

# SANITY'S PRECIPICE

## INTRODUCTION

Sanity's Precipice is an adventure designed for five 25th level player characters (PCs), and is part of the D&D *Delve Night* kit. Please review the instructions for use of the D&D *Delve Night* kit before using this adventure. The adventure uses tiles from the DU3 *Caves of Carnage* tile set. The adventure takes place in set of caves near the Sanity's Precipice, a sliver of elemental earth and fire that juts out over the Abyss.

Once the players are ready to begin play, read:

*Through your many adventures you have served many powerful and exotic patrons, but none have been quite like the being beseeching you now. A massive couatl—one of the mysterious plumed serpents of the Astral Sea—named Corithasat has asked you to brave the shifting landscape of the Elemental Chaos; worse yet, a section that hangs the lip of the Abyss to save an angel of Ioun from a fate worse than death.*

## SETUP

The PCs are on a quest to free an angel who has been captured by a cabal of elemental fanatics lead by a gibbering orb in a quest to metamorphosis into demons via an evil ritual that will not only kill the angel, but utterly destroy his essence.

Corithasat serves Ioun and is making the request on the goddess's behest, and is not hiding any ulterior motive and does not hold any information back.

With further questioning, Corithasat tells the PCs the following:

- The angel's name is Israfel, once an angel of vengeance in service of Kord, Israfel received a vision that it was destined to become the instrument of the Abyss's final destruction, and came to serve Ioun in order to search for the meaning and methods its destiny.
- Israfel believed that his destiny was ultimately tied to Sanity's Precipice, a precarious sliver of elemental earth that hangs over the Abyss.

- Corithasat believe that Israfel was captured when an insane cabal of elementals and invaded Sanity's Precipice for foul purposes that even Ioun can't ascertain in detail, but she does know if the plan is successful, Israfel—who may just be the instrument of the Abyss's final destruction—will be utterly destroyed.
- Lastly, Corithasat give the PCs a blessing that allows them to use the following at-will power.

### Power Word Silence

Special Power

At-Will ♦ Divine, Charm

Standard Action Close burst 5

Target: Once creature in burst

Attack: Charisma +4 vs. Will

Hit: The creature cannot speak until the end of its next turn.

The power may provide some amount of fun for the player who receives it, but it is mostly effective in the Encounter 4, as it can shut down the gibbering orb's gibbering attack. The character loses the power at the end of the adventure.

## ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 25th-level characters, you can make some simple adjustments to the adventure to account for 4 or 6 25th level characters. Simply remove or add a foe of roughly the same level as the encounter that is listed in that encounter's setup.

### Efreet Cinderlord (C)

Large elemental humanoid (fire)

### Level 23 Artillery

XP 5,100

Initiative +19 Senses Perception +15

Blazing Soul (Fire) aura 1; any creature in the aura taking ongoing fire damage takes 5 extra ongoing fire damage.

HP 169; Bloodied 84; see also curse of the efreet

AC 36; Fortitude 33, Reflex 34, Will 32; see also fiery shield

Immune fire

Speed 6, fly 8 (hover)

① Scimitar (standard; at-will) ♦ Fire, Weapon

Reach 2; +25 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and ongoing 5 fire damage (save ends).

↗ Fire Bolt (standard; at-will) ♦ Fire, Weapon

Ranged 10; +28 vs. AC; 2d6 + 8 fire damage, and ongoing 5 fire damage (save ends).

↗ Curse of the Efreet (standard; recharges when first bloodied) ♦ Fire

Ranged 10; +28 vs. AC; 1d6 + 8 fire damage, and ongoing 10 fire damage (save ends), and the target's resistance to fire is negated until the end of the encounter (no save).

↗ Fan the Flames (standard; at-will) ♦ Fire

Ranged 20; affects only a target taking ongoing fire damage; automatic hit; the target takes 3d6 fire damage, and the efreet makes a secondary attack against all creatures adjacent to the target. Secondary Attack: +17 vs. Reflex; 2d6 fire damage.

Miss: Half damage.

Fiery Shield (immediate interrupt, when the efreet cinderlord is damaged by a ranged attack; at-will) ♦ Fire

A fiery shield springs into being, halving the damage of the attack.

Alignment Evil Languages Primordial

Skills Bluff +22, Insight +20, Intimidate +22

Str 24 (+18) Dex 27 (+19) Wis 18 (+15)

Con 25 (+18) Int 16 (+14) Cha 22 (+17)

