

EMIRIKOL'S GUIDE TO DEVILS

BY SEAN MCGOVERN



POWER SCORE RPG



EMIRIKOL'S GUIDE TO DEVILS



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(page 4) Glasya vs. Graz'zt by [Joseph Vitale](#)

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(page 22) Nystincia vs. Pit Fiend by [Vasiart](#)

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(page 24) Lost Soul by [Joseph Vitale](#)

(page 25) Stygian Amnesiac by [Joseph Vitale](#)

(page 27) Infernal Slave by [Joseph Vitale](#)

(page 29) Devil Royalty by [Joseph Vitale](#)

(page 32) Corruption Devil vs. Regdar by [Joseph Vitale](#)

(page 34) Contessa Volto by [Joseph Vitale](#)

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(page 82) Pit Fiend by [Joseph Vitale](#)

(page 90) Succubus by [vempirick](#)

(page 91) Lilith by [Jordan Kerbow](#)

(page 94) Summoned Succubus by [Leevitron](#)

(page 96) The Twins Infernal by [Sylvanaz](#)

(page 98) Tomb of Levistus by [Wendy Sian-Roberts](#)

(page 99) Asmodeus by [Joseph Vitale](#)

(page 103) Baalzebul by [Joseph Vitale](#)

(page 105) Lilith by [Joseph Vitale](#)

(page 106) Fierna by [kagurachi](#)

(page 107) Belial by [turtlestance](#)

(page 108) Dispater by [Joseph Vitale](#)

(page 109) Lilis by [kagurachi](#)

(page 110) Glasya by [Joseph Vitale](#)

(page 112) Tartach by [kagurachi](#)

(page 113) Levistus by [turtlestance](#)

(page 116) Mammon by [Joseph Vitale](#)

(page 118) Sagirsa by [Joseph Vitale](#)

(page 119) Mephistopheles by [Nelart](#)

(page 120) Baalphegor by [Joseph Vitale](#)

(page 121) Zariel by [ZEROFINITE](#)

(page 123) Zariel by [Joseph Vitale](#)

(page 130) Bel by [kagurachi](#)

(page 131) Geryon by [Joseph Vitale](#)

(page 132) Hag Countess by [Joseph Vitale](#)

(page 133) Moloch by [Joseph Vitale](#)

(page 134) Tiamat by [Steven Davis](#)

(page 135) Lava Hell by [Eric Oscarj](#)

(page 136) Map of Hell by [Sean McGovern](#)

(page 137) Marraenoloth by [Iruni Runio](#)

(page 140) Avernus by [Winerla](#)

(page 143) City of Dis by [Joseph Vitale](#)

(page 145) Minauros by [mnevil](#)

(page 146) Jangling Hiter by [Sean McGovern](#)

(page 148) Phlegethos by [Fabio Paculli](#)

(page 150) Cania by [Vuk Kostik](#)

(page 152) Malbolge by [Jesper Friis](#)

(page 154) Maladomini by [Roberto Gatto](#)

(page 156) Cania by [Tetsue Nanoe](#)

(page 158) Nessus by [Ferdinand Ladera](#)

(page 168) Hellfire Engine by [kagurachii](#)

(page 169) Angel of Love by [kagurachi](#)

(page 170) Concordant Killer by [Joseph Vitale](#)

(page 171) Assassin Devil by [Chenthooran Nambiarooran](#)

(page 173) Assassin Imp by [Joseph Vitale](#)

(page 175) Corruption Devil by [Joseph Vitale](#)

(page 178) Erinyes Vanguard by [Joseph Vitale](#)

(page 179) Erinyes Seducer by [Joseph Vitale](#)

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(page 188) Styx Devil by [kagurachi](#)
(page 189) Warder Devil by [Nilkomal Solanki](#)
(page 190) Hellfire Wyrms by [kagurachi](#)
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(page 201) Marraenoloth by [Joseph Vitale](#)
(page 202) Devil Dungeon by [Jack Burton](#)
(page 205) War Devil by [kagurachi](#)
(page 209) Devil Soldiers by [Rosen Simeonov](#)
(page 211) Agrippa by [kagurachi](#)
(page 216) Fiendblade by [kagurachi](#)
(page 218) Malefactor by [kagurachi](#)
(page 220) Vallis Crystal by [kagurachi](#)
(page 221) Daughters by [kagurachi](#)
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(page 224) Guionne by [Vasiart](#)
(page 226) Moloch by [Vasiart](#)
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This book draws from as many sources of D&D devil lore as I could find. Here are the ones that I found most useful:

The Nine Hells articles in Dragon #75, #76 and #91 by Ed Greenwood. The first two were reprinted in [Dragon #400](#).

[The Brimstone Angels novels](#) by Erin M. Evans

[The AD&D 2nd edition Outer Planes Appendix](#)

[A Paladin in Hell](#) by Monte Cook

[The Guide to Hell](#) by Chris Pramas

[Fiendish Codex II](#) by Robin D. Laws and Robert Schwalb

The Infernal Aristocracy: The Dukes of Hell articles from Dragon Magazine #360 and #361 by Robert J. Schwalb.

Codex of Betrayal articles in Dragon #365, #373, #382 and Dungeon Magazine #197 by Ari Marmell and Robert J. Schwalb

The Stygian Masque from Dungeon Magazine #219 by Will Doyle

[Plane Above: Secrets of the Astral Sea](#) by Erik Scott de Bie, Rob Heinsoo, Robin D. Laws, and Ari Marmell.

Emirikol the Chaotic first appeared in a piece of art in the AD&D Players Handbook and was then expanded upon in [A Paladin in Hell](#) by Monte Cook.

Natasha the Dark is from the Baba Yaga adventures, including the Craig Campbell update from [Dungeon Magazine #196](#).

This book grew out of my blog: [Power Score RPG](#)

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CONTENTS

PrefaceI	Lilitu.....18	Baatorians.....41	Cania.....156
Ch. 1: Spark of Devilry1	Misfortune Devil.....19	Chain Devils.....48	Nessus.....158
Abishai.....14	Nupperibo.....19	Corruption Devils.....56	The Outer Torments.....160
Advespa.....14	Orthon.....19	Erinyes.....63	Ch. 6: Monsters168
Assassin Devil.....14	Pain Devil.....19	Hell Knights.....73	Angel of Love.....169
Ayperobos swarm.....14	Passion Devil.....19	Pit Fiends.....82	Concordant Killer.....170
Barbed Devil.....14	Pillager Devil.....19	Succubus.....90	Assassin Devil.....171
Bearded Devil.....14	Pit Fiend.....20	Ch. 4: Lords of the Nine98	Assassin Imp.....173
Bone Devil.....14	Pleasure Devil.....20	Asmodeus.....99	Corruption Devil.....176
Brazen Devil.....15	Rage Devil.....20	Baalzebul.....103	Erinyes Vanguard.....178
Burning Devil.....15	Shocktroop Devil.....20	Belial & Fierna.....106	Erinyes Seducer.....179
Chain Devil.....15	Slime Devil.....20	Dispater.....108	Harvester Devil.....180
Durzagon.....15	Spined Devil.....20	Glasya.....110	Hell Knight.....181
Gorechain Devil.....15	Storm Devil.....20	Levistus.....113	Infernal Succubus.....182
Hellchain Weaver.....15	Styx Devil.....20	Mammon.....116	Legion Devil.....183
Corruption Devil.....15	Succubus.....21	Mephistopheles.....119	Passion Devil.....185
Erinyes.....16	Steel Devil.....21	Zariel.....121	Pleasure Devil.....186
Harvester Devil.....16	Swarm Devil.....21	Former Rulers.....129	Shocktroop Devil.....187
Hellcat.....16	Vizier Devil.....21	The Vestige of Beherit.... 129	Styx Devil.....188
Hell Hound.....16	War Devil.....21	Bel.....130	Warder Devil.....189
Hell Knight.....16	Warder Devil.....21	Gargoth.....130	Hellfire Wyrms.....190
Hellfire Engine.....16	Wrath Devil.....21	Geryon.....131	Styx Dragon.....194
Hellforged Devils.....16	Withering Devil.....21	The Hag Countess.....132	Seraphic Golem.....198
Hellwasp Devil.....17	Xerfilstix.....21	Moloch.....133	Lilitu.....199
Horned Beast.....17	Ch. 2: Hellreavers22	Tiamat.....134	Nupperibo.....200
Horned Devil.....17	Maeluth.....23	Ch. 5: The Nine Hells135	Marraenoloth.....201
Ice Devil.....17	Lost Soul.....24	The River Styx.....137	Ch. 7: Adventures202
Imp.....17	Stygian Amnesiac.....25	Avernus.....140	App. A: Magic Items211
Assassin Imp.....18	Infernal Slave.....27	Dis.....143	App. B: NPCs221
Indwelling Devil.....18	Devil Royalty.....29	Minauros.....145	App. C: Hellfire230
Infernal Armor Animus.....18	Knights of the Chalice.....30	Phlegethos.....148	App. D: Archdevils231
Infernal Ironguard.....18	Chosen of Asmodeus.....31	Stygia.....150	
Legion Devil.....18	Ch. 3: Infernal Lore32	Malbolge.....152	
Lemure.....18	Assassin Devils.....32	Maladomini.....154	



PREFACE

Hello, reader. This Volo fellow made a lot of gold with his treatise on monsters, and I aim to do the same!

You people of Waterdeep have sticky fingers. I know it! If you steal a copy of this manuscript, I will sense it.

I'll be lurking, invisible in the city. Watching. Waiting.

This book is about Hell. Thieves go to Hell, don't they?

Emirikol the Chaotic



As a stepdaughter of the hag Baba Yaga, I had the privilege of exploring the Nine Hells in her dancing hut.

I was not a normal child, and if you are reading this, you probably weren't either. I wrote a poem about it by myself with no help from anyone:

Now, the world don't move to the beat of just one drum. What might be right for you, may not be right for some.

I think that sets the tone nicely.

Natasha the Dark



CHAPTER 1: THE SPARK OF DEVILTRY

Emirikol the Chaotic has battled dozens of different types of devils in the various layers of the Nine Hells. This chapter discusses in depth the ecology of devils and the history of how they came to be.

This section collects devil lore from every edition of Dungeons & Dragons so that you can decide which ideas work for your campaign. Some concepts, such as the archdevil Zariel, have been fleshed out and given all sorts of new stories and ideas. It is meant to tide you over until official content comes out to develop the topic further.

There are also attempts to explain contradictions in various products and make connections, such as explaining why the erinyes have changed so much over the years and how it all fits together.

This book is done loosely in the style of Volo's Guide to Monsters using classic NPCs from generic D&D products. Emirikol and Natasha are working for a mysterious editor named Rezzik who, due to legal issues with the Waterdhavian publisher of this guide, cannot be fully named.

DEVILS: MASTERS OF TORMENT

Devils are lawful and they live in the Nine Hells. They trade in souls and connive their way up the infernal hierarchy. All devils yearn to become an archdevil and to rule their own layer of Hell. Only Asmodeus chooses who does so.

The term "devil" encompasses a lot of different creatures that are organized into a hierarchy. All of them are lawful evil and all of them ultimately bow to Asmodeus, a god and ruler of the Nine Hells.

DEVILS AND DEMONS

It is important to understand that devils and demons are two entirely different types of creatures. They are eternal enemies.

Always remember that devils are lawful and they live in Hell. Demons are chaotic and they live in the Abyss.

This is Chaos vs. Law. The eternal war between these fiends is known as the Blood War.

The first devils were said to be fallen angels. From that point on, these fallen angels transformed nupperibos and lemures into the types of devils listed in this volume.

HOW DEVILS CAME TO BE

There are a number of different stories about how the devils came to be. Emirikol seems to be pretty sure he knows the truth, but there are a few other tales out there that equally-learned sages swear by.

THE BAATORIAN

The realm we know today as the Nine Hells is also known as Baator. Before the devils arrived, creatures known as the baatorians dominated the plane. They had a hierarchy much like modern devils do.

THE WAR OF REBELLION

In the earliest days of known history, the gods began dividing up and populating the planes. This created a number of conflicts. Corellon and Gruumsh did battle. From Corellon's tears came the elves, and from Gruumsh's blood came the orcs. The deity who looked over humans was known as He Who Was, or He Who Lit Our Way.

HE WHO WAS

It is said that He Who Was created humans in his own image. This deity had a host of good and just angelic servants who were tasked with watching over humanity.

His angelic servants included Asmodeus, Malcanthet, Mephistopheles, Geryon and many more entities who today are known as some of the biggest villains in the multiverse.

ASMODEUS, WARRIOR EXARCH

Asmodeus was the most powerful warrior exarch in service to his god. Over time, the efficiency of Asmodeus gave way to brutality. Asmodeus got involved in a human conflict and participated in a massacre in which innocents had fallen alongside enemies.

ASMODEUS, ANGEL OF PROTECTION

Asmodeus and his cohorts were demoted as punishment. Filled with remorse, Asmodeus re-dedicated himself to being an angel of protection, virtue and chastity. His new duty was to guard the prison of the mad god, Tharizdun. Pazuzu, an ancient obyrith and demon lord, began to quietly visit him. He went about sowing the seeds of corruption in the angel, telling him that He Who Was was misusing his talents and that he was above serving as a lowly guard..

Asmodeus already was having misgivings about his deity. He Who Was had many unhappy spouses, his treat-

ment of humans was often harsh and callous, and he selfishly created certain types of angels specifically to serve him.

THE SEED OF EVIL

Asmodeus began hearing whispers from the seed of evil buried in the heart of the Abyss, planted there by obyriths such as Pazuzu long ago. Asmodeus abandoned his post, broke a small shard off of the seed and placed it in his scepter.

The shard turned the soul of Asmodeus black. Fully corrupted, Asmodeus began recruiting angels to enact a rebellion against He Who Was. It was not overly difficult for him to rally disgruntled celestial knights and angels of protection. Many of his fellow angels were swayed by the fervor of Asmodeus and joined him.

The Succubus Queens. Malcanthet and Lilith were two of the most powerful angels to join his cause. Asmodeus was able to lure them to join the rebels by offering them his pure, chaste, angelic love. He made both of them phony promises and played them off of each other.

This rebellion is chronicled in the Codex of Betrayal (see page 214), which Natasha has studied at great length. The Codex describes two of the many battles in particular detail.

THE BATTLE OF BLOOD-DIMMED STARS

It is believed that the angels of He Who Was won the conflict that came to be known as the Battle of Blood-Dimmed Stars. At the end of the bloody battle in the night sky, an angel loyalist of He Who Was named Alloces captured one of Asmodeus's officers. Alloces so relished torturing the rebel that his fellow angels were repulsed and rebuked him. Alloces realized that he had had more in common with Asmodeus and decided to defect.

THE BATTLE FOR THE BRIDGE OF STORMS

It is said that Asmodeus won the Battle for the Bridge of Storms. What turned the tide for him was that Geryon betrayed He Who Was and joined the rebels. Amon, who had been a staunch loyalist of He Who Was, swore an oath of fealty to Geryon right there on the battlefield. Thousands of years later, Amon still honors that oath.

BETRAYAL WON THE WAR

A key turning point in the rebellion was when Asmodeus convinced Bensozia, one of the wives of He Who Was, to betray her husband. He secretly promised her his chaste love, as he had also done with Malcanthet and Lilith.

An unheralded key ally in the rebellion was Beleth, lord of imps. Beleth was a traitor among the angels of He Who Was, secretly feeding Asmodeus information culled from his network of imp messengers. Eventually Beleth abandoned He Who Was and joined Asmodeus.

ANGELS OF REBELLION

Here are some of the most prominent angels known to have joined Asmodeus in the rebellion:

Asmodeus's Rebel Angels

Mephistopheles	Graz'zt	Malcanthet	Lilith
Triel (Baalzebul)	Levistus	Belial	Naome
Mammon	Moloch	Dispater	Gargoth
Beleth	Bensozia	Bathym	Malarea
Geryon	Amon	Batna	Beherit

VICTORY AND DEFEAT

In a final, world-shattering battle, Asmodeus mortally wounded He Who Was. The god cursed Asmodeus with his dying breath, imprisoning him and the traitors in Baator forever.

Asmodeus fell through through the planes to Baator, exploding through eight layers. His titanic, angelic form shattered as it struck the bottom of one of the deepest rifts of Nessus. From that shell emerged Asmodeus in his new infernal form.

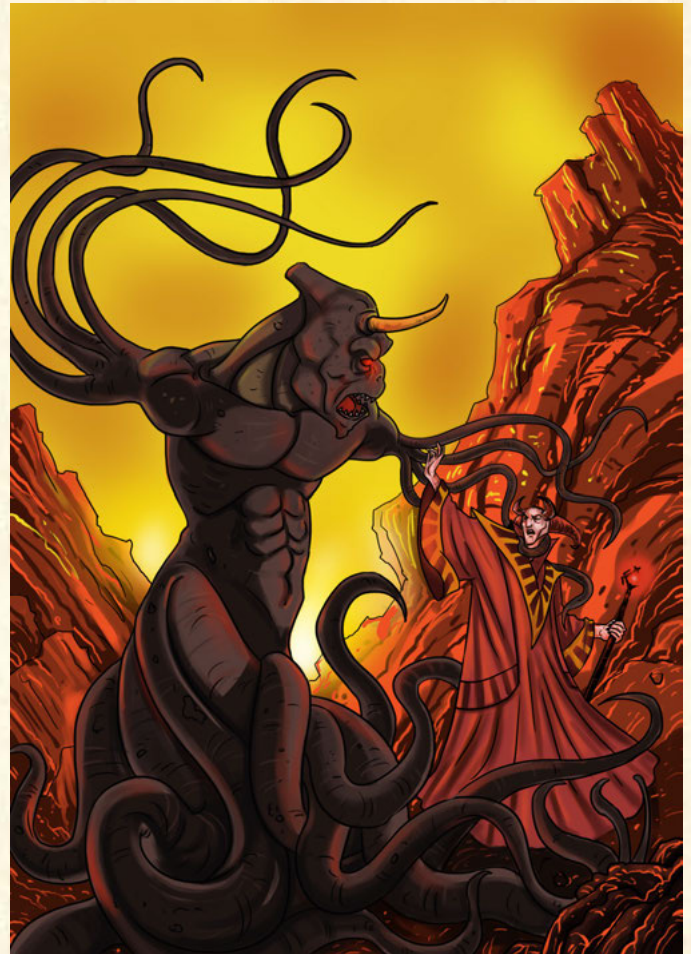
The Angelic Husk. Some believe that the shell is his true form, slowly healing. The creature known as Asmodeus might actually be an avatar of an even more powerful entity.

During the battle with He Who Was, Asmodeus obtained bloody wounds that have never healed. It is said that a pit fiend is born from each drop of his blood.

Many of the other angels were banished to Hell as well. They plunged into the lake of fire in Phlegethos.

THE BATTLE AGAINST THE BAATORIANs

Baator was not a barren realm. It was home the evil baatorians, who at the time were led by an incredibly powerful beast known to some as Zargon. Still armed with the ruby rod containing the shard of the seed of evil, Asmodeus went to war with them.



Asmodeus killed some of the most powerful baatorians and drove away others. Some went into hiding deep underground, some fled to the planes, and some hid in plain sight.

Asmodeus rampaged through Baator, driving out the native inhabitants. In Phlegethos, the fourth layer of Baator, Asmodeus came upon a deity who he was able to ambush and kill. The mysterious deity is said to have a grave underneath the city of Abriymoch, which contains a titanic statue mocking the dead god.

Baalphegor. Natasha is certain that Asmodeus convinced one baatorian named Baalphegor to betray her kind. She is currently the consort of Mephistopheles and the adviser Asmodeus most respects.

With this newly-acquired divine power and the sly assistance of Baalphegor, Asmodeus was able to drive off or kill many of the baatorians.

The Fate of Zargon. Asmodeus came close, but he could not kill Zargon. Using Zargon's own enchanted horn against him, he was able to force the Elder Baatorian to the Material Plane where he re-

mains to this day.

THE DEVILS ARE BORN

With Hell conquered, the fallen angels pulled themselves free of the lake of fire and settled in to their eternal prison. Many baatorians still inhabited the land, but they had no choice but to accept their new neighbors.

Remorse. Many of the fallen angels began to regret what they had done, but there was little they could do to repent. Some of them began to scheme against Asmodeus, who caused all of their woes in the first place.

Becoming Devils. Using the power of the divine spark he had drawn from the god in Phlegethos, Asmodeus gave his fallen angels the power to transform the strange nupperibos into creatures more to their liking. He assigned his fallen angels layers, and designed a hierarchy that ensured they were at odds with each other rather than him.

Asmodeus gave Bensozia a ruby diadem and made the traitorous consort of He Who Was his wife. Malcanthet, crushed, was able to escape the bonds of Hell and fled to the Abyss. Some say she pines for his approval to this day.

ACQUIRING THE DAMNED

Asmodeus invited two of the most powerful gods of law to a meeting in Nessus. They were Bahamut, god of good dragons, and Primus, god of law itself. Asmodeus convinced them to form the Pact Primeval, a magical contract that sorted out the criteria in which each god could claim a soul. Bahamut, who Asmodeus regarded as quite similar to He Who Was, had very strict standards as to what souls he wanted. The orderly Primus had very precise requirements as well. This gave Asmodeus a lot of latitude and access to a vast amount of incoming souls.

It is said that Primus scripted the contract, but that Asmodeus found it quite easy to manipulate the lord of the modrons into phrasing that gave Asmodeus distinct advantages.

Protection from Bahamut. Noting Bahamut's immediate contempt for him, Asmodeus worked out a mysterious deal with Tiamat, which made her effectively immortal but saw to it that she spent most of her eternal life on the first layer of Hell.

I believe that when Tiamat is slain in the mortal realm, she is bound to the Nine Hells for a set amount of time. She can escape, but it is difficult.

Natasha the Dark

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GRAZ'ZT'S BETRAYAL

Once he had arranged it so a steady stream of souls to torment was flowing in to his realm, Asmodeus set his sights on the Abyss. It was the demon lord Pazuzu who had set him on this path and it was the seed at the bottom of the Abyss that had given him such power.

He charged one of his greatest fallen angels, Graz'zt, with taking an army into the Abyss and stealing the seed of evil. Graz'zt had great success tearing through the disorganized hordes of demons. He took three layers, even convincing a demon lord named Varin to hand over his layer and serve Graz'zt as an adviser.

His assault gained the attention of Orcus and Demogorgon, who were able to halt his rampage. As Graz'zt and his forces regrouped and rested in the Abyss, Graz'zt became corrupted by the abyssal chaos. Graz'zt betrayed Asmodeus and became a demon lord.

The Child of Asmodeus. By this time, Asmodeus and Bensozia had spawned a devil princess that they named Glasya. Young and impetuous, she traveled to the Abyss and attempted to assassinate Graz'zt.

Glasya mortally wounded him and was about to finish him off when, like Asmodeus and Gruumsh before him, creatures rose up from the blood of Graz'zt. These were the babaus, a new breed of demon.

The babaus swarmed Glasya, forcing her to flee.

THE RECKONING OF HELL

Perhaps the most momentous event in the recent history of Hell is The Reckoning, a massive civil



war between the archdevils that threatened to completely alter the landscape of the Nine Hells.

There was great animosity between two factions of archdevils. Belial had been trying to broker peace between them. That ended when the sinister, meddling Princess Glasya murdered Belial's wife, Naome. That event triggered the war that came to be known as The Reckoning.

The Factions of the Reckoning

Mephistopheles leading Dispater, Mammon and Geryon
against

Baalzebul leading Moloch, Belial and Zariel

SURPRISE ATTACK

The Reckoning began in earnest when Zariel took an army meant to be brought to the Blood War and redirected it to Dis. At the same time, Moloch and Belial led their armies into Stygia.

RETALIATION

Mephistopheles and his allies withstood the assault and pushed back. After a series of clashes, it all came down to a massive battle between millions of devils in Maladomini.

THE ARMIES REBEL

Geryon was secretly loyal to Asmodeus and engineered a situation wherein all of the pit fiend generals on both sides turned against their lords at once. These pit fiends would soon become The Dark Eight, a governing council of Hell.

GERYON'S FATE

Asmodeus humbled the archdevils. Moloch embarrassed himself (tricked into doing so by Geryon and the Hag Countess) and was stripped of his rulership of Malbolge. Baalzebul was transformed into a devil slug even more hideous than his previous insect form. The most severe and lasting punishment was given to Geryon. Geryon was banished despite being the only devil who had stayed loyal to Asmodeus. Levistus was given control over Geryon's layer of Stygia.

THE MURDER OF THE GOD OF SPELLS

A deity named Mystra lived in a plane known as Dweomerheart. Mystra was assassinated by a deity named Cyric, which triggered a chain of events that led to the unleashing of the Spellplague. This

magical storm tore the planes asunder and Dweomerheart was destroyed.

Many gods died in this cataclysmic occurrence. A deity of magic named Azuth was mortally wounded in Dweomerheart and fell into the Nine Hells. Asmodeus pounced on him and consumed his divine spark, making him one of the most powerful deities in all of creation.

The Fate of Azuth. Some say that Asmodeus actually merged with Azuth and shared one body for a time. Azuth may have separated and restored himself somehow, but the divine might of Asmodeus has not been diminished.

DEVIL ECOLOGY

Devils are varied and complex, but they all grow from the same core principles of law and evil.

HOW A DAMNED SOUL BECOMES A DEVIL

Most lawful evil creatures who die become soul shells. It is only the most vile mortals who become nupperibos or lemures.

When a lawful evil being dies, their soul is a ball of energy that rockets through the astral plane in seconds. It is funneled through the portal above the lake of despond on Avernus, the first layer of Hell, and swirls about in the storm clouds above it. The soul remains there until the approval process is complete, which usually takes just a few minutes.

Soul Larvae. Soul larvae (DMG page 63) are used as planar currency and food for yugoloths. At one time, it is believed that soul larvae appeared in Hell, Hades and the Shadowfell. Soul larvae no longer appear in Hell, and it is possible that they never did. The larvae are sometimes used as currency in the Nine Hells, sold or traded to devils by night hags of the Grey Wastes.

Nupperibos. Nupperibos are hideous, low-ranked creatures that wander Avernus in droves. Many of them are turned into lemures.

Lemures. These are the lowest form of devils. It is thought that 1 in 100 lemures get promoted to a higher rank. Most lemures die being used as cannon fodder in the Blood War.

Soul Shells. The vast majority of lawful evil mortals who die become soul shells, damned souls that are tormented by the devils.

SORTING SOULS

When the soul arrives in Hell, a scroll magically appears in the bronze citadel on Avernus. A styx devil immediately looks the scroll over, which contains a list of that person's evil deeds in life. The styx devil stamps it with the brand of the archdevil that most closely represents them, and the form is teleported to Nessus.

Nessian Approval. There, clerks sift through the forms to see if there are any particular souls that Asmodeus might be interested in. Then, they stamp the approval of Asmodeus and the soul transforms from a ball of energy into a lemure, nupperibo or soul shell on the shelves of despond.

Examples of Sorting. Those who are greedy belong to Mammon. Those who are charming scoundrels or seducers go to Glasya. The truly disgusting souls go to Baalzebul.

IMPORTANCE OF SOUL SHELLS

Once approved, some balls of energy become quivering soul shells, ragged, rubbery versions of their former selves. They bear wounds or deformities that they acquired in their last living moments.

Soul shells are often used as currency in the Nine Hells. Devils refer to them as "petitioners", "coin", "treasure" or "clank".

TORMENTING SOULS

The core of why devils do what they do revolves around tormenting soul shells. The waves of torment gives them energy and it makes archdevils stronger.

Styles of Torment. Each archdevil does different things to torment their soul shells. Dispaten puts them to work on the burning streets of Dis, causing them endless suffering. Belial and Fierna bathe their damned in scalding pools. Glasya turns many souls into lacquered furniture.

Length of Torment. Some soul shells are tormented for longer than others. The length depends upon the soul shell. As a soul shell loses hope and faith, they suffer less. They become somewhat numb to the endless pain and cease generating waves of torment. When that happens, they are thrown into the maggot pit and transformed into lemures.

Lawful Good Souls. This is why the souls of the lawful good are coveted. Some are referred to as unbreakable souls, clinging to hope and generating powerful waves of torment that can fuel the power of an archdevil for years.

BRANDS

Except when there is a paperwork error, every soul appearing in the Nine Hells has a brand that indicates that they are the property of one of the Lords of the Nine. Bearded devils scour the River Styx for these soul shells, haul them into cages and transport to the layer of their new master.

The brand is a permanent mark that is invisible to most creatures. Devils can innately sense them and hell hounds can sniff them out from many miles away.

The Maggot Pit. Once all of the hope and faith has been wrung out of a soul shell, it is thrown into the maggot pit of Avernus and undergoes a brutal transformation process that strips them of everything they once were.

The Birthing Pit. Glasya has her own transformative locale similar to the maggot pit in the sixth layer. It is known as the birthing pit, which Glasya has begun using to perform her own mysterious infernal transformations.

NO MEMORIES OF MORTAL LIFE

Once a soul shell is transformed into a lemure, the devil retains none of the memories of its mortal life.

PLANAR COMMITMENT

All souls legally brought to the plane cannot physically leave the Nine Hells without the express written consent of Asmodeus himself. The major exception to this is when a mortal magically summons a devil to serve them. This mostly occurs with imps.

TRUE DEATH

There is a specific name for when a creature dies and their soul itself is obliterated, unable to come back in any way: True Death. Devils fear this more than anything. True Death occurs when a devil is slain in the Nine Hells.

If a devil dies outside of the Nine Hells, a number of things can happen depending on their rank and bargains they may have with other devils.

How a Devil Smolders

The remains of a devil go through a specific process once they've been slain on a plane other than the Nine Hells. 6 rounds after a devil is killed, the body slowly begins to burn with a green-hued flame and gives off thick, oily black smoke. The carcass emits a shower of sparks for 3 rounds as it is immolated and consumed.

Reborn in Hell. In most cases, the slain devil appears in Hell instantaneously. In rarer cases, their bodies reform over the course of 99 years. Most of them are reborn as nupperibos and they do not retain their memories, but will regain them when promoted above lemure status.

Hell Hound Brand Trackers. Slain and reborn devils retain their infernal brand, which denotes what archdevil owns them. Hell hounds have the ability to sniff these brands out from great distances. Allies of the slain can take a hell hound to Avernus and track down the reborn devil, bring them somewhere safe, and promote them back to their former status.

Bribery. In some cases, devils reform at their current rank, but must answer to their superiors. A bribe goes a long way in these situations.

Recovery Plan. Almost every devil has a recovery plan in place to ensure that they are found and promoted when slain. A lower-ranking servant of a devil will have instructions to find them and promote them. These pacts are sealed with carefully-worded contracts.

Greater Devils. Sometimes when a greater devil has its material form destroyed, it receives a special punishment. It becomes a lemure and is tortured for 9 years. When that time is done, they are promoted to their former rank.

Archdevils. In the rare event that an archdevil is slain in another plane, it might become a disembodied spirit that travels through the astral plane to get back to the Nine Hells where it inhabits the body of a lemure.

Under the orders of Asmodeus, the archdevil's brand is sniffed out by hell hounds. The lemure is taken away and suffers nine decades of torment. When that is done, it is granted its old form but it can't leave Hell (except if someone summons them using their truename) for 10 years.

Nupperibo Form. Slain archdevils have also

been reborn as nupperibos. Their minions can usually track them down and begin the promotion process.

An archdevil in nupperibo form is extremely vulnerable to enemies, so great pains are taken to plan for this eventuality.

WHAT DEVILS DO

Devils do not die of old age. Their time is spent serving archdevils and scheming ways to attain the next rank. They achieve this through a number of different methods.

CONQUER, ENSLAVE AND OPPRESS

Devils are slavers of souls. They collect souls for the archdevils and receive promotions as rewards. Most devils treat those ranked lower than them very poorly, thus greater incentivizing the need to achieve higher ranks.

Even greater devils are slaves to the archdevils. Many devils have it in their head that if they become an archdevil, they will have freedom. Most are dismayed to find that the archdevils are bound to the whim of Asmodeus, which is an even more a stressful situation.

OBEY ORDERS

As lawful creatures, devils generally obey their superiors in word if not in spirit. Devils love nothing more than to

find loopholes in agreements. Betrayal in this manner is constant in the Nine Hells, breeding paranoia and mistrust at all levels.

NAKED AMBITION

Devils strive to achieve the next highest rank by any means necessary. They constantly undercut one another and spend countless hours ruminating and scheming. Loyalty does exist in the Nine Hells, but it is rarely rewarded.

COLLECT SOULS

The life of a devil revolves around acquiring souls. They don't want to obliterate them, they want to torture them. The more tortured souls that an archdevil has, the more powerful the archdevil is.

SOME SOULS ARE MORE VALUABLE THAN OTHERS

One of Natasha's books says: "The brighter a soul shines, the more energy the Hells can squeeze from it." The more distinguished or good the soul is, the more energy and power devils can draw from it.

The souls of kings and queens, devout priests and chaste innocents are what devils want most. The souls of unicorns and gold dragons are prized



Generally, planar portals only lead to Avernus, the first layer. Most people will have to sail the Styx to go further down, passing through the layers in sequential order.

I have heard that there are portals to Hell in the astral plane and the ethereal plane. The city of Sigil has portals that appear on a timed, complex schedule that only devils seem to grasp.

These portals are usually heavily guarded and lead to a fortress full of devils. You'll need a forged writ of passage, but I say take your chances with the Styx.

Emirikol the Chaotic



but almost never obtained.

DEVILS ARE BAATEZU

Baatezu is the word for “devil” in the Infernal language, derived from “Baator,” the name of the Nine Hells.

Tracking Law and Chaos. Devils are a breed of fiends, evil planar creatures connected to a place, entity or ideology. Fiends are the antithesis of celestials. The modrons believe that if all fiends or celestials were wiped out, the balance of the multiverse would be shattered and it could cause a chain reaction that leads to the destruction of the entirety of existence.

Primus, lord of the modrons, uses a magical infinity web to keep a tally of the total number of each type of fiend and celestial.

DEVILISH TRAITS

Most devils share a set of common traits which make them a very dangerous type of creature to encounter.

RESISTANCE TO COLD

Many are unaware that devils are not vulnerable to cold despite living in a fiery realm. Two layers of the Nine Hells are frozen and have been so for millennia. Devils have had time to adapt and overcome any biological reaction to the heat-sapping temperatures.

Fierna, ruler of Phlegethos, he gone so far as to try to magically master ice and cold the way that she has achieved total control of fire.

FIRE IMMUNITY

Devils are immune to fire, giving them an advantage over demons, who are only resistant to it. Baator generates impossibly hot flames.

Hellfire. Mephistopheles has discovered hellfire, a type of flame so hot that it is said to be able to scorch those who are immune to fire.

MAGIC RESISTANCE

Devils naturally repel hostile magic. This may be a trait held over and inherited by their angelic lineage. It is likely bolstered by the whim of Asmodeus, who has some degree of divine control over the traits of the race.

There are a number of truenames listed in “Lore of Subtle Communication” by Tasha, who is obviously not related to me in any way. Mastering use of a truename essentially gives you a devil lackey.

Mt. Asha of the Dark

DEVIL’S SIGHT

The eyes of devils burn with intensity that allows them to see in darkness, including magical darkness generated by spells or dark elves.

TELEPATHY

Most devils are telepathic, allowing them to converse with almost any intelligent creature. Those who have had such interactions with devils claim to have the strange sensation of their brain rising in temperature. A 5 minute telepathic conversation usually has humans and elves sweating profusely.

SPECIAL POWERS

Alloes of Nessus likes to experiment on the devils, testing whether they can handle new abilities. One recent achievement is that he successfully used demon ichor to turn some hell knights into a new type of fiend known as a rage devil. The use of chaos to empower lawful devils has been controversial, to say the least.

Most of his cruel experiments don’t fare nearly as well. There are two failed experiments that have given certain devils special powers at a terrible price. In both cases, when the devil uses the power, they do so at the expense of their life essence. These devils look utterly gaunt and emaciated.

ILLUSIONIST DEVILS

Some devils can cast illusion spells at the cost of draining their life essence. Each spell costs hit points to cast.

BLIND DEVILS

This is an especially cruel trade-off. These devils can fire magic missiles from their eyes every round, but they take the damage they deal as well.

A lesser devil has to guide them about, using telepathy to direct their attacks. If a blind devil is promoted, it is no longer blind and can no longer fire magic missiles.

TRUENAMES

Truenames are often talked about, but little understood. Using a truename grants incredible power. It is said that much of Asmodeus’s power comes from the fact that he has the magical ability to change the truename of any devil at any time.

Asmodeus Controls Them. With that power, he knows every truename. It also means he could protect a devil from being summoned or trapped if he so chose.

Every devil ranked above the status of lemure has a truename. If you learn it, you can summon that devil and bind them into service. Usually this requires a ritual or sacrifice and possibly a devil talisman (see page 215).

Using a Truename

A spellcaster using a creature's truename has a tremendous advantage. When you target a creature whose truename you know, that creature has disadvantage on all saving throws against your spells, and you have advantage on any spell attacks you make against them. The easiest way to obtain a truename is to charm a devil.

Talismans. Truenames are found on devil talismans, items used by mortal spellcasters to summon devils and force them into servitude.

Tomes. Truenames are also found in ancient tomes. Most magic books, such as the *Demonomicon of Iggwilv* or the *Codex of Infinite Planes* will contain a number of truenames of different types of creatures.

THE HIERARCHY OF DEVILS

It should come as no surprise that the orderly devils have a strict caste system. Higher-ranking devils have the power to promote or demote lower-ranking devils from one type to another.

Most of the time, it is wise for a devil to seek approval from the Ministry of Promotions before doing so. Promotions handed out by devils are carefully tracked. Those superiors judged to be abusing the power are themselves demoted.

DEVIL LORE

Provided here is a collection of knowledge that pertains to all aspects of a devil's life.

THE PACT PRIMEVAL

The Pact Primeval is an agreement signed by lawful deities that established the system of punishing the damned. It is this document that gives Asmodeus so much power throughout the multiverse. When creating it, Asmodeus placed loopholes and vague wording that he can use to his advantage.

There are 3 copies of this contract. There is one in Hell, one in Mechanus and one in Celestia. These contracts are heavily protected and they radiate immense power.

THE LANGUAGE OF INFERNAL

Devils speak and write a language called Infernal, a rigorous language with rigid grammar. In Infernal, there is only one way to construct any given statement.

The alphabet uses 33 geometric glyphs, making it a good language for book-keeping but bad for poetry.

DIALECTS

There are four forms of Infernal. Speaking a higher tongue of Infernal than permitted will result in the offending devil being punished for insolence. Each form of Infernal is more complex than the last:

Least Infernal. This is very basic and is used for simple commands and insults.

Lesser Infernal. This is the form most humanoid learn. Those who speak this can understand the higher forms, but aren't fluent in them.

Greater Infernal. This showy version has patterns that emerge over the course of a conversation.

Mabrahoring (High Infernal). Mabrahoring is an archaic form of the language spoken mostly by archdevils. Only unique devils can learn and speak this language. Comprehend languages can decipher it.

PROMOTIONS AND DEMOTIONS

When a devil is selected to be promoted, they go through a painful ceremony that lasts up to a day. Their old form breaks apart and the new form emerges like a parasite. They retain full memories of their life as a devil.

There is some contradictory evidence when it comes to who can promote who. Some say that only archdevils can do it. Others say devils of higher ranks can promote lower ranks. It seems fair to say that the archdevils can enable devils who serve them to promote and demote, transferring their power through them.

Radical Promotions. Some archdevils have shown that they can turn a devil into an undead or lawful evil creature of any form. Shaping creatures in this manner takes 1 to 20 minutes and requires

concentration.

PROMOTIONS EXPUNGE CHAOS

Devils purge themselves of chaotic behavior and thoughts as they get promoted up the ranks. The highest-ranking devils, ice devils and pit fiends, are thoroughly lawful and rigid.

PAIN AND PROMOTION

Being promoted is an agonizing process. It is said that the faster you get promoted, the more painful your transformation. Every time a devil achieves a new rank, they experience a different kind of pain.

Sometimes a devil is thrown into the pit of flame so that their impurities can burn away. In other cases, their skin is shorn off, revealing their new form underneath. Unlucky devils will be brought to chain devils, pain devils or even Alloces himself to be cut and reshaped into the new form.

Those promoted to spined devil go through an undefined process called the Ritual of Spined Descent.

THE MINISTRY OF PROMOTIONS

This ministry is overseen by Zaebos of the Dark Eight, their duty being to record and scrutinize each promotion. There are stringent requirements to be met, and superiors making bad promotions are punished by being placed on the front lines in the Blood War.

ACHIEVING A PROMOTION

The thinking among devils is that none may rise until another falls. A spot must open up in order to be promoted. Generally, incompetents don't rise in power. Backstabbers do.

Speedy promotions are discouraged and scrutinized very carefully. Devils don't reward the good, they punish the bad. To a devil, exemplary service means no mistakes.

There is massive corruption involved in the process. There is a lot of intrigue, bribery and many instances of doctoring reports to keep a certain devil down.

DEMOTIONS PUNISH THE UNLAWFUL

The punishment for failure or disobedience is demotion. If demoted to a lemure, the devil loses memories of its former status.

If you are wondering if devils have genitalia, you are reading this guide for the wrong reasons. That said, many of them do, but they doth reek of brimstone.

Emirikol the Chaotic

DEVIL BIOLOGY

The inner bodies of devils are similar to humanoids such as elves or humans, but they have a number of bizarre additions and alterations. Many witnesses say that the skeleton of a devil looks very much like it was created by someone or something.

DEVILS DON'T HAVE TO EAT

Devils derive sustenance from the energy of tortured souls. That said, they can and do eat food on occasion. They particularly enjoy the flesh of angels, demons, and soul larvae.

EATING LESSER DEVILS

If a nupperibo or lemure is eaten and their essence is ingested, they are erased from existence. Demons devour them on the Blood War battlefields for exactly this purpose.

Intoxication and Alcohol

Devils do not get intoxicated from mortal-made alcohol. They have their own drinks for that, all potentially lethal to mortals:

Gughalaki: A sweet hallucinogenic liquid made from the glands of fiendish centipedes.

Infernal Wine: This wine is distilled from the fire grapes of Phlegethos.

Screecher: Natasha called it "a dulling acrid tippie" and refused to explain what that meant.

DEVILS NEED VERY LITTLE OXYGEN

Devils do need oxygen. Not much, but some. It is said they can go a month or more without drawing a breath if they so desire.

REPRODUCTION

Certain sages have spent a tremendous amount of time studying this topic. Some say that male devils are fertile and female devils are not. Emirikol knows this is not true, because most erinyes in Hell today were born of erinyes mothers. The original erinyes were fallen angels and since that time, the erinyes population has exploded.

The more human-like a devil is, the stronger a desire it has for sexual gratification.

Emirikol wants to point out that tieflings do not have a devil parent. Tieflings are descendants of devils, never more than 1/4th devil.

BIOLOGY

Inside the bodies of devils are organs like the ones humans have, plus more. All devils have the ovatorium, which is mushy tissue littered with dozens of tiny sacs. In each sac is a finger-sized fetal version of different devil types.

When promoted, one of those little devil fetuses grows, explodes out of the body, and becomes the new form of the devil.

Natasha's Notes on Devil Anatomy

Adrenal Gland: It is three times the size of a human's, making devils swift and aggressive.

Warped Muscles: This gives them tremendous endurance.

Black Blood: The blood does change colors in different atmospheres.

Interior Organs: They are all covered with scales, a sort of natural armor.

Metallic Bones: Their bones are slightly metallic and are almost certainly carved or constructed.

GENDER

One third of the devil population is male, one third is female, and one third is gender-less. Lemures and nupperibos make up the majority of the gender-less devils.

Erinyes. Erinyes are almost always female but they can assume a male form if they so desire.

Pit Fiends. Pit fiends get to pick their gender, if any. They can even change their mind and switch, but they will be punished with three days in the pit of flame for disturbing the order.

AGING

Devils do not physically age. That said, some devils do appear to be middle-aged and some males even have receding hairlines. Dispater's consort, Lilis, appears very much like a middle-aged woman. She has looked this way for thousands of years.

SLEEPING

Emirikol says that devils don't sleep, but Natasha insists that they do. Natasha claims that devils sleep one hour out of every nine.

Dreams. Devils have violent, evil dreams that reinforce lawful behavior. Natasha believes that they may join in a devilish collective unconscious when slumber-

ing.

DEVIL SOCIETY

ECONOMY

Devils don't have much need for coins, although Mammon hoards them out of raw greed. Devils will trade for gems, soul larvae, knowledge, magic and favors. Styx devils trade in soul futures.

DEVIL LAW

Legally, a superior devil can always attack a lesser-ranked devil. Devils can do anything violent to other devils that are nine stations lower or more. Any other assault is illegal, as injuring a devil is considered to be an act of "damaging the property" of an archdevil.

Devils can file for a license of lawful combat, where they can do battle in the Duelist's Chasm in Stygia.

THE MINISTRY OF MORTAL RELATIONS

Run by one of the Dark Eight, this ministry governs all contact with mortals. Devils who are summoned by a spellcaster must report to the Ministry when it is over. The staff will want all information that the devil gleaned while in captivity.

THE GOVERNMENT OF BAATOR

Most grievances are brought to the bronze citadel on Avernus where the Dark Eight resides. This is a massive complex where most issues are resolved and paperwork is filed.

Bone devils police the devils. Aurandeus and the Hellforged police all devils, including bone devils.

Major disputes are settled in the court infernal in Phlegethos.

MARTINET, CONSTABLE OF HELL

Martinet, one of the closest allies of Asmodeus, has the exceptionally difficult job of resolving disputes between archdevils.

AURANDEUS, MAGISTRATE OF HELL

Aurandeus is the supreme judge among devils and makes all final decisions.

Aurandeus is a devil who looks like an ancient human with gemstones for eyes. Long ago, he

came very close to enslaving extremely powerful archdevils, but failed. Henceforth he was cursed - he could never again harm a devil or mortal who hadn't broken a law of Hell. He is now an impartial arbiter that keeps Hell from civil war. The hellforged devils enforce his edicts.

THE COURT INFERNAL

There is a council of pit fiends who reside in Abriymoch of Phlegethos. There, they settle legal disputes between devils and will sometimes hear the case of a soul who thinks they were wrongly damned. This court system is run by a corruption devil named Shamath.

Devil's Advocate

It is possible that a hero will wind up in the court Infernal trying to maneuver themselves out of an infernal contract. They will be in court facing off against a devil's advocate, usually a harvester devil who knows how to grease all of the right palms.

Bribery. The key to winning these cases is to bribe the advocate. Each advocate accepts different forms of bribery, none of which involve gold or gems. They generally want souls, slaves, or aid in gaining a promotion.

Complications. Helping a devil's advocate get promoted likely means helping them win a big case by digging up dirt on a defendant or setting them up for some kind of scandal such as dealing with a demon or angel.

INFERNAL PACTS

There are two main types of infernal pacts.

THE PACT CERTAIN

This is an explicit contract where a mortal affirms their allegiance to an archdevil of the Nine Hells in exchange for whatever benefits are offered. Agreement must be given freely and it can be voided if the signature is given under duress. Those who sign a contract to take the place of a soul from Hell do not count as being under duress.

THE PACT INSIDIOUS

This type of contract delivers its promises in stages. The signer will need to do a series of tasks, each nudging them closer to damnation.

GETTING OUT OF AN INFERNAL PACT

The best way to get out of a pact is to prove that the devil did not provide the benefits promised. This will likely entail arguing a case against a devil's advocate in the court infernal in Phlegethos. Mortals with weak cases tend to get eaten.

Other than that, only divine intervention can release a soul after a devil has claimed it.

SOME DEVILS BECOME GOOD

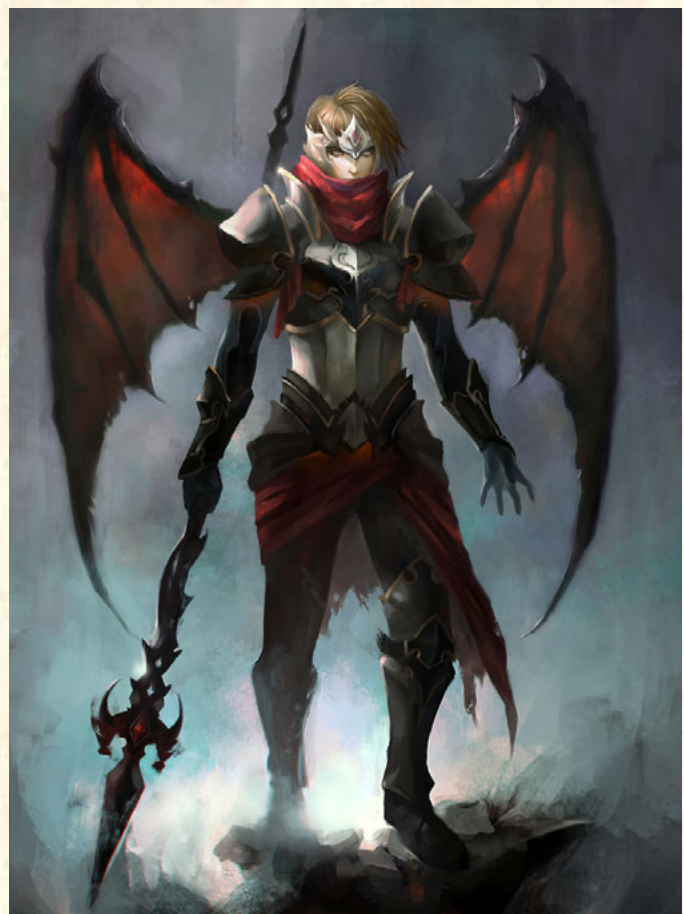
It is common knowledge that some devils are fallen angels of good. Most are unaware that the reverse also occurs. Devils who turn good are known as the Risen. To redeem themselves, they must do seven good deeds for every evil act they committed.

The Risen. The most famous of the Risen is K'rand Vahlrix, a barbed devil who organizes reformed fiends into celestial armies. It is believed that when he defected to Mount Celestia, he may have killed his horned devil superior.

Acceptance. Some angels have a very hard time accepting a devil as a trusted ally. They have a saying: "You can't take the fire out of the fiend."

Tracking Them Down. Hell's Ministry of Morale has an entire department devoted to hunting down the Risen and dragging them back to Hell.

THE DEVIL INDEX



Emirikol and Natasha went through their voluminous libraries and recorded every type of devil they could find. This list may not be complete, but it certainly is substantial.

What follows is a listing and description of every type of devil known to exist in the Nine Hells. Statistics for some of them appear in chapter 6.

Names. You will see that many of the devils have two names, the second of which is in parenthesis. We put the more descriptive name first, as it is easier to remember. Emirikol can never remember what a hamatula is no matter how many times he looks it up.

ABISHAI

Abishai are draconic devil servants of Tiamat that appear in five different colors, each stronger than the last. Like chromatic dragons, white is the weakest and red is the most powerful.

Promotions. Abishai have a unique promotion process. First, they are promoted from lemure to abishai. Then the abishai progress from one color to the next. They start as white abishai, then black, green, blue and finally, red. Reds who are promoted become chain devils.

ADVESPA

These devils are female, wasplike devils, most of which are entirely black. They are sometimes confused with hellwasps, servants of Glasya. Advespas are usually found serving styx devils.

ASSASSIN DEVIL (DOGAI)

Assassin devils are blue/gray-skinned fiends who can turn into shadows and summon fog to obscure their location. Outcasts among their own kind, assassin devils spy on and murder devils in the courts of pit fiends and archdevils. Many of them report directly to Asmodeus, feeding him the secrets of their patrons.

See page 32 for lore and page 171 for statistics.

AYPEROBOS SWARM

This swarm of tiny flying devils can burrow into the flesh of a creature and take control of its body. Devils and other fiends consider ayperobos to be a delicacy. Because of this, these swarms despise other devils and will attack them without hesitation.

They are primarily found in Minauros.

Hell's Influence

On page 64 of the *Dungeon Master's Guide*, there is an optional rule that states that anyone taking a long rest in Hell must make a DC 10 Wisdom save or become lawful evil. This effect becomes permanent in 1d4 days.

Whether or not you use this rule depends on how much you plan on using the Nine Hells. If you only want your group making quick, terrifying jaunts into Hell, then this rule might work out. Otherwise, it will hinder long-term quests and adventures.

Turning a character lawful evil is a tricky thing. You might rule that they are now an NPC, or you could let the player keep playing. You have to be careful, as evil characters can definitely cause problems at the game table. Some people might use it as an excuse to be a jerk in real life.

BARBED DEVIL (HAMATULA)

These devils are guardians of places and individuals. Barbed devils rarely leave the Nine Hells. In fact, they can not even pass from one layer of Hell to another without magical assistance.

Barbed devils have a gland behind their ears that produces a powerful hallucinogen, which is used to torment and interrogate prisoners.

BEARDED DEVIL (BARBAZU)

The shock troops of hell, bearded devils often lead armies of lemures into battle. They love fighting, utilizing glaives and their disease-carrying beards (which are sometimes made of snakes) as weapons. Most of them never survive long enough to get promoted to the status of bone devil.

BONE DEVIL (OSYLUTH)

Bone Devils are skeletal demons with scorpion stingers. Some of them wield hooked polearms that they can use to grab creatures with.

They are the "police" of the Nine Hells, magically authorized to teleport anyone breaking the law into the pit of flame, where they are tormented for 101 days.

There are 1,000 bone devils in existence. All of them are promoted to barbed devil every 100 years. A devil who kills a bone devil is demoted to the status of a "marked" lemure. Marked lemures are despised and are never allowed to advance.

The Ring of Cantrum. Once per century, 100 bone devils meet with the Dark Eight to choose which ice devil will be promoted to pit fiend.



BRAZEN DEVIL

Encased in hellforged brass armor, brazen devils dwell in Nessus, serving as loyal guards. War devils are sometimes promoted to brazen devils. They are cut apart and fitted into infernal brass armor that can't be removed and will be attached to them for the rest of their existence. They wield hellfire halberds and they have the ability to teleport.

BURNING DEVIL

These devils are made of flame and they despise the living. Mortals who live a life of extreme cruelty or evil such as corrupt priests, necromancers and mass murderers often become burning devils.

There are two special types of burning devils:

Blackfire Burning Devils. These devils burn with necrotic flames due to their dark mortal lives.

Whitefire Burning Devils. Their fire is actually made of radiant energy, possibly because in their mortal life they were a holy servant.

CHAIN DEVIL (KYTON)

Chain devils are humanoids literally wrapped in chains adorned with hooks and blades. They use their control of chains in their work as jailers and torturers. They primarily live in Jangling Hiter, a city made entirely of chains. Chain devils are more fully detailed on page 48.

DURZAGON

A durzagon is the result of a coupling of a devil and a duergar. They are taller than dwarves, they have rust-colored skin and wild, red hair. The duergar revere them as powerful leaders. Their beards have quills that contain sulfuric poison.

GORECHAIN DEVIL

A gorechain devil is a massive, brutish, demented kyton that is similar to an ogre in that they are immensely powerful, but not especially intelligent.

They often work as bounty hunters and have the ability to use their chains to control an enemy as if they were a puppet on strings. Gorechain devils are discussed further on page 53.

HELLCHAIN WEAVER

Kytons live in fear of these massive devil spiders made of hooked, jagged iron. They regenerate their wounds and they have whirling blades embedded in their bodies.

These intimidating creatures spin strands of iron chains and live in elaborate chain webs. They are speaking, intelligent creatures and they love to stalk and torment their prey.

Origin. Glwa, consort of Mammon, created them by “promoting” chain devils into this new form that is wholly subservient to her. Their mission is to destroy Sagirsa, ruler of Jangling Hiter.

CORRUPTION DEVIL (PAELIRYON)

These large devils don makeup and wear hellish perfume that fogs the mind of those nearby. They often have networks of informants who blackmail people into handing over their souls. These devils are detailed more fully on pages 56 and 176.

ERINYES

The Erinyes are highly admired, prominently female devils with dark wings. Archdevils have promoted them into a number of different forms. Seducers specialize in infiltration and corruption. The erinyes vanguard are wingless tacticians and soldiers.

Erinyes dwell on every layer of the Nine Hells. Many of the devil armies have huge contingents of erinyes in them.

Erinyes are detailed on pages 63, 178 and 179.

HARVESTER DEVIL (FALXUGON)



These devils are one of the few who can leave the Nine Hells through magic of their own. Their duty is to travel to mortal realms and attempt to corrupt as many souls as they can. Their specialty is in crafting infernal contracts and getting mortals to sign their souls away.

These devils are fairly unique in that they spend very little time in the Nine Hells.

This devil is detailed more fully on page 180.

HELLCAT (BEZEKIRA)

Hellcats are an ancient and mysterious breed of devil who appear as lions made from blinding light. While hell hounds have fit in to devil society, hellcats have not done so at all.

Fickle, malicious and difficult, hellcats are loners and they take great pleasure in spreading suffering. They communicate through telepathy when they bother at all.

HELL HOUND

Hell hounds are often found serving devils and fire giants. These evil fire-breathing canines care most about

eating flesh, as it stokes the fires within them. Hell hounds share a special connection with warder devils, and are frequently paired up together.

Hell hounds have the unique ability to locate and identify devils reborn as lemures and nupperibos by scent. If an individual devil is slain on another plane and is reborn on Avernus, a hell hound on the first layer can follow the scent unerringly no matter the distance.

HELL KNIGHT (NARZUGON)

Hell knights ride nightmares, evil flying horses with flaming hooves. Some hell knights are fallen angels, others are formed from the souls of mortals who served good deities and made a terrible mistake.

All hell knights hate their situation, but are honor-bound to fulfill their obligation to Asmodeus. They have an exceptionally strong bond to their nightmare mounts.

They often go on missions to the material plane to destroy temples of good gods and to recover evil relics.

Hell knights are detailed more fully on pages 73 and 183.

HELLFIRE ENGINE

These massive, hellfire-spewing constructs are made of cold iron that was bathed in the blood of a dozen celestials. They are often used as siege engines in the Blood War.

In recent times, enterprising devils have sent them to mortal realms to wreak havoc on holy temples and settlements built on a foundation of love and kindness.

HELLFORGED DEVILS

These devils were created as a result of a magical catastrophe that wiped out demon and devil armies in the Blood War. The essence of the slain fiends fused with the ground and became the hellforged devils, creatures made from the stuff of Baator itself.

They are protectors of Hell and have prevented civil war on a number of occasions. Aurandeus, the Magistrate of Hell, commands them.

There are 6 types of hellforged devils:

COAL DEVIL

These massive devils are made of burning coal, their bodies eternally aflame and their faces contorted into a scream. Their duty is to guard and enforce the will of Hell. Coal devils can breathe fire and emit obscuring clouds of smoke to blind and choke foes.

GLASS DEVIL

Made from transparent glass plates, these devils are nearly invisible spies and scouts. Their eyes are mirror-like orbs and they sport extremely sharp claws.

LEAD DEVIL

Slow and ponderous, lead devils are powerful, hellish bounty hunters. They specialize in tracking down a wanted foe, grabbing them, and using their innate dimension door power to whisk the enemy away to captivity.

They often pair up with gorechain devils, who are excellent bounty hunters in their own right.

OBSIDIAN DEVIL

Made of obsidian and covered in razor-sharp ridges, these devils are the police of Hell. Unfeeling, violent creatures who obey orders to the letter, obsidian devils like to grab victims and grind them to death on their sharp obsidian bodies.

SAND DEVIL

These devils use their ability to turn into sand to act as informants and information gatherers.

SPIKED DEVIL

Not to be confused with spined devils (spinagons), spiked devils are made of iron and are covered in spikes. They are guards and protectors with the ability to fire off their spikes as projectiles.

HELLWASP DEVIL

Hellwasps were demons until Glasya killed their master and took the hellwasps with her back to the Nine Hells.

The hellwasps now revere her as their queen and they consider serving her to be a reward. In Malbolge, they serve as her guards and messengers.

HORNED BEAST

At one time, the archdevil Geryon had a magic horn that summoned minotaurs. Once he was exiled from Hell, his power waned and so did the magic in his horn. It now

summons fiends known as horned beasts, simple creatures quite similar to minotaurs.

They charge Geryon's enemies, piercing them with their horns and slicing them apart with their greataxes. When a horned beast is slain, it explodes in a deathly inferno.

HORNED DEVIL (CORNUGON)

A prominent breed of devil, cornugons are 9 feet tall, have wings and are covered in scales. They emanate an aura of magical fear and can fire off lightning bolt spells a few times per day. They close in on enemies, fighting with barbed whips and tail stingers.

Often, pit fiends lead armies of horned devils into battle. Some are carefully selected to serve as personal guardians of ice devils due to their exceptional loyalty, a trait prized among devilkind.

ICE DEVIL (GELUGON)

As one of the most powerful types of devils, ice devils command respect. They have the power to trap creatures in magical domes of ice and wield ice spears that can freeze their foes.

Dwelling in Stygia and Cania, the two frozen levels of hell, ice devils are constantly striving to be worthy of a promotion to pit fiend status.

Servant of Mephistopheles. Mephistopheles is the father of all ice devils. Long ago, the Lord of the Eighth transmuted a band of mezzoloths into what became the first ice devils. Because of this, ice devils answer to Mephistopheles.

Becoming a Pit Fiend. To become a pit fiend, an ice devil must serve the aims of Hell flawlessly for 777 years. If they do so, they are thrown into the pit of flame for 1,001 days where they slowly transform into pit fiends.

It is said that only an ice devil or an erinyes can survive this experience. Exactly 1,000 ice devils are promoted to pit fiend status each century.

IMP

Just one step above lemures and nupperibos, imps are little red winged devils equipped with a scorpion tail and the ability to turn invisible.

Despite being a bit lazy and inefficient, they

have great value as they often act as a familiar for mortal wizards, doing their best to corrupt their souls for the benefit of the Nine Hells.

Lord of the Imps. When in the Nine Hells, most imps serve an archduke named Beleth, the Witch's Viscount, who currently resides in Malbolge.

ASSASSIN IMP

These vicious, black-scaled creatures enjoy killing helpless slumbering innocents with their sharpened razors. Their tail stingers inject a sleep toxin into the enemy, making for easy throat-slitting. The strongest of the assassin imps are known as Murder Lords.

This devil is detailed more fully on page 173.

INDWELLING DEVIL

The unseen puppet masters of the Nine Hells, indwelling devils are dark spirits that hunt down souls who escape from Hell.

Archdevils frequently employ them for delicate missions. It is believed that the indwelling devils answer to Phongor the Inquisitor in the court of Asmodeus.

INFERNAL ARMOR ANIMUS

Devils can enact a ritual wherein a mortal's soul is bound to an infernal suit of armor. Powered by the soul, the armor becomes animate and is used as military support. When the armor is destroyed, the remains of the soul enter into a nearby devil, healing its wounds.

INFERNAL IRONGUARD

These devil constructs accompanied Dispaten when he tried to steal the soul of Bahamut. He uses them often as guards, as they are effective at blocking attacks and knocking attackers back.

I read a quote in a Van Richten guide about kalabons that still chills me to the bone. It went like this: "Blood and pus leak from its many sphincters..."

Emunkel the Chronic

KALABON

A kalabon is a weak devil that is little more than a heap of flesh with three legs. The threat comes when they

combine with other kalabons to form a massive, expanded mound of flesh that eats everything in its path.

These creatures are remains of the Hag Countess, former ruler of Malbolge. Some wonder if they contain any of her memories, sentience, or powers.

LEGION DEVIL

The soldiers of hell, legion devils have an ability to fight as a unit. If enough legion devils are near each other, they have power equivalent to a dragon.

Utterly loyal and fearless, thousands of legion devils proudly fight in the Blood War, flying the banner of Zariel.

The legion devils are detailed more fully on page 184.

LEMURE

Referred to as "squidges" by devils, These pathetic wretches are the lowest form of devil. They wander the first two layers in large hordes, attacking intruders and blubbing nonsensically. Lemures do not experience the True Death when slain in the Nine Hells. No matter where they are killed, they reform in 1d10 days.

It is believed that there are an infinite number of lemures in Hell. Only the most evil of mortals become lemures and just one in a thousand ever rise in rank. Lemures cannot speak, but they do babble and can comprehend the Infernal language.

Marked Lemures. Some devils get demoted to the rank of lemure and are "marked." Those lemures bearing a mark are never promoted and are hated by other devils.

Promotions. Sometimes a lemure is suddenly, randomly promoted to a spine devil seemingly by Baator itself. Other times, a higher-ranking devil will make them fight each other to see which one will be promoted.

LILITU

Lilith, the Mother of the Succubi, created the lilitu, a more powerful version of a succubus with the express goal of bringing down good-aligned churches from within.

Poison runs through their veins instead of blood and four stingers are attached to their tails. Some lilitu have unique monstrous parts including owl heads or snakes growing from their bodies.

The lilitu is detailed on page 94, stats on page 199.

MISFORTUNE DEVIL



Misfortune devils are shapeshifting creatures that often disguise themselves as a relative or loved one of a victim. They encourage mortals to take unreasonable risks and they have the power to redirect attacks meant to hit them toward other targets.

I pitched "Natasha's Guide to Demons", to our editor, but he says if we do it, he's sticking with Emirikol's name. I keep trying to tell him Emirikol's brand is toxic. This is the fellow who rides through villages on a horse shooting people with magic missiles, yes?

Mattias the Dark

NUPPERIBO

Known as "blind-eyes" to devils, nupperibos are extremely weak creatures who are blind, deaf and unable to speak. Devils use their innate telepathic ability to order them around. They regenerate missing limbs and the only ways to destroy them permanently are to use holy water or a holy sword on them, or to eat them.

Nupperibos are slightly more powerful than lemures. When they are "promoted," they are technically actually demoted to lemure status.

The Secret of the Nupperibos. Nupperibos are not devils. They are baatorians, the original denizens of hell. If devils didn't demote or transform nupperibos into lemures, they'd eventually grow into Elder Baatorians.

Some insist that nupperibos are actually the remains of devils who have been tortured and punished. Part of the process involves pulling their brains out through their nostrils.

Nupperibos are detailed more fully on page 200.

ORTHON

Orthons are ogre-like behemoths who radiate an aura that blocks planar travel. Their armor has been hammered directly onto their bodies and their innards are full of maggots. When an orthon is slain, the maggots swarm and attack all enemies nearby.

PAIN DEVIL (EXRUCIARCH)

These relatively weak devils are sadistic torturers who reside mainly in Dis and Minauros. They have a fierce rivalry with chain devils, who are the more prominent devil torturers.

PASSION DEVIL

Passion devils are male shapechanging infiltrators, former erinyes promoted to this new type by Fierna, ruler of Phlegethos.

Each of them is physically beautiful save for a single physical flaw. They have difficulty controlling their own passion, which sometimes causes them difficulties. These devils are closely related to pleasure devils, listed below. Passion devils are detailed more fully on page 185.

PILLAGER DEVIL

These devils scour other planes, stealing the souls of mortals who have just died. How this interacts with the Pact Primeval is unclear. It could be that these devils exploit a loophole wherein souls that have yet to leave the mortal realm are not under the pact's jurisdiction and are thus fair game.

Pillagers use an ability called soul grasp, which allows them to handle intangible souls meant for other destinations. Most other devils don't like pillagers because they are uncouth and malformed.

PIT FIEND

Pit Fiends are huge winged devils who lord over all other devils. Only archdevils are ranked above them. Pit fiends are generals, rulers, and the social elite of hell. They often attend to archdukes and rulers personally.

This devil is detailed more fully on page 82.

PLEASURE DEVIL (BRACHINA)

Sometimes an erinyes is promoted to become a pleasure devil, seducers who look like mortals of various races. Their specialty is in corrupting agents of good gods. They can beguile a victim magically and completely control their bodies for a few moments. Archdevils use pleasure devils as playthings and then discard them.

This devil is detailed more fully on page 186.

RAGE DEVIL

The result of a dangerous experiment involving injecting demon ichor into hell knights, these 10 foot tall devils have stony skin covered in hieroglyphics of hate. When their glyphs flare, they erode an enemy's resistances. These creatures fly into joyful rages and lead legion devils into battle in the Blood War.

Their infusion of demon blood makes them a bit chaotic, a trait abhorred by devils. Many devils feel that Alloces is starting to go too far with these experiments.

SHOCKTROOP DEVIL

Front line devils for Hell's armies, these creatures are able to single-handedly slaughter a great number of the enemy. Their attacks are very straightforward, hammering away with a sword and shield.

These creatures are absolutely massive and a true asset on the battlefield. Legion devils gladly fight alongside them.

This devil is detailed more fully on page 187.

SLIME DEVIL

Servants of the archdevil Mammon, slime devils are blobs of sludge and hate from the mingled souls of corrupt inquisitors.

Slime devils are valued as interrogators due to their ability to cause enemies to undergo tremendous psychic pain when they utter a lie.

SPINED DEVIL (SPINAGON)

These winged devils are quite weak, standing at about three feet tall and covered in prickly spines. Spined devils are very common in Hell, flying about, delivering messages and keeping an eye out for intruders.

Spined devils herd lemures, forming armies for more powerful devils. Doing this well frequently gets them promoted. Some spined devils are promoted up multiple ranks at a single time because they have pleased a powerful devil. Their role as messengers overlaps with imps, which causes Beleth quiet consternation.

STORM DEVIL

Found in the armies of Maladomini and Nessus, storm devils have the power to create cyclones, launch lightning bolts and let out infernal thunderclaps. They are mighty enough that they are the preferred bodyguards of pit fiends.

Storm devils will disobey orders on occasion because they can't resist the temptation to score a quick kill or the opportunity to torment lower-ranked devils.

STYX DEVIL (AMNIZU)

Styx devils are ranked very high in the devil hierarchy and are given many responsibilities:

- **Inspectors.** They occupy checkpoints on the River Styx where they search and interrogate travelers.
- **Servants of a Fallen Archdevil.** They search for souls to take to the archdevil Geryon.
- **War.** Generals of armies consisting of thousands of abishai and erinyes.
- **Styx.** Guardians of the River Styx, often referred to as the Keepers of the Styx.
- **Soul Keepers.** They are expected to bring new souls to the Nine Hells by us-

ing their imprisonment power and to capture mortals exploring Hell.

- **Clerks.** Record keepers, staffing the labyrinth of truths in Minaurous.

Bad Attitude. Styx devils generally believe that the rules of Hell don't apply to them due to their high ranking and special privileges. They will sabotage pit fiends any chance they get out of fear and envy.

Memory Thieves. Their touch causes people to lose one day's worth of memory.

They are often served by the wasp-like advespas. It is possible that styx devils are actually baatorians.

Styx devils are detailed more fully on page 188.

SUCCUBUS

The succubus is the penultimate evil seductress, famed throughout the planes as the creatures who can kill with a kiss.

The archdevils took a liking to the succubi, and over time they molded them more in the image of Hell. The infernal succubi are linked to an archdevil, and each of them has unique abilities depending upon which entity they are linked to.

Succubi are detailed more fully on pages 90, and 182.

STEEL DEVIL (BUEROZA)

These devils look quite like mortal soldiers wearing armor covered in dust and cobwebs. They are blindly loyal to their masters.

SWARM DEVIL

When an angel lies to its master and is torn asunder, it becomes a swarm devil, a collection of insects that form into a giant humanoid that gleefully does the bidding of Baalzebul. It is said that they lurk in the swamp, slowly starving but never dying from hunger.

VIZIER DEVIL

Vizier devils look exactly like tieflings, and they are charged with the task of infiltrating mortal governments. They attempt to corrupt rulers and nations by getting them involved in an activity that starts out as a noble pursuit but becomes something grim.

Vizier devils have the ability to fire hellfire bolts and they can imbue items with hellfire. When necessary, they can speak a word of command to force creatures to

do what they want.

WAR DEVIL

These 22-foot tall devils have wings and a black hide. Brutes and bullies, war devils are fanatically loyal to pit fiends and archdevils.

WARDER DEVIL

The first warder devils were angels of protection that became too bloodthirsty. They joined the rebellion and were cast into Hell. Other warder devils are created through the promotion of erinyes vanguards.

Formerly escorts for the emissaries of Asmodeus, most warder devils now work for powerful devils as bodyguards wielding flaming great swords. This devil is detailed more fully on page 189.

WRATH DEVIL

Roamers of mortal worlds, wrath devils exploit anger by goading people into giving in to their dark impulses. The very presence of a wrath devil causes tempers to flare.

WITHERING DEVIL

These devils cause famines and plagues by tricking mortals into depression or apathy. They each have a staff of weariness that can drain emotional energy. Withering devils are careful to disguise themselves with hooded cloaks, as their appearance is hideous to mortals.

XERFILSTYX

These insane devils have a winged, muscled upper body and the lower body of a giant slug. They swim the River Styx, immune to its memory-draining effects and experience the memories that the river has stolen from people. The Xerfilstyx have the ability spew a cone of boiling blood that eats flesh and erodes memories.

I hear that Volo made a mint off of his guide to monsters. I can only imagine how much gold this tome will draw into mine coinpurse! Gird your loins, for you have much more to learn.

Emirkal the Chaotic



CHAPTER 2: HELLREAVERS

There are many ways to incorporate the lore of the Nine Hells into a character concept. The most obvious way is to create a tiefling, a race that is fully described in the Player's Handbook (PH page 42).

This chapter offers more character options, including another devil-touched race and a number of in-depth character backgrounds that can tie an adventurer to many of the story lines and creatures in the Nine Hells.

MAELUTH

IT WAS SHE WHO LEAD THE CHARGE AND freed us from our shackles. Deep pangs of shame washed over me as I recalled how I and the Order of the Golden Cup had treated her. Never has a more noble soul been shackled to such sinister raiment. - Sir Gareth Dragonsbane, *The Taking of the Throne of Bloodstone*

The maeluth carry the burden of an infernal heritage which both empowers and curses them. As the result of coupling between a dwarf and a devil, the maeluth are a bit stronger and more clever than other dwarves. They have a natural skill as orators and often find themselves in positions of leadership.

MAELUTH

Many maeluth live in the Underdark, embracing the evil in their blood and menacing communities around them, often pairing up with duergar to scheme against surface dwellers. A minority of the maeluth live in larger settlements as they are found to be more open-minded and accepting communities.

LEADERS AND WARLORDS

Possessing an abundance of natural charm and inner strength, the maeluth often end up in positions of authority among dwarven clans. They are often fiercely courageous and resolute in their convictions.

Maeluth leaders can be quite controversial among the dwarves, as they do not like maeluth making children, families or clans with "normal" dwarves. This often leads to disillusionment and abandonment on the part of the maeluth.

CHAINED SOULS

Every maeluth is born with an unholy mark that denotes which archdevil they are linked to. This

mark can be removed by joining a church of a good deity and going through a painful cleansing process that involves pouring holy water on the mark once a week for 66 weeks.

Maeluth who become clerics or paladins find that the mark vanishes from their body for as long as they obey the tenets of their faith.

ALIGNMENTS

Evil maeluth use their innate cunning to corrupt and cajole innocents into doing something for them. Good maeluth use their acuity to break up fights, convince a town leader of a course of action and inspire others to commit to a heroic cause.



SINISTER APPEARANCE

Many maeluth have infernal features that give them a sinister, evil appearance. Maeluth are often hairless, which makes acceptance from the beard-loving dwarves an uphill climb.

When a maeluth has adrenaline flowing, their eyes appear to burst into flame. When they breathe heavy and hard, smoke emanates from their mouth and nostrils. When they shout, their voices take on a deep, resonant quality that stops people in their tracks and causes small animals to cower.

HUNTED BY DEVILS

If holy water touches the skin of a maeluth, they gain the poisoned condition for one minute. This trait ceases if the maeluth's infernal mark is removed.

An archdevil thinks they have a right to the soul of every maeluth. If the maeluth leads a life of evil, when they die, they are reborn in Avernus as a lemure. Those who lead a good and compassionate life have their souls judged, appearing in the court infernal of Phlegethos

where a devil's advocate makes their case against a representative of a good deity who wishes to allow the maeluth's soul into their planar realm.

MAELUTH NAMES

(Male) Alkynax, Chergaz, Corble, Diamic, Foidler, Hyalicus, Nyxender, Tachyzadi, Tarsum, Zamburydian; (female) Breccia, Dyanitia, Enialine, Ignimani, Kimber, Lherzala, Minette, Skoratia, Tephurna, Tryverana, Zalyphyre

Clan Names. Argylite, Eclorgil, Marflint, Porphygirit, Rhombix, Troctelios

MAELUTH TRAITS

Ability Score Increase. Your Constitution score increases by 2 and your Charisma score increases by 1.

Age. Maeluth live to the age of 200.

Alignment. Maeluth tend toward lawful alignments, as their devil heritage has given them an orderly and clear mind. There are maeluth of every alignment, most of those who live on the surface world are lawful neutral or lawful good.

Size. Maeluth stand between 5 to 5 and a half feet tall and average about 170 pounds. Your size is medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Your infernal heritage has given you heightened vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fiend Hammer. As a bonus action, the maeluth can call forth infernal energy and imbue a melee weapon with fire. For one minute, the weapon deals +1d6 fire damage on attacks. Once you use this trait, you can't use it again until you take a long rest.

Infernal Shroud. As an action, a maeluth can exhale a cloud of smoke in a 10-foot radius that is heavily obscured. Once you use this trait, you can't use it again until you take a long rest.

BACKGROUNDS

LOST SOUL



Your life ended and, due to some kind of cosmic oversight, your soul did not arrive at the correct planar destination. Your fleshy, solid form plummeted through fiery clouds and made a crater in the Nine Hells.

You wandered Baator and, after a harrowing journey, you found a portal out.

Now you are a Lost Soul. You have a second chance at life and can try to figure out if your plunge into the Nine Hells was part of some bigger divine or infernal plan.

Skill Proficiencies. Stealth, Bluff

Tool Proficiencies. Survival Kit

Equipment. Bland-tasting firefungus, bottle of gughalaki, vial of fouled, poisonous holy water, belt pouch containing 20 gp of currency from an unknown kingdom.

FEATURE: FORBIDDEN KNOWLEDGE

During your journey as a soul rocketing through the planes, you saw things few others have ever had the opportunity to witness. You glimpsed the fabric of the multiverse and have gained very valuable insight.

Why Your Soul Went to Hell

d8 Why Your Soul Went to Hell

- 1 You signed an infernal contract under duress from an overworked harvester devil.
- 2 An enemy forged your name on a contract.
- 3 A devil wants you and tried to sneak you in.
- 4 By creating a loophole in your contract, you got what you wanted and beat your foes, for now.
- 5 An agent of your god made a horrible mistake.
- 6 An agent of your god is being blackmailed and your soul was payment.
- 7 You angered your god and it rejected your soul.
- 8 Your god set this up so that you could complete an objective without even knowing it.

How You Died

d8 How You Died

- 1 Cut down by a jealous rival.
- 2 Hanged for crimes you did not commit.
- 3 Died from a supernatural plague.
- 4 Old age.
- 5 Died on the battlefield.
- 6 Slain in an accident during a wizard's experiment.
- 7 Perished due to a trap in a dungeon.
- 8 Killed by a significant other.

Personality Trait

d8 Personality Trait

- 1 I no longer care about social conventions such as using forks, humoring people and shaving.
- 2 I am angry about what happened to me and am determined to make someone pay.
- 3 I learned the value of stealth and will lurk in the shadows whenever possible.
- 4 I do not trust anyone, especially bureaucrats and officials.
- 5 I try my best to redeem evil people because I know what is waiting for them in the afterlife.
- 6 I am haunted and quiet. I cannot cope with the trauma of what I've been through.
- 7 I learned that I am resilient and capable. I handled the Nine Hells, so I can handle anything.
- 8 I am always looking over my shoulder, expecting to see an infernal soul collector coming to drag me back down to the Nine Hells.

STYGIAN AMNESIAC



Your first memory is of emerging from the River Styx, the river in the Nine Hells that wipes your memories clean.

You should have been doomed, but a marraenoloth uncharacteristically gave you shelter on its boat. Apparently, someone had paid the toll for you. The marraenoloth used its mastery of the Styx to sail you into the fog. When the boat emerged, you were in a mortal realm.

As you got off, the marraenoloth gave you an item with a note attached.

Who are you? How did this happen? Where do you go now?

Skill Proficiencies. Religion, Insight.

Tool Proficiencies. Religion kit.

Languages. One of your choice.

Equipment. Robes, holy water, clothing, 15 gp.

Ideal

d6 Ideal

- 1 **Perspective.** After the trauma I've suffered, I know what is truly important in life and savor it every chance I get.
- 2 **Gratitude.** I have a second chance at life and I fully intend to do things right this time.
- 3 **Honesty.** Baator is full of liars. I can not stand liars and value people who are straightforward and open.
- 4 **Resourceful.** I know I can survive on my own in the harshest of conditions. I don't care about material goods.
- 5 **Quick Thinking.** It was my mental sharpness that saved me. I always have a plan and a backup plan ready.
- 6 **Protective.** I will not let what happened to me happen to anyone else. I always look out for the vulnerable and the downtrodden.

Bonds

d6 Bond

- 1 I didn't appreciate my sibling in life. I mean to rectify that situation.
- 2 It was the survival training of a ranger that saved me. I owe that ranger everything.
- 3 I never had the courage to pursue the one I love. Now I do.
- 4 The churches of good deities have it right. I will do what I can to see that they flourish.
- 5 I ran into another lost soul in the Nine Hells. I am sure they escaped and I must find them.
- 6 When I died, only a few people attended my funeral. I will be endlessly loyal to them.

Flaw

d6 Flaw

- 1 I am extremely paranoid and sure that someone is hunting me.
- 2 I am filled with contempt for people who are wasting their lives.
- 3 Everything is of use. I keep everything and take it with me.
- 4 Fire terrifies me and brings me right back to the dark times.
- 5 I want to know everyone's secrets. It's the only way to stay safe.
- 6 I have become desensitized to treating inferiors poorly.

FEATURE: CLARITY OF THOUGHT

Your mind and your conscience are clear. You have perspective and a keen mind. You see solutions to problems that stymie others who are weighed down by contradictory life lessons. You can help people see the truth about themselves. Whenever you go somewhere new, you have no trouble making friends and helping them with their problems. In turn, they will help you.

SUGGESTED CHARACTERISTICS

Stygian amnesiacs have a pure and innocent quality about them. Many places, customs and ways of thinking are new to them. They find joy in things that others take for granted and this makes them very popular with regular folk. They are free to create a new identity, but they can't help but wonder who they really are and what exactly happened to them.

Personality Trait

d8 Personality Trait

- 1 I love helping people and learning about their lives.
- 2 I love to read and learn about things, especially monsters.
- 3 I am secretly haunted by brief flashbacks of my past life.
- 4 I am probably too trusting. Some might call me naive.
- 5 Every joke is new to me. I think they are hilarious and always want to hear new ones.
- 6 People get annoyed at me because I ask a lot of basic questions.
- 7 My gut feeling is that I did something terrible in my life. I'm not sure I even want to know who I really am.
- 8 Cynicism and sarcasm irritate me. They are clearly tools that people use to avoid certain actions or deeds.

Ideal

d6 Ideal

- 1 **Kindness.** Why is everyone so stoic and reserved? I value those who have the courage to give of themselves.
- 2 **Loyalty.** I have nobody. I will be unflinchingly loyal to those who help me when I am down.
- 3 **Pragmatism.** Everything needs to be thought through.
- 4 **Alertness.** There's more to my situation than I know. I am always aware of my surroundings and I read people every chance I get.
- 5 **Knowledge.** I have a lot to catch up on. I spend much of my spare time reading and learning.
- 6 **Generosity.** People helped me when I had absolutely nothing. I will do the same for others whenever I can.

Bond

d6 Bond

- 1 I will be forever grateful to the church that took me in.
- 2 Helping people is what I do. It is very rewarding.
- 3 There are a few ways to cure my memory loss.
- 4 I draw the new things I see in my journal. It may come in handy. Perhaps I have done this before.
- 5 One of the only memories I have is of a wizard who had one blue eye and one green eye.
- 6 If I clear my mind, sometimes my hand starts writing words into my journal. Nobody can figure out what language it is.

