's squares.

Quoriel **Level 24 Elite Controller (Leader)**
 Large immortal humanoid (angel) XP 12,100

Initiative +18 **Senses Perception** +19
HP 438; **Bloodied** 219
AC 40 (38 when bloodied); **Fortitude** 34, **Reflex** 36, **Will** 38
Immune fear; **Resist** 15 radiant
Saving Throws +2
Speed 8, fly 12 (hover)
Action Point 1

⊕ **Quarterstaff** (standard; at-will) ♦ **Radiant, Weapon**
 Reach 2; +29 vs. AC; 2d8 + 11 damage.

↗ **Lightning Bolt** (standard; at-will) ♦ **Lightning**
 Ranged 10; +28 vs. Fortitude; 2d10 + 9 lightning damage, and the target is dazed until the end of Quoriel's next turn.

⬇ **Avenging Strike** (when an ally within 5 squares of Quoriel is reduced to 0 hit points; at-will)
 Quoriel shifts 2 squares and makes a melee basic attack as a free action.

⚡ **Majestic Rally** (standard; recharge ☹ ☹) ♦ **Radiant, Thunder**
 Close burst 5; targets enemies; +28 vs. Will; 2d10 + 8 radiant damage plus 2d10 thunder damage, and the target is weakened (save ends). *Miss*: Half damage. *Effect*: Any angel within the burst gains a +2 bonus to attack rolls until the end of Quoriel's next turn.

⚡ **Overwhelming Presence** (standard; encounter) ♦ **Radiant**
 Close burst 5; targets enemies; +28 vs. Will; 5d8 + 8 radiant damage, and the target is stunned until the end of Quoriel's next turn.

Alignment Evil **Languages** Supernal
Skills Insight +24, Religion +24
Str 21 (+17) **Dex** 22 (+18) **Wis** 25 (+19)
Con 19 (+16) **Int** 25 (+19) **Cha** 28 (+21)

Equipment plate armor, quarterstaff

2 Guardian Wyverns (W) **Level 25 Skirmisher**
 Large immortal beast (reptile) XP 7,000 each

Initiative +21 **Senses Perception** +22; low-light vision
HP 234; **Bloodied** 117
AC 39; **Fortitude** 39, **Reflex** 37, **Will** 35
Resist 15 radiant
Speed 8, fly 12 (hover); see also *flyby attack*

⊕ **Bite** (standard; at-will)
 Reach 2; +30 vs. AC; 2d12 + 7 damage.

⊕ **Claws** (standard; at-will)
 The guardian wyvern can attack with its claws only while flying; +30 vs. AC; 2d10 + 9 damage, and the target is knocked prone.

⬇ **Virulent Sting** (standard; at-will) ♦ **Poison, Psychic**
 Reach 2; +30 vs. AC; 2d10 + 9 damage, and the guardian wyvern makes a secondary attack against the same target. *Secondary Attack*: +28 vs. Fortitude; the target is immobilized and weakened (save ends both).

⬇ **Flyby Attack** (standard; at-will)
 The guardian wyvern flies up to 12 squares and makes one melee basic attack at any point during that movement. The guardian wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.

⚡ **Purifying Breath** (standard; recharge ☹ ☹) ♦ **Fire, Radiant**
 Close blast 5; +27 vs. Reflex; 2d8 + 9 fire and radiant damage, and the target is blinded and takes ongoing 10 fire damage (save ends both).

Alignment Unaligned **Languages** –
Str 28 (+21) **Dex** 25 (+19) **Wis** 20 (+17)
Con 26 (+20) **Int** 2 (+8) **Cha** 8 (+11)

4 Angels of Warding (A) **Level 23 Soldier**
 Medium immortal humanoid (angel) XP 5,100 each

Initiative +18 **Senses Perception** +17
HP 210; **Bloodied** 105
AC 38; **Fortitude** 35, **Reflex** 34, **Will** 35
Immune fear; **Resist** 15 radiant
Speed 6

⊕ **Fullblade** (standard; at-will) ♦ **Radiant, Weapon**
 +30 vs. AC; 2d12 + 7 damage (crit 6d12 + 31), and the target is marked until the end of the angel of warding's next turn.

⬇ **Holy Ban** (minor; recharges when the angel of warding hits with a fullblade attack)
 Targets a creature the angel of warding has marked; the target can only spend move actions to move, and not shift, away from the angel of warding (save ends).

⚡ **Hewing Slash** (standard; requires fullblade; at-will) ♦ **Weapon**
 Close burst 1; one creature; +30 vs. AC; 2d12 + 7 damage, and the angel of warding can repeat the attack against another creature in the burst.

⬇ **Righteous Retaliation** (immediate reaction, when an enemy the angel of warding has marked ends its turn in a square not adjacent to an angel of warding; recharges when first bloodied) ♦ **Teleportation, Weapon**
 The angel of warding teleports to a square adjacent to the triggering enemy, makes a basic attack, and teleports to the square it vacated.

Angelic Presence (while not bloodied)
 Any attack against an angel of warding takes a -2 penalty to the attack roll.

Alignment Unaligned **Languages** Supernal
Skills Acrobatics +21, Insight +22, Intimidate +19
Str 23 (+17) **Dex** 20 (+16) **Wis** 22 (+17)
Con 18 (+15) **Int** 11 (+11) **Cha** 16 (+14)

Equipment plate armor, fullblade

G. BAHAMUT'S THRONE

Encounter Level 26 (45,000 XP)

SETUP

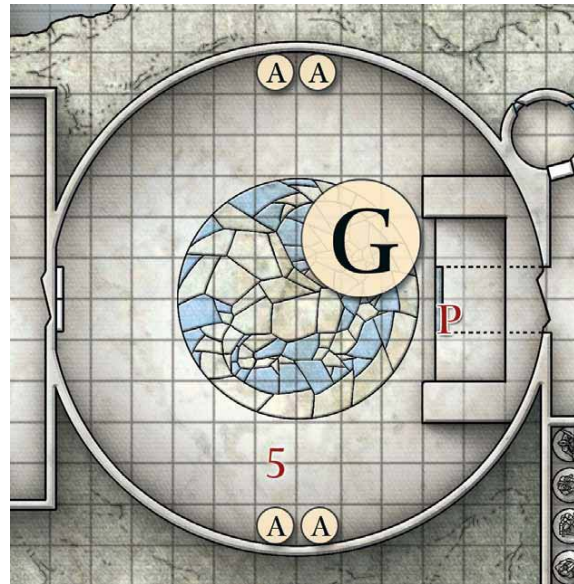
- 1 godforged colossus (G)
- 1 platinum seal (P)
- 4 angels of great valor (A)

A powerful guardian blocks further passage into the Halls of Reflection.

When the characters enter this room, read:

A massive throne on the side opposite the entrance holds a twenty-foot-tall alabaster statue of a powerful dragonborn warrior. Its stony hand rests on the sword lying across its lap. At the throne's base, between the statue's legs, is a platinum disk engraved with a dragon's likeness. Light shining through windows piercing the dome illuminates four flying angels.

The construct remains inert until the characters attack any angel or they come within 5 squares of the platinum seal. When the characters meet either condition, the construct animates and attacks.



TACTICS

The angels distract the characters and sweep down from above to attack with greatswords. The colossus uses *voice of the demiurge* and then *force missiles* against characters reluctant to close. It uses *force weapon* against those who do close.

FEATURES OF THE AREA

Ceiling: The ceiling is 30 feet high.

Treasure: Piled on the throne's arms are parcels C, D, and E.

Godforged Colossus (G)		Level 29 Elite Brute
Huge immortal animate (construct)		XP 30,000
Initiative +19	Senses Perception +26	
Reverberating Presence (Psychic) aura 5; an enemy that starts its turn in the aura takes 20 psychic damage.		
HP 662; Bloodied 331		
AC 43; Fortitude 48, Reflex 40, Will 45		
Immune disease, fear, poison, sleep; Resist 30 force, 30 psychic		
Saving Throws +2		
Speed 10		
Action Points 1		
⊕ Force Weapon (standard; at-will) ♦ Force, Psychic, Weapon		
Reach 3; +32 vs. AC; 4d12 + 5 force damage, and the colossus makes a secondary attack against the same target. <i>Secondary Attack:</i> +25 vs. Will; 3d6 psychic damage, and the target is stunned until the end of the godforged colossus's next turn.		
⊕ Defensive Strike (immediate reaction, when an enemy moves adjacent to the godforged colossus; recharge ☼ ☼) ♦ Psychic		
+32 vs. AC; 4d12 + 15 damage plus 3d6 psychic damage, and the colossus makes a secondary attack against the same target. <i>Secondary Attack:</i> +30 vs. Fortitude; the target is pushed 5 squares, knocked prone, and dazed (save ends).		
↘ Force Missile (standard; at-will) ♦ Force		
Ranged 20; +30 vs. Reflex; 3d10 + 3 force damage, and the target is pushed 5 squares.		
↙ Voice of the Demiurge (standard; encounter) ♦ Psychic		
Close burst 10; targets enemies; +26 vs. Will; 3d8 + 11 psychic damage, and the target is stunned until the end of the godforged colossus's next turn.		
Alignment Unaligned		Languages –
Str 40 (+29)	Dex 21 (+19)	Wis 34 (+26)
Con 31 (+24)	Int 4 (+11)	Cha 17 (+17)

Platinum Seal (P)

Trap

Level 25 Warder

XP 7,000

A shining platinum disk, ten feet in diameter, stands in the center of a marble surface.

Trap: A massive platinum disk bars passage through the portal in the mighty throne's base.

Perception

No check is necessary to notice the platinum seal.

Additional Skill: Arcana, Religion

- ◆ **DC 26:** The character identifies the platinum seal's dangers.
- ◆ **DC 31:** The character gains a +2 bonus to checks made to disable the trap.

Trigger

When a creature enters or starts its turn in a square within 5 squares of the platinum seal, the trap attacks.

Attack ◆ **Psychic, Radiant**

Opportunity Action **Close burst 5**

Target: The triggering creature

Attack: +28 vs. Fortitude

Hit: 2d6 + 9 psychic and radiant damage, and the target teleports to a space adjacent to the godforged colossus.

Miss: Half damage.

Countermeasures

- ◆ Destroying the godforged colossus also disables the trap.
- ◆ A character adjacent to the platinum seal can engage in a skill challenge to disable the trap and unlock the door. DC 26 Arcana or Religion, or DC 31 Thievery. Complexity 1 (4 successes before 3 failures). Success disables the trap. Failure cause the platinum seal to make an attack against each creature in a close burst 5: +28 vs. Fortitude; 4d8 + 9 psychic and radiant damage, and the target is stunned until the end of its next turn.

4 Angels of Great Valor (A) Level 25 Minion Skirmisher

Medium immortal humanoid (angel)

XP 1,750 each

Initiative +18 **Senses Perception** +14

HP 1; a missed attack never damages a minion

AC 39; **Fortitude** 39, **Reflex** 34, **Will** 33

Immune fear; **Resist** 15 fire, 15 radiant

Speed 6, fly 9 (hover)

⊕ **Greatsword** (standard; at-will) ◆ **Fire, Weapon**

+30 vs. AC; 14 fire damage.

Alignment Unaligned **Languages** Supernal

Str 28 (+21) **Dex** 18 (+16) **Wis** 14 (+14)

Con 18 (+16) **Int** 12 (+13) **Cha** 16 (+15)

Equipment chainmail, greatsword

H. NO SANCTUARY

Encounter Level 26 (45,000 XP)

SETUP

Eye of Bahamut (E)

Bahamut's most private sanctum stands below a dangerous trap. An enormous statue made from solid platinum comes to life when anyone other than an individual permitted by Bahamut comes too close. Dispatar used his servants to lure the statue into the hall and once past, he and his cronies slipped behind it to enter Bahamut's sanctum. After the statue dispatched Dispatar's servants, it moved back to its normal position, thus trapping the archdevil and his servants inside the now impregnable vault.

