

StufferShack.com Presents:

## The Challenge of Asmodeus

By Brian A Liberge

*It was three earthen years after Obad-Hai's death, before any proper link was known to the infernal hells. Asmodeus, in his scheming, offered up the archdevil Levistus to take the fall. While the gods bickered amongst themselves as to the proper course of actions, more powers were drawn in, while others fell to hidden blades. The Divine War raged, they entered all the planes, and the sides were never clear. When enough people were laid dead, Asmodeus' plan was finally clear. He had bound some of the power of the Far Realm and would reshape the universe in his image . . . by destroying it.*

- From the Journal of General Wolfgang James

The Challenge of Asmodeus is an adventure written for Late Epic Tier play. It is, quite literally, world shattering in scope, in order to quickly create a sense of urgency. It was written to be run as a one-shot adventure. In this vein, the larger-than-life theme is an easy way to get the players involved quickly, and create a sense of fun.

It was written to be challenging for a group of 4 to 6, level 30 PCs. Feel free to attempt it with a different number of players, or simply loot it for monsters, traps and ideas.

The adventure should run for about five hours. To shorten the adventure, remove Encounters 1 or 3, depending on your group's preference to role play versus tactical combat.

This adventure requires either the Monster Manual 3 or access to the Wizards of the Coast online Compendium.

**Setup:** The party is one of the last factions of an elite army of gods, demons, primal spirits and powerful warriors from across the planes. Most of the army is either engaged throughout the other eight layers, or dead. A small force of several thousand pierced the last layer. Already, reports are being brought forward that the fight on other layers is not in your favor. Your time is limited.

## Locations



Art by Dave Allsop, from the [public gallery](#) of the Fiendish Codex II

**Nessus:** The ninth layer of Baator and Asmodeus' realm. It's a dry and rocky landscape dotted with hills, rifts and caverns. It is said that in some of the deepest ravines the River Styx runs, but few have ever travelled so deep. Encounter 1 takes place here.

**Malsheem:** In the center of Nessus sits the towering fortress of Asmodeus. It's based on a rocky plateau and it's gleaming towers seem perfectly symmetrical from the outside. Once inside, however, the corridors twist and turn in a confusing and intertwining pattern. The walls and spires appear to be made of black iron and a reinforced obsidian-like stone. All the doors are either steel or adamantium, and are reinforced by arcane and divine runes. Encounters 2-4 take place here.

## NPCs

**Asmodeus:** Lord of the Nine Hells, and Dark God. This is his house, and he is in control. He is dangerously close to destroying the universe in order to reshape it, in his image, as Overgod.

**Pelor:** Greater god of the sun and all-around good guy. His most powerful relic, the Last Sun Shard, is given to the party in his dying moments. (See Encounter 1)

**Bane:** The god of tyranny and fear considers himself a master tactician and warrior. His fearsome presence and skill on the battlefield is one of the only things that keep your forces fighting as one. Of course, he believes

that if the gods had simply put him in charge earlier, none of this would have ever come to pass.

**Lavis:** Forsaken General and master swordsman. He and his men have been leading a false campaign against Asmodeus. In truth, he has assisted Asmodeus in many assassinations, believing that the devil has begun a path of destruction that cannot be stopped. He has one last trick up his sleeve, to insure Asmodeus does not survive. If any of the PCs ask about the Essence of Juiblex, secured to his belt, he simply answers that it is a token of one of his recent conquests.

**Agedor:** A powerful balor and insatiably loyal to the demon prince Graz'zt before he fell to Asmodeus' plots. He leads the third team that enters Malsheem. He is not important to the plot, and is introduced so that it is not suspicious to introduce Lavis.

**A Smattering of Worldly Powers:** Demons, patrons, gods, spirits and the like have converged on Baator for this final battle. Add as many as you'd like to the backstory as well as Encounter 1.

## Items

**The Last Sun Shard:** This ancient symbol of Pelor was a powerful artifact in its own right, able to release strong bursts of radiant energy. With Pelor's death, he imbued it with his own divine spark and passed it onto the party. Using it is a standard action that will cause Asmodeus' defenses to drop, and the party to recover to full health as well as regaining any spent encounter powers. If the wielder has a divine ranged attack, they can make this attack as a focus for activating the Last Sun Shard. Even if the attack misses, the effects of the Sun Shard still occur.