Flaw

d6 Flaw

- 1 Certain people seem to recognize me. All of them are lowlifes.
- 2 I ask inappropriate questions.
- 3 It is becoming apparent to me that I am losing some of my new memories.
- 4 Some of my memories are coming back. I think I did some very bad things.
- 5 I get very angry when I think someone is trying to take advantage of me.
- 6 I really like the idea of pretending to be someone different in every new town I go to.

Often, someone who doesn't want to kill a witness will throw them in the Styx instead. That means that the person who did it cares about you, and that you saw them do something terrible.

Matthew of the Dark

It is entirely possible for you to retrieve your memories from the Styx, but every option is very dangerous. Your memories might have been absorbed by a Styx dragon, or they might be playing out on the shores of Nessus. If you can find your way into Stygia, you can get the herbal cure in Zehir's realm.

Emurkel the Chaotic

INFERNAL SLAVE



An infernal slave is a mortal who has signed over their soul, usually in exchange for wealth, success, lust, power or revenge. When they die, their soul is going to Hell.

In the beginning, the slave is happy. In a matter of days, what they wanted fades or gets ruined and they begin to regret the deal. Often, devils use these people as a vessel to spread evil and corruption.

Some slaves are evil and willing. They go out of their way to spread the influence of devils, hoping to be rewarded by being immediately promoted from lemming to a horned devil upon their arrival in Baator.

Skill Proficiencies. Perception, Survival.

Tool Proficiencies. Disguise kit.

Equipment. A copy of your infernal contract signed by you in your blood, a Common to Infernal translation guide, an unholy symbol of the archdevil who owns your soul, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: INFERNAL BRAND

Those who touch the glowing, infernal brand on your body must make a DC 10 Wisdom saving throw or they have visions of your wish and an archdevil gleefully cackling. The next time the person sleeps or trances, they will dream of what you went through with the details slightly jumbled. This person now knows what you wished for and which archdevil you are bound to.

FEATURE: IMP ASSISTANCE

Once per week, if you touch your brand and spend an action to mentally call out for aid, there is a 66% chance that an imp will appear before you on your next turn. The imp might do a task for you if it thinks it will please its masters.

Imps

Here is a list of imps that you can choose from:

Ballitu: A servant of Dispater, Ballitu is very persistent in portraying the City of Dis as a wonderful vacation destination. In truth, you will be building structures using hot metal while an erinyes taskmaster with a whip watches over you for all eternity.

Churvodel: She serves Baalzebul and thinks that she is a master of disguise. Churvodel especially enjoys tricking agents of good gods into doing dangerous tasks. She thoroughly enjoys her work.

Zotzpox: A devoted servant of Asmodeus, Zotzpox becomes quite angry with mortals who refuse temptation. He has blown up at least one wizard in the not-too-distant past.

SUGGESTED CHARACTERISTICS

Infernal slaves are a bitter, desperate lot. They know what is waiting for them in the afterlife and they are full of regret. They are often very wary and moody, although some take on a freewheeling attitude. They know they are doomed, so they are just going to try to make the best of their life now. Most will search for some means of extending their lifespan through potions of longevity or other spells or magic items.

They put a lot of effort into hiding their infernal brands. They glow and need to be covered well in order to be concealed. Many times, allowing someone to touch their brand and learn their story has backfired.

THE PACT

You made a deal with a devil for something. You got it, it didn't work out and now you are damned. You can choose from or roll on this chart to determine what you made your pact for.

The Pact

d6 Pact

- 1 **Wealth.** Your sudden gain attracted phonies, frauds and thieves. The vault in which you kept your riches was broken into and robbed.
- 2 **Power.** You wanted to be a ruler. You were given rulership of a kingdom right after the devil murdered the previous ruler. The people blamed you and things went downhill from there.
- 3 **Love.** You wanted the heart of another and you got it. They fell so in love with you that they became obsessed with you, and began to think everyone was a rival for your affection. They tried to kill a potential rival and died in the effort.
- 4 **Resurrection.** You wished for someone to be brought back to life. They were. Now you're damned for all eternity.
- 5 **Artifact.** You asked for a legendary artifact. You got it, but the artifact didn't care for you at all. It rejected you and now you have nothing.
- 6 **Immortality.** You wished for immortality. What you got was that your body would live on, but your soul will be pulled out and tormented, never to be obliterated, for all eternity.

THE PACT

You might want a pact that didn't necessarily become a complete disaster. Some DMs might be willing to accommodate you in some way. Perhaps you are the ruler of a kingdom, and you leave your kingdom in the hands of a trusted ally when you go on adventures. If you're wealthy you could still want to adventure to obtain magic items and to stop the forces of evil. The trick is to make sure it doesn't make the campaign feel implausible.

Personality Trait

d8 Personality Trait

- 1 I am determined to find a way out of my situation.
- 2 I am seeking the aid of a great wizard who might be able to get me out of my contract.
- 3 Time is precious to me. I experience as much life as I can.
- 4 Because I am damned, I try not to connect with people. It will only cause them pain.
- 5 Drinking and gambling let me forget about my situation, even if only for a little while.
- 6 I tell absolutely no one about what is happening to me. I am too ashamed to speak of it.
- 7 Making my enemies suffer makes me feel better about what I did.
- 8 There is someone else who is willing to sign over their soul to save mine, but I will not let them do it.

Ideal

d6 Ideal

- 1 **Pragmatism.** I believe that people need to think things through and not make rash decisions.
- 2 **Risks.** Even though it didn't work out for me (so far), I still believe that taking risks is the key to success in life.
- 3 **Power.** The only way to save myself is to become so powerful that I will force the devil to void my contract willingly. I will destroy all of the Nine Hells if necessary.
- 4 **Attitude.** I accept life as it is. I am damned and I will make peace with that.
- 5 **Knowledge.** Learning everything I can about devils is the only way I am going to get out of this.
- 6 **Negotiation.** To beat them at their own game, I am going to become a master of finding loopholes in everything.

Bond

d6 Bond

- 1 I am in love with the devil who got me to sign the contract.
- 2 I signed my soul over to save someone else.
- 3 There is one way out of the contract, but it involves doing something incredibly evil and I refuse to do it.
- 4 I am searching for the codex of betrayal in the hopes that it can save me.
- 5 There is a church that is doing everything they can for me. I am afraid I might bring the attention of the devils on them.
- 6 I am establishing a relationship with another archdevil who will void my contract if I agree to do something very risky for them.

Flaw

d6 Flaw

- 1 Sometimes I get so frantic that I have an outburst that I immediately regret.
- 2 I get lost in thought at the worst times. Everything reminds me of the Nine Hells.
- 3 I will happily team up with a demon if they will help me with this infernal contract.
- 4 I learned nothing. I continue to make rash decisions and bad deals.
- 5 I am willing to betray someone if it means I will be saved.
- 6 I blame others for my own bad decisions.

DEVIL ROYALTY



On occasion, the Lords of the Nine will grab hold of a child that a mortal sired for them and shape it like they would a nupperibo. The child becomes a unique half-devil and is sent into the world. These children are infernal princes and princesses, their blood tainted with baatorian power.

These mortals know that if they please their parent in life, they will be rewarded greatly in the afterlife. Those who refuse to do evil have a much more difficult path to take.

Skill Proficiencies. Diplomacy, Athletics.

Tool Proficiencies. One type of gaming set.

Equipment. A devil talisman, an Infernal to Common translation guide, a set of fine clothes, a diabolical horse-drawn carriage and a pouch containing 30 gp.

FEATURE: DEVIL TALISMAN

Each scion of an archdevil has a truename. You have a devil talisman, a large trinket with your truename inscribed on it. Any spellcaster who knows your truename can invoke it while casting a spell, gaining advantage on spell attacks against you and you have disadvantage against their saving throws.

SUGGESTED CHARACTERISTICS

Each infernal noble must decide how to handle their birthright. Some try to use their connections for good while others hide from what they are as long as they can.

Royal Carriage

d10 Royal Carriage

- 1 **Zariel.** The back of the carriage contains a bust of Zariel and it emits a light, steady stream of smoke when it travels at high speeds.
- 2 **Dispater.** Like the Iron Tower of Dis, this carriage changes in appearance often. Sometimes it takes the form of Dispater's head.
- 3 **Mammon.** Carvings of Mammon's head is on each side. When a gold coin is placed in Mammon's mouth, the eyes glow red and those inside the carriage can see through right through the walls.
- 4 **Belial and/or Fierna.** This scandalous carriage is covered in lewd depictions of devils and mortals engaging in activities of passion. The interior has magically-controlled mood lighting.
- 5 **Levistus.** This carriage is always covered in frost, even when it is warm out. Those in the interior find that they exhale white clouds of vapor.
- 6 **Glasya.** Made from the marrow of the Hag Countess, this carriage has a lavish interior that always contains a bottle of wine. Nightmares are drawn to this carriage and will pull it regardless of who is riding.
- 7 **Baalzebul.** Covered with carvings of devil slugs, the underbelly of this carriage drips foul slime. If parked for a day, a puddle will form beneath it that provides nourishment for flies and vermin.
- 8 **Mephistopheles.** Covered in carvings of hellfire, those on the interior can magically see, hear and speak in a deep devil voice through the head of Mephistopheles that graces the front.
- 9 **Asmodeus.** The grandest of all, this carriage is adorned with the carvings of fallen angels. The interior is magically three times larger than the exterior.
- 10 **Lilith.** This chariot has stained glass windows depicting succubi. Light, wispy shadows roll off it so that the carriage is difficult to see at night.

Personality Trait

d8 Personality Trait

- 1 I am very confident and do not tolerate insults.
- 2 I carry myself with a regal bearing. I'm important.
- 3 I like telling people what I am.
- 4 It takes me a long time to trust anybody.
- 5 I like clerics and paladins, but I fear them as well.
- 6 I am brave and outgoing. People are drawn to me.
- 7 I will always protect tieflings. They are my subjects.
- 8 I secretly think I am invincible.

Ideal

d6 Ideal

- 1 **Tolerance.** It is foolish to judge someone because of what they are. I am open to befriending any kind of creature.
- 2 **Fearlessness.** There is no time to be meek. I fear nothing and no one, except the archdevils.
- 3 **Nature.** Living in the woods for years, I have come to love animals and will not tolerate their mistreatment.
- 4 **Lawful.** Lawful behavior is built into my core. I follow the letter of the law.
- 5 **Wisdom.** To be a good leader, one must be willing to consider all viewpoints objectively.
- 6 **Leadership.** I will carry the burden so others don't have to.

Bond

d6 Bond

- 1 I am going to kill my archdevil parent and take over their layer of the Nine Hells.
- 2 My guardian has kept me safe for my entire life. I do not agree with their views, but I will always keep them safe.
- 3 I never forget an insult.
- 4 I am looking for people to serve in my court that I will one day rule over.
- 5 I cherish those who accept me for who I am.
- 6 There is a band of holy warriors who want me dead. I will not hurt them, because they are simply misguided.

Flaw

d6 Flaw

- 1 My love life gets a little out of hand on occasion.
- 2 My arrogance masks my secret shame of what I am.
- 3 I like fire more than anyone should.
- 4 Sometimes I feel evil impulses that I must fight to keep inside.
- 5 Money and status are very important to me.
- 6 I spend money as soon as I get it.

FACTION

KNIGHTS OF THE CHALICE

The Knights of the Chalice are an order of believers who seek the Chalice of He Who Was and oppose devilry in all of its forms.

It is believed that the chalice can turn those who are evil to the side of good. With the chalice, evil could be eradicated forever. It is also believed that the chalice can actually resurrect He Who Was, bringing a powerful deity back to the multiverse.

Knights of the Chalice are always vigilant, looking for signs of infernal influence. They defend those who are good of heart and answer the call of their fellow knights when the powers of the Nine Hells gather in force.

Motto. "We will not rest until evil has been banished from the mortal realms."

Beliefs. The Knights of the Chalice's beliefs can be summarized as follows:

- The mortal realm must be rid of infernal influence.
- The good of heart must be protected.
- Finding the Chalice of He Who Was could end all evil in the multiverse.

Goals. Shut down all portals to Hell, root out and destroy all devils in the mortal realms and find the Chalice of He Who Was.

Typical Quests. Members of the Order will quest to shut down hellgates and portals to the Nine Hells. Knights will root out devils who have infiltrated governments and kingdoms. Knights will do everything in their power to nullify an infernal contract and free a damned soul.

Gaining renown in the faction gives the hero special benefits and privileges. Renown points are discussed on page 22 of the *Dungeon Master's Guide*.

Renown Rankings and Benefits

1 Defender

3 Holy Avenger: Limited access to healers.

10 Holy Seeker: Living quarters in a fortress of the knights.

25 Hellblade: Command of 8 knights.

50 Devil Slayer: A fortress of your own to run.

PLAYER OPTION

CHOSEN OF ASMODEUS

Asmodeus is a deity and, like many other deities, he sometimes selects a mortal and gifts them with special powers. There have been four known Chosen of Asmodeus including Farideh and Havilar, the heirs of Bryseis Kakistos.

NOT ALWAYS EVIL

Some of his Chosen are not evil at all. Asmodeus often creates complex schemes that end up involving neutral or even good characters. Asmodeus might even select a good character to be his Chosen precisely because he knows it is going to create problems for them.

It is likely that the character will end up doing something untoward that could damn their soul. It is also possible that the hero can use it to somehow topple Asmodeus and end his reign as the Lord of Hell.

In short, it's a tool to use in a campaign and, if the player does not try to abuse it or exploit it to "break" adventures, then it can add a lot to a game.

REASONS THAT YOU ARE CHOSEN

Here are some possible reasons you were Chosen.

Spawn of Asmodeus. You are the son or daughter of Asmodeus and don't know it. In that case, your sister is Glasya and you will need all of the protection that you can get.

Object of Affection. Asmodeus is in love with you. Bensozia, wife of Asmodeus, was killed long ago by his own daughter, although he publicly claims that the murderer was Levistus. Now that he's single, Asmodeus is trying to woo you, protect you, and entice you by showing you the power he can give you.

Agent of Asmodeus. Asmodeus needs you to do something for him. One thing he might want is for you to obtain the Vallis Crystal, which was stolen from him long ago (see page 222). He might need you because the crystal is resting in a good-aligned church or ruin that no devil or evil agent can get into.

Common Enemy. Asmodeus hates demons and so do you. He thinks you can take down some demons and foil the plot of a particular demon lord, possibly Graz'zt or Malcanthet.

SPECIAL ABILITIES

As a Chosen of Asmodeus, you have inherited two special features, as described below.

SOUL GAZE

When you uses this feature, you can view the state of any given mortal soul. Tapping into this power, you get a sense of how corrupt someone is and you can tell where the creature lies along the spectrum of good, neutrality, and evil. Additionally, you can tell if the creature has been essentially claimed by a deity, such as a cleric or paladin, or even one of the Chosen.

INFERNAL ASPECT (1/DAY)

You can take an action to project an aura of menace, affecting hostile creatures within 30 feet of you. Each of these creatures must succeed at a DC 17 Wisdom saving throw or be frightened and be affected as if struck by a ray of enfeeblement (PH pg 271). At the end of each of its turns, an affected creature can make another Wisdom saving throw. On a success, the creature is immune to your aura of menace for the next 24 hours. The aura of menace lasts up to 1 minute and requires concentration.

Nimbus of Flame. Additionally, while the effect is active, you are surrounded by a nimbus of flame, and a pair of fiery wings appears to sprout from your back. You and anyone or anything you are holding is immune to the heat from this fire. Whenever a creature within 5 feet of you hits you with a melee attack, the nimbus erupts with flame and the attacker takes 2d8 fire damage. Once you have used this ability, you must finish a long rest before you can do so again.

Game Balance and the Chosen

A Chosen is a powerful entity. Dead in Thay from Tales of the Yawning Portal is about how draining the power of the Chosen can make somebody a deity!

Consideration: Putting one in a campaign depends on if the DM thinks they could work with it. You get special powers and you get to interact with an extremely powerful entity in D&D lore. It could be a lot of fun.

Infernal Aspect: The main difficulty is that infernal aspect is extremely powerful and you can do it once per long rest. The DM might want to lower the DC, or add in a debilitating effect that hits you when you use it. Perhaps using it causes such a strain your mortal shell that you are frightened and affected by a ray of enfeeblement yourself until you take a long rest.



CHAPTER 3: INFERNAL LORE

The Monster Manual details all of the main devil types and lays out the basic concepts of devils for 5th edition. In this chapter, we are going to take an in-depth look at a number of the more interesting types of devils not described in an official 5th edition book as of yet and we are going to expand upon a few of the more popular devil types listed in the Monster Manual.

The core of this material is based on texts from previous editions. Emirikol and Natasha the Dark have filled us in on further details which may or may not be accurate. These notes should help you create memorable villains for your campaign and to create deep encounters and situations that your players will remember long after they are over.

ASSASSIN DEVILS: HELL'S NINJAS

Assassin devils are silent killers, expert infiltrators that serve devils as spies and slayers. They are sent into the mortal realms to eliminate those who interfere in diabolical schemes. Their statistics can be found on page 171.

They can become invisible at will and they can teleport, making them a very difficult foe to pin down. They are avoided by their own kind, and are considered outcasts in devil society. Even devils do not trust them, as the assassin devils are known to feed information to Asmodeus.

THE DOGAI REFORGED

It is widely believed that assassin devils are, and were, baatorians. After Asmodeus fell into the Nine Hells and defeated the elder baatorians, he took notice of the dogai.

POWERS OF THE DOGAI

The dogai were baatorian sentient clouds that could travel to the mortal realms. They would take on the appearance of a spouse of a mortal and corrupt as many individuals as they could. The dogai had a flaw in that they would sometimes shift their mortal form into a hideous version of the person they were impersonating. This twisted variation always reflected their true nature and constantly threatened to emerge lest they failed to maintain their concentration.

Asmodeus liked the dogai and felt they could be useful provided that he could improve upon

them. They became one of, if not the first, race that he transformed with his immense infernal power.

THE NESSIAN SHRIVER

Asmodeus used a magical torture device found in Malsheem known as the Nessian Shriver. The Nessian Shriver renders souls into soul material and proto-lemures. Asmodeus infused this device with hellfire, melting down the essence of the dogai and transforming them into assassin devils.

From that day on, they served Asmodeus loyally as assassins and spies. They are shunned by other devils because of their alien minds and their influence on the overlord of hell.

BAATORIAN DOUBLE AGENTS

Outsiders wonder if the assassin devils are playing some kind of long term game, perhaps waiting for the elder baatorians to return. If so, they know more secrets of the devils than almost anyone. They are intimately familiar with the layout of Malsheem, a fortress that is renowned through the planes as one of the most mysterious and least-explored locales in all of the multiverse.

TRAUMA

The assassin devils seem alien, but the truth is that they are simply very guarded. The process of their creation was beyond traumatic and it instilled a tremendous fear of Asmodeus in them. They do respect Asmodeus, but the assassin devils would like nothing more than to see him dead.

BAATORIAN UPRISING

Baalphegor, wife of Mephistopheles, is also rumored to be a baatorian. Natasha's sources tell her that Baalphegor and the assassin devils are on the same page. Her ultimate plan might be to betray Mephistopheles and don the ruby diadem, becoming the consort of Asmodeus.

Then, she can wound Asmodeus, snatch away his ruby scepter, and the assassin devils can finish him off, thus putting Baator back in the hands of the baatorians.

THE RISE AND FALL OF SRIVLANKI

One assassin devil rose up to become an archdevil. She was Srivlanki, an expert killer and spy (Srivlanki's current whereabouts are discussed on page 160). She became adept at killing devas and even the occasional planetar. Her goal was to kill all 24 solars in existence.

She first earned her reputation as a hunter of all things celestial and got the attention of Asmodeus by assassinating a balor general of a demon army. She stole both his lightning sword and fire whip, along with vital plans that turned the tide in the Blood War for a time.

It was hubris that ultimately led to her downfall. Srivlanki ventured into the plane of Mount Celestia, home of the angels. She could feel the realm starting to corrupt her. The notions of kindness and mercy confused her.

She crept about the realm during the chaos of a Great Modron March. She came upon a wounded gold dragon mewling, a child of one of the seven gold dragons of Bahamut. Instead of killing it, she bandaged its wounds.

THE SOLAR'S MERCY

A solar named Galerian who happened to be flying by saw this and landed, amazed. Srivlanki attacked him. He used his blinding gaze to rob her of her sight, but showed her mercy. He sensed goodness in her, and he tried to convince her to forsake her evil ways and become one of the Risen.

He took her in and healed the devil's wounds. The arch-penitar, leader of the solars, was outraged. When her sight was restored, Srivlanki fled Mount Celestia.

THE SILVER EYE

The blinding gaze never fully healed. Her left eye is pure silver and sees the goodness in all things. She always keeps that eye covered.

BANISHED

As punishment for her humiliating failure and capture, Asmodeus banished Srivlanki to the Soul Market, one of the Outer Torments (see page 160), where she remains to this day trying to win back his favor so that she can return to Baator.

At her palace in the Soul Market, Srivlanki has wizards summon lemures for her. She shapes those lemures into assassin devils under her command. She is using them to build an elite force far superior to the assassin devils currently serving Asmodeus, the Stygian Masque.

THE CRIMSON DANCE



With Srivlanki gone, the other assassin devils took note of her mistakes and they organized into a hierarchy. This procedure was recorded in the Crimson Dance, a book that tells the history of the Stygian Masque.

THE HOWLING DAGGERS

They crafted daggers made from the magic chains that once held a powerful primordial entity. The chains were recast into 100 howling daggers. These items number among the few weapons capable of slaying a deity. The Howling Daggers are fully detailed on page 217.

The five assassin devils who mastered the use of these daggers became the highest rank of their kind. The howling dagger of the Stygian Masque swirl around their bodies, shrieking, stabbing those who come near.

The statistics for assassin devils, reapers and devil dancers are on page 171.

THE STYGIAN MASQUE

They are the five masters, each with a magic mask of office. Whomever wears the Volto mask commands them all, but can be overthrown if the other four unite to perform a ritual from the Crimson Dance.

Five masters lead the clan, each wearing a different mask of office.

The Crimson Dance

This book is written in angel's blood and bound in the hide of demons. It details the history of the Stygian Masque, from their relationships with the Lords of the Nine through to their activities in the present day.

Five masters have always led the clan, each wearing a different mask of office. Whoever wears the Volto Mask commands them all, and can be overthrown only if the four others unite to perform a theatrical ritual.

MISTRESS MORETTA

A blue-skinned female who wears black leathers and a round-eyed half-mask, Moretta commands nearly a dozen howling daggers and wields a sword made of shadows. It is said she can become invisible at will.

Mammon Plot. Moretta has a secret alliance with Caarcinolas of Minauros, who is quietly attempting to overthrow Mammon with the aid of Glasya. Caarcinolas earned her loyalty by tipping her off on potential targets and political landmines.

Moretta is his secret weapon. She watches his back and has use of his 36 companies of barbed devils should she need it.

LADY ARLECCHINA

A female fiend known for wearing a white silk ball gown and matching eye-mask, she carries herself with mesmerizing grace. Her mask gives her the succubus ability to kill with her kiss.

Of all the assassin devils, she is the one who is most avoided. She has the power to animate the dead, and she likes to host demented rotting galas full of dancing corpses. Worse, she can magically force mortals to dance with them as well.

LORD BAUTA

Lord Bauta is a very angry devil. He is a tall blue figure dressed in black finery, a sable cloak pinned across his shoulder and a blood-red carnival mask worn over his face. He wields a shadow axe infused with necrotic energy.

The Stygian Masque resides in Stygia, which is ruled by Levistus. The archdevil has reached out to Bauta and taught him how to control ice and cold. Levistus has enhanced Bauta's ability to create freezing fog and massive, piercing icicles to impale those who enrage him upon.

Emirikol believes that Levistus wants Bauta to

assassinate Geryon. Asmodeus recently allowed Geryon to return to Stygia after a long period of banishment. Bauta has no intention of doing so, as he despises everyone in existence save for Srivlanki, who seems to be related to him in some way.

The Magic Masks

The ceremonial masks of the Stygian Masque grant special powers. Whoever wears a mask takes the name of the mask as their own until they are killed or replaced.

Arlecchina Mask: Advantage on deception and persuasion checks. It gives the wearer the succubus kiss power.

Peztarzt Mask: This strange leather mask creates clouds of poison similar to cloudkill, which the wearer is immune to. Peztarzt can teleport to anywhere in the cloud as a bonus action.

Moretta Mask: A black velvet carnival mask that allows you to become invisible when you roll initiative. It also allows you to be invisible to some people and visible to others.

Volto Mask: Volto's mask grants immunity to the charmed, paralyzed and stunned conditions. It also grants the effects of a haste spell (recharge 5-6).

Bauta Mask: This mask fills the wearer with blood lust. They can enter a berserk state similar to barbarian rage and can teleport next to any area that has fresh blood exposed to air.

COUNT PEZTARZT

Peztarzt keeps his face hidden behind a long, beak-like mask and he is known for the column of black smoke that trails behind him wherever he goes. He wields a magic shadow cane and has the ability to teleport swiftly.

The Count is not like most other assassin devils. He is somewhat sociable and crashes devil gatherings with a devil dancers in tow. Devils are unnerved by the fact that his skin does not seem to sit on his body properly.

His outgoing nature is a facade. In truth, he is hiding the fact that he has evolved into something else. He thinks that his baatorian insides have been promoted while his devil exterior has not. His blue skin is now a shell that he can shed.

The thing underneath is something that he does not understand, but he knows he must figure it out before Asmodeus does. Peztarzt will never go in the shriver again, no matter what it takes. He has reached out to a mind-flayer elder brain who has agreed to study him.

Stygia is the only known place to contain Stygian treants. It is believed that they are an extension of Baator's dim sentience and are the closest thing to a living embodiment of the Nine Hells.

Matt as the Dark

CONTESSA VOLTO

Contessa Volto speaks in whispers, wears flamboyant red leathers and an ivory half-mask. She commands twenty howling daggers and thus is the most powerful assassin devil in the Nine Hells.

She wears a hooded cape that can change color from blood red to black. Her cape has an animated spider clasp that weaves platinum web patterns over her clothes while she sleeps.

THE HALL OF TRAGEDIES

The Stygian Masque resides in a theater in Stygia known as the Hall of Tragedies. The entire complex is haunted by lost souls who replay their deaths over and over in an endless cycle of torment.

It is best known for the auditorium inside. In it, hundreds of devilish figures sit frozen beneath layers of ice, their bodies transfixed in various expressions of shock and horror. It's as though a great spell had surprised the audience as they watched a performance, and it froze them to their seats.

THE PATH OF BLADES

Beneath the hall is a dungeon where assassin devils train. They must survive assassination challenges including mannequins that fire necrotic bolts that are shut down only with the answer to a riddle. It is also known that there are Stygian treants that take part in the process.

RANKS OF ASSASSIN DEVILS

Assassin Devils have developed over time and are promoted by the Stygian Masque through powers granted to them by Asmodeus. Assassin devils begin as stygian slayers, and then they are promoted to a reaper, either of glee or despair. Both types of reaper are equal in rank. From there, a select few reapers end up becoming one of the 5 members of the Stygian Masque.

STYGIAN SLAYER

The overwhelming majority of assassin devils are stygian slayers. They will prepare for decades before attempting the path of blades. If they survive the Path of Blades, they are promoted to reaper.

REAPER OF GLEE

Reapers of Glee wear masks that depict a devil with an unnerving grin. They are granted the power to create a claw of shadow to use as a weapon. They can summon a shadow audience that holds down targets and cackles as the assassin devil murders them.

REAPER OF DESPAIR

Reapers of Despair wear a grimacing assassin's mask and wield flails that inflict pain that is both physical and psychic. They exude an aura of sorrow and misery that negatively affects those in the vicinity.

DEVIL DANCERS

Reapers have the ability to create constructs known as devil dancers, faceless figures painted blood red. These entities have long, clawed fingers. They are used to occupy enemies while the assassin devil finishes off a target. The devil dancers grab hold of humanoids and dance with them, crushing them in their grip.

ASSASSIN DEVIL ABILITIES

Assassin devils have the ability to mold shadows and make semi-solid objects out of them.

CLOAK OF SHADOWS

Assassin devils almost always wear cloaks made of shadow. These help them blend in to darkness and also grants them the ability to become invisible until they make an attack or cast a spell.

SHADOW SWORD

Assassin devils have no need to carry weapons on them. With a bonus action, they can call forth a sword made of shadows in their hand. They can dismiss these weapons with a thought.

POISON

In the Hall of Tragedies, there is a carnivorous plant that can be milked daily to produce 1d4 doses of midnight tears (DMG page 258). Assassin devils often use this poison to take out targets that are surrounded by protectors, such as kings and queens.

TRAVEL THE PLANES

Asmodeus has not bound the assassin devils to Baator. While they do not have the innate ability to plane shift, they can pass through portals. There are portals in the Hall of Tragedies that they use to get to mortal realms.

The main portal that they utilize takes them to the pla-

nar city of Sigil. The portal opens up to Ragotromo's Shop of Mirrors, a front run by a necromancer loyal to the assassin devils.

The Assassin Devils know of the location of hundreds of portals spread throughout the city and can get virtually anywhere. If they need to find a portal to a distant location, they have Ragotromo seek out Lissandra the Gate-Seeker, an expert on the location of portals in Sigil.

ASSASSIN DEVIL TASKS

In the mortal realm, assassin devils are used to clear obstacles to infernal schemes. They frame others for murder, they spy on enemies, and they assassinate key political figures. If a band of adventurers has uncovered an infernal scheme, an assassin devil might be sent to hunt them down and pick them off, one by one.

Dispater in particular likes to insert infernal agents into governments to corrupt an entire kingdom. He will frequently hire an assassin devil to take down anyone who knows too much.

Clearing a Path. Harvester devils might work their way up in the ranks of a mortal city until they get the ear of a king or queen. On the way up, the assassin devil might need to kill those who are blocking the rise of the harvester devil.

Creating Conflicts. In thoroughly good kingdoms, a threat might need to be manufactured to help a harvester devil start the corruption process. Using an assassin devil to pit two cultural groups against each other is a very effective way of creating turmoil in a peaceful society.

ASSASSIN DEVIL ADVENTURES

You can use assassin devils in almost any campaign. All you need is a villain who has the means to cut a deal with a devil. The Stygian Masque actively keeps in touch with creatures in many realms for just this purpose.

Challenge

A **devil dancer** is a medium challenge for four level 9 characters.

An **assassin devil** is a medium challenge for four level 10 characters.

A **reaper** is a medium challenge for four level 11 characters.

Any time that a bad guy realizes that the heroes know too much or have become a problem, they can hire an assassin devil to try to take them down. Here are a few scenarios you could use to incorporate assassin devils into your campaign.

REGICIDE

The King and Queen have a tradition each year where they have a procession and parade through each of the four settlements that they rule. They have reason to believe that an enemy is going to try to kill them during this event. The group is hired to protect the king and queen.

The king and queen are positioned on a palanquin, two thrones held aloft by 8 strong dwarves. The king and queen drink from historically significant chalices as they wave to the people.

The Floats. The float in front of them depicts a 20 foot tall wooden statue of a legendary hero from their past holding an axe aloft. The float behind them is a wooden statue of a legendary evil dragon slain long ago. These floats are pulled by horses.

Decapitation. The assassin devil will insist on beheading the king and queen, bringing the heads to their employer as requested.

Protective Structures. If the group tries to protect the king and queen with some kind of transparent dome, that works out fine. The assassin devil will just dimension door inside. If the group uses a globe of invulnerability or similar magic, the assassin devil will attack the spellcaster concentrating to maintain the spell until they are dead or their concentration is broken.

Components. The devil will also try to snatch the caster's component pouch. Globe of invulnerability requires a glass or crystal bead, so they can't cast that spell without their components. The devil will also check for magic scrolls of the spell, shredding or burning them if possible.

SETTLEMENT ONE

An assassin devil dimension doors onto the palanquin, attempting to slit their throats.

SETTLEMENT TWO

An assassin devil will become invisible and put a drop of midnight tears in each of the chalices. At the stroke of midnight, the king and queen will die if the group doesn't figure it out. Remember, the bad guy wants sev-

ered heads, so the assassin devil still needs to get to their corpses.

Additionally, an assassin devil will attempt to snipe the king and queen during the parade.

SETTLEMENT THREE

This settlement is famous for its thick fog, which is not thrilling for the heroes. In this fog, the shadow cloak of the assassin devil makes them very hard to see at all. An assassin devil tries to murder each of the heroes, one-by-one, and then kill the king and queen.

SETTLEMENT FOUR

This would probably be the main city of the kingdom. The assassin devil will slice the base of the wooden statue so that it tips back, and the wooden axe falls right on the king and queen.

While the heroes deal with that, the assassin devil dimension doors to the dragon float. She smashes a bandolier of vials of elemental fire on it. The wooden dragon bursts into flames, panicking the horses, who run toward the king and queen's float. The assassin devil cuts the reins so that the horses break free and the dragon continues rolling forward, crashing into the king and queen's float, setting it on fire.

Invisible, that assassin devil will slit the throats of the king and queen if they are still alive.

SURVIVING THE NIGHT

It is one day before the ruler of a kingdom is set to sign a treaty or agreement that will harm the bad guy in some way. Perhaps it is a new law that imposes harsh penalties on those who enslave others, and the bad guy has endeavors that utilize a massive collection of slave labor.

The group is aware that the ruler is in danger. They need to keep the ruler alive until the next day. You'll probably need a map of a castle, of which many can be found for free online. You can have the group plan their defense.

Try not to just listen to what their strategy is and think of ways to overcome it. Come up with the strategy of the assassin before the session. The only thing you need to be wary of is if the players come up with something that you know will make for a quick or boring session, then you would want

to work around it.

DEVIL INFILTRATION

There might a number of assassin devils, depending on the level of the group. Dimension door is key, as that lets the assassin devil bypass most obstacles. The devil could make a number of attempts throughout the night. Here are some ideas.

Stealth Entry. Climbing or dimension door-ing up to a window.

Hostage. Putting a sword to the throat of a guard, forcing them to let her in and give her information on the defense.

Distraction. Creating a danger that the group has to deal with, be it a fire or accident of some kind, giving the devil an opportunity to strike.

Poison. Using midnight tears to poison the ruler's drinks or food. This needs to be done before midnight, because the effect kicks in at midnight.

Compromising Information. It would be fun also to have the assassin devil root around and find something that would scandalize the ruler. Perhaps a record of some kind of shady money skimming, or evidence that the ruler is cheating on their spouse. If this is done, I think you should give the group a chance to notice evidence that the assassin devil is doing this. If the players pick up on the clue, they could find out. Caught in the act, the devil will dimension door away and the group will have to decide what to do about the revelation that the ruler has done something untoward.

Final Assault. If/when all of this fails, the assassin devil will have no choice but to go to the signing, invisible. She will try to cause a distraction to lure the heroes away and then kill the ruler with the very quill they were going to sign with. Stabbing the ruler in the neck with the quill, we could say that the ruler doesn't die immediately, giving the group a chance to heal the ruler and destroy the assassin devil once and for all.

COMPLICATIONS

Running a session like this can be tricky. Sometimes, the group is really into the planning and they have a lot of fun ideas. Other times, the players can't agree or they come up with something you simply didn't plan for, a loophole that could make for a short, anticlimactic session.

You should think about the possibility that this will happen. I think the best way to handle it is to plan events that occur whether the devil is active or not. Worst case, they defeat the devil easily but then they are engaged in events related to it. If the group foils the assassin devil, you could have the bad guy show up themselves or try to kill the ruler before they sign the law.

Here's some things to do while the group is guarding the ruler.

Shady Adviser. The ruler's adviser is up to something, and seems to be creating openings for an assassin to get to the ruler. Are they in league with the assassin devil? No, but the adviser would not mind if the ruler died. The adviser resents the ruler, perhaps because of a disagreement over policy or the adviser is in love with the ruler's significant other.

Drunken Flunky. The group gets word that an ally of the bad guy is drunk in town and seems to know a lot about the bad guy's assassination plan. The heroes will need to decide whether to leave the castle to grab and question the flunky, or to send guards to do it. The guards could bring the flunky back and the group could try to intimidate or bribe the drunken lout for information that will help them defend the ruler better.

Mysterious Delivery. The ruler is insistent that they meet in private with a delivery person. The ruler doesn't want to say what it's about. Obviously this is a golden opportunity for assassination. It turns out that the ruler is secretly buying potions of mind-reading to keep an edge over rivals.

The Secret Door. While securing the castle, the group actually finds a secret door. It is ancient and nobody knew it was there. It does lead to a tunnel – a secret entrance that in theory the assassin devil could use, but doesn't know about. That secret tunnel might have undead in it that pour out once the secret door is opened, or it might have treasure or magic in it that is hard to resist. Employees of the ruler will want to check it out and the group will likely have to alter their set-up to have one hero watch that secret door.

Divine Intervention. The head of a temple of a good god claims to have a vision, a message from

their deity. This vision says that the bad guy who hired the devil is nearby and gives the exact location. The group could go check it out, but the ruler will be exposed. This vision is accurate, the bad guy really is there and is heavily guarded.

THE HALL OF FROZEN BLOOD

This is an example of something you could do if you want to make an assassin devil-themed dungeon.

There is a harvester devil named Vordine who is working on corrupting a large settlement. She has a few assassin devil allies who are tasked with dealing with anyone who learns too much.

Maybe the group stumbles onto evidence of what Vordine is doing, and an assassin devil tries to kill them. The group defeats the devil and finds a clue as to where the devil came from – a cave complex outside the city.

The caves have been magically warped by an open portal to Stygia. The temperature is quite low throughout the caves. The interior is mostly made of ice that never melts no matter what the temperature is.

ICY PITS

The ice gives way to pit traps. The interior walls are ice and vary difficult to climb. Secret doors allow an assassin devil to access the base of these pits and attack the poor lone hero in the pit. Some pits are half-full of blood. When a character falls in, they plunge into the blood, their feet touch the base of the pit, and magical ice forms, encasing the hero's feet in ice. They will need to break free before they drown. Because they have fallen in blood, heroes outside don't have line of sight to them.

ICE TRAPS

Massive icicles hang from the ceiling and actually grow up from the ground. Some of the icicles on the ceiling drop on unsuspecting adventurers. Others are creatures similar to ropers, whose tendrils try to magically pull the victim into the icicle, where they will remain frozen forever unless freed.

THE POOL OF FROZEN SOULS

The group comes upon a frozen pool. In it are frozen, icy people, reaching up and out of the lake, obviously in great pain. These are the reflections of people the devils killed before they came to this realm. If communicated with, they can give the group valuable clues that will help them navigate the complex.

THE CAVE OF REFLECTIVE ICE

This cave has walls of gleaming ice that are almost as reflective as mirrors. The ice magically creates devilish duplicates of one of the adventurers (choose at random).

It works like this: If the character is a fighter, then their strength score is reduced to 3 and each duplicate represents one lost point of strength. So if the fighter has an 18 strength, there are 15 duplicates and the fighter has a 3 strength. For each duplicate that is slain, the fighter regains a point of strength.

Once the duplicates are defeated, the fighter suddenly feels a surge of strength. The fighter gains the benefits of a potion of cloud giant strength for one hour (DMG page 187, that's a 27 strength).

You can base the reflection stats on bugbears (MM page 33). They are a CR 1 monster, and 13 of them is a medium-difficulty encounter for four 11th level adventurers.

Niolara. This connects to a smaller chamber that is the home of another assassin devil named Violarly. She enters the room and tries to drive off the heroes.

The stoic assassin devil known as Niolara has yellow eyes and is lawful to the extreme. She is an exemplary assassin, but is easily flustered.

THE SNOWFALL CAVERN

Magical snow falls from the ceiling but never accumulates on the ground. This is the home of Gorzen Vile, a devious, traitorous assassin devil covered in scars. He has been scheming with the harvester devil and has weaseled his way into being her go-to agent. The group might even stumble upon him cavorting with Vordine.

Gorzen can control the environment of this room. He can make wind that hinders movement and heavy snowfall that makes it difficult to see.

THE HALL OF FROZEN BLOOD

This is where the portal to Stygia is and it is the home of Demisia, the leader of these assassins. She is a reaper of glee.

Massive icicles of blood grow from the floor toward the ceiling. When a hero gets close to one, it explodes, covering them in blood, possibly blinding them.

Wind blows through the portal, swirling about. At the start of their turn, the heroes must make a saving throw or be blown around, possibly into an icicle.

Demisia. Demisia has grayish-blue skin and short horns that turn backwards. Her eyes are black with red pupils. With an action she can change her voice to sound like that of anyone she has slain. She is immune to the wind and the icicle effects.

Assassin Devil Physical Features

d12 Physical Feature

- 1 Mouth sewn shut.
- 2 Can remain motionless for hours.
- 3 Wears a noose, uses as a weapon.
- 4 Wears a half-mask made of the face of a slain angel.
- 5 Perpetually smoldering hide.
- 6 Ice cold skin.
- 7 Has skin that is jet black.
- 8 Has hollow horns that are used to store poison vials in.
- 9 Prehensile tongue.
- 10 Pupils of eyes in the shape of an infernal symbol.
- 11 Half-mask covers portion of face with skin torn off.
- 12 Padded feet that are completely silent when walking.

Assassin Devil Personality Traits

d6 Personality Trait

- 1 Ritual cleansing after every job. Meditates on a glacier.
- 2 I can't stand a messy kill, it fills me with shame.
- 3 I am completely obsessed with a magic puzzle box.
- 4 I have a tattoo for every kill.
- 5 I won't kill those who are sleeping.
- 6 I still like to impersonate brides like the dogai did.

Assassin Devil Ideals

d6 Ideal

- 1 **Knowledge.** I learn all of my enemy's secrets.
- 2 **Research.** I know as much about my target as possible.
- 3 **Perception.** I am always aware of my surroundings.
- 4 **Isolation.** Never trust anyone.
- 5 **Insight.** I identify what a person is like in seconds.
- 6 **Decisiveness.** Speed and precision in all things.

Assassin Devil Bonds

d6 Bond

- 1 I keep a detailed revenge list.
- 2 I am loyal to Baator itself, not to the devils.
- 3 The true challenge is to assassinate assassin devils.
- 4 To share my thoughts is to show weakness.
- 5 Always have compromising information on those who hire you.
- 6 I love the darkness and fear the light.

Assassin Devil Flaws

d6 Flaw

- 1 I drink on the job.
- 2 I can't stop showing off before I kill my target.
- 3 I owe other devils a debt that I cannot afford to repay.
- 4 I am utterly terrified of Asmodeus.
- 5 I have terrible flashbacks that hit me at the worst times.
- 6 I am full of contempt for my superiors and can't hide it.

ASSASSIN DEVIL NAMES

The names of Assassin Devils tend toward the royal or the melodious. These devils are known to be cold yet stylish and their names often reflect this.

Assassin Devil Names

d12 Assassin Devil Name

- 1 Leonora
- 2 Xianterra
- 3 Fiorella
- 4 Vendela
- 5 Aira Lotus
- 6 Amalia

d12 Assassin Devil Name

- 7 Magali
- 8 Lina
- 9 Esmergaux
- 10 Eleni
- 11 Katarzyna
- 12 Khalignius

Nobody truly understands the connection that the assassin devils have to shadow. Lilith has similar powers. Is it possible that they are drawing power from the Shadowfell somehow? I wonder if they have explored the full extent of their shadow crafting abilities.

Emunkel the Chronic

BAATORIAN: ANCIENT EVIL RETURNED



Finding information on the mysterious baatorians is incredibly difficult. The lore that follows is a combination of what Emirikol and Natasha have seen and heard during their sojourns through the planes.

THE ORIGINAL DENIZENS OF HELL

Before Asmodeus fell into the Nine Hells, Baator was ruled and inhabited by a race of evil beings known as the baatorians. This race has long been shrouded in mystery.

DID YUGOLOTHS CREATE BAATORIAN?

The Yugoloths have claimed that they created the baatorians and the obyriths. If true, this would make them the oldest known race in existence, perhaps older than He Who Was. It is likely that they are lying. It is well known that Asmodeus actually instructed hags to create the first yugoloths, meaning yugoloths didn't even exist until after the rise of the devils.

THE NATURE OF BAATOR

Promotion and demotion, rewards and punishments is Baator at its core. Devils decide what is a success or failure based on the acquisition of souls because devils derive nourishment from the agony and suffering of tormented souls. Souls are sent to archdevils, and devils are rewarded for doing so.

Baatorians operate a bit differently. The Pact Primeval did not exist until Asmodeus came to Baator. The baatorians did not feast on the pain of souls. They sustained themselves on stolen knowledge and memories.

THE STYX IS THE LIFEBLOOD OF BAATORIAN

For untold eons, the River Styx has absorbed the memories and experiences of billions of creatures. All of those memories are collected at the bottom of the river as dust and stone known as the sediment of thought.

THE SEDIMENT OF THOUGHT

This sediment contains endless power. Spells, secrets of the planes, magic item formulas, the thoughts of dragons, angels and gods. Infinite knowledge is contained in the River Styx and it is what fueled and empowered the baatorians.

STEALING MEMORIES

When a mortal touches the Styx, their knowledge and memories are drawn from them and collected in the waters. Often, the remains of a memory-drained mortal becomes a soul shell.

MAGGOTH, SHAPER OF SOULS

An elder baatorian named Maggoth reforms these shells into creatures that he considers to be his children. They are the soulless abominations known as the nupperibos.

THE SENTIENCE OF BAATOR

Baator is of the Styx as well. It, too, absorbs memories. Many baatorians have merged with the realm and quietly monitor and interact with the devils.

THE BAATORIAN HIERARCHY

Like devils, Baatorians "upgrade" from one type to the next over the course of many years. These promotions can be issued by high-ranking baatorians,

but often the realm itself promotes those it thinks are ready.

Here is the chain of progression from least to greatest:

NUPPERIBO

These are hefty, blind and deaf waddling humanoids that devils “demote” them into lemures. They don’t realize it, but they are transmuting the baatorian into a devil form. Nupperibo statistics are on page 200.

NOLLEREZU

These are more advanced nupperibos with fully functional senses and the ability to rapidly regenerate their wounds. They can cause their stomach to burst open, unleashing dozens of tiny pink tendrils.

Nollerezu have an energy-draining touch and are immune to cold, fire and lightning.

CORRUPTURE

Corruptures are 15 feet in diameter and weigh up to 6 tons. Acid-spraying oozes that are at home on land and in water, they come into being wherever nature has been defiled. Corruptures hunger endlessly for flesh.

Zargon has a deep connection with the corruptures. He can summon them at will and they obey his every command.

How to Kill a Corrupture. Corruptures have an amusing life cycle. They eat until they get so big that they can’t move under their own power. It is at that point that they starve to death.

HELLSPAWN

In Cania, the 8th layer of the Nine Hells, there are strange entities frozen in ice among the ruins of entire cities. Also frozen are angels, who apparently were battling them.

These are the hellspawn, baatorians sporting chitinous outer shells that look to be an exoskeleton armor boasting dozens of deadly spines. The hellspawn make up the warrior legions of the baatorians.

AMNIZU (STYX DEVIL)

The styx devils have an innate connection with the River Styx, but currently they are unaware that they are baatorians and that they have the ability to glean great power from the sediment of thought.

DOGAI (ASSASSIN DEVIL)

The dogai are shadows of malignant will that at one time

roamed Baator, ready to evolve beyond mortal ken.

Shortly after he fell into Hell, Asmodeus melted the majority of the dogai in a pit of fire and used the nessian shriver to give them new forms known as assassin devils.

BAATORIAN SPIRITS

The most powerful dogai merge with baator. For a time, they form a single sentience that quietly observes, learns from and influences all things that dwell in the Nine Hells. This is the end stage of evolution for the majority of baatorians

HELLCHAMBERS

A select few baatorian spirits wish to return to the realm of the physical. They are spewed forth into a mortal form trapped inside a nearly invisible, hibernating, living cocoon that eats light and life forces. These creatures slowly re-acclimate themselves to the physical world and eventually evolve into elder baatorians.

Hellchambers Eat Light. Hellchambers have a light-absorbing void aura that actually pulls the light from torches or other light sources toward it. The light turns into particles and is consumed by the hellchamber, facilitating the growth of the nascent elder baatorian inside.

It Turns You Invisible. When consuming light from physical beings, those beings often find that they have become invisible and remain that way for up to 24 hours.

Provoking a Hellchamber. If a physical being tries to prod or wake up the creature inside the Hellchamber, it consumes all energy and life forces within 50 feet of it.

Hellchambers are Invincible. Nothing short of a wish can affect a Hellchamber.

ELDER BAATORIAN

There are always nine elder baatorians, each of which grows from the matter of a layer and is intrinsically linked to that layer. Every elder baatorian is a unique entity, similar to an archdevil.

THE POWERS OF THE ELDERS

Because elder baatorians have a deeper under-

standing of the Nine Hells, each of them has the powers that Asmodeus has in terms of controlling a layer and imposing limits on those within them.

LAYERS OF HELL CAN BE PROMOTED

Further, baatorians understand that *each layer* of the Nine Hells is subject to promotion and demotion as well. Baatorians have the power to shift layers up or down if they can dominate the entity controlling the layer that they wish to manipulate. The lower the layer, the more compact and powerful the layer becomes.

It is entirely possible that at one time, Stygia and Cania were adjacent or even the same realm. Both realms are frozen, an anomaly in a plane known for intense heat and scalding flames.

ALTERING OR CREATING LAYERS OF HELL

It is also entirely possible that baatorians can destroy or create new layers. Some speculate that there is a tenth layer of the Nine Hells accessed through the deepest rift in Nessus or through the gate in Malsheem.

DIGESTING MEMORIES

Baatorians have the power to acquire memories and secrets from the sediment of thought. Because the sediment of thought contains a lifetime of thoughts and accumulated knowledge, lower-ranking baatorians can't comprehend or digest as much as higher ranks. Promotion allows them to comprehend more and to derive more power from the sediment.

DEVILS AND BAATORIAN

Some hellwalkers and explorers have noted that devil skeletons appear to be manufactured. That is actually true. Almost all devils are hand-made by an elder baatorian known as Maggoth.

There are two things that all baatorians and devils (except the fallen angels) have inside their bodies.

THE STYGIAN SKELETON

They each have a stygian skeleton, which is made of the matter of baator and filled with marrow drawn from the River Styx.

THE OVATORIUM

They also have an ovatorium, the collection of sacs that facilitates the promotion and demotion process. Even when transmuted into a devil form, the skeleton and the ovatorium remain.

THE MAKER OF DEVILS

Maggoth dwells in secret chambers, collecting seepage from the Styx and the rivers of blood. It molds them into nupperibos, empty vessels that are stored in Maggoth's dwellings. When an evil soul dies, it is shunted into that vessel and is then teleported to the surface of Avernus.

Maggoth has actually placed many slain archdevils into nupperibo forms. During this process, it distills a portion of their essence into sediment of thought before sending them on their way. Maggoth consumes the sediment, thus gaining a portion of their power and knowledge.

BOUND BY THE STYX

Baatorians are innately connected to the River Styx. Should they swear an oath in the name of the Styx, they are magically bound to that oath. To violate it means the loss of half of all of their memories and knowledge to the other party involved in the contract.

"The Politics of Hell" Dragon Magazine Article

Devils in Dungeons & Dragons were first detailed in Dragon Magazine issue #29. That article actually includes God and Satan in the story. Satan has a stat block!

This material was eventually modified and presented in the classic Ed Greenwood articles in Dragon Magazines #75, #76 and #91. Interestingly, a lot of the story from issue #29 was kept.

Here are some of the main takeaways from that article:

Satan didn't like what God did with Job and led a rebellion.

Satan recruited allies, including Belial, Beelzebub, Asmodeus, Adramelech, Astaroth, Moloch, Nergal, Amaimon, and Belphegor.

God banished the rebels to Hell.

Satan ruled Hell, but was overthrown by Beelzebub. Asmodeus was put in charge of politics and bureaucrats.

Asmodeus eventually overthrew Beelzebub, who is now known as Baalzebul.

The article goes on to say that Asmodeus engineered World War 2.

In case you are wondering, Satan has 333 hit points and to hit him, you must have "purity of heart." Also, "He can actively teleport, cross dimensions or even travel through time if need be."

CURRENT DWELLINGS OF BAATORIANs

Most places containing baatorians emit a psychic buzzing that drives most baatezu away. The buzzing instills a primal fear in devils and is an effective deterrent.

Beneath Malbolge. There is a hard-to-find defile in Malbolge that leads to a cavern whose walls glow with a brain-numbing, grayish light. Collapses often clog the defile, but somehow the cavern is reopened time and time again. Devils sent by Glasya to investigate have never returned.

Terrible cries sometimes issue forth from the cavern, echoing across Malbolge's slopes. Strangely, non-devils on this level cannot hear the cries. But devils can, and the sound is innately terrifying to them.

Below Maladomini. Baatorians currently lurk in tunnels and caves under Maladomini, in mines beneath the city of Malatanni.

Frozen Cania. In Cania, Baatorian cities are encased in ice. Some of these cities were under siege from angels at the time of their freezing.

Maggoth's Three Lairs. Maggoth shifts between three realms deep under the hellish rock and stone of Baator. One of them is under Avernus.

THE ELDER BAATORIANs

The elder baatorians are the equivalents of the archdevil rulers of the Nine Hells. Each elder Baatorian has an innate link to a layer of Hell. In truth, they are the rightful rulers as they are literally an extension of Baator itself. Asmodeus defeated the baatorians, but some survived. There are five known living elder Baatorians:

The Known Elder Baatorians

Here is a quick list of the five known elder baatorians. More of them may be growing in hellchambers deep inside the layers of Hell.

Maggoth, Vacated ruler of Avernus, the first.

Sephizatros, Vacated ruler of Stygia, the fifth.

Baalphegor, Ruler of Cania, the eighth.

Zargon, Ousted former ruler of Nessus, the ninth.

Empress Viligor, Vacated ruler of Nessus the ninth.

BAALPHEGOR

It is believed that Baalphegor is actually an elder baatorian and is the true ruler of Cania. Her consort,

Mephistopheles, is completely unaware of this. Asmodeus at the very least senses it. He respects her mind and seems to regard her with admiration and perhaps hidden trepidation.

Baalphegor's Empire. The frozen cities in Cania were once ruled by Baalphegor. It is possible that her hellspawn are merely inert and still alive, patiently waiting to serve her once more.

The fact that those frozen cities are full of angels suggests that at one time, the angels of He Who Was attacked Baalphegor and her realm. It could be that she quietly tolerated the fallen angels when they fell into Hell, awaiting the time when some of the missing elder baatorians returned. Baalphegor is fully described on page 120.

ZARGON, DEVOURER OF THE DEPTHS

Zargon the Returner embodies the forceful imposition of will and perhaps the defining trait of evil, a complete lack of empathy and compassion.

Zargon is 35 feet tall and has the head of a giant lizard with a single black horn. He has one central eye, six tentacle arms and six more as legs.

THE ORIGINAL RULER OF HELL

Long ago, Zargon ruled all of Baator. When the fallen angels arrived, Zargon was too powerful for Asmodeus to destroy. Asmodeus was able to eject and banish him to the mortal realm of Mystara.

Zargon went on a rampage there, and eventually he was worshiped by the people of a lost underground city called Cynidicea. They appeased him with sacrifices and spent their days escaping reality by imbibing a hallucinogenic elixir of fantasy.

HIBERNATION

Zargon's reign of terror was eventually dealt with by Aimeer of Glantri and Barnabus Bladecutter, heroes of Mystara.

Zargon eventually reappeared and went on the warpath in what became known as the Time of Rage.

KILLING ZARGON

The only way to destroy Zargon is to cast his horn into a bubbling lava pit near Cynidicea within one day of his death.



MAGGOTH

Using a variety of shrivers, Maggoth crafts nupperibos from the congealed sludge of the River Styx.

Maggoth does not fear the devils, for it knows that all devils save the fallen angels are slightly altered baatorians. Maggoth fully expects the devils and the archdevils to accept their baatorian masters when the time comes.

UNKNOWABLE

Maggoth is a quixotic, ancient being who has absorbed so many memories that it has become lost in a sea of knowledge. It does not ask “why?” because it knows and is content with the answer.

TRANSFER OF KNOWLEDGE

Maggoth can steal, restore and implant memories. With a touch, it can teach wizards new spells and enhance the muscle memory of warriors.

AURA OF LEVITATION

Maggoth is 50 feet tall and has an aura that causes anything nearby to float and slowly orbit its body. Maggoth can move them around with a thought or use them as

ranged weapons.

THE HALLS OF PERDITION

Maggoth has three dwellings beneath three different layers of Baator:

Maggoth Thyg. Maggoth’s home, where it separates the future from the present and communes with Baator itself through the Malevolent Throne.

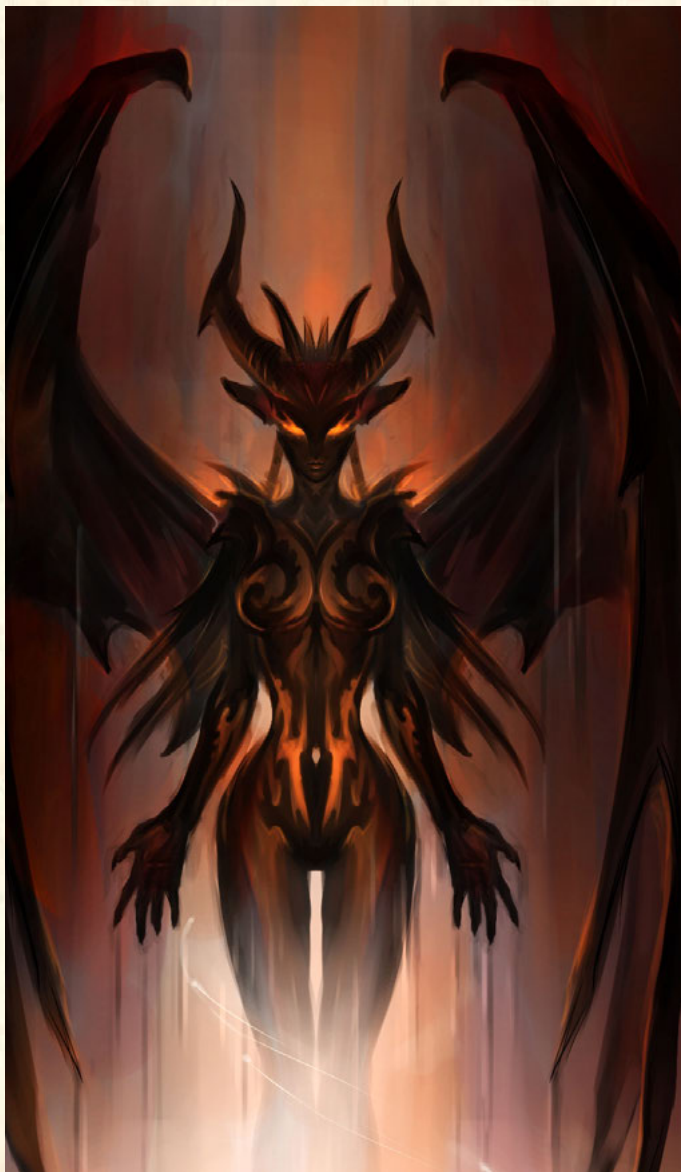
Maggoth Mastema. Where Maggoth crafts and stores nupperibos. Evil souls are shunted here, rocketing balls of light that launch out of hell mouths and orbit a pillar that contains a fetal version of every possible type of devil and baatorian.

Maggoth Ono. Where Maggoth drinks from the Styx, which cascades in a series of waterfalls.

MAGGOTH AND ARIEL

Maggoth has become concerned with Zariel, who has gained a connection to Avernus similar to an elder baatorian. She may actually have the power to shift the position of Avernus lower, an ability previously held only elder baatorians.

EMPRESS VILIGOR



There are two elder baatorians who left the Nine Hells prior to the arrival of Asmodeus. They are Empress Viligor and Sephizatros, a mated pair who went off to explore the possibility of mastering the layers of other Styx-touched lower planes.

Viligor and Sephizatros have the marraenoloth ability to magically shift from one locale on the Styx to another, regardless of which plane it is located in.

THE RIGHTFUL RULER OF BAATOR

Empress Viligor was the original ruler of Nessus. When she left to explore the planes, Nessus spawned Zargon to replace her. Many of the strange things in Fortress Malshiem were made or stolen by the Empress and then damaged or torn asunder by Zargon.

THE WRITTEN WORD

Viligor absorbed powers from a god of knowledge and magic and gained a peculiar connection with spell books. She knows anything written in any spell book, and she can quote it verbatim. The problem is that she cannot process the nigh-infinite content spilling through her brain. Thus, the knowledge is there, but she doesn't always know what she knows.

SPELL BOOKS

She often communicates through spell books, magically causing words in existing spell books to shift into her communiques. Viligor can travel from one spell book to another, as long as it was written by the same author or if each contains a spell made by the same spell caster, such as Mordekainen or Bigby.

DIVINE THOUGHTS

Viligor and Sephizatros wanted the power to condense the Nine Hells into two layers – their own realms of Stygia and Nessus. They would split the combined power between the two of them.

To gain the ability to accomplish this, they realized they'd need to drain the souls and memories of gods as directly as possible. They had to corrupt a god, preferably one that was lawful good and get it to pledge its soul to Viligor. Once done, they could siphon its power and absorb its knowledge.

Thus far, they have done this to three gods and have gained immense power, but they are uncertain if they have enough to accomplish their goals.

When a god whose soul is bound to Baator dies, it appears in Maggoth Mastema far below Avernus. It inhabits a nupperibo shell and, because it is so potent and powerful, it immediately transforms the nupperibo into a styx dragon (styx dragon statistics are on page 194). Maggoth sends these dragons into the Styx so that they can live on with the dimmest recollection of what they once were.

THE TWIN HELLS

Viligor has not been able to take control of any Styx-touched planes, but she did gain great power and knowledge. She feels that she may be ready to return to Nessus, destroy Asmodeus and condense Baator into Twin Hells ruled by herself and Sephizatros, her consort.



SEPHIZATROS

Sephizatros, consort of Empress Viligor, is a warlord general made of living hellfire. He is the father of the hellspawn and a master of the phlogiston.

Long ago, when he was master of Stygia, it was not the cold realm that it is today. His Stygia was a fiery ream containing pockets of phlogiston, a highly flammable swirling gas. Lighting a single torch in certain areas of Stygia would cause a wave of flame to blast through the entire layer like a shock wave.

Sephizatros is part elemental, part fiend, and part construct. The lower half of Sephizatros' body is a jet of pure hellfire that keeps him aloft and his upper body is made of some kind of infernal chitin, looking a bit like a suit of devil armor full of flames.

THE CONSORT

A consort to Viligor, Sephizatros is her inferior. He acts as her bodyguard, servant and mate. Sephizatros is a brute who has gained incredible power by allying himself with her.

Sephizatros is not a schemer. He wreaks havoc and de-

struction in mortal cities for the sheer joy of it. He was the warlord of the hellspawn legion of Baator, a role he yearns to resume.

THE CHILDREN OF SEPHIZATROS

Sephizatros is attended to by his three baatorian children, humanoids made of translucent gypsum, their inner organs clearly visible to the naked eye. His children touch and fawn over him whenever possible, seeming to derive pleasure from his flames.

Sephizatros summons them from an undiscovered pocket of Stygia deep beneath the waves. His children:

Calinymp is blind and speaks for Sephizatros.

Lord Vorbak is deaf and fetches things for Sephizatros.

Sheen Negrinum is mute and obtains information for Sephizatros

These children are in no way related to Viligor, who finds them repulsive. She knows Sephizatros would never forgive her if she annihilated them.



CHAIN DEVILS: SADISTIC JAILERS

Chain devils are a unique breed of baatezu that are frequently used as minions for high level mortal spell casters. They guard prisoners, torture victims and take part interrogations.

NATIVE DEVILS

No chain devil is a fallen angel. The kyttons are a creation that came about centuries after Asmodeus first took Baator. Mammon crafted them by promoting lesser devils to this new form. They are something of a proud achievement for Mammon, as the other archdevils paid him handsomely to obtain the ability to create them.

Chain Devil Essentials

Valued: They create the torment that powers archdevils.

City of Chains: They live in a city made of chains called Jangling Hiter.

Soul Thieves: Sometimes they steal and keep souls.

Soul Experiments: They have the power to promote souls into servants and allies.

Quiet War: Glwa is waging war on their city

Hellchain Weavers: Hideous monsters hunt the chain devils.

Gorechain Devils: Some of them are promoted to Gorechain devils, massive brutes.

Sagirsa: They are ruled by Sagirsa, an ambitious fledgling archdevil.

His original intention was to create devils who could drag Glasya back to Minauros and force her to stay. That never came to pass.

WHY CHAIN DEVILS ARE VALUABLE

The genius of creating the chain devils is that they are more useful to archdevils than any other type. Archdevils and devils feed on the pain of tortured souls. When a damned soul is abused, the pain radiates off of them in waves that fuel and empower devils. Any time a soul is tortured on their layer, the archdevil ruler gains nourishment and power from it.

Chain devils are more skilled at torturing souls than any other type of devil. They are able to extract richer energy from a soul for devils to feast on. In a way, a chain devil is a master chef who serves up tortured souls.

THE ART OF EXTRACTING TORMENT

There are a number of ways in which a soul is tortured, many of which are surprisingly tame and subtle. That is because a damned soul will become numb to pain if exposed to it too frequently. In order to extract rich energy from their suffering, the souls must experience lulls so that when the pain returns, it affects them that much more and comes

out in tremendous bursts that jolts and strengthens devils.

Torture in D&D

The most important thing to keep in mind here is that torture is not fun, it's not pleasant, and if it happens in your game, it should probably be "off camera." You most definitely will want to talk about this topic with your group long before you ever implement it in the game.

Inoffensive Torture: If you do use it, you might try to focus on forms of torture that are either psychological or amusing. For example, devils are orderly. Torture for a devil might involve being trapped in a room where there are books completely disorganized on a bookshelf.

Humor: If you run a somewhat goofy campaign, torture might involve reading a prisoner badly-written fan fiction full of plot holes and weak dialogue. It's even better if the fan fiction is about the heroes of one of your previous campaigns.

Temptation: Another option is to have a devil offer an imprisoned character something they want in exchange for information they need. Each day, the offer gets a little better and a little better. Then, when the hero is ready to break, the offer is rescinded and we start again.

Mini-Game: The most interesting way to use torture would be to make a mini-game out of it like in the Metal Gear Solid video games. The hero is being questioned, and they must make Constitution saves to endure the torture, which should probably be something nebulous such as an undead entity placing a bony hand on them and infusing the character with necrotic energy, doing d6 necrotic damage.

Breaking. You could also have the character make Charisma saves to resist breaking and giving up information, but that feels a bit unheroic and might diminish a player's enthusiasm for their character. Instead of reducing it to a die roll, you should probably let the player choose.

WAVES OF TORMENT

The waves of torment are to a devil a bit like what warm sunlight is to a human. When in the sun, some humans get a tan and feel rejuvenated. When exposed to torment and suffering of damned souls, devils get a boost much greater than that. Devils are naturally drawn to areas where there is suffering. They can feel it on a primal level.

THE EFFECTS OF TORMENT

It is the torment of damned souls that radiates energy. Devils do feel a bit of a charge when causing mortals to suffer, but it is not nearly as pure and does not bestow any particular boon upon a devil.

Healing. Some devils have wounds that heal when they are exposed to the torment of a damned soul. For every point of damage inflicted to a victim, all devils within 60 feet that can see it regain that many hit points.

Temporary Hit Points. When a chain devil does its work well, the devils within 60 feet gain 10 temporary hit points.

Cleansing. The torment is a bit like a drug. The devil feels a euphoric sensation, an amplified version of a runner's high. They experience clarity of thought and become more lawful and orderly.

MORTAL CULTS AND TORTURE

If a mortal invokes the name of a devil in specific rituals that involve the torture of another mortal, the devil does feel it and becomes dimly aware of it. They do gain a beneficial effect, but they do not gain hit points or any statistical boost.

Truename. It is only when the torturer invokes the devil's truename that the devil gains the full effects. Of course, handing over your truename is extremely risky. The devil would likely lock the torturer into an infernal contract that stipulates that if anyone else learns the truename, they suffer in some fashion.

Forming Cults. The worship of devils, even greater devils, is very rare. Some devils, especially pit fiends, might end up with a bit of a following on a mortal world if they work at it.

Archdevils. Archdevils have a hard time fostering cults. Mephistopheles has put a lot of work into it with minimal results. Only Asmodeus has widespread worship, but that is due in part to the fact that he is also an actual deity.

THEMES OF TORTURE

LONELINESS

Soul shells are chained up in a prison and left to despair. For a time, the souls are paired with other, free to talk and bond. Then the souls are placed in isolation cells for weeks at a time, where their crippling loneliness pours out of them in waves, feeding the devils of the layer.

REGRET

Chain devils have the innate ability called Unnerving Mask, which allows them to create the illusion that they are someone from the mortal's past. Chain devils will take on the form of a deceased parent or someone they wronged and wring them out emotionally. To remind a soul of the shameful things they did in life and that there is no way to make it right is a cruelty that brings devils great rewards.

REALIZED TERROR

Chain devils like to tease that something terrible is going to happen, and then pull it away. The soul is relieved. Then, the terrible thing is back, and even bigger or more menacing. This could be done with a variety of torture devices.

POOLS OF THE DAMNED

Most layers contain burning pools full of writhing damned souls. To pull one soul out and indicate that they will be placed somewhere safe, but then throw them back in is a simple way to generate intense pain. In order for that to work, sometimes the souls must actually be allowed to leave. Allowing a soul a shred of hope is the key to pain. Once they have lost all hope, they might as well be tossed in the maggot pit.

DAMNED SOULS

Most lawful evil creatures who die become soul shells. It is only the most vile mortals who become nupperibos or lemures.

When a lawful evil being dies, their soul is a ball of energy that rockets through the astral plane in seconds. It is funneled through the portal above the lake of despond and swirls about in the storm clouds above it. The soul remains there until the approval process is complete, which usually takes just a few minutes.

Sorting. A scroll magically appears in the bronze citadel on Avernus. A styx devil immediately looks the scroll over, which contains a list of that person's evil deeds in life. The styx devil stamps it with the brand of the archdevil that most closely represents them, and the form is teleported to Nessus.

Nessian Approval. There, clerks sift through the forms to see if there are any particular souls that Asmodeus might be interested in. Then, they stamp the approval of Asmodeus and the soul transforms from a ball of energy into a soul shell on the shelves of despond.

Examples of Sorting. Those who are greedy belong to Mammon. Those who are charming scoundrels or seducers go to Glasya. The truly disgusting souls go to Baalzebul.

Quivering soul shells are picked up from the shores of the River Styx. Soul shells are ragged, rubbery versions of their former selves. They bear wounds or deformities that they acquired in their last living moments.

Soul shells are often used as currency in the Nine

Hells. Devils refer to them as "petitioners", "coin", "treasure" or "clank".

Styles of Torment. Each archdevil does different things to torment their soul shells. Dispater puts them to work on the burning streets of Dis, causing them endless suffering. Belial and Fierna bathe their damned in pools of lava and fire. Glasya turns many souls into lacquered furniture or works of art.

Length of Torment. Some soul shells are tormented for longer than others. This decision is sometimes random, and sometimes deliberate. If there is a soul shell of a mortal who failed an archdevil life, it will be subject to great anguish.

The vast majority of soul shells are tormented for a short time and then they are tossed into the maggot pit, where they are transformed into lemures.

STOLEN SOULS

Kytons have a secret. Sometimes, they become fond of the souls in their charge. When this occurs, they steal those souls and bring them to their home in Jangling Hiter to stay.

SOME SOULS ARE PRIZED POSSESSIONS

In some cases, the chain devil does this out of appreciation. Those souls who deliver the richest, most exquisite pain are prized by chain devils. Often, that pain fades over time. But there are souls that carry an unbreakable faith inside of them that means the devil can extract tremendous amounts of energy from them over the course of years.

Unbreakable Souls. Those souls are often paladins or people pure of heart who willingly took the place of someone else in Hell as a heroic sacrifice. Sometimes it is a person possessed of tremendous willpower and confidence.

TROPHIES

The chain devil brings them home for either personal use or as a sort of reward to the soul. The soul over-delivered and likely garnered the chain devil recognition from the archdevil who rules the layer. The soul is a prize that they want to keep.

The soul becomes a servant and an ally. Some



souls even identify with their captor and become a friend and confidant to the chain devil.

AGREEMENTS

They might enter into an agreement where the soul shell can live a quiet life in exchange for aid in handling certain aspects of the chain devil's life in Hell. It can be a bit like hiring a butler or a chef.

Buying and Selling. These unbreakable soul shells are almost like drugs to chain devils. They are commodities and there is a large, hidden market for them. In fact, the black market in the merchant quarter of Jangling Hiter is thriving because of them.

ENCHANTED SOULS

Chain devils will sometimes use their limited power to promote their favored damned soul into a number of different types of higher-ranked soul shells.

SOUL SERVANT

A soul servant is a shell given the power to serve the chain devil. It cleans their chains, handles day-to-day duties and it keeps their lair tidy.

SOUL GUARDIAN

The soul shell is transformed and looks more like its chain devil master. It becomes the chain devil's ally, guardian and flunky. The soul guardian has a single chain that it can control and it has the ability to absorb damage inflicted on the chain devil.

SOUL SCRIBE

Paperwork is a very involved process in Hell, and having someone who can handle it with aplomb is a definite advantage. Soul scribes craft contracts advantageous to the chain devil. They also help the chain devil maneuver through the bureaucratic system so that they can gain the best assignments and positions available to them.

THE CYCLE OF TORMENT

Chain devils are always quietly experimenting on their soul shells, trying to give them different abilities. All chain devils yearn for the power to create other chain devils but it is a power that would have to be granted by Asmodeus himself.

SOCIETAL VIEW OF ENCHANTED SOULS

Chain devils openly mock and sneer at others of their kind who form a bond or relationship with a damned soul, but the truth is that almost every one of them has done it.

TORMENT OF THE CHAIN DEVIL

The chain devils are unaware that this is part of the bigger picture. Once a chain devil has grown attached to something as delicate and fleeting as a damned soul, there will inevitably come a time when that soul either escapes their grasp, is taken away, or is forced into the maggot pit.

This causes the chain devil to experience intense pain, and the waves of pain that come off of a kyton are richer than those of almost any other devil. Archdevils take great pleasure in the irony of the torturer becoming the tortured.

THE BOUNDLESS CRUELTY

There are few things that an archdevil enjoys more than forcing a chain devil to torture a creature they have grown attached to or benefit from.

In many cases, the quiet suffering of chain devils is a low but steady source of torment that archdevils gain a great deal of power from.

RISEN CHAIN DEVILS

There have been instances when an unbreakable soul actually convinces a chain devil to try to redeem itself by fleeing to Celestia to become one of the Risen.

BREAKER OF CHAINS

Risen chain devils devote themselves to freeing prisoners all over the multiverse. They commit to creating good feelings rather than pain. Some try to make people laugh, others give gifts or do favors.

HEALERS

They eventually gain powers to heal, and are tasked with healing seven times as many people as they tortured. To make up for those that they tormented over a long period of time, the Risen must tend to the sick and nurse them back to health.

LIBERATORS

As the Risen chain devil commits good deeds, their chains turn to dust and the kyton gains the ability to summon golden keys that open certain types of locks. They become special agents of the angels, and are responsible for freeing angels captured by demons and devils. Often, they have the ability to animate and control ropes the way they once could use chains.

ANGELS HATE CHAIN DEVILS

Angels despise chain devils more than almost any other type of devil. Risen chain devils have a very difficult time being accepted. Once they prove themselves and commit many great deeds, the angels bless them with forgiveness and acceptance.

CHAIN DEVIL ABILITIES

Chain devils have a number of abilities that can be exploited both to the benefit of and detriment to adventurers.

MULTIATTACK WITH ANIMATE CHAINS

Don't forget that each chain gets an attack with multiattack. In one round, the chain devil gets six attacks. There is a good chance it can grapple the entire group and then as a reaction use unnerving gaze to give the toughest character the frightened condition.

ANIMATE CHAINS

The more thought you put into this power, the cooler it gets. If you think about what things in the world use chains, you come up with some really fun encounters.

Anchor. Every boat has an anchor attached to a chain. The group could battle a chain devil on a boat and there is this huge anchor on a chain hurtling towards the party.

Drawbridge. Most keeps and castles have a draw-

bridge attached to chains. If a group is standing on it, the chain devil could give them quite a surprise.

Ball and Chain. It might take a bit work to set this up, but if a chain devil can get each hero's ankle hooked to a ball and chain, you have yourself a heck of an encounter.

Chain Mail. Think about it. Chain mail is made of chains. A hero wearing chain mail will be choked by their own armor.

The players might cry foul, so if you can, establish this in advance with a clue. Have them hear about someone whose armor came to life. Don't mention the type of armor. Hey, if the group figures it out, then they're awesome players and deserve to reap the benefits.

If you want to be extra-dastardly, have the group end up having to impersonate guards to infiltrate a castle to rescue a prisoner guarded by a chain devil. The garb of the guards? Chain mail.

UNNERVING GAZE

Chain devils have the ability to appear as a departed loved one or a foe of a mortal they encounter.

The interesting thing about this power is that apparently, the illusion remains until the character makes their saving throw. In theory, the chain devil could impersonate the same person from their past for as long as the character fails its saves. That gives you some options, as it is a bit like a very unreliable alter self spell.

SWINGING ON CHAINS

Some books have mentioned that chain devils can use their chains to swing around. That sounds cool, but it might evoke Spider Man and your group won't be taking your bad guy seriously.

It might be best to use the chains as someone might use a grappling hook. The chain devil can travel between balconies with ease, it could pull a hero off of a ledge, or wrap a chain around support struts and collapse a ledge or scaffolding that the heroes are standing on.

CHAIN DEVILS CAN DESTROY THEMSELVES

There is at least one old product that says that says chain devils have this power. Supreme hypocrites, chain devils cannot bear to be confined against

their will. They have the ability to destroy themselves merely by willing it. They will not do this if they are imprisoned in the Nine Hells, as dying there means they face the True Death.

The idea that chain devils are terrified of being imprisoned seems like a fun way for the group to defeat a chain devil. Trapping it in an isolation chamber would do it quite nicely.

WHAT IS UNDER A CHAIN DEVIL'S CHAINS?

Emirikol and Natasha claim that the chains of a kyton are actually part of their body. The chains grow out of their skeleton and through the flesh. Were you to unravel the chains, you would see that chain devils look like Mammon. They have skin that ranges from peach to tan in color and their faces are monstrous in the same way that Mammon's is.

GORECHAIN DEVILS

Recently, with Mammon's blessing, Sagirsa has begun to promote chain devils into hulking brutes known as gorechain devils.

These ogre-sized behemoths often work as bounty hunters, bringing mortals or demons to chain devils to imprison. They lack intelligence and are feared for their irrational reactions to seemingly harmless comments.

MEAT PUPPETS

Gorechain devils have the ability to use their chains to control a person's movement as if they were a puppet. They have a habit of keeping one creature on their chains as a "pet", similar to putting a dog on a leash.

Control. This power allows them to control the movement of their pet indefinitely. Most gorechain devils have a meat puppet with them wherever they go. Sometimes the gorechain devils will have an adventurer as their puppet, other times it might be a monster such as an orc or a goblin.

Goblins are the preferred meat puppets of gorechain devils, who find them to be both amusing and helpful. Goblins generally enjoy the power of having such a huge ally and they often make a great team. The goblin especially likes it if it gets to bring the gorechain devil back to its tribe to settle old scores.

Being a puppeteer in this manner gives gorechain devils childish joy. The meat puppet is considered as something of a pet or toy. They often walk their puppet as one might walk a dog, with a single chain around its

waist or neck.

Some meat puppets come up with clever plans and warn gorechain devils that they are being tricked. Other soul shell "pets" are more insidious. They resent the gorechain devil and try to get the gorechain devil demoted or obliterated.

HELLCHAIN WEAVERS

These massive, hideous spider-things are eight-legged creature made of hooks, barbed chains and jagged iron. Their bodies are fitted with spinning razors and blades.

THE GRINDER

This creature's favorite tactic is to pull enemies into the blades and hold them there.

RASPING METAL

It can cause its whirling blades to scratch against each other, deafening victims for hours

IRON WEBS

Hellchain weavers can spin barbed chains from their body to create massive iron webs complete with walls and ladders. Their victims are often found here hanging in chain cocoons.

GLWA'S MINIONS

Glwa began transforming chain devils into these creatures in secret. She has been sending them to Jangling Hiter, hoping to either blame Sagirsa for the destruction they cause, or to turn the kytions against her for not being able to handle the menace.

PAIN DEVIL RIVALRY

The societal role of the lower-ranked pain devils overlaps that of the chain devils. The ability of the chain devils to empower archdevils gives them a lot of clout, and the pain devils were created in response. The pain devils are more obedient and they do not ever get attached to soul shells.

Pain devils relish the opportunity to torture a chain devil. Archdevils love it when one type tortures the other type, as it generates extremely potent waves of torment.

Glwa has reached out to the pain devils, including them in her plot to overthrow Mammon (see page 116).

CHAIN DEVIL ENCOUNTERS

Here are a few examples of how a chain devil might be used in an adventure in the mortal realms.

Four Heroes Facing a Chain Devil

A chain devil is a CR 8 creature.

One chain devil is a **hard** threat for group of 6th level characters and a **medium** threat for 7th level characters.

Two chain devils are a **hard** threat for 11th level character and a **medium** threat for 12th level characters.

Chain devils are perfect to use any time you plan on using a prison in an adventure. The villain could summon a chain devil and put them in charge of the whole place.

GEDDING GAOL

This prison is accessible only by boat. The prisoners don't even know where the prison is located, as they are hooded during the journey to the prison. No prisoner has ever escaped Gedding Gaol.

So let's say that your bad guy has taken this place and locked up people important to your heroes. Maybe they're being kept for a sacrifice, maybe they're being ransomed or perhaps they offended the villain's twisted sense of justice.

Just getting in to the prison is a challenge.

Find It. It is on Lake Azan in the Drakkenmire, a nearly impassable swamp crawling with stirges and bat swarms. The lake is a confluence of four rivers, giving it strong currents and a deadly undertow.

Survive the River. The group will need to make survival checks and possibly have an encounter on their boat against giant crocodiles or bullywugs. The real danger here is falling into the river. Fighting underwater is quite dangerous.

Navigating the Razors. Approaching the prison island requires use of a small skiff boat guided with a pole. The approach has an actual maze of razor wire that must be traversed or magically bypassed in some way.

Ascend in Secret. There are two dock guards to avoid or quietly defeat. Gedding island's sides are angled at 80 degrees. Covered with ramparts and wire, it is very difficult to climb without getting cut or injured.

Player Options. From there, the players will probably come up with some harebrained scheme. They might pose as guards, attempt to creep through the shadows, or start a riot.

The chain devil will be called in, having a key NPC chained up in a cell with it. This cell has chains hanging from the ceiling, giving the chain devil a lot of tools to use against interlopers.

THE IRON WEB

I think that making an entire dungeon or lair set in a massive chain web would be really fun. Perhaps your villain summoned a hellchain weaver, which has spent years making this place. The group might need to go there to rescue someone, or to retrieve a magic item of someone who was last seen heading here.

Danger. The web is in a very large cavern, suspended over a whirlpool or lava. Make sure you give thought to how you will handle people falling over the side. I usually do two checks. One Dex check to keep your balance, and another to grab onto the edge to stop from falling to your doom.

Cross a Giant Chain. At one point, the group must cross an area by walking on a giant chain, balancing on the smooth metal links.

Perilous Climb. We could say that there are a number of large chains that attach to the ceiling. Hanging from the ceiling are chain cocoons. It is possible that the item or person the group is looking for is up there. The chains have razors embedded in them and it will require a check to avoid getting cut. Once the hero is nearly up there, giant bats swoop in and attack the poor hero, who is in a very perilous position.

The Room. The group might spot a square "room" made of chains. As they climb, spider swarms clamber down the chains. We could say that spiders revere hellchain weavers. In the room is treasure and possessions hoarded by the weaver.

The Trap. Then, from above, they hear buzzing. The hellchain weaver is using its spinning blades to cut the support chains holding the room up. The group will have to jump off and grab onto one of the many hanging chains nearby.