When the characters can see into room 10, read:

A platinum dragon, or at least a statue, stands on a pedestal in a cramped room's center. It stands nearly twenty-five feet tall, wings outstretched and eyes glittering in the soft white light.

Perception Check

DC 26: A burned and severed hand lies on the floor near the statue's base.

TACTICS

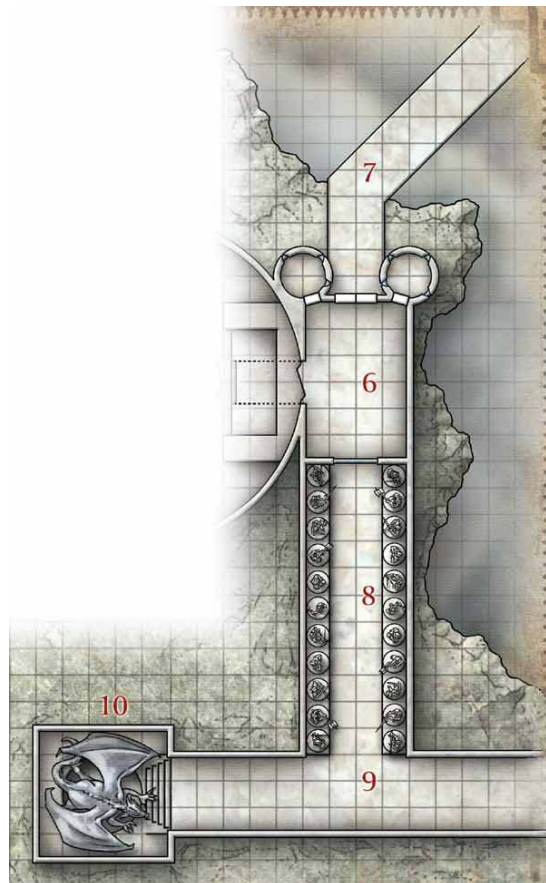
The trap is mindless and responds as it was designed. Once triggered, the trap blasts the characters but doesn't move from its position unless there are no creatures it can hit with the blast. Should this happen, the trap advances on the characters, thus freeing Dispatar and his allies from area 11. Dispatar doesn't emerge right away, but instead sends up his legion

devil militants (one of whom is missing a hand) to clear the passage.

FEATURES OF THE AREA

Ceiling: The ceiling in area 10 is 40 feet high, while the ceilings in areas 6, 8, and 9 are 30 feet high.

Hidden Entrance: Once the trap moves off the pedestal, it reveals a yawning black hole that drops 50 feet to area 11. Luring the trap off its base also triggers tactical encounter I (following page).



Eye of Bahamut (E) Trap

Level 26 Solo Blaster
XP 45,000

A strange, many-faceted gem in the center of the chamber suddenly emits blasts of blinding light.

Trap: A glittering diamond set in a Huge stone statue flashes with light. When a creature draws too close, the light intensifies to scorch the infidel.

Perception

◆ **DC 26:** The character notices the shining jewel.

Additional Skill: Arcana

◆ **DC 31:** The character recognizes the eye of Bahamut for what it is.

Initiative +13

Trigger

When a creature enters a square within 5 squares of the Huge statue, the statue animates, rolls initiative, and makes an attack on its turn to include the triggering creature in the blast. For a move action, the statue shifts 2 squares.

Attack ◆ Radiant

Standard Action Close blast 5

Effect: The trap makes an attack to catch the most creatures it can in the blast.

Target: Each creature in blast

Attack: +29 vs. Fortitude

Hit: 4d10 + 5 radiant damage, and ongoing 5 radiant damage and the target is stunned (save ends both).

Aftereffect: The target is dazed (save ends).

Countermeasures

- ◆ An adjacent character can climb onto the statue by succeeding on a DC 26 Athletics check. A character on the statue moves with the statue when it moves. Such a character can engage in a skill challenge to detach the eye of Bahamut from the statue and thus disable the trap. DC 31 Thievery. Complexity 1 (4 successes before 3 failures). Success detaches the gem (see treasure, below) and disables the trap. Failure causes the eye of Bahamut to explode: close burst 8; targets all creatures in burst; 4d10 + 5 radiant damage, and ongoing 30 radiant damage (save ends).
- ◆ A character can attack the gem (AC 38; Fortitude 38, Reflex 38; hp 540 hit points). When reduced to 0 hit points, the eye of Bahamut explodes as described above.

1. ACCIDENTAL PRISONERS

Encounter Level 29 (76,250 XP)

SETUP

Dispater (D)

1 infernal ironguard (I)

2 legion devil militants (L)

Dispater and his allies found themselves trapped inside the vault when the Eye of Bahamut returned to its seat on the pedestal (encounter H). Dispater would eventually blast his way free or use a ritual to escape, but the items in the room have captured his attention. When the characters trigger the trap in the room above, he seizes the chance to escape.

When the characters can see into room 11, read:
The hole in the floor opens onto a dais some thirty feet below. There, steps lead down into a large gallery with more daises throughout the room, each containing oddities and treasures alike. Creatures in this room include a hulking warrior clad in plate armor and smaller, nervous-looking devils. The figure capturing your attention is a tall, slender man with a smooth head. He might pass for human if not for his cloven hooves, tail, and horns jutting from his brow.

Dispater is powerful, but he's not willing to risk his life in a needless fight against the characters. Dispater is amenable to discussion if it means his escape. However, he can see through most ruses and if it seems the characters intend to destroy him, he fights his way free.

QUESTIONS AND ANSWERS

The Lord of Dis sells out Dakranad with little remorse. The archdevil wants Amyria for himself, but the dragon has given him precious few opportunities to claim her. Dispater fears his chance at divinity may have passed and worries that Dakranad may succeed where he has failed. Thus, Dispater gives the characters what they need to know without a fight.

Provided the characters give Dispater a chance, he says:

"Ah, we meet again. It appears you have me at a disadvantage, but don't let my discourtesy hamper our reunion. I imagine you are looking for the vessel. Amyria was her name, correct? I'm afraid we are all too late. The dragon has her, and he plans to take Bahamut's mantle for himself."

If the characters have not already traveled to Torzak-Belgirn, read:

Where did he go? A place called the Soulforge. He's chasing after a creation spark, the essence of divinity. Where is this place? I can't tell you, because I simply don't know. It sounds dwarven, so the Rainfather might be the natural place to look. Now, if you don't mind, I have pressing business of my own, and I must be on my way."

If the characters have already traveled to Torzak-Belgirn, read:

I'm sure Dakranad has the creation spark by now. But don't worry, my friends. The Platinum Dragon will return, even if not in the form you hoped for. Where is he headed? The Bridge of al-Sihal, I'd imagine. Now, if you don't mind, I have pressing business of my own, and I must be on my way."

TACTICS

Dispater fights to destroy the characters, fleeing only if reduced to 300 hit points or less.

Dispater: Dispater uses *gates of Dis* to arrange the battlefield to his liking. He uses the walls to keep the characters from engaging him. Once so protected, he uses *inveigle* to dominate strikers and turn their attacks against their allies. While waiting for *inveigle* to recharge, he strikes using *scathing rod*.

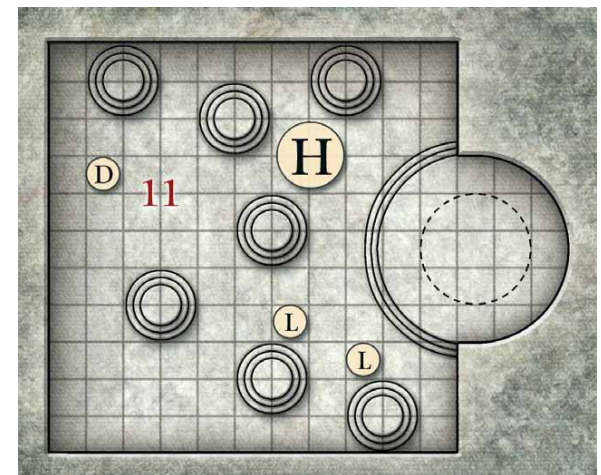
Infernal Ironguard: The ironguard moves back to take a position next to Dispater, where he uses *stab and smash* against any enemy that comes too close.

Legion Devil Militants: The legion devils rush the characters, putting themselves between their enemies and their master. If a character slips past them, they teleport to maintain their blocking positions.

FEATURES OF THE AREA

Ceiling: The ceiling is 50 feet above the daises and 60 feet above the floor elsewhere.

Dais: Wards protect the daises.



⊕ **Warded Dais**

Violet lightning crackles around the dais, throwing you backward with agonizing force.

At-Will ♦ **Force, Lightning**

Opportunity Action **Melee**

Trigger: A non-dragon creature enters a dais square.

Target: The triggering creature

Attack: +32 vs. Fortitude

Hit: 3d8 + 10 force and lightning damage, and the target is pushed 2 squares.

Miss: Half damage, and the target is pushed 2 squares.

Treasure: Dispater managed to destroy one ward. The safe dais holds treasure parcels F, G, and H. Characters who defeat Dispater also gain the *rod of Dispater*.

Rod of Dispater

Level 28

A symbol of Dispater's authority, this adamantine rod is shaped like two serpents entwined together. It grants the power to scour foes with acid.

Implement (Rod) 2,125,000 gp

Enhancement: Attack rolls and damage rolls

Critical: +6d8 per plus

Property: The rod functions as a +6 mace as well as an implement.

Power (At-Will): Free Action. *Trigger:* You hit with a melee attack using the rod. *Effect:* The target is pushed 2 squares and dazed (save ends).

Power (At-Will ♦ Acid, Implement): Standard Action. *Effect:* Make a ranged 20 attack; Intelligence vs. Reflex; 2d8 + Intelligence modifier acid damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Dispater **Level 28 Solo Controller (Leader)**

Medium immortal humanoid (devil) XP 65,000

Initiative +20 **Senses** Perception +21; darkvision

HP 1,295; **Bloodied** 647

AC 45; **Fortitude** 41, **Reflex** 43, **Will** 42

Resist 30 fire

Saving Throws +5

Speed 6, teleport 10

Action Points 2

⊕ **Smiting Rod** (standard; at-will) ♦ **Weapon**

Requires rod of Dispater; +34 vs. AC; 2d8 + 10 damage (crit 8d8 + 10), and the target is pushed 2 squares and dazed (save ends).

⊕ **Blasphemous Reply** (immediate reaction, when hit by a melee attack; at-will) ♦ **Thunder**

Targets the attacker; +32 vs. Will; 3d8 + 10 thunder damage, and the target is pushed 1 square.

✂ **Scathing Rod** (standard; at-will) ♦ **Acid, Implement**

Requires rod of Dispater; ranged 20; +32 vs. Reflex; 2d8 + 10 acid damage, and the target takes a -2 penalty to attack rolls until the end of Dispater's next turn.

✂ **Inveigle** (standard; recharge Ⓜ Ⓜ Ⓜ) ♦ **Charm, Psychic**

Ranged 20; +32 vs. Will; 2d8 + 10 psychic damage, and the target slides 3 squares and is dominated (save ends). *Aftereffect:* The target is dazed until the end of its next turn.

✂ **Gates of Dis** (minor; at-will) ♦ **Conjuration, Fire**

Area wall 10 within 20 squares. Dispater conjures a lattice of scalding iron that lasts until the start of his next turn. The wall blocks movement and line of effect, but it does not block line of sight. Creatures that end their turns adjacent to the wall take 10 fire damage. Creatures pulled, pushed, or slid adjacent to the wall take 20 fire damage. The wall is 4 squares high and cannot be destroyed.

Diabolic Awe (free 1/round, when an enemy within 10 squares becomes bloodied or takes a critical hit; at-will) ♦ **Fear, Healing**

The enemy is pushed 3 squares away from Dispater and is dazed until the end of Dispater's next turn. Creatures with the devil keyword within 10 squares of Dispater regain 20 hit points.