**The Essence of Juiblex:** This ornate lantern of black iron is carved with the images of pained spirits. In truth, it contains a shattered bit of Juiblex's spirit. Lavis plans to use it to draw the divinity from Asmodeus, thus destroying all gods when Asmodeus' plan culminates.

**The Ruby Rod:** Asmodeus' symbol of power, this powerful scepter is never out of his sight. It is made out

of a fragment of the essence of evil from the center of the Abyss.

### Ruby Rod

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*The ruby rod glistens with an unimaginable, unearthly luster. Rumors suggest that the value of its gems alone is worth more than one million gold pieces.*

**Price:** 3,125,000 gp

**Implement (Rod)**

**Enhancement:** +6 to attack and damage rolls

**Critical:** +6d10 damage

**Power (Aura):** Aura of Might. Anyone attacking the wielder from within the Aura must make an immediate save before making their attack roll. If the save fails the attack is treated as a miss. Resolve any effects or damage that a miss would grant. The attacker then kneels, and his turn ends. The attacker is considered Immobilized till the start of his next turn.

**Power (At-Will):** Flesh Sear (Acid, Lightning, Implement). Standard Action. Make an attack: Ranged 20 (one, two or three creatures); Primary Ability vs Reflex; on a hit, the target takes 3d10 + Primary Ability Modifier acid and lightning damage and 20 ongoing acid damage (save ends)

**Power (Encounter):** Flash Freeze (Cold, Implement). Standard Action. Make an attack: Close Blast 5 (all enemies in blast); Primary Ability Modifier vs Fortitude; on a hit, the target takes 2d12+ Primary Ability Modifier damage and the target is restrained (save ends); Aftereffect: The target is slowed till the end of its next turn.

## Encounters

### Encounter 1. Standing before the Citadel (Optional)

*Before you, rises the extravagant palace fortress of Malsheem. Its black walls glisten with a perfectly carved elegance that seems to pull you in. Between you and the stronghold rests at least a hundred pits and rocky rifts, and a horde of infernal flesh. A sudden movement commands you, as Pelor is seen riding the Elder Dragon Spirit in a glorious charge. You move as an epic horde, into battle.*

**Optional Encounter:** This encounter is strictly optional, but serves as a way to establish the group and stakes in a fun way. If you are short on time, or your group does not favor role-playing, simply describe the scene. Make sure that a party member receives the Last Sun Shard. If you want the option to use Encounter 3, be sure to establish Lavis and his forsaken as well.

**Setup:** The charge on Asmodeus' forces is meant as an opportunity to establish scope and a feel of significant

awesome. Set the stage by describing the enemies before them, and the allies around them. Players should then be given the opportunity to do the same, describing their actions in the battle, no rolls needed. Remember that this is a world-ending event, and little would be over the top.

If this is a break from your regular campaign, feel free to bring in gods or other powers that are important to the players there. The fact that the heroes are fighting alongside them will grant them an attitude of power far more easily than their character sheets. It will also be far more meaningful when you describe that powers demise a minute later.

This encounter plays out in three scenes:

**Battle:** Here is where you describe the fighting between the two forces on Nessus. The details of this can be earth-shaking and incredible. Massive hordes, godly powers, even bits of the planes shifting around the heroes all have a place here. Possibly the most important element should be death and destruction. Gods should fall while the PCs manage to carry on, so that by the time they get to Encounter 2, they know that if they fail, there will be no one left to succeed.

This is the best opportunity to have the players describe their characters. There's no reason to assume the party had any history before this fight, unless that's what the players want. They should show how they look, act and fight and add to the story. If possible, encourage a back and forth of adding details and moments between the players and the DM, instead of each person taking a turn. You should feel free to allow the players to name the worldly powers they are fighting with and against, as well as their fall.

**Pelor's Gift:** You need a particularly nasty foe to bring Pelor down. [Mephistopheles](#) or Oublivae work nicely, but if the players share a particular hatred for someone, here's your chance to show them at their worst. The players can then describe how the wounded evil gets taken down.

With his last breath, Pelor chooses the most noble among the PCs (or, at least, the PC who seems the most noble) and grants them his holy symbol. As he fades from existence, he speaks these final instructions:

*"When you are about to strike Asmodeus, and not a moment before, lift my symbol into the air and channel your power through it. He will be mortal once again, but only briefly."*

This symbol is the Last Sun Shard, as described in the previous items section. The players need not know the full mechanical benefits before using it.

**Bane's Orders:** As the alliance finally nears the entrance to Malsheem, more devils begin to flood Nessus, apparently victorious on the other layers. The main force will have to make some kind of organized defense, or be completely overwhelmed.