Equipment scimitar

# ENCOUNTER 1: CARNAGE PIT

## ENCOUNTER LEVEL 25 (35,500 XP)

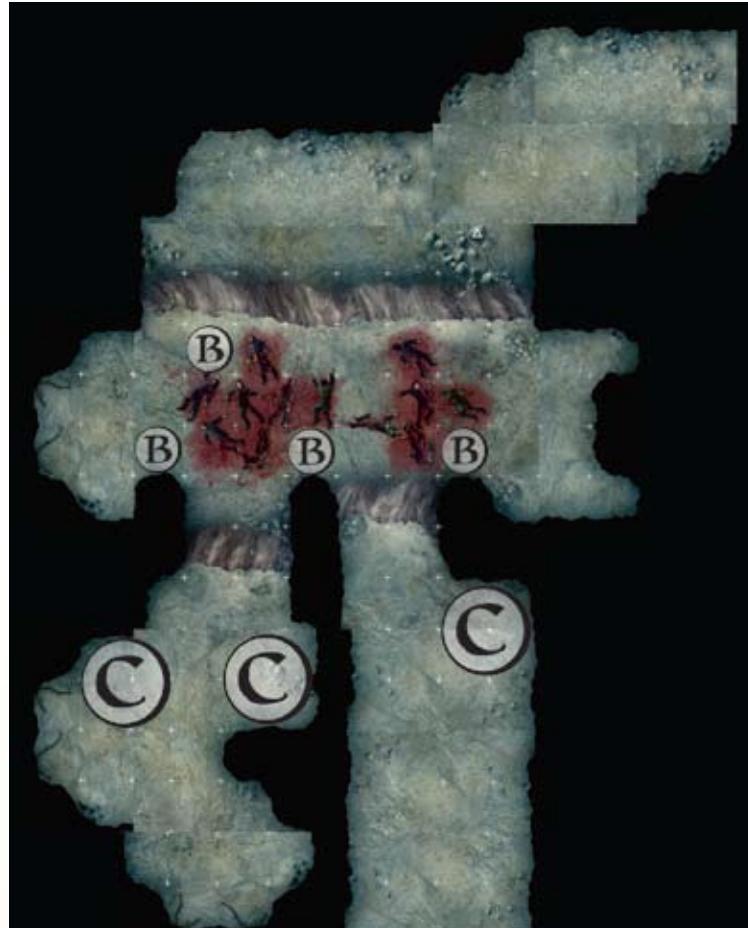
### SETUP

4 **blood fiends** (B) (level 23 soldiers)  
3 **efreet cinderlords** (C) (level 23 artillery)

Left here to serve as guards, and for the blood fiends to feed on the corpses of angels and deva that litter the floor, the creatures here immediately respond to the PCs approach. As the PCs come within line of sight to carnage pit at the center of this chamber, read the following.

*Four blood red humanoid creatures, with maws studded with rows of nettle sharp teeth, and four arms ending in vicious claws gorge themselves on the corpses of angels and devas that litter the floor of the pit. The foul creatures hiss loudly, though you can't be sure it is in frustration for the interrupted meal, or the promise of fresher meat. There call is quickly followed by an illumination that lights the caves beyond the pit, as a trio of fiery, horned humanoids step out from the shadows.*

The creatures in this section of the Precipice attack the PCs.



### FEATURES OF THE AREA

**Illumination:** The only light in this large cavern is the light let off by the fiery efrets.

**Pit of Carnage:** The walls of the pit of carnage are 20 feet deep. The bottom squares are riddled with the bodies of angels and devas, and stained with their blood. The squares stained with the blood are bloodrock. A creature standing on a square of blood rock can score a critical hit on a natural die roll of 19 or 20.

### TACTICS

The blood fiends fly up to pin down the PCs with their terror gaze, while the efrets keep their distance for as long as possible, peppering the intruders with their ranged powers. While the blood fiends do not forgo obvious flanks, their chief strategy is to pin, allow the efret to focus firepower on one PC at a time. Once a creature has been bloodied, the fiends all pounce, gaining power on the unfortunate by way of their bloodthirsty bite, while the cinderlords move on to the next target. When the next target becomes bloodied, the blood feast is renewed on the new target.

### ENDING THE ENCOUNTER

When the PCs defeat the blood fiend and the efrets, they can proceed on deeper into the caves of the Precipice. The cave on the other end of the carnage pit winds its way through the Precipice, eventually leading to Encounter 2: Strange Span.

### TREASURE

A search of the bodies finds the following treasure: 30 astral diamonds, 2 potions of recovery, and a +3 belt of sacrifice.

Blood Fiend (B)	Level 23 Soldier
Medium elemental humanoid	XP 5,100
Initiative +21	Senses Perception +23; darkvision
HP 220; Bloodied 110	
AC 41; Fortitude 36, Reflex 34, Will 32	
Immune fear	
Speed 8, fly 10	
Claws (standard; at-will)	
+28 vs. AC; 2d8 + 10 damage.	
Bloodthirsty Bite (standard; at-will) ♦ Healing	
Requires combat advantage; +28 vs. AC; 1d8 + 10 damage, and the target is grabbed and takes ongoing 10 damage (until escape). Also, the blood fiend regains 10 hit points.	
Terror Gaze (minor; at-will) ♦ Fear	
Close blast 3; +24 vs. Will; the target is immobilized (save ends).	
Combat Advantage	
The blood fiend gains combat advantage against any living, bloodied enemy.	
Alignment Chaotic evil	Languages Primordial
Skills Intimidate +24	
Str 30 (+21)	Dex 26 (+19)
Con 28 (+20)	Int 22 (+17)
	Wis 24 (+18)
	Cha 27 (+19)

# ENCOUNTER 2: STRANGE SPAN

Encounter Level 26 (51,250 XP)

## SETUP

- 1 primordial hydra (H) (level 25 solo brute)
- 1 symbol of suffering trap (T) (level 24 warder)
- 2 earthwind ravagers (E) (level 23 controller)

Deeper inside the twisting caverns of Sanity's Precipice, the PCs find a bridge, spanning a river that floats in the air over the Abyss. While strange anywhere else, such a strange mix of elements are a somewhat strange sight in the Elemental Chaos.