Alignment Evil **Languages** Supernal

Skills Arcana +29, Bluff +28, History +29, Insight +26, Religion +29

Str 22 (+20) **Dex** 23 (+20) **Wis** 24 (+21)

Con 27 (+22) **Int** 30 (+24) **Cha** 29 (+23)

Equipment scarlet robe, rod of Dispater

Infernal Ironguard

Level 25 Soldier

Large immortal humanoid (devil) XP 7,000

Initiative +21 **Senses** Perception +21; darkvision

Guarding Presence aura 1; allies with the devil keyword that are in the aura gain a +2 bonus to AC and Reflex defense.

HP 234; **Bloodied** 117; see also *Dis shield*

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

Speed 6, fly 8

⊕ **Stab and Smash** (standard; at-will) ♦ **Weapon**

Reach 2; +32 vs. AC; 2d12 + 9 damage, and the target is pushed 5 squares and is knocked prone.

⊕ **Protect at any Cost** (immediate interrupt, when an adjacent ally is the target of an attack that does not include the infernal ironguard; at-will)

+30 vs. Reflex; 1d4 + 9 damage, and the target is pushed 5 squares, and is knocked prone.

Dis Shield

While not bloodied, an infernal ironguard 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** Supernal

Str 28 (+21) **Dex** 24 (+19) **Wis** 19 (+16)

Con 26 (+20) **Int** 10 (+12) **Cha** 24 (+19)

Equipment plate armor, heavy shield, bastard sword

2 Legion Devil Militants (L) **Level 26 Minion Soldier**

Medium immortal humanoid (devil) XP 2,250

Initiative +16 **Senses** Perception +14; darkvision

HP 1; a missed attack never damages a minion.

AC 42; **Fortitude** 38, **Reflex** 37, **Will** 37

Resist 20 fire

Speed 7, teleport 3

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

+34 vs. AC; 14 damage.

Squad Defense

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

Alignment Evil **Languages** Supernal

Str 14 (+15) **Dex** 12 (+14) **Wis** 12 (+14)

Con 14 (+15) **Int** 10 (+13) **Cha** 12 (+14)

Equipment plate armor, heavy shield, longsword

J. FINDING THE SOULFORGE

Encounter Level 25 (35,000 XP)

SETUP

Having done some initial information gathering from either Kalad or from the exalted working in Torzak-Belgirn, the characters discover that Moradin's proxy works in a hidden place called the Soulforge. So sacred is this site that its location remains a secret even from Moradin's most trusted colleagues. Many smiths and workers, however, know rumors and legends that might point the way.

When the characters first arrive at Torzak-Belgirn, read:

A fabulous city crowns the mountain. Smoke and steam rise from forges and workshops scattered across dozens of metal platforms. Staircases and bridges connect the different areas, granting access to the many factories as well as the homes, inns, and shops crowding this strange community. If Moradin is to be found, surely these people would know where.

Religion Check

DC 24: *Torzak-Belgirn is also known as Moradin's Forge, and it is where his most devoted followers honor the god through the ingenious works they create. Moradin has a forge here, though there are rumors of another hidden somewhere in the mountain.*

FINDING THE SOULFORGE

The answers you seek are here, somewhere, and persistence and courage will show the way.

This skill challenge unfolds in three stages. The first stage sees the characters exploring Torzak-Belgirn, looking for someone who might know the Soulforge's location. The second stage begins when the characters win an audience with Ghoren, a mighty smith and ancient champion who rules the city in Moradin's name. The characters must persuade the mayor to reveal the Soulforge's secret location. The final stage sees the characters descending the mountainside to reach the Rainfather's Beard, the legendary entrance to the mythical forge.

Level: 25 (XP 35,000)

Complexity: 5 (requires 12 success before 3 failures) Once the characters accumulate four successes, they move to the next stage.

STAGE ONE: EXPLORING TORZAK-BELGIRN

Somewhere in this city, you will find the Soulforge or at least the way to it.

Primary Skills: Diplomacy, Perception, Streetwise

Secondary Skills: Bluff, Religion

Bluff (DC 31): This check provides no successes. If the characters fail a Stealth check, one character may make a Bluff check to cancel the failure. Up to two characters can aid on this check.

Diplomacy (DC 26): The characters persuade the functionaries who restrict access to the lord that they have legitimate business and to let them past. A successful check earns 2 successes. A failed check, in addition to counting as a failure, increases future Diplomacy DCs by 2 for the duration of the skill challenge. Up to four characters can aid on this check. This skill can yield up to 4 successes (from two skill checks).

Perception (DC 17): The character spots a massive forge situated higher than all others. Strange constructs patrol its perimeter. In addition to counting as a success, a successful check opens up the Stealth skill. This skill can provide a maximum of 1 success.

Religion (DC 17): The character recalls Torzak-Belgirn is where those chosen by Moradin are invited to spend their time in the afterlife. A success by 5 or more reveals that Moradin can sometimes be found here, but he is often away at a hidden forge somewhere in the mountain. A success by 10 or more reveals that Moradin's personal forge is known simply as the Soulforge. A success by 15 or more reveals Lord Ghoren to be the proxy ruler here; if anyone would know where the Soulforge might be found, it

would be him. This skill can provide a maximum of 1 success.

Stealth (DC 26): The characters must make successful Perception and Streetwise checks before they can attempt this skill. With this check, the characters try to infiltrate Lord Ghoren's keep. This is a group check requiring each participating character to make a Stealth check. If half or more succeed, the characters earn 2 successes toward the challenge. A second successful attempt earns the characters 1 more success as they sneak past the guards and into Lord Ghoren's chambers. This check can earn a maximum of 3 successes. Failure on either attempt earns 3 failures for the group, but these can be removed with immediate Bluff checks (see above). If an immediate Bluff check fails, the skill challenge fails.

Streetwise (DC 17): The characters ask around about the Soulforge. A successful check turns up nothing definitive, but the characters do learn that Lord Ghoren would know the answer and where this lord might be found. A character who succeeds by 5 or more learns the name of an unhappy functionary who lets anyone meet the lord as a petty vengeance for some past slight, thereby granting the characters 1 extra success. A success by 10 or more also reveals that those who complement Lord Ghoren on his craftsmanship can go far with him. Up to four characters can aid on this check. This skill can earn a maximum of 2 successes.

STAGE TWO: AUDIENCE WITH LORD GHOREN

An angry dwarf with a long gray beard that gathers in a pile beneath his feet leans forward on his throne, his exquisite armor creaking.

Primary Skills: Bluff, Diplomacy, Insight

Secondary Skills: Intimidate, Perception, Religion, special

Special: Characters who are worshippers of Moradin gain a +2 bonus on skill checks made during this stage. Characters who complement Lord Ghoren on his fine armor gain a +2 bonus on Diplomacy checks made during this stage.

Bluff (DC 26): The character tries to conceal the party's true purpose for seeking out the Soulforge. Up to four characters can aid on this check. This skill can provide a maximum of 4 successes. Once a character uses Bluff, all characters have a -2 on Diplomacy checks.

Diplomacy (DC 26): The characters ask for aid in their mission, using honesty and their mission's seriousness to sway the lord to their side. Up to four characters can aid on this check. This skill can earn a maximum of 4 successes. Once a character uses Diplomacy, all characters have a -2 on Bluff checks.

Insight (DC 26): You see into the lord's heart and realize that the dwarf wants only to serve Moradin to the best of his ability. The first success with this skill reveals that Ghoren takes pride in his armor, while the second success reveals Intimidate's futility. This skill can earn a maximum of 2 successes.

Intimidate: Lord Ghoren's duty outweighs any threats that the characters can put against him. Each Intimidate check counts as 1 failure.

Perception (DC 17): The character notices that Lord Ghoren wears exceptionally fine armor. This skill earns no successes.

Religion (DC 17): The character recalls Moradin's character and exploits, citing examples about Moradin's virtue to help show that the characters have common cause with the god. The characters must have earned at least 1 success with Diplomacy before using Religion will count as a success. This skill can earn a maximum of 1 success.



STAGE THREE: TO RAINFATHER'S BEARD

The entrance to the Soulforge lies beyond Rainfather's Beard, a waterfall near the mountain's base.

Options: Characters can reach the Rainfather's Beard by one of two ways. They can use the *spelljammer* if they have it and simply fly down, or they might just climb down the mountain.

Primary Skills: Arcana, Athletics, Religion, Streetwise, special

Secondary Skills: Acrobatics, Endurance

Acrobatics: A character can substitute an Acrobatics check for an Arcana check when flying down to Rainfather's Beard.

Arcana (DC 26): Characters flying to Rainfather's Beard must succeed on two Arcana checks to pilot the *spelljammer* through dangerous terrain. A failed Arcana check deals 50 damage to the *spelljammer* in addition to counting as a failure. One character can aid on this check. This skill can earn a maximum of 2 successes.

Athletics (DC 31): Parties climbing down the mountain must make a group Athletics check. In order to count as a success, at least half the party must succeed. Failure of the group check earns 1 failure on the challenge and also results in everyone losing 1 healing surge. This skill can earn a maximum of 2 successes.

Religion (DC 31): The character recalls a legend about the Rainfather's Beard being near Moradin's Hands. A success here opens up use of the Streetwise skill. This skill can earn a maximum of 1 success.

Streetwise (DC 26): Asking after Moradin's Hands and Rainfather's Beard reveals a probable location. A success by 10 or more grants a much more accurate location and an extra success. Up to four characters

can aid on this check. Streetwise skill can be used only after a successful Religion skill check. This skill can earn a maximum of 2 successes.

Success: The adventurers reach the Rainfather's Beard, where they must face the elemental guardian charged with protecting the entrance.

Failure: What happens when the characters fail at the skill challenge depends on where they acquire the last failure.

Stage One: The characters get an audience with Ghoren. Remove all failed checks and move forward to the next stage. Ghoren learns of the characters' efforts to locate the Soulforge and warns the aspect. Add two slaughterstone hammerers to tactical encounter N, The Forgeworks (page 70).

Stage Two: The characters fail to impress Ghoren and earn his enmity. Five slaughterstone hammerers attack the characters in his throne room. If the characters defeat the constructs, Ghoren grudgingly reveals the location of the Soulforge. Proceed with stage three.

Stage Three: The characters reveal themselves during their descent. Add two storm gorgons to tactical encounter K (The Rainfather's Thrall, next page) and the characters are automatically surprised.

K. THE RAINFATHER'S THRALL

Encounter Level 27 (58,000 XP)

SETUP

- 1 storm titan (T)
- 4 storm gorgons (G)

The storm titan lairs in the pool formed by the cupped hands while storm gorgons crop at the nearby grass. When the characters arrive at this site, the storm titan rises from its watery lair.

When the characters arrive at this area, read:

Rainfather's Beard tumbles down the cliff's face into a frothing pool formed by two enormous, stone hands. Four gray bulls crackling with lightning stand on the nearby green. A titanic humanoid rises from the center of the pool, sending waves to spill over the hands. It has midnight blue skin and long green hair. It draws a massive blade from the pool as it roars in anger.

TACTICS

The storm titan hovers above the pool, using *howling winds* and *hurl thunderbolt* to knock the characters from the cliff. It uses *roaring greatsword* against any character who comes within reach. The storm gorgons fly outside the *storm fury* aura to *trample* and *gore* the adventurers. All creatures here fight until destroyed.

FEATURES OF THE AREA

Cupped Hands: An enormous carving depicts cupped hands that catch the waterfall as it continues down the mountainside. Squares on the hands are slippery and count as difficult terrain. The water inside the cupped hands is 30 feet deep near the center.

Runoff: Water spills from the cupped hands and flows toward the cliff. Runoff squares count as difficult terrain, and any creature that starts its turn in a runoff square must make a DC 17 Athletics check as a free action or slide 2 squares toward the cliff.