The god Bane breaks from the fighting for a minute to quickly form three small, elite teams to send into the fortress. The first team is made of demons and led by Graz'zt's former general, Agredor. The second team is of forsaken assassins and is led by the legendary duelist, Lavis. The third team is composed of the party. Bane does not go himself, for fear the rest of the troops will fail to provide a united line without his presence. He urges them to find and do away with Asmodeus as quickly as possible. There is no sign that there will be another chance, should they fail.

The three groups enter the massive fortress and find that the inside is far more chaotic than the exterior, with passages twisting and splitting in a maze-like fashion. Each team is forced to search a separate route. After fighting through the corridors, the party seems to be the ones fortunate enough to stumble upon the doors to Asmodeus' throne room.

**Experience:** While there are no more levels to gain, granting experience is still a powerful way to reward good gaming. To keep things in relation, a moderate reward might be 19,000 xp per player (worth a fight of their level), or upwards of 40,000 xp for exceptional gaming.

## Encounter 2. The Last Gate

*Charging through the door into the next room, the party senses suddenly bring them to a halt. Less than one hundred feet rests a huge set of ornately carved, heavily jeweled adamantine doors. There's little doubt in your mind that you've finally reached Asmodeus' central chamber. A small army rests between you and them.*

Level 30 Encounter (Experience: 95,000)

**Area:** The room is dimly lit by magical torches along the walls. The walls are made primarily of stone, banded with iron, and magically reinforced.

### Adversaries

[Sire of Corruption](#), Level 29 Elite Controller (MM3)

[Godslayer Inferno](#) (2), Level 28 Artillery (MM3)

[Corrupted Monger](#) (6), Level 26 Minion Artillery (MM3)

[Corrupted Idler](#) (12), Level 27 Minion Soldier (MM3)

A favored Sire of Corruption leads this group in combat and guards Asmodeus' central chamber. This is not her normal duty, but was chosen for this position now due to her skill in swaying enemies into allies. She will tempt the party with words throughout combat, supporting her mechanics. Feel free to offer the heroes wildly impossible gifts or suggest that they are already depraved.

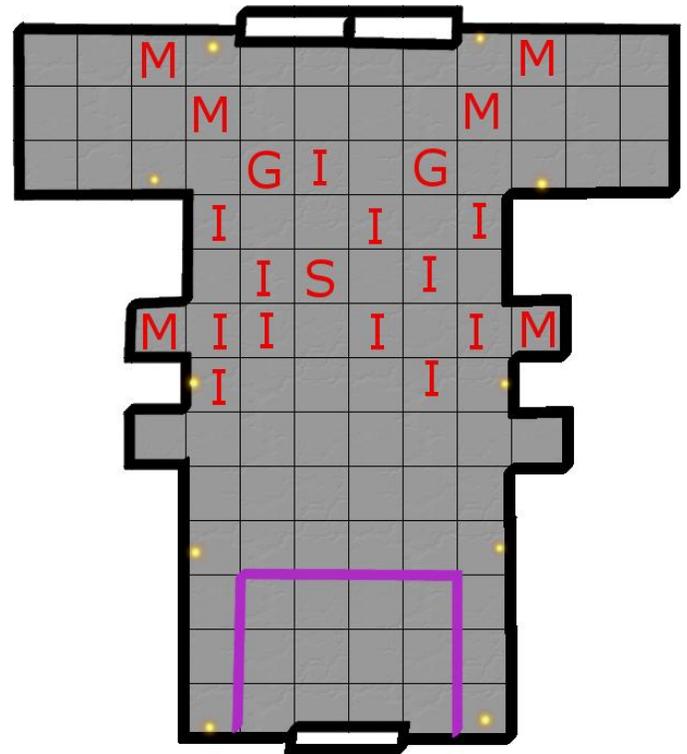
She starts combat with her Call to Corruption already used and not able to use it again till bloodied. The Corrupted respond to her commands blindly. Once bloodied, she favors calling [Corrupted Lunatics](#) in to help finish the party more ruthlessly.

The Godslayer Infernos have been convinced by Asmodeus that allowing him to complete his plans is the best path to destroy all the gods. They allow the Sire to do what is needed, but primarily act on their own.