The Weaver. From there, the heroes will have to battle the hellchain weaver while hanging on swinging chains.

ROLEPLAYING A CHAIN DEVIL

Chain devils are masters who take great pride in their work. They are numb to their own cruelty and relish the opportunity to inflict anguish on noble souls. The act of inflicting pain gives them pleasure, but being on the receiving end is an alarming prospect for them. Many chain devils do not want to be promoted.

Chain Devil Physical Features

d12 Physical Feature

- 1 Chains appear to be red hot.
- 2 Organs of victims hang from chains, forgotten.
- 3 Milky, dead eyes.
- 4 Under the chains is translucent blue skin.
- 5 Its truename is tattooed on its body under the chains.
- 6 Empty eye sockets. Chains can shoot out of them.
- 7 Chains emit unnerving whispers in infernal.
- 8 Chains wrap around to form impenetrable armor.
- 9 Chains end in flaming steel orbs.
- 10 Likes to form non-functional wings of chain.
- 11 The chains are wrapped with thorny vines and black roses.
- 12 Hideous, has a hunchback and hobbles about, wheezing.

Chain Devil Personality Traits

d6 Personality Trait

- 1 Only extreme events merit a reaction from me.
- 2 I meticulously log each torture session.
- 3 I am so used to cells that I am uncomfortable in open areas.
- 4 I get annoyed with those who pass out from pain.
- 5 I am bored with being a jailer. I want to explore.
- 6 I am a torture artist with a unique style.

Chain Devil Ideals

d6 Ideal

- 1 **Insight.** Much can be learned from secretly watching a prisoner.
- 2 **Expansion.** Phlegethos should be chain devil territory.
- 3 **Finesse.** Sometimes the torture lies in the anticipation.
- 4 **Asphyxiation.** Being choked is exquisite pain.
- 5 **Rivals.** Pain devils have no place in the Nine Hells.
- 6 **Cruelty.** Screams of pain are the language of the soul.

Chain Devil Bonds

d6 Bond

- 1 I try to joke around with the people I torture, but most of them don't have a sense of humor.
- 2 I love my animated chains as if they were pets.
- 3 I enjoy being summoned by mortals and I always give 100%.
- 4 I have a gorechain devil as my trusted ally and guardian.
- 5 I suck up to Mammon whenever possible.
- 6 I desperately want to torture angels.

Chain Devil Flaws

d6 Flaw

- 1 I am far too rigid in my thinking. I can't think outside the box.
- 2 I enjoy my work so much that I am in my own little world.
- 3 No matter how hard I try, I am completely inappropriate. I have poor social skills.
- 4 My chains don't always obey and react as they should.
- 5 I am quick to choke others without thinking, even superiors.
- 6 I am being hunted by a hellchain spider.

CHAIN DEVIL NAMES

The names of chain devils tend toward the dark and twisted. These devils are known to be cold yet stylish and their names often reflect their association with blood and anguish.

Chain Devil Names

d12 Chain Devil Name

- 1 Raznina
- 2 Gorgasp
- 3 Vulmshackle
- 4 Countess Bloodhook
- 5 Sadiscrule
- 6 Asphyxia

d12 Chain Devil Name

- 7 Mulchoke
- 8 Mezra
- 9 Master Riffon
- 10 Tortra the Unbreakable
- 11 Xulphage
- 12 Gryxavost

CORRUPTION DEVILS: DECADENT CONSPIRATORS



Massive, off-kilter and incredibly cunning, corruption devils are one of the most powerful types of greater devils. These infernal masterminds specialize in graft, sleaze and vice. They command entire networks of infernal agents who feed them well-kept secrets, including those of the archdevils.

Measuring in at 16 feet tall and 4,000 pounds, corruption devils have warty flesh that emits a stinking mist. Their heads are adorned with yellow eyes and they sport wide mouths with sharp teeth. Their lips are painted a glossy red and blue eye shadow darkens their eyes in the manner of a courtesan.

Gender-less. Most corruption devils are gender-less. Each of them has their own style and they consider themselves to be the evolution of attractiveness.

CORRUPTION DEVIL ABILITIES

Corruption Devils have a lot of very unique abilities in their arsenal.

CLAWS OF DEFORMITY

Corruption devils have the power to deform an enemy. When their claws penetrate the skin of another creature, the hellish oils infect the bloodstream and cause the formation of hideous growths. Corruption devils consider this their way of making someone more beautiful.

Claw Deformities

d6 Deformity

- 1 Skin on a random limb becomes hard and greenish.
- 2 One eye becomes milky, works normally.
- 3 Mouth widens, teeth become sharper.
- 4 Bony ridges grow on head.
- 5 Nose shrinks, sense of smell intensifies.
- 6 Throat closes up so that breathing causes a low wheeze.

INSULTS

Corruption Devils consider themselves to be insult artists. They like nothing more than to get into a battle of words with a bard who is skilled in vicious mockery.

Belittlements

d10 Belittlements

- 1 Hello, mouthbreathers. Today you face your greatest challenge: Reading three sentences without moving your lips.
- 2 I can't help but notice that you smell like cat piss.
- 3 How does it feel to have a father who is also your brother? Do you get two presents on your birthday?
I can tell by that stupid look on your face that your spell book contains little more than your collection of boogers.
- 4 I heard you were defeated by a large sack of copper coins.
- 5 Look at your hair. Your parents clearly didn't punch you enough.
- 7 Well, well, if it isn't the freaks who spend their weekends checking out the hotties at the vomitorium.
I'd offer to let you sit on my dolphin-skin couch, but I have a strict no-skidmark policy here in my domicile.
- 9 You licked a lot of toads as a child, didn't you?
- 10 Did you really have to bring your fart cloud in here with you?

SCENT AND PERFUMES

Corruption devils have a particularly strong sense of smell. Almost any strong scent is intoxicating to them. A courtesan wearing a touch of perfume does nothing for them, but a really sweaty goliath makes them dizzy with delight.

Odors. Corruption devils spend a lot of time buying and making unique perfumes. Many have their own signature scent that oozes from their

pores. Some of the smells are so bad that they rattle the mind.

Contagious Scent. Corruption devil perfumes usually have a debilitating effect that has a habit of rubbing off on those nearby, meaning they now have a perfume aura that can harm others.

Eau d'Corruption

d6	Perfumes
1	Warm Pocket by Zmodo
2	Prickly Hairs by Prosette
3	Moist Harpy Breath by Calgalush
4	Delicious Goblin Queen by Faux Zetazni
5	Quivering Cemetery by Frig Proper Crump
6	Crazy Cat Lady by Trocian the Be-dazzler

SPIES

Corruption Devils always have a network of agents. Some are mortals, often tieflings who are signed to an infernal contract. They also employ succubi, assassin devils and imps. They prefer to be guarded by the strongest devils they can find, usually horned devils.

Spies

d6	Spies
1	Roiter (imp), cannot resist stealing food.
2	Anya (tiefling), remembers everything she sees perfectly.
3	Nesmatain (succubus), is disgusted by her employer.
4	Sartaph (assassin devil), sneaks around even when off the job.
5	Dizzler (doppelganger), withholds information for personal use.
6	Roitence (passion devil), gets in fights with almost everyone.

CONSPIRACY

Sometimes, four corruption devils will work together in a collective known as a conspiracy. These organizations will have one strong leader, but none of them last long. Corruption devils do not like each other and can't help but try to destroy the others, socially or physically.

They usually form to handle one big task, often under direct orders from an archdevil.

INFERNAL DWELLINGS

Many corruption devils live in the city of Dis, controlling neighborhoods and spying for Dispater. Others serve Glasya, who enjoys their company and has tasked a num-

ber of them with monitoring Levistus in Stygia.

DEN OF INIQUITY

The lair of a corruption devil usually has some kind of secret entrance, such as a magic mirror or an illusory wall.

The interior is an extravagant, garish imitation of a palace in miniature. Lounging among moist pillows ogling tortured captives that hang in cages, the corruption devil waits for agents to bring new intelligence.

The complex is often full of trinkets, globes, tapestries, giant chess sets with monster statues as playing pieces, and large basins of liquid coated in a skin of filth. Sometimes there will be a portal to the ethereal plane in which planar minions use to come and go.

Things In a Corruption Devil's Lair

d6	Things in a Corruption Devil's Lair
1	A makeup table with rouge, eye shadow and cooking grease.
2	A steaming pool with three mortified damned souls skimming scum and dead rats out of it.
3	A painting of the corruption devil's face looking right at you, smiling. The fortress of Malsheem can be seen over its shoulder.
4	A bowl of severed human fingers covered in chocolate.
5	An extremely friendly, well-fed hell hound with a bright collar.
6	A massive hookah that reeks of sulfur.

SOCIETY

Corruption devils spend a lot of time dining on delicacies of flesh and soul, preening before massive mirrors and bathing in filthy waters polluted by their own noxious oils. They enjoy tormenting the damned by forcing them to be butlers, maids and hand servants. Few relish the opportunity to be the pool boy of a corruption devil.

Souls in Bulk. They are brokers, blackmailers and extortionists. Obtaining an individual soul is simple for them, so they tend to try to get entire organizations to sign over their souls at the same time. Blackmail is the main way for them to get what they want. Tricking someone into doing something illegal or scandalous and then offering to undo it if they sign over their soul is standard

operating procedure for a corruption devil.

Eccentricity. A lot of creatures don't know what to make of corruption devils when they first meet them. The devils are huge and imposing, but they often act and dress in an outlandish fashion. Some treat them lightly and find out too late that pit fiends are the only devils more powerful than corruption devils.

Ego. The eccentricity of these devils grows from their supreme arrogance. They think that they know more, and because they find so much success in their duties, they become bored. Their mindset has become such that it's not enough to succeed in a mission, it has to be done in style. It needs to have the corruption devil's trademark flair or calling card.

Signature Flourish

d6	Signature Flourish
1	The least attractive person in the settlement must end up with the most attractive person.
2	Someone must die while they are relieving themselves.
3	At the end, somebody learns a life lesson.
4	An important person is framed for a scandal that is more outlandish and ridiculous than the scandal from the last mission.
5	There must be an award ceremony where someone is beaten to death with the award trophy.
6	The mission must end with a pool party where all the loose ends are tied up and everybody laughs together.

Insane. Corruption devils are on the edge of sanity. They are so immoral that they can barely relate to other creatures. They view the rules of most societies with a roll of the eyes and they know that the fact that they have no moral compass is a huge advantage. They feel much freer than other creatures and almost pity them for their inner struggles.

Lack of Empathy. The inner lives of other creatures baffle them. While lying awake at night, many people wrestle with decisions and life choices they regret or are embarrassed by. Corruption devils don't have those complex emotions. They are much more like a child, where they are happy when they get what they want, and they have temper tantrums when they don't.

Delusional. It is this freedom from guilt and shame that makes them feel like they are more evolved than other creatures, but the truth is that are actually less developed mentally.

Games. Corruption devils wear makeup partly because

it bothers some creatures so much. The corruption devils are endlessly amused by the strong reactions they provoke in others. It makes them feel superior and gives them an edge.

SIRES OF CORRUPTION

Corruption Devils are very self-destructive and tend to experience True Death before being promoted. Sometimes, Glasya and Dispatar reward those corruption devils who manage to live for a long time by promoting them into a more advanced breed known as a sire of corruption. These creatures are known for entering mortal kingdoms and creating plagues of sin and debauchery.

Specialized Corruption. Sires of corruption are more powerful versions of corruption devils. They resent those who are highly moral and go out of their way to try to corrupt or kill them by dealing out a "touch of vice" that infuses a person with lust, excess, greed, fear, sloth, or vengeance. This turns mortals into corrupted followers.

Transformation. When a sire of corruption infects a city, it degenerates into a place of disrepair and debauchery. Crime is rampant, apathy is prevalent, and everyone is looking out for themselves.

The Ruler of All. At the center of it all, the sire is set up in a mansion or fancy tavern lording over its corrupted minions as they cater to the sire's every whim.

Obsession. Each sire is usually obsessed with one particular thing. It might be beautiful people with red hair, it might be gold, or it could be fancy clothes. Once they start the city down their path of damnation, they focus on obtaining as much of that thing they are obsessed with as possible. It is their weakness, although they don't see it as such.

CORRUPTED FOLLOWERS

Mortals touched by a sire of corruption have effectively signed an infernal pact, though this pact is much more easily broken than a standard contract.

Manipulated. The pact is actually burned in red on their flesh, and it is the only copy. These creatures were often at a low point in life and handed over their soul in exchange for a need cre-

ated in part by the sire of corruption's machinations.

Redemption. Corrupted followers can be returned to normal, but the contract must be nulled and the corrupted must forsake their vices. Escaping a contract doesn't have so much to do with finding a loophole as it does with getting the follower to shake off their vice. There are many different types of corrupted followers:

CORRUPTED LECHER

These are extremely attractive mortals who others become infatuated with. People become so obsessed that they lose sleep over them. Corrupted lechers can cause lust with their touch and when they are in danger, can cause a "spread of passion" to try to influence the attacker to spare them.

CORRUPTED GLUTTON

These people become gluttons, devouring anything they can get their hands on. They are favored minions of sires of corruption.

CORRUPTED MONGER

Consumed with the desire for wealth, mongers spread greed with their touch and have the ability to drain magic items of their power.

CORRUPTED IDLER

Idlers are those dependent on others to provide for their needs. They want to live a life where everything is done for them. They cause sloth with their touch and have an aura that makes people near them weary.

CORRUPTED LUNATIC

These mortals can't let go of their anger. They hold grudges and eventually become violent. Their touch causes rage and they have a number of powers that force people to attack others.

CORRUPTED CRAVEN

Soldiers who were overcome with fear and abandoned their posts, leaving the people they were supposed to protect to a grim fate. They have the power to infuse people with fear and give them the frightened condition.

CORRUPTION DEVILS OF NOTE

There are a number of corruption devils who have made a name for themselves in recent years.

AXACRUSIS

Former chancellor of the Hag Countess, Axacrusis dared

to speak out against Glasya when she first came to Malbolge. She forced Axacrusis to eviscerate itself. Her imps and underling have been feasting on the living remains ever since.

NIMRUKU

Kretor is a lawful evil city-state whose citizens go to Hell when they die. 9 in 10 of them are lawful evil.

Jewel of Mephistopheles. Nimruku openly runs Kretor and takes orders from Mephistopheles himself. The main city is divided into six sectors, each controlled by a horned devil. Nimruku spends most days watching out for other devils who want to horn in on the operation.

PRYMSLUR BOK OF SKULLPORT

Prymslur Bok operates out of the sinister city of Skullport in the Forgotten Realms. Prymslur's ultimate goal is to gain control of the city of Waterdeep by finding a way to blackmail Laeral Silverhand, the current ruler.

Darkyn. Prymslur has a tiefling spy named Darkyn who has become intimate with the wife of a masked lord of Waterdeep. Darkyn is learning more secrets every day.

Alyndra Torrak. A human who willingly signed over her soul for warlock abilities. She wanders in Waterdeep, eavesdropping at the Yawning Portal and keeping tabs on anyone close to Laeral Silverhand.

Lugravosk. Anybody who catches on to what those spies are doing are to be dealt with by Lugravosk, an assassin devil who likes to leave her victims hanging upside down, their blood draining into a tub or barrel.

She has killed four foes so far, and the city is starting to think they have a serial killer in their midst.

Destrogon. Prymslur's bodyguard is Destrogon, a shocktroop devil that Prymslur taunts mercilessly. Prymslur knows that Destrogon has been stealing from Mammon's treasure hoard and uses it to force Destrogon to do humiliating things.

The Riverborn. Prymslur can't help but try to gain control of Skullport. Certain members of the Riverborn, a gang of pirates and sailors, are taking

Prymslur's advice and are scheming to overthrow the top gang in town, known as The Mandible. They plan on stealing the Dragon's Tooth, the sword that the leader of the Mandible wields.

SAGIRSA

Sagirsas was a corruption devil who has achieved archdevil status. She is now a merged infernal entity, part corruption devil and part chain devil. This is due to her time running Jangling Hiter and intermingling with the chain devils. She is trying to unseat Glwa to be Mammon's consort, but Glwa has been able to fend her off partly by infesting her city with hellchain weavers. See page 118 for more information.

SHAMANE

This corruption devil runs the court infernal in Abriymoch. Shamane is a stickler for detail known for devouring advocates whose arguments seem frivolous. Shamane wears massive black robes, a garish powdered wig and wields a magic gavel that lets out unpredictable energy when it strikes a solid surface.

CORRUPTION DEVIL ADVENTURES

Here are some examples of how you could use a corruption devil in an adventure.

THE BAATORIAN PLEASURE BARGE

There is a ship in a mortal realm, a massive ship known as The Baatorian. A mighty corruption devil named Galvikoss lives it up on this vessel, picking up interesting people at each port.

Party Boat. Galvikoss will sail into town and send agents in to recruit people to have a party and perhaps even take a trip on The Baatorian. It is depicted as a ship full of beautiful people (true) and fully stocked with food and alcohol (also true).

The crew of The Baatorian are infernal slaves, mortals who gleefully serve Galvikoss. They are attractive scum who live lives of debauchery and evil.

Tire Them Out. They bring unsuspecting citizens on board and show them a good time. Once the citizens are partied into slumber or a stupor, Galvikoss makes his move. The party-goers are interrogated, broken down mentally and imprisoned.

Interrogation. Galvikoss wants to know secrets of the city, and proceeds to blackmail, cajole and threaten his victims into signing their souls over to Glasya.

Eat the Ugly Ones. Galvikoss only wants attractive people. All others are eaten. Occasionally, a mortal of incredible beauty will be sent to Glasya.

Ally. The captain of the ship is a tiefling warlock named Deidrix Craven. Galvikoss orders her around and criticizes her constantly, threatening to tell Glasya that she is worthless. Galvikoss has her infernal contract in a pillow-pocket that he often rests upon.

Involving the Group. The adventurers might need to rescue someone on the ship, or they get lured on the ship, or perhaps Deidrix will hire them to kill her master.

Sinking the Ship. Sinking the whole ship might be a really fun idea. Maybe have some sharks in the water for added thrills.

THE GRAVETENDER

Morgarot the Burier has an obsession with burying people alive. Positioned in the crypt and graveyard of a city, necromancers and tiefling spies serve the corruption devil.

Coffin. Morgarot spends most of its time sitting in a massive coffin lined with silk. On occasion, Morgarot tours the city in a black carriage pulled by 4 black horses.

The Dungeon. Morgarot has re-purposed the dungeon of a lich to use as a torture chamber and soulgrinder. Adventurers are lured into the clever traps, which incapacitate, not kill. Morgarot will then try to get them to sign over their souls in exchange for freedom.

Buried Alive. Those who say no are buried alive. Morgarot will let them sit for two days, then dig them up and see if they've changed their mind. Those who haven't go back down.

THE SIRE OF CORRUPTION

The group travels to a city from the past of one of the characters. In the years since the character's been gone, a sire of corruption has ruined the city. Buildings are in disrepair, dirt-encrusted gangs roam the streets, and there are a lot of people walking around acting crazy.

As the group searches for loved ones or just in-

investigates the situation, we can have an encounter based on each of the corruption types:

Lecher. An attractive group of citizens calls the group over. The heroes must make saving throws or they're charmed. They are led into an alley and attacked.

Glutton. A band of scavengers eyes the group. They've got rations! The gluttons rush them, intent on taking all of their food and their waterskins.

Monger. A monger will try to befriend the group and explain what happened in the city. If possible, they'd like to see and hold a magic item. They drain it of its power. They say they can restore it, but it will cost the adventurers all of their gold.

Craven. A panicked craven transfers its panic to the group. It and the affected heroes run inside a temple, which is one of the only safe havens in the city. The priests inside has been blessing holy water, so much that they've filled a barrel. They hope that if they can douse the corruption devil, it will destroy it.

Lunatic. A few lunatics want to see the group fight each other. They touch them and enrage them.

Idler. The group finds the NPC they're looking for. That NPC is now an Idler. They don't want to do anything, and immediately ask the group to go get them some food and drinks and maybe something to read. The idler will pass along its condition to them if possible.

The Idler knows where Thralgut is. It gives the group directions. The Idler can also mention the plan of the priests if the group missed the temple encounter.

Thralgut. Thralgut is set up in a tavern where the citizens fawn over it and perform for its pleasure. Thralgut is obsessed with wine and is sampling many different types, swishing it around in its mouth and telling everybody what it thinks.

Thralgut is so huge, it can't get up under its own power. It would take about ten minutes to do so. The group should spot a second floor and a balcony.

The sire is probably too tough to fight. The group has two options:

1. Trick Thralgut into drinking the holy water, pretending it is wine.
2. Somehow dump that entire barrel onto Thralgut.

Either way, the holy water will work. Thralgut will dis-

solve, will be reborn in Hell and punished for its failure.

Shenanigans. Worst case, the group messes up and the holy water is wasted. They can go into hiding while the priests bless some more water. That will give the group some time to cook up some kind of holy-water projectile or fire hose.

Weird Allies of a Corruption Devil

d10 Weird Allies of a Corruption Devil

- 1 A **team of goblins** bearing towels, tasked with wiping sweat off of the devil.
- 2 A **succubus or incubus** makeup artist who can't stand the devil's stylistic choices.
- 3 A **zombie butler** that frequently walks into walls.
- 4 A **centaur masseuse** with mighty hands, finds the devil to be hilarious.
- 5 A very pretentious **drow** clothing designer who really thinks that parachute pants are the way to go.
- 6 Attractive **tiefling** servants who have genuine affection for the devil.
- 7 A demented **imp** pet who laughs at the devil's jokes and at the expense of the heroes.
- 8 A miserable **orc** guard forced to wear makeup, so that the devil can test out different looks.
- 9 An efficient **tiefling** maid who somehow gets everything squeaky clean despite the constant flow of oozing slime.
- 10 A **spy** posing as a spellcasting adviser. Works for another archdevil.

Running a Corruption Devil

There really aren't too many monsters in D&D like the corruption devil. Your style as a dungeon master is going to be on display and it will make or break this.

Not For Everyone. There are some groups who won't like this creature at all. It is a bit different and quite outside the usual fantasy tropes. In that case, you probably shouldn't use them.

Think About Your Approach. For those of you who are going to give it a try, you should keep in mind that if/when the group sees this monster's picture, they're probably going to laugh. You should think in advance how you want to run this thing, because you want it to be taken somewhat seriously and you don't want to ruin the tone of your campaign.

Edgy. If you run a pretty serious game, you could run it like Heath Ledger's Joker, some kind of anarchist or nihilist. One demonstration of power will be enough for the group to take them seriously

Jokes. For those of you who run a more light-hearted game, you have got it made. Corruption devils are very rich sources of material. You can do things with them that you can't do with most other monsters.

CORRUPTION DEVIL TRAITS

Corruption devils are unique and bizarre.

Corruption Devil Physical Features

d12 Physical Feature

- 1 Has two tongues that often twist around each other.
- 2 Eyes roll back and another set replaces them.
- 3 Has a pet miniature sphinx.
- 4 Gets exhausted very quickly.
- 5 Floats cross legged, zooming around.
- 6 So big that it literally can't move about.
- 7 Uses device to clamp mouth open, mix potions in mouth.
- 8 Wears monocle, puts on airs.
- 9 Any liquid imbibed seeps out of pores soon after.
- 10 Has breath so foul it is actually acidic.
- 11 Constantly using lotion on surprisingly supple skin.
- 12 Almost all of its teeth are made of platinum.

Corruption Devil Personality Traits

d6 Personality Trait

- 1 I am a philosopher who makes logical arguments against good.
- 2 I like to insult others, but I can't handle being insulted.
- 3 I am highly opinionated, usually wrong.
- 4 I am served by finely-crafted golem spouses.
- 5 I am a theorist who must be right all the time.
- 6 I am obsessed with a certain color.

Corruption Devil Ideals

d6 Ideal

- 1 **Freedom.** Everyone else is a figment of my imagination.
- 2 **Money.** I always skim and steal money.
- 3 **Superiority.** I am special. I'm kind of a big deal.
- 4 **Fun.** My life is literally a never-ending party.
- 5 **Manipulation.** I play my underlings against each other.
- 6 **Envy.** I always want what I can't have.

Dispater has benefited greatly from the work of the corruption devils. The problem is that they will feed on and exploit his paranoia. We will see how loyal his erinyes really are.

Matt Jeschke of the Dark

Corruption Devil Bonds

d6 Bond

- 1 I keep a minion on hand to fetch things at all times. None are to disturb the fetcher, it is mine alone to abuse.
- 2 I have a collection of mummified mortals.
- 3 I manage a harem.
- 4 I love capes and am something of a trendsetter.
- 5 I am an artist. My paintings explore nude forms of monsters so that you can see them in a different light.
- 6 I supply magic weapons to shady organizations.

Corruption Devil Flaws

d6 Flaw

- 1 I eat gold and excrete lead. It's painful.
- 2 I end up eating the creatures I want to corrupt.
- 3 I seem to attract swarms of flies all the time.
- 4 I can't stop insulting my superiors.
- 5 I fear actual physical confrontation.
- 6 I am sure that someone is trying to kill me.

CORRUPTION DEVIL NAMES

The names of Corruption Devils are slightly ridiculous and reflect their individual personality and demeanor.

Corruption Devil Names

d12 Corruption Devil Name

- 1 Flabros the Gasper
- 2 Gamnazar Kru-lapse
- 3 The Great Corpulor
- 4 Joline Sluice
- 5 Swethergux
- 6 Vordiklot Krapple

d12 Corruption Devil Name

- 7 Expanding Primpla Glittersweat
- 8 Lady Gillycrud Palpilor
- 9 Gralgillia of the Scented Moles
- 10 Qolquestyx Fapula
- 11 P'or Stipplemina
- 12 V. B. Mangledrek

I was once sprayed with that perfume, "Warm Pocket." My beard smelled like dog butt for a tenday.

Eminkel the Chaotic



ERINYES: FALLEN ANGELS

The erinyes are one of the most powerful and abundant types of greater devils who are very popular choices as servants due to their versatility and effectiveness.

The erinyes have evolved into separate breeds over the years, transformed to meet the needs of specific archdevils. This fracturing and specialization of the erinyes has made them even more dangerous.

Three Types of Erinyes

There are at least three distinct different types of Erinyes:

True Erinyes, who are promoted to ice devils.

Erinyes Vanguard, who are promoted to warder devils.

Erinyes Seducers, who are promoted to pleasure or passion devils.

TRUE ERINYES

True Erinyes are the direct descendants of the fallen angels who fought alongside Asmodeus in the rebellion against He Who Was. The majority of modern true

erinyes usually have blue skin, red hair and red wings, but there are erinyes with wings and skin of almost every color. They are elite warriors, scouts, servants and concubines. Some true erinyes are mistaken for devas.

ERINYES VANGUARD

A type of erinyes originally created by Dispat to use as bodyguards, the vanguard are devils of vengeance, rage and battle. They are wingless monstrous females who are elite warriors with a reputation for being tremendous battlefield leaders that engender intense loyalty from their soldiers.

ERINYES SEDUCERS

These erinyes specialize in seduction, similar to the infernal succubi. In times when succubi are out of fashion in Hell, the seducers flourish. Currently that is not the case, and the number of seducers is dwindling.

ERINYES ABILITIES

The Erinyes have a number of ways to defeat enemies and achieve goals.

PLANAR ABDUCTIONS

Most devils are confined to the Lower Planes, but erinyes seducers have the ability to pass into the Material Plane for a short time. They can only bring one person back but no inorganic matter, meaning the victim comes back naked. Erinyes often pursue evil mortals who will be useful in some way and drags them into the Nine Hells.

Erinyes also like to convince good-aligned creatures to come to the Nine Hells with them. It is said that when a mortal is lured to Hell by an erinyes in this manner and dies, it becomes a lemure.

The Erinyes at a Glance

Popular: They are one of the most respected and requested devil types.

Poison Tears: There are 3 types of Erinyes venom that can be extracted from their tears.

Prominent Wings: They can't hide their wings, even with an illusion or alter self spell.

Soldiers: They serve in armies on almost every layer.

Glasya: Glasya was appointed as their Queen, a fact that does not sit well with many erinyes.

Loyal to Zariel: Many feel that Zariel, a fallen angel, is the true Queen.

Invadiah: The most powerful erinyes in the Nine Hells was Invadiah, former leader of Glasya's elite guard.

ROPES OF ENTANGLEMENT

Erinyes seducers have ropes of entanglement that are statistically similar to those on DMG page 197. The erinyes ropes are more durable. They have an AC of 20 and 50 hit points. They regain 1 hit point every minute.

Tainted Magic. In the early days of the Nine Hells, all erinyes had magic ropes of entanglement in their arsenal. Many centuries have passed since then and some of the ropes have been lost or destroyed. The rest have become corrupted by Baator.

Originally, these ropes were made of shimmering golden thread. Now, the ropes are rust red, soaked with the blood of hundreds of victims.

Major Flaw. When one of these ropes is wrapped around a lawful good-aligned creature, the goodness seems to rub off on the ropes. In some cases, the ropes

begin to take on their old appearance and there has been at least one instance where the rope actually was restored to its pure angelic state and rebelled against its master.

Spell Effect. Emirikol claims that if a good-aligned creature casts a bless spell, they are able to target the rope as if it was a creature. Doing so immediately restores the rope to its original angelic state. The rope ends its grab and can be used by the heroes against the erinyes.

ERINYES VENOM

The original fallen angels had magic daggers that dripped caustic venom which caused victims to pass out for 1d6 rounds. That venom was actually collected from the tears of the fallen angels. Their regret and rage was such that their teardrops contained potent raw emotion that overwhelmed those who came in contact with it.

Over time, the rage and resentment faded. As a result, the poison is much less potent. Certain erinyes cry unique types of venom drawn from their own deep internal torment.

Tears of Regret. Erinyes who love a specific angel cry venom that causes confusion (PH page 224).

Tears of Solitude. Erinyes who despair at their eternal imprisonment cry venom that restrains or even paralyzes.

Tears of the Damned. Erinyes being driven mad by the neverending moans of the damned cry venom that causes the effect of a Tasha's hideous laughter spell (PH page 280).

PROMINENT WINGS

Even when using magic or a hat of disguise, erinyes cannot hide their huge, feathery wings. It might be a curse, punishment or mental block passed down from the original fallen angels to all erinyes.

TRUE SIGHT

It is easy to forget that all erinyes have truesight, a very potent ability. This is one of the reasons why Dispaten values erinyes so highly. They can spot scrying sensors, they can identify shapechangers, they see through illusions and they can even see into the ethereal plane, making it very difficult for a succubus to maneuver in Dis undetected.

THE FATE OF THE ANGELS OF GLORY

Back in the rebellion against He Who Was, different types of angels joined forces with Asmodeus. The angels of love eventually became the succubi. The angels of protection became the first warder devils. The angels of glory became the erinyes.

The angels of glory were devastated by their banishment and some would say they've never gotten over it. Most of them are suffering mentally in one way or another.

PROMINENT ANGELS OF GLORY

Here are some of the most powerful original erinyes.

Zariel. One of the mightiest erinyes was once an angel who struggled with pride. She was obsessed with the beauty of her wings. During her time in Hell, Bel destroyed those wings and she currently rules Avernus, half-mad.

Cozbinaer. Even as an angel, Cozbinaer was quiet and dependable. In Hell she was the consort of Geryon, and she was very nearly killed when he lost control of Stygia. She survived the purge and is in hiding.

Duskur. As an angel, she had the ability to raise the dead with her song. Now she wanders Avernus, raising an undead horde with that same song. She is both feared and desired by the other archdevils.

Malarea. Fate was cruel to Malarea. As an angel, she actually fought against the rebellion but she was framed by a rival and got banished to Hell with the traitors.

DAUGHTERS OF THE FALLEN ANGELS

The offspring of the fallen angels have vastly different appearances. This is because the fathers are different types of devils. The majority of the true erinyes are daughters of pit fiends and erinyes. They have blue skin and red wings.

ANGELS OF DEAD GODS

Another reason that erinyes look so different from each other is because some of them are more recent fallen angels. Some are angels who betrayed a good god and fled to the Nine Hells.

There is a large contingent of angels of dead gods among the erinyes of Baator. When a deity is slain, some of the angels of that deity feel like they have no purpose

and become brittle mockeries of their master. Grief takes them down a dark, uncaring path.

Some fallen angels take an oath of vengeance against their god's slayer. In some cases, their cause aligns with that of an archdevil.

There are angels of three dead gods in particular that have joined the ranks of the erinyes and assimilated into the culture of the Nine Hells.

FALLEN ANGELS OF WINTER

Khala, the goddess of winter, went mad and tried to create an ice age on a mortal world. She was killed by the other deities of that world.

The fallen angels of winter exude an aura of cold, and wield ice spears that can immobilize foes. They are found primarily in Cania and Stygia, the frozen layers of the Nine Hells.

FALLEN ANGELS OF DEATH

A deity named Nerull was slain by a usurper. Some of his loyal angels fled to the Shadowfell. Others joined the forces of Hell.

The scythe-wielding angels of death are silent, pale and have one skeletal hand. Each of them has a magic hourglass. With it, they can point a bony finger at a mortal and that mortal will begin to lose hit points each round until it can either turn the hourglass over or get out of the range of the hourglass's effect.

FALLEN ANGELS OF SORROW

The devils have no idea who is among them. The fallen angels of sorrow were exarchs of He Who Was, the deity that Asmodeus rebelled against and betrayed.

For a time, his angels wandered, trying to find a purpose. Some despaired and transformed into weeping angels that exude an aura of sorrow. They wield flails and those near them find tears streaming from their own eyes.

Their appearance changed so much that their former sisters would not recognize them. Some of the angels of sorrow have infiltrated the legions of Hell and they are attempting to work their way up the ranks to get access to Nessus. They are devoted to one thing: The annihilation of Asmodeus.

GLASYA, QUEEN OF THE ERINYES



After The Reckoning, Glasya was declared to be the queen of the erinyes, a title that the erinyes find insulting. Glasya is not an erinyes and she spent a good portion of her life acting like a spoiled brat.

ERINYES ARCHDEVILS

The resentment for her has grown over time, and the erinyes have wondered why so few of their kind have gone on to become archdevils sympathetic to their cause.

There are two reasons.

1. They don't want to be promoted. Becoming an ice devil is a daunting proposition. Ice devils have to work incredibly hard to be promoted to pit fiend.
2. Their promotions are dead ends. Becoming a pleasure devil or a passion devil is basically suicide. Becoming a

warder devil is a final destination. Archdevils depend on their warder devil guards so much that they don't want to lose them by promoting them.

This has led to a movement to support Zariel, who the erinyes feel is their rightful "queen", if they should even have one.

ASPIRATIONS

Some erinyes have taken it upon themselves to try to impress Asmodeus enough to be promoted to archdevil in one shot.

REVOLT

The fact that Glasya actually demoted Invadiah, one of the most powerful and respected erinyes in Hell, to the status of a succubus was a great insult to them.

It is believed that soon, the erinyes may revolt against Glasya. When one considers just how many erinyes are in Hell, and how few creatures even dwell in Malbolge, it becomes clear that Glasya may well be blindsided by a host of angry erinyes.

ERINYES IN THE NINE HELLS

The erinyes are one of the most famous types of devils. There are many notable individuals among their ranks that have achieved notoriety and recognition among their kind.

THEY SERVE MANY MASTERS

Many erinyes report directly to the Dark Eight and they serve archdevils on almost every layer of the Nine Hells.

The Erinyes Population

In the 5th edition Monster Manual, it is expressly stated that the erinyes are found on Avernus, Dis, Stygia, and Nessus.

Older D&D products place them in many different locations, all of which are listed below. As always, it's up to you to decide what layers the erinyes are on and what their role is.

DISPATER'S CHOSEN

It is believed that most erinyes who are native baatezu and are not descended from the original fallen angels were promoted as such by Dispater.

Dispater is known to promote horned devils to erinyes with great frequency, as the erinyes are perhaps the only type of devil that Dispater has a

semblance of trust for. He greatly values their unwavering loyalty.

Many Duties. Dispater uses true erinyes as messengers, vanguard as protectors and seducers for special missions. They can often be seen flitting in and out of the high windows of Dispater's tower.

Erinyes have a lot of political clout in the City of Dis and they have been granted the power to summon a protective skin of iron. They are the loyal eyes and ears of the Dispater.

The Mark of Dis

The DM has the option of giving the erinyes of Dis this additional power.

Ironskin. Once per long rest, the erinyes can use this power to give themselves skin of iron which grants them immunity to nonmagical bludgeoning, piercing and slashing weapons for one hour.

ERINYES TRAINING

When a Horned Devil is promoted to an erinyes, they must report to Maladomini. There, in the city of Grenpoli, they go through and graduate the political school where they learn the finer points of treachery and deception.

PROMOTION REFUSAL

Many true erinyes refuse promotions, as they feel that they have it better than most. As an incentive, some true erinyes are offered the opportunity to be directly promoted to pit fiend. Most become ice devils.

Vanguard. The vanguard can be convinced to appreciate becoming a warder devil, seeing it as a just reward.

Seducers. Seducers try to avoid becoming pleasure devils and passion devils. Each type is seen as a dead end and generally a miserable existence, even for the dwellers of Hell.

WARDER DEVILS

The original warder devils were bloodthirsty angels of protection that sided with Asmodeus in the rebellion.

When they fell into Hell, Asmodeus liked the angels of protection so much that he turned all of them into warder devils and kept them in his fortress of Malsheem.

Dispater's Reward. Over the centuries, other devils came to admire and value the warder devils. It is believed that Dispater was taught how to create warder devils by Asmodeus as a reward for the capture of the soul of Gith.

Since then, other archdevils have learned how to create them as well. Only the vanguard can be promoted to warder devil.

THE HELL HOUND WHISPERER

At some point in time, a mysterious entity known as Seriach the hell hound whisperer connected with the warder devils. It could be that Asmodeus lent Seriach some warder devils in exchange for something, possibly the ability to communicate with his Nessian war hounds, who are an offshoot of hell hounds.

As everybody usually is, Seriach was impressed with the warder devils. Seriach shared with them the secrets of how to talk to and understand hell hounds.

WARDER DEVILS AND HELL HOUNDS

Since that time, nearly every warder devil is accompanied by a hell hound. Warder devils have even figured out how to bring them along when they teleport short distances.

Seriach died some time later. It may have been Asmodeus did it, but all that is known for sure is that Seriach's vestige lies in the amber temple of Barovia.

PLEASURE DEVILS

When an archdevil take notice of an erinyes, they will bring her to their lair. As a reward, they are promoted to pleasure devil and for a short time, they are a consort to the archdevil. The archdevil tires of them after a few weeks and begins sending them on missions.

Like their "brothers" the passion devils, archdevils purposely give them a flaw just to watch them suffer. Radiant energy is toxic to them, yet their entire duty is to infiltrate churches of good and the radiant plane of Mount Celestia.

Corrupt the Holy. Their job is to corrupt angels and powerful holy figures, an extremely challenging task. Most pleasure devils fail, or they succeed but their task takes an extremely long time and they suffer greatly from prolonged exposure.

Most pleasure devils live a miserable existence and are eventually obliterated by an archdevil for failure. Once one is obliterated, the archdevil will invite another erinyes to their lair to start the

process over again.

PASSION DEVILS

Male erinyes are a commodity always in demand. Most of the demand comes from Fierna, ruler of Phlegethos. All male erinyes dread the day that she invites them to her home, where Fierna has her way with them and, when she becomes bored, she promotes them into a type of devil of her own creation: Passion devils.

Fierna purposely imbues in them flaws that make their job almost impossible. They are supposed to be tempters, but each has some kind of physical flaw, be it a cleft palate or a freakish hand.

Their duty is to infiltrate and manipulate, but they are so full of passion and inner turmoil that they can't control themselves. Almost every mission ends with them failing due to an outburst, an indiscretion, or a terrible slaughter.

When this happens Fierna laughs at them and dole out a harsh punishment. There is no type of devil that wants to kill their creator more than passion devils.

ERINYES OF NOTE

There are many individual erinyes that have made a name for themselves in the Nine Hells and beyond. They are among the most reliable and trusted devils in Baator.

ARLEA, BAALZEBUL'S RIGHT HAND DEVIL

Incredibly strong and beautiful, Arlea is a brown-haired erinyes that personally serves Baalzebul. She is one of the original fallen angels from the rebellion and she often poses as a mortal ranger named Arlea Brightarrow. The erinyes wields a number of magic items, including a hat of disguise and a frost brand.

ASHRAEN AND CIAMANTHE, GROOMERS OF MORTALS

These true erinyes work for Mephistopheles. They are often sent to guide a promising evil sorcerer or cleric to help with some kind of scheme that will further provide Mephistopheles with souls or spread the worship of Mephistopheles as if he were a god.

These two are always signed to an actual contract that forces them to obey the mortal wizard. Mephistopheles does this specifically to make them angry, as punishment for a failure in a mortal realm some time ago.

INVADIAH, THE MOST POWERFUL ERINYES, FALLEN

At one time, Invadiah was the most powerful erinyes in

the Nine Hells and the leader of Glasya's elite guard, the Pradixikai, Invadiah's 58 soldiers are all her daughters. She was eventually punished and transformed into a succubus and her daughter, Sairché, took command of the Pradixikai.

FRANCHESKA AND LUCHIA, SERVANTS OF TIAMAT

These erinyes represent Tiamat's interest in the mortal realms, grooming cults who might be able to one day free her from Hell. Francheska always wears red and Luchia always wears green.

KASMINE, REBEL SOUL THIEF

Kasmine is an independent erinyes who left the Nine Hells and moved to Gehenna because she did not like handing over souls to the archdevils. She is hoarding souls and will return to Baator to try to use them to make herself much more powerful.

Kasmine is an accomplished sorceress and likes to assume the form of a maiden in distress. It is whispered that her father is a powerful devil, possibly an archdevil. Sometimes Kasmine makes deals with a yugoloth master named Por Ell.

She is protected by a hell knight named Klithirza who is sworn to serve her.

ZAGRISH THE PHILOSOPHER

Zagrish is an erinyes who has been allowed to live in the city of Sigil in exchange for periodic reports on activities. Dispaten in particular is interested in figuring out how the portals of Sigil keep gods, demon lords and archdevils out.

MINGA, PALADIN OF ASMODEUS

Minga, a paladin of Asmodeus, is one of the most powerful erinyes in the Nine Hells. She rides a blue dragon named Wiinsor that is rumored to be a former consort of Tiamat.

SAARAPHINE, OVERSEER OF SUFFERING

Saaraphine is an erinyes vanguard who works in Dis. She oversees work crews in the streets and she particularly enjoys forcing mortals to work under her so that she can watch them suffer in the scalding heat and the taxing, seemingly pointless physical labor.

I met Arlea once at the World Serpent Inn. I'm not allowed to go back there because I skipped out on the bill. 5 silver for a ham sandwich?! Outrageous! You'll have to pry that 5 silver out of my cold dead hands.

Eminkel the Chaotic



Saaraphine is not above taking bribes. She usually demands either at least 800 gold or two magic items.

USTYHRIN-JA, DISPATER'S CONFIDANT

Ustyhrin-ja rose to prominence not through scheming, but through her similarities to Dispater. She is actually more paranoid than he is. This paranoia has served Dispater well, as she has rooted out and killed three erinyes spies sent by Baalzebul. Dispater is the only person she trusts.

She is covered head to toe in scars. It is believed that these scars are from her time as a Blood War prisoner in the fleshforges of the Abyss.

ERINYES FLOCKS AND LEGIONS

The erinyes serve many different masters in various capacities.

THE WINGED LEGION OF AVERNUS

Goap the archdevil commands 600 erinyes split into three companies on Avernus. Goap has served Tiamat and Bel at different times in the past. His force has no home, but they have established a number of locations in tunnels and caves that they lair in at different times.

THE WILD ERINYES OF DIS

Most of the second layer of the Nine Hells is comprised of the City of Dis. There are a few locations outside of the city that devils avoid, mainly hills and plains upon which wild hellcats and erinyes roam.

The wild erinyes are said to be savage and feral, quite like harpies. It is believed that Dispater is allowing them to stay there because he has special plans for them. It is also possible that their unpredictable nature scares him to the point that he leaves them be.

THE DIRE MAIDENS OF DIS

This flock of erinyes directly serves Titivilus, the viceroy of Dis. Their job is to soften a foe up so that Titivilus can finish them off.

THE IRON DEFENDERS OF DIS

Bitru commands a horde of erinyes responsible for protecting the city of Dis. He commands approximately 14,000 erinyes spread over 70 companies. Some of these erinyes stay in the iron tower of Dis, while others stay at Bitru's sprawling estate.

THE ELITE GUARD OF DIS

Lilis, consort of Dispater, can summon up to 3 specific erinyes at the same time. These are Lilis' personal hand-picked guard. They are all extremely rare male erinyes and each of them has a different role in serving her.

Lilis' Elite Guard

Xagamemnon: A true erinyes, Xagamemnon is Lilith's personal messenger. He is extremely swift and violently protective of Lilis's deliveries.

Thulgotha: Thulgotha is a hulking brute of an erinyes vanguard. He is her personal guardian and enforcer. He specializes in tracking down and apprehending those in hiding.

Sintelis: Dispater does not like this erinyes seducer one bit. Sintelis is Lilis' attendant and confidant. He is her prized possession and she will go to great lengths to keep him near her.

THE HELL'S FURIES OF DIS

These five true erinyes are Dispater's consorts and they truly despise one another. The furies look like pale, beautiful women with gleaming red eyes and black-feathered angelic wings.

They use longbows when possible, as they have the special ability to cause their arrows to ignite with fire. Dispater also granted them the power to

summon forth iron thorn vines that pin enemies to the ground.

THE GLEAMING GUARD OF PHLEGETHOS

This army is known for wearing corrupted angel armor and for their abundance of magic weapons.

Melchon commands 3,600 erinyes divided into 18 companies. These erinyes refused to follow Glasya when she left Mammon, and now that Glasya is queen of the erinyes they are in a politically dangerous spot. They are generally unhappy and greatly dislike living in Minauros.

Melchon forces the erinyes to envenom his blades. Many erinyes would like to assassinate him, but they fear the wrath of Mammon.

THE WALKERS IN FIRE OF PHLEGETHOS

The legion of Phlegethos contains spellcasting erinyes. A number of them live in the city of Abriymoch when they are not patrolling the region. The pit fiend Zaebo, one of the Dark Eight, goes out of his way to bully these erinyes and makes their lives miserable.

THE PROTECTORS OF THE TOMB IN STYGIA

2,000 erinyes guard the iceberg that Levistus is trapped in. They work alongside a horde of ice devils.

THE PRADIXIKAI OF MALBOLGE

Glasya recently became queen of the erinyes, a title given to her by her father, Asmodeus. She has a personal guard of 58 erinyes, all children of Invadiah, that serve as her elite protectors.

THE MALADOMINAAR OF MALADOMINI

Maladomini is crawling with erinyes. Many of them are members of the Maladominaar, an army famed for its ability to break through formations. The city of Grenpoli is not only guarded by erinyes, but it is also run by Mysdemn Wordtwister, an erinyes. Almost every erinyes in existence has graduated from the political school of Maladomini.

The erinyes here have special powers when they are inside the confines of the city. They can cast counterspell at will.

ERINYES ENCOUNTERS

There are so many ways to use the erinyes in your campaign. Here are some examples of how an erinyes encounter might go.

STOLEN BEAUTY

Glasya, Queen of the Erinyes, admires those who are attractive and likes to use them for her own purposes. In Osseia, she has a device that scans the mortal realms for those that are incredibly attractive.

If possible, have the heroes of your game make friends with someone who is ridiculously attractive. They could be a prince or princess, a barmaid or a traveling bard.

Glasya spots this person and orders Torziel, a vanguard erinyes, to fetch that mortal for her.

The Hunter. Torziel summons her trusty hellhound, Fireblood, to aid her and travels to the mortal realm.

Torziel has no subtlety in her. She marches into the town and demands to know where the NPC is. Guards will try to stop her, but Torziel is much more powerful and can easily take down a few guards.

Torziel bursts into the tavern where the NPC is and demands that they come with her. Fireblood growls at the heroes.

The Chase. The NPC will run out the back door. If the heroes intervene, it becomes a chase. Torziel will send Fireblood to chase down the NPC while she either evades or slays the heroes.

Glasya will be watching all of this. Presuming the heroes defeat Torziel, Glasya isn't necessarily outraged.

It is possible she will take an interest in one of the heroes. She might also have an idea of how they can help her in some way. She will delight in the idea of slowly corrupting them, first by offering them aid in times of need, and then slowly walking them down the path of evil.

THE FILTH PRINCESS

After the heroes have completed an adventure that has helped the ruler of a town, start the next session by setting up what appears to be a mundane plot hook. "The Mayor invites you to her estate for dinner – she has a proposition for you."

They could hear rumors that there is a dragon in the region that she might want the group to take

care of. Word has it that in the hoard of the dragon is a piece of the Rod of Seven Parts.

The Enemy. What really happened is that there is an erinyes seducer in town who is looking to turn the entire settlement into a cauldron of evil and she sees the group as an obstacle.

The seducer has charmed the mayor. If/when the group goes to the meal, make it like a standard, boring adventure introduction.

Let's Bore Them. In order to stave off metagaming, we'll give the impression that this section of the session is about eating the mayor's food and pretending to like it or actually liking it.

First, two type of appetizers are brought out that the group can choose from: Chocolate covered ants or plum pudding. The Mayor is hoping the group likes the ants.

Many savvy or paranoid players will check to see if the food is poisoned. After all, why else would the DM spend time on this scene? Let them check. It's not poison. We're lulling them into a false sense of security.

Let the group choose what to eat, and see if they want to make a bluff check to convince her that they like it. Then they have a choice of wine: Elven Aleeian wine or her favorite, turnip wine. Again, not poisoned.

Here comes the main course: Smoked salmon or roast pelican. They're both poisoned.

Betrayal! Have the group make saving throws as the mayor scowls. The darkly attractive erinyes seducer emerges from a side room and tosses the mayor a sword.

The erinyes hisses, "They're in the way, your highness! This city can never be cleansed until these interlopers are sent to the Nine Hells!"

Battle. From there, we have a battle. The group will need to decide if they want to harm the mayor, who is clearly ensorcelled. Should the erinyes win, the heroes are not slain.

Prepare for Failure. She strips them of their gear and drags them to the basement where a makeshift altar to Baalzebul lies. The heroes can't help but notice that the erinyes is wearing their stuff – their magic items, any expensive jewelry, etc.

Escape. She will give the group time to think it over. The group will now have the opportunity to escape. Possible options include using thief skills to slip free of the bonds, coming up with a clever way to cut the rope, tricking the ensorcelled mayor into helping them, all

sorts of wacky stuff. If the group has a favorite NPC ally, maybe they have broken in and can free them if the group can distract the ensorcelled mayor in some amusing fashion.

Then the heroes will need to get their gear, which might include plate mail, which takes ten minutes to put on. Just as they are finishing, the erinyes returns.

Final Battle. We have a final battle, enhanced by the evil altar that spews swarms of flies to hinder the heroes and obscure the villain. As an agent of Baalzebul, this erinyes is not only accustomed to filth and garbage, she enjoys it.

Start the Adventure! With all of that taken care of, then the group can get their real adventure hook.

THE WHISPERING BLADE

A recurring villain of the group decides to summon a true erinyes to deal with them once and for all. As the group heads out on a journey for an adventure, she watches them from the skies, waiting for the opportunity. Throughout the adventure, she shows up at the worst times, always trying to drop a hero when they are alone.

Vordecia. She is Vordecia, a cold, blue-skinned, red-winged true erinyes with a cursed, evil black sword called Griever. Vordecia is always silent. Her blade whispers to those nearby, fueling paranoia.

Vordecia has a fatal flaw – she is sure that she is being watched or betrayed. It is possible that if she is about to land a killing blow on a hero, she hears a noise and is sure that it is a rival erinyes come to take her down. She flees.

Annoying Villain. Have the villain watch the group using a scrying device. The villain can taunt them with sending spells, making sure they know who is behind this and why they are doing it. The whole point here is to make the group hate the villain and to anticipate the day when they finally get to defeat them.

The erinyes ultimately might be a sympathetic figure. Heroes who rescue her from the curse of her sword may have gained an infernal ally who can actually help them get back at the one who hired her.

ROLEPLAYING AN ERINYES

An erinyes is serious, intense, naturally competent and intensely competitive. For many devils, being an erinyes is all that they want out of the Nine Hells.

Erinyes Physical Features

d12 Physical Feature

- 1 Has a booming voice that shakes floors and walls.
- 2 Wings constantly shed feathers.
- 3 Incredibly muscular.
- 4 Stitched-on arm of another creature.
- 5 Has tattoos of the symbols of all of the Lords of the Nine.
- 6 Eyes are pools of despair.
- 7 Wears surprisingly bright and frilly clothes.
- 8 Has a burning halo hovering over her head.
- 9 Cries tears of blood.
- 10 Has two sets of wings.
- 11 Never, ever blinks.
- 12 Body naturally glitters and shimmers.

Erinyes Personality Traits

d6 Personality Trait

- 1 I don't understand jokes or mirth.
- 2 I hoard any trinket I find.
- 3 I can't resist antagonizing others.
- 4 I love to hurt animals over all else.
- 5 I collect zombies and use them as minions.
- 6 I am frequently overcome with melancholy.

Erinyes Ideals

d6 Ideal

- 1 **Immoral.** I believe that morals are for the ignorant and only leads to suffering.
- 2 **Stern.** I must remain in control and to do so, I must never let my guard down.
- 3 **Beauty.** It is very important to me that I look ravishing at all times.
- 4 **Competitive.** I want to prove that I am better than my contemporaries and my enemies.
- 5 **Corrupt.** I am always up for a bribe.
- 6 **Joy.** I insist on having fun no matter what I am doing.

Erinyes Bonds

d6 Bond

- 1 I idolize my superiors and put total faith in what they say.
- 2 I despise spellcasters because I have been summoned and mistreated on multiple occasions.
- 3 I dream of going to a mortal realm and commanding a tribe of humanoid warriors.
- 4 I signed a contract with someone and owe them three favors.
- 5 I will do anything to get the attention of Asmodeus.
- 6 I learned a secret that gives me leverage over someone in power.

Erinyes Flaws

d6 Flaw

- 1 I hate and fear my own reflection.
- 2 I am hard of hearing due to a Blood War explosion.
- 3 I can't control my anger.
- 4 I am jealous of anybody who has something I want.
- 5 I think I'm a much better liar than I actually am.
- 6 I am so corrupt and greedy that I can't resist a risky opportunity, even if I think I'll get caught.

ERINYES NAMES

The names of erinyes are regal and angelic. Most of them use variants of angel names passed down from the original fallen angels.

Erinyes Names

d12 Erinyes Name

- 1 Gemivale
- 2 Kyndrala Glair
- 3 Malcontessa
- 4 Bryn Valzinevyl
- 5 The Weeping Angel
- 6 Bellikyndra

d12 Erinyes Name

- 7 Crysmyl the Swift
- 8 Novalia
- 9 Grey Calbrina
- 10 Lady Dramyria
- 11 Lesia Zanderfall
- 12 Nalvecca

The erinyes and the succubi do not get along at all. If you ever find yourself in trouble with one, seek out the aid of the other.

Matt as the Dark

HELL KNIGHTS: HONORBOUND DEFENDERS



Gaunt, pale humanoids whose eyes betray an incomparable sorrow, the hell knights are an elite breed of devil. Also known as narzugons, their gaze invokes one's worst fears, growing into a baleful hallucination that can kill.

They wear spiked plate armor made from baatorian green steel and wield cold iron lances that burst into flame on their command.

Astride their loyal nightmare mounts, the hell knights soar through the skies of Hell. Their duty is to hunt down anyone who escapes the Nine Hells against the will of an archdevil.

THE CELESTIAL KNIGHTS

Hell knights were servants of the deity known as He Who Was that were tricked by Asmodeus into betraying their god.

As agents of He Who Was, they were known as the Celestial Knights. They rode pegasi of pure white and were known as honorable and just angelic beings.

During the Rebellion, Asmodeus tried to recruit the celestial knights through lies and cajoling. He told them that He Who Was was committing terrible crimes and that he was creating angels for his own personal pleasure.

While this was true, the knights could see that Asmodeus was tainted. They began to suspect that it was the seed of evil in his ruby rod that was causing his transformation.

BATHYM'S AGREEMENT

Bathym, the lord of the celestial knights, met with Asmodeus in private. He tried to talk sense into the rogue angel. Bathym grasped the ruby rod, to point out that it was the problem. But when he did so, it took him over. He was wracked with evil energy and was susceptible to the words of Asmodeus.

Asmodeus seized the opportunity and asked Bathym to swear on the Chalice of He Who Was that the knights would serve Asmodeus and obey his every command. Bathym agreed to it.

Allegiance. When Bathym told his knights of their new role, he convinced them that Asmodeus was right. The knights trust in Bathym was such that if he said it, it had to be true. All of them swore allegiance to Asmodeus, which, for them, was a binding oath.

They fought alongside Asmodeus and it was only at the end when they realized they had been deceived. There was nothing they could do, because the knights were bound to their word.

THE PEGASUS SACRIFICE

Once the knights fell into Hell, their loyal steeds actually sought them out and attempted to rescue them. When the pegasi saw that their allies could not leave, they willingly subjected themselves to the terrible ritual that transformed them into nightmares.

Foul Wind. Bathym's pegasus was not among them. During the final battle, Bathym's pegasus died. Once the knights were in Hell, Asmodeus re-

warded him with Foul Wind, a half-devil nightmare that is evil to the core. Bathym has never fully accepted his new mount.

To this day, the knights honor their agreement. None blame Bathym. All quietly wait for the day when, somehow, Asmodeus releases them from their oath.

CURSED EXISTENCE

Hell knights suffer silently but carry themselves with a semblance of dignity.

SELF-LOATHING

Bound to eternally follow orders for a cause they know is wrong, hell knights hate everything. They hate devils, they hate themselves, they hate immortality and they hate Asmodeus.

Despite this seething contempt, they act as dignified as a devil can. They are polite but stern and obedient but resentful.

DUTIES

Hell knights have many responsibilities, partly because they are so dependable.

Retrievers. When a soul, devil or prisoner escapes the Nine Hells, a pair of hell knights is dispatched to retrieve them.

Quests. Hell knights are often sent to handle tasks in the mortal realm, going on missions to recover evil items or to destroy a temple of good.

They also act as messengers, champions and envoys.

HONOR

Hell knights follow the letter of their commands. The truth is that nothing truly binds them to their duty other than the value they put on their word. To them, breaking an oath is simply not acceptable.

Their suffering stems from the realization that their mortal virtue was a sham. They prize bravery over treacherous scheming and are known to allow enemies an opportunity to surrender and will allow an enemy to retrieve their weapon in battle.

NEW ARRIVALS

Not all hell knights are from the rebellion. Newer hell knights arrive in Baator all the time. Mortal servants who were tricked into committing treason against their deity in life find themselves reborn as a hell knight in death.

HELL KNIGHT ABILITIES

Hell knights ride on nightmare steeds, racing through the sky with their flaming lances ready to pierce the hides of enemies of the realm. The knights share a close bond with their mounts, to the point that they grant each other powers and protections.

BALEFUL GAZE

Those who see a hell knight's face unmasked witness their own worst fears in the eyes of the hell knight. The eyes of the narzugon are terrifying to behold.

Because of this, the hell knights almost always keep their helmets on. They are ashamed of what they have become.

HELL KNIGHT LANCES

The narzugons have cold iron lances, which they use to level opponents who are foolish enough to face down a charging nightmare.

With a command word, the hell knights can cause their lances to burst into flames.

When the lance is still, the pennant bearing the symbol of the archdevil that the hell knight serves waves in some unfelt breeze.

IMBUED WITH FLAME

Hell knights seem to have a connection with flame. Not only can they cause their lances to catch fire, they do the same with their maces. They have also been known to magically launch flaming orbs to strike enemies from a distance.

It is believed that these powers have somehow been conferred to them through centuries of bonding with their nightmare mounts.

NIGHTMARE STEEDS

It has been proven time and again that if a hell knight's nightmare is at risk, they will withdraw immediately. The hell knights seem to value the lives of their mounts over their own.

It is known that nightmares can grant their riders protection from fire. It would seem that one who rides a nightmare for centuries can deepen the connection and tap into the fiery essence of their mount.

Some wonder that if the nightmare can share its mastery of fire with a hell knight, what can the hell knight share with the nightmare?

There is some evidence to suggest that what the nightmare gains is intelligence. The nightmare steeds of the hell knights are smarter and seem to understand more than other of their kind. They may share an empathic or even a telepathic bond.

It is possible that the nightmare can access the memories and dreams of the hell knights, and vice versa. This would explain their seemingly unbreakable bond.

RAGE DEVILS

As if the hell knights weren't suffering enough, some of them are being transformed into experimental forms. Al-loces, the ally of Asmodeus who claims to have created chimeras and other fantastic creatures, decided to inject some hell knights with demon ichor.

This infusion of chaotic abyssal energy into the thoroughly lawful body of a hell knight transformed them into a new breed known as rage devils.

DEMON KILLERS

Rage devils were created specifically to fight in the Blood War. Their skin is thick and covered in hateful runes. These runes flare with energy in battle, weakening enemies who get close.

When a rage devil smells enemy blood, it flies into a joyful rage. Some rage devils are uncontrollable and will wreak carnage on demons and devils alike.

SHAMEFUL MOCKERY

These creatures admire hell knights and follow their orders unquestioningly. Hell knights seethe at what has been done to their brethren, and consider it another crime for which Asmodeus must pay for.

BATHYM

Bathym is the Lord of the Hell Knights. He has never forgiven himself for being tricked by Asmodeus so many centuries ago.

As an angel, he wielded two magic items.

Illuminator. A mace that radiated light and obliterated shadows.

Extractor. A short sword with healing powers.

Once he fell into Hell, the lake of fire warped his



weapons. Illuminator became Bleakness, a spiked mace that bleeds darkness. Extractor became Incisor, a short sword full of poison.

Once in awhile, Bathym sees what looks like the ghost of his slain pegasus mount. He thinks he is going mad, but the truth is that his mount is a ghost and it is trying to save him. See page 107 for more details on Bathym.

HELL KNIGHTS OF NOTE

There are a few Hell Knights who have stood out for a variety of reasons.

CULVENA

Culvena is a high-ranking member of the Order of the Nightmare. She is loyal and devoted to Bathym, but she has seen Bathym's obsession with Fierna and thinks that it clouds his judgment.

Culvena believes that Malbolge should belong to the hell knights. She envisions it as a place where nightmares can ride free. The knights could turn the ten towers and the bronze citadels into hell knight fortresses for the various orders.

Searching for Allies. Culvena has said nothing, as she is not powerful enough to take on Glasya, but she is serving other archdukes, trying to find one who can help her.

Amon. The rogue duke Amon has caught her eye. Glasya is in the process of trying to make him a consort, but Amon is not overly interested. Culvena is subtly pointing out to Amon that Glasya is as responsible for Geryon's downfall as anyone else. She thinks he is powerful enough to kill Glasya if he so desired.

KIGAUGH

Tall and imposing, Kigaugh is a paladin of Asmodeus and a veteran of many battles who likes to fly a banner of Asmodeus as he leads other hell knights into battle. He never removes his helmet and almost never shows his face at all.

As a paladin of Asmodeus, Kigaugh has a few unique powers that allow him to heal his allies and to teleport himself and his mount at will.

Hatred of Humans. Sometimes, he travels to the Material Plane to aid mortal agents. Kigaugh hates humans and likes to study them so that he can identify their weak points. He blames them for what happened with He Who Was.

Animal Friendship. He is somewhat famous for having the power to befriend animals such as bears or giant lizards. This has come in handy many times when he travels to a mortal realm.

SZEGALA

Szegala commands the guards who protect Glasya's lakes of bile in Malbolge, where valuable poison and acids are bottled and exported. Szegala is a uniquely erratic hell knight, as she is addicted to the mood-scrambling intoxicants of Screecher Lake.

Intoxication. On mortals, these intoxicants cause their perception of Hell to appear even more vile than it already is. In the hell knight, it makes Hell appear to be a heavenly realm and she believes that she is actually an angel. She perceives most mortals to be devils.

Taking Advantage. Her behavior has gotten bad, but her subordinates know how to manipulate her and are getting away with a lot of embezzlement and theft due to her problem.

KLITHIRZA

Klithirza is hell knight who walks to the beat of her own drum. She insists on riding her beloved mount, a boar that she found roaming the plains of Avernus. The boar is massive and hellishly deformed, and nobody knows what to make of it.

Klithirza is extremely effective when fighting good-aligned creatures. She has the ability to smite good creatures once per day, infusing her weapon with raging necrotic energy.

HELL KNIGHT ORDERS

The hell knights are divided into separate orders, usually organized by layer.

THE ASH RIDERS OF AVERNUS

The Ash Riders of Avernus are hell knights who ride wyverns and patrol the realm. They look for demon incursions and any activity that Zariel might not approve of, including archdukes assembling large forces of their own.

THE CANIAN FROST RIDERS

These hell knights of frozen Cania ride through the polar blizzards of the realm, seemingly unfazed. Their armor is perpetually covered in frost and yet they can summon forth fire at will.

There have been multiple claims that the mammoths can fly through the sky, but that has never been confirmed.

THE CHROMATIC ORDER

This is a tiny, elite band of hell knights who serve Tiamat herself. Each of them rides a different color of dragon, and often travel to mortal realms searching for a way to help Tiamat escape the Nine Hells. If they should encounter a gold or silver dragon, they invariably attack.

THE ORDER OF THE NIGHTMARE

This is the main organization, a vast enterprise run by Bathym himself. The order is descended from the angelic order and still maintains many of the traditions, including a short prayer and oath sworn to He Who Was.

NIGHTMARES

A nightmare is a gaunt black horse with glowing red eyes, flaming orange nostrils, and hooves which burn like embers. They race through the sky, serving evil tirelessly. Many nightmares dwell in the Shadowfell and the Gray Wastes.

Mortals who survive a nightmare attack will often suffer from restless sleep and have bad dreams of the nightmare racing toward them for days.



CREATING A NIGHTMARE

Where do nightmares come from? They are created from a winged white horse known as a pegasus (MM page 250). The transformation process is truly terrible. It is often performed by hags or devils and it involves a ritual and the torturous removal of a pegasus's wings.

TAMING A NIGHTMARE

Nightmares gather in packs and hunt in the Shadowfell and lonely roads of the mortal realms. A powerful evil creature who wants a nightmare for a mount needs to defeat it in combat and tame it.

SUMMONING A NIGHTMARE

Calling on a nightmare can be done by casting three spells in order: magic circle (PH page 256), fog cloud (PH page 243), and find steed (PH page 240). The nightmare appears in the magic circle. Then, the nightmare must be fed oat-like flakes of platinum worth at least 200 gp. The nightmare vanishes at the end of the next long rest. Nightmares generally serve only evil riders, but sometimes there are exceptions (at the DM's discretion).

NIGHTMARE TRAITS

Nightmares have a number of unique abilities that make them valuable mounts and dangerous opponents.

FIRE RESISTANCE

When a person rides a nightmare, it gains fire resistance until it is not riding the nightmare. This is not a voluntary choice made by the nightmare, it is simply part of the nature of its fire resistance.

ETHEREALNESS

A nightmare can take a rider and up to three willing creatures to the Ethereal Plane.

OBSCURING FOG

It is said that some nightmares have the ability to breathe smoke or fog that heavily obscures the area within 20 feet of it.

FLAMING HOOVES

Their flaming hooves can and do set combustible materials alight.

COMMUNICATION

Nightmares can communicate to each other through empathy. They can understand commands from riders who speak Common, Abyssal or Infernal.

SUSTENANCE

Nightmares do not need food or air.

NOT NECESSARILY SUBSERVIENT

While they will gleefully serve as a mount for any mission involving evil, nightmares will do what they want. To a degree they should be treated like an evil, sentient magic item.

WHEN A NIGHTMARE IS SLAIN

If killed, the nightmare's flames gutter out and all that remains is a mane and a tail of ash that quickly disperses.

NIGHTMARES OF NOTE

There are a number of notable nightmares throughout the planes.

BLOODCURDLE

Bloodcurdle was the mount of the Hag Countess, a creature known for its terrifying calls and the thunderous sound its hooves made when they struck the ground.

Bloodcurdle was a leader among its kind, protecting nightmares from cruel riders and trampling those who hunted nightmares.

It is believed that the Hag Countess rescued Bloodcurdle from a band of ravenous slaads in the plane of Limbo. She nursed it back to health, and it was loyal to her from that day on.

Currently, this nightmare is being tormented by Glasya in a tower in Malbolge.

EVERSMOKE

This nightmare is one of the fastest nightmares in existence. It races often in the City of Brass and almost never loses.

FOUL WIND

One of the most legendary steeds of its kind, ridden by Bathym, lord of the hell knights. Foul wind is a more powerful version of a nightmare known as a cauchemar. It has spikes that grow from its body and it is adorned with skulls.

STEAM

This nightmare is a magnificent silvery-white, albino nightmare once owned by an efreet named Miraz of the City of Brass. When the foal was born white, Miraz knew that he should have given the animal to the Sultan, who prizes such animals greatly. He couldn't bring himself to do it, despite his better judgment. The Sultan eventually claimed it after a great race and Miraz was punished, but allowed to live.

NIGHTMARE NAMES

Nightmare names tend toward the dark and poetic, evoking images of racing clouds, death, and raging fires.

Nightmare Names

d12	Nightmare Name	d12	Nightmare Name
1	Mangleshade	7	Hellsteed
2	Necrocask	8	Deathmane
3	Cenotaph	9	Skullgraven
4	Penumbra	10	Doomcanter
5	Baatorian Storm	11	Firewalker
6	Vilegrym	12	Black Whisper

HELL KNIGHT ENCOUNTERS

Hell knights are summoned to the mortal realms to lead armies or conduct special missions. They are reliable and relentless, and can be used in a number of ways.

THE JOUST

The Daughters of Blackest Night, warlocks who worship Glasya, have summoned a number of hell knights to do their bidding. They want to claim a keep that is home to their enemies – noble, griffin-riding paladins.

Take the Keep. Glasya wants them to have this keep and has ordered a band of hell knights to make it happen. She believes that the beautiful daughters can draw in many mortals to the keep and will have no trouble seducing them and getting them to sign their souls over to Glasya.

The Paladins. Glasya desperately wants to corrupt the paladins, each of which has a pure, chaste soul. These souls are of great value to the Lords of the Nine, as their torment can greatly enhance the magical power of an archdevil.

The Code. These paladins live by a code that can be exploited. They are honor-bound to accept any challenge to a duel, and they are bound to serve and protect anyone who saves their life.

The Hell Knights respect the paladins, and challenge them to a jousting tournament held over a series of days for ownership of the keep. The paladins accept the challenge, knowing if they don't, much blood will be shed.

Cheating. The hell knights are jousting the paladins and they don't realize that the daughters are subtly using magic to make sure that the paladins lose.

Victory. The hell knights win the first day of the jousting competition and then spare the life of the paladin who lost. Following his own code, the paladin is now their servant and is quickly corrupted by aiding and abetting evil creatures.

Involving the Heroes. The heroes might be friends with the griffon riders. Perhaps one character is a member of their order. Maybe the group did a mission for them and comes back to this situation.

It will be up to the group to figure out that the daughters are cheating and how they are doing it. The hell knights will be furious if they find this out as well.

Investigating. As the heroes close in on the details, the daughters try to corrupt or kill them. Failing that, they will order the hell knights to attack the group. The heroes can jump on the griffons and battle the hell knights in the sky.

Perhaps the heroes will convince the honorable hell knights to release all of the paladins from their vow if one hero can win a single joust with no magical assistance.

THE PEGASUS

A hell knight named Lord Torghast has decided that his infernal boar is not an acceptable mount. He wants a newly-created nightmare.

The Hag. He cuts a deal with a hag named Old Bartha Rottings. He gives her soul larvae as payment and she summons him to the mortal realm and agrees to conduct the ritual that will transform a pegasus into a nightmare.

Option. This is a good opportunity to use a werepegasus, if it is not too silly for you. This is a legitimate monster created by Ed Greenwood. The hell knight would be fascinated to see if it could be turned into some kind of werenightmare.

Involving the Heroes. The heroes are traveling and hear cries of anguish nearby. A band of flunkies are dragging a pegasus to the ground with ropes. The heroes can mount a rescue. Interrogation, tracking or animal handling will reveal that another pegasus has been abducted and is in danger.

The heroes make their way to the hag's home, where she is preparing to tear the wings off of the pegasus and

perform the dark ritual.

Final Battle. The heroes will likely have to fight the hell knight and the hag, possibly with witches or the hag's coven.

This is a fantastic opportunity to have a hero riding a pegasus go to battle against a hag in a flying cauldron.

THE CHROMATIC ORDER

The Chromatic Order is a small team of hell knights who ride chromatic dragon mounts.

THE CHROMATIC ORDER

Lord Rambroke, riding a green dragon.

Olnifrost, riding a white dragon.

Bringer of Despair, riding a black dragon,

Heliza Gale, riding a blue dragon.

Lady Fumaya, riding a red dragon.

They serve Tiamat and have been given a special mission. Tiamat is trapped in Baator due to an ancient, mysterious compact with Asmodeus. The cult of the dragon recently tried to free Tiamat through sheer arcane might, but it didn't work.

The Loophole. Tiamat thinks she has found a loophole. If she happens to be in a location of Hell that magically slides out of Hell through a planar breach, there is nothing stopping her from going with it.

The Plan. The Chromatic Order have been sent to the mortal realms. Their job is to create five magic pillars on the edges of a city. The pillars, when activated, will shift the city into Avernus, the first layer of Hell.

Infiltration. Once the city is in Hell, Tiamat will enter the city in the guise of a mortal. She will help the people figure out how to reverse the process. The city will return to the mortal realm, as will Tiamat.

The Pillars. Creating the pillars involves the ritualistic burying of a chunk of Baatorian green steel that was tempered by Tiamat's breath weapon. Blood from each of her heads is used as well.

Tiamat's Blood

Tiamat's blood is a potent artifact. It has been proven that it can destroy the wand of Orcus if used properly.

Power: If it is ingested, it acts as a potion of dragon breath, allowing the imbiber to breathe as if it was an adult chromatic dragon of their choice.

Dragonborn: If the individual imbibing the blood is a dragonborn, their scales permanently shift so that they are red, blue, green, white and black.

Madness: The blood also causes intense greed in the individual as an indefinite madness (DMG pg 260).

Empathy: The hero will also gain a permanent innate empathic connection with one type of chromatic dragon. By concentrating, they can cast detect thoughts 3 times per day on dragons of that type. The dragon can do the same on the hero.

Futility. The tricky thing with this scenario is that you will want the city to get dragged into Hell, as that's where the fun lies. But heroes fighting to stop the Order will feel frustrated if they get the idea that their actions are futile.

The best way to combat this is to give each member of the Order two tasks. Setting up the pillar is a secret task that the group probably won't know about. The Order have another goal that the group can foil, and the consequence of each plays into the final scenario.

Attacks. The city is attacked by a different member of the order over the course of a week or two. They have agents, possibly abishai, secretly burying the baatorian green steel for the pillars while the hell knights attempt to complete another goal and distract the city so that the abishai go unnoticed.

Rambroke. Fly over the city and destroy all ballistas and archer towers, destroy a city wall if possible.

Olnifrost. Freeze and abduct the son of the city's most powerful wizard. Olnifrost will offer to free the son if the wizard signs an infernal contract and pledges their soul to Tiamat.

Bringer of Despair. Fly to the cemetery and use a magic item to cause all of the dead to rise from their graves and attack.

Heliza Gale. Root out and assassinate a gold dragon who has quietly infiltrated the populace. This gold dragon might be one of Bahamut's 7 advisers.

Lady Fumaya. Kill and replace the ruler of the city.

The nice thing about using a group of villains is that you won't have the problem of keeping a recurring villain alive without making it feel contrived. Each villain could

die the first time they interact with the adventurers and it won't ruin the plot.

Hell. Once the city is in hell, then it is chaos. The group needs to deactivate each of the pillars. Fireballs rain down from the clouds in the sky, devils swoop in and attack. Disgusting lemures and nupperibos creep about. The heroes need to shift this place back to the mortal realm before Zariel or a duke shows up to enslave everyone.

Return. Once the city is back, the group has a new problem. The city is in shambles and Tiamat takes to the sky, flying off to explore the new realm that she plans to exploit and rule.

ROLEPLAYING A HELL KNIGHT

Hell knights are honorable and tortured warriors. They are sincerely devoted to their steeds and pursue their tasks with knightly vigor.

Other Hell Knight Mounts

d6	Mount
1	Fiendish Boar
2	Fiendish Mammoth
3	Dragon
4	Manticore
5	Giant Bat
6	Fiendish Wyvern

Hell Knight Physical Features

d12	Physical Feature
1	Has a flaming beard.
2	Black eyes.
3	Wears a massive cape with fire designs.
4	Armor made of silver dragon hide.
5	Its head is nothing more than a skull with eyes.
6	Phantoms can be seen swirling about the surface of its armor.
7	Armor covered in blood of slain foes.
8	Body parts of enemies impaled on armor spikes.
9	Smoke seeps from its helmet.
10	Ravaged by angelic poison, raspy breathing, coughs frequently.
11	Has a shield emblazoned with the symbol of Asmodeus.
12	Armor adorned with painted-on poem written in Infernal.

Hell Knight Personality Traits

d6 Personality Trait

- 1 I am desperately plotting an exit.
- 2 I am filled with overwhelming melancholy.
- 3 I have no patience with liars.
- 4 I am prim and proper. Some might call me haughty.
- 5 I am a born leader and feel responsible for those in my charge.
- 6 I frequently slip into memories of better days, distracting me from the task at hand.

Hell Knight Ideals

d6 Ideal

- 1 **Honor.** I will not break my word for any reason.
- 2 **Loyalty.** My nightmare's life is more important than my own.
- 3 **Patience.** I know that one day, my freedom will come.
- 4 **Pride.** I believe in my order and our mission.
- 5 **Hatred.** I take out my anger on demons and angels and sometimes get carried away.
- 6 **Revenge.** I hate devils and I hate Asmodeus. If I can do something to harm them, I will.

Hell Knight Bonds

d6 Bond

- 1 I can see what my nightmare sees.
- 2 I swear that I can hear whispers from an archdevil in my head.
- 3 I make armor and cloaks from the remains of enemies.
- 4 I serve an archdevil faithfully, and will help them in any way that I can.
- 5 I think that the oath we took is a sham. I don't care if I break it.
- 6 When I show my face, people say that I have the face of a pit fiend. I don't see it when I look in the mirror.

Bathym, leader of the hell knights, is a pathetic creature. He has lost his nerve and wastes his days pining for Fierna. If someone can get through to him and set him straight, he can be redeemed.

Matt Aschard, The Dark

Hell Knight Flaws

d6 Flaw

- 1 I have a wound that never heals. It is driving me mad.
- 2 I am cursed. I will die if I ever leave the layer of Hell that I live on.
- 3 I am far too overprotective of my nightmare.
- 4 I am easily tricked and far too trusting. People take advantage of me all the time.
- 5 I like to resolve any conflict with a fairly-run duel or joust.
- 6 If I can, I will show my foes mercy. I know what I am doing is wrong.

HELL KNIGHT NAMES

The names of Hell Knights are strong and evoke images of gleaming blades and brave riders. Some hell knights have one name with a title before or after it.

Hell Knight Names

d12 Hell Knight Name

- 1 Skulblight Rune
- 2 Lady Eldritch
- 3 Dulina Kylstagger the Grim Eternal
- 4 Sir Nulgrinder
- 5 Gor Soulgrippe
- 6 Zolkryn Slane

d12 Hell Knight Name

- 7 Mulgerkyl Sever
- 8 Saint Morbidia
- 9 Anagrasp the Wounder
- 10 Molticia Xandum
- 11 Lord Von Xommel
- 12 Voidflame

Of all the devils in Hell, it is the hell knights that I pity the most. I truly believe it is possible to free them from their bond. If this is done, I know they will turn against their former master and be a formidable opponent of the Nine Hells.

I have looked into the possibility of turning a nightmare back into a pegasus and I believe it can be done. I have heard of a hidden valley of the unicorns that contains a rainbow waterfall. I firmly believe that if a nightmare drinks that water, its form will melt away and the pegasus is reborn.

Eminkel the Chaotic

PIT FIENDS: HELL'S ELITE



Pit fiends are the highest ranking devils in the Nine Hells. They are generals, vassals, arbiters and personal servants of Asmodeus, lord of Hell.

Some pit fiends command legions of devils and lead them into battle against demons on Blood War battlefields. Others are lords of large cities or are vassals of an archdevil. Each archdevil commands less than 12 pit fiends, except for Asmodeus.

BLOODSPAWN OF ASMDEUS

Most pit fiends are found in Nessus, the ninth layer of Hell. It is believed that the vast majority of them were spawned from the blood oozing from the never-healing wounds of Asmodeus. One ice devil is promoted to a pit fiend every 100 years, chosen by a council of bone devils.

PERSONALITY OF PIT FIENDS

Pit fiends are a versatile and terrifying breed who display a wide range of motivations and preferences. Some lurk in the background and scheme while others wade into battle with their flame-touched mace in hand.

Pragmatic. Looming over most at twelve feet tall, the gargoylish pit fiends deplore chaos and keep meticulous records. They don't communicate much, but use telepathy when they do.

Vain. Most pit fiends have an inflated sense of superiority and entitlement, and do not suffer insubordination

well. They are manipulative and political, one step away from the role of archduke.

THE SIMBUL

Perhaps the most powerful foe of the pit fiends is The Simbul, a wild and powerful sorceress who is highly unpredictable and prone to sudden outbursts of rage. She has the ability to wield four magic wands at once.

The Simbul killed four pit fiends during Elminster's adventures in Hell. The pit fiends were Agamur, Orochal, Perstur and Qarlegon. Such a feat has never been done before or since. The Simbul is rightly respected, hated and feared.

PIT FIENDS AND BALORS

Some people have a hard time telling the difference between a pit fiend and a balor, because they look quite similar and their roles are more or less the same. A pit fiend is a devil and a balor is a demon.

DIFFERENCES BETWEEN BALORS AND PIT FIENDS

Height. Balors are 5 feet taller than pit fiends.

Weapons. Balors wield a lightning sword in one hand and a burning whip in the other.

Explode. Balors explode in a fiery burst when they die.

PIT FIEND SOCIETY

It has been said that the pit fiends are the social elite of the Nine Hells. They are always monitoring one another, jealously competing to rise in the ranks.

RIVALS

Often, a pit fiend will invite other pit fiends to come to their lair to see the results of their latest scheme. Most pit fiends are trying to earn their way into becoming an archduke. Doing so involves the acquisition of many souls.

Damned Souls. A sign of wealth among pit fiends is to have your own pool of damned souls in your home. The larger the pool, the more status you have. Pit fiends pretend not to care when one of their soul shells is obliterated, but the truth is that they claw and scrape for every single one. Their archdevil master might hand them one soul

shell if the pit fiend completes a difficult task.

Adventurers. Another sign of status is having mortal adventurers as slaves and minions. Nothing impresses baatezu like a paladin of Lathander serving hors d'oeuvres, utterly humiliated.

RESOLUTION OF INFERNAL DISCORD

Pit fiends are frequently at odds with one another, as they are constantly scheming. Long ago they learned that physical confrontations are foolish. The pit fiends are so powerful, even the winner of such a battle suffers grievous wounds.

When in conflict, two pit fiends agree to what is known as a resolution of infernal discord. They sign a contract to bind each other to the outcome.

Monsters and Champions. Each pit fiend has a few monsters and champions. When two pit fiends have an argument or dispute, they each select a champion and let them fight it out. Champions include captured demons, umber hulks, chimerae, elementals and adventurers. The pit fiends are each allowed to give their combatant one magic item or spell enhancement.

Punishment. The pit fiend whose champion loses is forced to call the other pit fiend “lord” or “lady” for the next three years. If a pit fiend should lose two such contests to the same pit fiend, they must refer to them as “Master.”

There is no other punishment. The intense humiliation and drop in social standing is devastating to a pit fiend’s climb to the top.