Cliff: The cliff overlooks another waterfall that crashes 120 feet to another pool. A creature that falls takes 12d10 damage on landing.

Waterfall: Snowmelt and rain supply the water of this thundering fall. Squares adjacent to the waterfall are lightly obscured.

⚡ Thundering Waterfall

Frothing water tumbles down from misty heights to crash amid the cupped hands.

At-Will

Opportunity Action **Melee**

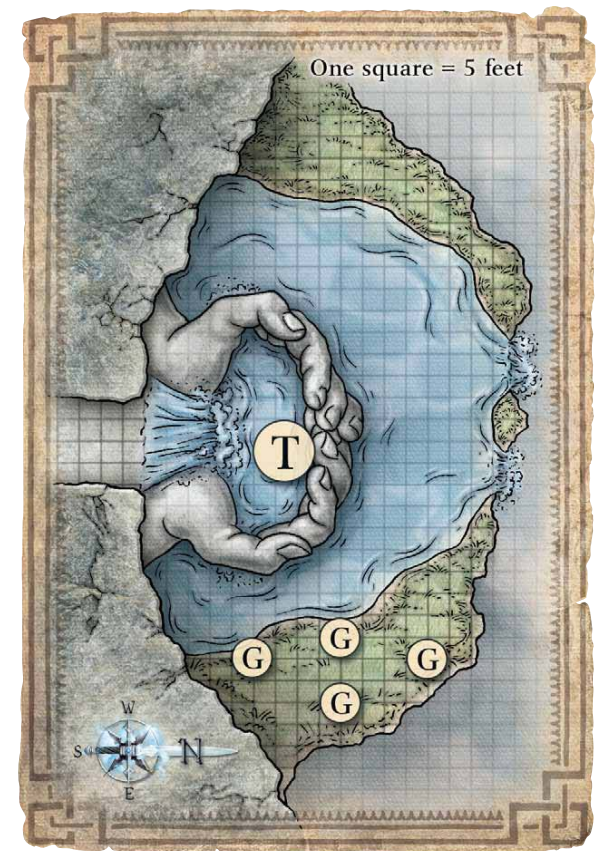
Trigger: A character enters or starts its turn in a square containing the waterfall.

Target: The triggering creature

Attack: +30 vs. Fortitude

Hit: The target is knocked prone and slides into the closest unoccupied square in cupped hands.

Miss: The target gains concealment and cover while in this square.



Storm Titan (T) Level 27 Elite Controller

Huge elemental humanoid (aquatic, giant) XP 22,000

Initiative +19 **Senses Perception** +22

Storm Fury (Lightning, Thunder) aura 4; any creature that enters or begins its turn in the aura takes 10 lightning and thunder damage; creatures other than storm giants and storm titans treat the area within the aura as difficult terrain and cannot fly.

HP 506; **Bloodied** 253**AC** 43; **Fortitude** 43, **Reflex** 38, **Will** 38**Resist** 30 lightning, 30 thunder**Saving Throws** +2**Speed** 8, fly 10 (hover), swim 8**Action Points** 1

⬇ **Roaring Greatsword** (standard; at-will) ⬆ **Lightning, Thunder**

Reach 3; +32 vs. AC; 2d6 + 11 damage plus 2d8 lightning and thunder damage.

⬇ **Double Attack** (standard; at-will) ⬆ **Lightning, Thunder, Weapon**

The storm titan makes two *roaring greatsword* attacks.

⚡ **Hurl Thunderbolt** (standard; at-will) ⬆ **Lightning, Thunder**

Ranged 10; +30 vs. Reflex; 3d6 + 6 lightning and thunder damage, and the target is pushed 3 squares and dazed (save ends).

⬅ **Howling Winds** (standard; recharge ⏳) ⬆ **Thunder**

Close burst 4; +30 vs. Fortitude; 2d12 + 6 thunder damage, and the target is pushed 4 squares and knocked prone. *Miss*: Half damage, and the target is pushed 1 square.

Alignment Evil **Languages** Giant, Primordial**Skills** Diplomacy +24, Intimidate +24**Str** 33 (+24) **Dex** 22 (+19) **Wis** 19 (+17)**Con** 29 (+22) **Int** 14 (+15) **Cha** 22 (+19)**Equipment** greatsword**4 Storm Gorgons (G) Level 26 Skirmisher**

Large elemental beast XP 9,000 each

Initiative +21 **Senses Perception** +19; **truesight** 6

Tempest's Fury (Lightning) aura 5; any creature that enters or starts its turn in the aura takes 20 lightning damage.

HP 248; **Bloodied** 124**AC** 42; **Fortitude** 40, **Reflex** 35, **Will** 35**Immune** knocked prone, pull/push/slide; **Resist** 20 lightning, 20 thunder**Speed** 8, fly 10 (hover); see also *mobile melee attack*

⬇ **Gore** (standard; at-will) ⬆ **Thunder**

+31 vs. AC; 1d10 + 12 damage plus 2d8 thunder damage, and the target is pushed 2 squares and knocked prone.

⬇ **Mobile Melee Attack** (standard; at-will)

The storm gorgon can move up to half its speed and make one melee basic attack at any point during that movement. The storm gorgon doesn't provoke opportunity attacks when moving away from the target of its attack.

⬇ **Trample** (standard; at-will)

The storm gorgon can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the gorgon must end its move in an unoccupied space. When it enters an enemy's space, the gorgon makes a trample attack: +29 vs. Reflex; 1d10 + 10 damage, and the target is knocked prone.

⬅ **Storming Breath** (standard; recharge ⏳) ⬆ **Lightning, Thunder**

Close blast 5; +29 vs. Fortitude; 2d10 + 20 lightning and thunder damage.

Alignment Unaligned**Languages** –**Str** 30 (+23) **Dex** 22 (+19) **Wis** 23 (+19)**Con** 32 (+24) **Int** 2 (+9) **Cha** 8 (+12)

L. A THOUSAND TEETH

Encounter Level 26 (45,000 XP)

SETUP

Morgol the Undying (M)

An ancient hydra lairs here and protects the Soulforge from unwanted visitors.

When the characters can see the hydra, read:

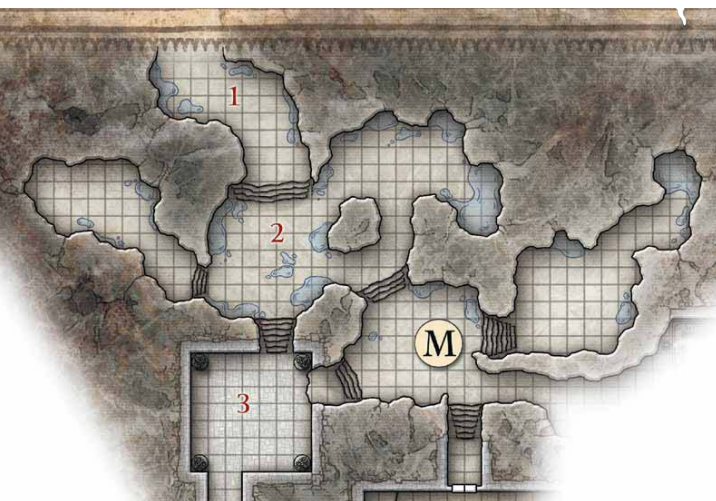
A great serpent with five heads roars in outrage and lumbers forward, jaws snapping, red eyes gleaming.

Perception

DC 17: *There are no stalagmites on the floor, but stalactites hang from the ceiling by the score.*

TACTICS

Morgol the Undying is too big to maneuver through these tunnels easily, so the hydra holds its position, relying on its reach to bite the characters. Should



characters hang back and pepper it with ranged attacks, it squeezes into the adjacent chamber where it can best catch the characters with its *hydra fury* attack. Morgol the Undying fights to the death.

FEATURES OF THE AREA

Illumination: Dim light. Fiery veins in the walls shed dim illumination throughout these caverns.

Ceiling: The ceilings throughout these caves are 50 feet high.

Steps: Granite shelves serve as steps that descend or ascend to other caves. Squares containing steps count as difficult terrain.

Stalactites: Sharp stalactites hang throughout these caves, though no stalagmites emerge from the floor (the hydra cleared these). Each ceiling square in a natural cavern contains one stalactite. A creature can break off a stalactite by using the following terrain power.

☞ Falling Stalactite Single Use Terrain

The stalactite ends at a sharp point. With the right pressure, you might break it free to send it down and impale any creature below it.

Single-Use (per square)

Standard Action **Ranged**

Check: Strength check, DC 31

Effect: The stalactite falls and makes an attack.

Target: One creature below the stalactite

Attack: +29 vs. Reflex

Hit: 1d8 + 9 damage, and the target is immobilized.

Miss: The square is filled with rubble and counts as difficult terrain until cleared.

Treasure: In one side chamber, the characters find the hydra's hoard, which consists of parcel I.

Morgol the Undying		Level 26 Solo Brute
Gargantuan immortal beast (reptile), hydra		XP 45,000
Initiative +19	Senses Perception +23; all-around vision	
HP 980; Bloodied 490; see also <i>regenerating heads</i>		
AC 38; Fortitude 40, Reflex 36, Will 36		
Saving Throws +5		
Speed 6		
Action Points 2		
☉ Bite (standard; at-will) ☒ Radiant		
Reach 4; +31 vs. AC; 2d8 + 10 damage plus 1d8 radiant damage.		
☙ Hydra Fury (standard; at-will)		
Morgol makes five bite attacks, plus an additional attack for each head it has grown (see <i>regenerating heads</i>). A target hit by more than one bite attack in a round takes 10 extra damage.		
☙ Rampage (standard; recharges when a critical hit is scored against Morgol)		
Morgol makes one bite attack against each enemy within its reach. On a hit, the target also takes ongoing 10 damage (save ends).		
Heroslayer		
While Morgol is marked, it gains a +2 bonus to attack rolls and a +10 bonus to damage rolls against the creature that marked it.		
Many-Headed		
Each time Morgol would become dazed or stunned, it instead loses one attack while using <i>hydra fury</i> during its next turn. Morgol can be dazed or stunned multiple times.		
Regenerating Heads		
When Morgol first reaches 735, 490, and 245 hit points, a head is destroyed. At the start of Morgol's next turn after a head is destroyed, two heads grow in the lost head's place, and Morgol gains an additional bite attack with <i>hydra fury</i> .		
Threatening Reach		
Morgol can make opportunity attacks against all enemies within its reach (4 squares).		
Alignment Unaligned		Languages –
Str 26 (+21)	Dex 22 (+19)	Wis 21 (+18)
Con 29 (+22)	Int 2 (+9)	Cha 10 (+13)

M. GODSWORN WARRIORS

Encounter Level 27 (57,000 XP)

SETUP

- 1 iron golem juggernaut (J)
- 1 godforged bolter (B)
- 2 godforged slashers (S)

Moradin depleted his barracks when he left to meet with the other gods. The servants he left behind represent but a token force, but they savagely attack anyone who intrudes.

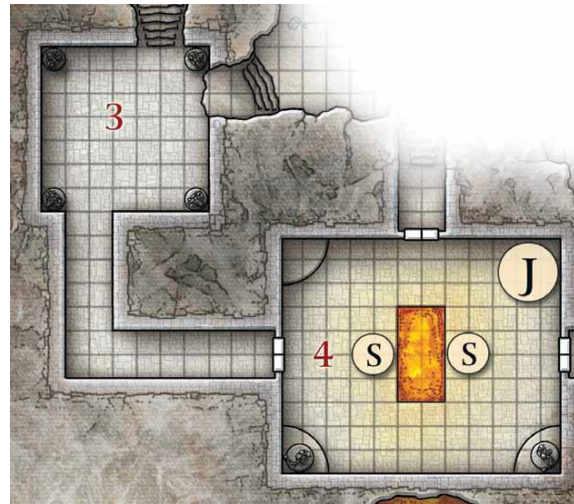
When the characters open any door to this room, read:

A large room, easily sixty feet across with a tall ceiling, holds a looming iron statue armed with a cruel blade and two humanoid constructs bristling with blades and saws. Three platforms fill three corners. Atop two are stone statues depicting dwarves. The third holds a stumpy construct whose upper body is an overlarge crossbow. A roaring fire fills the room's center.