**Tactics:** The goal of the Sire and her corrupted followers is clear - no one is to get through those doors. The Sire of Corruption leads from the front, charging head-on into combat. After the beginning rounds of combat, the Sire will focus on taking out any players effective at

bursts, directing the idlers to move into flanking positions and lock down any mobile attackers so that the Mongers and Godslayers can lay on the damage at range.

The Godslayers focus on any divine PCs, but don't hesitate to take full use of Cloying Flames or Godsbane Inferno if an opportunity presents itself to do a fair deal of damage.



**Options for Ending the Battle:** The Godslayer Infernos can be convinced to ally with the PCs through use of a mini skill challenge. The PCs must succeed on four successes before two failures. The primary skills are Bluff and Diplomacy, DC 37. Feel free to hint towards this end by having the Godslayers Taunt the players when doing well, hinting that they believe that Asmodeus will destroy all the gods by his actions, and that the Godslayers believe the PCs are the only ones to breach the main fortress. When the Players respond, prompt for the first skill roll.

If the Sire of Corruption falls in combat, her followers' souls can be freed. Allow this knowledge with a DC 32 Religion check. Religion can then be used to create a freeing aura, standard action, close burst 1. Have the player make a Religion check (DC 37) versus each

corrupted in the burst. Each success means the corresponding enemy is removed from play, its soul having moved on and its form turned to dust.

**The Door:** The Gate to Asmodeus' throne room is reinforced, locked and magically sealed. If the party tries to open it during combat, it takes a DC 42 Arcana or Religion check to break the seal, then an equal Thievery check to bypass the lock, and then an equal Strength check to break it down. Outside of combat, it can be assumed the party makes these checks.

### Encounter 3. Lavis' Betrayal

*The doors of the throne room swing open with a mighty push, revealing a grand chamber. The perfection of the stone and metalwork might bring you to your knees were it not for the rush of adrenaline and a feeling of dread that seems to rush over you. The chamber seems to be empty, as you slowly move in to investigate. A flash of arcane energy brings your eyes to the throne as Asmodeus appears sitting, with a confident grin. A pitfiend flanks him on either side. Soft footsteps reflect behind you, showing that Lavis has joined you with two of his lieutenants. Unfortunately, his murderous gaze is not on the archlord, but you.*

**Optional Encounter:** Like Encounter 1, this fight is easily removed to shorten the adventure. Lavis and his men simply did not make it to the throne room. Continue to Encounter 4. You may replace the Stygian Fiends with Pit Fiends (Monster Vault) and the Stygian Pools. Alternatively, use the encounter as given and add the transformation sequence of the Pit Fiends merging with the Stygian waters, as part of The Last Sun Shard's Power.

Level 28 Encounter (Experience: 72,000)

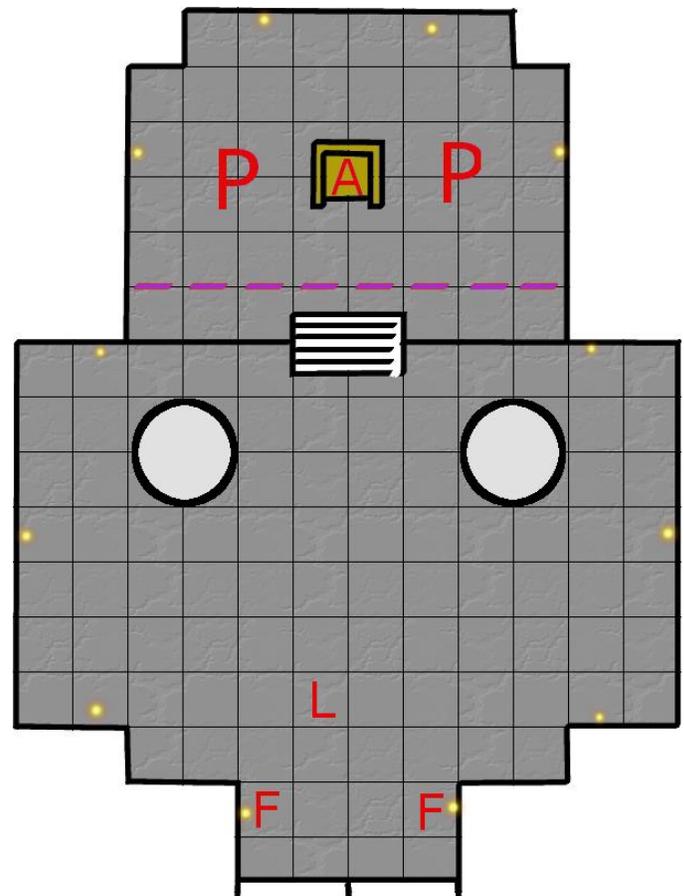
**Area:** Asmodeus' throne room seems to be made of Obsidian, reinforced with Iron and adorned with carved astral diamonds. The walls of this room glow with active runes of power, cursing with the ritual magic Asmodeus is using to alter the universe (See Encounter 4, Magical Duel).

Two large pools rest in front of his throne, filled with Stygian waters, which Asmodeus uses to punish those who have betrayed him. Characters who enter the pool take the effects of the hazard (see the Stygian Pool Stat Block). Anyone entering the pool due to forced movement gets a saving throw to end the movement.

Asmodeus' throne is on a raised platform, 1 square above the rest of the room. Attackers get +1 to hit when attacking creatures at a lower height.

Asmodeus' throne is blocking terrain. Anyone behind it gains full cover, even when standing. Creatures to its side get partial cover or full cover when prone or kneeling. When Asmodeus is sitting in the throne, he has at least partial cover even if the creature is adjacent (unless a creature attacks from directly in front of him).

The purple broken line represents a Wall of Asmodeus' Will. Until the PCs use the Last Sun Shard, anyone attempting to move past it is Immobilized until the start of their next turn. The Wall of Asmodeus' Will blocks Line of Sight and Line of Effect.



## Adversaries

Lavis, Level 28 Elite Skirmisher

[Forsaken Infiltrator](#) (2), Level 27 Skirmisher

Stygian Pools, Level 28 Hazard

Lavis is a master swordsman and Fearwrack. For many years he hunted and destroyed the servants and aspects of the gods. When he learned of Asmodeus' plans, he knew that this would be an excellent opportunity to end their dominance once and for all. He is so close to achieving what no other Forsaken has accomplished, that he has become quite cocky.

Lavis, Forsaken		Level 28 Elite Skirmisher	
Medium natural humanoid (blind)		XP 26000	
HP 518; Bloodied 259		Initiative +26	
AC 46; Fortitude 39, Reflex 40, Will 42		Perception +22	
Speed 6		Blind	
Immune blinded, fear, gaze		Blindsight 20	
Saving Throws +2; Action Points 1			
Traits			
☉ Cloak of Nightmares (fear, illusion, psychic) • Aura 2			
Enemies that start their turn within the aura take 15 psychic damage, and -2 to all defenses against fear attacks.			
Standard Actions			
⚔ Scimitar (weapon) • At-Will			
Attack: Melee 1 (one creature); 42 vs. AC			
Hit: 3d10+17 damage.			
Special: This attack is a critical hit on a roll of 18-20.			
⚔ Dance of Death (fear, weapon) • At-Will			
Effect: Lavis shifts 4 squares and can make up to three melee basic attacks, against different enemies, during this movement. Each target hit by these attacks is pushed 3 squares.			
Minor Actions			
⚔ Moment of Terror (fear) • At-Will			
Attack: Ranged 10 (one creature); +40 vs Will			
Hit: The target is slid 2 squares. One of Lavis' allies can make a melee basic attack, as a free action, at any point during this movement.			
Triggered Actions			
Fragment of Immortality • Encounter			
Trigger: Lavis drops to 0 hit points.			
Effect (No Action): Lavis is removed from play until the start of his next turn. Lavis then appears within 5 squares of his location with 127 hit points and without any effects on him.			
Skills Athletics +29, Religion +26			
Str 30 (+24)	Dex 26 (+22)	Wis 20 (+19)	
Con 27 (+22)	Int 24 (+21)	Cha 28 (+23)	
Alignment Evil		Languages Supernal	
Equipment : Scimitar, The Essence of Jubilex			

The two Forsaken with Lavis should share his arrogance, but do not plan on their own, following his orders exclusively. They recognize their impending doom as the ultimate revenge and do not fear it.

## Stygian Pool

**Level 28 Obstacle**  
**Hazard** XP 13000  
*These pools swell with murky, foul waters from the River Styx. With but a touch, these waters sap the memory of the living and can destroy all sense of self.*

**Trap:** These pools sink only about two feet, however merely touching the waters has very ill effects. Those who drink the water or find themselves submerged suffer the most serious consequences.

### Perception

- ◆ DC 23: The waters in these pools seem beyond dirty. In addition, something odd, that you cannot place, swirls in the jetsam.
- ◆ DC 30: The Putrid smell of death lingers near these waters, and something distinctly ethereal seems to be mixed among its currents. These unnatural waters will certainly have ill effects on any being coming into extended contact.