*This strange chamber features a bridge that spans a crevasse. Just below it whirls elemental water, you think it is more than a score deep, but every so often its torrents clear, and you can see there is nothing at the bottom of the river but a drop deep into the Abyss below.*

*Luckily the bridge seems stable enough, as it is reinforces cables made of adamantine and its walkway is lined with ironwood.*

- **Perception (DC 24):** Notices that something gargantuan swims in the water below the bridge, and that a pair of rock sections on the other side of the chasm moves slightly, as if they are breathing.
- **Perception (DC 28):** A character notices the glow of a strange sigil that is inscribed on the slats at the middle of the bridge.
- **Religion (DC 32):** Recognizes the sigil at the middle of the bridge as a symbol of suffering.

The chamber is as dangerous as it is strange. The bridge spans only 5 feet over the waters of the floating river. Within the river swims a primordial hydra. The center of the bridge is warded with a symbol of suffering. And on the far side of the crevasse hide a pair of earthwind ravagers, some 50 feet off the ground and among the stones of the cavern. They attack those who dare to traverse the area by air rather than by the bridge.

## FEATURES OF THE AREA

**Illumination:** The strange radiance of the Abyss moves up through the water, and washes this chamber with a strange crimson glow.

**Floating River:** The floating elemental river's current is very swift and extremely unpredictable. Those thrown into it must succeed a DC 25 Athletics check to swim in it. If this check is failed by 5 or more, the creature is brought 5 squares under the surface. The river is 10 squares deep, and when a creature reaches the other side, it falls into the Abyss and to its death or worse.

**Bridge:** Made with ironwood and adamantine cable, the bridge is very sturdy. It has the following statistics: AC/Reflex 4; Fort 32; hp 200.

## TACTICS

As the PCs cross the bridge, the hydra rises from the water and strikes. It harries their progress all the way across the bridge, and continues to attack, but it does not leave the water.

The earthwind ravagers leave their hiding places and then first target those characters trying to bypass the bridge. If no PCs are trying to fly across the chamber, the elementals aid the hydra's assault on the bridge-bound PCs, or target controllers and strikers attacking the hydra from a distance. The elementals use their whirlwind attack to either push the PCs deeper within the hydra's reach, or, in the case of a character that does not seem particularly athletic, they push that PC into the water.

## ENDING THE ENCOUNTER

If the PCs flee past the hydra, the beast does not leave the water to pursue (but rather will swim "upstream" and meet the PCs again in Encounter 4). The earthwind ravagers do continue pursuit, following the PCs to Encounter 3, if necessary.

## TREASURE

There is no treasure in this chamber.



Primordial Hydra (H)		Level 25 Solo Brute
Gargantuan elemental beast (reptile)		XP 35,000
Initiative +18	Senses Perception +21; all-around vision, darkvision	
HP 1,200; Bloodied 600		
AC 38; Fortitude 40, Reflex 35, Will 33		
Resist 20 acid, 20 fire		
<b>Saving Throws</b> +5		
Speed 8, swim 16		
<b>Action Points</b> 2		
<b>➊</b> <b>Bite</b> (standard; at-will) Reach 4; +28 vs. AC (+30 with opportunity attacks); 1d10 + 8 damage, or 1d10 + 13 on a successful opportunity attack.		
<b>➋</b> <b>Flaming Acid Spit</b> (standard; at-will) <b>♦ Acid, Fire</b> Ranged 10; +25 vs. Reflex; 1d10 + 8 acid and fire damage.		
<b>➌</b> <b>Hydra Fury</b> (standard; at-will) The primordial hydra makes eight basic attacks (any combination of bite attacks and flaming acid spit attacks).		
<b>Many-Headed</b>		
Each time the primordial hydra becomes dazed or stunned, it loses one attack on its next turn instead. Multiple such effects stack.		
<b>Threatening Reach</b>		
The primordial hydra can make opportunity attacks against all enemies within its reach (4 squares).		
Alignment Chaotic evil	Languages –	
Str 26 (+20)	Dex 22 (+18)	Wis 18 (+16)
Con 32 (+23)	Int 4 (+9)	Cha 12 (+13)