TACTICS

The constructs are under orders to attack unauthorized intruders. Upon opening any door, the creatures animate and attack.

Iron Golem Juggernaut: The construct opens with its *breath weapon* to catch as many characters as it can. It then closes on any leading intruders, spending an action point to *cleave*. The iron golem must squeeze to leave this room, but it risks it to pursue the characters into adjoining chambers.



Godforged Bolter: This construct remains on the ledge, using *impaling bolt* to pin down characters in the iron golem's reach. It reloads and repeats this attack each round. Should any characters close on it, it uses *missile defense* and then slams the enemy off the platform. The godforged bolter remains where it is unless the characters flee, at which point it descends to give chase.

Godforged Slashers: The slashers work with the iron golem, taking positions opposite the golem if possible. The slashers use *flensing blades* only when presented with two or more targets. Otherwise they use their *slashing blades*. Note that these constructs spawn shattered progeny when damaged. These constructs stay close to their creators so they can be reincorporated into the godforged slasher if need be. Like the others, the slashers and their progeny pursue fleeing characters.

Iron Golem Juggernaut (J)		Level 26 Elite Soldier
Huge natural animate (construct)		XP 18,000
Initiative +19	Senses Perception +15; darkvision	
Noxious Fumes aura 3; while the iron golem juggernaut is bloodied, any creature that enters or starts its turn in the aura takes 10 poison damage.		
HP 488; Bloodied 244; see also <i>toxic death</i>		
AC 42; Fortitude 43, Reflex 38, Will 36		
Immune disease, poison, sleep		
Saving Throws +2		
Speed 6 (cannot shift)		
Action Points 1		
⊕ Iron Blade (standard; at-will)		
Reach 3; +33 vs. AC; 3d10 + 5 damage, and the target is marked (save ends).		
⊕ Cleave (standard; at-will)		
The iron golem juggernaut makes two iron blade attacks, each against a different target.		
⊕ Dazing Fist (immediate interrupt, when a creature marked by the iron golem juggernaut and within its reach moves or shifts; at-will)		
Reach 3; targets the triggering creature; +31 vs. Fortitude; the target is dazed (save ends).		
⚡ Breath Weapon (standard; recharge ☞ ☞) ⚡ Poison		
Close blast 5; +31 vs. Fortitude; 4d8 + 9 damage, and ongoing 5 poison damage (save ends).		
⚡ Toxic Death (when first bloodied and again when the iron golem juggernaut drops to 0 hit points) ⚡ Poison		
Close burst 5; +31 vs. Fortitude; 3d10 + 6 poison damage, and ongoing 10 poison damage (save ends).		
Alignment Unaligned		Languages –
Str 30 (+23)	Dex 18 (+17)	Wis 14 (+15)
Con 28 (+22)	Int 3 (+9)	Cha 3 (+9)
Equipment longsword		

2 Godforged Slashers (S)	Level 29 Brute
Large immortal animate (construct)	XP 15,000 each
Initiative +22 Senses Perception +21; darkvision	
Spinning Blades aura 1; each creature that starts its turn in the aura takes 20 damage.	
HP 328; Bloodied 164	
AC 41; Fortitude 43, Reflex 41, Will 40	
Immune disease, poison, sleep	
Speed 6 (cannot shift)	
⊕ Slashing Blades (standard; at-will)	
Reach 2; +32 vs. AC; 4d8 + 10 damage.	
↖ Flensing Blades (standard; recharges when first bloodied)	
Close burst 2; targets enemies; +32 vs. AC; 2d8 + 6 damage, and ongoing 15 damage (save ends).	
⬇ Hasty Repair (minor; at-will) ☒ Healing	
Reach 2; targets one shattered progeny; the shattered progeny is destroyed and the godforged slasher regains 40 hit points.	
Shattered Progeny (free, when reduced to 246, 164, 82, and 0 hit points)	
Place a shattered progeny token in an unoccupied space adjacent to the godforged smasher, and reduce the godforge slasher's spinning blades damage by 5.	
Alignment Unaligned Languages –	
Str 30 (+24) Dex 27 (+22) Wis 24 (+21)	
Con 28 (+23) Int 2 (+10) Cha 8 (+13)	

Shattered Progeny	Level 29 Minion Brute
Small immortal animate (construct)	XP –
Initiative as creator Senses Perception +21; darkvision	
HP 1; a missed attack never damages a minion	
AC 41; Fortitude 43, Reflex 41, Will 40	
Immune disease, poison, sleep	
Speed 4	
⊕ Spinning Blades (standard; at-will)	
+32 vs. AC; 18 damage.	
↖ Exploding Construct (when reduced to 0 hit points) ☒ Fire, Radiant	
Close burst 1; +30 vs. Reflex; 18 fire and radiant damage.	
Alignment Unaligned Languages –	
Str 30 (+24) Dex 27 (+22) Wis 24 (+21)	
Con 28 (+23) Int 2 (+10) Cha 8 (+13)	

Godforged Bolter (B)	Level 26 Artillery
Medium immortal animate (construct)	XP 9,000
Initiative +23 Senses Perception +18; darkvision	
HP 185; Bloodied 92	
AC 41; Fortitude 38, Reflex 41, Will 36	
Immune disease, poison, sleep	
Speed 4 (cannot shift)	
⊕ Slam (standard; at-will)	
+31 vs. AC; 2d8 + 7 damage, and the target is pushed 2 squares.	
↘ Impaling Bolt (standard; at-will) ☒ Weapon	
Ranged 10; +31 vs. Reflex; 2d6 + 10 damage, the target is immobilized (save ends), and the godforged bolter pushes the target 1 square. <i>Afterside:</i> The target takes 10 damage.	
↖ Missile Defense (immediate reaction, when hit by a melee attack; recharges when first bloodied)	
Close burst 10; +28 vs. Reflex; 4d10 + 8 damage.	
Alignment Unaligned Languages –	
Str 25 (+20) Dex 30 (+23) Wis 20 (+18)	
Con 23 (+19) Int 2 (+9) Cha 8 (+12)	

FEATURES OF THE AREA

Illumination: Bright light. A fiery pool in the chamber's center illuminates the room.

Doors: The steel doors are closed but not locked. They feel warm to the touch.

Ceiling: The ceiling is 70 feet overhead.

Platforms: Three platforms rise 30 feet above the floor in three corners. Rungs set in their faces grant access to their surfaces. A fall from a platform deals 3d10 damage.

Statues: Two statues atop platforms resemble towering dwarven warriors armed with greataxes and clad in plate armor. A statue has AC/Reflex 5, Fortitude 10, and 40 hit points.

⊕ **Warding Statues**

The statue comes to life to shove you from the platform.

Opportunity Action
Trigger: A creature starts its turn or enters a square adjacent to the statue
Target: The triggering creature
Attack: +30 vs. Fortitude
Hit: 2d8 + 9 damage, and the target is pushed 2 squares.

Fire Pit: Roiling flames burn in a stone basin at the room's center. Living creatures adjacent to the fire pit take a -2 penalty to attack rolls.

⊕ **Fire Pit**

Heat from the raging fires leaches your strength and resolve.

Opportunity Action
Trigger: A creature starts its turn or enters a fire pit square.
Target: The triggering creature
Attack: +30 vs. Fortitude
Hit: 2d6 + 9 fire damage, and ongoing 10 fire damage (save end). If the creature already has ongoing fire damage, it instead takes an extra 4d6 fire damage.
Miss: Half damage.

Ceiling Hooks: Row upon row of hooks line the ceiling. Dormant constructs once hung from the hooks like toys. Now all the hooks are empty.

N. FORGEWORKS

Encounter Level 26 (49,000 XP)

SETUP

Forgeworks (N for Nozzles, C for Claw)
5 slaughterstone hammerers (H)

This chamber contains a wicked trap designed to take raw ore and turn it into liquid metal. The slaughterstone hammerers ensure unwilling objects make it into the crucible.

When the characters enter this room, read:

A raised pathway with a moving surface fills the room with noise. Hulking humanoid constructs equipped with hammer arms turn as one to note your presence.

5 Slaughterstone Hammerers (H) Level 25 Soldier
Large natural animate (construct) XP 7,000

Initiative +14 **Senses** Perception +12; darkvision
Thunder Step aura 2; each creature that starts its turn within the aura is slowed until the start of its next turn.

HP 233; **Bloodied** 116
AC 41; **Fortitude** 40, **Reflex** 35, **Will** 35

Immune disease, poison, sleep

Speed 6

⊕ **Slam** (standard; at-will)

Reach 2; +32 vs. AC; 2d8 + 10 damage, and the target is knocked prone.

⊖ **Hammerstrike** (standard; at-will)

Reach 2; +28 vs. Fortitude; 2d8 + 10 damage, and the target is dazed (save ends).

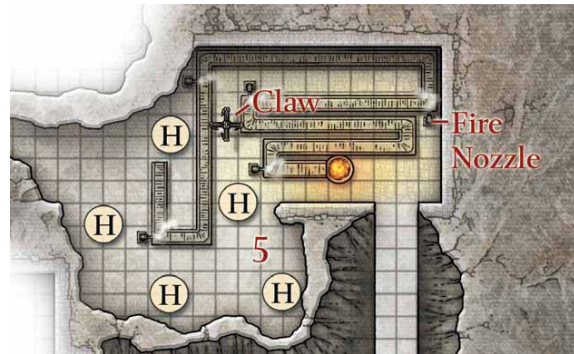
Tunnel Fighting

A slaughterstone hammerer takes no penalty to attack rolls while squeezing and does not grant combat advantage while squeezing.

Alignment Unaligned **Languages** –

Str 28 (+21) **Dex** 11 (+12) **Wis** 10 (+12)

Con 25 (+19) **Int** 1 (+7) **Cha** 3 (+8)



Perception Check

DC 26: A control panel stands against the far wall near the room's exit.

Forgeworks **Level 25 Elite Blaster**
Trap XP 14,000

The room is alive with industry, with bright sparks, streams of liquid fire, and choking clouds of smoke.

Trap: The trap consists of several components linked by the conveyor belt running through the room. A clawed hand snatches creatures and places them on the conveyor belt. Where indicated on the map, nozzles fire jets of superheated steam, and the conveyor belt deposits anything on it into the crucible at its end.

Perception

◆ **DC 31:** A character spots the control panel on the opposite side of the room.

Additional Skill: Dungeoneering

◆ **DC 28:** The character identifies the nozzle locations.

Trigger

The trap makes the following attacks on the indicated turns.

Attack (Initiative 20, 10, 0)

No Action **Melee**

Target: Each creature on the conveyor belt

Effect: The creature slides 2 squares in the direction indicated on the map.

Attack (Initiative 15, 5)

Minor Action **Melee**

Target: One random non-construct creature not on a conveyor belt square

TACTICS

The slaughterstone hammerers try to prevent characters from escaping the room. They give preference to characters on the conveyor belt.

FEATURES OF THE AREA

Illumination: Dim light. Fiery veins and the crucible offer scant illumination.

Ceiling: The ceiling is 40 feet high.

Conveyor Belt: A 5-foot-wide conveyor belt runs through the room. Squares containing the conveyor belt count as difficult terrain.

Treasure: Leavings from melted-down items litters the floor. Sifting through it reveals parcels J, K, and L.

Attack: +28 vs. Reflex

Hit: 2d8 + 9 damage, and the target slides to the closest square containing the conveyor belt.

Miss: Half damage

Attack (Initiative 25) ♦ Fire

Standard Action **Close blast 2**

Target: Each creature in the blast for each nozzle

Attack: +26 vs. Reflex

Hit: 2d8 + 9 fire damage, and the target is dazed and immobilized until the end of its next turn.