### Arcana or Religion

- ◆ DC 40: These waters originate from the River Styx. Anyone coming into contact with these waters will feel their memories being torn from their mind and eventually lose all sense of self.

### Trigger

A creature comes into contact with the stygian waters.

### Effect

The triggering creature takes 3d10+19 psychic damage and -4 to its will defense (save ends). In addition, the triggering creature loses the last 3d8+5 hours of their memory. Any creature in contact for three consecutive rounds, who drinks from the waters or is submerged in the waters instead takes 3d12+34 psychic damage, and a -4 penalty to its will defense and is dazed (save ends both). In addition the creature loses 4d4 days of memory. Any creature prone in the area of the Stygian Pool is considered submerged for the purpose of this effect.

### Countermeasures

The effects of the River Styx can only be reverse by a change in reality or the intervention of a greater power.

**Tactics:** The two Infiltrators work together as long as they are able, setting up flanking or preying on those who grant combat advantage in other ways.

Lavis knows his powers to instill fear in others well. He has also been in Asmodeus' throne room before, and is prepared to use the power of the Stygian Pools to full advantage. If at the beginning of his turn he has no adjacent enemies, he will start with Moment of Terror, trying to force an enemy by one of his allies into the

pools. He will then use Dance of Death, positioning himself whenever possible so that the push drives enemies towards the pools. If Moment of Terror was used at the start, he will end his movement so that his aura affects a maximum number of enemies. Otherwise, he ends the movement while not adjacent to an enemy so that he can use Moment of Terror without triggering Opportunity attacks.

**Options for Ending the Battle:** Players may engage the Forsaken with social skills (Bluff, Diplomacy, and Intimidate) during the battle. No more than one roll should be made each turn. Players may wish to use other skills in place of these rolls. Add 5 to the DC of any non-standard skill. If the description of the way the skill is used does not rationally make sense, it should not be allowed.

A successful roll of 35 or more will reveal that they are secretly working with Asmodeus to destroy creation in order to destroy the other gods. They do not care that they will also be destroyed.

A roll of 40 or more will reveal that the Forsaken believe that Asmodeus will not be able to stop his ritual and they have a plan in motion to make sure he does not survive to recreate the world.

A second roll of 40 or more can convince the Forsaken to reveal the power of The Essence of Juiblex. It would take an additional two rolls to have the Forsaken abandon their fight against the PCs and turn toward Asmodeus.

*If the PCs use The Last Sun Shard, or when Lavis drops to 0 hp the second time (see power Fragment of Immortality) the power within The Essence of Juiblex will activate. This triggers the following:*

*“An ethereal mass of eyes and oozing tentacles suddenly stretches forth from the black lantern toward Asmodeus. Everyone in the room is suddenly taken aback by the sudden wave of evil seeping from the image’s form. It lunges toward Asmodeus and fear can be cleanly see on his face, if only for a moment. With a quick flick of his wrists both Pit Fiends are thrust*

*forward, colliding with the tangling ethereal mass and then crashing into the Stygian Pools. The Stygian waters seem to rise up and engulf them as the spirit vanishes from view. Two hulking silver forms burn before you, as their bodies seem to actively break down becoming something altogether new and horrible.”*

If this happens before the players have defeated the Forsaken or convinced them to abandon their fight, then the remaining Forsaken will continue to fight the players as the Pit Fiends morph.

The transformation does not have a true mechanical timeframe. Their transformation should be completed by the time Asmodeus is engaged in battle.

#### **Encounter 4. The Last Stand**

*Finally, there is nothing between you and Asmodeus. He smiles sweetly and relaxes in his throne. The two writhing masses of silvery ooze step forward, each only vaguely resembling the form of the pit fiends they once were. Asmodeus opens his mouth to speak. As the sound reaches your ears, you lower your weapons slightly, resolve already weakening.*

Level 34 Combat Encounter (Experience: 207,000)

**Area:** See Encounter 3 for details on the area. The Wall of Asmodeus’ Will is no longer in play when The Last Sun Shard is activated.

#### **Adversaries**

Asmodeus, Level 33 Solo Controller (Stuffer Shack)  
Abyssal Styx Fiend (2), Level 28 Elite Soldier (This Adventure)

Asmodeus knows he is moments away from his ultimate destiny. The idea that a small group of heroes has managed to get this far, so close to the end does not worry him in the least. He sees it as a part of destiny and relishes a bit of entertainment in this world’s last breath.

The Stygian Fiends are large silver oozes, which only vaguely retain the shape of pit fiends. Their wings will

no longer lift them from the group, but odd memories still cause them to flap, splattering the ground. Their large maces are now extensions of arm like tentacles. Anyone who gets close notices an odd heat emanating from the liquid as if they were instead near a large bonfire.

**Tactics:** Asmodeus begins combat sitting comfortably in his throne, but will engage in melee if pressed for options. He prefers to fight from afar, as effortlessly as possible. To this end, he makes full use of his ability to teleport, being mindful of the reach of his Aura. He takes great delight in how superior he is over the party, and will engage them in casual conversation as they battle, commenting on how well they fight. Should things get stressful for the party, he may begin making offers of protection to certain members deemed weak to temptation, if only they will swear loyalty. He is not honest in this offer.

He uses Gaze of Lawful Command and Mass Subjugation as often as possible, reserving Flash Freeze for after he is bloodied and he can affect multiple enemies.

The Stygian Fiends are mentally only a shell of their former selves. They respond on a basic level to Asmodeus' commands as long as they are simple and avoid attacking him when they have another target. Their biggest motivation is an insatiable hunger for sentient life.

Their actions are straightforward - they engage the closest enemy in melee, and try to engulf. If a target is currently engulfed, they will instead use Searing Slam. Secondary targets will face their Tail Sting.

**Magical Duel:** The Rituals that Asmodeus has used to enact his world-shaping event physically manifest as runes all around the room. A player can attempt to interrupt or end this process by using skills, twisting the magic with their own skills. Once a turn, a player may make an Arcana or Religion Check (DC 35) as a minor action to alter the ritual. Should the players succeed 9 times, the ritual is halted. Asmodeus will fight until bloodied before attempting to flee. Asmodeus can

eliminate 3 successes with his own Arcana or Religion Check, Minor Action (DC 40).

<b>Stygian Fiend</b>		<b>Level 28 Elite Soldier</b>
<b>Large immortal humanoid (devil, ooze)</b>		<b>XP 26000</b>
<b>HP</b> 518; <b>Bloodied</b> 259	<b>Initiative</b> +26	
<b>AC</b> 46; <b>Fortitude</b> 43, <b>Reflex</b> 40, <b>Will</b> 38	<b>Perception</b> +22	
<b>Speed</b> 8, climb 8 (spider climb), teleport 2	blind	
	<b>Blindsight</b> 20	
<b>Resist</b> 30 fire, 20 psychic		
<b>Immune</b> blind, deafened, poison, restrained, sleep		
<b>Saving Throws</b> +2; <b>Action Points</b> 1		
<b>Traits</b>		
<ul style="list-style-type: none"> <li> <span>☉</span> <b>Aura of Fear</b> (fear) • <b>Aura 5</b> <p>Any enemy in the aura at the start of the stygian fiend's turn is marked by the stygian fiend until the end of the stygian fiend's next turn.</p> </li> </ul>		
<b>Standard Actions</b>		
<ul style="list-style-type: none"> <li> <span>⚔</span> <b>Searing Slam</b> (fire) • <b>At-Will</b> <p><b>Attack:</b> Melee 2 (one creature); +43 vs. AC  <b>Hit:</b> 2d12+14 fire damage, and the target takes ongoing 15 fire damage (save ends).</p> </li> <li> <span>⚔</span> <b>Engulf</b> (acid, psychic) • <b>At-Will</b> <p><b>Attack:</b> +41 vs. Reflex  <b>Hit:</b> 4d8+26 fire and psychic damage, the target is grabbed, and pulled into the stygian fiend's space. The target takes ongoing 20 psychic damage and is dazed until it escapes the grab. At the end of each of the targets turn, if it has not escaped the grab, it loses one day of its memory.</p> </li> </ul>		
<b>Minor Actions</b>		
<ul style="list-style-type: none"> <li> <span>⚔</span> <b>Tail Sting</b> (poison) • <b>At-Will</b> <p><b>Attack:</b> Melee 2 (one creature not grabbed); +38 vs. Fortitude  <b>Hit:</b> The target takes ongoing 25 fire and psychic damage and is weakened (save ends both).</p> </li> </ul>		
<b>Triggered Actions</b>		
<ul style="list-style-type: none"> <li> <span>⚔</span> <b>Baleful Retort</b> (acid, fear, fire) • <b>Immediate Interrupt</b> <p><b>Trigger:</b> An enemy marked by and within 2 squares of the stygian fiend shifts or makes an attack that doesn't include it as a target.  <b>Attack (opportunity action):</b> Melee 2 (the triggering enemy); +43 vs. AC  <b>Hit:</b> 2d12 + 10 acid and fire damage, and the stygian fiend slides the target up to 2 squares to a square adjacent to it.</p> </li> </ul>		
<b>Str</b> 32 (+25)	<b>Dex</b> 20 (+19)	<b>Wis</b> 10 (+14)
<b>Con</b> 28 (+23)	<b>Int</b> 6 (+12)	<b>Cha</b> 10 (+14)
<b>Alignment</b> evil		<b>Languages</b> Supernal

When all is said and done, congratulate your players on their epic battle, however it ends...

<b>Asmodeus</b>		<b>Level 33 Solo Controller</b>	
<b>Medium immortal humanoid (devil)</b>		<b>XP 155000</b>	
<b>HP 1505; Bloodied 752</b>		<b>Initiative +25</b>	
<b>AC 49; Fortitude 45, Reflex 46, Will 47</b>		<b>Perception +25</b>	
		Truesight 20	
<b>Speed</b> 8, fly 12, teleport 10			
<b>Immune</b> disease, poison			
<b>Resist</b> 30 fire			
<b>Saving Throws</b> +5; <b>Action Points</b> 2			
<b>Traits</b>			
● <b>Aura of Might • Aura 5</b>			
Anyone attacking Asmodeus from within the Aura must make an immediate save before making their attack roll. If the save fails the attack is treated as a miss. Resolve any effects or damage that a miss would grant. The attacker then kneels, and his turn ends. The attacker is considered Immobilized till the start of his next turn.			
● <b>Aura of Submission • Aura 10</b>			
All creatures within the aura take a -5 penalty against saves vs the dominated condition.			
<b>Standard Actions</b>			
⚔ <b>Ruby Rod (weapon) • At-Will</b>			
<b>Attack:</b> Melee 1 (one creature); +38 vs. AC			
<b>Hit:</b> 2d12+20 necrotic damage and the target is weakened (save ends)			
✂ <b>Flesh Sear (Acid, Lightning, Implement) • At-Will</b>			
<b>Attack:</b> Ranged 20 (one, two or three creatures); +35 vs Reflex			
<b>Hit:</b> 3d10 + 25 acid and lightning damage and 20 ongoing acid damage (save ends)			
⚡ <b>Flash Freeze (Cold, Implement) • Encounter</b>			
<b>Attack:</b> Close Blast 5 (all enemies in blast); +35 vs Fortitude			
<b>Hit:</b> 2d12+22 damage and the target is restrained (save ends)			
<b>Aftereffect:</b> The target is slowed till the end of its next turn.			
● <b>Mass Subjugation (Charm) • Recharge 6</b>			
<b>Attack:</b> Close Burst 5 (all enemies in burst); +35 vs Will			
<b>Hit:</b> 4d8+25 psychic damage and the target is dominated (save ends)			
<b>Minor Actions</b>			
✂ <b>Gaze of Lawful Command (Charm) • At-Will</b>			
<b>Attack:</b> Ranged 20 (one creature); +37 vs Will			
<b>Hit:</b> The target is dominated (Save Ends)			
<b>Triggered Actions</b>			
<b>Battle for Preeminence • Immediate Interrupt</b>			
<b>Trigger:</b> Asmodeus is hit by an attack that targets his Will.			
<b>Attack:</b> Ranged 20 (the triggering creature); +37 vs Will			
<b>Hit:</b> The triggering attack hits the target instead and takes an additional 2d10 psychic damage.			
<b>Miss:</b> Asmodeus takes the attack as normal. Any damage dealt from this attack does an additional 2d10 psychic damage.			
<b>Skills</b> Arcana +35, Bluff +31, Diplomacy +31, Intimidate +31, Religion +35			
<b>Str</b> 27 (+24)	<b>Dex</b> 26 (+24)	<b>Wis</b> 34 (+28)	
<b>Con</b> 29 (+25)	<b>Int</b> 38 (+30)	<b>Cha</b> 31 (+26)	
<b>Alignment</b> Evil		<b>Languages</b> Supernal, telepathy 100	
<b>Equipment</b> : Ruby Rod			