MORTAL ALLIES

Pit fiends recognize the importance of mortal allies. It is through mortals that souls can be acquired. Leaving the legwork to devil minions often leads to betrayal. Mortals are much more trustworthy and thus, the pit fiend who makes the extra effort can do quite well for themselves.

Spellcasters. Cultivating relationships with mortal spellcasters is of particular value to pit fiends. Powerful spellcasters can do a lot for them. They can spy on rivals, they can infiltrate mortal institutions of good, and they can even summon and bind demons. Many pit fiends have at least one powerful mortal spellcaster that they consider an ally and confidant.

OFFSPRING

Many pit fiends realize that they could have dozens of

tiefling children to act as agents in the mortal realms. The problem here is that they don’t understand how to parent in a way that engenders loyalty. The tieflings rebel and flee. The key is in the selection of the mortal parent. They must be evil and yet be able to create a bond with their child.

CONSORTS

Pit fiends see that the archdevils have consorts and thus they feel that they should as well. Male pit fiends often choose erinyes or mortals. Females choose incubi or mortals. Pit fiends generally cannot coexist in a relationship, as they are simply too selfish and volatile. They have a need to dominate their significant other.

The Genderless. One-third of pit fiends are genderless, but they have the ability to shapeshift into a gendered form if the occasion calls for it.

PIT FIEND MOTHERS

A pregnant female pit fiend generally goes into hiding, as others see her as being in a vulnerable state. They will have a fortress pre-prepared with magical defenses so that they can be protected from would-be assassins. After all, if one pit fiend dies, another devil is promoted to pit fiend status.

PIT FIEND LAIRS

Pit fiends usually have at least two lairs. They have a stronghold, a lair that is publicly known. They will also have a hidden sanctum known as a refuge.

STRONGHOLDS

The more elaborate and extravagant a stronghold, the better. Pit fiends try to impress each other by forcing hordes of underlings to build massive towers and keeps with puffs of flame coming from the rooftops.

Strongholds usually have these rooms, plus more.

Throne Room. Pit fiends consider themselves royalty and will have a large throne made of bone, fire or frozen blood.

Great Hall. This is for gatherings, to address a horde of underlings or to impress visiting pit fiends. These halls are usually adorned with dragon skins, demon skins, and stuffed enemies. There will often be an elaborate fountain of blood.

Treasury. Pit fiends keep one treasure vault to show off. These treasuries contain more mundane items, potions, uncommon items, all simply to impress the other pit fiends.

Resolution Chamber. There is a vast hall where their champions can fight the champions of other pit fiends. Often the room will have elaborate traps or pits to make the battle more interesting.

Guards. The preferred guardians of pit fiends are storm devils. To not have storm devil guards is an embarrassment, unless the pit fiend can secure a warder devil.

Dungeon. Every pit fiend has a dungeon. In it, they keep their prisoners. The more powerful prisoners they have, the more impressed the other pit fiends are. There is usually a chain devil assigned to maintain the dungeon.

REFUGE

Pit fiends usually keep a hidden lair where they keep all of their true valuables and secrets.

Magnificent Mansions. Pit fiends always seek out a wizard to create for them a permanent mordenkainen's magnificent mansion (PH page 261). Making it permanent involves a wish spell, which pit fiends can grant.

Hidden. The mansions are perfect because they are unseen. This is the place where pit fiends store all of their true valuables: Powerful magic items, high profile prisoners, important contracts, spellbooks and secrets.

PIT FIEND ABILITIES

Pit fiends are terrifying in battle. They are massive and can conjure up fireballs at will.

WEAPONS

Pit fiends carry an ancus-like weapon in one hand and a jagged-toothed club in the other. Many pit fiends wield magic items and even artifacts, such as malefactor (see page 218).

SACRIFICE

Some pit fiend generals have the ability to use lemures and nupperibos as weapons. As an action, they can command two of them to travel 30 feet and then explode as if two fireball spells went off. A pit fiend can slide an allied lesser devil up to 25 feet and cause it to explode, injuring foes.

WISH

Some pit fiends have the ability to cast a wish spell once per year. This power is fueled by the divinity of Asmodeus and is not done lightly.

Wish Review. When a pit fiend uses a wish, a scroll immediately appears in the hands of Adramalech, Chancellor of Hell for review. If the chancellor does not like what he sees, he can call the pit fiend to the court infernal and accuse them of misappropriating the divine power of Asmodeus.

Punishment. The punishment for such a crime is demotion. Often Adramalech will promote an enemy of the offending pit fiend to the status of pit fiend as a replacement.

BITE

Pit fiend bites are poisonous. Some pit fiends are disease carriers as well. In addition to the poison, they can infect their victim with an infernal malady known as devil chills.

Devil Chills

The bite of a pit fiend can infect a creature with devil chills, which causes the victim to alternate between feeling incredibly hot and ice cold.

Frozen Blood: When the victim takes on a bloody wound, their blood freezes and forms painful icicles that dangle from the wound.

Effects: The target must make a DC 21 Constitution saving throw or be infected. At the end of each Long Rest, an infected creature must make a DC 21 Constitution saving throw. On a failed save, the character gains one level of Exhaustion. On a successful save, the character's Exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of Exhaustion below 1, the creature recovers from the disease.

BECOMING A PIT FIEND

In order for an ice devil to be promoted to a pit fiend, it must have served Hell flawlessly for 777 years.

Suffering. When an ice devil is found to be worthy, they are cast into the Pit of Flame for 1,001 days after which they emerge as a pit fiend.

PIT FIENDS OF NOTE

There are many pit fiends who have made names for themselves in Baator and beyond. Some are right on the precipice of becoming archdukes themselves.

ASGEROTH

Asgeroth is an anomaly among demonkind. He is one of the few pit fiends who does not serve an archdevil. He serves Imix, the elemental evil lord of fire.

Rewards. Imix's greatest servant, Asgeroth has his own island on the blazing sea in the Elemental Plane of Fire. He frequently summons avatars of Imix that are a manifestation of the Fire Lord's approval.

Duties. Currently, Asgeroth is tasked with finding and killing Zaaman Rul, the good-aligned son of Imix. He frequently visits the Mosque of Blistering Atonement in the City of Brass where he has a number of efreeti allies.

Moloch. He allied himself with the outcast duke Moloch for a short time, thinking he could be an asset to Imix. Instead, he was slain and reborn on Avernus. Asgeroth found his nupperibo form and was so dissatisfied that he only promoted Moloch to the level of imp.

AZAVISTOS

Azavistos is a pit fiend who once ran a great fortress and wielded an evil mace known as Malefactor (see page 218). He was slain by a pair of devas and appeared on Avernus as an oblivious lemure. His underlings and allies did not seek him out to promote him for over 100 years, but they did at last find him and raise him up the ranks.

An archduke restored him to pit fiend status under the condition that Azavistos served him for 66 years.

BAAZKA

Baazka had tried to build an army in Dragonspear Castle in the Forgotten Realms, but a priest of Tempus defeated Baazka using a magic sword called Illydrael. The blade broke off in the pit fiend's body as it fled through a portal.

Mortal Wound. Had the blow killed him in the world, the devil could have returned after a century to wreak his revenge. Had it killed him in the Nine Hells, Baazka would have ceased to exist. Instead, the pit fiend's black heart continued to beat around the blade. Fearing that removing the broken sword would mean his end, Baazka has struggled along in the Nine Hells, reminded of his desire for revenge with every painful heartbeat.

Ghost. Baazka can enter the Forgotten Realms only in a ghostlike form that can possess people. Baazka proceeded to team up with the Red Wizards of Thay to build a bloodgate that might cure him of his condition as well

as allow the Thayans to bring their forces to the Sword Coast.

BALRUHK THE INVINCIBLE

Balruhk the Invincible is a pit fiend general who was so effective that other jealous devils conspired with demon lords to get rid of him. Balruhk ended up being trapped in a mithral pentagram by a wizard named Yullok. He is trapped there to this day, seething with rage.

A spell of Yullok's went awry, going off during a Blood War battle. It wiped out Balruhk's devil army and a horde of demons. The weird lingering energy eventually gave birth to the elemental-infused devils known as the Hellforged.

JE'PONZE

Je'Ponze is a pit fiend who employs illusion magic. He has a close relationship with a very old red dragon named Alia, a spellcaster as well, who draws him out of Hell with summoning magic. It is believed that she knows his truename.

Disguise. In the mortal realms, Je'Ponze magically disguises himself as a female frost giant named Jenpons Raven-Tress and Alia polymorphs herself to appear as a white dragon.

Ambitions. Je'Ponze has been striving to become an archduke, but even his alliance with Alia isn't helping. He has been hunting for powerful adventurers to either kill or force into servitude.

LYDZIN

Lydzin at one time commanded a massive, moving mobile fortress known as The Relentless. She is most famous for teaming up with Imperagon, a half-duergar, half-red-dragon. They wanted to reassemble a sword known as The Blade of Fiery Might which they planned to use to lead an army of mind flayers and devils to attack the mortal realms. Their scheme was foiled.

Powerful Allies. Lydzin has a number of unique minions, including Exandolon, an infernal cloud giant, and Torrix, a fiendish 10-headed cryohydra.

NESHM

A pit fiend who rules Neshminaar, a secretive city in Nessus. Here, devils experiment with breeding monsters and creating infernal constructs. Neshm

tends to keep a low profile, as his experiments overlap somewhat with Alloces, another breeder who is closer to Asmodeus.

UTARLA

A servant of Asmodeus, Utarla is a female pit fiend who has battled the armies of Orcus many times. She is one of the few who has fought all the way to the bottom of the Abyss and survived to tell about it. She is one of the only beings to come close to pulling a shard from the seed of evil.

The Soulfire Furnace. She has been making excursions into the Forge of Four Worlds. In the forge is the Soulfire Furnace, which has the power to make her into something potentially more powerful than an archdevil. Asmodeus believes that this item can give him the power to finally be free of Baator.

Pit Fiends Who Serve Asmodeus

The pit fiends who serve Asmodeus are among the most powerful pit fiends in existence.

Alastor, Executioner of Nessus.

Baalberith, Majordomo of the Palace.

Martinet, constable of Hell (see page 101).

THE DARK EIGHT

Legend has it that long ago, a pit fiend named Cantrum teamed up with eight other pit fiends to become a sort of mediating body between the Lords of Hell and the devils.

Most agree that this occurred as a result of The Reckoning, when the pit fiend generals turned on their archdevil masters at the behest of Asmodeus.

Cantrum's Fate. Originally, they were known as the Dark Nine. Cantrum was killed by a paladin from Mount Celestia, although some devils claim he was actually slain by a lowly abishai subordinate.

Replacements. Except for Cantrum, when a member of the Dark Eight is slain, another pit fiend replaces them. That pit fiend takes on the destroyed member's name and magically alters its appearance. The idea is to promote the concept that the Dark Eight are immortal.

Meetings. The Dark Eight holds council four times per year at the fortress of Malsheem in Nessus to determine policy in the Nine Hells. In more tumultuous times, they meet every 66 days.

THE DARK EIGHT

Baalzephon. Supply Master of Baator, the only surviving member of the original group. Baalzephon has benefited greatly from a pact with a mortal realm where the ruler of a kingdom hands over souls in exchange for devil soldiers and magic items.

Corin. Spymaster, frets a lot, always expects the worst.

Dagos. Marshall of the Pits, haughty and contemptuous.

Furcas. Minister of Mortal Relations, restless.

Pearza. Chief of Research, magic-obsessed, commands Fierna's armies, cozying up to Mephistopheles.

Zaebos. Minister of Promotions.

Zapan. Minister of Immortal Diplomacy, reviled by all for his fawning demeanor.

Zimimar. Minister of Morale, best described as "thundering."

Details on the Dark Eight

Deciders. They often rule on and review the promotions and demotions of devils.

Strategists. They plan the Blood War strategy.

Well-protected. They have 106 horned devils in their retinue.

Legendary Founder. The Dark Eight were founded by Cantrum, who fathered a child with Tiamat and was eventually slain by a paladin from Mount Celestia. The paladin died shortly after.

THE BRINGING

The Dark Eight are gathering millions of larvae for The Bringing, a ritual in which they will sacrifice millions of potential devils to trigger a mysterious event.

Unknown Effects. Some believe that this is an attempt to link the Nine Hells to one of the upper planes, possibly the plane of elemental fire. Some think that the fire genies at one time were slaves and servants of Asmodeus. This could be an attempt to recreate that situation.

TENSION WITH ZARIEL

After The Reckoning, the Dark Eight led the effort to hunt down and imprison Zariel. Ultimately, it was Bel who supplanted her.

This created a situation where the Dark Eight effectively ran Avernus, the first layer of Hell, by using Bel as their dim-witted puppet.

Zariel's Return. After at least a thousand years of imprisonment and torture, Zariel has been freed and has retaken her layer.

The Dark Eight have tried their best to establish good relations with her, but she despises them, as do most of the devils of Avernus.

MAGICAL DISGUISE

Many of the Dark Eight use magic to disguise themselves as humans. As high-ranking pit fiends, they are major targets for ambitious devils throughout the Nine Hells.

TRUSTED SPY

One of their most useful spies is Jebelam, who lurks in a ruined tavern called the Pig and Poke in Avernus. Most wandering mortals with any kind of power end up there at some point.

PIT FIEND ENCOUNTERS

Pit fiends make great supreme villains, the monster behind all of the problems the heroes have had to deal with. Mephistopheles sometimes uses them to oversee projects in the mortal realm.

THE UNICORN HUNTER

There are few souls more prized in all of the multiverse than those of unicorns. It is said that a handful of these souls alone can guarantee a pit fiend archduke status, and the power unleashed from tormenting the souls can give an archduke power enough to rival the Lords of the Nine.

The Fiend Sorceress. A Pit Fiend named Xakra scours the mortal realms looking for these creatures. Xakra is herself a sorcerer, an anomaly among her kind. It is believed that she may have been a shadow dragon as a mortal, as that is her sorcerous bloodline now. This gives Xakra black scales, and shadowy fog trails behind her when she flies.

When Xakra learns the location of a unicorn, she takes control of a tribe in the region, usually goblins or hobgoblins. She forces them to find and capture the unicorn.

The Valley of the Unicorns. She has heard legends of a valley of the unicorns. It is a place guarded by radiant energy, and the pit fiends cannot hope to survive there for long, so she is looking for a group of heroes to trick into

going there. She can track them with scrying spells. Once they find the valley, she can magically travel there and steal enough unicorns to give her incredible clout in the Nine Hells.

Entrance. The Hidden Valley is behind a waterfall that splits open for those who are worthy of entering the valley.

Role of the Heroes. The heroes will need to protect the unicorns from the raiders and figure out a way to make sure the pit fiend's scheme is foiled. This would likely include an appearance by Valarian the unicorn god.

Solution. In the end, the group might realize that there other ways for a pit fiend to be promoted. They could offer to help her if she promises to leave the unicorns be. Getting her promoted could involve helping her complete tasks for an archdevil which could involve battling demons.

THE HELLGATE

The Inverted Tower is an underground, nine-floor dungeon. Each floor has just a few rooms, as the place has a very specific purpose. An angel is imprisoned on each floor and is being forced to suffer.

Imprisoned Angels. Each floor has an infernal connection to one of the Nine Hells. The suffering of the angel on the first floor sends energy to Zariel, the ruler of Avernus. The suffering of the angel on the second floor sends energy to Dispater, and so on.

Shax. This complex is run by a pit fiend named Shax, Mistress of Skulls. Once she has captured nine angels and has tormented all of them, the Lords of the Nine have agreed to promote Shax to archdevil status.

Power. The complex has powers. The more angels hooked into it, the more power it has. Currently, 8 angels are trapped and are having their celestial energy siphoned.

The energy not sent to the archdevils is used to power magical defenses. Mainly, a field of energy that turns other angels into gold statues should they come close. This is a utilization of a technique founded by Moloch, Shax's former master.

The Last Angel. Shax needs only one more angel. It is for the ninth floor, the floor that will send power to Asmodeus himself. Asmodeus will accept nothing less than a solar.

Shax has had little trouble capturing angels. Once she had one, others came to the tower to attempt a rescue.

Enter the Heroes. The heroes encounter a wounded solar being hunted by minions of Shax, fire giant dreadnoughts (Volo's page 147).

The heroes can swoop in and rescue the solar, who will then explain the situation. The heroes will need to get the solar to safety and then deal with the inverted tower.

Fire Giant Pact. The pact Shax has made with the fire giants is that if she obtains nine angels, she will use her new power to give the giants weapons and support as well as powerful magic so that they can carve out a kingdom of their own.

This will mean war between the giants and the nearby kingdoms of good.

Attacking the Tower involves a number of hurdles:

Entrance. Battling past fire giant dreadnoughts in a field of angels-turned gold statues. The angel statues are able to help in small ways offering healing and re-rolls on attacks.

The Door. Getting in to the tower means opening a 30-foot tall door that is trapped. It can create a summoning circle that traps the heroes to the area they are standing in, inescapable unless someone breaks the circle from the outside.

Each floor contains a celestial siphon related to the layer it funnels power to.

1st Floor. The imprisoned angel's blood is used by a fire giant to enchant baatorian green steel.

2nd Floor. The angel is being interrogated by a diabolist who is learning all of the secrets of Celestia that the angel knows.

3rd Floor. The angel is chained up in a maze of chains.

4th floor: The angel is kept in luxury and is constantly tempted by succubi and offers of power and magic.

5th Floor. The angel is frozen inside of an infernal ice golem.

6th Floor. A hag is here, using the angel's parts and feathers for vile spells. She is supposed to be torturing

him, but she is a Hag Countess sympathizer and her heart isn't into it.

7th Floor. The angel has been transformed into a slug-like monstrosity living in filth.

8th Floor. The angel is kept in a room which magically shifts between freezing and burning with hellfire.

9th Floor. There is no angel in here so far. There is an infernal device known as a shriver. The angel will be put inside it and will suffer greatly.

THE CONQUERER

In the mortal realm, there is a city of tieflings known as Arkinax. They embraced their devil side and became seduced by a church of Asmodeus. Before they knew it, a pit fiend named Gormala had overthrown the ruler and taken the city.

Bound Souls. The people who signed infernal contracts were allowed to continue to live their lives in the city. The rest became slave-soldiers.

Paperwork Error. The contracts have not been filed in the bronze citadel, yet. Gormala is an out-cast and she is looking to impress Asmodeus by presenting him with thousands of souls all at once.

That means that all copies of the contracts are in the same place – an infernal vault beneath Castle Arkinax.

Here Come the Heroes. The heroes might come to Arkinax as part of an adventure. Perhaps there is a diabolic wizard here who has something they need, or they are investigating rumors of an artifact.

The Walls Have Eyes. Once there, they see the plight of the people. Spies will watch them, to learn where they came from. The villains are looking for new places to invade. They will even help the group get what they need.

Scrying. Then, Gormala will follow them via scrying spells of underlings. Wherever they go next, Gormala will scout out and possibly invade. The group might inadvertently cause mass suffering and will surely want revenge. If not, Gormala will gleefully explain to all that it was the heroes who led her there.

Destroy the Contracts. The citizens will gladly

rebel on the condition that the group break into the vault in Castle Arkinax and destroy their infernal contracts, freeing their souls.

PIT FIEND TRAITS

Most pit fiends have some kind of identifying characteristic that sets them apart from the others.

Pit Fiend Physical Features

d12 Physical Feature

- 1 Blood bursts into flame when a wound is opened.
- 2 Too dense and heavy for most furniture, even thrones.
- 3 Staring causes objects to smolder.
- 4 Hide is encrusted with gems.
- 5 Horns adorned with finery.
- 6 Dragon skull shoulderguards.
- 7 Massive heat radiating off its body. Its footprints catch fire.
- 8 Huge hands snap necks.
- 9 Black scales instead of red.
- 10 Draconic head and breath weapon.
- 11 Has two forms – one thin and tall, the other short and muscular.
- 12 Drools boiling blood.

Pit Fiend Personality Traits

d6 Personality Trait

- 1 I am always honest with one of my underlings.
- 2 I really enjoy wading into lakes of fire full of damned souls.
- 3 I hoard and collect magic items.
- 4 I am jealous and I hate the archdevils with a passion.
- 5 I love to be extremely cruel to styx devils.
- 6 I often perch like a gargoyle when I am in deep thought

Pit Fiend Ideals

d6 Ideal

- 1 **Obedience.** I demand complete loyalty from my underlings.
- 2 **Tactics.** I always have a plan and a backup plan.
- 3 **Magic.** I value having mortal sorcerers as allies.
- 4 **Artifacts.** I need a single artifact to slay my way to true power.
- 5 **Disloyalty.** I always reward betrayal, it is a key skill that is necessary for success.
- 6 **Arrogance.** I look down on everyone, especially those pathetic outcast dukes of Avernus.

Pit Fiend Bonds

d6 Bond

- 1 I have a secret ally that is a member in the court of an archdevil.
- 2 I command a legion utterly devoted to the cause.
- 3 I own and command a number of vast estates and dungeons.
- 4 I am the supreme guardian. Nobody gets by me.
- 5 I always try to play two sides against each other so that they destroy themselves.
- 6 I have a dracolich servant.

Pit Fiend Flaws

d6 Flaw

- 1 I am in love with a chaotic good cleric.
- 2 I am prone to blind rages.
- 3 I always end up giving a big speech right when I have my enemies where I want them.
- 4 Holy symbols give me blinding headaches
- 5 I always kill my most promising underlings. They are a threat.
- 6 I find elves extremely attractive.

PIT FIEND NAMES

The names of pit fiends are thoroughly evil and convey a sense of power or menace.

Pit Fiend Names

d6	Pit Fiend Name	d6	Pit Fiend Name
1	Plygorzia Thrush	7	Excorigon
2	Runderphast	8	Korza the Bleak
3	Lord Thax Embersiege	9	Xadryphon the Stygian Scourge
4	Lady Malgrule	10	Galkra Thigareture
5	Granimpalor	11	Queen Murdis
6	Infyrnagor	12	Skeligax

We had three pit fiends in Baba Yaga's hut for a time. I got to know their kind and they are truly terrible creatures, perhaps the most terrifying villains in the multiverse. We forced them to play "fireball tag." It didn't go well for anybody.

Matt as the Dark



SUCCUBUS: HELLBOUND HEARTS

Shapeshifting soul-stealers, the succubi travel to mortal realms to manipulate, corrupt, and acquire souls. The succubi have many different forms that they appear in, but they all share one thing: uncommon loveliness.

The Codex of Betrayal says it best:

"This creature is stunning, statuesque, and extraordinarily beautiful, with flawless skin and raven hair. Her form, so tempting, also has an otherworldly side. Large bat wings unfurl from her back, and her eyes glow with sinister desire."

Emirkal the Chaotic

THE ANGELS OF LOVE

In the beginning of time, there were the angels of love. With a single chaste kiss, an angel of love fulfilled all mortal desires.

The Rebellion. The archangel Asmodeus had been chosen by the gods to guard the prison of the chained god, Tharizdun. During this time, he was corrupted and Asmodeus convinced the angels to join him and rebel against their divine master.

Banishment. The rebellion failed and they were banished to Hell. The angels were transformed into succubi

and became cursed. As angels of love, their chaste kiss brought hope and healing to the recipient. The succubus kiss brings death, draining the life from the mortal shell. Worse, the succubi crave such kisses.

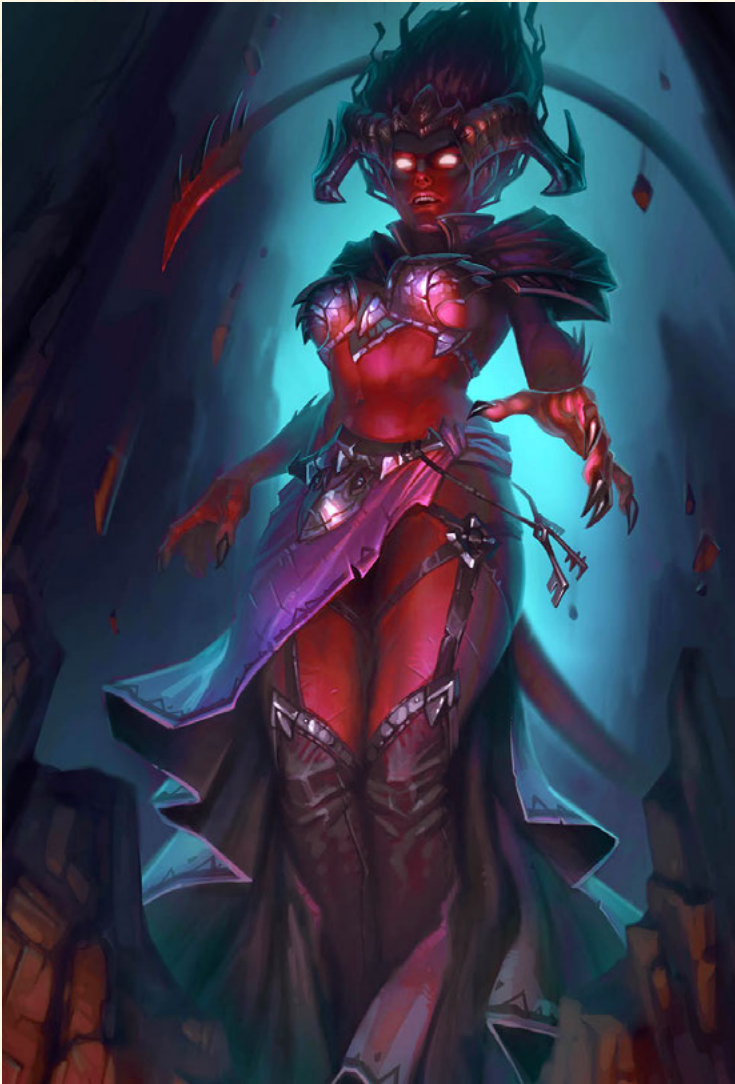
Yearning. They suffer from an acute physical addiction - a sustained, insatiable desire for the touch of flesh that only a kiss will ameliorate.

THE WAR OF RIPE FLESH

Two of the first succubi, Lilith and Malcanthet, both wanted to be the consort of Asmodeus. Asmodeus played them off of each other and ultimately betrayed them both, stealing a consort of He Who Was and crowning her Queen of the Nine Hells.

Malcanthet's Fate. Malcanthet led a band of devils into the Abyss and took control of an abyssal layer, naming it Shendilavri and transforming it into a paradise. She declared herself the queen of the succubi and has gone on to become a full-fledged demon lord.

Lilith's Fate. Lilith became apathetic and turned her attention to the destruction of holy temples,



reminders of the life she threw away. She was the consort of Moloch for a time, but that ended and she is currently consort of Baalzebul.

Malcanthet waged war on other succubi to earn the right to be called succubus queen. She won out against rivals such as Shami-Amourae and Lynkhab.

Lilitu. Lilith spent her time learning how to promote devils in rank through magic granted by Asmodeus. She used this power to create an elite version of the succubus, called the lilitu, named after herself.

The Radiant Sisters. The lilitu became famed for their power. Malcanthet captured one and was able to turn her to the side of the demons. Malcanthet soon had a band of lilitu, each wearing a halo of a different color. This elite band of agents are known as The Radiant Sisters.

DEMON OR DEVIL?

Many get confused about the nature of the succubi. Are

they demons or devils? The answer is: both.

Fiends. The succubus is its own type of fiend. At times in the distant past, they were primarily associated with demons. In the very recent past, all succubi were said to have an agreement to work only with the devils.

Double Agents. Currently, most succubi of Hell work for Asmodeus. Most succubi of the Abyss work for Graz'zt.

In recent years, the devils have taken to using their power of promotion to change some succubi as a reward for their hard work. They are known as Infernal Succubi.

INFERNAL SUCCUBI

As one of the most reliable sources of souls in the planes, the succubi have great value to the archdevils. It was only recently that an archdevil had the idea to promote a succubus into a full-fledged devil. By making them devils, the archdevils don't have to worry about them betraying them and joining the demons.

Appearance. An infernal succubus has red skin, black bat wings and two horns. Their abilities were altered to better deliver souls to the archdevils.

Soulsucking Kiss. When the infernal succubus kisses a mortal, she literally swallows the victim's soul. The soul is trapped in her body and rages against her. While a soul is inside her in this way, she is sick and has disadvantage to saving throws and attack rolls.

Once a soul has been swallowed, she returns to Hell and, after six days, spits the soul out. It grows into a soul shell in moments, bound to the archdevil that the succubus serves.

Rest. This process is very unpleasant for the succubus, and they require weeks of rest to recover.

Birth. It is believed that some succubi do not spit the souls out - they give birth to them. The spawn immediately grows into a full-sized soul shell.

REWARDS

The archdevils truly appreciate their work and make sure to reward the infernal succubi greatly. Rewards depend on what the succubus likes, but they include:

Jewelry. Some succubi love jewelry such as rings, necklaces and tiaras. Succubi especially covet magic rings, particularly rings of x-ray vision (DMG pg 193).

Underlings. Other succubi prefer to have devils under their command. They need some ladies-in-waiting and they would like guardians, the more powerful, the better. Most succubi have an imp that is their messenger, spy and co-conspirator.

A Tower. Some truly loyal succubi are given a tower of their own to dwell in. These towers are usually guarded by bearded devils and magic traps, including glyphs of warding and statues of the succubi that burn or cut intruders.

INFERNAL BRANDS

Each archdevil gives their infernal succubi a brand linked to their layer that grants them unique powers and roles suited to the archdevil's interests.

Brand of Avernus. The infernal succubi of Avernus have the power to wield green flame in combat, and they serve Zariel. Zariel is a difficult archdevil to know. She demands souls, but seems to be doing something secretive with them.

Sometimes the infernal succubi of Avernus are tasked with spying on Amon, the rogue duke, or monitoring devil soldiers for signs of disloyalty.

The many dukes of Avernus woo the succubi, giving them gifts and making them offers. The succubi play them off of each other and benefit greatly from it.

Brand of Dis. This brand gives the succubus the power of truesight and grants them very keen, all-around vision. Their main duty is to acquire souls to toil away on the burning streets of Dis.

Dispater tasks some of the succubi with spying on his erinyes. The erinyes are loyal, but his paranoia sometimes runs rampant.

Dispater also has succubi spying on his five consorts, the Hell's Furies. They are all loyal, but they hate each other and the situation sometimes runs out of control.

Dispater's most trusted succubus has the dangerous job of spying on his long-time consort, Lilis. Lilis has three male erinyes attendants that he is very jealous of, especially the seducer named Sintelis. Dispater is secretly hoping that the succubus gains the attention of Sintelis and he angers Lilis.

Brand of Minauros. This brand gives the succubi the power to detect thoughts, allowing them to read minds and better manipulate those around them.

Their job is to bring actual mortals to Mammon. Mammon has mind flayer advisers who need to eat actual brains.

The succubi also get to keep some of their soul shells to use as servants or playthings. Others sell the soul shells in the black market of Jangling Hiter, where they can make a hefty profit.

Many of the succubi live in Jangling Hiter, because it contains portals to other realms and because it is one of the more lively cities in all of the Nine Hells.

Brand of Phlegethos. These succubi can frighten or charm creatures with their touch. Their duty is to bring souls to Belial for his pleasure dungeon, or to give them to Fierna to be placed in the lake of fire.

Some bring souls to Tymphal in exchange for magic items or other creations of his.

Most of the succubi live in Abriymoch and lead about as good a life as a devil can in Baator. They can join in on Belial's debauchery or they can serve Fierna, who is an archdevil on the rise.

Brand of Stygia. These succubi can magically create walls of ice. Some of them have blue skin and white hair.

Levistus has put the realm on soul rations as he prepares a major scheme. The succubi have a soul quota to fill. They are allowed to keep some of the excess souls once their quota is met.

Because many of the devils of Stygia are starving for souls, the succubi benefit greatly.

Geryon has returned to Stygia. He has quietly reached out to a few succubi, trying to work out arrangements. He wants them to deliver excess souls to him. So far, the succubi have played coy.

Things in Stygia are quite tumultuous and nobody knows how it will pan out, especially when you factor in Glasya's mad obsession with Levistus.

Brand of Malbolge. This brand gives the succubi the power to teleport, but it causes them great pain for a few moments.

Malbolge is home of the Pradixikai, 58 of the toughest erinyes in all of Hell. They do not like succubi one bit.

The infernal succubi keep a low profile, bringing souls to Glasya's birthing pit so they can be transformed into lemures. Glasya is queen of the erinyes, but she seems to favor the infernal succubi.

Brand of Maladomini. These succubi are quite unique. They excrete a coating of slime from their pores, similar to the slime that oozes off of the devil slug Baalzebul.

Baalzebul transformed the succubi in a way that when their skin absorbs his slime, it stimulates the production of endorphins in their brains. What this means is that the beautiful succubi always want to be near him, which pleases the archdevil and boosts his self-esteem.

His consorts, Baftis and Lilith, find it to be pathetic. His favored servant, the male medusa Vashak Ratoh Bruu, does not seem to care.

Some quietly wonder if the addictive nature of his slime will cause the succubi to become unhinged, refuse to leave his side, and kill others who try to get at the slime. It hasn't happened yet, but there have been some incidents.

Brand of Cania. These succubi have been granted the power to cast fireball three times per day, making them feared opponents in the mortal realms.

The duties of the infernal succubi of Cania include obtaining souls for Mephistopheles and stealing spellbooks from mortals. Mephistopheles is an accomplished spellcaster and he rewards his succubi greatly when they supply him with a new spell.

Many of the succubi attend the school of hellfire, learning how to wield hellfire and infuse it into their fireballs. The succubi of Cania are very happy to be there and are loyal to Mephistopheles and his cause.

Brand of Nessus. These succubi have the honor of serving the lord of Hell himself. They have the power to teleport enemies into the path of attacks meant for them.

Asmodeus completely ignores them. They primarily serve Alloces, who always needs souls or monsters for his experiments. The life of a succubus in Nessus is terrifying and dangerous.

They have been allowed to explore the interior of Malsheem and have discovered many strange magic items and spells. There are many who would pay great sums to get access to those things, but the succubi fear the wrath of Asmodeus far too much to even consider sharing what they've found.

While Asmodeus prefers the company of his warder devils, the warder devils and the succubi get along very well. Often, the succubi like to watch or play with the hell hounds in the dark ancient corridors of Malsheem.

ABYSSAL SUCCUBUS

Malcanthet's demonic abyssal succubi are wild, free and prone to making poor decisions. They live lives of excess and benefit from the watchful eye of Malcanthet.

SUCCUBUS ABILITIES

The traditional succubus is famous for having a certain set of abilities.

KISS

Those who have survived the kiss of a succubus describe the feeling transferred to them as "immortal emptiness." The kiss of the succubus drains energy and charms the target. The victim can't attack her, and if someone else does, the charmed person jumps in the way to take the hit.

CHARM

The charm ability of the succubi is extremely potent. It lasts for a full day. The succubus can mentally contact them, even across planes.

PROFANE TEMPTATION

They corrupt their victims by making them commit three betrayals: of thought, word and deed. The more virtuous the victim, the richer the reward.

The succubus lures targets into "activities of passion" and drains the life from them. The heat of the moment is so strong that the victim might not realize what is happening until it is too late.



SHAPE CHANGE

The shape changing ability of the succubi is what allows them to get close to victims. Each succubus has their own style when it comes to shapechanging. Some like to change into the same form which they consider a character or alter ego. Other assume a form identical their original form, minus the fiendish traits. They even go by the same name.

Some succubi have a flaw in which there is one trait they cannot change that allows astute observers to identify them. It could be uniquely colored eyes, a thin red tail that must always be kept hidden, or they have the same voice no matter what form they take.

THE URGE

Once in a great while, a succubus has what they refer to as “The Urge.” It is the sudden, unstoppable need to bear a child. Horribly, once born, many of these children are given away or sold for someone else to raise.

Offspring. When a traditional succubus reproduces with a mortal, the child is a cambion or a half-succubus known as an alu-fiend.

INCUBUS

Succubi can shift into an incubus (male) form at will. Some Incubi are always male and never assume a female form.

The Abyssal Incubus. It is believed that some of the

first incubi formed when Graz'zt led his armies into the Abyss. Just as the realm transformed Graz'zt, it transformed some of his succubi as well. They permanently became incubi with the ability to change shape into humanoid or beast forms.

They also have the ability to control dreams and take control of the victim's body.

LILITUS

Lilith promotes certain succubi into the form of a lilitu, a wingless, poison-blooded enhanced version of a succubus. Lilitus are fully detailed on page 199.

Creation. The creation of a lilitu involves an elaborate ritual wherein a succubus is trapped in a burning, corrupted church and actually dies. She rises up out of the ashes as a fully-formed lilitu.

Agents of Evil. They specialize in corrupting the holy. Lilith is extremely disenfranchised when it comes to faith. She views her time serving He Who Was as an angel of love as a sham. Her agents seek out to prove the folly of religion to others by corrupting high-ranking members of churches and exposing them.

Demonic Lilitus. Malcanthet selects just a few of her succubi and transforms them into her ver-

sion of lilitus to serve her as an elite agent. She calls them the radiant sisters, lilitus who wear burning halos of different colors. When one radiant sister is obliterated, her halo remains. That halo is given to a new succubus who transforms into a radiant sister, replacing the old one.

Variant Lilitu. It is known that there is another form of Lilitu. Each of them has a unique form infused with parts of animals. One might have the head of a lion and another might have snakes sprouting from their body.

Neither Emirikol nor Natasha have learned what they are or who they serve. It is possible that Malcanthet taught Demogorgon how to make them during her time as his consort. The animal parts fit Demogorgon, whose agents are beast-like versions of demons.

THE PATH OF ATONEMENT

A succubi who wishes to become one of the Risen, the redeemed devils, must begin to live a chaste and virtuous life, committing seven good deeds for every bad deed they had done. If she does so, the angels of Mount Celestia will accept her, though her form will not change.

The Realm of He Who Was. It is mentioned in one old tome that redeemed succubi are allowed to return to the astral dominions they lived in when He Who Was was alive. Few have ever been to these locales, and it is not even certain that they exist.

Fall-From-Grace. Perhaps the most famous of the risen succubi is a paladin named Fall-From-Grace. Her mother, Red Shroud, sold her to the devils when she was a child. She worked alongside them, but never agreed with their way of thinking. She escaped to the city of Sigil and atoned.

She was last seen to be working at the Brothel for Slating Intellectual Lusts (sometimes it is called “slaking” instead of “slating”). In this brothel, the workers are masters of the art of conversation, engaging the minds and attention of those who visit.

THE SUCCUBI OF THE NINE HELLS

There are a slew of succubi throughout the planes. This is a creature that has truly flourished, and has been phenomenally successful in their work. There are a number of succubi of note who work with the devils.

AMALA

One of Fierna’s agents, Amala often is disguised as a

merchant named Festuad il'Sook She is known as a master of acting and her ability to inhabit a role has allowed her to pull off schemes many thought impossible.

ASKAVAN

Askavan is a succubus with a deep and alluring voice. She claims to have a flawless grasp of infernal lore.

Special Contracts. She has spent a great deal of time working on her standard infernal contract. In it is a subtly-worded provision that states that she has magical protections against the signer which makes it difficult for them to harm her in any way.

Underlings. Askavan is served by one imp and strange, hellbred creatures made of tar.

ELUDECIA, THE SUCCUBUS PALADIN

Eludecia was a succubus that fell in love with an angel. This angel taught her how to be good over the course of years. Eludecia redeemed herself and became a full-fledged paladin, fighting back her evil nature every day. She battled devils often and foiled many infernal schemes.

Legend of the Silver Skeleton. A marilith named Aishapra ambushed and defeated Eludecia. The marilith employed powerful magic to transform Eludecia’s bones into silver and trapped them within a gelatinous cube.

It is not clear if she was ever rescued, but it is believed she can survive in that form indefinitely.

NABERIUS SAIN

Naberius Sain is a gregarious and charming incubus who runs the embassy of the Nine Hells in Hestavar. Naberius often mingles with the angels and the exalted there, where there is a pact that allows angels and devils to coexist peacefully. Naberius switches genders on a regular basis.

Glasya. Naberius is one of Glasya’s most important agents. Hestavar is a unique place and situation, and Asmodeus himself monitors events there. Naberius has proven to be very effective, and given the devils access to the library of a goddess of magic where they have learned many new things that bolster their efforts elsewhere.



PHRENICIA

Phrenicia is a powerful succubus that was banished and cast from Glasya's court. She made her way to an island called Thronerock, where there is a magic throne that she uses to spy on her former mistress. Phrenicia is described further on page 167.

THE TWINS INFERNAL

These two are doubly rare. Both of them are incubi, and they are twins. They share a magical bond wherein if one is harmed, the other is also harmed. Similarly, their emotions are connected through an empathic bond. If one of them dies, they both die. Thus, these two stick close together and watch each others' backs

Nazros. Nazros claims to be six seconds older than his brother. Nazros is the more social of the two. He does the seducing when possible.

Sorzan. Quiet, brave and thoughtful, Sorzan is skilled at infiltration and assassination. He sometimes works as a Blood War spy, though Nazros doesn't like it at all.

PENCHESKA

Pencheska is bound to a red wizard named Tarul Var. She was very recently doing work in Daggerford of the Forgotten Realms. There, she tried to get close to the mayor and eventually may have actually taken over the town for a time. She was allied with a ghostly pit fiend and ended up living in the Doomvault of the red wizards, a massive dungeon where many different magical experiments and schemes take place.

ROHINI

Rohini is a powerful succubus who performs special tasks for Glasya. She spent quite a bit of time in the city of Neverwinter. She did not get along with the erinyes named Invadiah, and has gained influence with Invadiah's demotion.

XERIOPE

Xeriope serves Ichyrot, a chain devil. She is a master of sowing chaos in small communities using her shape change ability.

INFERNAL SUCCUBUS TRAITS

Due to the styles of each archdevil, there is a lot of variation in the appearance of the infernal succubi.

Infernal Succubus Physical Features

d12 Physical Feature

- 1 Eyes flare red when adrenaline flows, can't hide it.
- 2 Streak of white hair.
- 3 Bat wings are tiny, but still function.
- 4 Has a long, prehensile tongue.
- 5 Sheds skin and regenerates soft tissues once per month.
- 6 Her voice has a hypnotic quality to it.
- 7 Her eyes keep changing color.
- 8 Always smells like lavender.
- 9 Black flowers grow anywhere she stays for long.
- 10 Has a tattoo on her body of a map of every known portal of a layer of Hell.
- 11 Can extend claws to one foot long.
- 12 Can whisper from one side of a room to another.

Infernal Succubus Personality Traits

d6 Personality Trait

- 1 I am a master forger. My fake letters sow mayhem.
- 2 I catcall mortals.
- 3 I am elegant and mysterious. Nobody truly knows me.
- 4 I am old and sick, but I am too broke to quit.
- 5 I hate demons and will hurt them any way I can.
- 6 I love writing journals full of the secrets I learn.

Infernal Succubus Ideals

d6 Ideal

- 1 **Adventurous.** Exploring the ethereal plane is where it's at.
- 2 **Ambitious.** I think Lilith should upend Malcanthet.
- 3 **Nonviolent.** I win without ever lifting a finger.
- 4 **Bold.** I plan to seduce and overthrow Asmodeus.
- 5 **Value the Unique.** I am attracted to misfits.
- 6 **Self-Loathing.** I only admire those who reject me.

Listen, people. When you find a beautiful woman chained up in a trap-filled dungeon and there are no other prisoners, she's a succubus! How many times are we going to same mistake?

Emirikal The Chaotic

Infernal Succubus Bonds

d6 Bond

- 1 I love all that I seduce.
- 2 I am surrounded by fawning sycophants.
- 3 My best friend is my pet bat.
- 4 My guards and underlings are my family.
- 5 I savor every soul I take and think back on them fondly.
- 6 Anyone who kills an angel have my admiration and respect.

Infernal Succubus Flaws

d6 Flaw

- 1 I tend to sweat when in disguise and in danger.
- 2 I am exceedingly amorous. I get a little carried away sometimes.
- 3 I despise people more attractive than me and I can't help but be cruel to them, even when it will get me in trouble.
- 4 My tail has a mind of its own. It is rebellious and I sometimes find myself arguing with it.
- 5 I am terrified of ghosts and the undead.
- 6 I get drunk when I drink mortal blood, and I like it.

INFERNAL SUCCUBUS NAMES

Infernal Succubus Names

d12 Infernal Succubus Name	d12 Infernal Succubus Name
1 Virgatite Roist	7 Tantilian Multhrob
2 Threxana the Beckoner	8 Pulsing Malinge Sheen
3 Suppleria Alyn	9 Lucent Klum
4 Culbianca	10 Baroness Vorgysmin
5 Katilia Suft	11 Perminkor Zamen
6 Galylustiona	12 Skrogalix Gotum

There is one demon lord who collects the children of the succubi in his abyssal realm of Phurnis. His name is Kalzaphon, a bitter and old balor who gives away portions of his realm to those who provide him with a child. It is a fairly easy way to gain ownership of some abyssal real estate.

Mistaken of the Dark



CHAPTER 4: THE LORDS OF THE NINE

The Lords of the Nine are the archdevil rulers of the Nine Hells. Each of them controls a layer and all of the archdevils answer to Asmodeus. There are hundreds of other archdevils who serve as dukes, duchesses and advisers to the Lords of the Nine.

In this chapter is a list of potential villains, plotlines and NPCs to use in your campaign as you see fit.

Layers and The Lords of the Nine

Avernus, ruled by **Zariel**

Dis, ruled by **Dispater**

Minauros, ruled by **Mammon**

Phlegethos, ruled by **Belial** and **Fierna**

Stygia, ruled by **Levistus**

Malbolge, ruled by **Glasya**

Maladomini, ruled by **Baalzebul**

Cania, ruled by **Mephistopheles**

Nessus, ruled by **Asmodeus**

ASMODEUS REGULATES POWER

Because he is a god and the supreme ruler of Baator, Asmodeus can give archdevils power or take it away. Asmodeus chooses who rules each layer and he invests in them some of his own essence, giving them the power to control and manipulate their own layers.

ABILITIES OF THE LORDS

The Lords can form a limited number of avatars of themselves to go into other realms, but they themselves cannot leave Baator.

TRUENAMES

A devil's name gets longer as it is promoted. Archdevils actually have their names shortened.

HIGH INFERNAL

Mabrahoring, also known as High Infernal, is an archaic form of the language spoken mostly by archdevils. Only unique devils can learn and speak it, though comprehend language can decipher it.

ASMODEUS



Asmodeus has many titles, including the Prince of Evil, the Dark Lord, the Lord of Lies, Overlord of Hell, and the Lord Below. He is as strong as a storm giant and his palace is on the bottom of the lowest rift in Hell. Once per year he commands the archdevils to attend his court and pay homage.

THE RUBY ROD

Asmodeus wields an extremely powerful magic ruby rod worth one million gold. Whoever wields it rules the Nine Hells. It is said that a shard of the seed of evil is embedded in it and powers its many magical properties.

The ruby rod is 4 feet long and the tip is a clawed fist clutching a skull. The names of good deities are written on it backwards.

The rod is known to be able to cast multiple spells at the same time.

VILE ORIGIN

Creating the rod allegedly involved the blood of 1,000 mortal sacrifices, quenching it in Tiamat's acid and polishing it with the tears of 777 angels.

It is guessed that this rod is a recreation of the rod that he had when he was an angel.

AURA OF MIGHT

If the wielder of the rod so desires, they can activate this aura and force those near it to bow down for 1 round.

REVERIE OF NESSUS

The rod has an incredible power that allows the wielder to be encased in a wall of force that is protected by a 50 foot radius antimagic field. Spending three rounds in this bubble heals you to full hit points, with all conditions removed and any severed limbs are regenerated.

ASMODEUS THE ANGEL

Asmodeus served a deity named He Who Was and was corrupted by the shard of evil in the ruby rod. Asmodeus led a rebellion against his own deity which was successful. With his dying breath, He Who Was banished the rebels to Baator.

ALTERNATE ORIGIN

Some swear that Asmodeus is not a fallen angel at all. At the beginning of time, there were two cosmic serpents that expressed the duality of law:

Jazirian. Winged and feathered, good.

Ahriman. Had scales and a forked tongue, evil.

These two cosmic snakes created the multiverse, but disagreed on whether Mount Celestia or Baator should be the center of the universe. They fought. Ahriman fell into Baator. From his blood came the devils.

Ahriman changed his name to Asmodeus, and is trying to gain power to leave the Nine Hells. Jazirian became the god of couatls, quietly watching and waiting.

Some speculate that Dendar the Night Serpent (Volo's page 93) is their lawful neutral counterpart. Others think she might be their mother.

AVATARS OF ASMODEUS

An avatar is a projection of the self. An aspect is a unique entity that makes its own decisions and schemes. Asmodeus can create both. Asmodeus can maintain up to ten avatars at once, allowing him to have a piece of himself on every layer. He

can only have one on the prime material plane at a time and he can't maintain any others when doing so.

NYXTHSEHT, ASPECT OF ASMODEUS

The most famous aspect of Asmodeus is named Nyxthseht, a being who personifies the persuasive voice and fearful countenance of Asmodeus. He has a lesser version of the ruby rod and can cast spells of up to 8th level.

At one time, Nyxthseht commanded a host of bearded devils in the Blood War. It is believed that he is currently trapped in an iron flask (DMG pg 178) in some mortal realm.

THE KEY POWER OF ASMODEUS

Asmodeus has the power to alter the truenames of lawful evil creatures. This power is what gives him so much control in Baator and beyond. It enables him to exile devils and end their ability to answer a summoning spell.

THE DIVINE SPARK

It is believed that Asmodeus has killed two gods and absorbed their divinity. The first deity was killed in Phlegethos, and its grave is underneath the city of Abriymoch. This event is shrouded in mystery and nobody seems to know who this god was and why they were there.

The second deity is Azuth, a god of magic who fell into Baator as a result of the relatively recent Spellplague. Azuth merged with Asmodeus for a time, and eventually may have actually found a way to separate from him and come back to life.

BRYSEIS KAKISTOS

What is known is that thirteen tiefling warlocks used a ritual to cement the status of Asmodeus as a deity. These warlocks did this under the promise of power. One warlock, Bryseis Kakistos, was expecting to be made a Chosen as a reward, but she died before it happened. Her soul escaped Hell and she knows something that could bring about the doom of Asmodeus, or so they say.

ASMODEUS AND PAZUZU

The ancient demon lord and obyrith, Pazuzu, lord of the 1st layer of the Abyss, has a very long history with Asmodeus. It is believed that Pazuzu is the one who pushed Asmodeus to take a shard of the seed of evil and to rebel.

There are many who claim that Asmodeus owes Pazuzu some kind of debt, and that the two aren't allies but share a mutual understanding.

SLAVER OF FIRE GENIES

Some believe that the efreeti once served Asmodeus but rebelled against him long ago. The City of Brass has an ancient history, and devils pop up in stories quite regularly.

THE VALLIS CRYSTAL

It is said that Asmodeus is very intent on obtaining the vallis crystal, a magic gem that contains an entire world in it. Asmodeus believes he can use the world as a new source of souls and as an opportunity to develop an entire planet full of worshipers.

With the power from Vallis, Asmodeus believes he can become one of the most powerful deities in the multiverse and can at last escape the bonds of hell. This magic item is detailed on page 218.

ASMODEUS AND BAALPHEGOR

Asmodeus has always had a special relationship with Baalphegor, the consort of Mephistopheles. It is said that Asmodeus puts up with Mephistopheles solely because he has great respect for the intellect of Baalphegor.

Asmodeus may know that she is an elder baatorian and that she might have enough power to rival him, if she so desired. Mephistopheles is completely ignorant of this.

With Bensozia, the consort of Asmodeus, dead, Asmodeus may be courting Baalphegor. If she were to betray Mephistopheles and join Asmodeus as the new Queen of Hell, they might be an incredible force for evil that could upend the balance of power in the lower planes and beyond.

THE HESTAVAR PACT

There is an angelic city in the astral plane called Hestavar. Asmodeus struck a deal with the three good-aligned gods who lived there.

As collateral, Asmodeus handed over the Arrow of Fate, an artifact that could kill Tiamat. In return, devils could have access to Hestavar.

As long as the Arrow of Fate is sealed away on Hestavar and no devilry is committed, the angels

and devils are free to co-mingle. They share knowledge and work towards a mutual understanding.

THE ATTACK ON DEMOGORGON

Until recently, there was a ceasefire in the eternal war between demons and devils known as the Blood War. That ceasefire ended when Asmodeus launched a devious attack on Gaping Maw, the abyssal layer ruled by Demogorgon. Asmodeus very nearly destroyed Demogorgon. Asmodeus set up this strike by manipulating Malcanthet into getting Demogorgon's two heads, Aameul and Hethadriah, to declare war on each other.

A civil war raged on Gaping Maw. Asmodeus had a massive army invade, but when Malcanthet realized that Asmodeus had no plans for her or appreciation for what she'd done, she helped the demons rally and repel the devils.

HELLSHIPS

Moored in Avernus are six hellships that can sail the Astral Plane. These ships are owned by Asmodeus and are powered by the screaming deaths of the damned. Devils slain on the ships are instantly reborn. Some devils are tortured and killed over and over. The energy provided by this torment actually powers the vessel.

The Hellships of Asmodeus

The names of the hellships are named after the form of torture that powers them. Listed here are each of the hellships and their captains.

Eyeball-gouger: Captain Kulenmity, a hell knight who treats her hellship as if it were her mount.

Chew Your Own Heart Out: Captain Vizgryce, an Erinyes looking to claim earthmotes for her own.

Fourfold Impaler: Captain Demos, a slavishly loyal pit fiend who truly despises angels.

Guillotine: Captain Vainproobs, a corruption devil who has a very lucrative slave trading operation going.

Intestinal Strangler: Captain Alsylag, an aspect of Glasya looking to infiltrate and corrupt divine realms of deities.

Hellfire Incinerator: Captain Quilver, an incubus who is doing everything he can to win over Vlaakith, ruler of the githyanki.

ASMODEUS'S DREAD AUTHORITY

Asmodeus grants some of his followers this special power. With it, the follower can magically command other creatures. If the victim tries to fight the command, they suddenly burst into flames.

NOBLES AND ALLIES

THE MALSHEEM GUARD

1,001 brazen devils who protect the palace of Asmodeus.

(DEAD) BENSOZIA, FORMER QUEEN OF HELL

Cold and haughty, Bensozia was dominated by Asmodeus. She had long white hair, black eyes, red skin and wore a ruby-studded diadem worth 26,000 gold.

As an angel, Bensozia was a bride of He Who Was. She turned against him to be part of Asmodeus's rebellion. She regretted it almost immediately.

Betrayal. After centuries reigning as queen of the devils, Bensozia began secretly meeting with Levistus, lord of Stygia. Together, they were plotting ways to kill Asmodeus.

Levistus also had a relationship with Bensozia's daughter, Glasya. When Glasya walked in on Levistus and Bensozia together, she killed her mother.

ADRAMALECH, CHANCELLOR OF HELL

Cruel and malicious, Adramalech is the closest adviser of Asmodeus and he maintains the infernal records that contain the truenames of thousands of devils.

Adramalech likes to watch people being tortured and he secretly hoards magic items taken from prisoners.

Petty Theft. Adramalech is utterly disloyal, spying on and hiding things from Asmodeus. None are sure why Asmodeus tolerates it.

Magic Items of Adramalech

Adramalech has two extremely potent items.

The Book of Fire: This tome contains the truenames of thousands of devils, possibly more than are in the infernal records. This book is detailed on page 213.

The Staff of Adramalech: If a creature is hit by this staff, they must make a saving throw or suffer the effects of a disintegration spell.

MARTINET, CONSTABLE OF HELL

Martinet's job is to try to resolve disputes between archdevils and to clean up political messes. Martinet is the one who framed Levistus for the murder of Bensozia.

PHONGOR, INQUISITOR OF HELL

Phongor's job is to keep up with the news of Hell. He forces Adramalech's spies to report to him first and he also has his own agents, the indwelling devils. He is perhaps the most skilled torturer in the multiverse and he literally can not feel pain. Phongor has white skin, pink eyes and he always has his whip with him.

ALLOCES, THE BUTCHER OF NESSUS

Alloces is known as the Butcher of Nessus, the Prince of Beasts, and the Father of Monsters. Alloces was a torture enthusiast even when he was an angel serving He Who Was. In Baator, Alloces is an interrogator and mad surgeon working under Asmodeus.

He also works as an animal breeder and kennel master.

CREATURES ALLOCES CLAIMS TO HAVE CREATED:

Nightmares

Chimerae

Manticores

He infected the first lycanthropes.

He created the first flesh golem.

Stables. Alloces keeps herds of nightmares, dragons, golems and melded souls for Bel, Fierna, Glasya, Mephistopheles and Asmodeus.

Alloces has an archdevil protege named Veris the Seeping One who lurks on the island of Screamstone.

MACHALOS

Machalos, the Sutured Fiend was a pit fiend underling of Geryon. When Geryon fell, Levistus came in and killed most of Geryon's devils, grievously wounding Machalos and Cozbinaer, Geryon's consort.

Cozbinaer used a magical gas to keep herself alive. Alloces saved Machalos by stitching troll parts to his body, along with the parts of angels.

Machalos now serves the Butcher of Nessus, but he is starting to resent Alloces for not making him a better body.

BUER

Buer commands 15 companies of pit fiends. Buer pretends to be depressed or a practical joker to keep those close to him on their toes. He is a devil centaur with silver skin and white hair. Six massive tentacles grow out of his back.

BUNE

Greedy and manipulative, Bune commands 30 companies of war devils. He looks like a war devil with green scales

MORAX

Morax leads 9 companies of pit fiends and he despises weakness. He has a bull-like head, bat wings, dark skin and red eyes. Spines grow from his chest.

RIMMON

Rimmon leads 5 companies of ice devils. He is nasty and sarcastic, but is loyal to Asmodeus. Rimmon looks like an ice devil with a human head.

ZAGUM

Commanding 30 companies of barbed devils, Zagum is ambitious and he prefers humor to cruelty. He has red skin, yellow eyes and a 15-foot long tail.

I am one of the only mortals to ever enter the fortress Malsheem and live to tell about it. The fortress is incredibly massive and it seems that whole sections have never been explored.

Klysandral and I did just that in our search for the vallis crystal. We came upon a chamber with no less than 20 humanoid creatures in some kind of magical stasis. Our guess is that they were baatorians and I assume a time will come when the stasis ends. Anyone who tells you that I accidentally knocked over a glass orb of some kind that caused the stasis fields to react violently is nothing more than a smear merchant.

Emirkol the Chaotic

The very fact that Asmodeus fears the other archdevils enough that he spends all of his time thinking of ways to keep them away from him tells us that Asmodeus is in no way invincible.

If Asmodeus were to be slain, would the new ruler of Hell be even worse? Glasya killed her own mother, Zariel is a fascist warmonger, and Mephistopheles is power-mad. In some ways, it may be a good thing that Asmodeus is the ruler of the Nine Hells.

Matt Smith of the Dark

BAALZEBUL

Baalzebul is known as the Lord of the Flies, the Slug Archduke, and the Fallen One.

TRIEL THE FALLEN



It is said that there was once an angel named Triel who was one of the most beautiful and powerful celestial beings in existence. He was excessively vain and a perfectionist.

Some books say that the angels exiled him from Mount Celestia. Others say that Asmodeus corrupted him. Many believe that he was one of the first rebels and that he is one of the oldest creatures in existence.

What is certain is that Triel was indeed an angel who was transformed into an archdevil named Baalzebul.

DUKE BAALZEBUL

Baalzebul thrived in Baator and became an archdevil who ruled two layers. He eventually lost control of Malbolge to Moloch through a situation engineered by Asmodeus.

For a time in the past, Baalzebul frequented the World Serpent Inn, a magic tavern where deities and planar creatures spent time scheming and cavorting with daring mortals. Baalzebul often brought along Arlea, his favored

erinyes, to the inn to scheme and develop relationships with other planar entities.

TRANSFORMATIONS

When he first became an archdevil, Baalzebul had red-orange skin and a six-tailed lightning whip. Eventually he was transformed into a hideous bug-humanoid, a form which amused Asmodeus and filled Baalzebul with self-loathing.

After the Reckoning of Hell, Asmodeus punished Baalzebul by turning him into a hideous slug-devil. Baalzebul's lair reflects his current state. It is full of garbage, flies and filth.

SERVANTS OF BAALZEBUL

Many archdevils have tried and failed to persuade mortals to worship them as a deity. Baalzebul has cultivated a strong following of worshipers among bugbears, some of which dwell on his layer of Maladomini.

He is also served by flies who come together to form humanoid-shaped masses known as swarm devils. The swarm devils were once angels who were torn asunder for lying to their masters.

ABILITIES OF BAALZEBUL

He can spew a cloud of flesh-eating flies and his touch wastes away blood, muscle, and sinew.

DUKE OF DISMEMBERMENT

Cutting off the body parts of others has become Baalzebul's favorite past time. There are few things he likes more than to tear apart beautiful features of others, be it shimmering blue eyes, smooth, supple legs or arms with mighty, veined biceps.

Baalzebul stores the parts in towers. There are towers dedicated to arms, legs, wings, heads and more. An archdevil like Moloch would turn these parts into flesh golems or something akin to Malcanthet's throne of caressing hands, but Baalzebul simply stores them away and moves on.

Some body parts animate as undead, break free and wreak havoc. This greatly amuses Baalzebul and he enjoys watching them caper.

REDEMPTION

Baalzebul is trying to win the favor of Asmodeus by proving that Mephistopheles and Dispater are plotting against him.

Baalzebul seems to have become a creature that Asmodeus likes to bully. Baalzebul does not suffer these humiliations lightly and channels his rage into vicious schemes to overthrow and murder Mephistopheles.

RIVAL OF MEPHISTOPHELES

Baalzebul hates Mephistopheles and routinely sends armies into his layer of Cania. Baalzebul thinks that if he can defeat Mephistopheles and take his layer, it will motivate Asmodeus to give him a more pleasing form.

PIT FIEND BAN

All pit fiends aside from his three bodyguards are banned from Malbolge. Baalzebul thinks they are spies and puppets of Asmodeus and suspects they have an innate link of some kind with him.

MEAZELS

The meazels, a race of monsters similar to goblins, were tricked by Baalzebul. They were being wiped out by a plague, and he offered to save them. They accepted the offer and he did end the plague, but the meazels found that food did not nourish them anymore. Only the flesh of sentient humanoids sated their hunger.

The meazels resent this random act of cruelty and long for a way to get their revenge, possibly by eating Baalzebul himself.

BAALZEBUL DESPISES GLASYA

The Slug Lord routinely sends assassin devils to try to kill Glasya. He rightly blames Glasya for causing the Reckoning.

I often wonder what Baalzebul would do if he regained his original form as the angel Triel the Fallen. That seems to be the source of his problems. Would he seek redemption? Would he still want Mephistopheles dead?

I can't even imagine the next form Asmodeus could turn him into. What's worse than what he is now? A gibbering moulder? An excremental?

Matthew of the Dark

LILITH, MOTHER OF THE SUCCUBI



Lilith is the consort of Baalzebul, known as the Queen of the Night and the Mother of the Succubi. Lilith was spawned by the cosmos at the beginning of creation as an angel of love.

As a devil, Lilith is the most alluring of all the fiends in Hell. Her eyes glow white, her red-skinned body is cloaked in shadows and she radiates a massive, magical aura of desire.

LILITH'S CARESS

Her favored weapon is Lilith's Caress, a magical whip that drains strength. She likes to use it to whip her foes until nothing but quivering flesh remains.

LILITH'S LASH

The kiss of Lilith fills the recipient with shadows, poisoning them.

MALCANTHET IS HER RIVAL

As rebellious angels, Asmodeus fostered a rivalry between Lilith and Malcanthet by playing them off of each other. Both wanted to be his consort, but it was Bensozia who ultimately filled that role.

Malcanthet eventually became a demon lord. Lilith settled for being a consort to the hideous archdevil, Baalzebul.

BAALZEBUL USED HER

As a gift, Baalzebul gave Lilith to Moloch back when he ruled Malbolge. When Moloch was

ousted by the Hag Countess, Lilith became consort to Baalzebul once more.

In the court of Moloch, she feuded with the Hag Countess. She hates Baalzebul and schemes to overthrow him.

LILITH WANTS EQUALITY

What Lilith always really wanted is true equality with the archdevils and gods. As an angel of love, she was created to serve He Who Was. She wants more of her kind to rise up to the level of archdevil.

PALADIN TORTURER

Lilith loves to torture paladins, demand that they renounce their faith and embrace her as their mistress. When they do so, she kills them and they are reborn as lemures right before her eyes.

CREATOR OF LILITUS

It is said that Lilith created the elite succubi known as the lilitus through a ritual involving chosen succubi and the fiery destruction burning of a temple of good.

WITCHES REVERE LILITH

Witches and others from many mortal realms revere Lilith. She is somewhat indifferent to them, despite the fact that this could aid her in many ways. The witches summon her on occasion, and she does willingly aid them.

LILITH GRANTS WISHES

Lilith has the power to grant limited wishes to others. Unlike most devil abilities, this power is not linked to Asmodeus. As one of the very first creatures in existence, Lilith has mastered certain aspects of creation.

Using this power weakens her to the point that she becomes a living shadow. It can take her days to coalesce into her physical form again.

NOBLES AND ALLIES

Baalzebul's court is full of those who tolerate the slime and filth of the slug duke to try to get ahead.

BAFTIS, CONSORT OF BAALZEBUL

Baftis is considered the first-ranked consort of Baalzebul. Lilith is the second, having lost status while she was sent to Moloch. Baftis has red skin, bat wings and eyes of lavender hue. She is self-conscious about the skin on her back, as it looks like the skin of a caucasian human.

NEABAZ, HERALD OF BAALZEBUL

Physically weak, Neabaz uses magic items to compensate and he can unleash a foot-long probiscus from his mouth to suck blood with.

Neabaz spreads the word of the great slug far and wide, using the flies of Maladomini as his eyes and ears. He wears a red cape that can emit an aura of flame and wields a flame tongue sword.

BARBATUS, MARSHAL OF MALADOMINI

Reserved and loyal, Barbatus controls the armies of Baalzebul. He has red skin, green eyes and a rich, persuasive voice.

Barbatus bade his time as an underling and expertly framed the former marshal, Kochbiel (see page 129), for crimes that Barbatus had secretly committed. The only flaw in the scheme was that Kochbiel escaped before he could be punished.

ABIGOR

Abigor is the commander of 60 companies of war devils, is black-skinned, hairless, and has large red bat wings.

Abigor was nearly killed by a celestial poison known as a ravage. He thinks it was administered by a celestial spy, but in fact it was a deed done by the exiled duke Nisroch (see page 130).

The assassination attempt was commissioned by Neabaz, who is jealous of Abigor's strength and popularity.

ZEBAR

Zebar commands 28 companies of war devils and he has a reputation for taking his problems out on lemures. He wears red armor, has one hoof and one human-like foot that has retractable claws.

UNDERLINGS

Bodyguards. Baalzebul has three pit fiend bodyguards named Teurn, Wysturak and Yaghiq.

Favored Servant. Vashaak Ratoh Bruu is the offspring of one of the Hag Countess's powerful medusa servants. He was a gift from the Hag and is Baalzebul's favorite servant. Vashaak wears an iron mask to protect others from his medusa gaze.

Spy. Antilia is a fiendish bard who is very well-liked in the court. None are aware she is a daughter of Mephistopheles.

BELIAL AND FIERNA



A father-daughter team with a perverse relationship, Belial and Fierna rule Phlegethos, the fourth layer of Hell. For a time, Belial used Fierna as a lightning rod to absorb the fallout of the Reckoning. Currently, the two have an unbreakable alliance. They believe that their mutual survival hinges on the strength of the other.

BELIAL, THE DUKE OF INDULGENCE

Belial revels in the titillations and pains of the flesh. His pleasure dungeons beneath Abriymoch are famed throughout Baator for their debauchery.

FIERNA, MISTRESS OF FIRE

Also known as "Fierana", Fierna likes to bathe in boiling magma and she has absolute control over all flame in her layer. Cold and water do not harm her. Fierna fights with a blade of fire that she can summon at will.

NAOME, LOYAL WIFE, BELOVED AUNT

Belial's late consort, Naome, had a good reputation for her skill in resolving disputes and bargaining. She was short, burly and middle aged.

Naome was killed when she started speaking out against Glasya's schemes. Naome was murdered by Glasya, daughter of Asmodeus, the event that triggered the Reckoning of Hell. Fierna actually replaced her mother as Belial's consort. This could be why Fierna is not angry with Glasya over the murder.

FIERNA AND GLASYA

For a time, Belial became increasingly wary of Fierna's close relationship with Glasya, daughter of Asmodeus. Belial spent a great deal of resources spying on his daughter and he believed that she was being manipulated. After all, Glasya had murdered Fierna's mother, making the relationship strange, even among devils.

Ultimately, Fierna and Belial began to use the relationship to subtly influence Glasya. Getting Glasya on their good side has gone a long way in ensuring that other archdevils leave them alone.

BELIAL, RABBLEKIN

Up until recently, the general feeling in Baator was that Belial was going to hand Phlegethos over to Fierna and that he was going to move to Avernus to join the ranks of the many other fallen dukes and duchesses.

FIERNA'S CONSORT, GAZRA

In many ways, it is the pit fiend Gazra who actually runs Phlegethos. Belial is much more interested in his pleasure dungeons and Fierna splits her time between interacting with Glasya and mastering her innate abilities.

Gazra is utterly devoted to Fierna and he believes that she is loyal to him. It seems that everyone in Baator but Gazra knows that Fierna prefers the company of Belial.

Gazra is intensely jealous of Belial and has made it clear that he would leave Phlegethos should Fierna desert him.



NOBLES AND ALLIES

CHAMO, LEGATE OF BELIAL

Chamo has a staff from which dangles the skulls of sixteen paladins. He is a red-skinned, white-haired, middle-aged devil with horns and hooves.

BALAN

A loyal supporter of Belial, Balan is violent and unliked by most. He is a giant yellow-skinned devil with a beard, flaming eyes and a forked tail. Balan despises Bathym for supporting Fierna.

BATHYM

A black-armored humanoid who rides Foul Wind, a half-devil nightmare, Bathym's skin is a dead fishbelly-white color.

Lord of the Hell Knights. Bathym led the celestial knights back when he was an angel. He still leads them now, in their corrupted form of hell knights.

Shadow of his Former Self. It was Bathym who Asmodeus tricked into swearing an oath of allegiance to him. Bathym has never forgiven himself for this and has become a pathetic, weak-willed archdevil. He cannot

bear to look himself in the mirror. He knows this is his fault and it overwhelms him.

Bathym served Belial faithfully for hundreds of years. Together with his friend Balan, they led Belial's armies to many victories. After the Reckoning, Bathym was disgusted at how Belial put his own daughter in harm's way to save himself.

Yearning. Bathym swore allegiance to Fierna when she attained the throne. Balan was enraged and the two friends haven't seen eye-to-eye since. Bathym secretly yearns for Fierna and believes that through her, he could claim Phlegethos for himself.

Pegasus. When Bathym was an angel, he rode a pegasus that died in the final battle against He Who Was. Every so often, Bathym sees what looks like the ghost of his former mount. He cannot tell if he is going mad or his former steed is trying to help him in some fashion.

The Way Out. Somehow, his steed does know how to save the hell knights. It could be that the pegasus was allowed to visit him courtesy of Valarian, god of unicorns.

Bloodcurdle. Glasya frequently visits Fierna in Phlegethos. Bathym is unaware that Glasya is torturing nightmares in her realm of Malbolge. The Hag Countess had many nightmares, including her own steed, Bloodcurdle. Glasya takes great joy in torturing them.

If Bathym knew this, he would be enraged. The hell knights have an unbreakable bond with their steeds. Were he to discover this, he would likely go to free them and if Glasya got in the way, he and his knights would attack her with ferocity.

Mercy. Bathym would have literally stumbled onto a way to free his knights. Asmodeus would surely release them from their oath to save his daughter.

Magic Weapons of Bathym

Bathym wields two legendary weapons.

Bleakness: An enchanted spiked mace that bleeds darkness and can shut down any light spell.

Incisor: A magic short sword that channels Bathym's poisonous hate, doing actual poison damage.

TYMPHAL

A mechanical genius and master smith, Tymphal works and resides in a volcano called Tymphalos, the Mouth of Iron, where hundreds of devils and duergar work for him. He distrusts Fierna and tries to ignore events that occur outside of his workshop.

It has been said that the devils mine baatorian green steel here, but others claim the ore that is used can only be found on Avernus. It is believed that arjale and tantulhor are found here, and baatorian green steel items are created from materials mined on Avernus.

GAZRA

Gazra is a pit fiend who lives in a crystal castle on Phlegethos who is always guarded by 20 barbed devils. He oversees the first 4 layers of Hell using his army of 5,000 barbed devils to enforce his will.

As mentioned above, Fierna gives him a lot of power in Phlegethos. Gazra is Fierna's consort and is secretly jealous of Belial. If Fierna were to ever leave him, he would join Levistus in Stygia.

AGENTS

Jayden Thrull. A passion devil, Jayden is Fierna's most accomplished servant. Jayden actually infiltrated the Dancing Hut of Baba Yaga and seduced her stepdaughter, Elena the Mad. It is said he has stolen a number of items and given them to Fierna. She wants the hut, which is a tall order, to say the least.

I would like to set the record straight. My stepsister's name is Elena the Fair, not Elena the Mad. Second, Jayden Thrull took advantage of my sister and he should know that his days are numbered.

Also, there is no truth to the rumor that Elena created a magical clone of me because she missed me so much. There is no clone, she doesn't miss me, and I am not a witch-queen, so let's put all of that to bed once and for all.

Mattus the Dark

Legally, our editor, Mr. Tam, won't let me talk about certain sections of the multiverse. All I can say is that Natasha greatly resembles someone whose name starts with an "i", ends with a "v", and has a "ggwil" in the middle.

Emirikal The Chaotic

DISPATER



Dispater, the Iron Duke and the Father of Strife, rules Dis, the second layer of the Nine Hells. He is handsome, influential and he controls the Iron City of Dis. The city is populated by zombies, merchants, erinyes, and thousands of toiling damned.

Dispater is almost always guarded by warder devils, infernal ironguards and his Hell's Furies. The scarred erinyes Ustyrhin-ja is always at his side, nervously whispering to him conspiratorially.

THE ROD OF DISPATER

A symbol of Dispater's authority, this adamantine rod is shaped like two serpents entwined together. It acts as a staff of striking (DMG page 203) and a rod of rulership (DMG page 197).

THE ERINYES AND DISPATER

Because they are competent and unswervingly loyal, Dispater favors the erinyes. He trusts few other devil types, although he tolerates the corruption devils despite their penchant for betraying everyone sooner or later.

Despite this, Dispater has infernal succubi spying on his spies.

HIDING IN THE TOWER

After the Reckoning, Dispater spent nearly all of his time in his Iron Tower, fearful of retribution or betrayal. During that time, he developed an extremely paranoid mindset.

DISPATER IS INVULNERABLE

It is said that one reason that Dispater stays in the Iron Tower of Dis so much is because he cannot be harmed when he is inside of it. Weapons pass through him and spells melt harmlessly on his person.

POWERS OF DISPATER

Dispater has the ability to trigger memories and make people relive their lowest moment. The touch of Dispater can rust metal or turn beings of flesh into immobile iron statues.

HATRED OF FALLEN ANGELS

While Dispater accepts the erinyes, he hates other fallen angels, especially the hell knights and the original angels such as Lilith and Alloces who were part of the Rebellion.

RAGING PARANOIA

Dispater goes through periods of paranoid fantasy that leads him to try to make friends with all of the archdevils, a feat that has proven impossible. He is always extremely wary of his own servants and foments an atmosphere in which they feel forced to spy on one another.

HELL'S FURIES

Dispater has five erinyes consort protectors known as Hell's Furies. Each of them are pale, beautiful women with black-feathered angelic wings and red eyes. They have the power to light their arrows on fire with a glance before letting them loose.

The Furies hate each other and often hurl insults back and forth when Dispater isn't around.

ISALDURAX THE FALLEN DRAGON

Isaldurax was an agent and ally of Bahamut, the good god of dragons. Dispater attacked his earthmote in the astral plane and kidnapped a mortal who had a shard of Bahamut's essence inside of them.

Isaldurax was overcome with self-loathing for his failure and has become sullen and sinister. Dispater thinks

Isaldurax is being corrupted and will soon become an ally, but nobody is sure as to whether it is all a ploy concocted by Isaldurax.

THE SOUL OF GITH

Dispater's prize possession was the soul of Gith, the hero who long ago led the rebellion against the mind flayers that freed the githyanki and the githzerai from slavery.

Her soul recently broke out and escaped the Iron Tower of Dis and she fled to the githyanki city Tu'Narath in the astral plane.

ENEMY OF BAHAMUT

Years ago, Bahamut, the god of good dragons, was slain by Tiamat. Dispater took the opportunity to corrupt Dakranad, a good dragon. Dakranad let Dispater into Bahamut's temple in Celestia, where Dispater and his devils killed all seven of Bahamut's golden dragon advisers.

Dispater wanted to obtain a shard of Bahamut's soul, but he failed and Bahamut ended up being resurrected. The golden dragons may have been raised from the dead as well.

NOBLES AND ALLIES

LILIS, CONSORT OF DISPATER



A clever strategist, Lilis has orange skin and looks like a short, well-preserved female of human middle-age with horns and wings. She has the ability to cause insanity by touch and she can magically

summon any of her three male erinyes bodyguards (see page 71).

ARIOCH

Arioch is in charge of avenging slights to Dispater's honor and rooting out treachery in Dis. He has a flat, reptilian head adorned with a lion's mane, dark red skin and great black wings.

BIFFANT

A portly blood-red devil who always smiles, Biffant is an administrator of Dis.

MERODACH

Merodach is a winged wolf who leads 21 companies of barbed devils.

ALOCER

Alocer is a lion-headed humanoid who can blind a person with a glance. He leads 36 companies of Erinyes.

BITRU

Bitru commands 70 companies of erinyes.

FURCAS

Furcas commands 12 companies of bearded devils.

TITIVILUS

Titivilus is the messenger and representative of Dispater. Notorious for his ability to twist words, Titivilus looks like a satyr with bat wings.

Titivilus has the ability to turn people evil with a power called corrupting whispers. Most devils fear him because of his tremendous clout in Dis and that many think that Titivilus is actually Dispater in disguise.

USTYHRIN-JA

Heavily scarred and extremely paranoid, Ustyhrin-ja is the erinyes closest to Dispater. She is famous for rooting out spies among the erinyes in Dis. Dispater is the only person she trusts, and the duo seems to feed into each other's paranoid fantasies.

BODYGUARDS

Warder Devils. Dispater promotes his most loyal erinyes into warder devils, and keeps them close.

Infernal Ironguards. Dispater also has protector constructs known as Infernal Ironguards who specialize in blocking attacks and pushing enemies back.

GLASYA



Known as the Princess of Hell, Queen of the Erinyes, and the Dark Prodigy, Glasya is the daughter of Asmodeus. For most of her youth, she was a flighty socialite uninterested in the schemes of the Nine Hells. Much to the relief of Asmodeus, she eventually matured into a scheming murderer.

MORTAL SERVANTS

The court of Glasya is full of erinyes and corruption devils. Dwelling in the Garden of Delights are the hellwasps, her loving and grateful shock troops and bodyguards.

GLASYA VS. GRAZ'ZT

Glasya once tried to kill the demon lord Graz'zt when he defected to the Abyss, but his babau demons drove her off.

GLASYA LOVED LEVISTUS

Long ago, Glasya was in love with Levistus, lord of Stygia. She thought things were going swimmingly, until she caught Levistus with her mother, Bensozia. Glasya flew into a rage and slit her mother's throat, killing her.

Asmodeus, seemingly unfazed by the betrayal and death of his wife, was careful in how he handled the fallout of this event. His aide Martinet made up a false story about how it was Levistus, not Glasya, that killed Bensozia.

As a punishment, Levistus was encased in ice in his layer, Stygia, which he currently rules from the confines of his icy tomb. As punishment, Asmodeus forced Glasya to become Mammon's concubine for a time.

Glasya resented this arrangement and wanted revenge against her father. Glasya manipulated the archdevils into a civil war known as The Reckoning.

GLASYA KILLED NAOME

When Glasya began scheming to bring about the Reckoning, Naome caught on to what was happening and spoke out against her. In response, Glasya crept into Phlegethos and killed Naome. Naome's husband, Belial, had been trying to broker peace between the archdevils. The slaying of his wife caused him to abandon the notion of peace and the archdevils went to war.

QUEEN OF THE ERINYES

Asmodeus made Glasya the queen of the erinyes. This arrangement made her subject to the Dark Eight, who could watch her and keep Asmodeus informed of her schemes. Because they command the massive blood war army, the Dark Eight can and do protect her.

EVERYONE WANTS GLASYA DEAD

After the Reckoning, almost every archdevil blames Glasya for the devastating fallout and wants her dead. She lives on partly because the Dark Eight protects her and the archdevils are afraid of what Asmodeus would do if they actually killed his daughter.

GLASYA TOOK OVER MALBOLGE

There are a few different rumors and stories as to how this happened. The main idea in all of them is that Asmodeus removed the Hag Countess from her role as ruler of Malbolge and installed his daughter as the new ruler. The body of The Hag Countess expanded and be-

came a hideous, semi-living thing that covered the entire layer of Malbolge. At the time of her downfall, the Hag Countess was having an affair with Geryon, another ousted archdevil.

GLASYA STILL LOVES LEVISTUS

Glasya is obsessed with Levistus. She pines for him one minute and hates him the next. She says she wants to carve out his heart and devour it, but Asmodeus has forbidden it.

FIERNA THE PAWN

Glasya's friendship with Fierna has raised many eyebrows, mainly because Glasya murdered Fierna's mother. Most devils assume Glasya has some kind of betrayal in mind. It is possible that Glasya is befriending Fierna so that she can convince Fierna to attack or somehow free Levistus.

Some observers note that Fierna will be in a position to get revenge by purposely ruining the Levistus mission.

LONG-TERM TORTURE

Glasya's imps have been eating the guts of the Hag Countess's corruption devil chancellor, Axacrusis, for years. Axacrusis is still alive and suffering.

SCHEMING AGAINST MAMMON

Glasya has manipulated Caarcrinolas and Melchon, the dukes of Mammon, into trying to overthrow their master. Glasya wants to claim Mammon's realm of Maladomini for her own.

QUEEN OF HELL

The general feeling is that once Glasya has dealt with Levistus, she will be ready to try to kill her father and take his place. Nobody is sure if she even knows whether she wants Levistus dead or free.

GLASYA KILLED A DEMON LORD

After she claimed Malbolge for her own, it is said that Glasya traveled to the Abyss and actually killed an unnamed demon lord. The demons of that realm immediately swore fealty to her and moved to Malbolge, where they have come to be known as the hellwasps. It is thought that Glasya may be thinking of trying to kill a god to obtain a

divine spark, which might give her the power to defeat Asmodeus in a battle.

GLASYA IS COURTING AMON

Glasya is the only ruler to openly support Amon's passionate quest to avenge the ousting of Geryon. She wants Amon as her personal minion and plaything and she has been trying to drive a wedge between him and Geryon, but that has proven nearly impossible thus far. Amon is slavishly loyal to the former ruler of Stygia.

GLASYA'S RIVAL

Assailra was one of the first erinyes to impress Glasya in Malbolge. Glasya promoted her to warder devil, but the relationship soured.

Glasya was none too pleased to find that her sometimes-consort Tartach seemed to prefer the company of Assailra. Glasya framed Assailra as being an agent of Asmodeus and she was exiled.

Assailra currently lurks on an island known as Malharak, Hell's Bastion (see page 166). Assailra hates Glasya and dreams of revenge.

Malharak is a famous former stronghold of angels who served He Who Was. Assailra has uncovered a number of secrets and items there which could cause Glasya many problems.

ALLY OF MEPHISTOPHELES

Mephistopheles has taken on the role of a godfather to Glasya. Some think this is his way to try to protect himself from her, while others think that Mephistopheles wants to convince her to team up with him to overthrow Asmodeus and to rule Hell as King and Queen. This obviously leaves Baalphegor, consort of Mephistopheles, in a perilous position, although the fact that she is close to Asmodeus adds another layer of intrigue.