Attack ♦ Fire

Opportunity Action **Melee**

Trigger: A creature enters or starts its turn in the crucible

Target: The triggering creature

Effect: The creature takes 4d10 fire damage, and ongoing 10 fire damage (save ends). A creature cannot make saving throws to end the ongoing damage until it exits the crucible (DC 26 Athletics check).

Countermeasures

◆ A character adjacent to the control panel can shut off the device and disable the trap by engaging in a skill challenge. DC 31 Thievery. Complexity 2 (6 successes before 3 failures). Success shuts off the conveyor belt and the forgeworks can only make the opportunity action attack. Failure causes the control panel to explode: close blast 7; +28 vs. Reflex; 3d12 + 9 damage, and the target is knocked prone and dazed (save ends). The trap is disabled if the control panel explodes.

O. ANGELIC DEFENDERS

Encounter Level 25 (35,400 XP)

SETUP

4 angels of supremacy (S)

14 angel of valor legionnaires (V)

The angels position themselves between the characters and Moradin's aspect in the room beyond. The angels do not attack unless the characters try to cross the bridge.

When the characters enter this room, read:

Shimmering humanoid figures hang like stars in the sky, each a glowing light hovering over a yawning darkness. A white stone bridge crosses the chasm, but the angels seem ready to block any progress.

TACTICS

The angels are here to protect Moradin's aspect by denying passage to the chamber beyond.

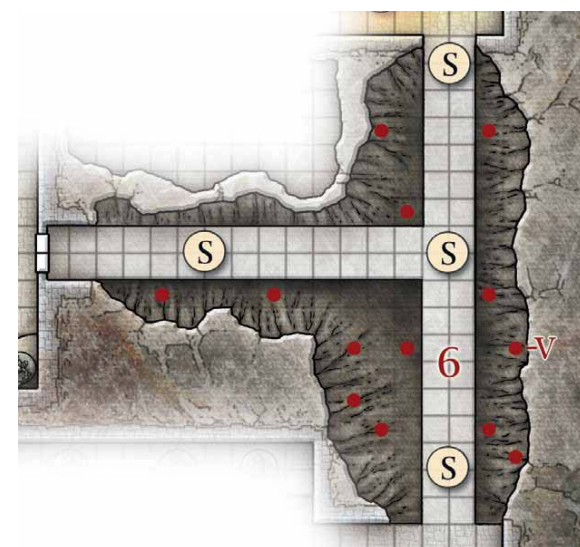
Angels of Supremacy: These angels hover 5 feet above their positions. When a character engages an angel, it uses *astral brilliance* and makes its stand

14 Angel of Valor Legionnaires	Level 21 Minion
Medium immortal humanoid (angel)	XP 800 each
Initiative +14	Senses Perception +12
HP 1; a missed attack never damages a minion.	
AC 35; Fortitude 35, Reflex 31, Will 30	
Immune fear; Resist 10 fire, 10 radiant	
Speed 6, fly 9 (hover)	
⊕ Greatsword (standard; at-will) ♦ Fire, Weapon	
+26 vs. AC; 9 fire damage.	
Alignment Unaligned	Languages Supernal
Str 26 (+18)	Dex 18 (+14)
Con 18 (+14)	Int 12 (+11)
	Wis 14 (+12)
	Cha 16 (+13)
Equipment chainmail, greatsword	

4 Angels of Supremacy	Level 24 Soldier
Large immortal humanoid (angel)	XP 6,050 each
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.	
Effect: 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.	
Effect: 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)
Con 26 (+20)	Int 25 (+19)
	Wis 22 (+18)
	Cha 19 (+16)
Equipment plate armor, heavy shield, spear	

inside the zone it creates. These angels use *summons to justice* to pull fleeing enemies back into their zones or *light of justice* to destroy any characters who slip past. The angels of supremacy fight to the death, but pursue only if characters move into room 7.

Angels of Valor: These angels support their larger kin, swooping down to make attacks using their greatswords. They bolster any allies engaged in combat.



FEATURES OF THE AREA

Illumination: Dim light. The angels' glow combined with the ever-present light shining from the fiery veins in the walls illuminate this chamber.

Ceiling: The ceiling rises 100 feet overhead.

Bridge: The bridge is made from stone. Struts beneath anchor it to the walls.

Chasm: A deep chasm yawns below the bridge, dropping 200 feet to a mound of shattered metal, springs, cogs, and other detritus. A character who falls can make a saving throw to catch him- or herself on the struts below the bridge. From the struts, it requires a move action and a DC 17 Athletics check to return to the bridge. Otherwise, the character takes 20d10 damage upon landing at the chasm's bottom. The struts make it easy to climb out of the chasm (DC 17 Athletics).

P. MORADIN'S FORGE

Encounter Level 28 (65,000 XP)

SETUP

Aspect of Moradin (A)

1 forgespirit (F)

2 godforged blade bearers (G)

8+ forgesworn dwarves (D)

The adventurers are again too late. By anticipating their movements, Dakranad arrived at the forge ahead of the heroes. There, with the aid of dark magic, he persuaded the aspect of Moradin to give him a creation spark by explaining that Amyria housed Bahamut's essence and that he needed the spark to release the essence and thus restore the Platinum Dragon to life. Thinking that this is exactly what Moradin would want (and encouraged by Dakranad's sorcery), the aspect gave the creation spark to the dragon. Before Dakranad left, he warned the aspect that the characters would be following soon after and suggested that they want to prevent Bahamut's rebirth because they want to save Amyria's life. Thus, when the characters find the aspect, they see he is both sympathetic but resolved to stop them at any cost.

When the characters enter this room, read:

Brilliant flames roil and flare at the room's far end. Before them stands a mighty anvil on which you see hammers, tongs, and other tools. A muscled, idealized dwarf dressed in full plate armor and gripping an enormous hammer in his fist turns from the anvil. The dwarf smoothes his singed beard and regards you with sad eyes while two hulking constructs step forward, brandishing spinning saw blades. Eight more dwarves stand before smaller anvils and forges.

They ignore your presence as their hammers rise and fall in perfect unison.

If the characters don't attack right away, read:

The dwarf speaks, his voice the sound of mountains shifting on their foundations. "Your purpose is noble but selfish. Friendship demands loyalty, yet there are times when you must set aside your misgivings for the good of the world. Although you have violated my sanctum, I am willing to forgive your trespass if you return whence you came and give up this foolish mission."

The aspect answers questions as long as the characters make no aggressive moves. What follows are answers to likely questions.

What are you talking about? You have come to save the deva's life, but you will not find her here. Dakranad has taken her to find her destiny.

Her destiny? She houses Bahamut's essence. The mithral dragon intends to unleash this essence so the Platinum Dragon can be reborn.

Give us the creation spark! I have it no longer. I gave it to Dakranad. Even if I wanted to, I could not give it to you. The Crucible bestows this blessing but once each century.

Where is Dakranad now? I cannot tell you, lest you interfere in his mission.

To gain more information about where Dakranad is heading, the characters must engage in a skill challenge to persuade the aspect that they too want to see Bahamut restored. If the characters threaten the aspect or make any aggressive move, the aspect attacks. The characters can still try to persuade the aspect of their intentions during the combat, but the DCs are 2 higher than those listed below.

COMMON CAUSE

The aspect grieves for your troubles, but his own loyalty to Bahamut blinds him to your true purpose.

Level: 28 (XP 26,000)

Complexity: 1 (requires 4 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, Religion, special

Secondary Skill: Insight

Special: If the characters defeated Dispat and show his head or his rod as proof of the dragon's corruption, the characters automatically earn 2 successes. (2 successes, maximum 2 successes)

Arcana (DC 31): The character tries to unravel the enchantment beguiling the aspect. This skill cannot be used unless a successful Insight check has been made (see below). Up to four characters can aid on this check. This skill can earn a maximum of 2 successes.

Bluff (DC 30): The character fabricates evidence against Dakranad. In addition to counting as two failures, a failed check counts as two failures, closes off future Bluff checks, and each new attempt results in 1 more automatic failure. This skill can earn a maximum of 4 successes.

Diplomacy (DC 26): The character cites truthful evidence about Dakranad's corruption or recounts the party's past alliance with the Platinum Dragon. This skill can earn a maximum of 4 successes.

Insight (DC 31): The character identifies that the aspect of Moradin has been ensorcelled by the mithral dragon. A successful check counts as 0 successes but opens up use of the Arcana skill.

Religion (DC 17): The character recalls Moradin's character and shows how the aspect's actions are

at odds with the god's nature. This skill can earn a maximum of 1 success.

Success: The characters break the enchantment and the aspect of Moradin realizes that the mithral dragon tricked him. Enraged by this, he urges the characters to venture to Bahamut's Palace (if the characters haven't yet been there) or to the Bridge of al-Sihal (if the characters have already been to Bahamut's Palace). Alternatively, if Amyria is still with the characters, the aspect gives them the creation spark and advises them to seek the Bridge of al-Sihal to witness Bahamut's imminent return.

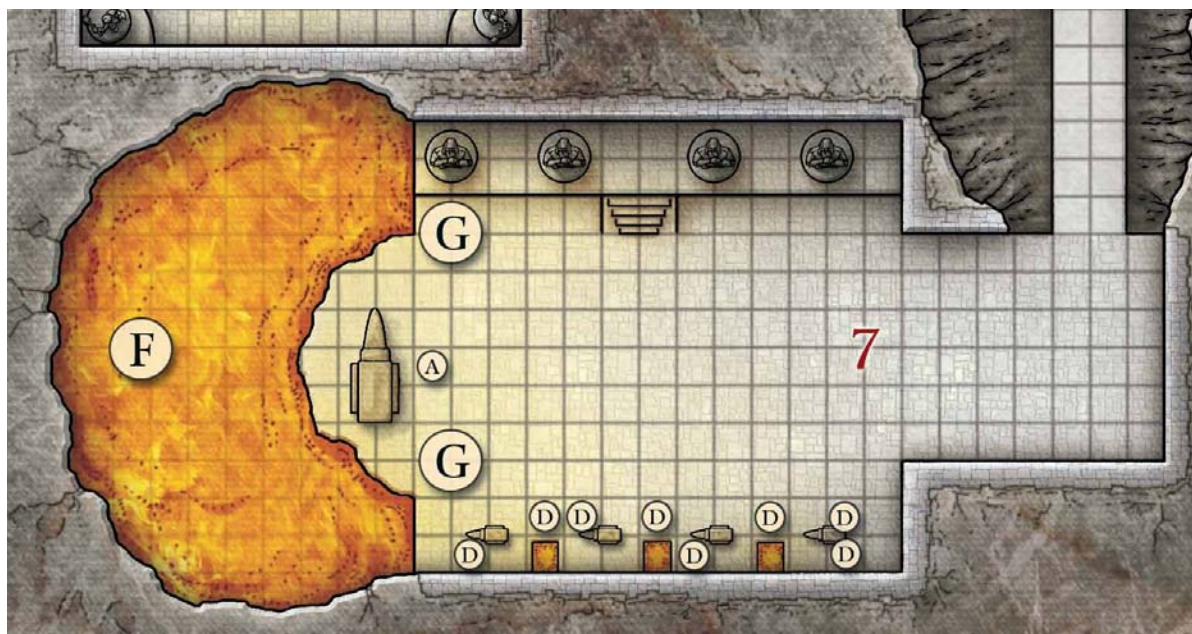
Failure: The aspect of Moradin believes the characters are trying to trick him. He commands his servants to attack.

TACTICS

Aspect of Moradin: The aspect uses *mountain-fall charge* first, hoping to drive the characters back onto the bridge and into the chasm beyond. The aspect then uses *rippling earth* to keep driving back the adventurers. After, the aspect presses the attack using *whirling hammer*. He fights until destroyed and gives no quarter; he will even pause to dispatch dying characters. Such an affront as a fight in this sacred chamber allows for no mercy.

Forgespirit: Starting on the second round, the forgespirit, the very essence of creation, emerges from the Crucible of Light to aid the aspect. It moves to where *forge burst* can be most effective and then uses that power. While sustaining it, it uses *unearthly bellows* to send enemies through the flames it created.

Godforged Blade Bearers: These constructs hit prone enemies with their *swift blade* attacks. They move constantly, striking at every creature in their reach.



Forgesworn Dwarf: The minions avoid combat until at least one godforged blade bearer is reduced to 0 hit points. The minions then attack en masse and gang up on one enemy at a time using their warhammers.

Statues: Two statues atop platforms resemble towering dwarven warriors armed with greataxes and clad in plate armor. A statue has AC/Reflex 5, Fortitude 10, and 40 hit points.

FEATURES OF THE AREA

Illumination: Bright light. The Crucible of Light fills the room with bright light.

Ceiling: The ceiling is 100 feet overhead.

God Anvil: The mighty anvil stands at the end of the room. Immortal creatures within 5 squares of the anvil gain a +1 bonus to attack rolls and deal 5 extra radiant damage on all melee attacks.

Ledge: A ledge stands 10 feet above the floor.

Stairs: A staircase grants access to the ledge. Squares containing stairs count as difficult terrain.

Aspect of Moradin (A) Level 26 Elite Soldier (Leader)
Medium immortal humanoid XP 18,000**Initiative** +20 **Senses** Perception +20; low-light vision, truesight 10**Victorious Song** aura 5; allies in the aura that can hear the aspect of Moradin gain a +2 power bonus to attack rolls.**HP** 482; **Bloodied** 241**AC** 42; **Fortitude** 41, **Reflex** 36, **Will** 38**Immune** poison**Saving Throws** +2**Speed** 5; teleport 5**Action Points** 1⊕ **Crushing Hammer** (standard; at-will) ☒ **Weapon**

+33 vs. AC; 2d10 + 10 damage, and the target is dazed until the end of its next turn.

† **Grudge Strike** (immediate reaction, when an enemy hits the aspect of Moradin with a melee attack; at-will) ☒ **Weapon**The aspect of Moradin makes a *crushing hammer* attack against the triggering enemy.† **Bonecrusher Strike** (immediate interrupt, when an adjacent enemy uses the stand up action; at-will) ☒ **Weapon**

+31 vs. Fortitude; 2d10 + 10 damage, the target is knocked prone, and cannot stand (save ends).

† **Mountainfall Charge** (standard; recharges when first bloodied) ◆ **Thunder, Weapon**

The aspect of Moradin shifts 5 squares ignoring difficult terrain and makes an attack at the end of this movement: +34 vs. AC; 2d10 + 10 damage, the target is stunned (save ends), and all enemies adjacent to the target take 10 thunder damage and are pushed 5 squares.

⊕ **Warding Statues***The statue comes to life to shove you from the platform.***Opportunity Action****Trigger:** A creature starts its turn or enters a square adjacent to the statue**Target:** The triggering creature**Attack:** +30 vs. Fortitude**Hit:** 2d8 + 9 damage, and the target is pushed 2 squares.

Crucible of Light: Beyond the God Anvil is the Crucible of Light. Once every century, Moradin can extract a creation spark from its fires. These sparks are pure possibility. Left on their own, they might

⚡ **Rippling Earth** (standard; recharge ☒☒) ☒ **Weapon**

Close burst 5; +31 vs. Fortitude; 2d10 + 10 damage, the target is pushed to the edge of the burst and knocked prone.

⚡ **Whirling Hammer** (standard; at-will) ☒ **Weapon**Close burst 1; one or two targets; +31 vs. AC; 2d10 + 10 damage, and the target is dazed until the end of its next turn. *Effect:* If one or both attacks miss, the aspect of Moradin makes a secondary attack that does not provoke opportunity attacks: Ranged 10; targets one enemy not targeted by whirling hammer; +35 vs. AC; 2d10 + 10 damage, and the target is pushed 5 squares and knocked prone.**Rooted in Stone**

The aspect of Moradin can only be forcibly moved—by a push, a pull, or a slide—if he chooses to be, and then may choose the distance he is forcibly moved up to the maximum the effect specifies. The aspect of Moradin cannot be knocked prone.

Alignment Lawful good**Languages** Common, Dwarven, Supernal**Skills** Athletics +28, Diplomacy +23, Dungeoneering +27, Endurance +27, History +20, Insight +25, Intimidate +23**Str** 30 (+23)**Dex** 20 (+18)**Wis** 25 (+20)**Con** 25 (+20)**Int** 15 (+15)**Cha** 20 (+18)**Equipment** plate armor, heavy shield, warhammer

evolve into new gods, dominions, or even worlds. Non-immortal creatures entering or starting their turns in a space adjacent to the crucible take 20 fire and radiant damage. Any character attempting to enter the Crucible of Light is automatically pushed 1d10 squares and knocked prone.

Forges and Anvils: Opposite the ledge is a row of forges and anvils. Creatures entering or starting their turns in a square containing a forge take 10 fire damage.

Treasure: Positioned atop the God Anvil are treasure parcels M, N, O, and P. The aspect of Moradin

gives these treasures to a party that succeeds on the skill challenge, but characters who defeat the aspect may take them anyway.

If the characters have Amyria in their possession and successfully negotiated with the aspect, they also receive the creation spark. A golden locket contains its power. Aside from the hammer embossed on one side and an anvil on the other, the item seems mundane. Opening the locket releases blinding light: +32 vs. Fortitude; the target is blinded (save ends).

CONCLUSION

If the characters end this encounter without destroying the aspect of Moradin, award them experience points as if they had.

Forgespirit (F)	Level 25 Controller	
Large immortal magical beast (air, earth, fire)	XP 7,000	
Initiative +19	Senses Perception +17	
HP 236; Bloodied 118		
AC 39; Fortitude 39, Reflex 37, Will 35		
Immune disease, petrification, poison; Resist 20 fire		
Speed 6		
⊕ Fiery Touch (standard; at-will) ♦ Fire		
Reach 2; +29 vs. Reflex; 1d6 + 8 fire damage, and ongoing 10 fire damage (save ends). If this attack hits a target already suffering from ongoing fire damage, the attack instead deals 10 extra fire damage.		
⊕ Hammer on Anvil (standard; at-will)		
Reach 2; +29 vs. Fortitude; 3d8 + 8 damage, and the target is pushed 3 squares and knocked prone.		
⚡ Forge Burst (standard; sustain: minor; encounter) ♦ Fire, Zone		
Close burst 3; +29 vs. Reflex; 3d6 + 9 fire damage. <i>Effect:</i> The squares along the edge of the burst become a zone of raging fire that lasts until the end of the forgespirit's next turn (sustain minor). Any creature that starts its turn inside or enters the zone takes 20 fire damage.		
⚡ Unearthly Bellows (standard; encounter)		
Close blast 5; +29 vs. Fortitude; 3d10 + 6 damage, and the target is pushed 3 squares, and slowed (save ends).		
Alignment Unaligned	Languages Primordial	
Str 26 (+20)	Dex 25 (+19)	Wis 21 (+17)
Con 28 (+21)	Int 6 (+10)	Cha 15 (+14)

2 Godforged Blade Bearers (G)	Level 27 Skirmisher	
Large immortal animate (construct)	XP 11,000 each	
Initiative +24	Senses Perception +26; truesight 10	
HP 245; Bloodied 122		
AC 42; Fortitude 37, Reflex 40, Will 39		
Immune disease, poison sleep		
Speed 8; see also <i>swift blade</i>		
⊕ Swift Blade (minor; at-will)		
Reach 2; +32 vs. AC; 3d8 + 9 damage, and the godforged blade bearer shifts 1 square.		
⚡ Sparking Damage (when reduced to 183, 122, 61, and 0 hit points) ♦ Lightning, Radiant		
Close burst 1; +30 vs. Reflex; 5d10 lightning and radiant damage.		
Murderous Intent (while marked by an enemy)		
The godforged blade bearer's <i>swift blade</i> attacks deals 2d8 extra damage to targets that mark it.		
Alignment Unaligned	Languages –	
Str 23 (+19)	Dex 29 (+22)	Wis 26 (+21)
Con 21 (+18)	Int 4 (+10)	Cha 8 (+12)

8 Forgesworn Dwarf (D)	Level 26 Minion Brute	
Medium immortal humanoid, dwarf	XP 2,250 each	
Initiative +18	Senses Perception +19; low-light vision	
HP 1; a minion never takes damage from a miss.		
AC 36; Fortitude 40, Reflex 36, Will 37		
Speed 5		
⊕ Warhammer (standard; at-will) ♦ Weapon		
+29 vs. AC; 17 damage.		
Stand Your Ground		
When an effect forces a dwarf to move—through a pull, a push, or a slide—the dwarf moves 1 square less than the effect specifies. When an attack would knock a dwarf prone, the dwarf can roll a saving throw to avoid falling prone.		
Eternal Returns		
If a forgesworn dwarf is reduced to 0 hit points while in the aspect of Moradin's <i>victorious song</i> aura, two more forgesworn dwarves appear in unoccupied spaces adjacent to the aspect of Moradin at the end of his next turn.		
Alignment Unaligned	Languages Common, Dwarven	
Str 26 (+21)	Dex 20 (+18)	Wis 23 (+19)
Con 28 (+22)	Int 10 (+13)	Cha 10 (+13)
Equipment chainmail, heavy shield, warhammer		

Q. WAR FOR HEAVEN

Encounter Level 32 (140,000 XP)

SETUP

Dakranad (D)

Zachariel (Z)

The characters chase the mithral dragon to the city, follow the path up the highest peak (Chronias, the Radiant Throne), and find the Bridge of al-Sihal. How the characters find the bridge depends on their circumstances. If Amyria is with the characters, Dakranad attacks before she can confront Zachariel. If the dragon has Amyria, it battles the archangel to win its way past.

If Amyria is with the characters, read:

The bridge stretches ahead, vanishing into a curtain of golden light. A magnificent figure stands before it—an angel. Its obscured features reveal little of its intent, but the flaming sword it wields suggests only worthy souls can pass. Just as you get your bearings, a dark shadow crosses you, a shadow cast by a fearsome mithral dragon.

If Amyria is with the dragon, read:

The bridge stretches ahead, vanishing into a curtain of golden light. Before the light, a fearsome mithral dragon battles a powerful angel. Claw crashes against fiery sword as the two clash. Around the dragon's neck hangs a golden locket and in its claw, you see Amyria's unconscious body, blood running from her open mouth.

Arcana Check

DC 18: *The golden locket shines with power and it appears to contain the creation spark you seek.*

Dakranad, Mithral Dragon Level 29 Solo Skirmisher
Huge immortal magical beast (dragon) XP 65,000

Initiative +27 Senses Perception +27; darkvision

HP 1,052; **Bloodied** 526; see also *bloodied breath*

AC 44; **Fortitude** 41, **Reflex** 43, **Will** 41

Resist 25 radiant

Saving Throws +5

Speed 10, fly 12 (hover), overland flight 15, teleport 10

Action Points 2

⊕ **Bite** (standard; at-will) ♦ **Radiant**

Reach 3; +34 vs. AC; 2d8 + 11 damage, and ongoing radiant 15 radiant damage (save ends).

⊕ **Claw** (standard; at-will)

Reach 3; +34 vs. AC; 3d8 + 8 damage.

‡ **Dimension Strike** (minor; at-will) ☒ **Teleportation**

The dragon teleports 5 squares, makes a *claw* attack, teleports 5 squares, and makes a *claw* attack against a different target.

‡ **Wing Buffet** (minor; recharge ☒☒)

Reach 3; +32 vs. Fortitude; 4d10 + 8 damage, and the target is pushed 3 squares.

