ENCOUNTER G3: INNER CHAMBERS

Encounter Level 9 (2,000 XP)

Setup
Succubus demagogue (S)
Legion devil hellguards (D)

Location 13: The criminals who have made their lair in this area avoid these inner chambers, hurrying between Locations 11 and 12 as quickly as possible, closing their eyes and covering their ears as they run between the statues in the northern room. They steer clear of the chapel, knowing that a fate worse than death waits for them there.

If the adventurers approach from the south (Location 11) and go directly to the chapel, they meet the succubus right away. If they skip the chapel and head north to the room with the statues, or come from the north (Location 12) and enter the statue room first, they encounter the singing statues, which try to lure them into the chapel.

The succubus in the chapel is the fiend that first bargained with Karavakos. She is now just as much a prisoner as the tiefling wizard, trapped within the room that appears to be an innocuous chapel.

Singing Statues

When adventurers enter this room, read:

Four statues arrayed here depict armored heroes, standing in poses that suggest their prowess and might. As you draw near, they begin chanting, such as you might hear as part of a divine ritual or prayer service.

Religion Check
DC 20: The words of the chant are a traditional ode of praise to the gods of Mount Celestia—Bahamut, Kord, and Moradin.

If a character moves adjacent to a statue, it stops its chant and speaks:
“My servant is held by devils in my chapel. Free her!”

If a character touches a statue, the succubus’s will is exerted through it. It rolls an attack: +12 vs. Will. If it hits, the creature is charmed as if affected by the succubus’s charming kiss (see the statistics below), but the character is not aware of an attack or its effects. If the attack misses, the character knows only that he or managed to fight off an attack against will.

This effect, like the succubus’s charming kiss, can affect one target at a time. If a character is charmed by a statue, the succubus can’t use its charming kiss on another character.

Chapel

When the adventurers enter the chapel, show the players “View of the Inner Chambers” on page 25 of Adventure Book One and read the following:

There’s a palpable air of divine power in this room, mixed with angry menace. A woman kneels before a plain altar adorned with candles, but she wheels in surprise as the door opens, her eyes wide with fear. At the same time, the Head of Vyrellis whispers, “It’s here, somewhere—I can feel it.”

Insight Check
DC 25: This woman is not the innocent prisoner she appears to be—there’s something else going on here.

The woman pleads with the adventurers to free her from the devils that keep her imprisoned in the chapel. The Head of Vyrellis, meanwhile, urges its owner to search for one of the splinters of Vyrellis’s life force, which it can sense nearby. (It’s located in the secret room to the north.)

After entering the chapel, whenever any character moves to exit the doors, a pair of legion devils appear in the spaces shown on the map.

Succubus Level 9 Controller

Medium immortal humanoid (devil, shapechanger) XP 400

Initiative +8
Senses Perception +8; darkvision

HP 90; Bloodied 45
AC 23; Fortitude 17, Reflex 21, Will 23
Resist 20 fire
Speed 6, fly 6

✦ Corrupting Touch (standard; at-will)
+14 vs. AC; 1d6 + 6 damage.

✦ Charming Kiss (standard; at-will) ✦ Charm
+14 vs. AC; on a hit, the succubus makes a secondary attack against the same target. Secondary Attack: +12 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until the succubus or one of its allies attacks the target or until the succubus dies.

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

✦ Dominate (standard; at-will) ✦ Charm
Ranged 5; +12 vs. Will; the target is dominated until the end of the succubus’s next turn.

Change Shape (minor; at-will) ✦ Polymorph
The succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, Monster Manual page 280).

Alignment Evil
Languages Common, Supernal

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

Str 11 (+4) Dex 18 (+8) Wis 19 (+8)
Con 10 (+4) Int 15 (+6) Cha 22 (+10)
The Succubus’s Story

The succubus claims to be a human woman named Danna. She says that she was a captive of the criminals in the nearby rooms, but fled their clutches and took refuge in this chapel about a week ago. Now she can’t leave—when she gets near the doors, a pair of devils appears and blocks her exit. She doesn’t know why they’re holding her, so she spends her days in prayer to Bahamut asking for aid. She’s sure that the characters are the answer to her prayers.

Breaking the Ward

The characters can use their skills in an attempt to free “Danna” from the chapel. This is a 9th-level skill challenge with a complexity of 3, requiring 8 successes before 4 failed checks. With each failed check, a pair of legion devil hellguards appears in the doorway of the room and attacks the characters.

Primary Skills: Arcana, Religion, Perception.

Arcana (DC 23): A character can use Arcana to sense the presence of magic and identify the nature of the ward that forms this prison. A success reveals that the doors are the focal point, and opens up the use of Thievery and Strength checks on the doors. Additional successes indicate a breaking of the ward through arcane means.

Religion (DC 23): A character can use Religion to examine the altar and the candles, identifying the candles as a power focus for the ward. Additional successes indicate a breaking of the ward through divine means.

Thievery (DC 24): After one success in Arcana, a character can use Thievery to disable the ward in the doors.

Strength (DC 19): After one success in Arcana, a character can make Strength checks to gain one success against the wards in the door. Later checks provide no help.

Perception (DC 20): A character can use Perception to help guide Thievery or Strength checks against the doors. A use of this skill doesn’t count as a success or failure, but provides a +2 bonus or -2 penalty to the next Thievery or Strength check.

Success: The succubus can leave the room, which she does. She promptly disappears, no longer bound to the pyramid.

Failure: A final pair of legion devils appears, and the succubus joins their attack against the PCs.

Features of the Area

Illumination: Dimly lit.

Furniture: The bare stone chapel has two simple benches (no backs or arms) and a plain altar adorned with two slender red candles.

Secret Door: A DC 28 Perception check reveals the presence of a secret door on the north wall of the chapel. A hidden switch on the back of the altar opens the door, leading to a small, dark alcove.

Treasure: A locked chest (DC 25 Thievery check to open) in the secret chamber contains a set of priestly vestments. The plain white robe that forms the basis of the vestments is +3 cloth armor. In addition, a large garnet in the chest is one of the splinters of Vyrellis’s life force. If the character carrying the Head of Vyrellis takes possession of the garnet, the Head’s concordance increases by 3.

Legion Devil Hellguard

Level 11 Minion

Medium immortal humanoid (devil) XP 150

Initiative +6

Senses Perception +6; darkvision

HP 1; a missed attack never damages a minion.

AC 27; Fortitude 23, Reflex 22, Will 22; see also squad defense

Resist 10 fire

Speed 6, teleport 3

Longsword (standard; at-will) ✦ Weapon +16 vs. AC; 6 damage.

Squad Defense

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

Alignment Evil

Languages Supernatural

Str 14 (+7)  Dex 12 (+6)  Wis 12 (+6)

Con 14 (+7)  Int 10 (+5)  Cha 12 (+6)

Equipment plate armor, heavy shield, longsword