NOBLES AND ALLIES

The court of Glasya brims over with underlings willing to sacrifice themselves for her, but it contains precious few dukes due to her vile reputation. She has been able to convince Amon to stay in Malbolge for short periods of time.

Amon's loyalty to Geryon is unwavering and has lasted thousands of years. Is this just part of his nature or is there some kind of magical bond between them?

Matt Cassella of the Dark

TARTACH



Tartach is the former legate to both Moloch and Baalzebul. Possessing a cruel sense of humor and a passion for tormenting the weak, Tartach thinks Glasya really could overthrow Asmodeus. He has served Baalzebul, Moloch and Geryon in the past and she helped to depose Moloch.

Currently, Tartach enjoys the affection of Glasya and he is considered one of the most powerful spellcasters in the Hell. Tartach is looking to jump to the court of another ruler so that he can sabotage them, allowing Glasya to swoop in and steal the layer. He is also secretly trying to find out the location of Assailra, the exiled rival of Glasya,

ALZACH

This devil shapechanger has three forms. Few people are aware that they are all the same individual:

- **Alzach.** Imp with mottled skin.
- **Olqas.** White warhorse with green glowing eyes.
- A great worm with a lamprey-like maw.

BELETH, SPYMASTER OF GLASYA

As the Witch's Viscount, the Prince of Imps, and the Spymaster of Glasya, Beleth has served almost every archduke at one time or another. Back when he was an angel under He Who Was, he commanded a horde of little messenger creatures who went on to become imps.

In the Nine Hells, Beleth primarily served in the court of Moloch. Beleth helped the Hag Countess set up Moloch to be exiled. Once that was successful, Beleth served the Hag Countess until her downfall. Now he serves Glasya, ever-wary of her chaotic court.

Beleth has quietly created a vast information network throughout the Nine Hells. His imps carry information from and to devils as well as the mortals that they serve on the Material Plane. Beleth knows many of the secrets of Hell and hopes to use them to become a sort of shadow ruler. Glasya pays him little mind and has no idea how dangerous he could be.

Beleth looks like a tall, lean imp. He frequently assumes the guise of a middle-aged human wearing a wide-brimmed hat who holds a walking stick topped with a gold sphere.

GENERAL BARADDAL

A war devil commander, Barradal is putty in Glasya's hands.

MOLOCH THE IMP

Fallen archdevil Moloch (see page 133) is in Malbolge, trying to regain power by sharing his great knowledge with those in the position to promote him.

When he thinks no one notices, Moloch retreats to his old fortress. As a former ruler of Malbolge, visiting his old abode in this weakened form is humbling, but it is in his old fortress that he might gain aid in returning to his former glory.

In his fortress are his enemies, imprisoned inside gold shells, looking to an outside observer like gold statues. Some of these prisoners have the power to help Moloch, but the problem is that they are more likely to kill him rather than help him.

DEVILS AND THRALLS

Glasya is guarded by hellwasps, brazen devils and war devils. Erinyes, succubi, mortal thralls, barbed devils, bone devils, chain devils and other fiends live in Malbolge, as well.

LEVISTUS



Levistus, Lord of Stygia, the 5th Layer of Hell, has had a tumultuous time in Hell, to say the least. It is said that in the early days of the Nine Hells, the archdevil ruled from a keep of ice and seaweed.

Then, as the official story goes, he tried to seduce Bensozia, wife of Asmodeus. Bensozia refused him and he killed her. As punishment, Asmodeus encased Levistus in a glacier.

Levistus still rules Stygia, despite being unable to move. He issues telepathic commands and is desperate to be free. The truth may very well be that it was Glasya who killed Bensozia and that Levistus was framed.

GERYON

Geryon (see page 131) once ruled this layer, but Asmodeus removed him and put Levistus in charge of Stygia. Geryon was exiled for a time, but he has recently returned to Stygia for reasons unknown, which has alarmed Levistus to a great degree.

STYX DEVILS

Levistus has the Styx Devils on his side, partly because his layer is tightly associated with the River Styx. He is hoping they can figure out a way to help his situation, but so far they haven't been of much use.

ROGUE AVATAR

Few devils are aware that while Levistus is trapped in his glacier, he does have one avatar of himself roaming the planes. This avatar is making alliances and setting plots into motion. Thus far, it has succeeded in making deals with yugoloths and pit fiends.

Rumor has it that the avatar is trying to free Gargoth from the Wells of Darkness, on the condition that he use his godly power to free Levistus from his icy tomb.

One of his goals is to get the court of Asmodeus to turn against their master and possibly Glasya as well.

SOUL-STARVING

Currently, Levistus has all of the devils in Stygia on strict soul-rations. Levistus is stockpiling souls in his icy prison.

The Lord of Stygia has a massive scheme planned. His allies in this endeavor include:

- **Moloch, the fallen archdevil imp**
- **Azazel**
- **Members of the Dark Eight**

Levistus is going to try to cut off the flow of souls to Hell. He has been planning a blockade in the lake and the shelves of Despond, key sections of the River Styx where most souls appear. He wants to "starve" all of the devils in the Nine Hells of souls while he lives on his stockpile.

His idea is that he can get whatever he wants in exchange for souls including freedom from his icy tomb, more layers to rule, anything.

His best bet is to make a deal with a horde of yugoloths, agreeing to share the souls with them. The problem, of course, is that the yugoloths can and will betray him. Levistus needs leverage, something to blackmail them with.

With the blockade active, souls would still appear in other areas of the Nine Hells which would likely cause the devils to go to war to claim those areas.

An Audience With Levistus

Because he is trapped inside a glacier, meeting with Levistus is a unique challenge. This is how it works:

Pillar. The visitor ascends an icy pillar and stands on a landing where Levistus can be seen across a 60 foot gulf of icy stygian water.

Dragon. An ancient white dragon and erinyes swoop about, watching the visitor carefully.

Telepathy. Levistus communicates to the visitor using telepathy.

Invincible. Trying to kill Levistus is futile. Due to his unique curse, Levistus cannot be harmed by anyone save Asmodeus. While he is effectively invincible, Levistus can't do much from inside the tomb.

DEALING WITH GLASYA

During the famine, Levistus plans on supplying Glasya and her court with souls to appear that he has made amends with her. He is convinced that Glasya is still fond of him.

If he could get her on his side, he'd also have access to Beleth's network of imps. Levistus would have a lot of information flowing in, and he could know well in advance how the devils were going to try to shatter his blockade.

NOBLES AND ALLIES

Because Levistus is immobile, his court has incredible power and responsibilities. To their credit, many of them serve Levistus faithfully.

COZBINAER, FORMER CONSORT OF GERYON

Cozbi (her full name is Cozbinaer) is a quiet, 9-foot tall devil with chalk-white skin and long pale green hair. Her white skin is covered in scars.

It was rumored that she died, but in truth she survived Geryon's fall from rulership, but just barely.

When Geryon was driven out by Levistus, his court was subjected to a brutal assault. Levistus literally tore the pit fiend Machalos asunder.

An archdevil named Rumial, who now lives on Avernus, used his three-bladed tail to cover her with dozens of wounds. An artist and a prankster, Rumial reached into one of her gaping wounds and planted a slaad tadpole in a sac of her ovatorium.

The slaad did not burrow through her like most do. It is trapped in her body and it has poisoned her with navi-mas, the matter of raw chaos. It is possible that if she is promoted or demoted, she will turn into some kind of slaad-thing.

Rumial hid her bleeding body, as he didn't want her to die. He wanted to see what effect his vile prank would have on her physiology. The worst thing of all is that since that time, Rumial has actually forgotten what he did and has committed hundreds of more atrocities.

With the assault over, Cozbinaer was injured so badly that she had to spend decades living in a 20-foot by 40-foot glass cube full of colored gas to stay alive. The gas was all that kept her from True Death.

Over time, some of her former loyalists found her in the ruins of Citadel Coldsteel deep under the waters of Stygia.

She had a suit of armor made from glassteel and lined it with tubes full of colored gas. When she wears the armor, Cozbinaer can move about for short periods of time.

To most, the gas is a deadly poison. Without it, Cozbinaer would die in 10 rounds. The suit has retractable claws and if it were to be destroyed, the gas would leak out and likely kill anyone within 10 feet.

Cozbinaer spends her days looking into her crystal ball, observing Hell.

Geryon is making his way back to her. These two may be the unforeseen element that ruins Levistus's scheme.

GORSON, BAILIFF OF LEVISTUS

Gorson is a quiet schemer who is greatly benefiting from the soul-bearing ships coming in and out of Stygia.

HERODIAS, MAGISTRATE OF LEVISTUS

Herodias is portly and has tiny, useless wings. He thinks he will one day rule the Nine Hells, but in truth he is delusional. Herodias has never had the intelligence or strength to be anyone of consequence. Levistus values Herodias because he is predictable and follows orders.

AGARES

Agares is 8-feet tall, frail and brittle. When he served in the court of Geryon, he was loyal, but he had a long-standing feud with Geryon's staunchly loyal ally, Amon. Agares felt that Amon was duplicitous, though there is no evidence whatsoever that Amon was doing anything.

When Geryon was ousted from Stygia, Agares stayed to serve Levistus. Agares now is actually colluding with

a serpent god who has a domain in the layer of Stygia.

Agares has a pet:

Harbinger. A devil eagle that weeps ochre pus and has iron-feathered wings.

MAVHALAS

Commanding 11 companies of barbed devils, Mavhalas has black scaly skin and a red head that is ugly and batlike. Mavhalas and his soldiers do not get along with the sarcastic and arrogant styx devils who populate the layer. He dreams of enslaving them all.

ZEHIR, GOD OF YUAN-TI

One of the strangest things about Stygia is that there is a magical desert located in one section. This place is home to many tincalli and their leader, Nekrotheptis Scorpios. They guard the small vale where Desert's Night grows. Desert's Night is a cure to Styx memory loss.

This desert is also a home of Zehir, god of the yuan-ti. Zehir may have actually been the one to kill He Who Was to become the new god of humanity. When the final battle of the rebellion occurred, it is said that he came out of nowhere and landed the killing blow. Before he could take over all of humankind, other gods stepped in and fought him off.

THE HANDS OF LEVISTUS

This trio has a lot of influence in Stygia, mainly because Eridon often speaks for Levistus.

Eridon Alaka. An ice devil sorcerer who acts as the hands and voice of Levistus. They are linked telepathically at all times. Eridon is assisted by a child-eating rogue and a hellcat.

Zanth. This half-fiend rogue only eats good-aligned children.

Trinity. A hellcat who dreams of becoming an archdevil herself.

It is also rumored that Sekolah, god of the sahuagin, lives deep underwater in Stygia. What the relationship is with Levistus is a mystery. Certain infernal fortresses are beneath the water where Sekolah lurks.

Matthew C. Cook

MAMMON



Mammon, Lord of Avarice, rules Minauros, a layer of Hell that is a boundless series of rifts and slime streams.

At one time, Mammon liked to ride a nightmare through his realm with a pack of hellhounds at his heels, hunting devils who deserted devil armies. That ended when he was transformed into his current form.

Over the years, Mammon has become less active. He is overwhelmingly greedy, two-faced, insecure and vindictive. He promotes and demotes devils constantly.

COWARD

Mammon's reputation took a huge hit during The Reckoning. He was the first to flee the battlefield when the pit fiend generals turned against the archdevils.

TOUCH OF GREED

Perhaps his biggest asset is that Mammon's touch invokes feelings of greed. With it, he is able to keep potential enemies focused on the object of their greed rather than on ousting him.

THE RIDDLES OF MAMMON

Mammon often speaks in riddles. This has been happening more and more over time. Mammon seems to be undergoing a subtle change connected to strange ruins he found deep underwater in Minauros.

THE DEPTHS OF MALADOMINI

On occasion, Mammon swims down deep and explores the strange ruins looking for baatorian artifacts or corpses. Mammon would like nothing more than to find a way to get revenge on the archdevils who have mocked him and looked down upon him for so long.

MAMMON'S PIT FIEND FORM

Long ago, Mammon had a body quite like that of a pit fiend. After the Reckoning, Asmodeus transformed him into an enormous snake with a human torso and head. Mammon has the ability to revert to his old form, which is red-gold, and has gleaming wings.

ECONOMIC WARFARE

Mammon has a scheme in which he wages economic warfare on citadels of good on the Material Plane. He wants to collapse the economies of good-aligned nations, which leads to evil acts and corrupted souls that belong to him for all eternity.

COURT IN DISARRAY

Mammon's court is in chaos and almost everyone is plotting against him. It is actually Mammon's mind flayer allies who are keeping him one step ahead of the machinations of his traitorous advisers.

The Fractured Court of Mammon

Mammon's court is split into two factions.

Focalur is working with Mammon's consort **Glwa** to maneuver **Bael** into position to become the new ruler of Minauros.

Caarcrinolas and **Melchon** don't realize that they are being manipulated by **Glasya**, who wants this layer for her own.

MAMMON MISSES GLASYA

Glasya didn't care much for Mammon when she was forced to be his concubine, but he cares for her. Up until fairly recently, he was secretly still

seeing Glasya. Glasya eventually grew bored of him and moved on to Tartach. Mammon heard that Glasya is currently becoming close to Amon and he is extremely jealous.

MAMMON HAD A CHILD WITH SAGIRSA

Mammon and the ruler of Jangling Hiter, Sagirsa, had a chain devil daughter named Baelzra (see page 222). Baelzra quickly became an archduke in her own right, and she was banished to Avernus for doing the unthinkable. She was unbinding souls owned by archdevils to use as she pleased.

NOBLES AND ALLIES

Mammon's court gives him endless trouble. He can't get it under control because he pines for his former consort, Glasya, daughter of Asmodeus. She was forced to be his concubine, and she hated every second of it. Glasya moved on when her father gave her rulership of the 6th layer.

GLWA, MINISTER OF DISINFORMATION

The longtime consort of Mammon, Glwa is a particularly insidious archdevil specializing in destabilizing societies to sow corruption and evil.

The main reason Glwa has held her position for so long is that she looks nearly identical to Glasya. There are a lot of rumors that she magically altered her appearance to look that way. Others think she might actually be an aspect or some kind of infernal simulacrum of Glasya who gained sentience and archdevil status on her own.

Propaganda. She has agents skilled in disseminating propaganda. Glwa uses this primarily on shocktroop devils, as she is slowly gaining their loyalty awhile sowing mistrust in all others.

Master of Language. It is believed that Glwa knows almost every language in existence, except for celestial. Hearing the celestial language causes her physical pain.

Glwa never lifts a finger in battle. She simply speaks power word spells and knows a number of deadly phrases in Dark Speech.

Betrayal. Glwa has been carrying on a scandalous affair with Focalur for quite some time. The two dream of ousting Mammon and installing Bael as ruler, forming the core of a massive infernal regime.

Bael, Focalur and Glwa have a plot to overthrow Mammon. The ultimate goal seems to be to subdue and

torture Mammon, to force him to relinquish control of Minauros to Bael.

Pain Devils. To that end, they have reached out to pain devils. The pain devils hate the chain devils of Minauros and would love to enslave or replace them. The pain devils have been promised Jangling Hiter if they can torture Mammon into giving up the layer when the time comes.

Hellchain Weavers. Glwa created the hellchain weavers to infest Jangling Hiter in an effort to disrupt the rule of her rival, Sagirsa.

Servants. Glwa is always attended to by gullible devils who believe anything she says and defend her to the death despite her barely-concealed disdain for them.

BAEL, DUKE OF HELL

A vassal to Mammon, Bael commands 66 companies of barbed devils. Sporting golden skin, bull horns and long red hair, Bael can assume the shape of any monstrous form large or smaller.

Bael has navigated the political waters of Hell well due to his unique magical ability to perceive corruption. With it, Bael can look at a creature and see just how corrupt, treacherous and tainted they are.

Despite being one of the greatest generals in the Nine Hells, Bael has never risen higher in rank. Many believe that if he wasn't so politically inept, he would rule his own layer of Hell. Glwa and Focalur are trying to make that happen.

FOCALUR, BAILIFF OF MAMMON

Thin and silent, Focalur the master strategist looks like a human with feathered wings and cloven hooves.

Focalur always has far-ranging plans that he is constantly tweaking. Currently, he is focused on ensuring that Glwa is loyal to him. He is unaware that Glasya has come to him numerous times in the guise of Glwa. Glasya plans to use this to disrupt their alliance.

My theory is that Glwa is actually an aspect of Glasya who somehow broke free from its connection to her.

Mattias the Dark

SAGIRSA



Sagirsa is a relatively young archduchess who takes what she wants. Advised by her two chained skull sage advisers, Sagirsa is very difficult to deceive.

Sagirsa came very close to replacing Glwa as Mammon's consort. Glwa had a difficult time dealing with Sagirsa, largely because her two skull sages were very vigilant in pointing out half-truths and manipulations.

Sagirsa had a child with Mammon (Baelzra, see page 222), but the child ended up enraging all of the archdevils of the Nine Hells. Seeing how Mammon was already hated by the archdevils, Sagirsa took the blame for the child's antics and she was cast out of Mammon's court in what amounted to political theater.

She was given the chain devil city of Jangling Hiter to rule. Sagirsa has excelled at the role and has turned the city into a profitable enterprise for Mammon.

Glwa is continuously trying to sabotage her, mainly through propaganda and infesting the city with hellchain weavers.

The Skull Sages. Two of Sagirsa's chains are connected to a pair of floating, talking skulls. These are not demiliches and they are not flaming skulls. They are the remains of two powerful mortal spellcasters, Breven Foss and Master Enoch, who pledged their souls to Sagirsa in exchange for this sort of immortality. They both know that there are ways to use magic to regain a mortal form, and that it is all a matter of time and patience.

Breven Foss. Once an elemental wizard who worked alongside giants, Breven advises Sagirsa with fervor. He wants her to cultivate relationships with giants on mortal worlds, because he knows so much about them. He also thinks Sagirsa should look into creating devil giants of some kind.

Master Enoch. A very powerful wizard who was tricked by mind flayers in life that led to his death. The mind flayers had imbued psionic energy into him, which he retained. He can detect thoughts, create zones of truth, and rumor has it he can even use the mind flayer mind blast ability.

CAARCRINOLAS

Caarcrinolaas is a dog-headed humanoid with red bat wings, hooves and a forked tail. He is in charge of 36 companies of barbed devils.

He is well aware that Melchon cannot be trusted and has the ability to magically summon Mistress Moretta (see page 34), one of the most powerful assassin devils in existence, to aid him at the slightest sign of trouble.

MELCHON

Melchon is incredibly jealous of the other archdukes and archdevils. Mammon greatly enjoys how easy he is to manipulate, not realizing that Glasya is doing the same to him.

Melchon plans on betraying Caarcrinolas if they are successful in ousting Mammon.

MORTAL ALLIES

Mind Flayers. Mammon has a small unit of mind flayers that work for him as information gatherers. Each side benefits from this relationship. Mammon gains their outside perspective, and the mind flayers gain access to Mammon's vast knowledge of the arcane.

Zhavra the Witch-Queen. Once a cleric of an evil god, Zhavra has thrown in her lot with Mammon and she is Mammon's top mortal ally. Her job is to monitor Mammon's attempts to ruin the economies of mortal cities.

Zhavra has found great success because she knows that to keep Mammon happy, all she needs to do is to obtain the object of his greed and give it to him. She greatly fears Baelzra and is glad she has been banished.

MEPHISTOPHELES



Known as the Lord of No Mercy and the Cold Lord, Mephistopheles rules Cania, the 8th layer of Hell. He is borderline obsessed with taking the 7th layer from Baalzebul and then going on to challenge Asmodeus for rulership.

In many ways, Mephistopheles is the ultimate devil. He has red skin, large wings and white eyes. It is said that when he speaks, his words become whispering wind. Those who challenge him find that he has the ability to generate a protective aura of hellfire, lethal to devils.

HELLFIRE

Mephistopheles spent a lot of time and resources uncovering the secrets of the special kind of magic fire called hellfire, "the essence of Hell." He was spreading himself thin with the thought that expansion through hellfire would pay off in the end. His gambit has indeed paid off, as the other archdevils greatly respect and fear Mephistopheles's mastery of hellfire.

Few know that it was Baalphegor, consort of Mephistopheles, who helped unlock the secrets of hellfire for him. Hellfire is detailed on page 230.

BARON MOLIKROTH

Mephistopheles is somewhat famous for an incident involving another ruler of Cania: Baron Molikroth. The devils wondered what had happened to Mephistopheles,

and who was this Baron? Had he killed Mephistopheles?

A master of cold and ice, Molikroth was a huge foppish man who loved torture and rarely left the Citadel Mephistar, which overlooks the glacier Nargus.

It was eventually revealed that Baron Molikroth was really Mephistopheles in disguise. It was all a ruse to draw out the disloyal members of his court. Once he had determined who his enemies were, he ended the ruse and had them killed.

MEPHISTOPHELES, THE WIZARD

Mephistopheles is a powerful spellcaster, able to cast spells of up to 8th level. He is a master of evocation spells, and he enjoys employing modified evocation spells to violate his foes.

LOFTY AMBITIONS

Mephistopheles wants to be worshiped as a god by mortals but he has had difficulty sustaining cults. He hates Asmodeus, who has cults spread throughout the Material Plane, and desperately wants to usurp his position.

JEALOUSY

Mephistopheles has always been jealous of the other lords despite the fact that he is, in all likelihood, the second most powerful devil in existence. He is desperate for more power and prestige.

Many believe that if Mephistopheles does one day wrest control of the Nine Hells from Asmodeus, he still won't be satisfied with life.

WAR WITH BAALZEBUL

He is constantly warring with his hated enemy, Baalzebul. Many secretly think that both archdevils are more alike than they care to admit.

GODFATHER OF GLASYA

Mephistopheles has become a sort of godfather to Glasya. He is one of the few archdevils who can match Glasya in terms of cunning and scheming.

SECRET DAUGHTER

Antilia is a half-fiend elf bard with red skin and red bat wings. Almost nobody knows that she is a

daughter of Mephistopheles. Antilia is involved in a scheme where she is a member of Baalzebul's court. There, Baalzebul considers her one of his best spies but, in truth, she is spying on him for her father.

THE BURNING SOUL

The entity known as the Burning Soul is a fire monolith, the product of an unholy union between Mephistopheles and a powerful denizen of the elemental plane of fire. The Burning Soul is immensely powerful and is feared by most for his unpredictable nature and his callous disregard for most living things.

CREATOR OF ICE DEVILS

Mephistopheles is the actual creator of the ice devils, one of the most powerful types of devil. As one of the first archdevils to learn how to promote and demote devils, Mephistopheles actually transformed a number of mezzoloths into ice devils millennia ago.

Because of this, most ice devils are bound to Mephistopheles and obey him, not Asmodeus.

NOBLES AND ALLIES

The court of Mephistopheles is full of peril. Anyone who rises too far too fast is seen as a threat by Mephistopheles and he orchestrates their downfall.

HUTIJIN

Hutijin, one of the most powerful dukes of Hell, worships Mephistopheles like he was a god. Hutijin commands the aristocracy of hell which consists of 2 companies of pit fiends, all of them sworn to serve Mephistopheles.

Hutijin looks like a rust-red pit fiend with smaller wings and a larger head. He has always despised and hunted mortals, even when he was an angel.

BAALPHEGOR, CONSORT OF MEPHISTOPHELES

Everyone knows that Baalphegor's strategic mind is the reason that Asmodeus tolerates Mephistopheles. There are rumors that Asmodeus treats her with such respect because he knows that she is an elder baatorian.

Baalphegor has cinnamon-brown skin and red eyes that flash with fire when she is angry. She is an elusive, cryptic figure that few have ever talked to.

It is entirely possible that Baalphegor is the actual ruler of Cania, having been the ruler since before the devils even arrived in Baator. She may be quietly grant



ing Mephistopheles power and control over much of the layer, allowing him to think he is master of Cania.

Survival. This might have been done initially simply to survive. When Asmodeus arrived in Baator, he began killing her most powerful contemporaries. It could be that Baalphegor decided to keep a low profile, and was able to infiltrate devil society through a relationship with Mephistopheles.

Unbound. Baalphegor has been known to slip into the Material Plane every once in a while. While most archdevils are prisoners of Baator, Baalphegor seems to be able to free herself of the bonds of hell at her discretion.

Caermor. There was a curious incident wherein Baalphegor traveled to a mortal village called Caermor and pretended to be a 10 year old girl named Belle. She was observing a cult and trying to "enliven a short stretch of eternity." Some believe she had a more sinister motive for visiting that particular region, but nobody knows for sure except for her.

Baalphegor is the warden of the hellfire fonts under the palace of Mephistopheles. She is the one who first mastered hellfire.

Mephistopheles has never truly scrutinized his consort. If he did, he might become alarmed, as a few knowledgeable observers believe that Asmodeus wants her to betray and murder Mephistopheles in order to be at his side, replacing the late Bensozia as his consort.

BELE, JUSTICIAR OF CANIA

Rigid and inflexible, Bele dispenses justice, though he and Mephistopheles don't agree on what "justice" is. He has ivory skin, his lower torso is red and his wings have a massive 20 foot wingspan.

ADONIDES, STEWARD OF CANIA

Paranoid and wary, the black-eyed Adonides doesn't trust any pit fiends and he is constantly looking to root out spies in the court of Mephistopheles. Sixteen ice devils accompany him wherever he goes.

BARBAS, CHAMBERLAIN OF MEPHISTOPHELES

Barbas is proud, arrogant and extremely cruel. Dishonest and unscrupulous, Barbas keeps his job by coming up with brilliant schemes for Mephistopheles to partake in. He has a big beard and belly, red skin and oily black hair.

BIFRONS

A master of 26 companies of ice devils, Bifrons is a very intelligent and detached philosopher and he likes to say that "Good promotes incompetence and mediocrity." He has gray skin, huge muscles and a snake-like lower half.

TESTARON, THE RED DRAGON

Mephistopheles pays this red dragon to lurk in his throne room for the purposes of intimidation. The dragon quietly observes the devils, studying their weaknesses and taking stock of their magic items.

BELTORIUS

Beltorius is a pit fiend that Mephistopheles sent out into the material plane to make a major attempt at corrupting as many mortals as he could. This was a high profile and fairly successful endeavor. A green-skinned pleasure devil named Lady Madori keeps an eye on him.

Of all the archdevils in this reasonably-priced tome, Zariel is the one that is largely a mystery. Because she was imprisoned for so long, few knew much about her. The material here is based on what Natasha and I have learned from unreliable sources such as a fellow who claimed to be Mephistopheles' cousin and Baba Yaga when she was extremely drunk on some acrid tippale. Take all of this with a grain of salt.

Eminkel the Chastic

ZARIEL THE ARCHANGEL



Zariel has many titles, including the Matriarch of Genocide, The Purifier, Empress of the Fallen Angels, Warlord of Avernus, the Archangel, Commander of the Damned Legion, the Hellfire General, the Champion of Oblivion, and the Vindicated Eternal

Her incredibly long reign over Avernus was ended by the betrayal of Bel, who overthrew and imprisoned her. Zariel languished in a cell for a thousand years as her rival ate her flesh and siphoned her power. Now, Zariel is free and once again in control of Avernus.

Zariel: The Essential Information

There is a lot of new information on Zariel in this section. Here is a quick summary.

Severed Angel Heads. Zariel is unhinged and spends a lot of time alone with 12 living severed angel heads.

Son of Tiamat. Zariel rides the two-headed dragon Mor-dukhavar, son of Tiamat and the legendary pit fiend Cantrum.

Hellfire Mastery. She can control the fireballs that fall from the sky on Avernus and infuse them with hellfire.

Dragging Planes into Hell. She wants to use infernal chains to start dragging portions of other planes into Baator.

Demon Extermination. Zariel wants to commit genocide on the demon race.

Devil Elitism. Zariel believes that only fallen angels deserve to be called devils and that all devils born of Baator are mongrels.

Purifying the Devils. Zariel secretly plans to exterminate all impure devils.

Bel's Downfall. Bel, former ruler of Avernus, is now her humiliated underling. He is quietly being driven mad by a yearning to eat the flesh of Zariel and all angels.

Beneath her gleaming armor of baatorian green steel, Zariel's skin is badly burned. Animated skeletal wings that move as if they were still functional rise from her back. It is said that she has the power to set people aflame with a glare from her bright, white eyes.

Ruined Citadel. She rules Avernus from a citadel festooned with partially incinerated corpses of those who failed to earn her favor. Zariel surveys Avernus astride her ally, Mordukhavar, son of Tiamat and the pit fiend who founded the Dark Eight, Cantrum.

ANGEL OF GLORY

Zariel was an angel of glory who served He Who Was long ago. The more time she spent exploring the multiverse, the more sure she was that angels were the perfect beings and that all others were beneath them.

The proto-imps of Beleth in particular disgusted her. It was this hubris that motivated her to join the rebellion.

ZARIEL THE ARCHANGEL

In Baator, she became the ruler of Avernus, where she led massive armies into the planes to battle demons. She was known for her fierce pride and her obsession with keeping her black, feathered wings perfectly groomed.

Her job was to keep angels out of Hell. She was known to reward soldiers with the Mark of Avernus, which gave them the power to use magical green flame in battle.

BEL'S BETRAYAL

Once the Dark Eight settled into Avernus, they did not appreciate Zariel's intensity. They decided to oust her, recruiting Bel the pit fiend, her underling, to replace her. The betrayal was successful, and the Dark Eight ran Avernus through Bel, their puppet.

Defeated, Zariel was tossed into a cell far below the bronze citadel. The very first thing Bel did to his new prisoner was to tear her precious wings apart, leaving only the bare skeleton beneath.

BEL THE CANNIBAL

For the next 1,000 years, Bel had devils routinely cut pieces of Zariel's skin off. Bel would eat this flesh, which was a way of draining her power while enhancing his own.

THE SEVERED ANGEL HEADS

During these sessions, Zariel gradually took notice of Bel's belt. On the pit fiend's belt were 12 severed heads of angels, still alive and in intense pain. Zariel noticed that one head seemed to regard her with pity.

In the solitude of her cell, Zariel became certain that what she had believed long ago was still true – angels, even fallen ones, were superior beings.

After all, Bel was born of Hell, risen from a lowly, filthy lemure. Bel was disposable scum, nothing like the precious creations of He Who Was.

BOND WITH AVERNUS

Zariel realized something else. She was able to control the fireballs that fell from the sky of Avernus. The bronze citadel was impervious to the fireballs, but Zariel spent a great deal of time reaching out with her newfound infernal senses to send fireballs at invaders and enemies that made their way onto Avernus.

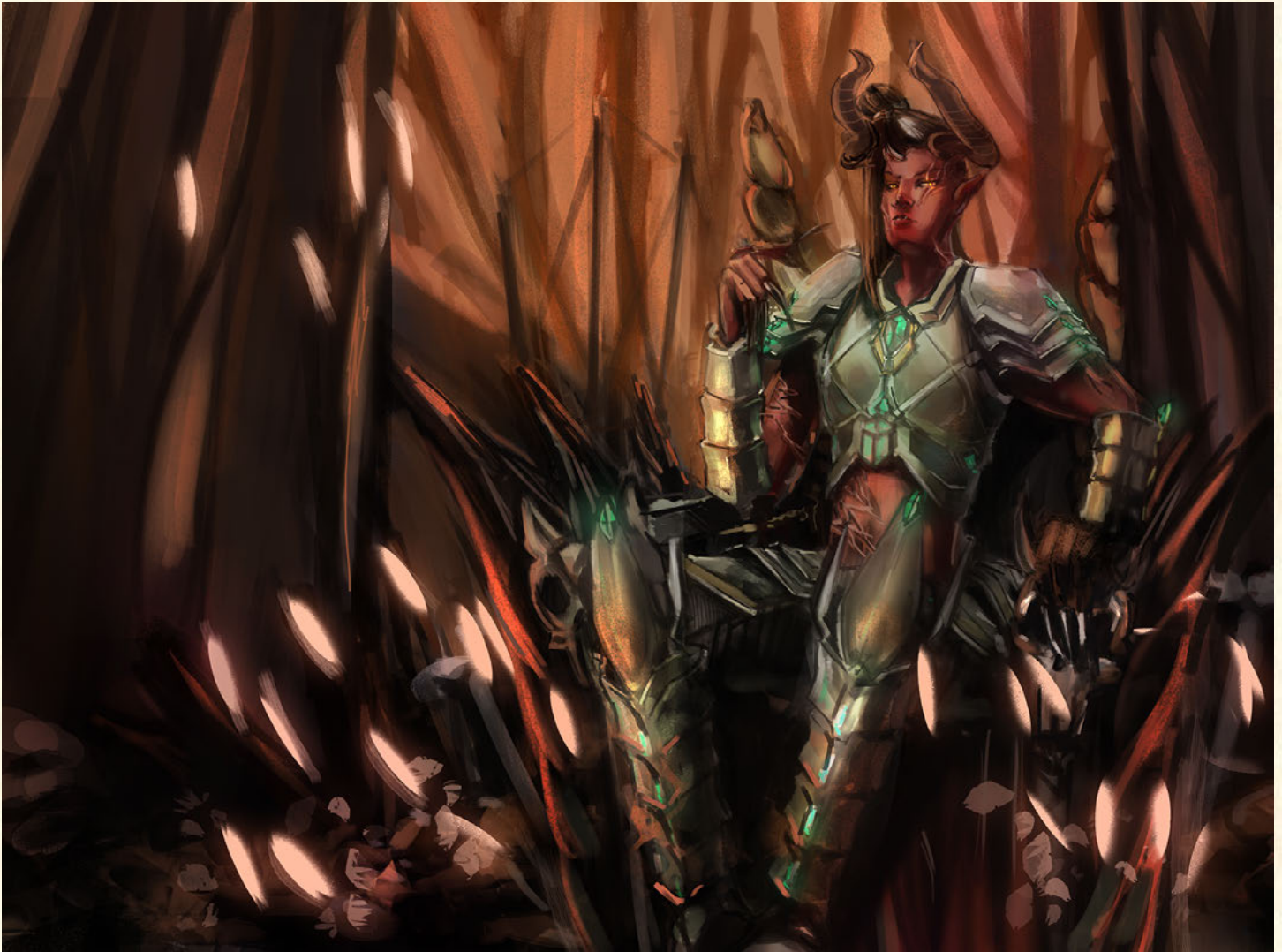
Over time, the devil soldiers heard rumors that it was Zariel who was controlling the fireballs. There were a number of incidents where many legion devils were saved from an enemy horde by a sudden, massive barrage of fireballs streaking down from the roiling clouds above.

THE BATTLE OF THE RIVER OF BLOOD

One day, the hordes of the Abyss broke through a planar breach on the river of blood and tore through Avernus, devouring everything in their path.

Bel and Mordukhavar, the two-headed dragon, led an army to meet them head-on. The demons outnumbered the devils 15 to 1. The devils were being slaughtered.

Suddenly, fireballs made from blazing white hellfire fell from the sky. The hellfire exploded in waves through the demonic ranks, bypassing any innate resistance or immunity to fire. The invading demon army was annihilated.



SUPPORT OF THE SOLDIERS

Mordukhavar and the surviving hell knights knew this was the work of Zariel. They went before Bel and the Dark Eight and demanded that Zariel be freed.

The public pressure was intense but the Dark Eight did their best to quash it.

ZARIEL IS FREED

Bel's confidence was shattered and the army's morale was low. Asmodeus himself ordered the release of Zariel and restored her status as ruler of Avernus. Bel was demoted to the role of adviser.

THE WINGS OF ZARIEL

Like the erinyes, Zariel cannot hide her wings. At one time, they were her pride. Now they are skeletal, sharp and bare. They are a constant reminder of her betrayal of the angels that she so reveres.

BEL'S HUMILIATION

Almost immediately, Zariel forced Bel to grovel in front of his own army. She declared that her adviser would also work as her supplicant and personal groomer.

INFERNAL RALLIES

Zariel made a series of intense speeches in front of hundreds of thousands of legion devils. She preached the glory of wiping out the entire demon race.

She spoke of pulling abyssal layers to Baator, annexing them into Hell and bringing them to order.

Most of all, she spoke of the glory of oblivion. She told the devils that to experience True Death serving the cause meant that they would become one with Avernus forever.

HELLFIRE ENGINE

Zariel had her slaves in the Avernus mines dig up tons of baatorian green steel. A giant, rampaging construct known as a hellfire engine was made out of baatorian green steel, made to look just like her, except that statue has full, feathered wings like she had before Bel mangled them.

DEVIL GENOCIDE

Zariel contempt for the mongrel devils inspired her to secretly plan to kill devils. Almost all of them, in fact.

She believed that only devils who were true fallen angels were pure devils. The others were mongrels, grown from filthy mortal blood and blobs of necroflesh.

Zariel built a number of secret facilities equipped with Hellfire furnaces, devices she intends to use to systematically murder demons. When the time is right, Zariel will begin sending devils into the furnaces to be annihilated forever.

THE CHAINS OF BAATOR

Zariel's devils are creating massive chains. Soon, they will be hooked to mortal realms and abyssal layers and literally dragged into Hell by millions of devils.

While other archdevils are obsessed with conquering other layers of the Nine Hells, Zariel is looking outward. In her mind, she already rules the biggest layer, by far. She wants to make it bigger. She wants to pull all of creation into Hell, one plane at a time.

Her ultimate goal is to pull the entirety of Mount Celestia into the Nine Hells.

THE PULPIT OF THE ARCHANGEL

She continues to run massive rallies to keep morale high. Zariel is intensely popular, much to the consternation of the Dark Eight, who have been completely unable to control her.

During the rallies, Zariel tells stories of what Bel did to her in prison. She forces Bel to hold her chalice and kiss her boots in front of his former army. She subtly implies that Bel is a lesser being because he sprung from a lemure.

PACT WITH MEPHISTOPHELES

Zariel has a deal with Mephistopheles. She shunts him souls and the spoils of war to him in exchange for hellfire engines and deeper knowledge of hellfire.

Mephistopheles discovered hellfire after decades of study and research. Zariel had accidentally discovered it hundreds of years prior, and didn't even know it.

She is secretly looking for a way to become immune to hellfire. Zariel has a spy in the school of hellfire in Cania, sending Zariel secrets.

BROKEN CELESTIAL

She has taught herself and her inner circle a corrupted form of Celestial so that she may speak freely with her co-conspirators.

THE INVISIBLE VANGUARD

Zariel has formed a secret police force of erinyes vanguards who monitor devils of Avernus, looking for dissidents and assassinating any who wander too close to one of her three hellfire processing centers.

STRIVING FOR LAW

Zariel's dream is to turn disorderly Avernus into a vast, ordered, neat realm full of those devoted to her cause. She pictures a sea of devils in clean uniforms holding banners high, sorting and exterminating all things chaotic.

She believes that if she gives each of the many rogue dukes on Avernus their own orderly domain full of devils subservient to them, then she can turn Avernus into a gleaming gem of order.

ZARIEL'S SKELETAL WINGS

Zariel's skeletal wings still move, but they don't grant flight. She can and does use them as weapons, impaling enemies on her sharp, bony wing tips.

MORDUKHAVAR THE REAVER

Many an archdevil has run into issues with the most infamous prisoner of Hell – Tiamat. Zariel

has agreed to help find a way for Tiamat to escape the Nine Hells in exchange for the aid of Mordukhavar.

The spawn of Tiamat and a pit fiend, Mordukhavar serves Tiamat and travels the Nine Hell doing her bidding. He also commands a legion of devils and aspires to become one of the Dark Eight.

Complicating things is that Mordukhar is fixated on Zariel. He rightly believes that together, they might be unstoppable in the Nine Hells. Zariel has absolutely no interest in this as when it comes right down to it, Mordukhavar is a half-breed mongrel devil.

SCHEMES AGAINST TIAMAT

When she was imprisoned, the devils who carved her flesh for Bel to feed on were abishai, devils loyal to Tiamat. Zariel wants the dragon queen dead or gone. Using Mordukhavar is a way to either ward her off or use him as a potent ally against her, should a battle break out.

Zariel carefully selected five infernal succubi for a special mission. Each of them is in the process of secretly seducing one of Tiamat's five chromatic mates. Zariel hopes to remove them from the picture entirely.

In Tiamat's lair is a portal to Dis. Zariel wants control of it.

THE DECAPITATED CHOIR

Zariel keeps one secret to herself above all others. She kept Bel's belt and the 12 severed angel heads. Each day, she tends to them and does her best to soothe their pain.

One head, who was an angel of temperance named Lorziune, has befriended Zariel. Lorziune secretly fears Zariel's massive army and is trying to get Zariel to send the heads back to Celestia so they can be at peace.

Zariel is obsessed with one of the male heads. She is certain that it is the head of Relminicus, her consort from when she was an angel of glory. She wants to restore him to his former form so that she can perform the ultimate heresy. She wants to bear the child of an angel, which would create an extremely powerful creature known as a concordant killer (see page 170).

ZARIEL AND ANGELS

Lorziune has realized that Zariel doesn't just revere fallen angels, she reveres angels as well. Zariel will under no circumstance kill an angel. Angels are to be brought to Hell and corrupted, no matter how long it takes.

Zariel has a desire to become a pure angel again, but in her heart she knows her soul is vile. Lorziune fears that one day, Zariel will come to terms with this, fly into a rage, and focus her vast army on wiping out the angels of Celestia.

THE MADNESS OF BEL

Zariel is unaware that, after centuries of eating angel flesh, Bel has developed a taste for it. Being near Zariel is driving him mad with hunger. He has his eye on the severed angel heads. If he can find them, he will eat them and savor every bite.

AMON THE OUTLAW

Zariel has a bounty out on Amon, the rogue duke who is hellbent on revenge for what happened to Geryon in the Reckoning.

Zariel's intense sense of order cannot handle Amon's random activities. She dreams of killing every stygian winter wolf in existence in front of Amon, using their fur to fashion capes for her elite legion devil soldiers.

SOLDIERS OF ZARIEL

Legion devils adore Zariel, who she promotes to bearded devils and shocktroop devils to reward their valor.

Zariel employs and admires the hell knights - almost all of which are fallen angels.

MONITORING DISPATER

Zariel has no spies in Dis. She does have a single erinyes spy who has befriended Gith in the githyanki city of Tu'na'rath. Gith knows the layout of the interior of the Iron Tower of Dis, and is slowly sharing it with the erinyes in exchange for favors from Zariel.

Zariel has no intention of doing anything to Dis. She is concerned that Dis might want to do something to her.

Dispater does have spies on Avernus and he is aware of all of Zariel's schemes. Alarmed, Dispater has tried telling other archdevils of what is happening on Avernus, but none of them believe him. Dispater's frequent paranoid fantasies have completely ruined his credibility. Only his fellow paranoid conspirator Ustyhrin-ja believes him.

ZARIEL VS. THE DARK EIGHT

The Dark Eight were the ones who kept Zariel in prison. Now that she is free, the Dark Eight are trying to keep their heads down.

Her soldiers are openly hostile to them. The pit fiends tried reaching out to Mordukhavar, a son of Cantrum, only to find that the dragon wanted nothing more than to kill and replace them.

THE RABBLE OF DEVILKIN

Avernus is home to dozens of archdukes, each with their own story and scheme. These creatures make for great villains.

AMDUSCIAS

Amduscias is a skillful negotiator who can shape change. He has three main forms:

- A dirty yellow unicorn with eyes of flame and a purple horn.
- A hawk-headed man in robes of red or black.
- A wolf with a serpent's prehensile tail.

AMON THE WOLF, THE SLAYER

Amon is like a hound when it comes to loyalty. When his "master" Geryon was ousted from Stygia, Amon stayed in Hell and went on a quest for revenge. He literally wants to kill four of the archdevil rulers of Hell.

Accompanied by his pack of thirteen Stygian winter wolves and his horse-sized wolf, Soulfang, Amon stalks Avernus and hunts down agents of Geryon's enemies. Ultimately, Amon wants to kill Levistus, Baalzebul, Belial and Mammon, in that order.

Soulfang. Amon's loyal wolf is as big as a horse. It won't betray Amon, even if magically compelled to do so.

ARMAROS

Known as the Resolver of Enchantments, Armaros is a very powerful spellcaster who creates magic items. Asmodeus doesn't allow any other archdevil to speak with him.

He appears as a gray-skinned beaded human male with gray wings.

It is believed that Asmodeus has given him the remainder of the god-slaying metal that makes up the howling daggers (see page 220). Armaros is said to be

making some kind of weapon. Some whisper that he is secretly making an item with the metal that could kill Asmodeus himself.

AZAZEL

Known as "the Serpent" due to his scales and snake-like head, Azazel is a tough duke to get along with. He loves to fight, especially against agents of Tiamat. He has killed three of her consorts and would like to kill more.

His bat wings allow him to soar over Avernus looking for people to bully. Azazel fears Mordukhavar, and will slink away at the first mention of him.

BAELZRA

Baelzra's statistics are on page 222. The daughter of Mammon and Sagirsa, Baelzra was banished to Avernus because she was using a yuan-ti ritual given to her by Zehir, god of the yuan-ti, to unbind souls bound to archdevils.

Actually removing brands, effectively stealing souls from archdevils, is utterly unheard of. Because of this, Baelzra is reviled by her own kind. She does not seem to care at all.

Baelzra uses her animated chain blades to slay any who cross her, sending their souls to her father whenever possible.

BIST

Invisible save for her fiery eyes, Bist is similar to a hellcat and a selfish master of duplicity.

Bist wanders Avernus, a place that she despises, spreading lies and antagonizing all whom she encounters. She lives in an ancient tower high up on a peak just beneath a line of fiery clouds. There is a magic looking glass there that allows her to spy on the entire layer.

CAIM

A gossip and a sneak, Caim loves to eat elves and men. He often appears as a thrush with a belt. In thrush form, he is extraordinarily fast, sometimes leaving a quickly-fading trail of flame in the air behind him.

In thrush form, it is quite simple for Caim to eavesdrop on other dukes and then to fly about and spread what he learned.

CAHOR

An illusionist and deceiver, Cahor lies so much that most try not to interact with him at all.

He likes to wear a tattered gray robe and poses as an imbecile or mute. His true form is of a gray-skinned humanoid with a handsome bearded face.

He loves to use magic devices to contact mortals and send them on quests for items that don't exist in places few mortals could survive.

DAGON

Not to be confused with the aquatic demon lord of the same name, his name was changed from Jaqon as a punishment straight from Asmodeus himself.

Dagon is a traitor to the extreme. He gladly gives mortals devil secrets, and he loves to tell people how to manipulate the consorts of the archdevils. At the time of this writing, he is shopping around the secrets of the Tower of Dis and knows the one thing that Dispater's consort, Lilis, cannot resist.

Dagon is often seen in the form of a red-skinned satyr with no hair.

DUSKUR

The object of affection of many an archduke, Duskur "The Dark Lady" is mysterious and alluring. She appears in the form of a human with white skin, black hair, black eyes and gray-feathered wings. Often, a sweeping hooded cloak masks her appearance.

Duskur wanders Avernus, leading a massive army comprised of zombies and skeletons. She sings to her army in a beautiful, fluting high voice.

Duskur is one of the original fallen angels. As an angel of glory, she had the ability to raise the dead with her song. Now that she is a devil, her odes animate the undead. Some believe that she is patiently amassing an unliving army of millions to overtake Zariel or some other unfortunate archdevil.

Both Geryon and Belial have courted her and gotten nowhere. The fact that her kiss causes any would-be paramour to magically fall asleep makes her a particularly dangerous consort.

GLORNOOTH THE MALEFICENT

The Devil Prince, Glornoth the Maleficent rules a keep near the lake of blood. Oblivious to goings-on outside the walls of his home, his devils bring him slaves who toil away on ever-expanding dungeons underground. Glo-

nooth is unaware that he is about to intrude upon the tunnels of Kurtulmak, god of kobolds, who keeps a very low profile and wants no interaction with devils at all.

KOCHBIEL

Once a great general, Kochbiel moves about in the tunnels under Avernus, carefully avoiding the area controlled by Kurtulmak.

He was betrayed by Barbatos (page 105), who stole his title of Marshal of Maladomini out from under him. All the fallen archduke can do is wander the relatively safe tunnels, fuming with rage.

Kochbiel is a gray-skinned pit fiend with four arms, two arms actually facing the opposite direction.

MALAREA

A bitter and envious devil, Malarea is prone to violent outbursts and berserk rages. She seems to think if she kills all of the consorts in Hell that one of the archdevils will have no choice but to take her as a consort.

Malarea appears as a human with massive black wings, red eyes, white skin and vampire fangs. She speaks Mabrahoring, the highest form of Infernal that only certain archdevils speak.

Malarea's rage stems from the fact that she was not one of the rebels at the side of Asmodeus. He Who Was punished her erroneously, tricked by another angel who actually had betrayed him. That angel, as far as Malarea knows, is still out there in Celestia going unpunished.

Malarea knows she has no hope of being redeemed. She wants to cozy up to a powerful archdevil that can allow her to leave the Nine Hells long enough to track down the traitorous angel.

MALPHAS

A dark-complexioned man in black velvet robes adorned with 333 gems, Malphas sometimes takes the form of a large crow. Malphas served Tiamat long ago and may still be linked to her. If someone is looking to infiltrate Tiamat's lair, he is the one to talk to.

MERIKEL

Merikel was a solar who recently fell into the Nine Hells. His allies always wanted to show mercy to their foes, but Merikel felt that if the villains weren't slain, they'd spread more evil. He began quietly murdering prisoners and lying about it.

Now that he is a fallen angel, Merikel intends on building a prison to house and torture the angels who cast him out, to teach them the error of their ways.

He has quickly amassed a following of devils. He looks like a solar, but he has jet black skin, red wings and eyes that emit shafts of silver light.

NERGAL

A lion-headed winged toad enveloped by magical darkness, Nergal's mottled pinkish-grey, warty skin is covered with sores that ooze a clear, colorless ichor. Nergal is a schemer who hoards information and secrets.

This hideous archdevil lives inside a cave dotted with magma pools and obsidian stalagmites that can each house one to three souls.

NISROCH

The poisoner of the Nine Hells, Nisroch says little and observes much. He killed a duke named Senciner and he nearly killed Abigor.

Nisroch's form is that of a black-skinned bat-winged human with an eagle's head.

Because poisoning a devil is nearly impossible, Nisroch relies on ravages, radiant energy potions (see page 219) that are the angelic equivalent of poison. He obtains them from angel-slaying devil soldiers.

Nisroch's dream is to gather all of the Lords of the Nine at a great feast and to feed them all lethal poison. He would spare only Baalzebul, as they were allies long ago and Nisroch sees him as the rightful ruler being unjustly humiliated by Asmodeus.

RUMJAL

A cruel prankster and art lover, Rumial appears as a winged humanoid with gray skin and a tail that splits into three barbed points.

Rumial was exiled by Levistus for cruel pranks directed at Eridon Elaka (see page 115), speaker of Levistus. He has forgotten about the terrible things he did to Cozbinaer (see page 114) and assumes she perished long ago.

Rumial spends his days collecting deformed nupperibos and lemures in a freakish gallery that few appreciate.

SABATARIA, QUEEN OF THE BLOOD RIVER

There is an archduchess whose home can only be accessed by creating a whirlpool in the source of the rivers of blood that flows through Avernus.

Her name is Sabataria, an archduke who spends most of her time swimming in the river of blood. When she senses an intruder nearby, she rises up out of the water on a magical twisting cyclone of blood, snatches the interloper, and drags them below.

Often, she sucks the life out of them like a leech. Precious few are dragged back to her undersea fortress to be transformed into a devil-leech servant.

She has two forms. When on land, she is a 9-foot tall woman with glowing yellow eyes, her back is blue and her front is white. In place of hair are four dark horns that bend back, pointing behind her. In her other form, she becomes a kind of devil-mermaid. Her upper half remains the same, and her lower half is like the back half of a shark covered with dark blue scales.

She has the ability to communicate with the giant leeches that infest the blood river, and she seems to be their ruler. Legend has it that her goal is to flood Avernus in a tide of blood and rule it as an undersea archdevil.

VULPECULA

In a lonely section of Avernus is a maze made of stone embedded with howling, tormented faces. Somewhere in this maze is the entrance to the Steeple of Serpivolance, a strange, quiet place. Inside, Vulpecula sits, twitching and breathing softly on her Hellstone Cathedra, eyes vacant.

She is a cross between a human and a pit fiend, ten feet tall with her body covered in red scales, save for her torso and face. Long, cascading white hair falls between myriad horns big and small.

Vulpecula has the ability to send her astral body to the astral plane, and she spends all of her time traveling and exploring, murmuring discoveries to her obedient scribe, an erinyes named Rainsook.

FORMER RULERS OF THE NINE HELLS

This section describes entities that at one time ruled a layer of the Nine Hells.

THE VESTIGE OF BEHERIT

Very little is known about Beherit, although Elminster himself has unearthed a number of details.

ASSASSINATION PLOT

Beherit was the original ruler of Malbolge. He and his consort, Batna, were scheming to overthrow Asmodeus. Their plan was to secretly have a child and raise it as an assassin trained to kill the Lord of Nessus. They named this child Lucifuge.

Asmodeus requires all archdevils to get his permission to conceive. When he found out about the child, Asmodeus made an example out of them.

MURDER

Asmodeus got all of the archdevils together so that they could watch him kill and eat Beherit, Batna and Lucifuge.

GARGOTH BANISHED

Gargoth was a close ally of Beherit and he may have been involved in this plot. He left the Nine Hells and was told if he ever returned, he would face True Death at the hands of Asmodeus.

THE VESTIGE

Beherit's grisly end rendered him nothing more than a flicker of an entity known as a vestige.

When Beherit and Batna died, their contingency plan kicked in. A faithful mortal ally used both of their devil talismans to summon their faint remains.

The Amber Throne. Beherit was placed in an amber throne. This is where his vestige will remain for all eternity.

The Cloak of Batna. Batna's remains were fused with a magic cloak, as per her request.

Lucifuge. The remains of Lucifuge were channeled into a magic weapon: the fiendblade of Beherit. Even in death, Lucifuge has one goal: Kill Asmodeus.

BEHERIT'S FINAL RESTING PLACE

It is said that what remains of them is located on a mortal world, a tiny isle that floats in a magical river of lava that flows in an infernal pattern, seen from above.

There is a teleportation circle there that only a select few know the sigil sequence to. The isle has never been visited by anyone but their faithful follower.

The island is warm but kept magically cool through the enchantments on the amber throne.

Here, the explorers can find the Cloak of Batna (see page 214 for statistics) and the devil-slaying sword, Lucifuge (see page 218 for statistics).

Anyone who sits upon the Amber Throne can connect to the Vestige of Beherit.

A dark gift functions like a charm (DMG page 228). Once it receives a dark gift, a creature can never receive that same dark gift again.

The Vestige of Beherit. A creature that sits upon the Amber Throne forms a telepathic link with the vestige inside. The vestige offers a dark gift. The creature must willingly accept the gift to gain its benefits.

This dark gift allows its beneficiary to use an action to become a pit fiend (MM page 77) until their next Short or Long Rest, or 3 hours if no rests are taken. After this ability has been used three times, the dark gift vanishes.

As soon as this dark gift is received, the beneficiary also gains the following flaw: You bear the brand of Beherit on your chest. When you die, your soul is drawn into the Amber Throne. You can be raised from the dead, but your ultimate fate is to reside in the Amber Throne forever, communing with anyone who sits upon it.

The Amber Throne

Shaped from a rough block of solid amber 8-feet tall, 5-feet wide and 5 feet thick, the amber throne has an amber horned skull built into the top and massive amber bat wings spread wide from the sides of the throne.

The Vestige. Trapped inside the throne is a wisp of black flame, no more than a few inches long. It can't be harmed or controlled, and it is immune to all conditions.

Throne Statistics. AC 16 HP 80 immune to poison and psychic damage. Destroying it causes the vestige trapped within it to disappear, either banished or destroyed.



Bel may be the most famous pit fiend in all of the Nine Hells. He originally rose to prominence as a general who convinced the demons that he was defecting to their side. Once he had gained their trust, he led an army of demons into a devil ambush.

He was also a renowned slayer of angels. Few forget the hideous belt he wore, adorned with a dozen severed, shrieking angel heads. This belt has since been taken from him and belongs to Zariel.

Archdevil. The Dark Eight helped Bel concoct an excuse to imprison Zariel in the bronze citadel. For 1,000 years, Bel would regularly have abishai carve off bits of her flesh to feed him. This act allowed him to siphon her power, keeping her weak and making him stronger.

Bel was not respected by the devils of Avernus and was called "Bel the Pretender." Only now does Bel see how the Dark Eight manipulated him for their own gain.

Chastised and demoted by Asmodeus himself, Bel is now in the humiliating position of being Zariel's supplicant. At her rallies in front of thousands of devils, she mocks him and forces him to do degrading tasks.

Bel is truly reviled by the devils. Bel is hurt and angry, but all of his thoughts are overwhelmed by a desire for the flesh of angels. Being so close to Zariel is maddening. He ate it for centuries and now his body cries out for the sparkling nutrients only celestials contain.

Bel has been trying to get at Zariel's delicious belt of angel heads, but thus far he has not been able to find it.

In his saner moments, Bel is trying to form an alliance with Tiamat, who has not been overly receptive.

GARGOTH, THE 10TH LORD OF THE NINE

The existence of Gargoth is alarming to the few who know of him. Gargoth is said to be more powerful than Baalzebul, Glasya and Mephistopheles. There is evidence to suggest his power rivals that of Asmodeus.

Ally of Asmodeus. In the early days of the Nine Hells, Gargoth lived in Nessus and was one of Asmodeus's closest advisers. It was Gargoth who figured out that a demon spy named Astaroth had actually worked his way up to the title of Treasurer of Hell. Astaroth stole many secrets and fled. What he took is still aiding the demons in the Blood War to this day, but Gargoth foiled what could have been a devastating scheme.

The Divine Spark. Under orders from Asmodeus, Gargoth hunted Astaroth down and killed him. To the surprise of the devils, Astaroth was also a minor deity of a few far flung realms. Gargoth absorbed the divine spark from Astaroth and gained incredible power.

The Wandering Archdevil. Gargoth does not reside in the Nine Hells and seems to be able to come and go as he pleases. It is known that he has the ability to cast plane shift once every nine days.

Appearance. Gargoth appears as an 8-foot tall human with a mustache. He is always encountered with a poisonous snake wrapped around his arm.

Weakness. Gargoth has one weakness: He is extremely vulnerable to silver. Legend has it that he was almost killed by a mortal who threw a sack of silver pieces at him.

Prisoner. Natasha has it on good authority that the planes are safe from the unpredictable might of Gargoth. He is currently imprisoned in the Wells of Darkness, an abyssal prison plane that holds a number of powerful entities. Some wonder if his imprisonment is the result of the machinations of Asmodeus himself.

The Wells of Darkness hold many major entities, including the obyrith Cabiri. It is an abyssal realm ruled by a bat-demon named Ahazu the Seizer.

Matthew the Dark

GERYON



Geryon, the Wild Beast, the Trifold Duke, the Broken Beast, the Serpentine Lord, the Lord of Filth, the Duke of Ice, the Forgotten Lord. Long ago, Geryon was a being made of both flesh and light, one of the greatest angels of He Who Was.

Merged with Two Angels. After a battle against a creature from the Far Realm, angelic Geryon was mortally wounded and dying. He Who Was saved Geryon by using the souls of two other dying angels to heal him. It turns out that those angels lived on inside him, which made Geryon angry and fueled his decision to join the Rebellion led by Asmodeus.

Betraying He Who Was. At the Battle for the Bridge of Storms, Geryon betrayed He Who Was and joined the rebels. Amon, who had been a staunch loyalist of He Who Was, swore an oath of fealty to Geryon right there on the battlefield.

Geryon in Hell. When Levistus was involved in the murder of the wife of Asmodeus, he was imprisoned in a glacier. Asmodeus handed the realm over to Geryon.

Geryon ruled Stygia, the 5th layer of the Nine Hells, from an underwater keep known as Citadel Coldsteel. In these heady days, Geryon took great pleasure in hunting or fighting prisoners and adventurers plucked from a mortal realm.

Salacious Rumors. Geryon began a tryst with the Hag Countess, a relationship in which her consort Moloch did

nothing to stop. Geryon helped Tartach and Beleth overthrow Moloch so that the Hag Countess could rule Malbolge.

Exile. During the civil war known as the Reckoning, only Geryon stayed loyal to Asmodeus. Despite this, when it was over, only Geryon was punished. Asmodeus actually exiled Geryon from the Nine Hells and Levistus was given control of Stygia, but still was trapped in the glacier.

Slaughter. Once Geryon was ousted, Levistus led a horde into Citadel Coldsteel. Rumial, close ally of Levistus at the time, horribly wounded Geryon's consort, Cozbinaer, and the archduke Machalos.

Planewalker. Geryon wandered the planes. He ended up in a realm called Tytherion, the Endless Night. For a time, Geryon began looking to serve an evil deity such as Tiamat or Zehir. He built a court of planar entities to serve him.

The Planar Court of Geryon

Squinnamorg: A mind flayer ambassador from the mortal realm of Oerth.

Ephillu: An erinyes who wields a black, hell-forged sword that can turn into a nupperibo. This weapon has baatorian markings on it that suggest it was created by Maggoth.

Christanon: A medusa who wears an iron mask to control her gaze attack, also from the realm of Oerth.

Bleg: A beholder with a hot temper

Purpose. Geryon gradually grew to believe he had been "exiled" for a specific reason. Geryon believed it might have been a way to get Geryon to quest for the vallis crystal (see page 220), an item Asmodeus covets, or to track down and defeat the rogue avatar of Levistus.

Return. Recently, Geryon returned to Stygia. He is not the ruler, but perhaps he figured out what needed to be done.

Geryon's Magic Items

Geryon is famous for the mighty artifacts he wields.

Sever: A magic battle axe that is intelligent and acts as a sword of sharpness.

Tonguelash: A unique magic shield with a devil face etched onto its surface. The face can extend a long tongue used as a whip or constricting device.

The Horn of Geryon: The horn once summoned minotaurs, but now it summons an ancient type of devil similar to minotaurs known as horned beasts.

THE HAG COUNTESS



Malagard the Hag Countess, the Hag Queen of the Crushing Lands, once looked like an old, decrepit hag, stooped from the weight of the years. Great wings grew from her back and she effortlessly wielded a great flaming sword.

The Hag Countess is one of the most legendary hags in history, alongside Baba Yaga and Barovia's influential matron, Baba Lysaga.

The ArchHag. It was always considered odd that a hag, a non-devil, ruled a layer of Hell for a time. Looking back, it is apparent that Asmodeus wanted her there to watch over Malbolge until Glasya was ready to rule it.

Using Moloch. Malagard began as an underling of Moloch when he was the ruler of Malbolge. Legend has it that Malagard seduced him in a pool of fetid pus. Once she had become his consort, she began a secret dalliance with Geryon, ruler of Stygia.

Moloch's Downfall. During The Reckoning, Geryon had tipped her off that the pit fiends were going to betray their masters. She, Beleth and Tartach convinced Moloch that if anything went wrong on the battlefield, he should remain defiant because Asmodeus would respect him for it.

On the battlefield, once his generals turned against him, Moloch put on a big, angry show, doing everything

short of spitting in the face of Asmodeus.

Ascension. Asmodeus took control of Malbolge away from Moloch and replaced him with the Hag Countess. Moloch ended up being banished from the Nine Hells.

Rulership. She ruled Malbolge from a fortress inside a rolling boulder. In it, the Hag Countess kept her vast hoard of gems and a collection of plants from all planes tended by nupperibos.

The Hag Countess had the power to cause avalanches in Malbolge. She would travel with Bileth, her pit fiend tribune, to make surprise inspections of their bronze citadels. At the time, each bronze citadel housed a city.

She wanted to test how they were holding up against the constant rolling boulders of the layer. Sometimes, she would visit a citadel in disguise to spy on and test the few dukes she had under her command.

The Court of the Hag Countess. Her inner court included a corruption devil named Axacrusis and a coven of three hags. Malagard owned a stable of nightmares which included her personal mount, a powerful nightmare named Bloodcurdle.

The Tragic Fate of the Court. Her inner court is currently being tortured by Glasya in the Tower of Pain. Little devils have been eating the still-living Axacrusis for years.

Demise of the Hag. As time rolled on, the Hag Countess wanted more power. She amassed souls for a ritual that would turn her into a god. Some think Geryon meddled with it while others believe that it was the work of Asmodeus. The ritual backfired and transformed her into a hideous thing.

Glasya now lives in her giant, deformed skull. Apparently, the Hag Countess is still alive.

An ancient tome describes the fate of the Hag Countess:

"Malagard grew and swelled, becoming a bloated and ever expanding horror until her body finally split open, releasing a torrent of filth to wash across the realm."

Emirikal the Chaotic

MOLOCH



Moloch is a prominent archdevil who fell very far down the social ladder of devil society. The stats for Moloch are on page 226.

Ascension. In the early days of Hell, Moloch was one of the greatest of the devil warriors. When Beherit, the first ruler of Malbolge, was destroyed by Asmodeus, Moloch was awarded rulership of the 6th layer of the Nine Hells.

Golden Statues. Moloch liked to immortalize his enemies by covering them in molten gold and making statues out of them. Some of the more unfortunate ones might still be alive, trapped deep in the ruined area of Malbolge.

Sabotage. Perhaps because he was threatened by them, Asmodeus made Moloch the viceroy under Baalzebul in the hopes that they would scheme against each other instead of him. The plan was effective.

The Hag Countess was an underling of Moloch who became his consort. Eventually, she manipulated him and made him look bad in front of Asmodeus.

Geryon, Beleth and Tartach helped the Hag Countess trick Moloch into making a fool of himself during The Reckoning. As a result of this, Asmodeus cast Moloch

down and put the Hag Countess in charge of Malbolge. Moloch was exiled from Malbolge.

The Apocalypse Stone. Moloch regrouped on a mortal world. Over the course of many years, he was able to assemble an army comprised of monsters, devils and hired yugoloths that he hoped would one day march back into Malbolge and reclaim it. This was to be a surprise assault on the Hag Countess.

It was just Moloch's luck that the world he was on was coming to an end. An artifact known as the Apocalypse Stone had been set off and triggered the end of the world. One effect of this was that all connections to the planes were severed. Moloch was trapped.

Vile Revenge. Moloch hunted down the adventurers who had accidentally set off the Apocalypse Stone. He created a squad of flesh golems made from the stitched-together body parts of the friends and family of the adventurers to destroy them.

Moloch's Mercenary Court

Allies of Moloch in this trying time:

Skallathrax: An arcanaloth mercenary.

Grellnor: Skallathrax's nycaloth bodyguard.

Three pit fiends.

How Did he Survive? Somehow in the chaos, Moloch figured out a way to escape the imploding world and returned to the Nine Hells. Natasha theorizes that Moloch was slain in the apocalypse, and was reborn on Avernus as a nupperibo. An archdevil ally could seek him out and promote him to his former state.

Faded Glory. He continued his efforts to build a new army, one in which he hoped to usher in a new era of Hell under his rule. In truth, he was delusional. Stripped of his title, weakened by betrayal and battered by an apocalypse, he was a shadow of his former self.

Failure. Moloch befriended Asgeroth, a pit fiend who served Imix, the Evil Elemental Lord of Fire. Moloch tried to recruit the aid of Imix to his cause but the scheme ultimately got Moloch slain. Asgeroth saw to it that Moloch was raised from a nupperibo to a lowly imp, and no further.

Moloch the Imp. As an imp, Moloch has joined Glasya's court, hoping to win her favor so that she can promote him back to his former state.

TIAMAT



Tiamat is an evil dragon goddess with five heads, each of a different color. Long ago, she signed a mysterious compact with Asmodeus and because of it, she has been imprisoned on the first layer of the Nine Hells for most of her life.

Queen of Avernus. It is believed that Tiamat was the first ruler of Avernus. She was reclusive and uninvolved, spending most of her time in the foreboding dwelling known as the Dragonspawn Pits.

The Dragonspawn Pits. The Dragonspawn Pits contain many cruel and deadly traps designed to protect her hoard. It also contains one of the only portals to Dis on the layer. Travelers do pass through the portal, but it is at great personal risk.

It is here that Tiamat spawned all of evil dragonkind with her five consorts, one chromatic dragon of each color. She continuously made babies, spawning eggs every 6 days. Any mowlings that had multiple heads were devoured, with a few exceptions.

Afterlife of Her Followers. When worshipers of Tiamat die, they are sometimes reborn as white abishai in the Dragonspawn Pits. Tiamat cares little for them, and

sold the secrets of abishai physiology so that other archdevils can promote them.

Escape. She eventually escaped the bonds of Hell and was free to travel the planes. Once she was gone, Zariel took over as the ruler of Avernus.

Throne of Bloodstone. A band of heroes learned that the Wand of Orcus could be destroyed by dipping it in the blood of Tiamat's heart and bringing it to Bahamut, the good god of dragons. Bahamut teleported the heroes to her lair. Apparently they failed, as Tiamat is alive and the Wand of Orcus is intact.

The Red Hand of Doom. Tiamat sent two of her erinyes to help a follower named Azarr Kul build a massive army in her name.

Azarr created a lair known as the Regnant Fane for Tiamat, who dwelled in its chambers for a time and laid a number of eggs.

Azarr Kul's army was ultimately put down before they could make their mark.

Scales of War. Tiamat went on a rampage. She attacked Bahamut, the god of good dragons, and murdered him.

She became reckless with success. The ancient compact between the red dragons and the githyanki was severed when Gith's soul escaped Dispat's tower.

Bahamut Reborn. Tiamat was unaware that Bahamut had a contingency plan. He had placed a divine spark, a shard of his soul, in a deva named Amyria. When Amyria entered into a heavenly portal on a mountain known as Chronias, the Heavenly Throne, Bahamut was reborn.

The Caverns of Fiery Splendor. Bahamut assembled his seven golden dragons and a band of heroes. He sent them to her massive lair in the Astral Plane known as The Caverns of Fiery Splendor. In a massive battle, the adventurers killed her, and she appeared back in Hell, trapped again.

Rise of Tiamat. The Cult of the Dragon on the world of Toril put together a massive effort to magically draw Tiamat out of Hell. They got the portal open, but a huge army comprised of metallic dragons, Harpers, and even the Zhentarim swarmed the area. They prevented the ritual from being completed and dismantled the cult.



CHAPTER 5: THE NINE

HELLS

Shaped like a mountain turned on its head, the nine layers of Hell is a plane of coiled and sinister evil. The uppermost layer, Avernus, is vast. The layers beneath it get progressively smaller, although most are paradoxically described as being infinitely large.

EMBODIMENTS OF EVIL PHILOSOPHIES

Some believe that the Nine Hells represent nine different visions of what being lawful and evil means, each of which is incompatible with the others.

It can be difficult to glean just what that vision is in some layers.

PROGRESSIVELY LAWFUL

Many newcomers find that Avernus is shockingly chaotic. There, the rabble of devilkin launch schemes while millions of lemures and nupperibos roam freely. It could be that Avernus is chaos-touched because it is the closest layer to the outer planes. Law becomes more pure as one descends deeper into Baator.

It might also be said that Avernus is the place where law is introduced and beaten into those who travel there.

WAS BAATOR ONCE A PARADISE?

Some infernal scholars contend that Baator was once a lush, wonderful world that turned into Hell during the massive battle against He Who Was. This contradicts the widely-accepted belief that Hell was home to the mysterious and evil baatorians before the devils existed.

GETTING INTO BAATOR

Most known, fixed portals to Hell are heavily guarded by styx devils and barbed devils.

FORTRESSES

The majority of portals in Hell are located in the fortresses of archdevils and dukes. When a portal is discovered, the devils usually build around it.

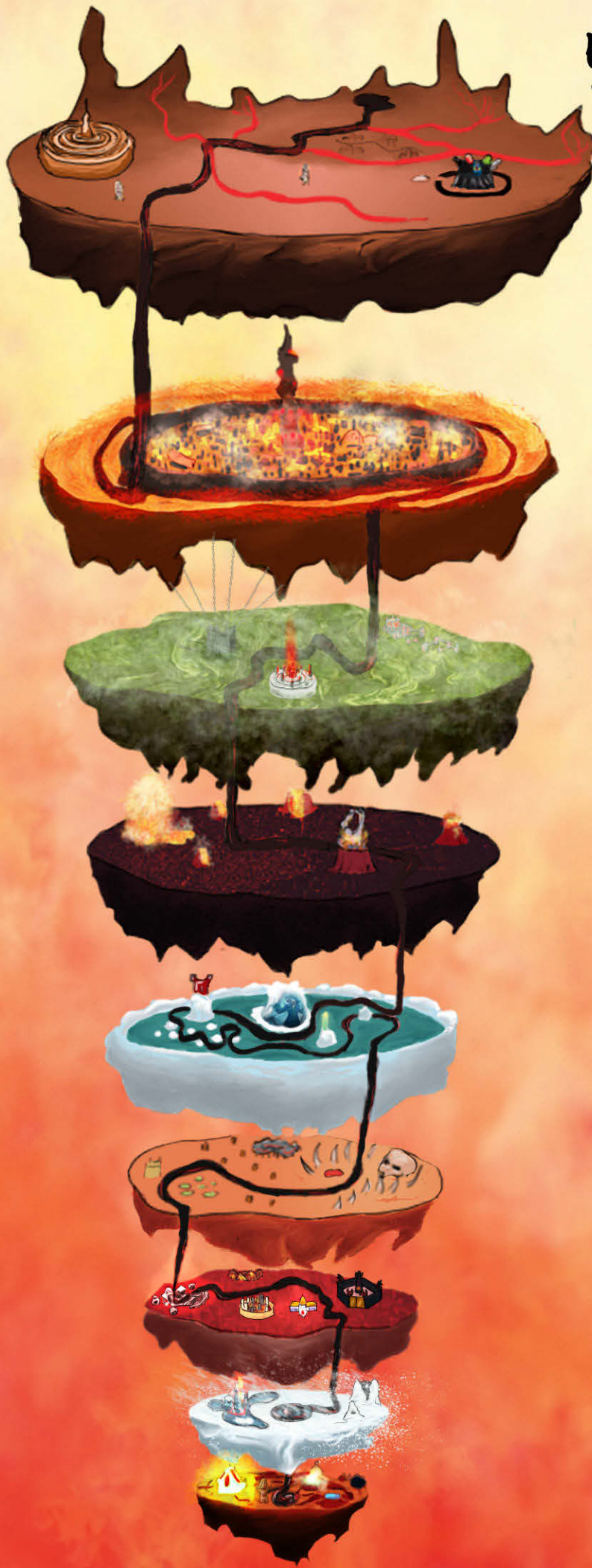
THE CURSED GATE

There is a gate to Avernus in The Outlands known as "The Cursed Gate." Travelers need an official invite from an archdevil to pass through, but most people can bribe their way in or obtain a forged set of papers that allows passage.

THE MALSHEEM PORTAL

In the very bottom of Hell, right in Asmodeus's home, there is a portal to a mortal realm. Nobody knows which mortal realm it leads to.

The Nine Hells



1. Avernus (Zariel)

The Bronze Citadel
The Road of Good Intent
The Dragonspawn Pits
The Maggot Pit
The River of Blood
The Lakes of Despond
The Pillar of Skulls

2. Dis (Dispater)

The Iron City of Dis
The Bastille of Flesh
The Bastille of Souls
Mentiri
The Iron Tower of Dispater

3. Minauros (Mammon)

Jangling Hiter
The City of Minauros
The City of Man

4. Phlegethos (Fierna & Belial)

Abriymoch
Firefalls
Tymphalos
The Pit of Flame

5. Stygia (Levistus)

The Tomb of Levistus
Tantlin
The Stygian Isles
The Pillar of Geryon
The Hall of Tragedies

6. Malbolge (Glasya)

Osseia
The Ten Towers
The Lakes of Bile
The Birthing Pits

7. Maladomini (Baalzebul)

Malagard, the Carnival Macabre, the City of Grenpoli,
Offalions

8. Cania (Mephistopheles)

Citadel Mephistar. The Lost City of Kintyr, The
Shadow Sanctuary, Nebulat

9. Nessus (Asmodeus)

Malsheem, Tabjari, The Forgotten Lake, The Lake of
Fear

TRAVELING BETWEEN LAYERS

Most layers of the Nine Hells are quite difficult to get to. The city of Sigil does have portals to many of the layers, though many of those portals appear and disappear according to a complicated schedule.

By far, the most accessible layer is Avernus. Most travelers must pass through the layers in order to get to their destination. The River Styx is the main method of travel.

THE RIVER STYX



The River Styx flows through and connects all of the outer planes and their layers. Those who sail on the Styx can travel all the way to Nessus if they are willing to brave the incredible dangers.

River Styx Essentials

The River Styx is detailed on DMG page 58.

Memory Drain: Any creature that tastes or touches the river is affected by a feeblemind spell (PH page 239). Their Intelligence and Charisma scores become 1 and they can do very little. Every 30 days, they can repeat the saving throw to end the effect.

Cures: It can be cured by greater restoration, heal or wish.

Outer Planes: The River Styx connects to Acheron, the Nine Hells, Gehenna, Carceri, the Abyss, and Pandemonium.

EFFECTS OF THE STYX

The biggest danger is the waters of the Styx itself. One droplet forces most to suffer the effects of a feeblemind spell and some people who are completely immersed lose all of their memories. The truly unfortunate lose motor

skills and the ability to speak.

Curing the Memory Loss. Wish and greater restoration remove the memory loss as does a flower called Desert's Night found in Stygia.

VARIANT EFFECTS OF THE STYX

You have a lot of options when deciding how you want the River Styx to work in your game. The biggest thing to keep in mind is that a character losing their memory is extremely debilitating and should not be done lightly. It can lead to a lot of fun things, but you need to be prepared for it. Here are some options:

Permanent Memory Loss. You must make a saving throw. If you fail, you immediately forget your past life. If you make your saving throw, you forget the last five minutes of your life.

Variable Memory Loss. Even if you make your saving throw, you forget the last eight hours. The more extensive your immersion in the river, the more likely it is that you will experience the "permanent eradication of self."

APPEARANCE OF THE RIVER

The River Styx is polluted, oily, and as purple as a bruise. Deep, swift, and unfordable, the river races in a black torrent.

FALLING IN

In some sections of the river, if you fall in, there is a 50% chance you are magically dragged into a random plane.

THE SEDIMENT OF THOUGHT

The Styx steals and stores memories. These memories often congeal into tiny gray stones known as the sediment of thought. It is said that yugoloths are quietly trying to figure out how to read the thoughts packed into each stone.

STYX BOATMEN

There is a type of yugoloth known as a marraenoloth or charonaloth. They are skeletal, hooded entities with small boats that offer speedy travel on the Styx for a price. They are fully detailed on page 201.

LORD OF THE MARRAENOLOTHS

The Lord of the Marraenoloths is said to be an unkillable entity. As long as at least one creature remains alive in the multiverse, the River Styx continues to flow and the Lord of the Marraenoloths cannot permanently die.

If he is slain, he melts away into a puddle of black water that seeps into the ground and reforms elsewhere. Each time he is resurrected, the River Styx imbues him with more power.

The Lord of the Marraenoloths can take creatures to any outer plane as well as the Astral, Ethereal or Prime. He also has the power to cause the Styx to rise up like a water elemental.

In at least one instance in history, the Lord of the Marraenoloths assembled and commanded a fleet of 5,000 marraenoloths to battle a demon lord.

THE RIVER STYX IN STYGIA

Stygia, the 5th layer of Hell, is full of freezing water and glaciers. The River Styx winds through this layer without mixing with the waters of the realm.

Touching the River Styx in Stygia. The effects of the River Styx are more potent in Stygia. If you fail your saving throw, you forget everything you've ever learned and you must save again. Failing that means that you actually forget your motor skills and how to speak. Even if you make your saving throw, you forget the last year of your life.

BUILDING A RESISTANCE

It is rumored that the yugoloths can teach people how to resist the memory-draining powers of the River Styx.

DESERT'S NIGHT

A blossom known as desert's night can cure the lost memories of the Styx. It only grows in a single glade in Ankhwugat, Zehir's realm in Stygia.

The glade is patrolled by guards of the nearby town of Khas-tep. The keeper of the glade is a short, swarthy worshiper of Zehir who has a tattoo of the snake god on his forehead.

Not far from the walled garden is an agent of Zehir named Nekrotheptis Skorprios, who commands many tlincalli.

SAILING THE RIVER STYX

In many planes, the Styx is very dangerous. Waterfalls,

glaciers, and Styx-dwelling beasts are just some of the hazards involved.

Often, travelers will pay a marraenoloth for swift passage across the Styx. Marraenoloths have the ability to skip entire planes when sailing the River Styx.

No Guide. Without a guide, navigating the River Styx from one plane to another will often deposit travelers on a random outer plane.

Ships. Ships full of demon or devil armies sail the river on their way to or from a blood war battlefield.

Soul Collectors. Soul collectors scour the riverbanks hunting for soul shells.

Devil Checkpoints. In the Nine Hells, there are checkpoints every 10 miles. Styx Devils will examine paperwork and perform a humiliating strip search.

Monsters. There are a number of creatures that swim in the river, including styx dragons and xer-filstix.

WHERE THE RIVER BEGINS

Some say that the River Styx begins in Pandemonium, seeping from a place called Winter's Hall. A mixture of infinite melting snow, godly poison and the blood of an endlessly tortured deity flows through Pandemonium's layers.

Others say that it originates from the Lake of Despond on Avernus. Above the lake is a storm cloud that funnels creatures in from the astral plane.

Many contend that the River Styx begins and ends in Stygia.

WHERE THE RIVER ENDS

The River is known to pour into a crack in Nessus. Some stories claim that the Styx pours back out into the Astral Plane after its frozen passage through Cania.

As the river funnels into a whirlpool in Nessus, transparent reenactments of stolen memories run amok on the shores. Infernal barbed tendrils rise up out of the water and tear the memories to shreds.

ANTI-MAGIC FIELD

There are sections of the River Styx 1/4 mile wide that radiate an anti-magic field. This field temporarily negates spells and magic items as per an anti-magic field spell (PH page 213).

THE GOD OF GNOLLS DRINKS STYX

Gorellik, the original god of the gnolls, was dethroned by the demon lord Yeenoghu.

Gorellik likes to drink from the Styx to forget his past. Because of his divine blood, the memory drain doesn't last long.

ORCUS DIVERTED THE RIVER STYX

Long ago, a demon lord named Shami-Amourae was trapped in a magical well on an Abyssal layer called the Wells of Darkness. Shami Amourae has since become a vestige in the Amber Temple of Barovia (see Curse of Strahd page 192).

Demogorgon didn't want her to ever escape, as she knew some of his secrets. He put a magical contingency in place. If she ever left the well, it would trigger the Stygian Deluge.

THE STYGIAN DELUGE

As soon as she exited the well, magic tore a hole in the bed of the River Styx. The River Styx was diverted and a torrent of dark water cascaded from the sky, as if a great waterfall had suddenly appeared in the heavens.

Other Passengers Picked up By a Marraenoloth

d10 Passenger

- 1 Bannon, a conniving soul shell.
- 2 Clarzina, a legion devil blood war deserter.
- 3 Spinejack, spined devil with an urgent message.
- 4 Embrathra, a succubus bringing a comely elf to Glasya.
- 5 Pallvain, an angel spy posing as an erinyes.
- 6 Bruderlink, A gorechain devil barely resisting the urge to rock the boat.
- 7 Chox, A wounded gnaw demon trying to get home to the Abyss.
- 8 Grilgathon, a soul collector with two shackled, shivering soul shells.
- 9 Marina, an ashmadai paladin trying to earn a nightmare mount and become an honorary hell knight.
- 10 Corptia, a pit fiend trying to undermine her master, Belial.