Earthwind Ravager (E)		Level 23 Controller
Large elemental magical beast (air, earth)		XP 5,100
Initiative +21	Senses Perception +14	
HP 219; Bloodied 109		
AC 37; Fortitude 34, Reflex 36, Will 29		
Immune disease, petrification, poison		
Speed fly 8 (hover)		
<b>➊</b> <b>Slam</b> (standard; at-will) Reach 2; +26 vs. Fortitude; 2d8 + 10 damage.		
<b>➋</b> <b>Wind Devil</b> (standard; sustain minor; at-will) The earthwind ravager causes swirling wind to rise up around the target. Ranged 5; +26 vs. Fortitude; 4d8 damage, and the target is immobilized until the end of the ravager's next turn. The creature can sustain the effect as a minor action, dealing 2d8 damage to the target (no attack roll required) and keeping it immobilized until the end of the ravager's next turn.		
<b>➌</b> <b>Whirlwind</b> (standard; at-will) Close burst 1; +24 vs. Fortitude; 1d8 + 10 damage, and the target is pushed 2 squares.		
<b>➍</b> <b>Buffeting Blast</b> (standard; recharge   ) Close blast 3; +24 vs. Fortitude; 4d8 + 8 damage, and the target is stunned until the end of the earthwind ravager's next turn.		
Alignment Unaligned	Languages Primordial	
Skills Stealth +26		
Str 24 (+18)	Dex 30 (+21)	Wis 17 (+14)
Con 27 (+19)	Int 6 (+9)	Cha 16 (+14)

Symbol of Suffering (T)	Level 24 Warden
Trap	XP 6,050

A glowing symbol wards the area ahead.
<b>Trap:</b> Anyone familiar with magic recognizes the symbol as a powerful ward against approach. But its exact nature isn't known until a creature steps close enough to comprehend it. Once triggered, the symbol inflicts excruciating pain.
<b>Perception</b>
♦ DC 28: The character notices the glowing symbol.
<b>Additional Skill: Religion</b>
♦ DC 32: The character recognizes the nature of the symbol.
<b>Trigger</b>
When a creature approaches within 5 squares of the symbol, the trap attacks. Once a creature has entered the area, it can remain in the area without suffering further attacks. The trap attacks again when another creature enters the area, or if a creature leaves and reenters the area.
<b>Attack</b>
<b>Opportunity Action</b> Close burst 5
<b>Attack:</b> +27 vs. Will
<b>Hit:</b> 3d6 + 9 psychic damage and slowed until the beginning of the target's next turn.
<b>Aftereffect:</b> Ongoing 15 psychic damage and immobilized (save ends both).
<b>Countermeasure</b>
♦ An adjacent character can disable the trap with a DC 36 Thievery check or a DC 32 Arcana check.



# ENCOUNTER 3: SPECTRAL BARRIER

## Encounter Level 26 (46,800 XP)

### SETUP

6 fire archon ash disciples (A) (level 20 artillery)  
1 death titan (D) (level 25 elite brute)  
7 angered souls (level 26 minion)

Before the PCs get to this large cavern, they hear the strange wailing chanting of its inhabitants.

*A single booming voice and a chorus of hissing voices chant somewhere up the tunnel. Though the syllables they utter seem to be gibberish, the repeat a verse fervidly and with purpose. It may be performing some kind of ritual.*

The creatures are performing a ritual in Deep Speech.

- **Arcana (DC 24) and the PC knows Deep Speech:** Confirms the chanting is some kind of transformative ritual, but the PCs can't parse its purpose or get any idea of how long it has been going on.

*At this large chamber's center glows, over what seems to be a pit, glows an eerie membrane of phantasm or maybe even souls. They swirl and writhe strangely, creating a barrier between this chamber and whatever lies below it. Around this strange spectral barrier are fiery humanoids being lead by a gray skinned giant armed with a great axe. The group seems to be concentrating on the barrage and intently chanting their strange gibberish until they notice you. At that point the giant picks up his weapon, and moves toward you, a strange stream of ghostly gray souls trailing behind him creating an evil looking wake.*

- **Arcana (DC 28):** Realizes the ritual is binding the angered soul in the barrier that covers the pit.

The death titan is leading the fire archons in support of the ritual being performed by the gibbering orb below the spectral barrier (see Encounter 4). It is that support that is creating the spectral barrier, which has empowered the ritual to this point. When the PCs enter the area, two of the fire archons and the death titan move to advance, leaving the other four archons to continue maintaining the boundary. If any one of those four remaining archons is hit with an attack, their section of the ritual ends, the barrier collapses turning into a group of seven angered souls, all of who join the combat.

### FEATURES OF THE AREA

**Illumination:** The strange and ghostly illumination of the spectral barrier and the fire let off by the archons lights this chamber. When they are gone, the chamber darkens, and is lit only by the ambient light coming from the chamber below (Encounter 4).

**The Spectral Barrier:** The spectral barrier is virtually impassable until the ritual creating it is disrupted. Those who enter or start in a square of the strange barrier (represented by all the empty squares on the map) takes 15 points of necrotic damage.

### TACTICS

The death titan, angered by the PCs interruption of the ritual that promises to transform him and his allies into demons, wades forward, battleaxe swinging. The two fire archons support his assault with their *rain of fire* barrages, attempting to stay out of melee combat for as long as possible with flame step.

When the ritual is disrupted, the six ash disciples teleport about the room, avoid attacks and spreading fiery mayhem. The angry souls work in concert, attacking and weakening enemies while giving the archons more chances to let lose their area attacks.

### ENDING THE ENCOUNTER

The encounter ends when the gibbering orb's minions are defeated, and the spectral barrier comes down, allowing the PCs access to the encounter detailed in Encounter 4. The pit drops 40 feet to the floor of Encounter 4.

### TREASURE

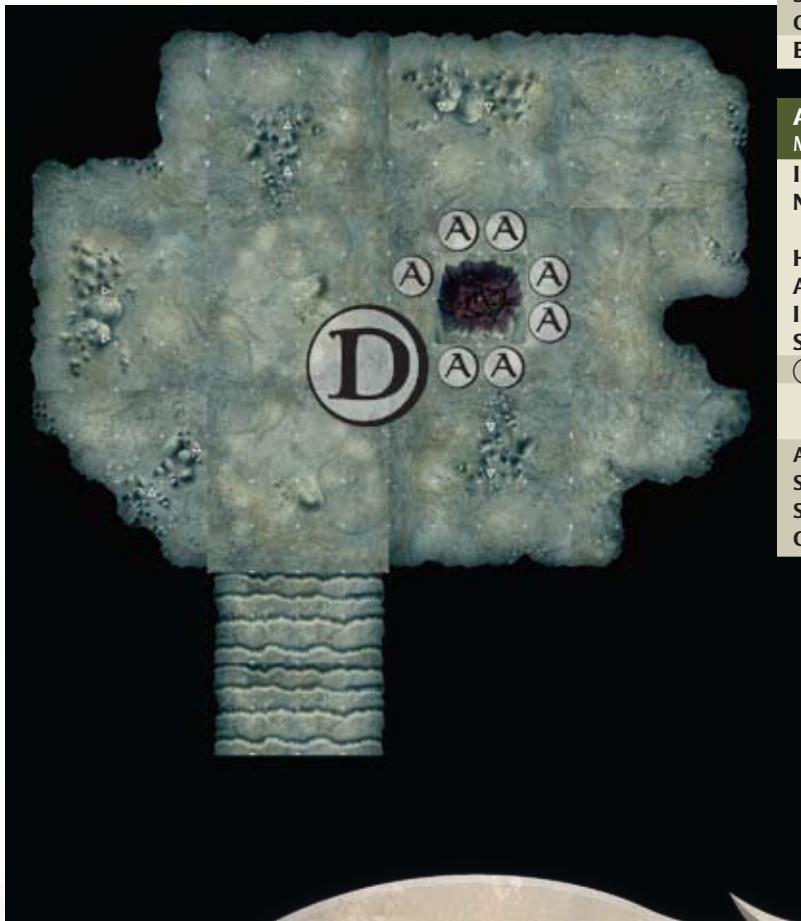
In a pouch on the death titan has the following treasure: 3,500 pp and a *star opal ring*.



Fire Archon Ash Disciple (A)	Level 20 Artillery
Medium elemental humanoid (fire)	XP 2,800
<b>Initiative</b> +18 <b>Senses</b> Perception +13	
<b>HP</b> 150; <b>Bloodied</b> 75; see also <i>death embers</i>	
<b>AC</b> 33; <b>Fortitude</b> 33, <b>Reflex</b> 34, <b>Will</b> 29	
<b>Immune</b> disease, poison; <b>Resist</b> 30 fire	
<b>Speed</b> 8; see also <i>flame step</i>	
⊕ <b>Flaming Fist</b> (standard; at-will) ♦ <b>Fire</b> +20 vs. Reflex; 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).	
❖ <b>Rain of Fire</b> (standard; encounter) ♦ <b>Fire</b> Area burst 1 within 10; +23 vs. Reflex; 2d8 + 8 fire damage, and ongoing 5 fire damage (save ends). <i>Miss:</i> Half damage, and no ongoing damage.	
← <b>Flame Wave</b> (standard; encounter) ♦ <b>Fire</b> Close blast 5; +23 vs. Reflex; 2d8 + 8 fire damage, and the target is pushed 2 squares and takes ongoing 10 fire damage (save ends).	
← <b>Cinder Burst</b> (standard; encounter) ♦ <b>Fire</b> Close burst 5; +23 vs. Fortitude; 2d8 + 8 fire damage, and the target is blinded (save ends).	
← <b>Death Embers</b> (when reduced to 0 hit points) ♦ <b>Fire</b> As the effect of <i>cinder burst</i> . The ash disciple is consumed in the burst, leaving only its metallic robes behind.	
<b>Flame Step</b> (move; at-will) ♦ <b>Teleportation</b> The ash disciple can teleport to within 3 squares of any fire creature within 20 squares of it.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Primordial	
Str 20 (+15)    Dex 27 (+18)    Wis 16 (+13)	
Con 24 (+17)    Int 14 (+12)    Cha 15 (+12)	
<b>Equipment</b> scale armor (metal robes)	

Death Titan (D)	Level 25 Elite Brute
Huge shadow humanoid (giant)	XP 14,000
<b>Initiative</b> +18 <b>Senses</b> Perception +20; darkvision	
<b>Soulburner</b> aura 5; enemies in the aura take a -2 penalty to attack rolls and defenses; a creature that dies within the aura bestows one soul shard to the death titan (see <i>soul shroud</i> ).	
<b>HP</b> 574; <b>Bloodied</b> 287	
<b>AC</b> 39; <b>Fortitude</b> 42, <b>Reflex</b> 38, <b>Will</b> 35	
<b>Resist</b> 30 necrotic	
<b>Saving Throws</b> +2	
<b>Speed</b> 8	
<b>Action Points</b> 1	
⊕ <b>Greataxe</b> (standard; at-will) ♦ <b>Weapon</b> Reach 3; +28 vs. AC; 2d8 + 10 damage (crit 6d8 + 26).	
↓ <b>Double Attack</b> (standard; at-will) ♦ <b>Weapon</b> The death titan makes two greataxe attacks.	
↗ <b>Soul Devourer</b> (standard; recharge [ ]) ♦ <b>Necrotic</b> Ranged 5; +28 vs. Fortitude; the target loses a healing surge, and the death titan's soul shroud gains one soul shard. A target without healing surges takes damage equal to half its total hit points.	
← <b>Soulfire Burst</b> (standard; at-will) ♦ <b>Necrotic</b> Close burst 1; +26 vs. Reflex; 2d12 + 6 necrotic damage. The death titan must expend one soul shard to use this power.	
<b>Consume Soul Shard</b> (minor; at-will) ♦ <b>Healing</b> The death titan expends one soul shard and regains 20 hit points.	
<b>Soul Shroud</b> The <i>soul shroud</i> contains soul shards that swirl around the death titan to protect and empower it. At the beginning of an encounter, the <i>soul shroud</i> contains four soul shards. While the <i>soul shroud</i> is depleted of soul shards, the death titan takes a -2 penalty to attack rolls.	
<b>Alignment</b> Evil <b>Languages</b> Giant	
<b>Skills</b> Intimidate +20	
Str 31 (+22)    Dex 23 (+18)    Wis 17 (+15)	
Con 27 (+20)    Int 12 (+13)    Cha 16 (+15)	
<b>Equipment</b> plate armor, greataxe	

Angered Souls	Level 26 Minion
Medium natural humanoid (undead)	XP 2,250
<b>Initiative</b> +16 <b>Senses</b> Perception +19; darkvision	
<b>Necromantic Aura</b> (Necrotic) aura 2; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 42; <b>Fortitude</b> 36, <b>Reflex</b> 42, <b>Will</b> 38	
<b>Immune</b> disease, poison; <b>Resist</b> 20 necrotic	
<b>Speed</b> 6	
⊕ <b>Death's Touch</b> (standard; at-will) ♦ <b>Necrotic</b> +30 vs. AC; 13 necrotic damage, and the target is weakened until the end of its next turn.	
<b>Alignment</b> Evil <b>Languages</b> Abyssal, Common, Deep Speech	
<b>Skills</b> Arcana +24	
Str 11 (+13)    Dex 12 (+14)    Wis 13 (+14)	
Con 14 (+15)    Int 22 (+19)    Cha 18 (+17)	



# ENCOUNTER 4: EDGE OF MADNESS

## Encounter Level 27 (59,800)

### SETUP

1 gibbering orb (G) (level 27 solo controller)  
1 Israfel, angel of vengeance (I) (level 19 elite brute)

Israfel is so driven toward his destiny that he has taken all the strange and disjointed babbling that has issued forth from the gibbering orb as pure prophecy. He believes that the gibbering orb's plan to plunge Sanity's Precipice is how he is destined to cleanse the blight on the Elemental Chaos. What he does not know is that he is being deceived and manipulated by the insane and seductive charms of the orb.

*The large chamber is cut in half by a rushing river of elemental water. The current pushes to the far end of the room and then down a hole; most likely falling into the dread Abyss below Sanity's Precipice. Just beyond the falls, the angel Israfel is chained to the wall, the flicker of dread Far Realm energy plays upon him, marking him as the focus of the ritual. Between you and Israfel floats a monstrous orb of eyes and gibbering mouths. Though at first it is difficult to tell with its many mouths gibbering at once, after a few moments you recognize the same strange group of syllables that the elemental creatures were reciting in the chamber above issuing from some of the orb's mouth. The ritual is not over, and though you can't be sure of its effect, it can't be good.*

- **Arcana (DC 20):** Some of the gibbering orb's many mouths are the ones performing the strange ritual that will, if it is not stopped, pull down Sanity's Precipice into the Abyss, and most likely transform all creatures (both living and dead) into demons. If the ritual is not properly disrupted in the next 10 rounds, it will be completed. One can disrupt the ritual either by killing the gibbering orb, or silencing it for 3 consecutive rounds.
- **Insight (DC 30):** Though it is hard to tell because angels have featureless faces, the angel does not seem concerned by his predicament, in fact his body language indicates he is prepared for, if not anticipating, the ritual's fate.
- **Perception (DC 35):** The chains on the angel are not strong enough to confine it. It is not really bound.

### FEATURES OF THE AREA

**Illumination:** Motes of relatively harmless elemental fire float here and there in the chamber. They have no effect in combat, but provide enough light to illuminate the entire chamber.

**Elemental River:** The river rushing through this chamber is a torrent of elemental water, connected to the floating river in Encounter 2. To swim the river, the PCs need succeed a DC 25 Athletic check. Those who fail by 5 or more are pulled down stream toward the pit in front of Israfel. Those who reach the pit must save or fall into the Abyss below. The water of the river is 2 squares deep in most places and 1 square deep just prior to the pit that falls into the Abyss.

### TACTICS

The gibbering orb attacks the PCs keeping them at bay while continuing to perform the ritual. He tries to keep them away from Israfel for as long as possible.

Israfel's chains are not really restraining the angel of vengeance, and he can break them at any time. If the PCs try to help him escape, or it seems that they are on the verge of ending the ritual (either because the gibbering orb is bloodied, or the PCs are one round away from silencing the orb long enough to end the ritual), Israfel attacks the PCs. He curses them for their aid, sure that the gibbering orb is the instrument of his destiny necessary to cleanse the Abyss. Only the defeat of the gibbering orb or the ending of the ritual snaps the angel out of this delusion. If the ritual is ended, and the gibbering orb is still alive,

Israfel aids the PCs in their fight against it.

Lastly, if the PCs did not defeat the hydra in Encounter 2, it squeezes through the pipe two rounds after the battle begins. If necessary, in the time between now and its last battle with the PCs, its spends up to 3 of its healing surges to regain up to 900 hp (300 hp with each surge).

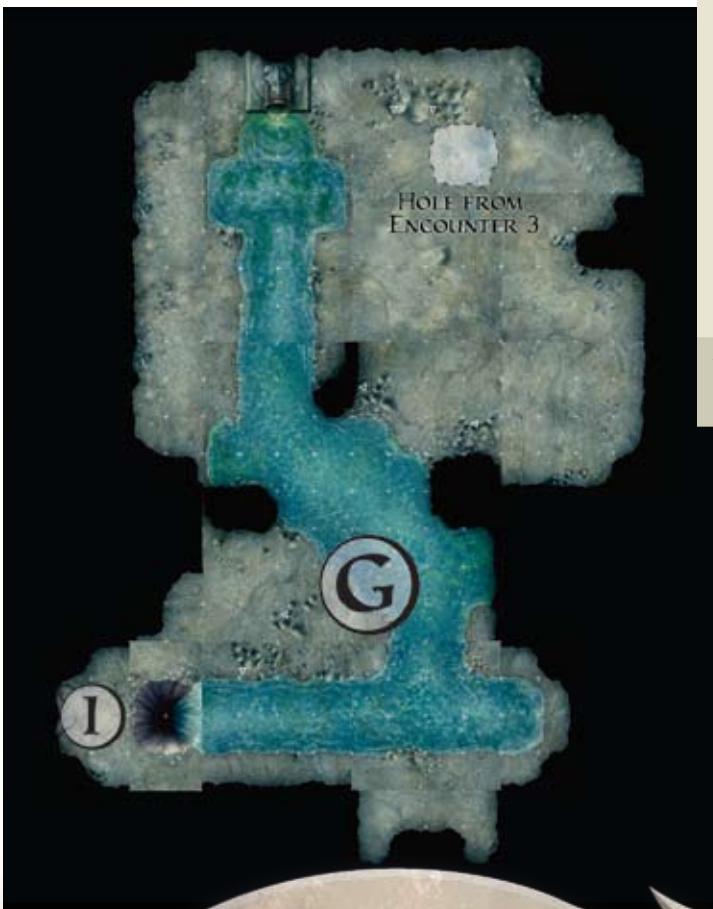
### ENDING THE ENCOUNTER

The encounter ends when the gibbering orb is destroyed and the ritual has ended. Once Israfel is released from the strange charm of the gibbering orb, he sees that this particular pursuit of his destiny was in error, and he thanks the PCs for their rescue.

### TREASURE

There is no treasure in this chamber.

<b>Israfel, Angel of Vengeance (I)</b>	<b>Level 19 Elite Brute</b>
Large immortal humanoid (angel)	XP 4,800
<b>Initiative</b> +13 <b>Senses</b> Perception +16	
<b>HP</b> 446; <b>Bloodied</b> 223	
<b>AC</b> 34; <b>Fortitude</b> 33, <b>Reflex</b> 29, <b>Will</b> 33; see also <i>cloak of vengeance</i>	
<b>Immune</b> disease, fear; <b>Resist</b> 15 cold, 15 fire, 15 radiant; see also <i>coldfire pillar</i>	
<b>Saving Throws</b> +2	
<b>Speed</b> 8, fly 12 (hover); see also <i>sign of vengeance</i>	
<b>Action Points</b> 1	
⊕ <b>Longsword</b> (standard; at-will) ♦ <b>Cold, Fire, Weapon</b>	
Reach 2; +25 vs. AC; 1d10 + 9 damage plus 1d8 fire damage plus 1d8 cold damage.	
† <b>Double Attack</b> (standard; at-will) ♦ <b>Cold, Fire, Weapon</b>	
The angel of vengeance makes two longsword attacks.	
↗ <b>Sign of Vengeance</b> (minor; encounter) ♦ <b>Teleportation</b>	
Ranged sight; the angel of vengeance places an invisible sign upon the target. Until the end of the encounter, as a move action, the angel can teleport adjacent to the target.	
↖ <b>Coldfire Pillar</b> (free, when first bloodied; encounter) ♦ <b>Cold, Fire, Polymorph</b>	
The angel transforms into a 30-foot-high pillar of blue flame. Close burst 2; +23 vs. Reflex; 1d8 + 9 cold damage plus 1d8 + 9 fire damage. The angel of vengeance is immune to all damage until the start of its next turn.	
<b>Cloak of Vengeance</b> (until bloodied) ♦ <b>Cold, Fire</b>	
Attacks against the angel of vengeance take a -2 penalty until the angel is bloodied. While <i>cloak of vengeance</i> is in effect, a creature that makes a successful melee attack against the angel takes 1d8 fire damage and 1d8 cold damage.	
<b>Alignment</b> Any <b>Languages</b> Supernal	
<b>Skills</b> Insight +21, Intimidate +22	
<b>Str</b> 27 (+17) <b>Dex</b> 18 (+13) <b>Wis</b> 25 (+16)	
<b>Con</b> 23 (+15) <b>Int</b> 19 (+13) <b>Cha</b> 26 (+17)	
<b>Equipment</b> plate armor, 2 longswords	



<b>Gibbering Orb (G)</b>	<b>Level 27 Solo Controller</b>
Huge aberrant magical beast	XP 55,000
<b>Initiative</b> +22 <b>Senses</b> Perception +20; all-around vision, darkvision	
<b>Merciless Eyes</b> aura 5; at the start of each enemy's turn, if that creature is within the aura and in the gibbering orb's line of sight, the gibbering orb uses one random <i>eye ray</i> power against that creature.	
<b>HP</b> 1,230; <b>Bloodied</b> 615	
<b>AC</b> 41; <b>Fortitude</b> 33, <b>Reflex</b> 39, <b>Will</b> 40	
<b>Saving Throws</b> +5	
<b>Speed</b> fly 8 (hover)	
<b>Action Points</b> 2	
⊕ <b>Bite</b> (standard; at-will)	
+30 vs. AC; 4d6 + 10 damage, and the mouth detaches from the gibbering orb and makes a new bite attack against the target each round at the start of the gibbering orb's turn. When the mouth misses, it drops off and turns into useless, dead gray flesh.	
↖ <b>Gibbering</b> (free, once on the gibbering orb's turn before it takes other actions; at-will) ♦ <b>Psychic</b>	
Close burst 10; deafened creatures are immune; +29 vs. Will; the target is dazed until the end of the gibbering orb's next turn.	
↗ <b>Eye Rays</b> (standard; at-will) ♦ see text	
The gibbering orb can use two different <i>eye ray</i> powers (chosen from the list below or rolled randomly). Each power must target a different creature. Using eye rays does not provoke opportunity attacks.	
1– <b>Mindcarving Ray</b> ( <b>Psychic</b> ): Ranged 10; +30 vs. Will; 2d8 + 12 psychic damage, and the target is dazed (save ends).	
2– <b>Flesheating Ray</b> ( <b>Necrotic</b> ): Ranged 10; +30 vs. Fortitude; 2d8 + 12 necrotic damage, and ongoing 10 necrotic damage (save ends).	
3– <b>Bonewarping Ray</b> : Ranged 10; +30 vs. Fortitude; 2d8 + 12 damage, the target is weakened (save ends).	
4– <b>Bloodfeasting Ray</b> : Ranged 10; +30 vs. Reflex; 2d8 + 12 damage, and ongoing 10 damage (save ends).	
5– <b>Farsending Ray</b> ( <b>Psychic, Teleportation</b> ): Ranged 10; +30 vs. Reflex; the target is briefly transported to the Far Realm, reappearing in the same space (or the nearest unoccupied space if that space is occupied) at the end of the gibbering orb's next turn. Upon its return, the target takes 2d8 + 12 psychic damage and takes a -5 penalty to saving throws until the end of the encounter.	
6– <b>Souleating Ray</b> ( <b>Necrotic</b> ): Ranged 10; +30 vs. Will; the target is slowed (save ends). <i>First Failed Saving Throw</i> : The target is immobilized instead of slowed (save ends). <i>Second Failed Saving Throw</i> : The target dies.	
<b>Alignment</b> Unaligned <b>Languages</b> –	
<b>Str</b> 27 (+21) <b>Dex</b> 28 (+22) <b>Wis</b> 15 (+15)	
<b>Con</b> 22 (+19) <b>Int</b> 17 (+16) <b>Cha</b> 31 (+23)	