✧ **Mithral Prescience** (minor; at-will)

Ranged 10; the target takes a -2 penalty to all defenses against the dragon's attacks until the dragon uses this power against another target.

↩ **Breath Weapon** (standard; recharge ☒☒) ♦ **Radiant**

Close blast 5; +32 vs. Reflex; 4d10 + 6 radiant damage, and the target is blinded (save ends). Miss: Half damage.

↩ **Bloodied Breath** (free, when first bloodied; encounter)

Breath weapon recharges, and the dragon uses it.

↩ **Dimensional Flurry** (standard; encounter) ♦ **Radiant**

Close burst 10; targets up to four enemies; +32 vs. Reflex; 4d6 + 5 damage, and the target takes ongoing 15 radiant damage and is dazed (save ends both). *Effect:* The dragon teleports to a space in the burst.

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

Close burst 10; targets enemies; +32 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a X2 penalty to attack rolls (save ends).

Prophetic Defense (immediate interrupt, when the dragon is hit by an attack; at-will) ♦ **Teleportation**

The dragon gains a +4 bonus to all defenses against the triggering attack. If the attack misses, the dragon teleports 6 squares.

Alignment Evil **Languages** Common, Draconic, Supernal
Skills Diplomacy +26, History +26, Insight +27, Intimidate +26, Religion +26

Str 27 (+22)

Dex 32 (+25)

Wis 27 (+22)

Con 23 (+20)

Int 25 (+21)

Cha 25 (+21)

TACTICS

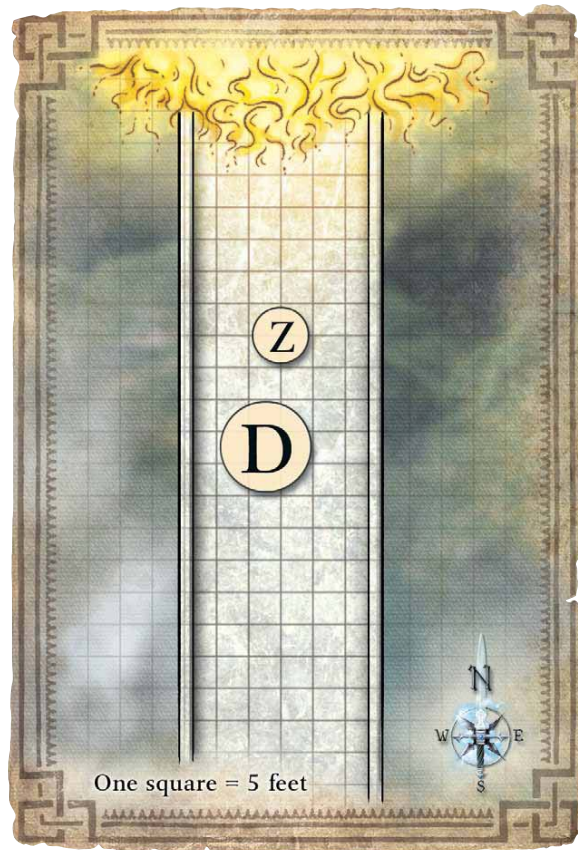
The dragon means to get through the golden curtain and the archangel isn't having it. If the dragon has Amyria, she's at grave risk, because Zachariel cares nothing for her. If she's not saved, she could very well die in the fight. Of course, interfering characters put themselves in the dragon's path.

Dakranad: The dragon restricts its attacks to claw attacks against Zachariel, knowing its radiant attacks are useless. Should two or more characters close, the dragon uses *frightful presence* and spends an action point to use *dimension strike* against stunned targets. The dragon withdraws from Zachariel to concentrate his attacks against the party,

using his *breath weapon* and *dimensional fury* to destroy the meddling adventurers.

If reduced to 200 hit points or less, Dakranad grows desperate. If he still has Amyria, he abandons the characters and renews his efforts against Zachariel, striking at the characters only if they attack him or try to snatch Amyria.

Zachariel: The angel's sole purpose is to prevent unlawful passage beyond the Bridge of al-Sihal. The angel attacks only characters entering its reach, but specifically focuses on the dragon. Zachariel cares nothing for the characters unless they attack it. In this case, the angel uses *excommunication* to remove troublesome enemies and *holy word* to keep dangerous opponents at bay. The angel is not above using *blazing*



arc and menacing presence to push characters from the bridge.

Retrieving Amyria and the Creation Spark:

The characters have several options for retrieving Amyria. A character adjacent to the dragon can use the escape action against the dragon's Fortitude or Reflex to wrench her free. Alternatively, if the characters manage to stun or bloody him, Dakranad drops Amyria at his feet. Once the dragon loses her, he works to snatch her again by using the grab action.

Stealing the Creation Spark requires a DC 37 (DC 27 if the dragon is stunned) Thievery check.

Zachariel **Level 28 Solo Soldier**
 Large immortal humanoid (angel) XP 65,000
Initiative +22 **Senses Perception** +27
Dimensional Ward aura 3; creatures cannot use teleportation powers or effects to enter or exit squares inside the aura.
HP 1,036; **Bloodied** 518
AC 44; **Fortitude** 42, **Reflex** 38, **Will** 40
Immune fear; **Resist** 20 fire, 30 radiant; **Vulnerable** see *arrow of fate*
Saving Throws +5
Speed 8, fly 16 (hover)
Action Points 2

⊕ **Blazing Sword** (standard; at-will) ♦ **Fire, Radiant, Weapon**
 Reach 2; +35 vs. AC; 2d6 + 10 damage plus 2d6 fire and radiant damage, and the target is slowed and marked until the end of Zachariel's next turn.

† **Brilliant Rebuke** (immediate reaction, when an adjacent enemy moves or shifts; at-will) ♦ **Fire, Weapon**
 Zachariel makes a blazing sword attack against the triggering enemy.

✂ **Excommunication** (standard; recharges when an enemy hits Zachariel with a melee attack) ♦ **Acid, Teleportation**
 Ranged sight; +31 vs. Will; the target disappears into Carceri and is removed from play (save ends). The target is marooned on a bleak island lashed with acid rain, taking 20 acid damage each time it fails a saving throw to end the effect. *Aftereffect:* The target reappears in a square on the edge of the Zachariel's dimensional ward aura and is immobilized and knocked prone until the end of its next turn.

↶ **Astral Fury** (free, when first bloodied; encounter) ♦ **Radiant, Zone**
 Close burst 5; +31 vs. Fortitude; 3d6 + 9 radiant damage, and the target is blinded (save ends). *Effect:* The burst creates a zone of brilliant light that lasts until the end of the encounter. Zachariel's blazing sword attacks deal 2d6 extra radiant damage while he is within the zone.

Getting Amyria Through the Curtain: Once Amyria gets the Creation Spark, her consciousness returns. She wants to slip through the curtain, but she can't while Zachariel blocks the way. The characters can deal with the archangel by stunning or otherwise incapacitating it or they might use the *arrow of fate*.

↶ **Blazing Arc** (standard; at-will) ♦ **Fire, Radiant, Weapon**
 Close burst 2; +35 vs. AC; 2d6 + 10 damage plus 2d6 fire and radiant damage, and the target is slowed and marked until the end of Zachariel's next turn.

↶ **Holy Word** (minor; recharge ☒ ☒) ♦ **Thunder**
 Close blast 3; +31 vs. Fortitude; 4d8 + 13 thunder damage, and the target is stunned until the end of Zachariel's next turn. *Aftereffect:* The target is dazed (save ends).

↶ **Menacing Presence** (minor 1/round; at-will) ♦ **Fear**
 Close burst 3; targets creatures marked by Zachariel; +33 vs. Will; the target is pushed 3 squares and takes a -2 penalty to all attack rolls until the end of its next turn.

Angelic Presence (while not bloodied)
 Any attack against Zachariel takes a -2 penalty to the attack roll.

Threatening Reach
 Zachariel can make opportunity attacks against all enemies in his reach.

Arrow of Fate
 Zachariel is particularly vulnerable to the *arrow of fate*. If fired from a longbow or shortbow or used as an improvised weapon, when hit Zachariel takes 250 points of damage and is stunned (save ends).

Alignment Unaligned **Languages** Supernal
Skills Arcana +24, Diplomacy +26, History +24, Insight +27, Religion +24
Str 31 (+24) **Dex** 23 (+20) **Wis** 26 (+22)
Con 27 (+22) **Int** 21 (+19) **Cha** 24 (+21)
Equipment plate armor, greatsword

FEATURES OF THE AREA

Illumination: Bright light. The golden curtain and the radiant sun fill the area with bright light.

Bridge: The bridge is impervious to all damage. A fall from the bridge sees the creature descend some 200 feet to land amid the lower mountain slopes. Such a fall deals 20d10 damage upon landing.

Golden Radiance: The golden light shining from the gateway loosens the soul's ties to the body. Mortal creatures lingering too close are subject to an attack. A character recognizes the danger the radiance poses with a successful DC 28 Religion check.

✧ Golden Radiance

The light bathes you, and you feel your soul struggling to be free.

Opportunity Action ♦ Divine

Trigger: A mortal creature starts its turn in a square containing golden radiance

Target: The triggering creature

Attack: +32 vs. Will

Hit: The target is dazed (save ends).

First Failed Saving Throw: The target is stunned (save ends) instead.

Second Failed Saving Throw: The character is pulled into the light unless stopped by the angel and moves onto a higher plane of existence (the character dies).

Treasure: Upon defeating the dragon, the adventurers discover that it carries parcels Q and R.

CONCLUSION

With the dragon dead, the creation seed in hand, and Amyria still alive, the dying deva approaches the archangel, but Zachariel denies her access. The angel refuses her because it believes she intends to subvert the proper order and consign the universe to play out the drama between gods that has happened before and shall happen again. The characters must convince the archangel that permitting Amyria to cross is the only way to avoid plunging the cosmos into a war that would rip the planes apart.

AN ARGUMENT FOR RESURRECTION

"I deny thee passage across the Bridge of al-Sihal."

Level: 28 (XP 26,000)

Complexity: 2 (requires 6 successes before 3 failures)

Primary Skills: Diplomacy, Heal, History, Religion, special

Secondary Skills: Arcana

Special: If the characters brandish the *arrow of fate* and Zachariel can see it, they earn 2 successes. This can earn a maximum of 2 successes.

Arcana (DC 33): A character studying the *arrow of fate* discerns that it is particularly dangerous to Bahamut's enemies. This check opens up the Special option. Up to four characters can aid on this check. This skill earns no successes.

Diplomacy (DC 33): The character reminds Zachariel what's at stake if Tiamat wins and argues that Bahamut is the only way to halt the Chromatic Dragon's agenda. Up to four characters can aid on this check. This skill can earn a maximum of 4 successes.

Heal (DC 28): A successful Heal check reveals Amyria will not live much longer. Sharing this with the angel reveals her personal sacrifice to restore Bahamut to life. This check can earn a maximum of 1 success.

History (DC 28): The character recalls horrors performed in Tiamat's name, hoping to drive home the import of the characters' mission. A failed check also closes off future History checks during this skill challenge. This skill can earn a maximum of 2 successes.

Religion (DC 33): The character reinforces Bahamut's place in the cosmos, the good he has worked, and how the world will benefit by his return. This skill can earn a maximum of 4 successes.

Intimidate: The angel will not be intimidated. Each attempt results in a failure.

Success: The characters convince the archangel to let Amyria pass. See *Concluding the Adventure* on page 44.

Failure: Zachariel is unmoved by the party's entreaties and denies passage into the light. If Amyria would pass, the heroes must defeat the angel. ☹

About the Author

ROBERT J. SCHWALB works as a freelance designer for Wizards of the Coast. His recent credits include *Martial Power™*, *Draconomicon™: Chromatic Dragons*, and the *Forgotten Realms® Player's Guide*. Robert lives in Tennessee with his incredibly patient wife, Stacey, and his pride of fiendish werecats, but is happiest when chained to his desk, toiling for his dark masters in Seattle.