Encounters on the River Styx

d10 Encounters on the River Styx

- 1 On the shore up ahead are three bearded devil soul collectors. They like the idea of capturing and enslaving adventurers for their own personal use.
- 2 A barge containing devils on their way to a blood war battle. The ship is full of legion devils and one shocktroop devil in charge of them. It will try to board the group's ship to examine their papers.
- 3 An invisible imp spots the ship and spies on the group, to learn what they are doing or where they are going. Then, it will fly to their destination and offer to sell the devils there what it knows about them.
- 4 A soul shell being chased by a pair of lemures. It yells to the group and begs for help. This soul shell was a thief in life but will never steal again. It has been scared straight.
- 5 A night hag flying around in a wobbly cauldron spots the group. She wants to sell them maps, potions or information. She has three very friendly cats in her cauldron and if anything happens to one of them, she will fly into a murderous rage.
- 6 The group spots someone in the water up ahead, holding on to some floating debris. It is a shapechanged succubus who has forgotten her entire life. She has no idea that her kiss can kill or that she can charm people.
- 7 A harvester devil attempts to befriend the group and offer them aid in their quest in exchange for their signature on a contract, ignore the fine print, it is just a formality.
- 8 A hellstorm hits. It rains blood, strong winds threaten to blow heroes overboard, and weird red lightning crackles all around them. The storm is localized almost entirely over their vessel. Dispersing it quickly requires a cleric to turn it, holy water to be thrown into it, or a light spell cast on it or near it.
- 9 A herd of angry nightmares stampedes through the sky. They sense the innate goodness (or non-evilness) of the heroes and ride by, very close to the vessel, so close that their flaming hooves will set the vessel on fire.
- 10 A styx dragon rises up out of the water. The ancient thing might attack, or it might recognize someone from one of the many memories it absorbed. It could impart important information.

Don't try to pay a marraenoloth Styx boatman with rare, bawdy pamphlets from Sigil. The boatman can and will backhand you, even if they are collector's items that make a great investment.

Eminkel The Chaotic



AVERNUS, THE FIRST LAYER

Avernus is a plane littered with rocky crags, deserts of ash and rivers of blood. Carrion and viscera coat the surface of the realm, all of which are the remnants of past battles. Red and black clouds in the sky flicker with goutts of orange flame.

The horizon is littered with toothy mountains spiked with sharp edges of crystalline rock. The boulders and hillsides of Avernus seem to have tormented faces etched into them.

The River Styx runs right through the middle of Avernus, providing passage deeper into Hell.

DEVIL ARMIES

Avernus is a marshaling ground and training area for infernal armies. Demon armies invade Avernus on an infrequent basis.

FIREBALLS

The most prominent trait of Avernus are the fireballs that strike those who wander the layer. There are many different types that a hellwalker might be blindsided by.

Fireball Statistics. Creatures in a 30 foot radius must make a DC 15 Dexterity saving throw or take 8d6 fire damage, or half on a successful save.

FORMING FIREBALLS

These fireballs form spontaneously, beginning as a glowing, swirling effect in the air. Creatures nearby must make a saving throw and run for cover. The gust of wind spell (PH page 248) can push a forming fireball away.

HELLFIRE FIREBALLS

These fireballs careen through the atmosphere, falling from the clouds and exploding on the land below. It is said that these fireballs are controlled by Zariel, who has an innate connection to Avernus. The fireballs are naturally attracted to outsiders and invaders.

AVERNUS CINDERSTORMS

Also known as battle's bane, an avernus cinderstorm is an event where fireballs just keep coming down on an individual or group. The storm continues to attack every round until no creatures are bloodied.

There is a 50% chance that 1d4 fireballs hit each round.

INFERNAL COMETS

These fiery comets made of hellish crystal are adorned with a screaming face. They fall from the sky and leave impact craters in their wake. Comets do bludgeoning damage instead of fire damage.

FALLING SOULS

In addition to fireballs, burning souls fall from the sky. The devils call them “crater makers.” These unclaimed souls are considered lucky, as they have the ability to get up and flee Hell. It is possible for them to return to their old lives. It is said that falling souls are the result of a faulty infernal contract.

Falling Souls. Make a DC 15 DEX save or be hit by a falling soul for 18 (3d10) damage. Roll 1d6 for the soul:

Falling Souls

d6	Falling Soul
1	A lawyer who negotiated a clever loophole in his own infernal contract.
2	A woman whose husband forged her name in his place.
3	A satyr who signed his soul away while drunk.
4	A tiefling woman looking for a way into Hell to find her father.
5	A strict priest being taught a lesson by his deity.
6	A sorcerer whose wild magic surge went horribly wrong.

FIREFUNGUS

This is the only natural food source on Avernus that is edible to non-devils. Found in patches of ground recently struck by fireballs, firefungus wiggles and is marginally nutritious.

THE LAKE OF BLOOD

The Lake of Blood spills from the Stigmaris mountains and flows into the river of blood. Some say that the blood comes from all of the past victims of the layer.

THE RIVER OF BLOOD

In addition to the River Styx, rivers of blood also wind and flow through Avernus.

There is a quote from the Canticle of Thumis about this river:

“Images of tormented faces spring up in the foam caught in the eddies of the river, to be dashed to bits on the rock. Each such “face” seems to let out a faint scream when the current forces it against the rocks.”

Full of infernal leeches, there is an entire system of rivers of blood and fluids that merge with the Styx.

THE ROAD OF GOOD INTENT

This road leads to a succession of wrecked cities, crosses over the River Styx and ends at the maggot pit. Along the route are the ruined gate towns of Ribcage, Darkspine and others. These towns were corrupted by devils and slipped entirely into the Nine Hells, where they were raided and ruined.

DARKSPINE

One such town is Darkspine, which holds a single tavern called the Pig and Poke. Gangs of pain devils and bearded devils rummage through the ruins and debris.

The most prominent inhabitant of Darkspine is a harvester devil named Jebelam whose main duty is to report information on any newcomers to the Dark Eight.

Patrolling the area is a horned devil guard named Montelado who gladly takes bribes. He was stationed here as a punishment for Blood War failures.

THE BRONZE CITADEL

This is the ever-expanding fortress, one of the main bureaucratic hubs of Hell. It has 14 concentric rings, each with its own gate guarded by devils. Every member of the Dark Eight has a household here.

Armed with ballistas and catapults, the bronze citadel takes up 600 square miles and stretches back through the Stigmaris mountains.

The halls are full of devils seeking arbitration, alongside petitioners, lemures, spined devils, bearded devils, legion devils and hundreds of thousands of lesser devils gearing up for or being debriefed on Blood War missions.

Adventurers captured trespassing in the Nine Hells are brought here to plead their case before a pit fiend judge. Challenging cases are sent to the court infernal in Phlegethos.

THE MAGGOT PIT

Overseen by Arraka the red abishai, this 1,000-foot diameter pit converts the souls of the damned into lemures. Pain devils push the damned soul shells into the pit, which is full of ooze and writhing white worms. Once the damned drown,

the maggots eat and excrete them. The excrement becomes gelatinous lemares.

THE PILLAR OF SKULLS

This pillar is made of the heads of sages who lied to customers in life. The skulls can answer questions in exchange for a specific payment: one intelligent humanoid creature must be pushed inside the pillar and digested. That creature's head joins the pillar of skulls.

One head usually takes charge of a conversation. The heads can't be slain, but they can be knocked inert for a time.

THE PILLAR OF DEMON SKULLS

There is a second pillar of skulls made of trophies taken from the blood war. It is stacked with twisted, demonic skulls and rises to a height of up to one mile.

DEMONIC SPIES?

In Zelatar, Graz'zt's city in the demonic Triple Layer of Azzagrat, there is a pillar of vistani heads. This pillar speaks only to demon lords and very high-ranking demons. Natasha notes that this abyssal pillar is very similar to the pillars in Hell. It is entirely possible that Graz'zt created the infernal skull pillars prior to betraying the devils.

That begs the question as to whether Graz'zt can use sending spells, scrying spells and other magic to gain information from the pillars.

THE GATES OF MALSPERANZE

This is an archway in Avernus guarded by gates of iron. Emblazoned on it are molten runes that say: "Abandon hope, all ye who enter here." Beyond the gates is a road of skulls that leads to Dis, the second layer.

THE DRAGONSPAWN PITS

A jagged, crown-shaped mountain adorned with five watchtowers, each carved to look like the head and neck of a watchful dragon. The main entrance is only accessible to flying creatures and the secondary entrance is a cave near the maggot pit. The interior appears to be infinitely large.

Souls of nondragon worshipers of Tiamat appear here as white abishai. The rest are sold.

The interior appears to be infinite, with miles of corridors and treasure caverns on which every coin is guarded by a fiendish dragon. There are many rooms full of trea-

sure designed to entice adventurers. The treasure is cursed and protected with cruel traps.

THE LAKE OF DESPOND

Newly damned souls appear here. A great funnel-like storm cloud swirls above it, pulling people from the astral plane to the Nine Hells. Those immersed in the lake are overcome with despair and weakness.

THE FEW

Dagos commands this legion of devils who like to teleport around the battlefield and attack from the rear.

THE ASH RIDERS OF AVERNUS

This legion of hell knights patrols the realm astride infernal wyverns.

Encounters in Avernus

d8 Encounters in Avernus

- 1 A spined devil is gathering a herd of lemares together to send to a Blood War battle. The spined devil doesn't notice the heroes and leads the rampaging herd right at the group.
- 2 A falling soul plunges out of the sky right at a random character. The soul's name is Bilk, a plucky halfling who always gets into trouble but gets away squeaky clean.
- 3 An incubus spy has been exploring and mapping Avernus. It tries to recruit the group's aid, offering the favor of Malcanthet, Demon Queen of the Succubi.
- 4 A few devils are test-driving one of the hellfire engines, a massive walking construct. They spot the group and decide to mess with them.
- 5 The group hears lovely singing. No, it's not a harpy. It's Malarea, the wandering archduchess leading her army of thousands of undead. She might ask the group if they'd seen any dead bodies recently.
- 6 A band of bearded devils are pulling a caged cart with four terrified soul shells in it. They have one hell hound with them, which might just pick up on the group's scent.
- 7 The heroes spot an inert skeleton in a crater. It has wings. An angel? It has a magic ring on its bony finger. The ring is a ring of protection, but it is also magically cursed to be an Avernus fireball magnet.
- 8 Up ahead is a hill scattered with rocks. Every single rock has a face on it with varied expressions, mostly scowling or cackling. A massive boulder begins to speak, hurling insults and heckling the group. It knows a lot of useful information, but it is a jerk.



DIS, THE SECOND LAYER

Lightning flickers in the flat, smoky green sky above the city of smoldering iron. The city of Dis is home to thousands of toiling souls ruled by Dispater, the Iron Duke.

Outside the city walls, the plains of Dis contain erinyes and hellcats running wild among mysterious pillars of stone that move about the rolling hills.

THE IRON CITY OF DIS

The city of Dis is full of eyrie-riddled towers made of rusting iron. Zombies roam garbage-choked streets that are alive with rot grubs and black puddings. It is estimated that over 400,000 devils and petitioners live here and yet the city is so vast that the majority of it is an uninhabited maze.

GETTING IN

From the portal in the Dragonspawn Pits, a road of broken skulls leads to the black exterior walls of the city. The skulls underfoot slowly transform into spurs of hot iron, but they must be walked on in order to get inside.

The entrance is magical and sudden. As a traveler approaches, the walls of the city loom large above them. The traveler blinks and is in the middle of a maze-like street with the massive tower of Dispater looming just one block away.

CITY DWELLERS

The citizens of Dis include devils, damned souls, cambions, tieflings, planar travelers, spectres, corruption devils, abishai, lemures, spiked devils, imps, rakshasas and erinyes.

Abishai perch on the walls, keeping an eye on the toiling petitioners.

ENVIRONMENT

The Burning Streets of Dis. For every hour a character is in the city of Dis, they must make a DC 15 Constitution saving throw or take 11(2d10) fire damage and gain one level of exhaustion.

The streets and iron walls are always hot, and will do damage to those with no fire resistance. The walls and buildings sport metallic rods that collect evil energy from suffering of any kind. There are vents in walls of the city from which one can hear screams coming from the prisons below.

Some businesses in the city use flayed skins of low level devils such as lemures and nupperibos as carpets and shades to keep the interiors cooler.

Maps are Useless. No two maps of Dis are the same. The city's configuration always changes and confusing work is always being done on the

streets. Adding to the cacophony is the screaming of the slaves as they burn and labor.

Spying Statues. Throughout the city, there are iron statues of Dispater with glowing red eyes. These are scrying devices that the ever-paranoid Dispater uses to monitor the city.

THE HALL OF INFERNAL MIGHT

This is a huge temple of Asmodeus in the heart of Dis. Most of the damned worship him, making a futile effort to pray to him to bring an end to their suffering.

THE FETTERS

The Fetters are slums littered with spies and informants. Planars come to trade here while gangs of thieves fight for control of different sections. Inns here include the Crown of Iron, Fool's Hope, and the King's Arms.

THE IRON TOWER OF DISPATER

This constantly shapeshifting tower is 999 miles tall and takes many incredible forms including a cone, a spiral, a squat dome, a stabbing fist, and other endless variations.

Reaching the tower is difficult for mortals, as it is protected by a subtle magical effect. No matter how long a creature walks toward or away from the tower, they always seems to be a block away from it. There is a magical trick to getting in that devils know innately, but mortals must be taught.

Dispater's throne room always seems to be one corridor away but is very difficult to get to. Supposedly, the inner sanctum of the tower contains another city that is much bigger than Dis.

Model of Sigil. Rumor has it that this second city might be a working model of Sigil built so that demonic scholars can study ways to break the restrictions on the portals that the Lady of Pain controls.

THE PITS OF DIS

In these caverns beneath the tower, prisoners live in unshackled savagery, fighting for scraps of edible garbage.

THE BASTILLE OF FLESH

This bleak prison houses mortals who were captured wandering unauthorized in the Nine Hells. The jailers of the Bastille force them to compete to survive and strip them of all decency, ultimately corrupting them.

THE BASTILLE OF SOULS

This is a warehouse of soul shells that are not lawful evil, but somehow ended up in Hell anyway. Dispater can't

draw power from these shells himself, but he can use them for trade or ransom. These souls cannot be raised or resurrected.

MENTIRI

This prison holds mortals that broke the laws of Hell and are unaware that polymorphed devils have infiltrated the prison population to sow discord. Once corrupted, the prisoners are killed and reappear in Avernus as lemures and nupperibos.

On occasion, souls of mortals end up here without being damned. Due to ancient compacts (the Pact Primeval), they cannot be tormented nor destroyed, but they don't have to be released.

GOD STREET

God Street is a winding lane only accessible by magic means. It is inside a plaza bounded with faceless statues that is home to would-be and has-been lawful evil deities. These deities scheme and live in impossibly huge temples.

The Gods of God Street

Khandovar the Punisher, god of torture.

Zzeth of the Eighth Order, god of false knowledge.

Uin the Unseeing, god of blind obedience.

K'Maanziithrall, Divine tadpole of Maanzecorian, illithid godling.

THE SPECTRES OF DIS

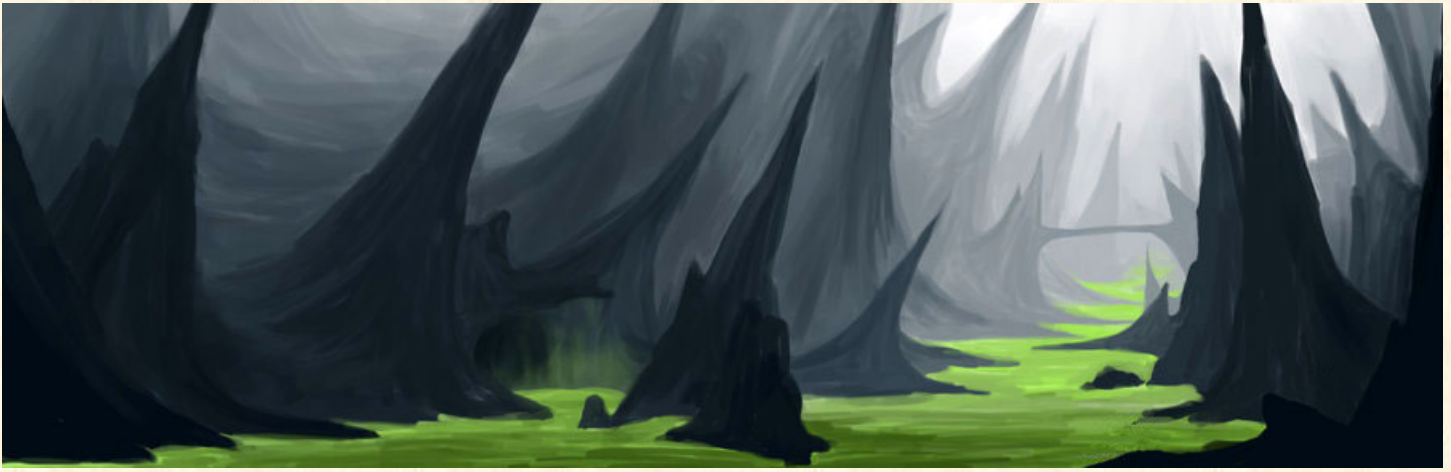
The city of Dis is haunted by a legion of spectres, creatures who realized just when they died that they were wrong about their evil ways. They seek out virtuous mortals for a comforting, lethal embrace. They weep and wail and give off evil energy that is collected in metallic rods on the walls of Dis that give Dispater power.

THE GARDEN OF DELIGHTS

This enticing place is staffed with comely servants, cool beverages, silken pillows, sweetmeats and fruits. The longer a creature is here, the less chance that they want to leave. Most of the garden is comprised of illusions made by a bound efreet.

THE IRON DEFENDERS

General Zapan's legion are experts at engineering and holding their ground. More armies of Dis are led by Alocer, Bitru and Merodach.



MINAUROS, THE THIRD LAYER

Minauros is an outland marsh of stinking earth covered with carrion floating on inches of water pummeled by a never-ending cycle of polluted rain, sleet and hail. Under the leaden sky are volcanic badlands, ash hills and lime-filled rifts where disease is in abundance. The sleet leaves an oily residue and the hail is jagged and sharp, flaying skin from bones.

Minauros contains a number of underwater realms where giant shadow creatures roam. It is possible to fall through a slimy sluice and slide all the way down to the fourth layer, Phlegethos.

THE CITY OF MINAUROS

This city is said to be the size of a world and it is slowly sinking into the muck. The major industry in Minauros is the soul trade.

SOUL TRADING

Soul trading involves swapping souls for goods or treasure, buying and selling mortal prisoners, dealing out souls that are not lawful evil, and more. Styx devils specialize in this practice.

THE PITS

Throughout the layer of Minauros, there are shallow pits filled with 2 to 3 feet of water. Captured intruders are shackled and left here to die.

Barbed devils perch on the sides of the pit, burning the heads of prisoners below with magical flames.

Sometimes, prisoners are tied to stone columns, left to slowly get sucked into the bog. On occasion, the devils are known to let a captive escape so that they can hunt them.

THE CITY OF MAN

This city is a trap, designed to lure mortals in and slowly corrupt them. It is ruled by Alasta, an erinyes being controlled and manipulated by Furcas of the Dark Eight.

This city is broken into nine concentric rings with the area inside each ring devoted to a certain temptation. Once a creature has mastered it, they can access the next area.

The nine temptations are: Sensation, Desire, Purity, Emotion, Logic, Understanding, Body, Mind and Power.

Once a mortal reaches the center, they are either cast into the planes or transformed into a lemure.

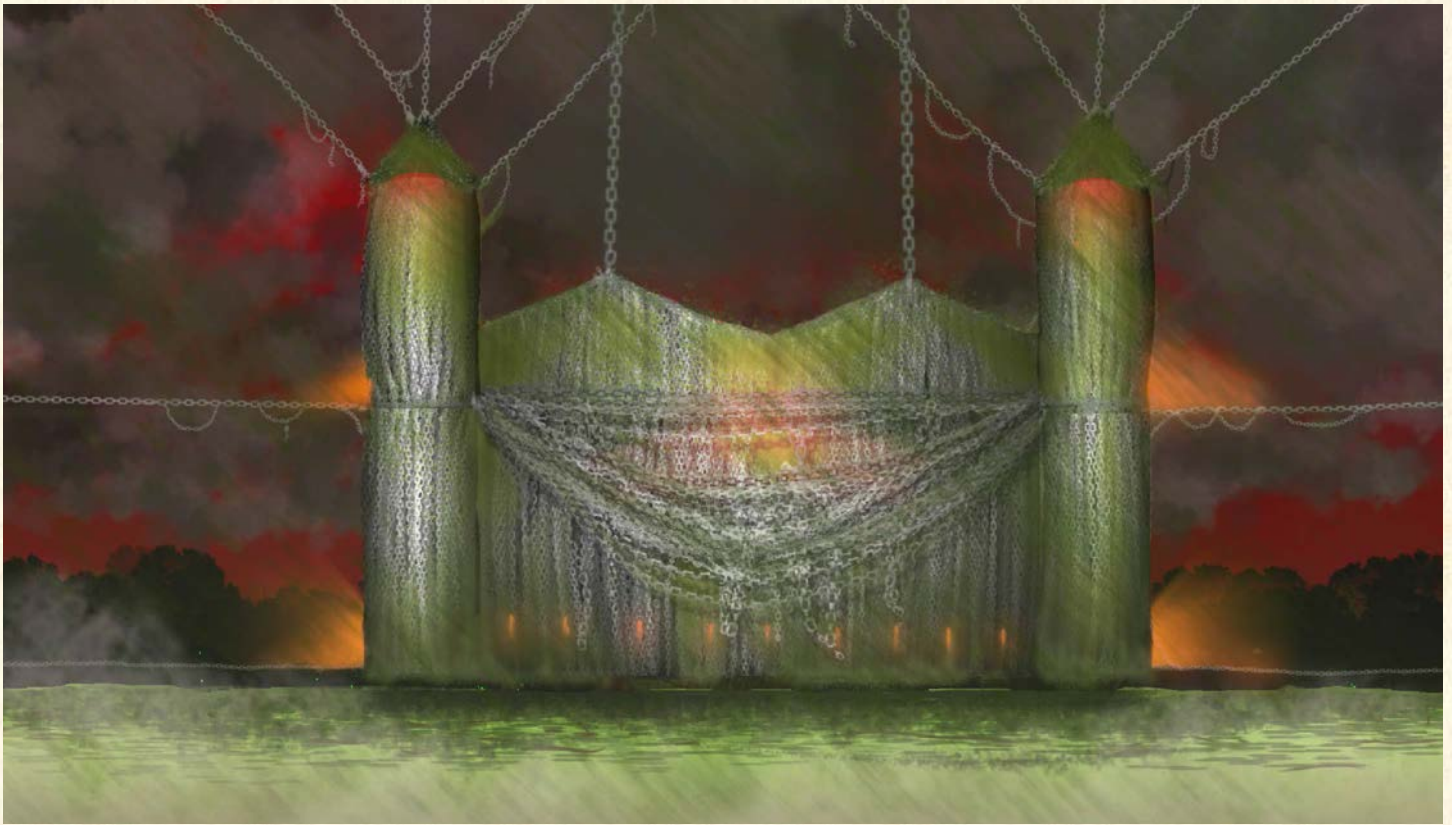
THE LABYRINTH OF TRUTHS

In these twisting hallways, Mammon's styx devil bureaucrats store a variety of documents. Each of the nine heavily-guarded floors holds different types of documents such as personnel files, inventories of everything in every building in Minauros, dungeon and treasure maps, rituals and scrolls that record words of power, and more.

Things found in the Labyrinth of Truths

d6 Things in the Labyrinth

- 1 The disciplinary record of a spined devil who couldn't stop doing nice things for everyone.
- 2 A hand-written copy of the contract that binds Tiamat to the Nine Hells.
- 3 Infernal contract binding a soul here, misfiled.
- 4 A list of items in a hellfire wyrm's hoard.
- 5 The disturbing psychological profile of a chain devil.
- 6 A map detailing the location of four portals in Hell, one of which goes to Sigil, city of Doors.



JANGLING HITER

The home of the chain devils is a city made of chains that disappear into the infinite sky above. It is a terrible place where the chain devils rule and others live in mortal fear of them. The devils here produce the best chains known in all of existence.

The damned are brought to Jangling Hiter from all corners of the plane. So much torturing goes on in Jangling Hiter that it is considered to be noise pollution

RULERSHIP

Jangling Hiter used to be ruled by Pollus Windscreamer, a barbed devil who was a disinterested figurehead. He was eventually replaced by a pit fiend who was turned into a stone statue for his failures.

The city was eventually taken over by Sagirsa (see page 118).

CHAIN DEVIL ADVANTAGE

Because devils can animate and control chains, they have tremendous power in the city. They can open walls or even open the floor beneath the feet of an enemy and watch them plunge into the hellish bog below.

THE GREAT CHAINS

The city is held aloft primarily by four massive chains that reach into the sky. Nobody knows who connected

the chains or what they connect to. Some fear that that the chains connect to the underside of Dis, and that Dispater might one day somehow reel those chains in, crushing the city against the underside of a layer of Hell.

CLIMBING THE CHAINS

The chains that hold Jangling Hiter above the swamp reach up into the sky. What they are attached to, few know.

Climbing up the chains doesn't really work. Those who try find that some kind of magic makes it so that they never go higher than 50 feet. From the ground, it appears as if they are making progress.

The fact that some of these chains are covered in razors makes climbing even more difficult.

MORTAL CITIZENS

Jangling Hiter is one of the few places in the Nine Hells that mortals can live in. They can make a living, especially dwarves. The city is famous for making the strongest chains anywhere, and dwarven ingenuity has made them even better.

The city is divided up into four districts:

VISITOR'S QUARTER "THE MEAT DISTRICT"

It has been said that this is a wild place where clueless mortals go and are hunted by chain devils. Natasha says that is not the case anymore. The Visitor's Quarter has a few inns and taverns run by mortals. This quarter has a number of portals to other realms in it, meaning the city really does get a respectable amount of visitors.

Hellchain Weavers. It is believed that this place is infested with hellchain weavers, massive spider-devils that devour chain devils gleefully. Chain devils pay a bounty for each weaver slain.

The Weakest Link. An inn run by a brave tiefling named Glynn Darkthorn. Glynn is here to free as many slaves as she can and she has a number of adventurers who are aiding her in this task. Ultimately, she wants to find a way to cut the chains so that the entire city collapses and sinks into the bog.

This inn contains a portal to a mortal world. The freed slaves are given the option of relocating there.

KYTONS' QUARTER

Only chain devils are allowed here unless you obtain a special permit. The chain devils don't want outsiders seeing their prized but illegal stolen souls and they will kill to keep their secrets.

Most of the chain devils live in elevated chain cells, accessible mainly by through swinging on chains.

Lor. A chain devil named Ozara has a crabby soul servant named Lor who many people seek out. Lor is a herbalist of renown and knows of cures to extremely rare conditions, including memory loss from the Styx.

THE MERCHANT DISTRICT

This is where chains, soul shells and mortal slaves are bought and sold. Slavers from many realms come here because of the diverse selection. Efreeti from the City of Brass buy and sell slaves here often.

Pinneck. This twitchy barbed devil is a Blood War deserter in hiding. He makes a living by selling stolen devil talismans to non-devils. He has bribed a guard to not only look the other way, but to kill customers who try to expose him.

FIENDS QUARTER

This district is home to other types of devils, mainly imp

messengers, bearded devil drunks and erinyes spies of Glwa.

Tristana. An erinyes with an eyepatch who secretly works for Glwa. She is looking for allies to help oust Sagirsa. Tristana is currently spreading word (lies) that demons have found a portal to Jangling Hiter and might invade soon.

SAGIRSA

Jangling Hiter is ruled by Sagirsa, an archdevil that is also discussed on page 118. Sagirsa is trying to impress Mammon by growing the city.

She is working on a system wherein she sells the services of chain devils all throughout the multiverse. Her goal is to be connected to hundreds of prisons across the planes and to be paid in the souls of mortal prisoners.

With those souls she could either shunt them to Mammon to get back in his good graces or send them directly to Asmodeus in a bid to be granted control of Minauros. She would likely keep Mammon on as a consort, imprison Bael and eat Glwa.

THE STATUE OF SAGIRSA

There is a massive statue of Sagirsa in the city, at which devils leave offerings in its cupped hands. It is believed that the skull sage advisers of Sagirsa keep a running tally of who contributes what.

PANOS QYTEL

This is triple-towered structure in Jangling Hiter was once owned by prominent chained devil brothers. Now it is the home of Sagirsa. Imprisoned within it is a Nollerezu, a rare matured Baatorian.

THE GLEAMING GUARD

General Zaebos leads an army that wears gleaming armor stolen from angels and wields magic items. Zaebos bullies his miserable erinyes messengers because it is believed that the erinyes are spies of other archdevils.

Jangling Hiter is an important place because it has portals that you can use to escape Hell, but it is very dangerous! If it is in any way possible, bring a rust monster with you for protection. The chain devils will leave you alone.

Emirikol the Chaotic



PHLEGETHOS, THE FOURTH

Phlegethos is the classic vision of Hell, a scalding realm of fire and lava and it has the unique distinction of being the location where Asmodeus killed a god. The god, whose name is unknown, was slain where the city of Abriymoch now stands.

The terrain of Phlegethos is dotted with volcanoes, fires, pits of smoking dung, hills of ash, and rivers of liquid fire. The starless sky above the black plains of cracked and cooling lava is lit by leaping flames.

EXPLORING PHLEGETHOS

The ground is so hot that mortals take fire damage each round here. Many pools of lava are full of tormented souls, left there to suffer by cruel devils.

Phlegethos has many outside visitors. It is easy to hide here, but there are a lot of devils moving about. The flames of the realm actually curve toward those who aren't authorized by devils to be in the realm.

THE ROAD OF CINDERS

This road is a broken maze of lava tubes that travels from the city of Abriymoch to the fifth layer of Baator, Stygia. This is a very dangerous path to take, as floods of lava spill down through the tubes infrequently.

FIREFALLS

In Phlegethos, rivers of fire tumble from volcanic ridges. It is said that the best flame tongues and helms of bril-

liance are made here.

ABRIYMOCH, THE MOUNT OF LEAP- ING FLAME

Belial and Fierna rule Phlegethos from this city, located in a hollow volcano. Abriymoch has walls of barely-cooled magma, obsidian and crystal. The entire structure creates the illusion of a tortured god breaching the surface of a lake of lava.

The interior of the city is lined with balconies connected by a spiral path. At the top, the lips of the volcano hold a number of basalt towers.

The central section of the city can only be traversed using gondolas made of baatorian green steel. The foundation of this place is said to be the grave of the deity slain by Asmodeus.

RULER AND GUARDS

The pit fiend Gazra rules Abriymoch. He lives in a crystal castle, is Fierna's consort and secretly re-sents Belial. 5,000 barbed devils protect the city.

THE PLEASURE DUNGEONS

Belial spends most of his time in dungeons beneath the city. It is here where he explores every debased desire that anyone could conceive of.

It can be a fun place to visit, depending on who you are with and what you are doing. In most cases, there is bound to be a point where things become unpleasant and cruel.

Fierna's Visits. On occasion, Fierna visits Belial in the dungeons. All those not imprisoned in the dungeons are ordered to vacate the premises.

The Devilspawn. Rumors persist that an area of these dungeons holds hideous devilspawn, products of two different types of devils coupling. These creatures are said to be similar to certain devils, but deformed in some way.

It is said that they are kept in a large room full of stored objects, such as clothes, trinkets, paintings and books. This is said to be their entire world, all of their knowledge coming the books in which they read. Some of them want to escape, but they are terrified of the wrath of Belial.

Once in awhile, Alloces of Nessus arrives and selects a child to use in his transformative experiments. That child is never seen again.

Belial's Secret Child. Some believe there is at least one secret child of Belial and the late Naome, a hideous humanoid devil of an unknown type that is allowed to creep through secret tunnels that have peepholes which enable it to spy on others in the dungeons.

This devilspawn has been spotted in the city of Abriymoch, creeping about and peeping into windows of the residents of the city. It is said that this devilspawn is truly demented and accustomed to living in squalid conditions. It scavenges for food and is genuinely curious about how people live and what they do.

THE COURT INFERNAL

Abriymoch contains a court integral to the government of the Nine Hells, run by pit fiends who settle disputes between devils. Souls are granted a fair hearing to dispute soul contracts. The soul will literally have to argue against a devil's advocate before a pit fiend judge.

Presiding over the court system is Shamane, a corruption devil who is a stickler for detail with a penchant for eating plaintiffs.

TYMPHALOS, THE MOUTH OF IRON

This volcano holds a foundry where lesser devils and hundreds of toiling duergar forge infernal weapons. It is run by an archdevil named Tymphal, a mechanical genius and master smith. He distrusts Fierna and tries to ignore events that occur outside of his workshop.

It is said that this is the place where arjale (page 211) and tantulhor (page 220) are mined and used in a variety

of different ways.

THE PIT OF FLAME

This is one of the most feared locations in the Nine Hells. Bone devils have a special ability that allows them to magically deposit devils (except pit fiends) who fail in their duties here.

The Pit of Flame is a vast, tall ever-burning white flame laced with hellfire. Immersion in the pit triggers convulsive agony and an inability to think.

Punishment. Hovering in the pit are large metal orbs. Devils are teleported into the orbs and left to suffer for weeks, months or years. They do not die, but they experience continuous pain.

Strength. Some devils come here to voluntarily bathe in the flames, sort of like a trip to a sauna. The flames are said to give strength to those who can endure their torments.

OVERSEER

A cornugon named Zammasir runs the pit with a force of horned devil guards under his command.

THE LAKE OF FIRE

This is a huge lake of boiling filth, and it is the place where most of the rebel angels fell into when He Who Was cast them into Hell. In modern times, it has a number of uses

Neutral Ground. The lake of fire is a neutral ground for diabolical disputes. Devils who want broker deals in secret to save face, or to plot schemes against a superior do so here.

Damned Souls. This is also the most famous place where damned souls are tortured. At all times, the lake is full of moaning soul shells reaching out, desperate to be freed, suffering for all eternity for the heinous acts they committed during their lives.

THE WALKERS IN FIRE

General Pearza commands this army, known for using fire on themselves and others. They are famous for having erinyes and pain devil wizards fly above enemy forces and rain fireballs down on them.



STYGIA, THE FIFTH LAYER

Stygia is an icy realm known for its great frozen sea and mammoth icebergs. The River Styx winds through the realm but somehow does not mix with the waters. Stygia is dimly lit by green-blue auroras of flickering frostfire and cold lightning that strikes down most flying creatures.

It is a realm of magic phenomena, fueled by the power of the Styx. Cold fires burn on rocky peaks after a lightning strike and shooting stars of ice frequently plunge into the swamp. Avalanches and electrical storms occur regularly.

The layer is full of roaming glaciers controlled by styx devils who delight in torturing lemures. The styx devils believe that the laws of Hell do not apply to them, but they obey Levistus.

TANTLIN

The castle known as Tantlin was the home of Geryon, the former ruler of Stygia. Situated at the center of Stygia, Tantlin is now considered an important trading post due to being located right on the River Styx.

With Geryon ousted and the current ruler, Levistus, trapped in a glacier, the ruler of Tantlin has significant

power in Stygia.

For a long time, an unnamed but feared pit fiend ran Tantlin. She subscribed to the belief that the strong should survive.

Gangs of devils and planars roamed the streets, dispensing their own brand of law with a different faction controlling a section of the city.

Eventually, the pit fiend was frozen and shattered, with pieces of her remains becoming magic items and collectibles. These items melt in warm temperatures, increasing their value.

The city has been reorganized with a caste system. Tantlin is currently organized in concentric rings where the most powerful devils live in the center.

The big industry in Tantlin is paperwork, with specialists in the making of calligraphy, books, scrolls and documents.

THE STYGIAN ISLES

Stygia is full of small stone islands amid an icy sea. As sailors navigate the waters, they can hear the screams of the damned who are trapped in the ice of the realm.

THE STYGIAN ISLE OF REGRET

On this small island is a disgraced paladin who rides a black pegasus. He is looking for redemption and fights off any devils who approach.

THE STYGIAN ISLE OF RIDDLES

This island contains a sphinx prisoner that can only be freed if it can figure out the answer of an infernal riddle. Those who try to answer the riddle for the sphinx and fail become trapped in the ice with the damned.

THE STYGIAN ISLE OF DRAGONS

Two cursed black dragons dwell on this island. They desperately want to return to Tiamat on Avernus but they are bound to the island by Levistus until they obtain 66 souls for him.

THE WHITE TOWER

There is no other place like this in all of Baator. It is a haven of good, a magically-protected celestial bastion. Devils who step on the island suffer great pain. Lesser devils become stunned, higher-ranking devils are restrained or affected as if they had the poisoned condition.

There are holy symbols from every good faith all over the island, which is maintained by Goyner the Archmage, head of the White Order of Law.

Goyner's citadel guards a magic gem known as Devilbane (see page 215).

Should devils attack the island, Goyner can use a magic ring to call on a celestial army for aid. The army includes gold dragons, silver dragons, and legions of angels led by a solar general.

THE TOMB OF LEVISTUS

Prince Levistus, the archdevil ruler of Stygia, is frozen in an iceberg but is fully aware of his surroundings. He can telepathically communicate to devils within a 10 mile radius.

The iceberg prison of Levistus circulates through Stygia, guarded by ice devils and a regiment of erinyes. The ice magically resists all attempts to excavate him. Other sections of the glacier contain countless confusing corridors lined with frozen bodies.

THE HALLS OF FROZEN MEMORY

Deep in the tunnels are the Halls of Frozen Memory, where still-living beings are entombed in pillars of ice. This is the final fate of many creatures who once opposed Levistus.

CAPTIVE SOULS

Below the waterline are caverns where souls are stocked. These souls wander the tunnels of the glacier aimlessly, endlessly searching for warmth or comfort. They can become encased in a rime of frost if they don't keep moving. These souls are being hoarded by Levistus for a sinister plan.

DUELIST'S CHASM

If a devil applies for and receives a license of lawful combat, they are permitted to fight in this arena lined with red slush. Bearded devil gambling masters take bets from the monstrous crowd.

The master of this place is a styx devil named Galgub, who wants to be transferred to a warmer layer of Hell.

THE HALL OF THE VANQUISHED

Souls of powerful creatures are stored in this museum/training ground.

THE SOULS INCLUDE:

Chillreaver, a two-headed white dragon who failed Tiamat in life.

Orbius Vhalantru, an eccentric beholder who can assume the form of a charming elf.

Azbara Jos, a recently-slain red wizard of Thay.

THE HALL OF TRAGEDIES

This icy theater is the dwelling of Asmodeus's assassin devils, the Stygian Masque (see page 34). Twitching phantoms roam the halls, replaying the moments of their deaths over and over.

THE PILLAR OF GERYON

A forgotten monument on a glacier, this pillar grants powers to those willing to give their head or hand to Geryon.

CITADEL COLDSTEEL

A fortress built deep underwater, Citadel Coldsteel was home to Geryon until he was driven out of Stygia. For a time Geryon was banished to the planes, but recently he has returned and lurks in his ruined citadel once more.



MALBOLGE, THE SIXTH LAYER

This layer has undergone a number of transformations linked to the numerous changes in rulership. Originally, Moloch ruled Malbolge but he was eventually ousted by the Hag Countess.

Her reign came to an end when the Hag Countess was transformed into a semi-sentient fleshy abomination that covered the layer, which is now ruled by Glasya. Glasya uses the colossal bones of the Hag Countess as buildings.

SLANTED REALM

During the reign of the Hag Countess, Malbolge was on a tilt. Falling was a constant danger for travelers and boulders rolled around in magical patterns. The realm was dotted with copperclad fortresses built to withstand rolling boulders.

THE HUNGRY LAYER

Creatures who drop to 0 hit points in Malbolge are dragged into the ground by tendrils and devoured.

THE HAG'S INNARDS

There are a lot of stories about the underground areas of Malbolge. In the tunnels, littered with foul-smelling pools, devils wander and hunt the damned for sport.

Ill-prepared mortals will take acid damage each round from the dripping digestive juices. There are said to be many strange creatures living down there and that there are underground cities full of living baatorians.

OSSEIA, FORTRESS OF GLASYA

Osseia is made from the skull of the Hag Countess, perched on a rounded hill above a perfumed garden. It has red eyes that can shoot flames.

On the exterior of Osseia are two sharpened fangs on which Glasya frequently impales those who displease her. The victims scream in pain for hours as their blood drips down on those who enter or exit.

Inside, there are five luxurious floors with well-guarded playrooms. A close inspection of the furniture and ornamentation reveals that everything is made from the lacquered bones of countless victims.

The Throne Room of Osseia. Glasya sits on a throne carved from the ivory of the teeth of the Hag Countess. Glasya has bat-like wings, coppery skin, and dark hair. She radiates like a star and swallows up the light around her. To look upon her is a special sort of madness.

She is served by hellwasps, who have stingers the size of swords and bladed legs. Glasya is flanked by two pit fiends with whips.

THE FOREST OF SIGHS

The trees of this forest were once strands of the Hag Countess's hair. Glasya impales those she is bored with on the branches, but the victims don't die. The trees feed on them and nourish them simultaneously so that the unfortunate beings rot away slowly over the course of decades.

THE BIRTHING PITS

These pits are similar to the maggot pits in Avernus. Damned souls are pushed into pools full of larvae and pits lined with dozens of toothless mouths. When the feeding and excreting is done, these pools and pits expel a lemure.

THE KNIVES

Some of Malbolge's old surface shows through as jagged obsidian shards. Those who walk on them find that they drop away, sometimes causing them to plunge far below.

SLAG, THE FINAL FORTRESS

Back in the early days of Malbolge, there were 13 different bronze fortresses, each devoted to a different cruelty. Only one remains, a half-melted structure that Moloch lived in.

In this fortress, Moloch used to dip his victims in molten gold. He'd put the thee golden statues in niches and often visit to gaze upon their pain. It was said that Moloch was imprisoned under here for a time, possibly encased in gold as well. Time and again, Moloch gets into a deadly situation but somehow endures.

THE TEN TOWERS

Malbolge is home to ten crooked towers, each being one of the Hag Countess's fingers. Now they are guard posts that house erinyes.

The Tower of Pain. One such tower is known as the Tower of Pain. Glasya imprisons and torments her most dangerous foes here, including demons and infernal rivals. The lower levels are designed to imprison mortal adventurers.

It is believed that the Hag Countess's inner circle and her nightmare, Bloodcurdle, are imprisoned here and tortured horribly. Her inner circle included three hags, at least one medusa and a corruption devil. In addition to Bloodcurdle, there is an entire stable of nightmares imprisoned here.

Invadiah's Tower. Invadiah has a treasury in one of the Ten Towers. Her children frequently "borrow" magic items from it. Sometimes it is guarded by two erinyes, members of the Pradixikai.

The exterior holds venomous flowers that twine their way toward tall bone spires, fed by streams of shimmering effluvia that changes color by the hour.

The door to the treasury is made of bone, crisscrossed with sinew strong as steel. In the center of the sinew is an infernal seal. Devils with the blood of Invadiah can activate it by touching it. Anyone else doing so sets off an alarm.

Inside the tower, the hallways throb and fleshy pink walls tremble with tortured ghosts of the previous ruler's

thoughts. The walls are lined with bloody mucus and bone juts out from corners.

THE LAKES OF BILE

These lakes produce poisons and acids that Glasya's agents bottle and sell. One lake produces a mood-scrambling intoxicant that causes horrific hallucinations.

Glasya's Unique Poisons

The Lakes of Bile produce unique, valuable poisons that agents of Glasya sell and use in the mortal realms.

Screecher: A mood-scrambling intoxicant that causes mortals to have hellish hallucinations.

Deathblade Poison: This extract from Venom Lake greatly weakens those who take it.

Verminmaker: This transforms the imbiber into a single cranium rat (Volo's page 133) as per a polymorph spell.

Deepsorrow: This potent concoction plunges the imbiber into severe melancholy.

Agonizer: This poison does intense and painful fate. When it is ingested, the imbiber must make a Constitution saving throw. Fail: The victim's next three natural 20's are treated as natural 1's.

Mindstealer: Slimy, blue-green lily powder. This potion drains intelligence, replicating the effects of a feeblemind spell.

THE NEEDLE OF THE CROSSROADS

This device allows the devils of Malbolge to travel through a mirror using magic green rings. These rings are doled out sparingly by Sairche, the erinyes in charge of Glasya's elite guard known as the Pradixikai.

The Needle is a green obelisk in a small room enclosed by fleshy walls that ooze sickly yellow fluid. A glowing polyp lights the room. The needle of the crossroads is an artifact that creates a temporary portal tied to anywhere in the world of Toril (the Forgotten Realms).

Near it is a large iron mirror. Devils can use a magic pin that allows them to peer into the mirror and use it as a scrying device. They can hear through the mirror, but the sound is somewhat garbled.

THE CREEPING CADRE

General Furcas leads this army that uses disease and poison as weapons. Their blades leave lingering marks on their foes.



MALADOMINI, THE SEVENTH

Maladomini is a realm of fire pits and smoke under a blood-black sky. Bridges with diabolic faces cross rivers of molten fire, strip mines belch filth, slag heaps burn and filth litters the roads.

The seventh layer is dotted with the ruins of cities and quarries where devils and slaves toil. In the ruins, petitioners hide along with beasts and rogue devils who lost their territories. Some cities link to tunnels controlled by powerful baatorians.

Maladomini is constantly being built and torn down due to Baalzebul's perfectionism. Soul shells dig without tools, looking for stone and minerals. They build parts of a city and then are told to move on.

MALAGARD

Baalzebul lives in this fortress of great black stone. Malagard is a beautiful place that is full of perfect boulevards and exquisite fountains. It will soon be torn down because Baalzebul strives for absolute perfection.

Those who stay in the city for 6 hours or more may succumb to the sin of sloth.

THE PALACE OF FILTH

A bubble of dung and refuse, there is filth everywhere in this palace where Baalzebul resides. Entire towers of this foul lair are full of reeking debris and another area contains Baalzebul's large collection of gems and plants.

There are entire floors full of prison cells. The Palace

is so vast that those who escape prison cells never make it out.

THE CARNIVAL MACABRE

Located under a sluice, this black market offers dark pleasures and hidden degradations. Here, devils barter for forbidden items such as stolen souls, hidden treasures, writs of safe passage, and books of banned rituals.

PIT FIEND BAN

Pit fiends are not allowed in Maladomini as Baalzebul fears them. His three bodyguards are the exception to this rule.

AMPUTEES

Over half of the devils here are missing a limb due to Baalzebul's love of torture and dismemberment.

CONFLAGRATION OOZE PITS

The layer is dotted with small lakes or puddles containing fiery, sentient entities known as infernal conflagration oozes. Spewing forth from the innards of Baator itself, conflagration oozes are a product of the malevolent sentience of the Nine Hells.

To the surprise of many, these oozes are very intelligent and can converse eloquently in Infernal. Each has their own unique personality, and they even have the ability to cast spells, mainly confu-

sion.

The oozes enthusiastically promote the causes of Baalzebul. The Slug Duke does not return their adulation, as he chafes at the idea of associating with a life form as low as slimes.

The fact remains that if Baalzebul and Maladomini are in peril, the infernal conflagration oozes will confront the threat in what would look something like a massive, spellcasting, fiery tidal wave of gel.

I once stumbled upon a number of devils bathing in a conflagration ooze. I backed away, pretending that I saw nothing. But I remember. Oh, how I remember!

Erunkel the Chistic

THE ROAD OF PERDITION

Lined with grotesque statues, this road links one ruined city to another. The statues are all of creatures that Baalzebul believes are more hideous than he.

The statues include Kyuss the worm god, Juiblex, demon lord of slimes, Zuggtmoy, demon queen of fungi, Ilsensine, god of the mindflayers, Ygorl the insane, the amoeba-like slaad lord, and a caricature of Mephistopheles made to exaggerate his negative traits. Observers would be hard-pressed to declare that Baalzebul was more handsome than Mephistopheles, even with distorted features.

The longer one walks on this road, the more that they feel darkness clutching at their soul. It is said that walking from one end of the road will cause a rift to appear. To step through is to hand one's soul over to Baalzebul and be given a mysterious reward.

THE CITY OF GRENPOLI

This city is a place of political treachery where weapons and offensive spells are forbidden.

The only way in is through one of the four gates. Weapons must be handed over to the guards upon entry.

RULERSHIP

Mysdemn Wordtwister, an erinyes and a master politician rules Grenpoli. It is said that the true power here is the pit fiend Lenphant, chief administrator of the infernal bureaucracy.

Grenpoli is a city of betrayal, a place where everyone is constantly scheming and plotting against one another. It is illegal to carry weapons or cast spells here, and to

violate these rules are punishable by death. In fact, there is only one punishment for crime here: death.

There are magical wards that actually teleport weapons away if they are drawn. Erinyes patrols have the ability to dispel and counter most magic.

It is because of the strict non-violence edict that the citizens scheme against one another. Great effort is put into out-maneuvering a rival or tricking a foe into doing something that gets them in trouble.

Mysdemn has spies throughout the city, informants who tell her everything. For a long time, Mysdemn was subservient to Lenphant, but she has begun to tire of his oversight.

THE POLITICAL SCHOOL

This place teaches individuals how to think like a devil, and the location of all the portals in and out of Hell. Almost every single erinyes graduate from this place. In general, any devil promoted to erinyes is sent here. Fallen angels are not required to go, but it is strongly suggested. Learning the location of the portals alone is enough to entice most erinyes to enroll.

OFFALION

Offalion is a pile of rubble where devils practice subterfuge to prepare for corrupting mortals. Mortals are often pressed into service here.

THE SHADOW SANCTUARY

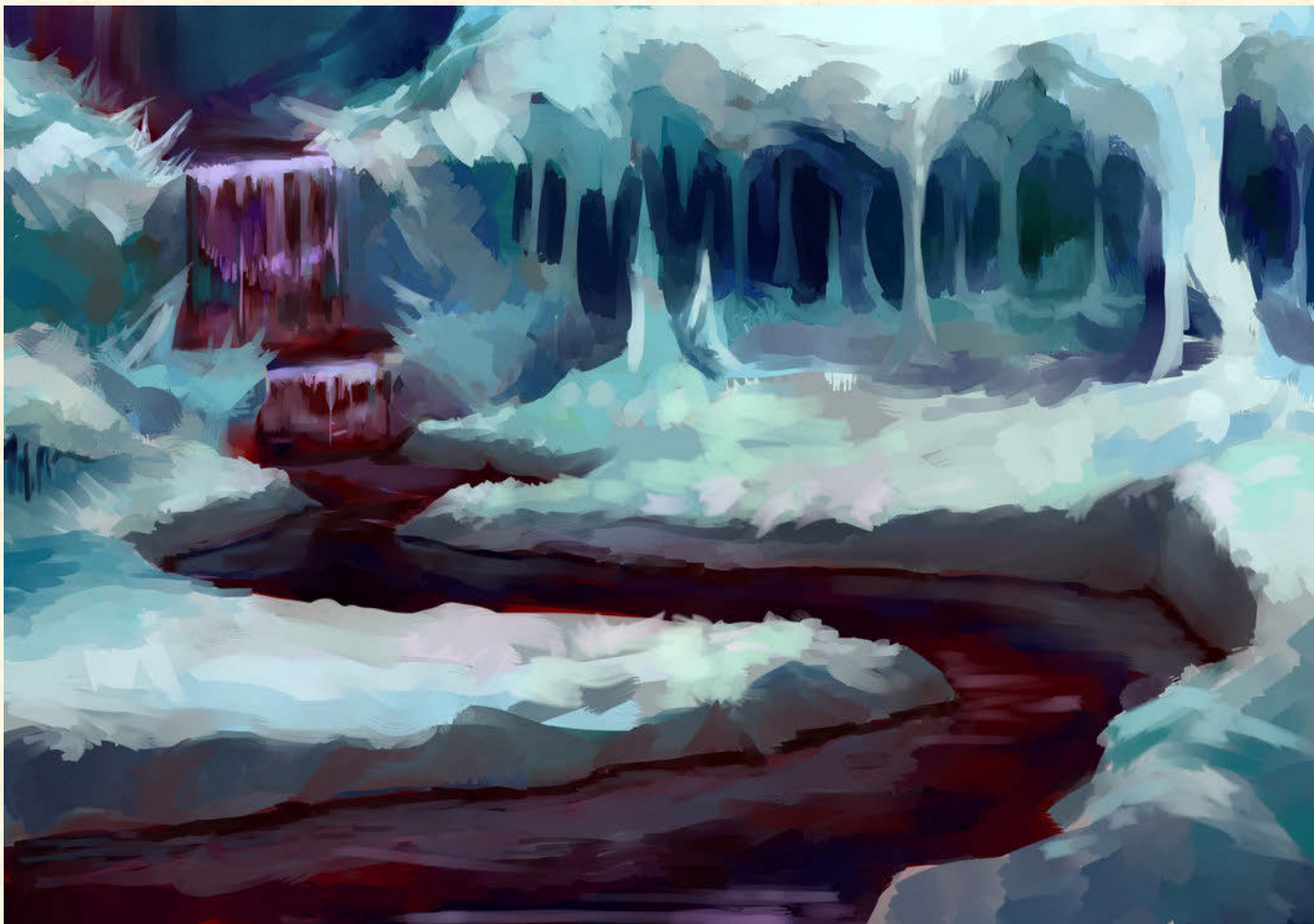
Lilith spends a lot of time in this shadowed mockery of a holy temple. Here, her lilitus and infernal succubi dwell, a refuge from the filth of Malagard.

Lilith's prison is stocked with lawful good priests and paladins. She enjoys nothing more than finding new ways to torment them.

THE MALADOMINAAR

Led by General Zimimar, the army of Maladomini employs elite shocktroops who specialize in scattering and dividing enemies.

The heart of his army is the Nyashk, 16 bugbear sorceresses who wear helmets that look like the heads of giant flies, wield acid-spewing rods and fire off disintegrate spells in major battles.



CANIA, THE EIGHTH LAYER

This lightless, frozen realm is incredibly cold, causing frostbite within hours. There are corpses strewn throughout Cania, frozen perfectly. Setting a fire anywhere in the realm swiftly attracts the attention of ice devils.

SECRET LAIRS

Cania is full of secret, frozen locales. There are frost-covered forgotten libraries, ghost-haunted palaces and cities encased in ice holding angels and spined creatures of unknown origin. In the underground caverns beneath the surface, it is said that many of the angels who refused to rebel against He Who Was lurk, now undead beings of terrible power.

CITADEL MEPHISTAR

Often locked in place by a number of glaciers, Mephistopheles rules from this white-blue jewel of Hell with walls of carved glacial ice. Despite the frigid exterior temperatures, the interior is very hot and contains lavish heated baths, scented fires, and hell-bright tapes-

tries. Ice devil nobles wait on Mephistopheles, who sits upon his melting throne, guarded by a red dragon.

THE GARDEN OF FROST

A frozen facsimile of a living garden, the garden of frost maintained by a sarcastic ice devil wizard named Yogga, who uses cone of cold spells to create and maintain the flowers, plants and vines made of shimmering ice.

Once in a while, the glacier that Citadel Mephistar is situated upon breaks free and roams about Cania, obliterating lesser glaciers. This glacier has wiped out entire invading fiendish armies.

TENEMENTS

There are three terraced levels inside the glacier where dozens of icy tenements hold thousands of living spaces. The lowest-ranked devils live at the bottom and the highest-ranked live in suites at the top. When a devil is demoted or promoted, they

are assigned a new living space that reflects their current rank.

THE SCHOOL OF HELLFIRE

This infernal university is 99 stories tall, made of baatorian green steel and surrounded by poisonous vapor. The dean is a pit fiend named Quagem. Here, devils can learn the secrets of wielding hellfire and weaving it into spells. Optional rules to use hellfire can be found on page 230.

THE LOST CITY OF KINTYR

This is the lost city of a lesser archdevil high between two mountains. The archduke was destroyed for being faithless to Mephistopheles (he was possibly one of the betrayers exposed when Mephistopheles pretended to be Molikroth) and entombed in cursed ice.

There is an artifact here that Mephistopheles wants, but the slain archdevil's ancient wards hide it from all devils. Mephistopheles forces mortal prisoners to search for it, but none have survived the excursion. The school of hellfire has been excavating it, but have made little progress.

CITY OF THE BAATORAINS

One of the most infamous locales in Cania is a mysterious city completely frozen in ice. Clearly visible inside are devas and spike-armored baatorians (hellspawn who served Sephizatros, most likely), who appear to have been in the middle of a massive battle when the entire place froze over.

It has been said that at least one band of intrepid explorers actually dug into the ice and created a tunnel, allowing them to travel further in and see what else was inside the city.

ANCIENT CANIA

It is theorized that Cania was, at one time, hot like most of the rest of the Nine Hells. It is possible that something caused Cania to plunge into an ice age in seconds.

How exactly did this layer of Hell freeze over? It is possible that when a ruler left, as Sephizatros did long ago, that the new ruler made the change either consciously or unconsciously. If Baalphegor assumed control of the realm, as Natasha has theorized, it could be that she saw that the angels were winning the fight and had to resort to drastic measures. She had to wipe out, freeze and bury the entire layer to ensure her own sur-

vival.

The belief is that the devas and baatorians are still alive and are simply in a state of suspended animation. Nobody has been brave enough to thaw one of them out. The angels of Mount Celestia are apparently unaware of this place, or they likely would have put great effort into mounting a rescue.

SECRETS OF CANIA

Of all the layers of Hell, Cania is the most barren. Some theorize that there are more secret locales or that Mephistopheles simply doesn't have the means to create more structures, lending credence to the theory that Baalphegor secretly rules Cania.

Emirikol has done a fair amount of research into what could be under the ice of Cania. He has found a few passages in the Codex of Betrayal that speaks of a realm of tortured demigods, all amputees being endlessly tortured. That could very well have been Cania long ago.

THE PORTAL TO NESSUS

At the bottom of a glacial pit, 9,999 ice devils guard it this portal. To go through the portal, you must plunge into an icy lake and swim 1,001 fathoms through icy slush. Down at the bottom is a portal made of ice and corrupted silver. This portal leads to Fortress Malsheem in Nessus.

NEBULAT

A mountain retreat where ice devils live. They are led by an archdevil named Tuncheth and they are not happy about hellfire. They spy on the school of hellfire and are developing their own cold-based magic called The Plume, which actually freezes the bloodstream of living creatures.

THE SERPENTINE ORDER

General Corin runs this legion of spies, infiltrators and assassins. They are good at disguising themselves as different types of fiends.

THE HELLFROST ORDER

This is an elite guard of hell knights who ride mammoths instead of nightmares. It is believed these mammoths have the power of flight and are terrifying to behold.



NESSUS, THE NINTH LAYER

It is said that Nessus is so difficult to get to that anyone who does so is rewarded with the power of an ice devil or higher.

Nessus is a flat and desolate realm scarred with a network of gorges and canyons that are home to millions of devils. Any bridges in Nessus are fitted with magical traps deactivated only if the password is known.

Devils can not teleport into or out of this realm.

THE FORTRESS OF MALSHEEM

This is Asmodeus's grand palace, a fey court of dark-some beauty with a tangible aura of despair that is filled with the sounds of weeping. It contains halls of gold-veined marble, walls covered in intricate gold leaf and furnishings of the finest quality.

THE GATE

In the center of the palace is a great magic gate that goes to any plane the user chooses, and which any amount of creatures can pass through. Asmodeus cannot destroy or affect it. It is believed that in some mortal realm, there is

a magic portal that connects to this gate.

MASSIVE

Malsheem is the largest citadel in the outer planes. Situated on the floor of the lowest rift in Nessus, the fortress holds an army of millions of devils held in reserve for a cataclysmic battle that Asmodeus thinks will dwarf the Blood War.

GOOD-ALIGNED INTRUDERS

When someone who is not lawful evil walks on the stone of this palace, smoke rises from their footsteps. Brazen devils, warder devils and pit fiends all guard this place.

TABJARI

Tabjari is a copper citadel that can be accessed mainly by trapped tunnels. It houses a copy of the Pact Primeval, which spews forth goodness and demotes devils who stay near it for more than 6 hours. Lemures that get close to it dissipate completely. The guardians of the pact are Ashmadai, mortal cultists of Asmodeus.

Mechanus and one is in Celestia. These pacts are imperious to destruction and if removed from the lawful planes, chaos would be strengthened.

The pact is encased in a ruby that is 10 feet high and 6 feet wide. It weighs 20 tons.

POWERS OF THE PACT

Once every nine years, a person can approach the pact and pay respect to the principals of law to gain the power to smite chaos. This power lets them do extra damage to chaotic creatures and they gain skill in legal proceedings. These powers last for 99 days, and can be renewed for 30 days with an act of obeisance.

THE CHALICES OF WOE

Standing in rows amid the ruins of a forgotten city, creatures are tortured by being placed in these red-hot coffins and kept alive for years through magic.

NESHMINAAR

Neshm the pit fiend rules this secret city behind towering walls of black stone with just one small gate. Inside its gloomy halls, devils breed monsters and create constructs. Damned souls are food for the monstrosities.

FIRESTORMS OF NESSUS

These racing walls of fire are several hundred feet long, 5-10 feet deep, and 10 to 60 feet high. They blow through the realm on a regular basis.

THE RIVER LETHE

This may branch off from the River Styx. Those who touch its green waters must save or be feeble-minded which, even if cured, causes all memories prior to touching the river to be erased. It is said that this river flows through dimensional space to an incomprehensible plane (which Emirikol theorizes is the Far Realm) and then it passes through the Prime Material plane.

THE LAKE OF FEAR

In a massive bowl is an icy lake full of bodies of all who ever tried to cross it. When you walk upon it, the ice rises like a set of jaws to engulf you.

THE EVERBURNING FOREST

This intense location is a forest full of trees with burning leaves that are never consumed. If you break off a branch of a tree, it bleeds blue-green ichor. Rumors persist of an

everburning Nessian treant, but that has never been confirmed.

THE SERPENT'S COIL

When Asmodeus fell into the Nine Hells, his titanic miles-long form shattered and the smaller Asmodeus we know today emerged from this shell.

That massive body remains right where it landed, still bleeding. Each drop of acidic black blood that trickles to the ground becomes a pit fiend who patrols this area, hunting for intruders.

Nobody who speaks of the true form of Asmodeus lives for more than 24 hours after. It is said that dusty scrolls in Demogorgon's citadel have details on it.

THE GORGE OF SLAUGHTER

This gorge is the site of a never-ending battle, where devils kill one another, overcome with rage. Any who come near this place are overcome with rage and the urge to join in the frenzy.

THE FORGOTTEN LAKE

The River Styx drops from Cania in a waterfall that collects in a fast-draining pool known as the Forgotten Lake.

The spray creates a memory-erasing mist that covers a half-mile radius. The stolen memories of those who touched the waters of the Styx appear here and are then torn apart by hooked tendrils.

THE NESSIAN GUARD

Each soldier in this army was born from the wounds of Asmodeus himself, who keeps this army in reserve for an apocalyptic battle to come.

The Fortress Malsheem is a place few mortals have ever seen and lived to tell of it. I'm one of them!

We crept through the place, which is unimaginably vast. I spotted the throne of Asmodeus and wanted to leave a little "gift" on it, but the paladin I was with dragged me away.

Emirikol the Chaotic

THE OUTER TORMENTS

The Outer Torments are islands tainted by infernal influence, a place where devils mix with mortals and other creatures. These islands can be placed anywhere you like. They fit on any mortal realm or in the astral plane and they are a perfect place for a tiefling character to originate from.

Characters who explore these areas can get involved with devils and infernal concepts at lower levels, perhaps slowly learning about the major devil storylines that will erupt down the road.

THE SOUL MARKET

Also known as Fair Trade Island, the Soul Market is a small island containing bright collection of pleasure palaces, a place full of endless winding platformed streets and buildings with multi-colored awnings.

In this quasi-paradise, succubi and incubi serve exotic drinks to dirty pirates and unscrupulous merchants. Dark business is conducted in shadowy basements and nary a week goes by where someone in the city isn't assassinated in a most violent fashion.

The Soul Market Essential Information

Ruler: Srezgaz the Crackling, alongside two other Archdukes.

Law: 9 hags act as judges and overseers.

Soul Theft: Mortals are lured to the island so that they can be corrupted and their souls stolen.

Shadow War: The Archdukes are constantly at war with one another. All of them are trying to get back in the good graces of Asmodeus.

Good: There are agents of good on the island trying to make change.

THE THREE ARCHDUKES

The island is ruled by three archdevils who constantly jockey for power. Srezgaz the Crackling, an ascended bone devil, has the most power of the three.

SRIVLANKI, QUEEN OF THE ASSASSIN DEVILS

Srivlanki failed Asmodeus (see page 33) and now she employs a number of spellcasters who help her create a new clan of assassin devils that follow her orders. She is tormented by her silver eye that is cursed to see the good in all things. She keeps it covered at all times.

SREZGAZ THE CRACKLING

While he is now an archdevil, Srezgaz has never shed the lawful mindset he obtained during his time as a bone

devil. He still feels the need to maintain order and has retained the bone devil power to banish rule-breakers to the Pit of Flame in Phlegethos. It is believed he can only use this ability a few times per year and that if Belial or Fierna knew, they would not like it at all.

Soul Collectors. Srezgaz has a very efficient operation of soul collectors who lure mortals to the island so that they can be corrupted.

No Stealth. Srezgaz is unable to sneak up on anyone, as his bones creak and rattle when he moves about.

VERGINION THE VIRILE

Verginion is a powerful archdevil with red skin, red-orange eyes and massive, bulging muscles. His weakness has always been his obsession with indulgence. Verginion spends far too much of his time drinking, having parties and socializing.

He is somewhat famous for his backwards view on certain things. To him, ugliness is beauty. He has collected a harem of hideous creatures (anyone with a charisma of six or lower is a candidate) and he can rarely resist their charms.

Because of this, the many hags of the island are able to get whatever they want from him.

Dark Lineage. Because hags also revere ugliness, there is speculation that Verginion was raised by a hag. Some whisper he might be the son of the Hag Countess and either Moloch or Geryon.

THE THREE DISTRICTS

The city is split into three districts, each ruled by a different archdevil:

Leisure District (Verginion): A lax and pleasant place where the pursuit of pleasure runs rampant.

The Shadow District (Srivlanki): A dark realm full of completely corrupt guards. It is common for those caught committing a heinous crime to sign over their soul to a constable or judge to avoid prosecution. Those who have already signed away their soul can instead pledge to hand over the soul of two other creatures within the span of 6 weeks.

The District of Souls (Srezgaz): The soul and slave trade flourishes here.

LAWS OF FAIR TRADE ISLAND

Each district has a hag judge, described below.

Inquisitors scan the minds of denizens with detect thoughts spells, searching for chaotic idea or notions. Those caught thinking chaotic thoughts deemed disruptive to the soul trade can be sentenced to jail time.

UNLAWFUL ARCANA

The casting of certain spells are illegal on Fair Trade Island:

Charm Person (PH page 231): 30 days in jail.

Banishing Smite (PH page 216) and **Banishment** (PH page 217): Willing forfeiture of the soul or 10 days to 10 years in the dungeon.

CONSTABLES

All guards in the cities must be tieflings. No other race is permitted. There are two types of guards:

Infernal Dragoons. These tieflings use the guard stats (MM page 347). They wear red and black armor and wear baatorian green steel helmets with red masks bearing the likeness of Asmodeus.

Inquisitors. These tieflings use the stats of Cult Follower (MM page 345). They wear hooded red and black robes and are assigned a hell hound companion (MM page 182). Inquisitors have detect thoughts (PH page 231) instead of spiritual weapon.

BLOOD MAGIC

The city has a number of magical effects powered by infernal blood magic.

Magic Mouths. Each district has a magic mouth in a central square that spouts whatever news the archdevil connected to it wishes. Mouths of Verginion laugh a lot. Mouths of Srivlanki whisper. Mouths of Srezgaz take on a harsh, cruel, authoritarian tone.

Light. The eyes and mouths of stone sculptures of tormented souls howling in pain magically light up each night with illusory hellfire.

Asmodean Doors. Many of the front doors of buildings have special doors made of baatorian green steel emblazoned with the face of Asmodeus. If the owner so chooses, they can activate its ability to be opened only by those who utter a certain password chosen by the owner.

THE SOURCE OF BLOOD MAGIC

Each archdevil lives in a tower, all of which are connected by a long, elevated stone bridge. When viewed from above, these bridges form an evil infernal pattern.

These bridges hold thin rivers of blood that run in rivulets near the edges of the bridges. It is this blood, all taken from sacrificed non-evil creatures, that powers the city's magic effects for as long as it flows. The stream runs around and around, generating profane magic through its motion.

THE CASTE SYSTEM

There is a caste system on the island. A brand placed on the palm of the left hand marks the lowest ranking citizens. The highest ranking members of society are given either an official document or a talisman as proof of their status.

SLAVES

Those who have signed their soul over to an archduke are branded with the mark of either Srezgaz, Srivlanki or Verginion. The slaves have few rights and generally serve their archduke as a volunteer in the hopes of achieving a higher rank in the afterlife.

PLEBIANS

Plebian are usually travelers who have come to the island to trade or vacation. They have no brand or documents of any kind. They are treated well, as plebian are the main targets of the archdukes. Plebian are to be corrupted and enslaved.

CITIZENS

Most citizens are tieflings, each owning a document with an official seal. If that document is not on their person when apprehended, they can be jailed for up to 6 days.

NOBLES

Those who please an archduke, usually done by delivering a great number of souls, are granted the status of nobility. They are given a magic talisman to signify their status. When worn, the archduke can see and hear through them. Nobles are well known and often aren't prosecuted for crimes. Their main punishment is to simply be stripped of their nobility.

THE THREE COVENS

There are three hag covens that reside on the island and together they control, monitor and manipulate the populace to the best of their abilities. Each individual hag runs a house of ill-repute. The leader of each coven is also the judge of the district they live in, hearing cases and making rulings. There are nine such houses known to the public, as well as a secret 10th house known to precious few.

NIGHT HAGS OF THE SOUL DISTRICT

Judge Blackheart, Batty Angra and Agnes Mistwhisper.

BHEUR HAGS OF THE LEISURE DISTRICT

Judge Hortence Crabapple, Old Beatrice Gristle, and Cordelia Haven

GREEN HAGS OF THE DISTRICT OF SOULS

Judge Granny Stranglewood, Grinola Skintag, and Wreckle Cruelcumber.

THE SHADOW DISTRICT

Ruled by the queen of the assassin devils, the shadow district is a dark, quiet place. People who step out of line are killed in the most gruesome of ways. That said, those who behave are protected by Srivilanki herself. Unauthorized killings are avenged by her, personally.

TWILIGHT SQUARE

The central area of this district has a well of fresh water, gloomy gypsy performers and three statues of hands holding weapons. Each statue bears a magic mouth that whispers the latest proclamations of Srivilanki, which might include details of the latest death, the vulnerable parts of Srezgaz's body or a new bounty on a rulebreaker or enemy.

PALTRON GORM'S OLD TYME POISON SHOPPE

They don't make poison like this, anymore! At least, that's what Paltron says. He claims to sell vintage poisons from days of yore, back in a time when dwarves didn't study magic and adventurers died in dungeons like it was going out of style.

Paltron is a bald dwarf with a salt-and-pepper beard who perspires a great deal. When a customer comes in, he is very nervous and can't wait for them to leave. If he makes a few sales, he closes for the day so that he can relax.

Paltron feels like he is marked for death. He's not. The

poor dwarf has lived here so long that he assumes his time has come.

Old Tyme Poisons

These poisons all have a Con save DC of 15. The effects don't kick in right away, each has a different onset time. The Lakes of Bile produce unique, valuable poisons that agents of Glasya sell and use in the mortal realms

Type A Poison Injected *Onset* d10+15 min. *Fail:* 15 poison damage. *Succeed:* No damage.

Type G Poison Ingested *Onset* 2d6 hours *Fail:* 20 poison damage *Succeed:* 10 poison damage.

Type N Poison Contact *Onset:* 1 minute *Fail:* Drop to 0 hit points. *Succeed:* 25 poison damage.

THE DECAPITATED ETTIN

The sign outside this tavern depicts an ettin with one head lopped off, giving a thumbs up. This smoky, dank parlor is full of grim individuals mulling over grave concerns. Tieflings quietly meet here to discuss daring plans, and soul collectors drown their sorrows in Dogai Dregs, a black, watery concoction that is cheap and bitter.

Tagger Kreptole. The owner is Tagger Kreptole, a taciturn, middle-aged woman with an eyepatch who always wears black. It is said she had to strangle her own husband to death when she stumbled onto his plot to sell her soul and skip town.

BATTY ANGRA'S HEALING CHAMBER

This tall, 4-story building is something of a mini-hospital staffed with clerics of Asmodeus and tiefling nurses. Trained messenger bats deliver unguents and forms to patients. Suggested cures call for amputations much more than one would think normal.

Batty Angra. Batty Angra (night hag) uses her heartstone to cure diseases, usually in exchange for the promise of a soul. She seems to have a special affinity for bats, to the point that a bat hangs from each of her earlobes as living earrings. She is a generally jolly person who truly finds the sight of wounds and injuries to be hilarious.

THE MISTY EXPLORATORIUM

This crooked house leans back so far it appears like it will topple at any moment, but it never does. It is always surrounded by heady fumes. Here, citizens can buy and use a drug known as the Vapors of Dis, a subtly-addictive concoction

that puts one into a pleasant stupor for up to six hours. It is subtly addictive. Many get to the point where they will sign their soul over for a little more.

Agnes Mistwhisper. Agnes (night hag) makes the vapors of Dis with a variety of ingredients which mix into a dust that looks similar to ash. The most important ingredient is goblin bones. Agnes loves gossip. She frequently haunts the dreams of her clients, sifting through their memories to learn useful secrets. It is well known that she can't resist sharing juicy information. All it takes is a little prodding.

THE BALL AND CHAIN

The Ball and Chain is a small mansion with black curtains in every window and a roof held up by stone pillars carved with incubi and succubi. This is a place where clients can pay the workers for dates. There are as many male escorts as female, and their duties consist only of being pleasant company with no untoward contact. Their real job is to get the client to fall in love with them to the point that they will sign their soul over to marry them.

Judge Blackheart. Judge Blackheart (night hag) leads the coven of night hags and is the judge of the shadow district. She thoroughly enjoys misery and greatly enjoys doling out harsh sentences. Attractive guilty parties are likely to serve time as one of her escorts. Most of the day-to-day operations are handled by her "son", a tiefling named Tergal Witchborn, a somewhat forlorn fellow who feels sorry for all involved.

NPCs OF THE SHADOW DISTRICT

Cinder Vastion. A tiefling rogue who is a contract killer, Cinder is known for her expertise with long range crossbow shots. Her poisoned crossbow bolts kill targets from a block away. She keeps the lower portion of her face covered with cloth to conceal her identity.

Palbert Mingus. This dwarf is often drunk and can usually be found snoring away in an alley somewhere new each night. He has a knack for ending up in places where he hears and sees secret transactions and is a valuable informant for those looking to crack a case.

Toggul Cantripabulum. This goggle-wearing underground alchemist can usually be found in an alley, quietly asking people if they want to buy a potion. Toggul makes magic potions and always tries to put an experimental twist on them. A potion of healing might also turn a person's skin blue for a day. In general, drinking one of toggul's potions calls for a roll on the wild magic table.

THE LEISURE DISTRICT

Verginion's portion of the city is the place that every visitor enters when they step off the boat. It is a place of laughter and merriment with an undercurrent of debauchery gone one step too far. Vendors hawk delicious, exotic foods and every third building sells a drink with a brightly-colored umbrella in it.

THE VIRILE SQUARE

In this central area of the leisure district, belly dancers put on shows at all hours of the night, visitors can play carnival games for prizes, and three statues of grinning devil faces are emblazoned with magic mouths. These mouths chortle as they declare new holidays, announce free drink happy hours and shame people for going to bed too early.

THE INFERNAL TOME AND SCROLL REPOSITORY

The librarians consider it a cruel joke that their quiet, dignified place of learning is located in the loudest section of the city. The woman in charge is known as the Imperial Librarian, an ancient yet spry lady who intensely enforces the rules. Offenders get one warning, and then they are dragged out by her illiterate goliath assistants.

Books of Lies. Sages and spellcasters who visit this island become quite excited when they see the tall walls lined with books, only to become disappointed to find that 81% of the tomes and documents are full of nothing but lies. Fake spells, fake recipes, fake diaries and fake biographies line the shelves. Each of these was made by hand in ink, scribed elegantly with great skill.

The tomes that do contain truth are quite valuable. The difficulty is in figuring out which ones are true. There does seem to be some kind of decimal system that denotes what is true and what is a lie, but it is very intricate and difficult to decode.

Supposedly this library contains a few torn pages from the Codex of Betrayal, a copy of the spellbook of Keraptis and many copies of signed infernal contracts. Worst of all are the books that contain one truth amid hundreds of lies, such as a book of truenames, of which all but one are fake.

NEVER CRAWL THE DUNGEON

Two halfling adventurers (Tasha and Smeplios

Nenglehoff) traumatized by a deathtrap-filled dungeon put on demented puppet shows meant to warn people to never go dungeon crawling. These puppet shows involve very elaborate miniature dungeons that kill the puppets in myriad gruesome ways with buckets of real blood and gore used for added effect. While the crowd finds these shows to be hilarious, the puppeteers are deadly serious and frequently have intense flashbacks mid-show that only seem to add to the presentation.

TROLLSKIN CLOTHES

A sinister but pleasant tiefling named Svetlana Roil makes clothes out of the skin of trolls. Dresses, pantaloons, vests, you name it. These clothes actually mend themselves if torn. Few know that she has two trolls chained up in the basement that she skins on a regular basis to make her creations. If the trolls act up, she lights a torch and gleefully threatens them with it. Business has taken off and she is looking for some adventurers to capture more trolls for her.

TATTOOS

Victor von Hummel is a famous tiefling spellcasting tattoo artist known for his beautiful flame and devil face designs. He particularly enjoys tattooing spells onto people as if they were a living scroll.

THE HOUSE OF HARD LUCK

The House of Hard Luck is a gambling house in which all of the games are rigged. The idea here is to let new patrons win a lot, and then the more they come back, the more in debt they become. The only way to pay off the debt is to sign over your soul. The most popular events here are Three Dragon Ante tournaments and the Dragon Chess League.

Old Beatrice Gristle. This house is run by Old Beatrice Gristle (bheur hag), who watches over her tiefling employees carefully. She loves to feast on fresh corpses and has a hard time stopping herself from killing an annoying patron or an under-performing employee, especially if they have a lot of meat on their bones. She also really enjoys eating dog.

THE STYGIAN BALLROOM

An elegant locale for the classy and wealthy, this is where important social functions are held. It is a bit cold in here, and is famous for the frequent illusory snowfalls that add to the atmosphere. The mysterious hag who own this place employs a few incubi and succubi who dance with and charm unwitting patrons into confiding their

wort secrets. From there, it is a simple matter of blackmailing them into handing over their souls.

Cordelia Haven. Cordelia Haven (bheur hag) is a freak of nature. She wears a magical fake skin that make her look like a beautiful, pale woman whose black hair has a white stripe. Only her hands are wrinkled and haglike, and she displays them with pride. If her skin is torn away, it is revealed that she looks exactly the same, except that her hands are soft and delicate. Cordelia is a beautiful hag who the rest of her kind regard as an abomination. She tries her best to pretend she is ugly under her skin, but most of the hags of the island already know the truth.

TEARS OF THE FORLORN

This is the lost-and-found of the island. Judge Hortence Crabapple employs a band of unsavory thieves and thugs who mug and steal from the people of the island. Here, the judge will let people reclaim their pilfered goods in exchange for a finder's fee. Things of great value might only be found in exchange for a soul.

Judge Crabapple. Perhaps the most feared hag on the island, Judge Hortence Crabapple (bheur hag) is known for her love of cruelty. She loves to shatter hopes and dreams and she literally collects the tears of those whose will she has broken. Those tears power potent concoctions, rituals and spells.

NPCs OF THE LEISURE DITRICT

Gordig the Dashing. This fellow is the most handsome ogre in the world. His stunning good looks have made him the toast of the town. Gordig has a grasp on basic civilized etiquette and he has learned that when in doubt, just smile and nod.

Stacia Crimsyl. A beautiful socialite who people always watch and talk about. She is a trendsetter and a scene maker. She has a thing for spellcasters.

Megan Eaves. The most famous author, poet and playwright on the island. She loves to write about the archdevils of Hell and is famous for her meticulously-researched account of the Reckoning entitled "Geryon's Lament." She loves to collaborate with bards on projects.

THE DISTRICT OF SOULS

Inquisitors here stalk the streets scanning minds for chaotic thoughts. They are allowed to bring in those who have thoughts pertaining to the disruption of the soul trade, but Inquisitors will be punished if it is deemed that they are wasting the judge's time with frivolous accusations.

CRACKLING SQUARE

The most lively and visited area of the city, this square is famous for its many sculptures of skeletons in comical poses. Some are clearly drunk, some are dancing, and others seem to be giving dramatic speeches.

There is a single magic mouth connected to Srezgaz, which is situated on a statue of a 10-foot-tall skeleton holding scale of justice. The mouth heckles passersby and utters proclamations, threats against the other archdevils, and hefty praise for Asmodeus.

There is a kitchen here offering food like soup, bread and spicy stew for free. This is funded by Srezgaz himself in an effort to draw people to the square to hear his proclamations. The homeless tend to accumulate here, whom the inquisitor entice into signing infernal contracts in exchange for an upgrade in lifestyle.

THE VAULT OF SOULS

This bank is considered a neutral site where followers of all three archdukes can come to deposit signed infernal contracts. There is a dungeon underground containing hundreds of vaults protected by massive doors.

Once per month, agents of Asmodeus appear here, tally the contract count and go over the books, doing what is referred to as soul audits. The soul auditor is a pit fiend named Maligrind, and she is very meticulous and unforgiving. She takes note of which of the three archdukes obtained the most souls for Asmodeus. She takes each of the infernal contracts back to the Nine Hells with her.

She always arrives on the last day of the month. This is well known, and those people who signed their soul over go into a panic, because once their contract is sent to Hell, it is very difficult to get it annulled without a trip to the court infernal, which is a place decidedly unsympathetic to the plights of mortals.

Thus, there are regular attempts at robbery, where adventurers creep into the vault and attempt to steal an infernal contract for a client. The Vault of Souls is guarded

by magical traps and the Ashmadai, a cult of Asmodeus greatly feared by the people above.

DEEP TISSUE MASSAGE

This house of ill-repute employs experts of massage who rub the oiled backs of customers, loosening their joints and putting their mind at ease. The hag who runs this place, Grinola Skintag, oozes a slime from her pores that is used as massage oil. This ooze has a short-lived rejuvenating effect followed by a prolonged period of joint pain and discomfort. It gets a little worse with each visit, until the customer is willing to sign their soul away for a cure to their condition (one drop of the hag's blood).

Grinola Skintag. Grinola Skintag (green hag) is recognized all throughout the city as the hag who flies around on a magic, animated shark skeleton. Up until now, she has been carefree, gleefully giving back rubs and riding her shark. But over the last few months, she's been changing. It has been said that after a few centuries, hags actually change from one type of hag to another. Grinola is pretty sure that she's turning into a night hag, an occurrence that is going to upset the balance of power on the island. She is desperately trying to find a way to stop it from happening.

THE SPA OF WONDER

Visitors to this spa are given a full beauty treatment that includes a skin-treating mud bath, rejuvenating eye bag treatments and callus removal. The employees here are ogres supervised by impatient tiefling minders. A visit to this spa actually greatly enhances the appearance of the visitor, causing them to attract many a suitor and have great success in their personal interactions. There is a long waiting list for an appointment at the spa that always gets longer. Once a customer has had a few visits, they are told they'll have to wait at least a year before they can get another treatment, unless they were to sign over their soul.

Wreckle Cruelcumber. Wreckle (green hag) loves ogres, probably way too much. They are her guards, her servants, and her mates. She finds them amusing, useful and attractive. It has gotten to the point where she is neglecting work in favor of chatting with her ogres, and it is becoming noticeable.

THE ASMODEAN CHAPEL

There is one church on the island, an ominous structure littered with statues of devils perched on the roof, walls and overhangs. There is one statue of each main type of devil, from lemur to pit fiend.

The chapel holds many stained glass windows, each depicting a notable moment in the life of Asmodeus, from his time as an angel up to the loss of his wife, Benzozia.

The priests here are the ashmadai, a cult of Asmodeus known for their harshness and cruelty. This place is best known for its confession booths, where informants come to squeal on citizens, spilling their secrets in exchange for magical favors and protection.

The highest ranking member is an infernal nun, a tiefling named Madam Malzenstern, an accomplished warlock. In a back room, he keeps a magic circle that has a pit fiend bound to it. She gets advice and ideas from it. The pit fiend hates being bound, but knows that Asmodeus would destroy him if he were to kill any of the ashmadai, so he bides his time, hoping to find a way to trick them into destroying themselves.

THE WAGES OF SIN

This large hall is full of people who are buying and selling souls in a frenzied market, a place where the value of types of souls are constantly fluctuating. The brokers who come to this house deal in soul futures. They buy and sell infernal contracts, giving the hag judge a cut of their profits.

Judge Granny Stranglewood. Judge Stranglewood (green hag) is the most politically-powerful hag on the island, largely thanks to her ownership of a coveted artifact: The Eye of the Hag Countess. This eye is much more powerful than a normal hag eye. It can fly on its own and be controlled and seen through from great distances. It also gives the hag limited control over boulders, causing them to roll or be flung at targets of her choosing.

NPCs OF THE SOUL DISTRICT

Vorpadopolus. Rumor has it that this little fellow is a rare cross between a halfling and a gnome. He is smaller than any halfling but he has a deep, booming voice that causes even ogres to take a step back. Vorpadopolus is the top informant for the ashmadai, and he is always looking to learn the secrets of newcomers.

Adastra. A pleasant woman who volunteers at the

soup kitchen in Crackling Square, Adastra has a secret. She looks like an elf, but she is actually a gold dragon in disguise. She runs a tiny network of rebels whose goal is to kill or drive out all three archdukes. As powerful as she is, she knows that this is a long-term project and she needs the aid of heroes and vagabonds.

Captain Vilia Sabre. Of all the sailors who bring people to the island, Captain Sabre is the most successful. A pirate with an incredibly foul mouth, she is known for her boldness and her complete disregard for her own safety. She has little trouble recruiting people from the mainland cities, focusing on runaways, criminals, and missionaries who serve good gods.

THE 10TH HOUSE

There is a tenth hag on the island, an annis hag with a very specific mission. She works directly for Lilith, and her job is to abduct priests and paladins of good gods. They are to be sent to Lilith's Shadow Sanctuary to be tortured, a place that this house teleports on a regular schedule. The 10th House appears somewhere in the city at the darkest point of night and remains there for six days. On the seventh day, it appears in Maladomini, where lilitus gather up the captured holy mortals and take them away. On the 8th day, it appears back on the island and the process starts again.

Burly Shirley Septapede. Burly Shirley is not a willing employee of Lilith. Lilith whips her at the slightest sign of insubordination. The hag signed a contract in exchange for ownership of the enchanted house, not realizing that this work would go along with it.

MALHARAK, HELL'S BASTION

Located on the top of a towering cliff, this stronghold was the last loyal holdout of He Who Was, taken after a 100-year siege.

The place was abandoned, said to be haunted by revenants. It laid dormant for centuries, until Assailra arrived.

ASSAILRA

Assailra was the most powerful warder devil, and she fought alongside Asmodeus in the battle against He Who Was. She took part in the siege

against Malharak and knows it well.

Assailra had risen to prominence, but she had a falling-out with Glasya over a shared lover (Tartach) and was exiled. She hates Glasya with a burning passion and hopes one day to get revenge.

Assailra trains mortal warriors at Malharak, putting together a team of elite killers to take part in raids on Glasya's holdings in the world. She particularly wants to wipe out the Daughters of Blackest Night, Glasya's warlocks.

SCREAMSTONE

This island of black rock has a spiraling underground set of catacombs where new tortures are invented. Screamstone is so horrible that even devils fear this place, where executions are said to last centuries. Alloces comes here to scout for talented torturers.

VERIS, THE SEEPING ONE

Veris, the seeping one, is a master of pain and suffering. He is a student of Alloces who hopes one day to join his mentor in Nessus. His current problem is that he employed both pain devils and chain devils, and the two types hate each other.

Each type tries to sabotage the other, and they often do so by freeing prisoners or helping prisoners slay their torturers.

Veris has no remedy for this other than to torture those who undermine him.

Veris appears as a thin, nine-foot tall humanoid with no hair, pinkish-white skin and cloudy eyes. Black blood seeps from his nostrils, eyes and ears in a slow trickle, particularly when he is angry.

THE SHORES OF SORROW

This island appears to be a paradise, a tropical jungle with shores of black sand. Those who come here encounter the spirits of those that they loved and lost. At first, everything is bliss. Then, the spirits vanish, are killed or attack them.

Soon after, the spirits appear again and the cycle repeats. Mortals are slowly wasted away by pervasive despair.

Devils and undead lurk on this island, led by an archdevil named Islin.

ISLIN

Islin, a bloated spider-like devil who was once a queen in Baator lives in the Forest of Lament, feasting on the tragic memories of visitors. She knows many secrets of the Nine Hells but she has given over to despair. She will give away secrets in exchange for happy memories.

Islin worked in the Labyrinth of Truths with styx devils, filing away all sorts of interesting infernal documents. A jealous underling got her transferred to the Blood War battlefields. While powerful, she was not effective on the battlefield as a leader or warrior. She fled a major battle and went on the run. She was eventually caught, dragged to the court infernal and was banished from the Nine Hells.

THRONEROCK

This place holds a scrying tower once used by He Who Was. Hidden deep in a jungle of serpent trees, there is a throne of obsidian sized for huge creatures.

It is said that a spellcaster or archdevil who sits on the throne can view any place in the Nine Hells.

It is possible that Asmodeus has power over this throne and he can infiltrate the mind of those who sit upon it, observing their thoughts and memories. It is believed that Levistus once used the throne, and Asmodeus learned all of his secrets. This throne might be how Asmodeus first learned of the affairs with Glasya and Bensozia.

Archdukes sometimes battles for control of this place, including Moloch and Raamoth.

PHRENICIA

Phrenicia, a powerful succubus cast from Glasya's court, uses it to spy on her mistress. Phrenicia had become a powerful spellcaster, and Glasya had begun to feel threatened by her and cast her out.

Phrenicia knows Asmodeus is monitoring her, and she thinks that he appreciates that she is spying on his daughter. After all, through her, Asmodeus can keep tabs on Glasya.

Phrenicia has learned many secrets. Some might say she knows too much.



CHAPTER 6: MONSTERS

Devils and monsters are the focus of this chapter. All of these creatures come from previous editions and many will likely appear in official D&D products at some point in the future. Consider these as placeholders or alternate version for if and when that occurs.

There are many more creatures out there that we didn't have the space to fit in fully statted out. That's why there is a massive list of every known type of devil on page 13.

The key to running any devil successfully is to remember that they are lawful. Demons are easy to run, as they are crazy and random. No matter how you portray them, you're never really doing it wrong.

Devils are orderly. They are civilized and they are schemers. They dole out pain, but most of them dread to be on the receiving end. They all pay lip service to Asmodeus but few are truly loyal.

Most D&D campaigns are low level and many never reach the heights of 9th level and beyond. What that means is that most groups never really get to interact with devils because they are simply too powerful.

There are ways to work them into low level adventures. Devils don't always have to be fought. They can be allies or sources of information.

A shady local sorcerer might have a devil bound in a magic circle. For a price, the heroes could interact with the devil and perhaps even befriend it, or become embroiled in a sinister scheme.

Mortals affiliated with devils make good low level villains, such as the Daughters of Blackest Night, warlocks linked to Glasya. This cult is detailed on page 221.

The Brimstone Angels series of novels by Erin M. Evans greatly details how a half-devil named Lorcan interacts with one of his warlocks, a tiefling named Farideh.

ANGEL OF LOVE



At the dawn of time, the angels of love served the gods as heralds and messengers, comforting the despairing, loveless, or forsaken mortals for whom the gods had plans. With a single chaste kiss, an angel of love fulfilled all mortal desires, purifying the heart and cleansing the spirit of the woeful travails of the world.

When He Who Was was slain, the rebel angels of love became succubi. Some of those who were not rebels became disenchanted, and ultimately joined the ranks of the erinyes as fallen angels.

Many of those remaining continue to do their work, whether serving a different god or working for the benefit of Mount Celestia as a whole. The angels are dedicated to the cause of spreading love, tolerance and kindness throughout the planes.

Evil Opposite. The succubi are the evil opposite of the angels of love. While the kiss of a succubus harms the recipient, the chaste kiss of an angel of love heals. Both can charm a person, but the angel of love uses its charm more for the ability to communicate with someone telepathically over great distances.

Agents of Good. Angels of Love are healers and rescuers, saving the faithful who are wounded on the battlefield and answering the call of the lovelorn. They love

ANGEL OF LOVE

Medium celestial, lawful good

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	11 (+0)	15 (+2)	22 (+6)

Skills Religion +4, Medicine +6, Perception +6, Persuasion +10

Damage Resistances radiant, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft. passive Perception 12

Languages Common, Celestial

Challenge 4 (1100 XP)

Change Shape. The angel can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the angel loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Telepathic Bond. The angel ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

ACTIONS

Pacifying Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: The target must make a DC 15 Constitution save or it is immobilized. It can save against this effect at the end of each of its turns.

Radiant Beam. Ranged Weapon Attack: +5 to hit, range 30 ft., one creature. Hit: 12 (2d8+3) radiant damage.

Chaste Kiss. The angel kisses another creature. The target magically regains 32 (5d10) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Love's Kiss. One humanoid the angel kisses must succeed on a DC 15 Wisdom saving throw or be magically charmed for one day. The charmed target obeys the angel's commands and feels compelled to stand next to the angel unless told to do otherwise. The angel and the target share a telepathic bond until the charm effect ends.

nothing more than to try to help a lovesick mortal win over their true love.

Pacifists. Ultimately, they are agents of peace. When confronting a devil, they will try to convince the devils to change its ways rather than destroy it.

CONCORDANT KILLER



A tall, scarlet-skinned fiend with dusky feathered wings, concordant killers often wear garments decorated with polished bits of blades taken from fallen enemies, and a gray-indigo vapor rises from the top of their head.

Part Angel, Part Devil. When a devil and an angel mate, the concordant killer is usually the result. Rather than being full of tumult and inner conflict, concordant killers tend to be emotionally distant and content, possessing a more far-reaching perspective than most.

Assassins. Possessing both celestial and fiendish heritage, these powerful entities are dispassionate killers who frequently deliver the wrath of the gods. Concordant killers seek to perfect their killing abilities and, when not in the employ of a higher power, hunt down those they deem worthy prey.

CONCORDANT KILLER

Large fiend, unaligned

Armor Class 22 (Natural Armor)

Hit Points 210 (20d20)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	21 (+5)	16 (+3)	22 (+6)	23 (+6)

Saving Throws Str +10, Wis +8, Cha +10

Skills Arcana +15, Intimidation +18, Perception +18, Stealth +15, Survival +18

Damage Immunities poison

Damage Resistances acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning

Condition Immunities petrified, poisoned

Senses truesight 120 ft. passive Perception 16

Languages Celestial, Common, Infernal

Challenge 19 (22000 XP)

Summon Greatsword. As a bonus action, the concordant killer can cause their greatsword to materialize in their hand. If released, the sword de-materializes.

Innate Spellcasting. The concordant killer's spellcasting ability is Charisma (spell save DC 20). The concordant killer can innately cast the following spells, requiring no material components:

At will: *Detect Good and Evil*, *Dispel Magic*, *Shield*, *Magic Missile*

3/day each: *Greater Invisibility*, *Mordenkainen's Sword*, *Plane Shift (self only)*, *Wall of Force*

1/day each: *Mind Blank*

ACTIONS

Concordant Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 21 (3d10+5) slashing damage.

Neutrality. Concordant killers believe that they were created to maintain the cosmic balance. They are assassins that pursue their quarry across the planes with methodical precision. Often, concordant killers can be found in Mechanus, either living among the modrons or maintaining a lonely tower on an independent, hovering gear.

Association. They track their kills as a group, secretly meeting near the central spire of the Outlands in the city known as Sum of All.

Concordant Greatsword. Carried by every concordant killer, their blades are an extension of the wielder's will. When the concordant killer relinquishes its grip, the weapon dissipates. If a killer is destroyed, the sword disappears forever.

DEVILS

ASSASSIN DEVIL



Shrouded in a cloak of shadows, this devil is a consummate killer. Assassin devils are humanoids with bluish gray skin, burning red eyes and the faintest suggestion of a nose.

Also known as the dogai, assassin devils are silent murderers and expert spies. They have the ability to control shadows and form semi-solid objects.

Long ago, the assassin devils were the dogai, sentient clouds that could shapeshift and torment mortals. Asmodeus transformed them into their current state.

DEVIL DANCER

On certain missions, an assassin devil might take along one or more humanoid constructs known as devil dancers, faceless figures that are painted bright red. The details of their creation lie in the Crimson Dance, a tome guarded carefully by the Stygian Masque. The devil

ASSASSIN DEVIL (DOGAI)

Medium fiend (devil), lawful evil

Armor Class 17 (Natural Armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +8, Con +7, Int +5

Skills Acrobatics +8, Perception +7, Sleight of Hand +8, Stealth +8

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons

Senses truesight 120 ft., passive Perception 13

Languages Common, Infernal, telepathy 120 ft.

Challenge 11 (7200 XP)

Magic Resistance. The assassin devil has advantage on saving throws against spells and other magical effects.

Assassinate. During its first turn, the assassin devil has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin devil scores against a surprised creature is a critical hit.

Sneak Attack (1/turn). The assassin devil deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

Magic Weapon. The assassin devil's weapon attacks are magical.

Innate Spellcasting. The assassin devil (dogai)'s spellcasting ability is Intelligence (spell save DC 13). The assassin devil (dogai) can innately cast the following spells, requiring no material components:

At will: *Alter Self*, *Darkness*, *Invisibility*

3/day each: *Dimension Door*

ACTIONS

Multiattack. The Assassin Devil (Dogai) makes 3 attacks.

Shadow Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

dancers are often used to hold back others while the assassin devil eliminates a target.

REAPER OF DESPAIR

The reapers of despair are higher-ranking assassin devils that serve the Stygian Masque or an archdevil. They wear masks depicting either a grotesque smile or haunted weeping.

The reapers have the ability to create devil dancers, and the two types of reapers are similar but have slightly different powers.

REAPER OF DESPAIR

Medium fiend (devil), lawful evil

Armor Class 18

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Con +7, Wis +7, Cha +6

Skills Acrobatics +13, Stealth +13

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that isn't silvered

Condition Immunities poisoned

Senses truesight 120 ft. passive Perception 13

Languages Common, Infernal, telepathy 120 ft.

Challenge 12 (8400 XP)

Magic Weapon. The reaper of despair's attacks are magical.

Magic Resistance. The reaper of despair has advantage on saving throws against spells and other magical effects.

Misery's Company. At the start of each of the reaper of despair's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 14 (4d6) psychic damage provided the assassin devil isn't incapacitated.

Assassinate. The reaper of despair deals an extra 24 (7d6) damage when it hits with a weapon attack and has advantage on the attack roll.

Innate Spellcasting. The reaper of despair's spellcasting ability is Wisdom (spell save DC 15). The reaper of despair can innately cast the following spells, requiring no material components:

At will: *alter self*, *darkness*, *invisibility*

3/day each: *dimension door*

ACTIONS

Multiattack. The reaper of despair makes two attacks.

Pain Flail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage plus 10 (3d6) psychic damage.

DEVIL DANCER

Medium construct, lawful evil

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages Understands Infernal but cannot speak

Challenge 9 (5000 XP)

ACTIONS

Crimson Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10+5) slashing damage.

Crimson Dance. +8 to hit, reach 5 ft. *Hit:* 12 (2d10+2) damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the devil dancer can't use its crimson claws on another target.

REAPER OF GLEE

Reapers of glee wear masks of sinister, leering devils. They often answer directly to the Stygian Masque.

Hysterical Shadows. They can summon forth a shadow audience that silently laughs at anyone who is suffering in some way.

Shadow Claw. As a bonus action, they can summon a shadow claw that fits on their hand like a glove. They can dismiss it with a thought.

Like reapers of despair, reapers of glee have the knowledge and ability to create devil dancers.

A reaper of glee uses the same statistics as the reaper of despair with the following changes. Replace misery's company with:

Hysterical Shadows (3/Day). The reaper of glee targets up to 3 creatures it can see within 60 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage and fall prone.

Replace pain flail with:

Shadow Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 10 (3d6) necrotic damage.

I once got pantomime-heckled by some hysterical shadows. It was so bothersome that I actually flubbed the casting of a spell. It took me weeks to regain my confidence.

Emirkel the Chaotic

ASSASSIN IMP



There are a lot of imps in the Nine Hells, most of which have the role of a messenger or familiar. There are other sub-types of imps, created by the master of the imps, Beleth, the Witch's Viscount.

The assassin imps primarily serve Beleth, who loans them out to other devils to perform assassinations in the mortal realms. Often, a mortal spellcaster will specifically request one to take care of an interloper or rival. In some cases, an assassin imp agrees to serve a mortal for a time if the mortal can offer a steady flow of targets. One assassin imp in a village of peasants can wreak utter havoc and terror.

Assassin imps stand 2 feet tall, possess leathery wings, a stinger-tipped tail and sharp teeth. Their scales are jet-black and they are almost always seen clutching a sharp razor in one hand.

Gleeful Slashers. Assassin imps delight in the slaughter of helpless innocents. They take particular delight in sending those souls already pledged to their infernal master, but their wicked glee in bloodletting is such that they will happily pursue any target they are sent to eliminate.

Sleep Poison. Unlike normal imps, the poison sting of an assassin imp's tail puts the target to sleep for a time. From there, it is a simple matter of slitting their throat with a razor.

Assassin imps tend to avoid direct combat. They

know that most mortals must sleep and that it is smart to simply wait for their target to do so.

Elves. Assassin imps despise and fear elves, because they trance rather than sleep. Creeping up on a trancing elf is difficult and terrifying to an assassin imp, to the point that assassin imps become nauseous at the sight of an elf alone.

Those assassin imps who do slay an elf are greatly respected. If possible, they will cut off an elf ear as proof and a trophy. Assassin Imps with a collection elf ears are well on their way to becoming a murder lord.

Bastions of Law. For some reason, assassin imps are nearly impossible to corrupt. Those imps that are sent to the Abyss are never corrupted by the chaos that surrounds them. These creatures are so dedicated to law that they actually exude it and seem to taint people and things around them with evil. Candles near an imp create impossibly huge, monstrous shadows. People's reflections in mirrors tend to take on a slightly monstrous appearance.

MURDER LORDS

The murder lords are the elite assassins among Beleth's assassin imps. They roost in one of the ten towers of Malbolge, often found bragging about their latest successful assassination attempt.

Murder lords look like assassin imps except that they are stronger and that they grow more horns and spikes on their body.

Becoming a Murder Lord. To become a murder lord, an assassin devil needs to kill 13 mortals in a single night with the same razor. Those that do so are allowed to meet with Beleth, who promotes them through a short ritual that involves the assassin imp being placed in a coma-like state.

Imps that have displeased Beleth never wake. Some are kept in that state in a seldom-visited room, saved for a particular task. The rest awaken in their new form, stronger, faster and more sinister-looking.

Murder lords often serve Beleth directly. There is almost always one on his shoulder, awaiting for permission to strike at a rival or enemy.

ASSASSIN IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 24 (7d6)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	15 (+2)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +7, Stealth +7

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered, cold

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Infernal

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the assassin imp's darkvision.

Magic Resistance. The assassin imp has advantage on saving throws against spells and other magical effects.

Bleed The Helpless. When an assassin devil hits an unconscious target with a razor attack, it does an additional 7 (2d4 + 2) slashing damage.

ACTIONS

Razor. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

Sleep Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage. the target must make a DC 12 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to poison.

Invisibility. The assassin imp magically turns invisible until it attacks. Any equipment the imp wears or carries is invisible with it.

ASSASSIN IMP MURDER LORD

Tiny fiend (devil), lawful evil

Armor Class 14

Hit Points 67 (9d8 + 27)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	9 (-1)

Skills Acrobatics +7, Stealth +7

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered, cold

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Infernal

Challenge 4 (1100 XP)

Devil's Sight. Magical darkness doesn't impede the murder lord's darkvision.

Magic Resistance. The murder lord has advantage on saving throws against spells and other magical effects.

Bleed The Helpless. When a murder lord hits an unconscious target with a razor attack, it does an additional 14 (4d6) slashing damage.

ACTIONS

Razor. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

Sleep Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) piercing damage. the target must make a DC 14 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to poison.

Invisibility. The murder lord magically turns invisible until it attacks. Any equipment the murder lord wears or carries is invisible with it.

Long ago, Baba Yaga and I were visiting Baalzebul trying to buy some of his filth to use in our magic brews. An assassin imp had the audacity to try to slit my throat in my sleep! I disintegrated that little ragamuffin. I'm pretty sure he was sent by Lilith, but of this I cannot be sure. I got blood all over my favorite blanket. The whole thing was very rude and inappropriate.

Mattias the Dark

CORRUPTION DEVIL (PAELIRYON)



This bloated fiend has warty flesh and stinking mist rises from its black robes. Two porcine eyes dot a monstrous bone-ridged head adorned with a wide mouth full of sharpened teeth. The corruption devil's lips are painted a glossy red, and blue eyeshadow darkens its eyes in the manner of a courtesan.

Dastardly. Corruption devils are massive, infernal masterminds of graft, sleaze, and vice. They spend some of their time overseeing lesser devils in the city of Dis and tormenting the damned. They are politically treacherous, engaging in double-dealings, false turns, and broken promises. They hide in the shadows, manipulating cutthroats and bureaucrats.

Puppeteers. They prefer manipulation to violence. When it is in peril, it bargains, buying time to gain an advantage.

Intelligence. Corruption devils are crafty. They manage vast spy networks that extend across the planes. They tend to live in luxurious homes in infernal cities and live a decadent and filthy lifestyle. They lavish themselves in finery and excess.

Brokers of the clandestine, blackmailers and extortionists, corruption devils deal in knowledge. They sit at the center of a vast web of flowing intelligence, plucking out those strands that gain them the most power. They then coerce those most affected by this knowledge, blackmailing them into selling their souls cheaply.

Though they use wicked means to secure power, they are true to their word.

SIRE OF CORRUPTION

Sires of Corruption are the most powerful corruption devils. They spread their malign influence by coercing mortals into contracts that transform them into foul, corrupted beings. They especially despise those with immaculate reputations and conspire to corrupt or murder such people.

Ruiners of Society. They go to mortal worlds to corrupt entire towns and kingdoms.

Touch of Vice. Sires of Corruption can deal out a "touch of vice" that infuses a person with lust, excess, greed, fear, sloth, or vengeance. This transforms them into what is known as a corrupted follower.

THE CORRUPTED

The corrupted serve the sire of corruption and embody one negative trait that is valued in Hell.

Corrupted Lecher. These are extremely attractive people who others become infatuated with.

Corrupted Glutton. These people become gluttons, devouring anything they like.

Corrupted Monger. Mongers are consumed with the desire for wealth.

Corrupted Idler. Idlers are those dependent on others to provide for their needs. They want to live a life where everything is done for them. They cause sloth with their touch and have an aura that makes people near them weary.

Corrupted Lunatic. These mortals can't let go of their anger, holding grudges and eventually become violent. Their touch causes rage and they have a number of powers that force people to attack others.

Corrupted Craven. Mortal soldiers who were overcome with fear and abandoned their posts, cravens abandoned the people they were supposed to protect and leave them to a grim fate. They have the power to infuse people with fear and give them the frightened condition.

How do you like the book so far? Fun fact: I didn't include tar devils or cholera imps because my notes on them got soaked with blood from that stupid diakka that Natasha sent to kill me as a prank.

Emirikol the Chaotic

CORRUPTION DEVIL

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 20 ft., burrow 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	20 (+5)	16 (+3)	18 (+4)

Skills Deception +12, Insight +11, Intimidation +12, Perception +11, Persuasion +12

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 120 ft. passive Perception 13

Languages Speaks and understands all languages

Challenge 17 (18000 XP)

Intoxicating Perfume. Any creature hostile to the corruption devil that starts its turn within 20 feet of the corruption devil must make a DC 19 Constitution saving throw, unless the corruption devil is incapacitated. On a failed save, the creature is poisoned until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the corruption devil's Intoxicating Perfume for the next 24 hours.

Magic Resistance. The corruption devil has advantage on saving throws against spells and other magical effects.

Magic Weapons. The corruption devil's melee weapon attacks are magical.

Innate Spellcasting. The corruption devil's spellcasting ability is Intelligence (spell save DC 19). The corruption devil can innately cast the following spells, requiring no material components:

At will: *Dispel Magic*, *Greater Invisibility*

3/day each: *Charm Person*, *Polymorph*

ACTIONS

Multiattack. The Corruption Devil makes three corrupting claw attacks.

Corrupting Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8+5) slashing damage plus 18 (4d8) psychic damage.

Belittle (3/Day). The corruption devil targets all non-devils who can hear in a 30 foot radius with a string of cruel barbs. Targets must succeed on a DC 19 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the corruption devil's next turn.

CORRUPTED FOLLOWER

Medium humanoid, lawful evil

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	12 (+1)	8 (-1)	14 (+2)

Skills Stealth +4, Deception +6

Damage Vulnerabilities radiant

Senses passive Perception 9

Languages Common, Infernal

Challenge 3 (700 XP)

Banished To Hell. When slain, the corrupted follower's remains are sucked into a swirling brimstone vortex that belches flame in a 10 foot radius. All in the radius must make a DC 13 Dexterity saving throw or take 16 (3d10) fire damage.

Telepathic Bond. The corrupted follower can magically convey what it senses to its master, and the two can communicate telepathically with each other even if they are on different planes.

ACTIONS

Touch Of The Corrupted. +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) psychic damage and roll a DC 13 Charisma saving throw or suffer one of the following effects until the start of the corrupted follower's next turn:

Lecher. The target is charmed.

Glutton. The target is grabbed.

Monger. The target takes 6 piercing damage.

Idler. The target is slowed.

Lunatic. The target is affected by the confusion spell.

Craven. The target is frightened.

Corruption devils generally do not like being told what to do, but each must serve an archdevil. Most of them serve Dispater, who is able to handle them through intermediaries. The fact that Dispater is invincible inside his tower causes corruption devils to tremble when ordered to visit him there.

Baalzebul generally despises them and takes great glee in causing them harm. He honestly seems to believe that they were created solely as a way to mock him.

Baalzebul so desperately wants his angelic beauty back. It would be sad if he weren't so horrible.

Mattias the Dark

SIRE OF CORRUPTION

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 20 ft., burrow 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	22 (+6)	16 (+3)	20 (+5)

Skills Insight +11, Perception +11, Deception +14, Intimidation +13, Persuasion +13

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 120 ft. passive Perception 13

Languages Speaks and understands all languages

Challenge 18 (20000 XP)

Lasting Vice. When the sire of corruption dies, it explodes, and each creature within 30 feet of it must make a DC 19 Charisma saving throw, taking 50 (16d6) psychic damage on a failed save.

Magic Resistance. The sire of corruption has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sire of corruption's weapon attacks are magical.

Innate Spellcasting. The sire of corruption's spellcasting ability is Intelligence (spell save DC 20). The sire of corruption can innately cast the following spells, requiring no material components:

At will: *Charm Person*, *Counterspell*, *Lightning Bolt*
3/day each: *Disintegrate*, *Power Word Stun*, *Scrying*

ACTIONS

Multiattack. The sire of corruption makes three touch of vice attacks.

Touch Of Vice. +12 to hit, reach 10 ft., one creature. Hit: 10 (1d8+5) slashing damage plus 20 (4d10) psychic damage, and must make a DC 19 Charisma saving throw or suffer one of the following effects until the start of the corruption devil's next turn:

Lust. The target is charmed

Excess. The target is poisoned.

Greed. The target is blinded.

Fear. The target is frightened.

Sloth. The target is restrained.

Vengeance. The target is stunned.

Call To Corruption (1/Day). The corruption devil magically summons 4 corrupted followers who appear in an unoccupied space within 60 feet of the corruption devil.

Let me let you in on a little secret: The mortal coil is only the beginning! If there's one thing you've learned from this book, it's that our lives don't end when we die. We transform, we evolve into planar beings such as devils, angels and modrons.

In my opinion, a mortal life is nothing more than a tryout for our true lives as planar beings.

Eminkel the Chaotic

ERINYES VANGUARD



Furies of vengeance and rage, the erinyes vanguard exist for battle. These erinyes have gained great physical power at the expense of their wings. They are often leaders, strategists and personal guards.

Warlords. Masters of sword and shield, the erinyes vanguard inspire their allies. Their techniques are so advanced that some mortal warriors sell their souls just to train with these devils.

Enforcers. In certain cases, the erinyes vanguard act as arbiters of justice in Hell. Those who break a contract with an infernal power will have a host of the erinyes vanguard at their heels.

Feared. Of all the erinyes, the vanguard are the ones most feared due to their reputation as devils that are extremely tough and threatening. It is not uncommon to see them holding a subordinate in the air by the neck, berating and threatening them.

Soldiers. Usually, an erinyes vanguard will command a unit of erinyes or bearded devils on a Blood War battlefield or when guarding a layer of Hell. When sent to a mortal realm, they will often spend a few weeks training humanoid troops.

They will train the unit to fight with efficiency and to follow her commands at all times. The soldiers tend to be extremely loyal, because, while they are evil, erinyes

ERINYES VANGUARD

Medium fiend (devil), lawful evil

Armor Class 18 (plate mail)

Hit Points 171 (18d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +8, Wis +7, Cha +8

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses truesight 120 ft. passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 12 (8400 XP)

Magic Resistance. The erinyes vanguard has advantage on saving throws against spells and other magical effects.

Magic Weapon. The erinyes vanguard's weapon attacks are magical.

ACTIONS

Multiattack. The erinyes vanguard makes three attacks.

Halberd. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) slashing damage plus 13 poison damage

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 13 (3d8) piercing damage if the erinyes vanguard has more than half of its total hit points remaining.

LEGENDARY ACTIONS

The erinyes vanguard can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The erinyes vanguard regains spent legendary actions at the start of its turn.

Weapon Attack. The erinyes vanguard makes a weapon attack.

Compelling Strike. The erinyes vanguard targets one ally it can see within 30 feet of it. If the target can see and hear the erinyes vanguard, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Bloody Spiral (Costs 2 Actions). The erinyes vanguard makes one melee weapon attack against every enemy within reach and does +4 (1d4+2) damage on each hit.

vanguard do not leave their allies behind if a battle goes poorly.

Summoning. Generally, mortal spellcasters do not like summoning erinyes vanguard because of their abrasive nature. They are naturally blunt and demand respect. They resent anyone using their truename and will kill whomever finds a devil talisman with their name on it.

ERINYES SEDUCER



Erinyes seducers specialize in turning a free and independent society into a self-righteous and dogmatic tyranny. Through her manipulations, she sees to it that key members of a city or kingdom are caught in outrageously lewd scenarios leading to calls for reform, bolstered by the seducer.

More tawdry secrets are revealed to enhance the urge of the people to clamp down on behaviors and to hold others to a rigid standard.

The erinyes seducer strives to create a lawful-bound society that slides toward evil through an obsessive desire for decency. By losing sight of what decency is, the citizens end up over-punishing their criminals and eventually turn to evil.

Rope of Entanglement. At one time, every erinyes had one of these ropes, but many of them have become lost or tainted. The ropes are made partly from gold

ERINYES SEDUCER

Medium fiend (devil), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +7, Int +8, Cha +8

Skills Deception +13, Persuasion +13

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses truesight 120 ft. passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 12 (8400 XP)

Magic Weapon. The erinyes seducer's weapon attacks are magical.

Magic Resistance. The erinyes seducer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The erinyes seducer's spellcasting ability is Charisma (spell save DC 17). The erinyes seducer can innately cast the following spells, requiring no material components:

At will: *alter self*, *charm person*, *fireball*, *mage armor*
3/day each: *greater invisibility*, *plane shift*

ACTIONS

Multiattack. The erinyes seducer makes three dagger attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) piercing damage plus 13 (3d8) poison damage

Rope of Entanglement. The rope magically darts forward to entangle a creature the erinyes seducer can see within 20 feet. The target must succeed on a DC 14 Dexterity saving throw or take 16 (3d6+6) bludgeoning, and the target is grappled (escape DC 14). Until this grapple ends, the target is levitated 30 feet in the air, is restrained and takes 16 (3d6+6) damage at the start of each of its turns, and the rope cannot entangle another target.

REACTIONS

Infernal Charm. The erinyes seducer tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The erinyes seducer must decide to do so before the attack hits or misses. The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the erinyes seducer itself. If multiple creatures are closest, the attacker chooses which one to target.

threads made in Mount Celestia, making the ropes good-aligned at their core. If a bless spell is cast on them, it is said that they rebel against their mistress.

HARVESTER DEVIL (FLUXOGON)



Harvester Devils are seductive schemers of legend, undermining societies and exposing individuals to insidious temptations.

Harvester devils look like humans with two small horns, hooves, glowing red eyes and a red prehensile tail. They often wear expensive, luxurious garments.

Native to the Nine Hells, harvester devils are dispatched in large numbers to the Material Plane, diligently trawling for mortal souls vulnerable to damnation.

Acquisition of Souls. There are a number of types of devils whose task is to go to the mortal realms to secure souls through infernal contracts. Harvester devils are the most prominent of these types, and they have a reputation as extraordinarily skilled manipulators.

Advisers. Harvester devils often work their way up through political hierarchy in a mortal kingdom, so that they become a trusted adviser to a ruler. From that position, they can direct the kingdom down the path to Hell

HARVESTER DEVIL

Medium fiend (devil), lawful evil

Armor Class 12

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Cha +2

Skills Deception +10, Insight +8, Persuasion +10, Sleight of Hand +10

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 12

Languages Celestial, Common, Infernal, telepathy 100 ft.

Challenge 7 (2900 XP)

Refuge Of The Damned. Any non-devil creature who targets the harvester devil with an attack or a harmful spell must first make a DC 14 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The harvester devil's spellcasting ability is Charisma (spell save DC 15). The harvester devil can innately cast the following spells, requiring no material components:

At will: *polymorph (self only)*

3/day each: *dispel magic, mirror image*

1/day each: *vampiric touch*

ACTIONS

Ichor-soaked Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) piercing damage and the target must make a DC 14 Constitution saving throw or be poisoned for one minute. If the target attacks a good-aligned creature and does at least 10 points of damage to it, this effect immediately ends.

and they will have great access to any citizens that they feel are corruptible.

Vizier Devils. Harvester devils who establish a track record of success are sometimes promoted to the status of a vizier devil, a more powerful version of a harvester devil tailored to serve as advisers to mortal rulers. Vizier devils are envied because they are allowed to take as much time to complete a task as they like and they are more greatly rewarded for success.

HELL KNIGHT (NARZUGON)



Encased within spiked full plate armor, hell knights sit astride black horses with manes of fire. The hell knights often carry lances on which a pennant waves in some unfelt breeze.

Oathbound. Bound to eternally follow orders for a cause they know is wrong, hell knights are fueled by anger because they cannot gain forgiveness for betraying their master, He Who Was.

Honor. Hell knights belong to infernal companies, sweeping in to wreak havoc on enemy lines. Atypical of their kind, hell knights are honorable warriors that prize forthright bravery and despise treachery and betrayal. A hell knight sworn to serve an archdevil honors its vow.

HELL KNIGHT (NARZUGON)

Medium fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +4, Int +3, Cha +6

Skills Animal Handling +8, Athletics +10, Religion +6

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 12

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 5 (1800 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The hell knight makes two mace attacks.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 5 (1d10) fire damage

Fire Orb. *Ranged Spell Attack:* +5 to hit, reach 5 ft., or range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Baleful Gaze (Recharges After A Short Or Long Rest). When the hell knight removes its faceplate, each enemy within 30 feet of the hell knight must succeed on a DC 15 Wisdom saving throw or be frightened for one minute. If a frightened target ends its turn more than 30 feet away from the hell knight, the target can repeat the saving throw, ending the effect on itself on a success.

Hell's Rider. When the hell knight is riding a mount and moves at least 20 ft., it can make an attack with its flaming lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) piercing damage plus 5 (1d10) fire damage and the target is knocked prone.

Stories persist of hell knights that allow their enemies the opportunity to surrender, or of those who stand aside while a disarmed opponent retrieves his weapon.

INFERNAL SUCCUBUS



When a succubus impresses an archdevil, they are rewarded by being transformed from planar fiend into a full-fledged devil. The infernal succubi are a relatively new creation of the Nine Hells. Every archdevil has created infernal succubi servants.

Appearance. The true form of an infernal succubus is red-skinned, has black wings and horns. Like their more traditional counterparts, infernal succubi are shapechangers and tempters, but their duties are tailored to that of a specific archdevil.

Stealing Souls. The main goal of an infernal succubus is to charm a mortal, take their soul with a kiss and return to the Nine Hells. There, they spit out the soul, which emerges in the form of a soul shell bound to the archdevil that the succubus serves.

Painful. This unpleasant process is painful and takes a total of six days to complete. The succubi usually need a few weeks to recover from the expulsion of the soul.

Soul Riot. While the soul is inside the infernal succubus, it rages against it, transmitting memories and

INFERNAL SUCCUBUS

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	14 (+2)	14 (+2)	20 (+5)

Skills Deception +9, Perception +6, Persuasion +9, Stealth +6

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 12

Languages Abyssal, Common, Infernal

Challenge 4 (1100 XP)

Shapechanger. The devil can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the devil loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Fire Walk (3/Day). The infernal succubus can cast plane shift.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6+3) slashing damage.

Soulsucking Kiss. The devil kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic. On a failed save, the creature's soul is sucked into the devil's body and remains unconscious until its soul is returned to its body. If the devil takes damage, the target can repeat the save, ending the effect on a success. If the infernal succubus is reduced to 0 hit points, the soul returns to the body and is no longer unconscious.

Wicked Tongue. The devil targets one creature that is not deaf within five feet of it. The devil utters magic whispers and the target must make a DC 15 charisma saving throw or be magically charmed by the devil for 30 days. The charmed target obeys the devil's commands and can't take reactions, and the devil and the target can communicate telepathically with each other over any distance, even across planes. When the devil is reduced to 0 hit points or whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on a success.

threats that can damage the psyche. Good-aligned souls make the succubi sick, giving her disadvantage on saving throws and attack rolls until the good-aligned soul is expelled.

Rewards. Because this process is so traumatic for the infernal succubus, the archdevils reward them greatly with special dwellings, treasure, and underlings of their own.

BRANDS OF THE NINE HELLS

Archdevils take great pride in their infernal succubi and grant them special powers. Here are the duties of the different infernal succubi and their powers:

Brand of Avernus. As a bonus action, the devil can cause its claws or one weapon to burn with green flames, dealing an extra 4 (d8) fire damage on each hit.

These succubi serve Zariel. They obtain souls so that Zariel can use them as test subjects for a secret project of hers. Sometimes these succubi monitor devil soldiers or keep tabs on Amon and the other scheming dukes who dwell on Avernus.

Brand of Dis. The devil has truesight 120 ft. and has advantage on perception checks. She can see all around her as if she were wearing a robe of eyes.

While Disater loves his erinyes, he is so paranoid that he doubts even them on occasion. The infernal succubi spy on the erinyes when they are not obtaining mortal souls for Disater to mold into petitioners that slave away on the streets of Dis.

Brand of Minauros. The devil can cast detect thoughts at will.

The infernal succubi who serve Mammon usually abduct mortals and bring them to Minauros without sucking their soul. These mortals become food for Mammon's trusted mind flayer advisers. Sometimes, a succubus will keep a mortal for itself as a servant or plaything.

Brand of Phlegethos (3/Day). The devil can touch a creature, forcing it to make a DC 15 charisma saving throw. If it fails the save, the target is either frightened or charmed for one minute. The target can make a saving throw on the end of each of its turns, a success ending the effect.

The infernal succubi have a lot of freedom in Phlegethos. Many of them enjoy spending time in Belial's pleasure dungeons. Others work for Tymphal, bringing him soul shells to use as fuel for his magical crafting. Gazra likes the infernal succubi, but they loathe him for his oafish, pathetic advances.

Brand of Stygia (3/Day). The devil can cast wall of ice.

Currently, Levistus has the devils of Stygia on strict soul rations. The infernal succubi have a certain amount of souls they must deliver to Geryon. Once the quota is

met, they are free to do what they like with their soul shells.

Brand of Malbolge. As a bonus action, the devil can cast misty step. Glasya's cruelty is such that this causes the devil pain, giving it disadvantage on attack rolls and skill checks for one round.

The erinyes dominate Malbolge, and they have no love for the infernal succubi. The succubi keep a low profile and bring souls to Glasya's birthing pits, where they become lemures bound to Glasya.

Brand of Maladomini. These succubi can excrete slime from their pores, causing it to deal an extra 4 (d8) poison damage on claw attacks.

While Baalzebul is loathed by most, his succubi adore him. As part of the transformation process, the devil slug Baalzebul made it so that the skin of the succubi absorbs his slime and stimulates their endorphin production. The succubi enthusiastically bring him soul shells and jealously scheme to oust his favored servant, Vashaak Ratoh Bruu.

Brand of Cania (3/Day). The devil can cast fireball.

In addition to souls, Mephistopheles asks his succubi to steal spellbooks whenever possible. Mephistopheles is a powerful spellcaster, and he is always looking to find new spells to put to use.

Brand of Nessus. As a reaction, when the devil is hit with an attack, the devil can force a creature within 30 feet to make a DC 15 intelligence saving throw. If the target fails the save, the devil is not hit by the triggering attack and magically switches places with the target, who is hit by the triggering attack.

The succubi of Nessus primarily serve the court of Asmodeus. They obtain souls for Alloces to fuel his experiments. Asmodeus rarely addresses the infernal succubi, as he prefers the company of his warder devils.

The infernal succubi of Cania are so annoying. Bunch of know-it-alls! All they do is study, and they love nothing more than showing off. One of them actually had the gall to "grade" one of my scrolls of chromatic orb, like I was a student or something. Emirikol does not get a B+. I simply won't stand for it and I intend on speaking to the dean.

Emirikol the Chaotic

LEGION DEVIL (MERREGON)



Legion devils have deep red skin and sharp teeth. Their left arms are often enlarged and heavily armored.

The armies of the Nine Hells are largely made up of legion devils - cruel, pitiless footsoldiers that gather in countless numbers. Brutally disciplined, legion devils haven't the slightest regard for their own existence and live to crush their foes beneath their ironshod heels. They follow their orders to the letter.

As the footsoldiers of Hell, legion devils wage war with demons on a massive scale. They overwhelm their enemies by working together as an effective team.

Unit. Individually, a legion devil is weak compared to other devils. When encountered in numbers, they are formidable opponents who can easily overwhelm powerful

LEGION DEVIL (MERREGON)

Medium fiend (devil), lawful evil

Armor Class 14

Hit Points 20 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 100 ft.

Challenge 2 (450 XP)

Legion's Strength. Up to 20 legion devils within sight of each other can combine their hit points into one large pool. If the pool is reduced to 0 hit points, all of the legion devils in it immediately die.

Legion's Defenses. If more than one legion devil have to make a saving throw against the same effect, all of the devils use the highest d20 result as a group. If any of the devils succeed, they all succeed.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage plus 3 (1d6) fire damage

Legion's Advance. A legion devil can teleport to a space adjacent to any other legion devil within 100 feet.

foes.

They fight with uncanny coordination and tactical insight.

Lawful Ideal. Legion devils are the utter ideal of law within Hell. They go through strictly regimented schedules each day, patrolling, marching in formation, practicing and maintaining their camps.

Unknown Creator. For centuries, it was primarily lemures that were used as footsoldiers of Hell. Lemures were cannon fodder and thought of as poor soldiers. It is not certain who created the first legion devils. Some claim that it was Zariel, others say that it was Bel. It could have been any number of the archduke generals of Hell. No archduke claims them as their own, but all agree that the legion devils are far superior soldiers and they now make up the bulk of Blood War armies.

PASSION DEVIL



Passion devils are shapechanging infiltrators created by Fierna, ruler of Phlegethos. Each of them is male and physically beautiful, save for a single flaw.

Out of Control. They have difficulty controlling their own passion which often causes them problems. Often, their magical disguise burns away when they get angered, surprised or romantically involved. Worse, when that happens, they lose their temper and things go from bad to worse.

Flaw. Burning reflections of Fierna, each passion devil manifests a physical flaw that is absent in the archdevil. These flaws could be a mole, a scar, black teeth or a hunchback. Fierna purposely does this to them out of sheer cruelty.

Infiltrators. Their job is to infiltrate enemy ranks. Many times, their task is to spy on demons in the Abyss. The inherent chaos of the realm affects the passion devils negatively, making it easier for them to lose control.

In other instances, passion devils are tasked with infiltrating a mortal realm or organization relevant to Fierna's interests. They are thieves and scoundrels, often sent to assassinate or humiliate someone who has offended Fierna's sensibilities.

PASSION DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Skills Deception +12, Intimidation +12, Persuasion +12

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 120 ft. passive Perception 13

Languages Celestial, Common, telepathy 120 ft.

Challenge 13 (10000 XP)

Magic Resistance. The passion devil has advantage on saving throws against spells and other magical effects.

Change Shape. The passion devil magically polymorphs into a medium-sized humanoid form of its choosing or back into its true form. Any equipment it is wearing or carrying isn't transformed. Its statistics are the same in each form. It reverts to its true form if it dies.

Innate Spellcasting. The passion devil's spellcasting ability is Intelligence (spell save DC 17). The passion devil can innately cast the following spells, requiring no material components:

At will: *fireball*, *scorching ray*, *tongues*
1/day each: *plane shift*

ACTIONS

Multiattack. The Passion Devil makes two attacks.

Fire Slash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) slashing damage plus 17 (4d8) fire damage and DC 14 charisma save or make one weapon attack as a reaction against a target of the devil's choosing with advantage on the attack roll.

REACTIONS

Smoldering Reconsideration. Any creature that attempts to damage the devil must first succeed on a DC 14 Charisma saving throw or be charmed for one minute. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success. Once a save is made, the creature has advantage on saving throws against the devil's beckoning whispers for 24 hours.

Mortal Cults. Fierna has made some progress in cultivating mortal cults. She sends her passion devils to lead them or to spy on them. Passion devils enjoy these missions the most, as they have power over the cultists and if they lose control, the cult will not admonish him but instead will actually celebrate and encourage them.

PLEASURE DEVIL (BRACHINA)



A pleasure devil is an insidious agent of Hell that specializes in corrupting the servants of the gods. In its true form, a pleasure devil has pale skin, red hair, black feathered wings and black eyes.

Corruptors of Angels. Pleasure devils are promoted erinyes that are endowed with even greater beauty and power. Their task is to obtain the purest souls of goodly mortals and angels, a precious commodity among archdevils.

Radiant Vulnerability. Erinyes dread being promoted to a pleasure devil. Radiant energy is very toxic to them, and yet they must spend much of their time around those who utilize and bathe in radiant energy.

Low Life Expectancy. Some survive to be promoted to pit fiend, but most all of them are obliterated by an archdevil for failing a crucial mission. Those who are promoted are done so usually through blackmail.

Trap the Soul. The most potent ability of a pleasure devil is to trap a soul in her jewelry. Usually, a pleasure wears a necklace holding a large gem suitable for the task.

PLEASURE DEVIL (BRACHINA)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Wis +2, Cha +2

Skills Deception +15, Insight +14, Persuasion +15

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Damage Vulnerabilities radiant

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 120 ft. passive Perception 14

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 13 (10000 XP)

Change Shape. The devil magically polymorphs into a medium-sized humanoid form of its choosing or back into its true form. Any equipment it is wearing or carrying isn't transformed. Its statistics are the same in each form. It reverts to its true form if it dies.

Magic Resistance. The pleasure devil has advantage on saving throws against spells and other magical effects.

Regeneration. The devil regains 10 hit points at the start of its turn. If the devil takes radiant damage, this trait doesn't function until the start of its next turn. The devil dies only if it starts its turn with 0 hit points and doesn't regenerate.

Innate Spellcasting. The pleasure devil (brachina)'s spellcasting ability is Intelligence (spell save DC 16). The pleasure devil (brachina) can innately cast the following spells, requiring no material components:

At will: *charm person*, *misty step*, *polymorph*, *vampiric touch*
1/day each: *plane shift*, *trap the soul*

ACTIONS

Multiattack. The Pleasure Devil makes two poison grasp attacks.

Poison Grasp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) bludgeoning damage and 17 (4d8) poison damage.

REACTIONS

Insidious Charm. The devil tries to magically divert an attack made against it, provided that the attacker is within 30 feet and visible to it. The devil must decide to do so before the attack hits or misses. The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the devil or itself. If multiple creatures are closest, the attacker chooses which one to target.

SHOCKTROOP DEVIL



These devils are frontline devils for Hell's armies with the power to single-handedly slaughter a great number of the enemy. Shocktroop devils tear into enemy ranks, delivering brutal attacks that throw their enemies off balance.

Most shocktroop devils can be found on the battlefield taking great joy in slaying demons. They work very closely with legion devils, and sometimes will lead a squadron of them.

Drinking. Shocktroop devils have a well-documented love of Baatorian whiskey. When not on the battlefield, they enjoy drinking to excess and lying about their accomplishments. Baatorian whiskey has special effects on a shocktroop devil, giving them disadvantage on attacks but every hit is a critical hit.

Glwa's Scheme. This alcohol makes them exceptionally vulnerable to the telepathic propaganda of Glwa, who is trying to turn the shocktroop devils into her own secret army that will help her secure Minauros when Mammon is overthrown.

SHOCKTROOP DEVIL

Large fiend (devil), lawful evil

Armor Class 18

Hit Points 133 (14d10 + 56)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Str +6, Dex +5

Skills Athletics +10

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered, cold

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 8 (3900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Shocktroop Devil makes 2 longsword attacks and 1 shield bash attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Asmodeus's Shield. When an attack misses the shocktroop devil, its shield lets out a reactive blast of flame toward one target within 5 feet. The target must make a DC 13 Reflex save or take 13 (2d8+4) fire damage, half damage on a successful save.

Promotion. Most of the time, a barbed devil is promoted to the status of shocktroop devil as a reward for excellent work in their guard duties. A barbed devil who repels or captures intruders to an archdevil's citadel are often rewarded thusly.

There has been at least one instance of an entire group of legion devils being promoted into a single shocktroop devil as a reward for exceptional valor on the battlefield. These shocktroop devils seem to have extraordinary senses, vast knowledge and are never surprised.

STYX DEVIL (AMNIZU)



Styx devils are greenish short humanoids that are somewhat gargoyleish in appearance. They have a great many duties in Hell, and are known both for their intelligence and for their arrogance.

Keepers of the Styx. Styx devils occupy checkpoints stationed every ten miles along the River Styx. Visitors must stop at each one to register with these devils, state the purpose of their visit and subject themselves to a humiliating search.

Former Duties. For a time, one of their jobs was to imprison and abduct mortal souls from the mortal realms and bring them back to the archdevils, but the styx devil schemes grew to be such a headache that the work was given over to harvester devils, infernal succubi and erinyes seducers.

Styx Devils generally believe that the rules of Hell don't apply to them due to their high ranking and special privileges. They consider all other creatures to be tools used to gain a greater position.

Generals. Some styx devil are generals of armies consisting of thousands of abishai and erinyes.

STYX DEVIL

Small fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	15 (+2)	11 (+0)	16 (+3)

Skills Insight +6, Perception +6

Damage Immunities fire, poison

Damage Resistances cold, psychic, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Damage Vulnerabilities radiant

Condition Immunities charmed, poisoned

Senses darkvision 120 ft. passive Perception 10

Languages Common, Draconic, Infernal

Challenge 6 (2300 XP)

Regeneration. The styx devil regains 10 hit points at the start of its turn. If the styx devil takes radiant damage, this trait doesn't function at the start of the devil's next turn. When reduced to 0 hit points, the styx devil no longer regenerates.

Innate Spellcasting. The styx devil's spellcasting ability is Intelligence (spell save DC 13). The styx devil can innately cast the following spells, requiring no material components:

At will: *feblemind*

3/day each: *fireball*

1/day each: *imprisonment*

ACTIONS

Multiattack. The Styx Devil makes three claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Stupefying Touch (Recharges After A Short Or Long Rest). : +8 to hit, reach 5 ft. *Hit:* 15 (3d6+5) damage and the target is stunned for one minute. The target can repeat the saving throw at the end of each of their turns.

Paperwork. Styx devils are also record keepers, staffing the Labyrinth of Truths in Minauros. This labyrinth holds files and records pertaining to everyone who has ever been in Minauros and many other layers of Hell.

Imprisonment. When a Styx Devil uses its imprisonment power, it usually uses a variant of the "Buried" option. Their target is teleported about one foot deep inside the ice of a glacier in Stygia, the fifth layer of the Nine Hells.

WARDER DEVIL



A warden devil is charged with protecting a particular devil and gladly sacrifices its life for its master. They enjoy taking orders almost as much as they like inflicting suffering and pain.

Protectors. Originally used as escorts for Asmodeus's fiendish emissaries, warden devils have been re-tasked as bodyguards by several powerful devils in the Nine Hells.

Angels. The first warden devils were once angels of protection, whose sadistic thirst for blood and destruction led them to side with Asmodeus in his rebellion.

WARDER DEVIL

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	10 (+0)	20 (+5)

Saving Throws Str +10, Dex +8, Con +9

Skills Athletics +15, Intimidation +15

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., truesight 120 ft. passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 14 (11500 XP)

Magic Weapons. The warden devil's weapon attacks are magical.

Magic Resistance. The warden devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Warden Devil makes three melee attacks.

Burning Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage plus 14 (4d6) fire damage.

Hell's Step. The warden devil magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the warden devil can make two burning greatsword attacks.

REACTIONS

Whirlwind Ravage. When an ally of the warden devil is hit with an attack by an enemy the warden devil can see, the ally regains 10 hit points and the warden devil can teleport up to 50 feet and make a burning greatsword attack against the attacker.

Hell Hounds. Long ago, a mysterious entity known as Seriach the hell hound whisperer took the warden devils under his wing. He taught them how to understand and speak to hell hounds telepathically. Many warden devils have a hell hound by their side used as a tracker, friend and sentry.

Who is Seriach the Hell Hound Whisperer? How did he/she/it perish? I fully intend on traveling to the Amber Temple to find out. I would like to see my friend, "Barmy" the lich again, as well.

Matt Ashcraft the Dark

DRAGONS

HELLFIRE WYRM

Dwelling in the mortal realms, hellfire wyrms are draconic agents of the Nine Hells. They manipulate and steer people of influence toward evil.

Hellfire wyrms are vicious-looking dragons with bone spikes jutting from their head and shoulders. Smoke reeking of brimstone continuously rises from its scales and its eyes burn a fiery yellow. The scales of a hellfire wurm shift in color to give the appearance of flowing lava.

These dragons have the ability to take on the form of a charismatic tiefling or devil. They are very careful with their shapechanging ability, taking great pains to make sure that none find out their true nature until it is too late.

These wyrms often directly serve an archdevil and they are given high priority assignments. Any time a

devil has a major operation going on in a mortal realm, a hellfire wurm is likely to be involved.

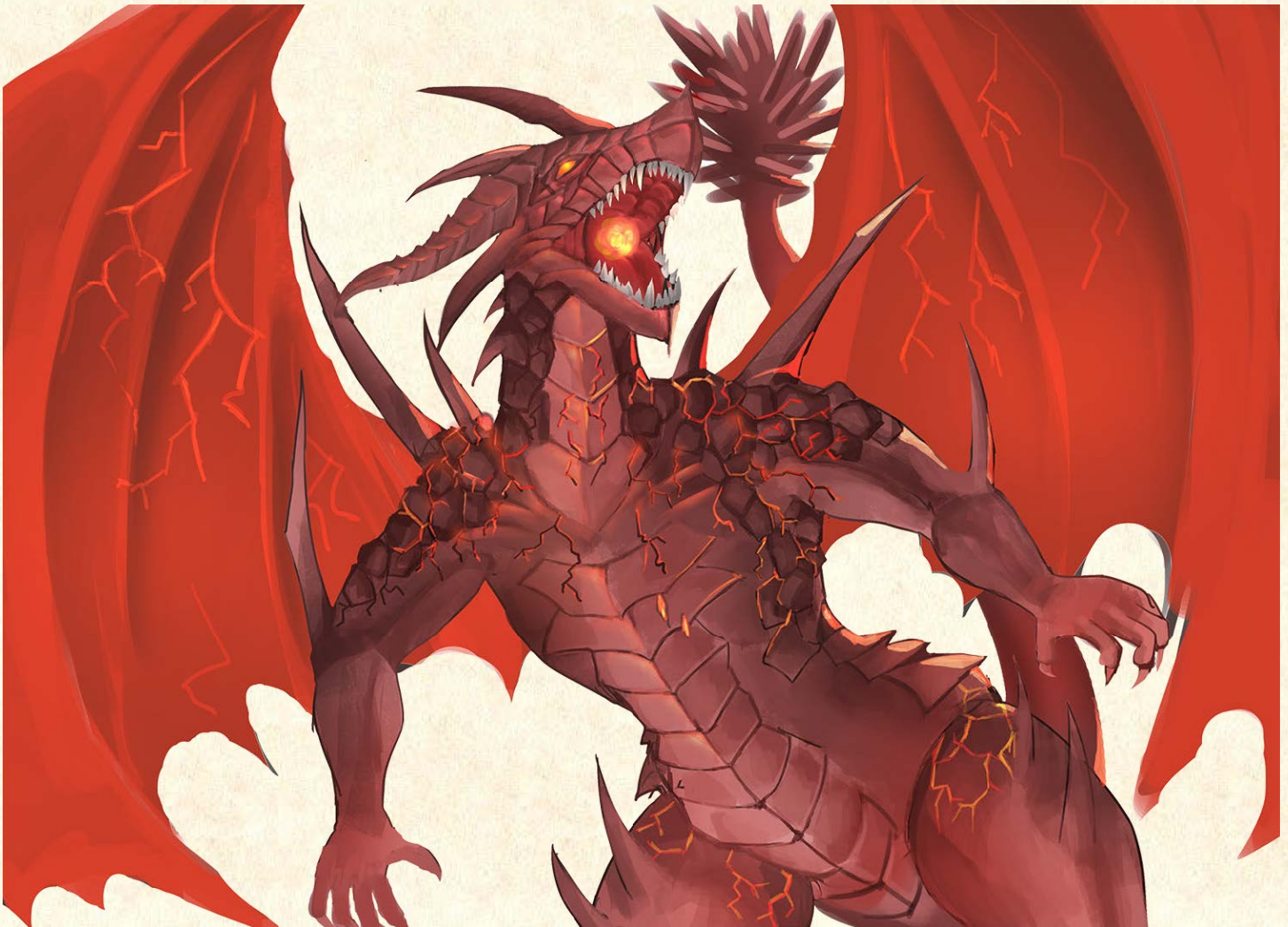
A HELLFIRE WYRM'S LAIR

Hellfire Wyrms dwell in or near cities, often in a mansion that holds a dungeon where their treasure is stored. The mansion is opulent and scaled for creatures of large size, and will often contain objects of art lifted from victims in previous cities and empires that the wurm has ruined.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A horde of tormented souls reach up through the floor, filling a 20-foot-radius area. Any creature on the ground in the area must make a DC 15 Strength saving



- throw or be pulled to the ground and knocked prone.
- A shaft of illusory hellfire rises up from a point the dragon chooses within 60 feet of it. All within 15 feet of the shaft must make a DC 15 Constitution saving throw or be blinded until the end of their next turn.
- A cloud of brimstone fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. Any creature in the cloud must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) fire damage.

- Stones and trees seem to have the faces of tormented souls embedded in them.
- The clouds in the sky sometime belch forth a burst of flame.
- Sometimes, liquid in containers turns into blood.

If the dragon dies, the effects fade over d10 days.

REGIONAL EFFECTS

The region containing a legendary hellfire wyrm 's lair is warped by the dragon's magic, which creates one or more of the following effects:

HELLFIRE WYRMLING

Medium dragon (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., burrow 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Con +2, Cha +5
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered
Damage Vulnerabilities cold
Condition Immunities paralyzed, poisoned
Senses blindsight 10 ft., darkvision 60 ft. passive Perception 11
Languages Infernal
Challenge 4 (1100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d10+4) fire damage.

Hellfire Breath (Recharge 5-6). The dragon exhales hellfire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage and gaining a permanent -1 to AC on non-magic armor on a failed save, or half as much and no damage to armor on a successful save.

YOUNG HELLFIRE WYRM

Large dragon (devil), lawful evil

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft., burrow 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Dex +4, Con +8, Wis +4, Cha +9
Skills Insight +10, Perception +10, Deception +13, Intimidation +13
Damage Immunities fire, poison
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered
Damage Vulnerabilities cold
Condition Immunities paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft. passive Perception 12
Languages Common, Draconic, Infernal
Challenge 10 (5900 XP)

Shapechanger. The dragon can use its action to polymorph into a tiefling, a devil, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it reverts to its true form.

ACTIONS

Multiattack. The dragon makes 3 attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Hellfire Breath (Recharge 5-6). The dragon exhales hellfire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage and gaining a permanent -1 to AC on non-magic armor on a failed save, or half as much and no damage to armor on a successful save.

ADULT HELLFIRE WYRM

Huge dragon (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 40 meters, burrow 30 meters, fly 80 meters (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	16 (+3)	16 (+3)	24 (+7)

Saving Throws Dex +6, Con +10, Wis +4, Cha +9

Skills Insight +15, Perception +15, Deception +19, Intimidation +19

Damage Immunities fire, poison

Damage Vulnerabilities cold

Condition Immunities paralyzed, poisoned

Senses darkvision 120 meters, blindsight 60 meters
passive Perception 13

Languages Common, Draconic, Infernal

Challenge 17 (18000 XP)

Shapechanger. The dragon can use its action to polymorph into a tiefling, a devil, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it reverts to its true form.

ACTIONS

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 meters, one target. *Hit:* 19 (2d10+8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 meters, one target. *Hit:* 19 (2d10+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 meters, one target. *Hit:* 17 (2d8+8) bludgeoning damage.

Cloud Of Brimstone. The dragon emits a thick cloud of brimstone in a 20-foot-radius sphere centered on itself. Each creature in the radius when it appears must make a DC 20 Constitution saving throw, taking 10 (3d6) fire damage on a failed save. The cloud spreads around corners, and its area is heavily obscured. It lasts until the end of the dragon's next turn or if a wind of 10 miles per hour or greater disperses it.

Hellfire Breath (Recharge 5-6). The dragon exhales hellfire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) fire damage and gaining a permanent -1 to AC on non-magic armor on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

The adult hellfire wurm can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The adult hellfire wurm regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 meters of the dragon must succeed on a DC 20 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

From what I can tell, hellfire wyrms have a unique spot in the devil hierarchy. There are many different "tempters" and "corruptors", including harvester devils, vizier devils, infernal succubi, lilitus, sires of corruption, erinyes seducers, pleasure devils and passion devils.

It appears to me that a hellfire wurm outranks them all. These creatures are immensely powerful and have the respect of the Lords of the Nine. To harm one is an affront to the archdevils.

Hellfire wyrms coordinate efforts and command many devils, even those not accustomed to being ordered around.

Eminkel the Chaotic

ANCIENT HELLFIRE WYRM

Gargantuan dragon (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 462 (28d20 + 168)

Speed 40 ft., burrow 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
31 (+10)	10 (+0)	22 (+6)	18 (+4)	18 (+4)	28 (+9)

Saving Throws Dex +7, Con +13, Wis +11, Cha +16

Skills Insight +18, Perception +18, Deception +23, Intimidation +23

Damage Immunities fire, poison

Damage Vulnerabilities cold

Condition Immunities paralyzed, poisoned

Senses darkvision 120 ft., blindsight 60 ft. passive Perception 14

Languages Common, Draconic, Infernal

Challenge 24 (62000 XP)

Shapechanger. The dragon can use its action to polymorph into a tiefling, a devil, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it reverts to its true form.

ACTIONS

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10+10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8+10) bludgeoning damage.

Cloud Of Brimstone. The dragon emits a thick cloud of brimstone in a 40-foot-radius sphere centered on itself. Each creature in the radius when it appears must make a DC 21 Constitution saving throw, taking 20 (6d6) fire damage on a failed save. The cloud spreads around corners, and its area is heavily obscured and it lasts until the end of the dragon's next turn or if a wind of 10 miles per hour or greater disperses it.

Hellfire Breath (Recharge 5-6). The dragon exhales hellfire in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 91 (26d6) fire damage and gaining a permanent -1 to AC on non-magic armor on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The ancient hellfire wurm can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The ancient hellfire wurm regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A hellfire wurm once got lippy with Baba Yaga, so I got to see what is in a hellfire wurm's treasure hoard:

A journal full of the secrets of the city it was corrupting.

The deeds to mansions in three other cities.

A scrying device that allowed it to communicate with the archdevil it served.

A vault with so much gold and silver, I literally swam in it. It was more painful than I thought it would be.

The stuffed corpses of no less than 32 adventurers who had tried to kill it, each with their magic items on their person. There was a staff of power, a mace of disruption, and even a deck of many things.

Never use a deck of many things! Never! I bet the dragon left the deck out for those adventurers to find so that it could kill them.

Mattias the Dark

STYX DRAGON

Also known as shadowdrakes or darkwyrms, styx dragons haunt the putrid waters of the River Styx. Among the few creatures immune to the memory draining properties of the river, styx dragons swim through the Outer Planes, feasting on fiends and absorbing memories.

A styx dragon has a long, serpentine body with wings more adept at propelling the dragon through water than carrying it aloft and a tail that has two long, bladed whips that it uses to cut and grab prey.

Each styx dragon has a slightly different appearance. The scales of some range from brown to rust red and their eyes glow with a yellow light. Others have prismatic, shimmering scales.

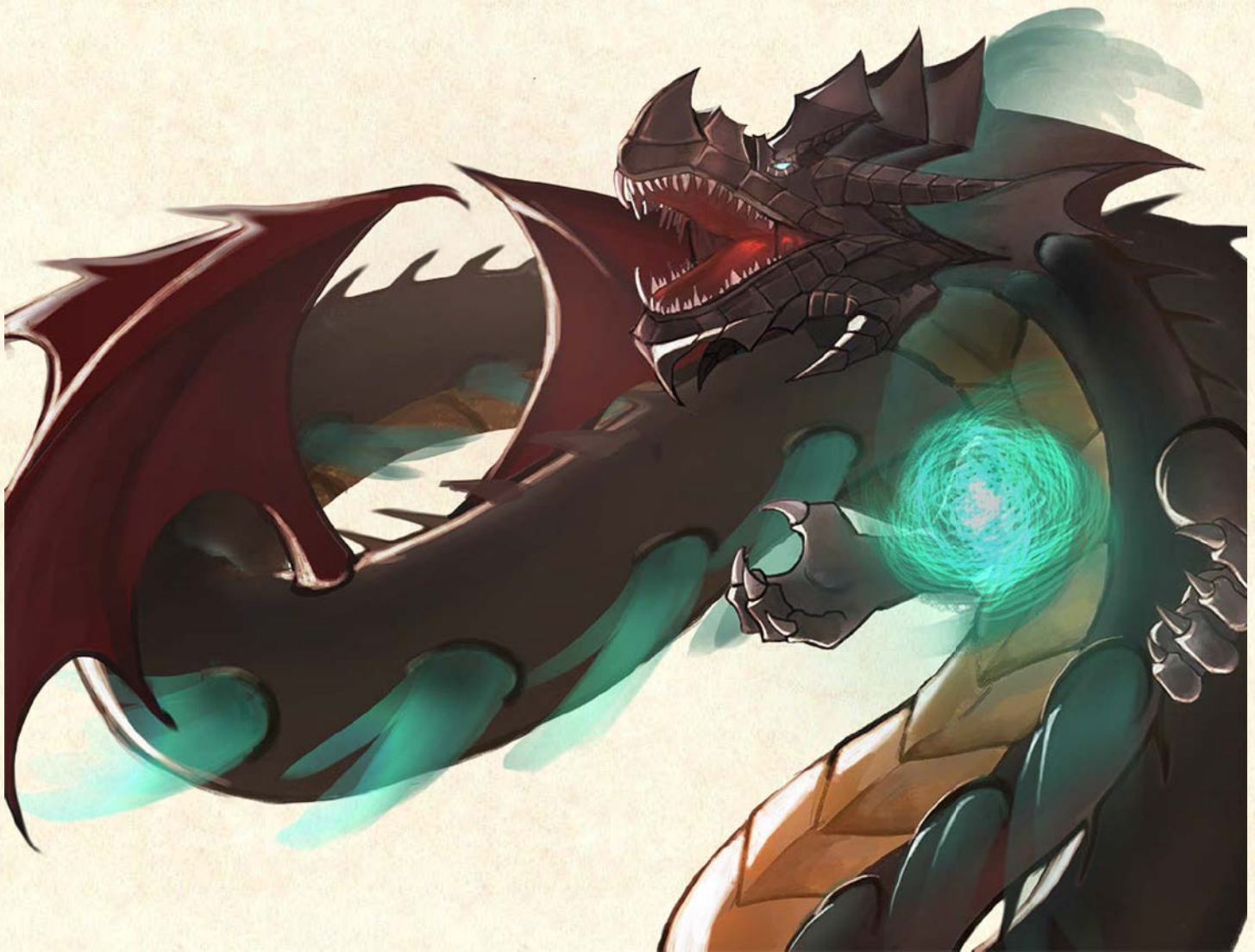
Memories. Styx dragons feast primarily on fiends and rotting carrion, but they will eat any kind of meat. They have the ability to absorb and examine memories that

have been absorbed by the styx. Some dragons are driven mad by sensory overload, while others carefully sift through the memories to learn spells, secrets and ideas that give them extraordinary power.

Spells. While they are evil, styx dragons often help mortals or creature who make them an offering. Styx dragons do hoard treasure, but they prefer souls, slaves and memories. They particularly prize spellbooks and spell casters.

Fragmented Knowledge. Their time acquiring knowledge from the Styx has taught them that with magic, one can do almost anything. It learns fragments of spells and portion of rituals, but usually can't gain the entire thing. It needs wizards and warlocks to fill in the blanks for it.

Seeker of Truth. A styx dragon has goals different from most other dragons. It wants knowledge



and secrets more than anything. It wants to know what it is, and why it is. It wants to know how to break the rules of reality, how to tear holes in the planes and it wants to know if the gods are the most powerful beings in the multiverse, or if there is something even greater.

Meeting a Styx Dragon. Those seeking an answer to an important question will sometimes seek out a styx dragon, hoping to offer secret knowledge or rare spells in exchange for the answer.

An audience with a styx dragon is a nerve-wracking event. It looms above those who sought it out, eyeing them in a threatening manner and speaking to them in a booming voice. It has no tolerance for games or indirectness and demands a tribute.

Respect. Those who are smart or insightful are of value to a styx dragon. Those with an Intelligence or Wisdom of 16 or higher who are polite to the dragon will gain its favor and respect. It might even task them with a mission, and offer them a reward.

Knowledge. Because it has absorbed the fragments of millions of memories, it is entirely possible that the dragon will know something about an individual who visits it. It could be the actions of an ancestor, the location of a secret family heirloom, or the name of a person causing them distress.

A STYX DRAGON'S LAIR

It usually lives in a cave accessed by an underwater tunnel in the River Styx. These caves have a dry section that can be accessed by digging on the shores of the river. If one know where the lair is, it can dig down and drop in safely.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon focuses on one target, who must make a DC 15 Charisma saving throw. If the target fails, the dragon knows what it is planning on doing on its next turn, and the target has disadvantage to hit it and the dragon has advantage on saving throws against its attacks for that round.
- The dragon lets out a psychic wave of energy in a 20-foot-radius. All of those in the area of effect must make a DC 15 Charisma saving throw of have their minds bombarded with shards of memories, taking 5 (1d10) psychic damage and are

slowed until the end of its next turn.

REGIONAL EFFECTS

The region containing a legendary styx dragon's lair is warped by the dragon's magic.

- Those within a one mile radius will hear whispers, fragments of memories stolen from the River Styx.
- Tiny blue motes of energy hover, slowly rising into the sky.
- The surrounding area is incredibly quiet. Any noise made by intruders is much louder than normal, and carries an echo.

If the dragon dies, changed weather reverts to normal, as described in the spell, and the other effects fade in d10 days.

STYX DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., burrow 15 ft., fly 60 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Con +4, Wis +4

Skills Acrobatics +7, Insight +6, Perception +6

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 12

Languages Draconic

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage plus 3 (d6) acid damage.

Memory Fog Breath. The dragon exhales mist in a 30-foot cone. Each creature in that cone must make a DC 12 Intelligence saving throw. On a failed save, the creature takes 16 (3d10) psychic damage and forgets one language other than Common. Every 30 days, the target can repeat the saving throw to regain a lost language.

YOUNG STYX DRAGON

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +8, Con +8, Wis +7

Skills Acrobatics +13, Insight +11, Perception +11

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 10 ft., blindsight 30 ft., darkvision 120 ft. passive Perception 13

Languages Common, Draconic, Infernal

Challenge 9 (5000 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The Young Styx Dragon makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 5 (1d10) acid damage.

Memory Fog Breath (Recharge 5-6). The dragon exhales mist in a 30-foot cone. Each creature in that cone must make a DC 16 Intelligence saving throw, taking 55 (10d10) psychic damage and lose one random Intelligence-based skill for 7 days on a failed save, or half as much damage and no other effect on a successful one.

ADULT STYX DRAGON

Huge dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 30 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	22 (+6)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Str +10, Con +11, Wis +9

Skills Acrobatics +17, Insight +14, Perception +14

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., blindsight 60 ft. passive Perception 14

Languages Common, Draconic, Infernal

Challenge 16 (15000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Young Styx Dragon makes 3 attacks: two with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 5 (1d10) acid damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Memory Theft Breath (Recharge 5-6). The dragon exhales mist in a 30-foot cone. Each creature in that cone must make a DC 17 Intelligence saving throw, taking 63 (18d6) psychic damage and spellcasters forget how to cast one random spell until the end of their next long rest. Those who succeed on the save take half damage and suffer no other effect.

Aura Of Shattered Memories. Each creature of the dragon's choice that is within 120 feet of the dragon must succeed on a DC 15 Wisdom saving throw or be stunned until the end of the dragon's next turn as fragments of stolen memories overload the target's mind.

LEGENDARY ACTIONS

The adult styx dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The adult styx dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Styx dragons are incredibly dangerous, but they aren't entirely unreasonable. If you have something to offer them, they can share a lot with you, including the locations of portals throughout the planes and, my favorite, obscure spells! Here are some things I learned from a Styx Dragon:

Vecna, god of secrets, has at least three repositories of secrets throughout the planes accessed mainly through a ritual involving candles of black flame.

The location of the Bastion of Unborn Souls, the place where souls are actually made.

Things that Elminster is allergic to. I most definitely intend to troll that guy and take him down a peg. How is he so much more famous than me? How is that possible?

The whereabouts of Keraptis, lord of White Plume Mountain.

Eminkel the Chaotic

ANCIENT STYX DRAGON

Gargantuan dragon, neutral evil

Armor Class 27 (natural armor)

Hit Points 346 (21d20 + 126)

Speed 40 ft., burrow 30 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	28 (+9)	26 (+8)	12 (+1)	20 (+5)	18 (+4)

Saving Throws Str +13, Con +15, Wis +12

Skills Acrobatics +23, Insight +19, Perception +19

Damage Immunities acid, poison

Senses blindsight 30 ft., darkvision 120 ft., blindsight 60 ft. passive Perception 15

Languages Common, Draconic, Infernal

Challenge 22 (41000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Aura of Shattered Memories. Then it makes 3 attacks: two with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d10+7) piercing damage plus 11 (2d10) acid damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Aura Of Shattered Memories. Each creature of the

dragon's choice that is within 120 feet of the dragon must succeed on a DC 19 Wisdom saving throw or be stunned until the end of the dragon's next turn as fragments of stolen memories overload the target's mind. Once a saving throw is successful, the target is immune to this effect for 24 hours.

Memory Drain Breath (Recharge 5-6). The dragon exhales mist in a 60-foot cone. Each creature in that cone must make a DC 19 Intelligence saving throw, taking 67 (15d8) psychic damage and on a failed save, the creature's intelligence score becomes 3 and the creature can't cast spells or activate magic items. The target can repeat the saving throw at the end of each of its turns to end this effect. Once the save is made, the target is immune to this effect for 24 hours. Those who succeed on the save take half damage and suffer no other effect.

LEGENDARY ACTIONS

The ancient styx dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The ancient styx dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

To steal the knowledge of someone is a truly vile act. I have no patience for these disgusting creatures and would love to skin one.

Would armor made from styx dragon hide make the wearer immune to the River Styx? I believe that it would, and that would be immensely helpful to those who make excursions into Baator.

I'd also love to see what a mind flayer could glean from the brain of a Styx Dragon. To them, a styx dragon brain would be the ultimate gourmet feast.

Natasha the Dark

GOLEMS

SERAPHIC GOLEM



One of the first creations of Alloces, these golems are made from the flesh, muscle and celestial energy of slain angels.

Seraphic golems are manufactured from the bodies of dead angels, and they retain some aspect of their angelic power. Seraphic golems do not contain a spark of life. They are true constructs - animate, but not living.

Harming Touch. Seraphic golems retain fragments of memories and powers. They still feel compelled to use their healing touch, but it harms instead of heals.

Lies. They also retain the ability to detect lies, but the lies enrage them rather than inform them. This trait has made the lives of many devils much more difficult. Smart devils keep their seraphic golems in an isolated room when not in use.

Weakness. It is believed that if a unicorn touches its horn to a seraphic golem, the golem will immediately fall apart and vanish in a ball of light.

SERAPHIC GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	12 (+1)	1 (-5)

Damage Immunities poison, psychic

Damage Resistances radiant, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft. passive Perception 11

Languages understands the language of its creator but can't speak.

Challenge 10 (5900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Divine Enforcement. The golem automatically knows if someone is lying. If it hears a lie spoken within 30 feet of it, the golem will attack the creature that lied.

Radiance Absorption. Whenever the golem is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

ACTIONS

Multiattack. The Seraphic Golem makes two attacks.

Broken Radiant Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., *Hit:* 15 (2d8+6) slashing damage plus 8 (2d8) radiant damage

Harming Touch (3/Day). The golem touches a creature, who must make a DC 17 dexterity saving throw or take 28 (4d10+6) radiant damage and be blinded for one minute. The save can be repeated at the end of each of the creature's turns to end the blindness effect.

Celestial Curse

The harming touch of some seraphic golems bestows a curse:

Celestial Curse: The target must make a DC 17 Wisdom saving throw. If the save is failed, when the target is healed magically, it gains the poisoned condition until the next Short or Long Rest. The curse lasts until ended with a remove curse spell, a greater restoration spell, or similar magic.

LILITU



Lithe and graceful figures destined to inflame desire in those around them, lilitus have sharp talons, vacant white eyes and cloven feet. Burned and broken fragments of wings protrude from their backs and their writhing, sting-tipped tails give testament to their ruinous nature.

Former Succubi. When a succubus earns Lilith's favor, she promotes them to lilitus, devils of exceptional malice.

Transformation. To become a lilitu, a succubus must be slain as part of a ritual that culminates in the sacrifice of an entire congregation of faithful worshipers who believe they are worshiping a benign deity.

Enemy of the Holy. The sly and seductive lilitus are masters of mocking the divine. They infiltrate temples, corrupt priests and slowly convert their victims to the worship of Lilith, Baalzebul or Asmodeus. Few devils are as hateful, wicked and downright cruel as a lilitu.

LILITU

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Wis +6, Cha +8

Skills Deception +11, Insight +9, Perception +9, Persuasion +11, Religion +9, Stealth +10

Damage Immunities fire, poison

Damage Resistances cold, lightning, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 120 ft. passive Perception 13

Languages Common, Celestial, Infernal

Challenge 8 (3900 XP)

Shapechanger. The lilitu can use an action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the lilitu loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The lilitu's spellcasting ability is Charisma (spell save DC 16). The lilitu can innately cast the following spells, requiring no material components:

3/day each: *Counterspell*, *Plane shift*

ACTIONS

Multiattack. The Lilitu makes 2 claw attacks and 1 quadruple tail sting attack.

Claw (Fiend Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) slashing damage.

Quadruple Tail Sting. *Melee Weapon Attack:* +7 to hit, reach 15 ft., *Hit:* 5 (1d10) piercing damage plus 7 (2d6) poison damage.

Lilitu's Gift. The lilitu embraces a target who must make a DC 16 Charisma saving throw or be charmed for 24 hours. The lilitu's name manifests as a tattoo on the recipient's body, but is invisible to the target. As long as the gift remains, the lilitu can concentrate and monitor the target's condition, pinpoint their location and communicate telepathically, even across planes. If the target takes damage, it can repeat the saving throw, ending the charm on a success.

REACTIONS

Poison Blood. When the lilitu takes damage, all creatures within 5 feet of her must make a DC 15 Dexterity saving throw or take 7 (d6+4) poison damage.

Poison Blood. Their bodies are warped by their own malevolence. Instead of blood or immortal essence, only deadly poison fills the body of a lilitu.

NUPPERIBO



Nupperibos are amorphous, humanoid devils with their eyes and mouths sewn shut with thin black cords. Lowly and woeful beings. Nupperibos are used as fighting, feeding and tormenting stock by devils of higher ranks.

Tough to Kill. They have an innate link to the Nine Hells. When slain, their bodies regenerate in 6d6 days. The only ways to permanently destroy a nupperibo is by reducing them to 0 hit points with radiant energy, by sprinkling the remains with holy water, or if the corpse is eaten and digested.

It is believed that nupperibos are the remains of all lawful evil mortals. Nearly mindless, they obey all orders given to them.

Eating a Nupperibo. Yugoloths consider nupperibos a delicacy. If a nupperibo is eaten, it is erased from existence. Nupperibos are believed to be the true primal denizens of Baator. These weak baatorians infest Avernus, wandering about and following the telepathic orders

NUPPERIBO

Medium fiend (devil), lawful evil

Armor Class 11 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	4 (-3)	7 (-2)	3 (-4)

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses blindsight 30 ft., passive Perception 8

Languages understands telepathic commands

Challenge 2 (450 XP)

Palpable Evil. Those who start their turn within 10 feet of a nupperibo must make a DC 10 Charisma saving throw or be frightened for one minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save and the target is immune to Palpable Evil for 24 hours.

Hellish Rejuvenation. A nupperibo that dies in the Nine Hells comes back to life with all its hit points in 6d6 days unless it is killed by radiant energy, its remains are sprinkled with holy water or its corpse is eaten and digested.

Magic Resistance. The nupperibo has advantage on saving throws against spells and other magical effects.

ACTIONS

Sawtoothed Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

of their superiors.

Herds. In battle, they amble forward, lashing out with whatever weapon is at hand. They are usually not much of a threat unless they are encountered in a great herd. Often, spine devils collect them into herd and usher them on their way to a Blood War battlefield.

Smell. It is believed that nupperibos have a strong sense of smell, and that they use it to help them navigate terrain. It is believed that spells such as stinking cloud effectively remove their blindsight and truly blind them for as long as they are within the cloud.

Nollerezu. At least one nupperibo has spontaneously been promoted into a more powerful form known to some as a nollerezu.

YUGOLOTHS

MARRAENOLOTH



Marraenoloths are thin, gray, pale-eyed humanoids that are easily identified by their skeletal faces, somber hooded robes and eyes that glow red when they are angry.

They are the most neutral of the evil yugoloths, existing to collect fares and little else.

Marraenoloths are the boatmen who pilot small skiffs on the River Styx. They can pass from plane to plane and have an innate understanding of the River Styx's channels.

Planar Travel. Marraenoloths have the ability to pilot their crafts through the Astral Plane if they so desire, and they can enter the Material Plane, but they must leave their skiffs behind.

Connection. They maintain mental contact with other marraenoloths at all times. Because of this connection,

MARRAENOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	12 (+1)	18 (+4)	16 (+3)	10 (+0)

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft. passive Perception 13

Languages all, telepathy 60 ft.

Challenge 5 (1800 XP)

Magic Resistance. The marraenoloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The marraenoloth's weapon attacks are magical.

Innate Spellcasting. The marraenoloth's spellcasting ability is Intelligence (spell save DC 15). The marraenoloth can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*

1/day each: *cloudkill*, *phantasmal force*

ACTIONS

Oar To The Face. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (4d6+2) damage.

Soul Evaluation. The marraenoloth looks at a creature within 40 feet of it, and that creature must make a DC 17 Wisdom saving throw or be frightened for one minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Teleport. The marraenoloth and its skiff magically teleport, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space on the River Styx that it can see.

they all know if someone cheats or harms one of their kind. While they won't aid each other, they will only give services to the transgressor if they pay in magic items.

Payment. They carry passengers but never cargo, always demanding immediate payment for their service:

- A bag of ten platinum coins
- Two gems worth at least 50 gp each per person.



CHAPTER 7: INFERNAL ADVENTURES

Incorporating devils into a campaign can be done in many different ways. This chapter is full of ideas for adventures, story lines and campaigns that takes the material from this book and puts it to use. Hopefully these examples will give you ideas to utilize in your own campaign.

LOW LEVEL CHARACTERS

It can be hard to figure out how to use this stuff in a low level campaign. Just a glance at chapter 6 will show you that most of the devils are very powerful creatures. It can be tough to figure out how to use these creatures in a way that is plausible without throwing your group against a monster they have no chance of defeating.

DEVIL ALLIES

I do this in my campaigns a lot, and it may work for you. You can give the group a devil NPC ally of some kind. It

might feel a little weird to have them rubbing elbows with a villain, but it is all in the context.

Devils hate demons. That alone is enough for a devil to help heroes battle a cult of Graz'zt, or an agent of Orcus raising an army of undead.

DEVIL MINIONS

Another really fun idea is to have the heroes come into ownership of an infernal contract that allows them to have a devil servant. It could be an imp, a lemure, an incubus, whatever you want.

The trick is to be aware of game balance and always factor in that creature's abilities when making the adventure. You'll want them to let the creature use its powers, just make sure it doesn't steamroll your story line. In fact, creating scenarios where the creature's powers are almost necessary to continue is a good way to go.

For a time, I had an imp minion whose duty was to cook for me. It could make just one thing: Orc steaks. Delicious!

Mattias the Dark

BOUND DEVILS

I think you could get a lot of mileage over the use of a bound devil. The group comes across a magic circle and the truename of a devil who can help them on their quest. This devil is trapped in the circle and it can't harm them. You can have fun letting it interact with them without worrying about combat. Remember, if they 'kill' the devil, it just reappears in Hell. They probably did it a favor.

EVIL ALLIES

The key to using an evil ally in a realistic manner is to give them a well-rounded personality. The bad guy doesn't have to be a megalomaniac that eats puppies for lunch. Even the villains have dreams, hobbies and goals.

ARCHDEVIL MENTOR

It could also be a lot of fun to have a character in the group be the child of an archdevil, or maybe the archdevil simply want to use the group for its own purposes. The group could be given an item that allows them to consult with the archdevil once per day. The archdevil can offer them magic items or spells in exchange for doing something for it.

TRICKERY

The urge will be strong to have the devil try to betray and trick the group. After all, they're devils. Be careful not to use the group's affection for an NPC to screw with them. If you do that too much, the group won't want to get attached to any of your NPCs because they will think you're just using them as a tool to hurt their characters. It is important to have NPCs who are nice to the group and are not there just to be kidnapped or to be pushed off of a cliff.

OPPONENTS

You can have low level characters battle the weaker devils. An evil sorcerer might summon a horde of lemures that the group can deal with. A lone imp can be a great villain, as they can become invisible at will. If you pair them up with an evil sorceress you can do a lot of fun things. From this book, you could use legion devils, just be careful not to pair too many of them up, as their hit points combine and that could get real rough for low level heroes.

CULTS

Cults feel a bit over-used as of late, but you can make them feel fresh just by adding a few details. In this book, I've detailed the Daughters of Blackest Night, a very low level cult of warlocks looking to sacrifice people to Glasya. They are especially interested in attractive people, which can lead to a lot of amusing things. The group rescues the ten hottest people in the kingdom. That has hilarity written all over it. Also, many players really like having a high charisma, meaning the daughters will target them as well.

GOING TO HELL AT LOW LEVELS

This can be done. Again, it's all in how you handle it. Avernus as it is presented in this book is full of exploding fireballs. Just one fireball would kill an entire low level party.

But if the group has a writ of passage – an infernal document that gives them permission to travel freely – you could say that the writ protects them from the fireballs of the layer.

There are some really great low level adventures in Hell from old Planescape products, particularly in Well of Worlds. In that one, the group gets sucked into a portal to Hell and needs to get out. Along the way they meet a hag, they have to cross a river of blood, and they get to meet and talk to the pillar of skulls.

FIENDBLADES

I think that using a fiendblade (page 216) is a great way to incorporate devil concepts into a low level game. You can give your villain a fiendblade linked to one of the archdevils. When the villain attunes to it, they will transform a bit to look like the archdevil. The villain will talk and act like the archdevil, and it will serve that archdevil. It would be almost like your group is battling a low-powered aspect of an archdevil and defeating it means they've gained the attention of a big bad guy, and the story can grow from there.

It might also be a lot of fun to let a character have the fiendblade, and battle the "archdevil within." That's a bit tricky to pull off, you'll need the right kind of players. If they're going to abuse it or use it to be a jerk to the other players, don't

do it.

REVIVING AN ARCHENEMY

Another exciting option is that if you are currently running a campaign and there was a really great villain that the group killed, you could say that it rose up as an undead entity and acquired a fiendblade. If you go this route, you should plant some mentions of the existence of those blades prior to having the villain just show up with one. In fact, if possible, make a vague mention of the fiendblade supposedly being in a location very close to the site where the dead villain was slain.

This is tricky because the group might surprise you and decide to go and get the fiendblade. The best time to drop this information is when they're in the middle of a mission that can't be abandoned or far into a long journey in the opposite direction. Or, put that piece of information inside a bunch of other, more relevant details.

STAGES OF VILLAINY

In a long term campaign, you have the option of using devil villains in succession. Behind each one is a higher-ranking enemy.

The progression of villains in your campaign could go like this:

A mortal wielding a fiendblade pursues goals related to their archdevil. If they have the fiendblade of Mammon, they're all about greed. If it is the fiendblade of Dispaten, the villain is extremely paranoid and might have a lair that gives them power. In fact, they could rule a town or city in your campaign world where they are siphoning souls to Dis.

You could also have it where an ally of the mortal with the fiendblade has a fiendblade linked to the consort of the archdevil. So you could have two villains, one with the fiendblade of Mephistopheles, and one with the fiendblade of Baalpregor.

Levels 1-8 Mortal with a fiendblade,

Levels 9-12 The court of the archdevil

Levels 13+ The actual archdevil.

MALEFACTOR

Malefactor is a magic item detailed on page 218. It comes from a 2nd edition sourcebook written by Chris Perkins called "Warriors From Heaven." What I love about Malefactor is that it allows the group to access a

fortress in Hell.

I think it would be great to have the group find this item and use it to go to the Fortress of Malevolence. You could say that the fortress is empty, and it is an absolutely awesome place to rest safely. The heroes might not even know it is in Hell!

Over time, they might realize something is up. Perhaps eventually, the pit fiend who once owned Malefactor returns to his home, and the group has a whole new problem to deal with.

THE PACT PRIMEVAL

The place in Nessus that guards the Pact Primeval is screaming out to be a fleshed-out dungeon. You have a lot of flexibility with it, because it is guarded by cultists, not devils. Devils can't get close to the pact, so that means it might not even be that heavily guarded.

The coolest thing is that there might be similar dungeons in Mechanus and Mount Celestia protecting the other pacts. If the group need to get a look at each copy of the pact, that's a nice trilogy of adventures there.

Also, if the infernal pact primeval grants special powers, so too might the pacts in Mechanus and Mount Celestia. The group might seek each one out simply to gain temporary special powers.

SCENARIOS

These are other short adventure ideas.

THE HELLMOUTH

Closing a portal to Hell seems like a very cool idea for an adventure. Devils come through and begin to cause all sorts of problems. One or two devils guard it. It might warp the land around it, causing it to rain blood, or for the local animals to become more hellish and lawful. Devils might abduct mortals and drag them through the portal.

The portal could have been opened by a magical accident, or by an evil wizard who didn't realize just exactly what he or she was doing.

Closing the portal would likely involve a ritual that would need to be tracked down. An angel, deva, or paladin might help the group.

Perhaps the hellmouth can only be closed from the inside! The group could be trapped in Hell, or at least, one of them would be.

RESCUING A LOST SOUL

Rescuing a lost soul from Hell could be a lot of fun. If the group has an NPC pal who is always getting into hijinx, this would work out nicely. A harvester devil or a succubus tricked them into signing their soul away and now they're wandering Avernus, avoiding soul collectors.

SABOTAGE

It seems likely that adventurers could get caught up in a scheme where one devil is trying to frame or take down a superior. Killing the superior might mean a promotion for the underling.

From the group's perspective, they're killing an evil being and gaining an ally who owes them a favor. For a low level group, this might involve an imp and a bearded devil. It might be really fun to have the group try to off a bearded devil on a Blood War battlefield, while evading explosions and body parts.

SAILING THE RIVER STYX

The River Styx is one of the only ways to get from one layer of Hell to another. It also connects Hell to other lower planes, including the Gray Wastes and the Abyss.

In order for a ship to be fitted to sail the River Styx, a marraenoloth needs to place two magic coins on the prow, usually placed in the eyes of a masthead.



The group would need to be able to handle the styx devil check points and obviously need to be very wary of the water. Falling overboard in an adventure like this has steep ramifications.

IMP INFESTATION

I think it would be quite amusing to have a town end up being infested with imps. This could be done through a magic accident, or through a poorly-worded infernal pact.

A lot of low-level adventures involve group hunting “vermin” like giant rats. Hunting imps seems much more interesting and dangerous.

They’d likely be perched on rooftops and hard-to-reach places, meaning the heroes will be doing battle on rooftops and ledges.

The imps might be stealing and hoarding jewelry and treasure, piling it on a very hard-to-reach spot in town.

THE ASHMADAI KINGDOM

Asmodeus is a god and he does have mortal worshipers. Creating a kingdom of followers of Asmodeus makes a very good ‘evil empire’ for the group to oppose.

The ashmadai would need people to sacrifice and they’d be very interested in corrupting other kingdoms, perhaps assassinating and replacing rulers. Evil clerics and paladins of Asmodeus seem like very cool villains to have. Maybe they have the ability to summon devils to fight alongside them. Maybe the people of the ashmadai kingdom summon devils in their day-to-day life to perform tasks like building structures and torturing prisoners.

YGGANTTU, DEATH’S MASTER

Ygganttu is a very unique entity from page 57 of A Paladin in Hell that you can use in a variety of ways. It could be a trap or a villain. Basically, Ygganttu is a pit fiend who merged with a cubic gate. He can suck people inside the gate, kill them and turn them into undead under his control. That could be dropped into any campaign.

Here’s how it works in the adventure.

The group enters a room. The ceiling is a black void. Suddenly, a hero is telekinetically pulled up into the void. The victim is inside a cubic gate, an extra-spatial room 30 feet to a side. Ygganttu is a pit fiend who appears flattened, has joined with the room and its bones

lace the structure.

When a victim is drawn in, the opposite side of the room displays Ygganttu's head bearing a scarab of insanity on it.

Once a victim is drawn in, the gate remains open for five rounds. The heroes have a total of five rounds to get in, save their ally, and get out. Those who don't get out in time are trapped inside. Ygganttu can attack from the walls with its claws and tail, and it is infused with ice rather than fire. It can even form a pair of bone nagas from its own bones to fight for it. If slain, all of Ygganttu's undead fall apart.

Ygganttu can be scaled for any level. You could have the group find the actual cube, or trace a horde of undead to the building Ygganttu is linked to.

THE COURT INFERNAL

It would be a lot of fun to have a session involving a court case. One of the heroes might be put on trial, or a friend of the group is the defendant. The devils will be biased against the heroes, but they do follow laws. The group would need to exonerate their ally, and that could involve bribery, finding loopholes, or secretly doing a favor for the judge. Or perhaps they could find incriminating evidence and blackmail the judge with it. Or it might be amusing for the group to take part in jury selection, and they can win each juror over by doing something for them – mini-adventures involving theft, revenge, and smuggling.

The judge in the court infernal is Shamane, a corruption devil who likes eat those who waste its time. It seems like Shamane could be a lot of fun to run.

THE BONDS OF HELL

Sometimes, the devils drag a mortal location into Hell. It is not a permanent curse. The devils must keep it filled with evil and corruption.

To return it to its proper world, the heroes must undo the horrors that have been inflicted upon it.

One way to handle this is to use a "restoration point" system. You'll need to assign a point total to different task, something like this:

- **5 points** per devil slain.

- **10 points** for sanctifying an area of the location with holy water or blessing spells.
- **-1 point** for each native of the location who is slain by a devil.
- **-10 points** for each area of the location defiled by a devil through a ritual or spell.

The place would be restored in four phases:

Phase One (11 points). A wave of cool air passes through, giving the heroes advantage on all rolls for one round.

Phase Two (25 points). The location regains its link and loses any atmospheric effects from the layer of Hell it is on, such as the extreme cold of Cania or the fireballs of Avernus. Banishment spells will work, but they will send devils to the edge of this location.

Phase Three (50 points), Connections or portals appear to the realms the location was from.

Phase Four (100 points). The location returns to whence it came, restored fully. This process takes ten rounds to kick in.

THE APOCALYPSE CLOCK

This is a way to put a “timer” on a dungeon. There are these clocks placed throughout the dungeon, black skulls on a cold, steel, rounded clock face. A single hand moves around the face, its length shaped to appear like a clawed hand holding a wicked blade. The clocks tick ominously and loudly.

Once the countdown completes, a portal opens up and over 1,000 lemures pour through, destroying everything in their path.

Examining a clock reveals a hidden keyhole. If the clock key is inserted into one of the clocks, the hands can be adjusted. Because the clocks are synchronized, resetting one resets them all. This can delay the countdown for up to a few hours. Failing the thievery check on this causes 6d6 lightning damage to the perpetrator.

MOLOCH THE IMP

Of all of the NPCs of Hell, Moloch is the one who has been used the most in actual products. For whatever reason, people seem to like using Moloch. He was the villain in the Apocalypse Stone adventure, in which he was portrayed as extraordinarily vicious. He actually abducts the group’s families and kills them, using their parts to make flesh golems to attack the group with.

In 5th edition, of all the side archdukes, it is Moloch who is specifically referenced. It is stated that he is currently an imp.

Moloch is a villain that you can do a lot with. An archduke who has been humbled, and is currently nothing more than an imp offers up a lot of possibilities.

Your group’s wizard might end up with an imp familiar, and it’s Moloch. Moloch could be a huge asset, but ultimately he is looking for a way to regain his former glory. He needs a powerful devil to promote him up the chain again.

In one old D&D product, there is a mention that Moloch would trap his enemies in hardened gold, where they remain alive inside hollow gold statues.

In the appendix, I have stats and details for Moloch as an imp and as an archduke. I expanded on the idea of his power to trap people in gold and worked it into his imp form.

THE ROLLING BOULDER

It was mentioned in an old product that the Hag Countess lived in a fortress built inside a massive rolling boulder. That seems like an incredibly cool dungeon to explore.

A good part of the adventure would just be figuring out how to get inside. Even better, if it winds up in a mortal realm, the group might need to get inside and stop it before it rolls over a village of small city.

The heroes would need to match its speed on horses or with fly spells, then they’d need to figure out where the entrance is. Since she’s a hag, you could model it after Baba Yaga’s hut, where you need to utter a certain phrase to get it to open.

I would say that the interior either has no gravity, or is an extra-dimensional space. The group would need to explore the interior to find the room that controls the boulder. That would probably be her throne. You could say that the person driving it is a dim-witting underling of hers who finally found a way to flee Malbolge. Heck, it could be her cat.

THE HELLWASPS

Glasya has these special servants known as the hellwasps. Glasya went to the Abyss, killed a demon lord, and the demon lord's servants agreed to serve her. They are the hellwasps.

As far as I can tell, this demon lord was never named. You have free reign to do whatever you like with it. What happened to the demon lord's layer? Wouldn't Glasya do something with it? If she left it, it is likely that one or more demon lords are fighting for control of it.

If this slain demon lord had any children or loyalists, they might want revenge. They might know a hidden weakness of the hellwasp and recruit the heroes to slaughter them.

Then there is the question of why Glasya killed this person. How did she decide this? Did she do it just because she knew the hellwasps would swear fealty to her? Is it possible she had a secret alliance with this entity? Maybe she was trying to get it to free or kill Levistus, or perhaps even recruit it to kill Asmodeus himself.

A demon lord of wasps is a tricky thing to make something cool out of. Bug-monsters can be tough to make interesting, although it has been done. I think umber hulks are a good example. You could model this demon lord after umber hulks, just bigger and more powerful, and perhaps its layer is some kind of demonic honeycomb that the wasps lived in.

I'd imagine the demonic honey would have some amusing/devastating effects on mortals. It could have an intoxicating affect, grant demonic power of some kind (maybe a short-lived exo-skeleton resembling a demonic umber hulk), or it duplicates the effect of a potion, such as a potion of frost giant strength.

KEERSHAZ

Keers haz is a 2-foot-tall wiry imp created by Mike Mearls during the 3rd edition days. He was an archduke whose lieutenants abandoned him during a battle with a pit fiend named Thoolvaz. Thoolvaz won, replaced him, and demoted Keers haz to an imp. Keers haz is hiding out in a mortal realm while both Thoolvaz and his former underlings hunt for him. Keers haz would need protection from the heroes, and it likely would know of magic items to reward them with.

THE PIT OF FLAME

The Pit of Flame is a little tricky to describe. It is a mas-

sive inferno in which metal globes hover. These globes can be opened. Devils are placed inside them and left to suffer for weeks, months, or years.

It might be a fun part of an adventure to have the characters go there. They need information from a prisoner. They would need to sneak around, and find out which globe the prisoner was in. They could do this through bribery or by creeping up and looking through a log book. Then they'd need to figure out how to access the globe. It's in the middle of an inferno!

There are probably special command words that draw the globe out and open it. I believe that bone devils have the ability to teleport creatures in and out of them, so the group might need to convince a bone devil to do this for them.

THE VALLIS CRYSTAL

One of the stories is focused on a lot in this book is the tale of the Vallis Crystal. This magic item is from A Paladin in Hell, and I think there's a whole lot you could do with it. It is a magic crystal that contains an entire world. You could say that's where your campaign is set if you wanted!

Asmodeus want this crystal so that he can have an entire world to himself, to create followers and develop a massive following.

Here's a campaign outline to give you an idea of how you could use this item:

After the Reckoning, Geryon was banished from Hell, even though he was the only archdevil who remained loyal to Asmodeus. Over time, he realized why he was exiled. This was not a punishment, this was a way for Asmodeus to send Geryon on a mission without anybody knowing it. Asmodeus wants him to obtain the Vallis Crystal.

Geryon realizes this and he also thinks he knows why. Inside the crystal is He Who Was, the deity they rebelled against way back when. He thinks that an avatar or aspect lives on, and rules the world of Vallis like a god. Asmodeus is being so secretive because he does not want anyone to know. Many, many of the original fallen angels regret siding with Asmodeus. If they knew that He Who Was was still alive in some form and that they could achieve redemption, Asmodeus is doomed and he knows it.

Geryon and his four advisers scour the planes. Who has the Vallis Crystal? The adventurers, of course!

The campaign could begin with agents of Geryon hunting for the crystal. They've tracked it to an old temple where holy people are protecting it. The group might just be in town or on a path in the woods, and they spot these poor priests being chased by contracted flunkies of Geryon, which could be anything from goblins to orcs, whatever works for the group's level. The group (hopefully) saves these poor holy people and they beg the group for help. The bad guy knows where this crystal is, and the heroes need to keep it out of the hands of evil. It's probably best for the victims to be mortally wounded and die. The group is now in the possession of this mysterious crystal and they have no idea what it is or why people want it.

The heroes will probably want to study it. They could bring it to a wizard-type that might be linked to a character's backstory. They learn that there is a world inside it – a world aching to be explored.

The group goes inside and explores. They have an adventure. This world could be another campaign world of your making. You could take a setting you always thought was cool but never got to use and put it in here.

When the group finishes their adventure and exits the crystal, they find they're not alone. More agents of

Geryon are here. They want the crystal.

The group can defeat the flunkies and now they need to figure out what to do with this item. They're being hunted by bounty hunters, perhaps coordinated by a harvester devil loyal to Geryon.

Eventually, Geryon gets inside the crystal and explores Vallis. In one version of Geryon's backstory, he merged with two other angels, who are still sort of alive inside of him. He realizes that if He Who Was is on the world of Vallis, He Who Was could conceivably cure him and bring those angels back to life. Geryon goes from a foe to an ally of the heroes. He doesn't want Asmodeus getting his hands on this crystal. Geryon wants a shot at redemption.

The group must quest through Vallis, trying to find He Who Was, if he is really there. At the same time, Asmodeus is sending agents to get the crystal. Ultimately, Asmodeus could resort to taking Geryon's wounded consort, Cozbinaer, hostage. Cozbinaer will be slain if Geryon doesn't hand over the crystal.

This could lead to a daring adventure where the group breaks into Hell and frees Cozbinaer. It would be a lot of fun to set the adventure inside the glacier that Levistus is trapped in. That would



make for a very cool dungeon, and we won't have to worry about Levistus directly attacking, because he's stuck in the glacier.

While they're doing that, an ally of Geryon betrays him and make their way into Vallis. They open a portal to Hell, and now devils are in Vallis, also searching for He Who Was. The group needs to find the deity before the devils do.

Ultimately, what the group learns is that He Who Was is dead. There is no avatar. Instead, the deity of this realm is the daughter of He Who Was and Bensozia (the late wife of Asmodeus). This daughter is known as She Who Is, and she can help the group rid Vallis of the devils and from that day forth, the group guards the Vallis crystal and are hailed as protectors of the realm.

Depending on how the relationship with Geryon goes, perhaps She Who Is can, in fact, redeem him, resurrecting the two angels and turning Geryon into his former angelic form.

THE WAR FOR HELL

The 4th edition Book of Vile Darkness includes a massive campaign outline about a sprawling infernal conflict.

The campaign starts off with a secret war going on between a cult of Asmodeus and a cult of Graz'zt. The cult is trying to wipe out all followers of Asmodeus in the region. The group eventually learns of a connection between the cult of Graz'zt and a villain named Ruel. Ruel is somehow linked to Baalzebul. This is the first clue that some of the archdevils are actually allies with the demons in a joint effort to kill Asmodeus.

Glasya sends an aspect to look into everything. Her aspect is disguised as Ashari, a priestess of a goddess magic. She sends the group to go find Shemeshka the Marauder in the city of Sigil.

Shemeshka is a pretty famous Planescape NPC. Shemeshka explains that there is a plot to overthrow Asmodeus that could rip the planes asunder. Apparently, if other creatures try to use the ruby rod of Asmodeus, they won't be able to control it and bad things will happen. The outline doesn't really explain this.

Shemeshka also explains that Geryon is going to assassinate Glasya. The outline assumes the group goes to try to save Glasya, so I guess they became good friends with Ashari.

Demons invade Avernus. Graz'zt and lesser demon

lords destroy the Dark Eight. They conquer Avernus and begin marching through the layers of Hell. It eventually is revealed that a number of archdevils are actually helping the demons. They show the devils how to get into the city of Dis and convince Mammon to join them,

The outline likes the idea of the group uniting Levistus and Mephistopheles to repel the invaders.

The difficulty in doing these kind of stories is to make sure the focus remains on the group. You don't want to run a game where all of the major events occur between NPCs and the group just sort of stands on the sidelines.

If you were to run something like this, you'd probably want them to be the deciders. So when Geryon goes to kill Glasya, the group determines who lives and who dies. When the army invades, the group either leads an army or they're running around in the chaos. Whatever the case is, it should be their actions that determine the outcome of the story.

It seem like the best thing to do here is, at the end, put the ruby rod in the group's hands. Do they destroy it? Do they master it? Do they give it to someone else to rule Hell? That seems like a very fun, monumental climax of a campaign.

THE OUTSIDERS

In the 4th edition Plane Above book, there are a bunch of campaign ideas. There's one where the group dies and are reborn as planar creatures, and they learn that the Astral Plane is fractured and that the balance of the multiverse is precarious.

Ultimately, they realize that the best way to save other planes is to kill the archdevils and take over Hell. That sounds like fun, but a very tall order. Even when you kill one archdevil, they have a whole pile of dukes just waiting to take over. Each one is very powerful. I'm not sure how you could feasibly do this.

I suppose if the group pulled off some scheme at the same time, they could depose a number of archdevils at once. That's a tall order and would require a very intricate scheme where the archdevils were gathered in one location at the same time.

APPENDIX A: MAGIC ITEMS

The magic items listed in this section either come from or are inspired by older Dungeons & Dragons source-books and adventures pertaining to devils and Hell.

Using Evil Items. Many of these items are evil in nature. How evil they are is up to you. You could make them vile artifacts of Hell, or ancient items that have grown weary of Law and Evil.

Even if you don't hand these out to players, many of them can add a lot of danger and a certain sinister appeal to the villain of a campaign. After all, the cooler the villain, the more heroic it is to defeat them.

ARJALE BLADE

Weapon (any sword that deals slashing damage), uncommon

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 14 slashing damage, the blade lets out a cackle in a smooth female voice and the blood and debris on the blade bursts into flame, doing +1d6 fire damage until the end of your next turn.

Forged in Tymphalos. Arjale is a magical black metal found only in the fiery realm of Phlegethos. Tymphalos himself creates every Arjale blade, shaping the infernal black metal to forge blades of incredible sharpness. It is said that the mixed blood of Belial and Fierna is used as part of the creation process.

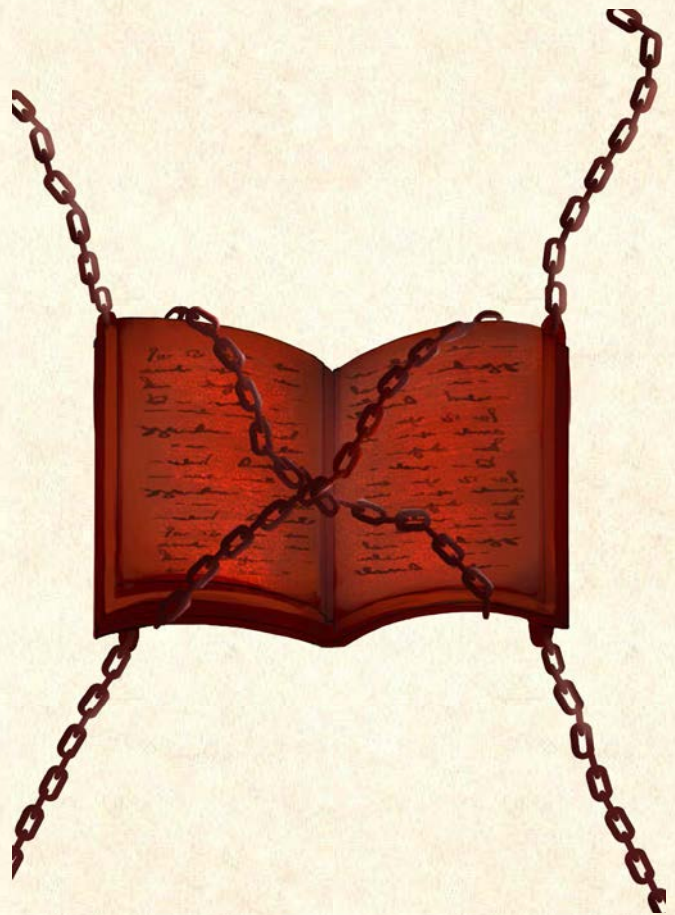
AGRIPPA

Wondrous item, very rare (requires attunement)

An agrippa is a 5-foot-tall infernal tome full of pages made of human or elf skin. Said to hold the heat and fury of hellfire in its pages, an agrippa is a potent magical item that can cause madness and death. Due to the size and power of the book, the agrippa is usually kept suspended from a ceiling in chains.

Attunement. If you spend 48 hours over a period of 6 days or less reading the book, make a DC 13 Intelligence saving throw. If you fail, you acquire indefinite madness (roll on the chart on DMG page 260). If you succeed, you are attuned to the agrippa, you gain two points of Intelligence as does your maximum for that score.

The Bound Devil. Once you are attuned, the devil bound to the tome appears before you. Often, the devil will be an imp, a misfortune devil, a harvester devil or an



infernal succubus. The devil acts as an adviser and assistant and appears whenever the book is opened. If the devil travels more than 30 feet from the book, it is sent back to the Nine Hells and cannot return for one week.

Spells. Every agrippa contains powerful spells. The DM is free to choose them, but in general, the following spells are in most agrippas: Banishment (PH page 217), contact other plane (PH page 226), gate (Page 244), planar binding (PH page 265), plane shift (PH page 266), scrying (PH page 273), and teleportation circle (PH page 281).

Truenames. The book contains an enormous list of truenames, but most of them are incorrect or out of date. If you spend 10 hours poring over the list of truenames, make a DC 20 Intelligence check. A success means you have discovered a truename.

Truename Benefits

The agrippa gives special benefits when the wielder casts a spell on a creature whose truename the caster knows:

Contact Other Plane. The book gives you advantage on your saving throw.

Scrying. The target automatically fails the saving throw.

Sigil Sequences. The agrippa contains sigil sequences for use with a teleport circle spell to 5 different locations, at least one of which is in the Nine Hells.

Using an Agrippa

Some agrippas are pure evil and reject any reader who is not lawful evil. They have magical traps that feblemind and burn any undesirable who touches it. The agrippa described here accepts anyone.

Origin. Agrippas are usually made by spellcasting archdukes on the ascent. Eventually, they grow so powerful that they no longer need the agrippa. It is given to an underling or stolen and, centuries later, it winds up in the hands of intrepid adventurers.

Possible Creators. Archdukes likely to have created an agrippa include Tartach, Mephistopheles, and Armaros.

The Devil Underlings. The devils with listed truenames are likely completely subservient to the archdevil and will be less than thrilled to find out someone else knows their truename as well.

BAATORIAN GREEN STEEL

Deep in the bowels of scalding infernal mines, veins of green-flecked iron run through the jagged rock of Avernus. When alloyed with steel, this metal can be used to create weapons of amazing strength and sharpness.

Obtaining Green Steel. Items made of baatorian green steel are extremely light and imbued with infernal magic. They are highly sought after, but are very difficult to obtain. Most acquire one through a merchant in the city of Sigil, or snatch one off of a scorched Blood War battlefield.

Baatorian plate mail weighs only 12 pounds and is considered medium armor. Because it is so light, wearers are not subjected to the movement penalties and strength requirements for heavy armor and not have disadvantage on stealth checks.

This armor is extremely desirable for barbarians, clerics, and rangers.

Armor

Armor	Cost	AC	Strength	Weight
<i>Medium Armor</i>				
Baatorian green steel plate mail	6,000 gp	18	---	12 lb.

BAATORIAN GREEN STEEL LONGSWORD

Forged in Avernus, these blades are highly sought after because they are almost weightless and they are magical in nature. Rogues and those who are engage in two-weapon fighting find these blades to be invaluable.

Weapons

Name	Cost	Dam age	Weight	Prop- erties
<i>Martial Melee Weapon</i>				
Baatorian green steel longsword	100 gp	18	1 lb.	Light, finesse

BAATORIAN LUTE

Wondrous item, uncommon

Crafted by an erinyes, these lutes produce sounds like none heard by mortal ears. Once per day, the bard can cause black, feathered wings to grow from an ally's back, giving them a fly speed of 40 until the end of the bard's next turn. When the bard issues bardic inspiration, the target's eyes glow red until the inspiration die has been used.

BAATORIAN WHISKEY

Baatorian whiskey is the preferred drink of devils involved in the Blood War. Non-fiends who imbibe it must make a DC 14 Constitution saving throw or take 17 (5d6) poison damage. Additionally, many who drink it begin to hear the infernal whispers of Glwa, delivering devil propaganda in the infernal tongue. To have such evil poured into the mind of a mortal causes the victim to make a DC 14 Charisma saving throw or they suffer long term madness (roll on the chart on DMG page 260).

Almost all baatorian whiskey is made by the agents of Glwa. Crates of it are delivered to devil armies for a modest fee.

THE BLADE OF FIERY MIGHT

Weapon (scimitar), legendary (requires attunement)

Created by efreeti wizards, this blade was stolen long ago from Marrake al-Sidan al-Hariq ben Lazan, Sultan of the Efreeti and ruler of the City of Brass.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Flaming Blade. This weapon does an additional d8 fire damage when it hits a target.

Truesight. The wielder has truesight up to 120 feet.

Control Fire. As an action, you can expand or extinguish a five-foot cube of fire in one direction.

Fire Shield (1/Day). As an action, you can wreath yourself in flames that grants you resistance to fire damage. In addition, whenever a creature within 5 feet of hits you with a melee attack, the attacker takes 2d8 fire damage. This effect lasts for 10 minutes or if you use a bonus action to dismiss it.

Sentience. The Blade of Fiery Might is a sentient, lawful weapon with an Intelligence of 13, a Wisdom of 12 and a Charisma of 17. It has hearing and darkvision out to a range of 60 feet.

The weapon can speak and understand Common and Ignan, and can communicate with its wielder telepathically.

Personality. Because it was wielded by royalty for so long, the Blade of Fiery Might uses flowery, regal speech.

At one time, the blade was lawful evil. After it was shattered, the blade was reassembled by the kindly Wind Dukes of Aaqa. The Blade learned from their patience and has become more tolerant, although it still has a sinister streak now and then.

THE BLASPHEMOUS LIBRAM

Wondrous Item, uncommon

An influential tome devoted to Glasya, the original Blasphemous Libram contained rituals and spells designed to cultivate a large following of warlocks known as the Daughters of Blackest Night. Their duty was to seek out beautiful humanoid specimens for Glasya to keep in her palace of Osseia.

The first Blasphemous Libram was written by a witch named Eraea. Eraea hated the divine and wanted to remove Asmodeus from the Nine Hells because he bore a divine spark. She and her followers were slain, but the Libram survived.

Since that time, other warlocks have created transcriptions of the Libram. There are at least 13 copies in existence, each of which is slightly different. Most of them contain:

A record of the warlocks who have made pacts with Glasya.

Details on how to perform rituals to draw energy from Glasya, how to make pacts, and rituals to aid in the

search for exceptional beauty.

There is a large section detailing the magical process of transforming a seduced or corrupted mortal into a Hellsworn minion. Daughters of Blackest Night diligently practice carving their unique vile runes in the heads of mortals. It is those runes that power the Hellsworn and link them to Glasya.

Each book covets soul energy and itself is an infernal contract. As long as the Libram is intact, those who have made pacts through it and die go right to Hell.

When unattended and forgotten on a shelf, Glasya can connect with it and issue forth a call to the soul. Those who are evil and prize beauty find themselves dreaming of the book and of the rewards it offers. The book likes to seek out inexperienced warlocks that it can corrupt.

Destroying a Libram: The Libram can only be destroyed through a battle of wills with the Glasyan sentience of the tome (a DC 20 Charisma check). Failing this battle results in Stolen Beauty. The tome draws out the most appealing qualities of the target and siphons it to Glasya herself. The character loses 10 points of Charisma permanently.

Destroying the book will free all Hellsworn, whose devil traits swiftly fade away in black wisps. They are mortal once again, and their soul is bound to no one.

THE BOOK OF FIRE

Wondrous item, uncommon

When this book is open and not in a container, any words spoken aloud within 30 feet appear as written words on its pages. You can wipe a page clear of words by touching one finger to the page and uttering the word: “Burn”.

The Book of Fire contains a written record of the Nine Hells that reveals a lot of information about Moloch, Titivilus, Lilith, and other archdukes. This book is famous for its detailed and vivid account depicting the lurid activities of Moloch, Geryon and the Hag Countess.

BRIMSTONE CLOAK

Wondrous item, rare (requires attunement)

Smelling faintly of sulfur, this magic cloak helps to protect the wearer from fire and poison.

Resistance. When you wear the cloak, you have resistance to fire and poison.

Brimstone Rebuke (1/Day). As a reaction, when you are damaged by a creature within 60 feet of you that you can see, the creature must make a DC 15 Dexterity saving throw. It takes 3d10 fire damage on a failed save, or half as much on a successful one.

Brimstone Step (1/Day). As a bonus action, briefly surrounded by a cloud of brimstone, you teleport up to 30 feet to an unoccupied space that you can see.

THE CHALICE OF HE WHO WAS

Wondrous Item, legendary

The shimmering, golden Chalice of He Who Was, sometimes known as the Benevolent Vessel, is a legendary item that is said to be able to purify the soul.

Healing. When the chalice is filled with water, those who drink from it can gain healing. It affects each creature only once per day. When you use an action to drink from the chalice, you regain up to 50 hit points.

Curative Properties (3/day). Those with diseases, ailments, or lost body parts can drink from the chalice and heal all conditions completely. Any missing limbs or body parts are regenerated.

Raise Dead (1/month). Water poured from the chalice into the lips of a dead creature who has been dead no longer than 30 days acts as a raise dead spell (PH page 270).

Redemption. When an evil creature drinks from the chalice, they must make a DC 16 Charisma saving throw or become good. If a creature makes the saving throw, they cannot be affected by the chalice for 24 hours.

Divine Resurrection. It is said that the chalice can be used to resurrect He Who Was and restore him to his former glory.

THE CLOAK OF BATNA

Wondrous item, very rare (requires attunement)

This cloak contains the vestigial remains of Batna, an ancient archdevil slain by Asmodeus.

Sentience. When the hood is up, Batna can send the wearer insights and impulses. She can also confer with the wearer in their dreams.

Flight. While wearing this cloak, you have advantage on Dexterity (Stealth) checks. You can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, you lose this flying speed.

Devil Bat. You can use your action to cast polymorph on yourself, transforming into a devil bat. While in the form of the devil bat, you retain your Intelligence, Wisdom and Charisma scores. The cloak can't be used this way again until the stroke of midnight.

The Devil Bat AC 15 HP 52 (8d8 + 16)

STR 16 DEX 16 CON 15

Blindsight 60 ft.

Damage Immunities Fire

Echolocation. The devil bat can't use its blindsight while deafened.

Keen Hearing. The devil bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage.

Breathe Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

THE CODIX OF BETRAYAL

Wondrous item, legendary (requires attunement)

The Codex of Betrayal is an ancient tome written in golden ink in the Celestial language. This Codex gives a full account of Asmodeus' rebellion against He Who Was. It was written by a mysterious individual known as Brother Eiulo, said to be the last surviving servitor of He Who Was.

Sunbeam (1/Day). Once per day, a creature can hold up the Codex and cast sunbeam (PH page 279).

Conjure Deva (1/day). A creature attuned to the Codex can read from it to summon a deva (MM page 16) as per the conjure celestial spell (PH page 225), except that the deva does not have to obey verbal commands.

This is a specific deva with a glowing tattoo of a chalice on his chest. This deva is very protective

of the Codex and does not suffer fools lightly.

Truenames. It is said that each book contains the true-name of an archduke. Book four is said to contain the truename of Baalzebul himself.

The codex is broken into four books, each containing several dozen chapters.

Book One. Titled “A Chronicle of He Who Once Lit Our Way, His Heavens, and the Earth Below,” this book details the days preceding Asmodeus’s uprising.

Book Two. “A Chronicle of Bloodstained Heavens,” a record of the uprising and the war itself.

Book Three. “A Chronicle of Unquenchable Flames and Unbreakable Maledictions,” which details the earliest years of the Nine Hells under Asmodeus, the devils’ reactions to the curse, and the establishment of the initial hierarchy.

Book Four. “A Lexicon of Murderers Most Hated and Vile,” a list and description of every devil about whom Brother Eiulo could learn, even the most minor fact.

DEVIL TALISMAN (UNSANCTIFIED)

Wondrous item, very rare (attunement)

There are a number of different types of devil talismans, unsanctified talismans being one of the more common varieties. Each has a large bloodstone set on a tantulhor backing. Usually, the tantulhor is carved in a way to reflect the devil it is connected to.

Finding the Truename. Those who peer into the bloodstone will see glowing letters in the Infernal language. That is the devil’s truename. Those who can read the truename and speak it have the ability to attune to the devil talisman.

Guardians. There is often other writing on the talisman that describes the devil it is linked to. Reading any of it aloud will cause devils to appear in 1d4 rounds, intent on killing the holder of the talisman. The type of devils appearing ranges anywhere from imp to pit fiend, depending on who the devil linked to the talisman is and who it could get to agree to be a guardian of it.

Summoning the Devil. Once attuned, the wearer can spend one minute to attempt to summon the devil. The wearer must make an opposed charisma check against the devil. If you or an ally who knows the truename has cast a magic circle spell (PH page 256) and the circle is

within 15 feet of you, the devil has disadvantage on the saving throw.

If the devil succeeds, it is not summoned and you cannot try to summon it again for nine days. If the devil fails, you have summoned it. The type of devil determines how long it stays with you.

- **Lesser Devil.** Nine Days
- **Greater Devil.** Nine Hours
- **Archdevil.** One task, taking no longer than one minute.

Protection. The devil cannot directly harm you in any way when you are wearing the talisman.

Bond. The wearer shares a telepathic bond with the devil, even if the devil is on another plane.

Controlling the Devil. If you concentrate as if you were casting a spell using the concentration rules (PH page 203), you can mentally force the devil to do what you want, as long as the command is not suicidal.

When you are not concentrating, the devil is free to do as it will.

Dismissing the Devil. You can dismiss the devil with an action, sending it back to the Nine Hells. You cannot attempt to summon it again for nine days.

True Death. If the devil is slain permanently, the devil talisman explodes. The wearer must make a DC 15 Dexterity saving throw or take 64 points of fire damage, 32 points on a successful save.

DEVILBANE

Wondrous item, very rare

A gem crafted by powerful celestial beings, each of these deep green gems have a light green fire burning at its center.

Devilbane gems are a magical safeguard that act as a barrier to prevent devils from overrunning the Material Plane. Only devils who are summoned or travel through a permanent portal can leave a layer that has a devilbane gem active on it.

Damage to Evil. Evil creatures who get within 15 feet of the gem take 20 radiant damage per round. Those who touch it are affected as per a disintegrate spell (PH page 233).

Powered by Prayer. A devilbane gem is powered by divine magic. Three times per day, a prayer to a good-aligned deity that is at least one minute long keeps its power running. If a prayer is not uttered, the gem's effects cease. It takes 3 hours of prayer to resume the effects.

Disrupting the Gem. Disrupting the gem can be done by shattering it or removing it from the layer it is on.

The Gem of Stygia. There is one devilbane gem in Stygia, guarded in a holy, fortified keep. Levistus gets around the effect by hiring mortals and half-fiends, who sail ships through portals to round up souls for the archdevil.

DEVILHUSK ARMOR

Armor (hide), rare

Devilhusk Armor is armor covered in vicious barbs that is made from the hide of a barbed devil. While wearing this armor, you gain a +1 bonus to AC.

Barbed Hide. At the start of each of its turns, the wearer deals 5 (1d10) piercing damage to any creature grappling it.

FIENDBLADE (INFERNAL)

Weapon (longsword), very rare (requires attunement)

Infernal fiendblades are designed to slay angels and to link a mortal to a powerful archdevil, to act as their proxy or to further their agenda.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature of the celestial type with it, the celestial takes an extra 2d6 slashing damage,

Transformation. Once the wielder draws blood with a fiendblade, they take on cosmetic physical traits of the archdevil that the blade is connected to.

Connection. The wielder is telepathically linked to the archdevil. They can ask questions and receive advice if the archdevil is in the mood for it.

Vulnerability. Being splashed with a vial's worth of holy water does 2d8 radiant damage to the wielder.

Soul Pact. Once attuned, the soul of the wielder is marked by the archdevil linked to the fiendblade. When the wielder is slain, their soul travels to the Nine Hells and is the property of the archdevil to be either tortured or rewarded.



GREENSTONE AMULET

Wondrous item, rare (attunement)

Under the guidance of the great crafter Tymphalos, the duergar of Phlegathos created a number of amulets of proof against detection and location out of an infernal mineral known as greenstone. They discovered that using greenstone has conferred additional powers to the amulets.

Psychic Protection. The amulet gives you resistance to psychic damage and you are immune to the charmed condition.

Anti-Detection. While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

THE HEART OF MEPHISTOPHELES

Wondrous item, legendary (requires attunement)

Mephistopheles created this item for agents of his in the mortal realms. The heart is a ruby one-foot-wide and contains a personality modeled after the psyche of Mephistopheles himself. It advises

cultists and allies, and is nearly invulnerable. It can speak and use telepathy and is almost impossible to damage.

Dominate Monster (1/Day). The wielder can cast dominate monster (PH page 235) with a Wisdom save DC of 18.

Lightning HellBolt (3/Day). As an action, a stroke of fiery lightning bursts out from the Heart and forms a line of fiery lightning 100 feet long and 5 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw or take 8d6 lightning and 3d6 fire damage on a failed save, or half as much on a successful one. This power ignites all objects in the area that are flammable.

Infernal Hellscape. All devils within one mile of the Heart are immune to the spell banishment.

Unbreakable. The Heart is impervious to harm. The only known way to destroy one is for a cleric or paladin of a good deity to cast raise dead or resurrection on the heart. This will make a crack appear in the heart, allowing it to take physical damage: AC 14 HP 30. Once reduced to 0 hit points, the Heart of Mephistopheles explodes in a 50 foot radius. All creatures in the radius must make a DC 20 Dexterity saving throw or take 10d6 fire damage, half as much on a save.

HELLPIERCER

Weapon (arrow), very rare

A hellpiercer is a devil-slaying magic arrow containing a reservoir of couatl blood that explodes on impact. When a devil takes damage from a hellpiercer, it must make a DC 17 Constitution saving throw. On a failed save, it takes an extra 6d10 piercing damage and is blinded with radiance until the end of your next turn. On a successful save, it takes half damage and is not blinded.

Once a hellpiercer deals its extra damage to a creature, it has used up the couatl blood and becomes a non-magical arrow.

HELLSTONES

Wondrous item, rare

Also known as "Ulith", hellstones form in the infernal rifts of Nessus. These fiery red gems are some of the hardest gems known to exist.

Dangerous to Handle. They are lit by an inner hellfire and they do 2d6 fire damage to any non-evil creature that touches one.

Infernal Enchantment. Embedding a hellstone on a melee weapon gives that weapon a +1 non-cumulative

bonus to hit and damage. Hellstones tend to warp the weapon to make it more sinister in appearance. Sometimes, the wielder feels the pull of evil tugging at their soul.

Deadly. A weapon with a hellstone will never deliver non-lethal damage.

HOWLING DAGGER

Weapon (dagger), legendary (requires attunement)

Crafted from the chains that once bound a mighty primordial, there are 100 howling daggers in existence. When unsheathed, any howling daggers you own orbit around your body as tortured devil faces shriek audibly from their pommels.

Unique Attunement. When you are attuned to one howling dagger, you are attuned to them all.

Howling Aura. Once attuned, any unsheathed howling daggers that you own orbit your body.

Howling Fury. As a bonus action, when you hit an enemy within 25 feet of you with an attack, each howling dagger in your Howling Aura flies to the target, deals one damage, and returns to your aura.

Howling Admonishment. When a creature starts its turn within 25 feet of you, any howling daggers in your aura deal 1 slashing damage to the target and return to your aura.

Acquiring More. When a howling dagger is within 50 feet of you, you can make a DC 20 Charisma (Intimidate) check. If you succeed, any howling dagger within 50 feet of you becomes part of your aura. If they are attuned to somebody else, you must make an opposed Charisma check. The daggers flock to and orbit around the winner and another such contest cannot take place for 24 hours.

Currently, all of the howling daggers are owned by the five assassin devils known as the Stygian Masque.

HOWLING BANDOLIER

Wondrous item, rare

A long baldric with many loops that magically holds up to 100 daggers.

Howling Release. As a bonus action, the wearer can draw up to 100 daggers from this ban-

dolier.

LUCIFUGE

Weapon (longsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature of the fiend type with it, the fiend takes an extra 2d6 slashing damage. Should the wielder ever attack an archdevil, the blade deals an extra 4d6 slashing damage instead of 2d6.

Transformation. When you attune to this weapon, the wielder gains horns, a thin red tail and their skin turns red. This effect goes away when the wielder is not attuned to Lucifuge.

Connection. The wielder is telepathically linked to the sentience of Lucifuge, a devil child killed by Asmodeus. It empathically conveys child-like curiosity and hatred for all devils.

Goal. Lucifuge wants to kill Asmodeus. If it does so, the sword turns to ash and the wielder is granted one wish, as per the spell.

MALEFACTOR

Weapon (mace), legendary (requires attunement)

Crafted from baatorian green steel, this mace's head is shaped like the skull of a screaming horned devil and the end of the haft is shaped like a barbed devil claw.

Malefactor has +2 to hit and damage and it does +2d8 bludgeoning damage to demons.

Liar. The wielder has advantage on Charisma (Deception) checks.

Powers. Malefactor can cast each of the following spells once per day: Fear (PH pg 239), flame strike (PH pg 242) - this version of the spell does necrotic damage instead of radiant, trueseeing (PH pg 284), and wall of fire (PH pg 285).

Plane Shift (3/Day). When the wielder says "Cauldra Azavistos" out loud, it triggers a plane shift spell that leads to an infernal fortress known as the Fortress of Malevolence (detailed below).

Sentience. Malefactor is possessed of a slight sentience and it can communicate empathically with the wielder. If it is displeased, it can fill the wielder's head with strong emotions. The wielder must make a DC 17 Charisma saving throw or drop the weapon



Personality. Malefactor was created to kill demons. It loathes chaos and values order Malefactor especially appreciates those who are crafty.

The Fortress of Malevolence

This fortress, located in a volcano of Phlegethos, has a magically cool interior and it contains five bedrooms, two guest rooms, an audience chamber, a banquet hall, a kitchen and a bathroom with a bag of devouring incorporated into the toilet.

There are a number of interesting things in the Fortress:

Maggot Mattress: One guest room has a bed with a mattress made of sewn demon skin stuffed with dead black maggots.

Black Dragon Corpse: In another bedroom, the remains of a black dragon are suspended from the ceiling by nine hooked chains.

Teleport Chamber: There is a teleportation chamber containing a permanent teleport circle.

Mirror of Lifetrapping: This mirror (DMG page 181) holds: A vargouille (Volo's page 195), Celiskus Graystaff the human wizard, Phylbar Sunstrider the human paladin and Talicen, the remorseful tiefling.

NIGHTMARE HARNESS

Wondrous item, rare (requires attunement)

This harness is studded with platinum and precious gems that burn with an inner fire.

Summon Nightmare (1/Day). If you are attuned to the harness, you can use an action to summon a nightmare (MM page 235) through the harness, who willingly serves as a mount for up to 6 hours. You can dismiss it with an action. If the nightmare is slain while summoned in this way, the harness crumbles to dust.

Mistreatment. Each harness is linked to a specific nightmare, each with their own personality. The nightmare will turn against those who treat it poorly.

Pilfering Gems. If you try to steal a gem off of the harness, you will be plagued with dreams about being chased by a nightmare. Every night, your hit point maximum is reduced by 5 until you are dead. This condition can be cured with a greater restoration spell.

RAVAGES

The powers of good have their own answer to poison: ravages, magical traumas which can twist the moral corruption of evil creatures to cause them physical pain.

Ravages are enchanted variations of holy water that affect only evil creatures and work similarly to poison (DMG page 257).

Ravages

Item	Type	Price per Dose
Golden Ice	Contact	400 gp
Celestial Lightsblood	Ingested	1,700 gp
Unicorn Blood	Injury	1,400 gp

Golden Ice (Contact). This crystalline substance is cold to the touch but never melts. Evil creatures who come in contact with golden ice must succeed on a DC 15 Constitution saving throw or their interior hardens into golden ice and they are restrained for 6 hours. The condition ends if the creature takes damage.

Celestial Lightsblood (Ingested). This rare, ethereal substance is of a pure silvery color. Evil creatures who ingest this ravage suffer no effect until they commit an evil deed (the DM decides what qualifies as evil). When this occurs, the creature must succeed on a DC 17 Constitution saving throw, taking 21 (9d6) radiant damage on a failed save, or half as much on a successful one.

Unicorn Blood (Injury). Donated by a noble and giv-

ing unicorn, this blood loses its potency if the unicorn is slain. An evil creature subjected to this ravage must make a DC 15 Constitution saving throw, taking 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one.

RUBY ROD OF ASMODEUS

Wondrous Item, legendary (requires attunement)

The ruby rod can be wielded as a weapon, a mace that has +5 to attacks and damage. Every hit is a critical hit.

Appearance. This scepter is a 4-foot shaft carved from solid ruby. Along its length are the names of good deities and angels spelled in reverse and stained with dark blood. The bottom is jagged, as if the item was snapped from a larger piece, while the top is a clawed fist clutching a skull.

Rulership. The Ruby Rod is the symbol of office for the ruler of Nessus. Whomever wields it rules Hell.

Aura of Might. Anyone attempting to attack the wielder must first succeed on a DC 20 Charisma saving throw. Failure means that the attacker does not attack, but bows down, becoming prone until the start of the next turn. Once a saving throw is successful against this aura, you are immune to it for 24 hours.

Line of Lightning. As an action, the wielder can cast lightning bolt (PH page 255).

Line of Acid. As an action, the wielder can cast Melf's acid arrow (PH page 259) with +15 to hit. On a hit, the target takes 8d4 damage immediately and 4d4 damage at the start of its next turn.

Cone of Cold. As an action, the wielder can cast cone of cold (PH page 224).

Reverie of Nessus (1/Day). Once per day, the wielder can be encased in a 5-foot-radius spherical wall of force. The area 50 feet around the sphere (but not within it) becomes an antimagic field. This effect lasts for 3 rounds.

At the start of the first round, the wielder is automatically purged of any unwanted enchantment spells or effects.

At the start of the second round, the wielder is

purged of any diseases, poisons, or physical maladies (including lost body parts).

At the start of the third round, the wielder gains the effects of a Long Rest.

This ability triggers as a reaction if the wielder ever fails a save against an unwanted enchantment spell or effect, such as charm person.

Creation. Crafted from a single ruby of incredible size, it was drenched in the blood of a thousand mortal sacrifices, refined in Tiamat's acidic drool, and polished with the tears of 777 angels. Inside of it is a shard from the seed of evil, the pulsing heart of all that is foul that lies at the bottom of the Abyss.

Lesser Rods. It is known that his aspect has a replica of the rod, which seems to suggest Asmodeus has the ability to create facsimiles.

TANTULHOR BLADE

Weapon (any sword that deals slashing damage), uncommon

When you attack a construct or object not made of stone and hit with a Tantulhor blade, maximize your weapon damage against the target. Tantulhor blades do 0 damage to stone.

Gem Magnetism. The tantulhor blade is also a gem magnet. Once per day as an action you can cause all gems not in containers or pockets within 40 feet to hurtle through the air and stick to your blade.

The duergar in Tymphalos create these unbreakable blades and they are rumored to use waters from the Styx in the process, giving the blades an innate connection to the Nine Hells, known for their unbreakable nature and incredible sharpness.

THE VALLIS CRYSTAL

Wondrous item, legendary (requires attunement)

At first glance, this shapeless bit of crystalline stone appears less valuable than the silk it is wrapped in. Within its facets lies an entire world.

If you hold the crystal in your hand, you can use an action to teleport yourself and up to 8 willing creatures within 20 feet to the world inside the crystal. There are 6 different locations on the world you can appear at.

Anyone who travels to the world of Vallis in this way can magically teleport back outside the crystal as an action.



Answer Prayer. If you are attuned to it, you can hear the prayers of the people inside. Once per day, you can answer them per the rules of a commune spell (PH page 223).

Holy Assist. Once per day, you can spend an action to contact someone in the crystal who can give you advice, giving you advantage on a skill check that involves Intelligence, Wisdom or Charisma.

Heal Self. Once per day, as an action, you can use the collected divine energy of their prayers to heal yourself for 3d8+8 hit points.

Raise Dead. As an action, once per month you can use the Vallis Crystal to cast raise dead (PH page 270) with no need for the components. When doing so, you must make a DC 15 Wisdom saving throw. If you succeed, one random humanoid living in Vallis dies and their life force fuels the spell. If you fail the save, 1d100 random humanoids of Vallis die. In either case, a diamond worth 500 gold in the world of Vallis vanishes, used up by the spell.

Created by Devils. Perhaps one of the greatest feats the devils have ever achieved is the creation of the Vallis Crystal. With the aid of Armaros (see page 128), Asmodeus placed an entire mortal world inside the crystal.

APPENDIX B: NPCs

This section contains unique NPCs and organizations with history and connections to the Nine Hells.

DAUGHTERS OF BLACKEST NIGHT



Mortal warlocks of Glasya who draw upon her diabolical essence, the Daughters of Blackest Night seek out the most beautiful people in the mortal realms for the Princess of Hell to do with as she will.

The Daughters of Blackest Night were founded by a witch named Eranea whose contempt for the divine knew no bounds. She dared to challenge Asmodeus himself and the Inquisitors of Asmodeus slaughtered her and her cult. Their Blasphemous Libram survived and the cult has spread far and wide.

HELLSWORN

Those who are attractive but not exceptional are corrupted, seduced and transformed through an infernal ritual. These mortals become fiendish creatures with coal black skin, red eyes, horns and claws. A glowing rune pulsing with fiery energy burns on their forehead.

DAUGHTER OF BLACKEST NIGHT

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Skills Arcana +5, Deception +7, Persuasion +7

Senses passive Perception 11

Languages Common, Infernal

Challenge 2 (450 XP)

Black Flames. Enemies within 30 feet have disadvantage on death saving throws.

Spellcasting. The daughter of blackest night is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The daughter of blackest night has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *friends*

1st level (4 slots): *fire bolt*, *hellish rebuke*

ACTIONS

Lash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Brimstone Caress. Any creature within 5 feet of the daughter must make a DC 12 Dexterity saving throw or take 5 fire damage. The daughter magically teleports, along with any equipment she is wearing or carrying, up to 30 feet to an unoccupied space that she can see.

HELLSWORN

Medium humanoid, lawful evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	8 (-1)	8 (-1)	12 (+1)

Skills Acrobatics +5, Athletics +6

Damage Resistances fire

Senses darkvision 60 ft. passive Perception 9

Languages Common, understands Infernal but cannot speak it

Challenge 1 (200 XP)

ACTIONS

Multiattack. The Hellsworn makes three claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

REACTIONS

Unacknowledged Sacrifice. When an ally takes damage from an attack, the hellsworn moves up to its speed. If it ends 5 feet from the ally, it takes the damage instead of the ally.

BAELZRA



Baelzra the Chain Princess is an outcast archdevil who managed the rare feat of offending the entirety of the Nine Hells. Accompanied by her slithering, blood-soaked chain blades and a motley crew of chain devils and yuanti, Baelzra is blazing a unique trail through the mortal realms and the planes.

Unnerving Gleam. Fetching from a distance, many marvel at the raven-haired beauty's porcelain skin and outgoing nature. Once one gets closer, they cannot help but notice that her yellow eyes twitch and offer a glimmer of madness and even chaos. She often wears blood-soaked chains, but sometimes prefers bloodied ribbons. She always wears her Arjale boots crafted in the likeness of her archdevil father.

Voice of the Hag. The biggest indicator of her

demented nature is her voice. It is hoarse and raw, sounding like a withered old crone hissing profanities. Her long forked tongue waggles disconcertingly when Baelzra speaks.

Baelzra's Weakness. Baelzra's chains are her snake-like pets and her true weakness. Once every 6 weeks, she allows her chains to disengage from her body altogether so that they roam free, clinking about, slicing any vermin or fowl they come upon. When the chains are not attached to her body, Baelzra grows weak. It is thought that at those points, she is perhaps no more powerful than a kytton of Jangling Hiter.

Approval of Asmodeus. Sagirsa, an archdevil that is a hybrid of a chain devil and a corruption devil, wasted no time in trying to steal Mammon from his consort, Glwa. She succeeded in getting close to the Lord of the Third, and was shocked when Asmodeus approved her request to bear his child. This child was Baelzra.

Asmodeus likely approved the request to sow more discord in Minauros, and because he seems to take joy in the anguish of Mammon.

Soul Thief. Baelzra was unhinged from the start, obsessed with pleasing her father. As an adult, Baelzra committed the unthinkable sin of unbinding souls bound to other archdevils. To actually snatch away souls earned by devils through magic rather than legal maneuvering is offensive to devils on many levels.

Banishment. Asmodeus himself banished Baelzra from the Nine Hells. Sagirsa stepped forward and took the blame for Mammon, an act she was certain would win him over in the long run.

Wandering Archdevil. Baelzra explores and wanders the realms, kept company by her semi-sentient, snake-like chain blades. She scours the multiverse for the three things Mammon prizes most: gold, souls and magic. She periodically uses magic to send him piles of treasure

Mammon's Weakness. It is believed that Baelzra is Mammon's weakness. He delights in her audacity and looks forward to every gift she sends. In his court that is brimming over with treachery, she alone was on his side.

Alliance with Zehir. Baelzra learned the ritual to unbind souls from Zehir, the snake god. Zehir has a domain in Stygia and he had long been toying with the concept. Baelzra was his guinea pig, and the experiment was a success.

Magic Ally. Zehir sends her yuan-ti servants to protect and aid her in her journeys. He also uses his magic to transport her gifts to Mammon, and he has the ability to bring her to Hell if she so desires, risky though it may be. Zehir wishes to form a close alliance with Mammon and Baelzra. In recent years, Zehir has lost standing among the yuan-ti. Merrshaulk, Sseth and even Dendar the Night Serpent threaten to make him a forgotten god.

War with Tiamat. Zehir has long been at war with Tiamat over their shared domain of Tytherion. His hope is to drag Mammon into a battle with Tiamat. Once Tiamat is weakened, he and Baelzra can join the assault

and destroy her. By devouring the divine spark of Tiamat, Zehir will be more powerful than any of the serpent gods.

Glwa and Baelzra. Mammon's feuding court has tried to use Baelzra in various schemes, but her unpredictability and utter loyalty to her father has made all efforts futile. Glwa in particular fears Baelzra. Should the Chain Princess find out about Glwa's illicit dealings with Focalur, Baelzra would likely go on a rampage.

Glasya and Baelzra. Glasya, who is quietly trying to pluck Minauros from the grasp of Mammon, once tried to entreat Baelzra. Baelzra immediately attacked her. Baelzra loathes Glasya, as Glasya caused Mammon great pain in the past.

BAELZRA

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	26 (+8)	24 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +15, Int +10, Wis +9, Cha +11

Skills Insight +16, Intimidation +18

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft. passive Perception 12

Languages all, telepathy 120

Challenge 22 (41000 XP)

Magic Resistance. Baelzra has advantage on saving throws against spells and other magical effects.

Magic Weapons. Baelzra's weapon attacks are magical.

ACTIONS

Multiattack. Baelzra makes three attacks.

Blood-Soaked Chain. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 22 (4d6+8) piercing damage and the target is pulled to within 5 feet of Baelzra.

Rage Spiral (Recharge 5-6). Baelzra's bladed chains spin around her, forcing all within a 20 foot radius of her to make a DC 22 Dexterity saving throw or take 77 (22d6) slashing damage, half damage on a successful save.

LEGENDARY ACTIONS

Baelzra can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Baelzra regains spent legendary actions at the start of its turn.

Dance Of Battle. Baelzra uses a Disengage action.

Aura Of Clutching (Costs 2 Actions). Baelzra makes a blood-soaked chain attack. If it hits, Baelzra heals for the amount of damage dealt.

Interpose Captive (Costs 3 Actions). Baelzra makes a blood-soaked chain attack. If it hits, the target is grabbed (escape DC 22). When Baelzra is hit by an attack, she and the target each take half damage from it. While a target is grabbed, Baelzra cannot use rage spiral.

GUIONNE, LORD OF CARABUM



One of the most unique and recognizable archdukes outside of the Nine Hells, Guionne has the ability to grow winged devil babies made of ooze from his abdomen. Guionne despises these creatures, but uses them very effectively in his day-to-day duties.

Guionne looks like an elderly gentleman with two small horns jutting from his forehead, red irises, and hooved feet. He claims to be a humble planar historian, but in truth, he is a spy and agent for Dispatar.

Punished. Long ago, Guionne served in the court of Baalzebul. Guionne had the supreme misfortune of getting caught making jokes at Baalzebul's expense. It was Neabaz, the weakling herald, who overheard and reported Guionne's cruel jabs.

Baalzebul decided to teach Guionne what it's like to be transformed. He thrashed Guionne and forced him into a pit containing a conflagration ooze. Using his promotion ability in a sideways manner, Baalzebul drew a portion of the ooze's essence into Guionne's torso.

Carabum King. Guionne was appalled to see that his

CARABUM

Small ooze, lawful evil

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	9 (-1)	8 (-1)	7 (-2)	18 (+4)

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, exhaustion

Senses blindsight 60 ft. passive Perception 8

Languages Common, Infernal

Challenge 1/8 (25 XP)

ACTIONS

Needling Teeth. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

REACTIONS

Sweet Disposition. If a creature the carabum can see makes an attack roll against it while within 30 feet of it, the carabum can ask the attacker to attack another target. The attacker must make a DC 15 Wisdom saving throw. On a failed save, the attacker must target another creature or the attack is lost and wasted. On a successful save, the attacker is immune to Sweet Disposition for 24 hours. Creatures that can't be charmed are immune to this effect.

abdomen now generated sentient, flying oozes in the form of devil babies. They became known as the carabum or cherubium and they embarrassed him constantly. Guionne became the butt of every joke in Baalzebul's court.

Betrayal. A spy of Dispatar's saw Guionne's plight, and it wasn't long before Guionne betrayed Baalzebul and was granted asylum in the city of Dis. Guionne shared all that he knew about Baalzebul's schemes

Dis. Guionne grew to dislike living in Dis, partly because the toiling souls kept mistaking his carabum for angel babies and would make quite a scene, weeping and begging for salvation.

Additionally, Guionne knew it was just a matter of time before Dispatar turned against him. Sooner or later, Dispatar turned against everyone, except Ustyryn-jha.

Hestavar. Guionne applied for a unique planar experiment. Three deities created a city in the Astral Plane where angels and devils could live

together with no threat of violence, in the hopes that the fiends and the celestials could end their grudge as old as time.

It was called Hestavar. Guionne was brought there by a generous deity and he immediately began spying on the angels. He repeatedly ran afoul of the incubus ruler of Hestavar, Naberius Sain.

Guionne got tangled up in a scheme to obtain a legendary artifact protected by three magic seals in the city. Heroes foiled his plans, but the city's pact had been

shattered.

Prison. A new pact was made, and Guionne was imprisoned for many years, with only his carabum to keep him company.

Redemption. Recently, he was released. Guionne had served out his sentence. He was eager to wander the mortal realms, looking to redeem himself in the eyes of Asmodeus and perhaps end his curse.

GUIONNE

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 312 (25d10 + 175)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	24 (+7)	26 (+8)	18 (+4)	26 (+8)

Saving Throws Str +9, Dex +12

Skills Deception +22, Persuasion +22

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses truesight 120 ft. passive Perception 14

Languages Common, Infernal, telepathy 120 ft.

Challenge 21 (33000 XP)

Legendary Resistance (3/Day). If Guionne fails a saving throw, he can choose to make it instead.

Magic Resistance. Guionne has advantage on saving throws against spells and other magical effects.

Magic Weapons. Guionne's weapon attacks are magical.

ACTIONS

Multiattack. The Guionne makes 3 attacks with backhand or molten wave.

Backhand. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8+2) bludgeoning damage.

Molten Wave. *Ranged Spell Attack:* +15 to hit, range 30/5 ft., one target. *Hit:* 22 (4d6+8) fire damage.

Wall Of Burning Iron. Guionne magically forms a wall of red-hot iron covered in wicked barbs on a solid surface he can see within 60 feet of him. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature must then make a DC 22 Dexterity saving throw, taking 24 (3d10+8) piercing damage and 24 (3d10+8) fire damage on a failed save, or half as much on a successful one.

A creature who starts its turn within 5 feet of the wall takes 17 (2d8+8) fire damage.

The wall lasts for one minute or until Guionne is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 60 hit points.

LEGENDARY ACTIONS

Guionne can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Guionne regains spent legendary actions at the start of its turn.

Spawn Carabum. Guionne takes 10 damage and spawns a carabum in a square within 5 feet of him. The carabum can immediately move and take an action. It acts on Guionne's turn each round thereafter.

Conflagratory Step. Guionne can teleport and trade spaces with a carabum he can see.

Carabum Conduit. Guionne can choose a carabum he can see and make a molten wave attack through it as if he was in the carabum's space.

MOLOCH



Moloch is an outcast archdevil, a once-powerful fiend now reduced to the status of a lowly imp. Like other imps, Moloch is expected to serve and attempt to corrupt mortal spellcasters. Unlike other imps, he has vast arcane knowledge to draw from.

Sparks of Power. When he tries, Moloch can draw out just a flicker of his old energy from a reservoir in his horns. This alone makes him much more powerful than any common imp, although not powerful enough to threaten any devil of consequence.

Orange Brute. In his imp form, Moloch has orange-red scales and his body is much thicker and brutish than others of his ilk. While most imps flit about, nimbly avoiding obstacles, Moloch flies right through them.

Sensory Alterations. When he shapechanges, he can become a winged snake and nothing else. He has been trying to will himself to gain back his truesight, but all he can muster is brief glimpses into the Ethereal Plane.

Touch of Gold. As ruler of Malbolge, Moloch had a habit of coating his enemies in hardened gold, enshrining them as a statute forever. Few knew that he had developed the ability to do this innately. As an archdevil, the magical process took up to 10 minutes. But now, delivered as a poison through his stinger, the petrification is

MOLOCH THE IMP

Tiny fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	17 (+3)	15 (+2)	29 (+9)	14 (+2)

Skills Deception +6, Insight +13, Persuasion +6, Intimidation +6

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 19

Languages all

Challenge 4 (1100 XP)

Shapechanger. Moloch can use his action to polymorph into an orange-scaled winged snake or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed.

Archdevil's Sight. Magical darkness doesn't impede Moloch's darkvision and Moloch gets a headache when invisible creatures are within 30 feet of him.

Magic Resistance. Moloch has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) piercing damage and the target must make on a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. Moloch magically turns invisible until he attacks. Any equipment Moloch wears or carries is invisible with him.

Golden Sting (1/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The creature must make a DC 12 Dexterity saving throw. On a failed save, the creature begins to be covered in a film of gold and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified in a solid shell of gold until freed by a greater restoration spell or other magic.

almost instantaneous.

Glasya's Minion. Moloch has been spending time in Glasya's court, attempting to win her over, but so far she has visited only cruelties upon him.

Immaculate Souls. Moloch thinks that Asmodeus might reward him if he can claim a pure soul such as one or more unicorns. He thinks his golden sting might work on them, but he has yet to get close enough to try.

In his archdevil form, Moloch is a red-orange-skinned giant with fiery eyes. Ropes of slime drip from his toothy maw.

Moloch's Scourge. His connection with his scourge is so strong that he can control how much blue fire burns on each strand. It is theorized that he wielded the scourge as an angel, and when he became corrupted by the Nine Hells, so too was the scourge.

Hag Bond. Despite the fact that his downfall was engineered by a hag, Moloch still has a great fondness for them. As a fiend extremely attracted to evil, there are few

things Moloch enjoys more than a hag's cruelty to those weaker than her. Hags in turn appreciate him for his incredible knowledge of the arcane. His sweat alone makes for a potent magical brew.

Remains of the Countess. Moloch is troubled by Malbolge. It must be said that the idea of somehow transforming the Hag Countess back into her hag form might throw off Glasya enough for him to drive her out of Malbolge altogether.

MOLOCH

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 279 (18d12 + 162)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	28 (+9)	15 (+2)	29 (+9)	27 (+8)

Saving Throws Dex +10, Int +9, Cha +15

Skills Intimidation +22, Persuasion +22

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft. passive Perception 19

Languages all, telepathy 120 ft.

Challenge 21 (33000 XP)

Regeneration. Moloch regains 15 hit points at the start of his turn. If he takes damage from a silvered weapon, this trait doesn't function until the start of Moloch's next turn.

Legendary Resistance (3/Day). If Moloch fails a saving throw, he can choose to succeed instead.

Magic Resistance. Moloch has advantage on saving throws against spells and other magical effects.

Planar Commitment. If magically forced to leave the Nine Hells, Moloch is instead teleported 100 miles in a random direction.

Magic Weapons. Moloch's weapon attacks are magical.

Innate Spellcasting. Moloch's spellcasting ability is Charisma (spell save DC 23). Moloch can innately cast the following spells, requiring no material components:

At will: *fly*, *greater invisibility*, *teleport*, *flame strike*
1/day each: *geas*, *wish* (granted to others only)

ACTIONS

Multiattack. Moloch makes either three Claw attacks or four Moloch's Scourge attacks.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) slashing damage plus 27 (6d8) fire.

Moloch's Scourge. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (4d6+8) slashing damage plus 14 (4d6) fire damage.

LEGENDARY ACTIONS

Moloch can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Moloch regains spent legendary actions at the start of its turn.

Shark-Toothed Maw. *Melee Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Moloch's Scourge. Moloch makes a Moloch's Scourge attack.

Fear Breath (2 Actions). Moloch breathes thin brimstone in a 30 foot cone. All within the cone must make a DC 23 Wisdom saving throw or be frightened until the start of Moloch's next turn.

MORDUKHAVAR THE REAVER



One of the most powerful abominations ever to climb from the pits of Baator, Mordukhavar is a two-headed dragon that is half-pit fiend. His mother is Tiamat and his father is Cantrum, the legendary, late pit fiend founder of the Dark Eight.

Pit Fiend Giant. Mordukhavar can shift into another form if he so desires. He can become a 30-foot-tall, two-headed pit fiend. This form is even more intimidating than his natural dragon form.

Mordukhavar gathers information and makes deals on behalf of Tiamat. He also commands an army of devils and fights alongside Zariel often.

The Dark Eight. Mordukhavar wants to join the Dark Eight, upending the tradition of pit fiends taking on the persona of the person they are replacing. The Dark Eight fear Mordukhavar's power, and do not want him in their midst. If they can find a way to kill him, they will try it.

Agent of Tiamat. Mordukhavar has a number of dragon allies on mortal worlds. Occasionally, they call on him for aid and he almost always responds. He is an emissary for his mother and is always looking for a way to help her escape the Nine Hells.

MORDUKHAVAR'S LAIR

Mordukhavar's lair is in complex of caverns underneath Zariel's ruined stronghold.

Mordukhavar usually rests on an island in a pool of lava on top of a mountain of treasure.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20 foot high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon must make a DC 15 Dexterity saving throw or be hit by falling rubble, knocked prone and are restrained until they can escape (DC 15).
- Tormented faces appear in the floor and scream. Everyone but Mordukhavar must make a DC 15 Constitution saving throw or be deafened until the end of their next turn.

REGIONAL EFFECTS

The region surrounding Mordukhavar's lair is warped by infernal magic, which creates one or more of the following effects:

- Within 1 mile of the lair, there are massive footprints of a 30 foot tall pit fiend containing pools of blood.
- Within 1 mile of the lair, skulls of Mordukhavar's many victims warn travelers to turn back.
- Crags within 1 mile of the dragon's lair have been transformed into hellish crystal by Mordukhavar's breath weapon.

MORDUKHAVAR

Gargantuan dragon (devil), lawful evil

Armor Class 24 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	28 (+9)	22 (+6)	20 (+5)	25 (+7)

Saving Throws Dex +8, Con +16, Wis +12, Cha +14

Skills Perception +19, Stealth +15

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, frightened, poisoned, stunned

Senses passive Perception 15

Languages Common, Draconic, Infernal, telepathy 120 ft.

Challenge 24 (62000 XP)

Shapechanger. Mordukhavar can use its action to polymorph into a 30 foot tall pit fiend with two heads or back into its true form. Its statistics are the same in each form. Any equipment it is wearing isn't transformed.

Legendary Resistance (3/Day). If Mordukhavar fails a saving throw, it can choose to succeed instead.

Magic Weapons. Mordukhavar's weapon attacks are magical.

ACTIONS

Multiattack. Mordukhavar makes five attacks: two with its bite, two with its razor-sharp claws, and one with its tail sting.

Razor-sharp Claws. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Fiendish Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 22 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail Sting. Melee Weapon Attack: +17 to hit, reach 20 ft., one target Hit: 19 (2d8 + 10) bludgeoning damage and the target must succeed on a DC 22 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

LEGENDARY ACTIONS

Mordukhavar can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Mordukhavar regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check with advantage.

Corrosive Acid (Costs 2 Actions). The dragon exhales acid in a 60-foot line that is 15 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save and gains a cumulative -1 to AC and damage on non-magic armor and weapons. Those who make the save take half as much damage.

Gout Of Hellfire (Costs 2 Actions). The dragon exhales fire in a line 55 feet long and 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) fire damage on a failed save, or half as much damage on a successful one.

Mordukhavar is terrifying! In my opinion, it is just a matter of time until he takes a layer of the Nine Hells for his own. Right now, his loyalty to Zariel is keeping him where he is, but if I were someone like Mammon or Belial, I'd be extremely worried.

Emirkal the Chaotic

APPENDIX C: HELLFIRE

Hellfire was discovered by Baalphegor and Mephistopheles of Cania. Hotter than any flames outside of a sun or the elemental plane of fire, hellfire burns with a white-hot glow. It is capable of burning through or melting even the strongest of substances.

Hellfire is an option to consider carefully. When you have a damage type that no monster is resistant or immune to, it might unbalance the game. You could counter it by giving creatures resistance to hellfire, but that sort of defeats the purpose of it in the first place - hellfire is so powerful that it even hurts demons and devils.

Hellfire does not deal fire damage. Even creatures with immunity or resistance to fire take full damage from these infernal flames, as do creatures benefited from items or spells that give them resistance or immunity to fire.

Additionally, hellfire devours objects, reducing them to thin ash in moments. Hellfire automatically does critical hit damage to objects.

HELLFIRE

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A searing torrent races from your palm to a point you choose within 30 feet and then erupts into a pillar of hellfire. Each creature in a 5-foot radius centered on that point must make a Dexterity saving throw. A target takes 8d6 hellfire damage on a failed save, or half as much on a successful one.

The fire spreads around corners. It immolates flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hellfire damage increases by 1d6 for each slot level above 4th.

HELLFIRE STORM

7th level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A battery of white-hot spheres of flame pounds the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. Those in range take 8d6 hellfire damage on a failed save, or half as much on a successful one. Until the end of your next turn, creatures who start their turn in the area take 10 hellfire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot above 7th.

You create a massive explosion in a 20 foot radius, dealing 5d6 hellfire to all creatures in the radius.

DEVELOPMENTAL HELLFIRE WAND

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend one of its charges to cast the Hellfire spell (save DC 15) from it.

The wand regains 1d6+1 expended charges daily at midnight. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

When you successfully hit with the wand, a studious infernal succubus (usually either Nandima the Inquisitive Succubus or Brimshadow the Overworked Incubus) appears and wants to quiz the wielder on how the wand is working and if any tweaks should be made. They write down notes on a 4 foot-long scroll with a quill made from the bloodied feather of a swan.

When you use the wand, roll 1d6 for an additional effect:

1. Lose 1d4 charges.
2. The wand backfires, dealing 2d6 hellfire damage to you.
3. Smoke fills a 5 foot radius centered on you heavily obscuring the area for 1 minute.
4. A hovering pinpoint of hellfire hovers in the air, issuing bright light in a 50 foot radius for 1 minute.
5. After the spell does its damage, the hellfire becomes a fire bat that fights as your ally. It fades away after one minute.
6. The wand regains the charges it just spent.

APPENDIX D: THE ARCHDEVIL RULERS

ASMODEUS

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Asmodeus can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row.

- Asmodeus uses the ruby rod to cast either lightning bolt or

cone of cold.

- A sheet of flame rolls through the chamber. All non-devils must make a DC 20 Dexterity saving throw or take 22 (3d8+9) fire damage.
- A droplet of blood from one of Asmodeus's never-healing wounds hits the floor. It begins to grow and take shape. In 3 rounds, it will be a fully-formed pit fiend.
- Raw energy from the shard of evil in the ruby rod seeps toward a random character. Make a DC 20 Constitution saving throw. Failure means your alignment shifts from good to neutral or neutral to evil.

ASMODEUS

Huge fiend (devil), lawful evil

Armor Class 22 (natural armor)

Hit Points 459 (34d12 + 238)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	24 (+7)	24 (+7)	26 (+8)	25 (+7)

Saving Throws Dex +13, Con +15, Int +15, Cha +15

Skills Insight +24, Deception +23, Intimidation +23, Persuasion +23

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 18

Languages all, telepathy 120 ft.

Challenge 26 (90000 XP)

Legendary Resistance (3/Day). If Asmodeus fails a saving throw, he can choose to succeed instead.

Magic Resistance. Asmodeus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Asmodeus's weapon attacks are magical.

Aura Of Submission. When a creature starts their turn and can see Asmodeus, they must make a DC 23 Charisma saving throw or be charmed by him. At the end of each of their turns, the victim can reroll the

saving throw with a success ending the effect. Once the saving throw is made, the target is immune to the aura for 24 hours.

Innate Spellcasting. Asmodeus's spellcasting ability is Intelligence (spell save DC 23). Asmodeus can innately cast the following spells, requiring no material components:

At will: *charm person, dispel magic, fire storm, geas, resurrection, suggestion*

3/day each: *dominate monster, meteor swarm, power word kill, power word stun*

ACTIONS

Multiattack. Asmodeus makes three attacks.

Ruby Rod. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (3d8+9) bludgeoning damage plus 13 (2d12) fire damage.

LEGENDARY ACTIONS

Asmodeus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Asmodeus regains spent legendary actions at the start of its turn.

Fear Gaze. Asmodeus casts fear (PH page 239) on a creature he can see.

Chill Gaze. Asmodeus casts slow (PH page 277) on a creature he can see.

Weakness Gaze. Asmodeus casts ray of enfeeblement (PH page 271) on a creature he can see.

BAALZEBUL

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Belial can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row.

- A cloud of flies fills a 40 foot cube. All within it are heavily

obscured. It disperses at the next initiative count 20.

- Baalzebul regurgitates sticky slime that make the ground within 20 feet of him difficult terrain.

REGIONAL EFFECTS

- Pools of semi-intelligent slimes burble and chortle nearby.
- Trails of foul-smelling slime lead the way.

BAALZEBUL

Huge fiend (devil), lawful evil

Armor Class 22 (natural armor)

Hit Points 348 (24d12 + 192)

Speed 20 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	22 (+6)	24 (+7)	14 (+2)

Saving Throws Dex +9, Int +14, Cha +10

Skills Deception +14, Persuasion +14

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 17

Languages all, telepathy 120 ft.

Challenge 25 (75000 XP)

Corrosion. Any non-artifact weapon that hits Baalzebul corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed after dealing damage.

Legendary Resistance (3/Day). If Baalzebul fails a saving throw, he can choose to succeed instead.

Magic Resistance. Baalzebul has advantage on saving throws against spells and other magical effects.

Magic Weapons. Baalzebul's weapon attacks are magical.

Innate Spellcasting. Baalzebul's spellcasting ability is Intelligence (spell save DC 22). Baalzebul can innately cast the following spells, requiring no material components:

At will: *dispel magic, fireball, geas, hold monster, insect*

plague, scrying, suggestion, teleport
1/day each: *disintegrate*

ACTIONS

Multiattack. Baalzebul makes 3 paralyzing touch attacks.

Paralyzing Touch. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one creature. *Hit:* 31 (4d10+9) poison damage. The target must succeed on a DC 22 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a miss.

(Recharge 5-6) Spit Flies. Baalzebul exhales flies in a 30-foot cone. