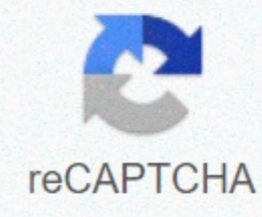




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do a good job of giving reasons for PCs to fight creatures that would normally only appear in non-combat scenes. And as I read them, I also find myself trying to do the reverse: find reasons to feature monsters that used to be always hostile as allies or neutral parties you can talk to*. The capacity to do one enhances the capacity to do the other. If elves, unicorns, and faerie dragons can be assholes, gnolls and bugbears carry less "we need someone to fight" baggage and can become neutrals or allies. *: Except demons and devils. Fuck those assholes. And even then I'd argue that if angels are capable of falling, fiends are capable of rising. It's just way harder and therefore less common. (plus, A'kin) And even then I'd argue that if angels are capable of falling, fiends are capable of rising. It's just way harder and therefore less common. (plus, A'kin) Technically A'kin the friendly fiend was neither a Demon nor Devil. So, still, fuck those assholes. I can kinda see a story where you have a fiend of some sort who wants to find redemption, and it's this big cosmic event because it's something no one thought was possible. From among the monsters we've seen so far in this Let's Read and the previous one, I'd say Demons and Devils are about the only kind of monster there this "big deal redemption" storyline would really work. What annoys me about the default tone of the books when it comes to sapient humanoids and magical beasts, is that they tend to act like "big deal redemption" storylines belong with them, and that is the tendency I usually find myself trying to reverse. Page 26 And even then I'd argue that if angels are capable of falling, fiends are capable of rising. It's just way harder and therefore less common. (plus, A'kin) ... Are there fallen Angels in 4E? There's Evil Angels, but 4E changed the nature of angels. An Evil Angel isn't fallen, it's just serving an Evil god. Demons and Devils, at least in 4E, aren't free-willed beings born into terrible circumstances; they're manifestations of chaos and evil and despair. I genuinely don't know if it's capable for them to change their nature enough to be redeemed. ... Are there fallen Angels in 4E? There's Evil Angels, but 4E changed the nature of angels. An Evil Angel isn't fallen, it's just serving an Evil god. Demons and Devils, at least in 4E, aren't free-willed beings born into terrible circumstances; they're manifestations of chaos and evil and despair. I genuinely don't know if it's capable for them to change their nature enough to be redeemed. So, I totally go down the reject-the-cosmology-and-substitute-your-own path, but I seem to recall that the devils' point of origin was that they were celestials who rose up against and slew their god, in pretty much a classic "fall" narrative except that the rebellion worked. Also, 4e demons feel less like manifestations of chaos and evil than they do in every other edition where "chaotic evil" isn't just an alignment, it's a very bad place in the metaphysics. At any rate, I think it can be suggested that couatls aren't so ineffable that they're incapable of falling -- and they're closer to a manifestation of "good" than angels are -- so, y'know. Alignment feels less sticky to me in this edition than it does in any other AD&D, with probably only the three-part alignment of B/X and BECMI being less solidly prescriptive. Which isn't to say that I would use a potential fiend's redemption as a Moral Trap for PCs who assume there's at least something they can kill on sight. That would be gross GMing. Rather, it's the sort of thing that I think would be most likely to happen if the PCs wanted it to happen and started putting in the work. If 4e PCs can kill gods and create a universe without, say, avarice -- and there's an adventure path that ends that way -- they ought to be able to pull off a redemption arc for any type of critter if they're feeling it. ... Are there fallen Angels in 4E? There's Evil Angels, but 4E changed the nature of angels. An Evil Angel isn't fallen, it's just serving an Evil god. Demons and Devils, at least in 4E, aren't free-willed beings born into terrible circumstances; they're manifestations of chaos and evil and despair. I genuinely don't know if it's capable for them to change their nature enough to be redeemed. In 4e the devils are fallen angels. Asmodeus was one too, but revolted against his god, killing him and seizing his power. The angels were changed into devils due to this crime, and there's an article on Succubi which gives the equivalent Angel of Love that they were before they fell. On the other hand, I still think it'd be neat if Devils and Angels were even more indistinguishable. Give Bahamut some Lawful Good Pit "Fiends" for servants! ... Are there fallen Angels in 4E? There's Evil Angels, but 4E changed the nature of angels. An Evil Angel isn't fallen, it's just serving an Evil god. Demons and Devils, at least in 4E, aren't free-willed beings born into terrible circumstances; they're manifestations of chaos and evil and despair. I genuinely don't know if it's capable for them to change their nature enough to be redeemed. Yes. Fallen Angels were introduced to 4e's Cosmology in the Book of Vile Darkness. Devils are "Corrupt" Angels, having murdered their patron god and been cursed by He-Who-Was, resulting in their various monstrous forms and their being sealed in Baator. Fallen Angels are angels who survived when their patron god was killed, which left them very, very loopy, homicidally obsessed with avenging their fallen patron, and basically the multiverse's ultimate wildcards. In the 4e cosmology, I don't think that a "redeemed" Devil would return to being an Angel. 4e Angels are so subsumed by their angelic role that they're literally faceless; in addition to whatever metaphysical changes being endeaviled caused, they probably have too much of a personality to go back to faceless servitors of a role. You'd probably get something that's still fairly devilish, adjusted for whatever amount of Good = pretty that you feel comfortable with in terms of changed appearance. Maybe their Fire keyworded powers become Radiant, or something. "Redeemed" 4e Demons probably become something like a primordial-aligned Elemental. Probably not much of a difference in terms of how they act: maybe less malicious, probably just as destructive if only incidentally. There is a 4e redemption cycle built-in, though: Devas & Rakshashas. That seems because of something imposed by the Primal Spirits, not an inherent cosmological effect as from the murder of He Who Was (for Devils) or from the Seed of Evil (for Demons). That might mean that if a Deva/Rakshasha wants out of its redemption cycle, it can actually go and punch something to make that happen. Devils and Demons don't seem to have that option. Missed the colossus discussion when it happened, but I have totally run combats with colossal monsters in dnd 4e and had it work wonderfully. What I did: put some tokens on the battlemap to represent the thing's feet. Then I took another, smaller grid (you can also just box off a corner of your main one, if you only have one) and drew the shape of the creature's body on it. With the vulnerable head and chest squares outlined. Every time the big guy moved, it basically made a free attack against anyone in a square it was moving its feet into (vs reflex, on a miss you move to an adjacent square, on a hit you take damage and are knocked prone and kicked into another square of the monster's choice; I described this as it kicking/grazing the character. I only described it actually succeeding at STEPPING ON them when it reduced someone to 0 hp this way). Creature has a mountain of hp, and damage reduction. If you can fly or teleport, getting onto its back is easy. If not, you have to run up to its foot and make an Athletics check. On the monster's turn, anyone on its back has to roll Acrobatics (or use a clever workaround) to not get shaken off. Attacks made from a square adjacent to its vitals autocrit and bypass damage reduction. It worked amazingly well. Used this colossal monster several times in the final phase of the campaign, and the players didn't get bored of it. Especially when I had small, flying enemies added to the mix who would try to protect the big boys, and then in the penultimate battle when I basically stole the ending of Half Life 2 ep 2 and had a bunch of these kaljus attack a fortress and the PC's had to take them all down before they could batter down the inner walls. The big monsters had a bunch of fliers and crawlers on their backs defending them, and the PC's had low level human and orc infantrymen to back them up who they could use their high level powers to help climb up onto the colossi to help do damage. Granted, these were giant crab/spider type monsters, so using their backs and heads as a mini-battlemap was pretty easy to manage. I don't think it would work as well for a humanoid colossus, at least without some further tweaking. Last edited: Jun 13, 2020 In the 4e cosmology, I don't think that a "redeemed" Devil would return to being an Angel. 4e Angels are so subsumed by their angelic role that they're literally faceless; in addition to whatever metaphysical changes being endeaviled caused, they probably have too much of a personality to go back to faceless servitors of a role. You'd probably get something that's still fairly devilish, adjusted for whatever amount of Good = pretty that you feel comfortable with in terms of changed appearance. Maybe their Fire keyworded powers become Radiant, or something. "Redeemed" 4e Demons probably become something like a primordial-aligned Elemental. Probably not much of a difference in terms of how they act: maybe less malicious, probably just as destructive if only incidentally. There is a 4e redemption cycle built-in, though: Devas & Rakshashas. 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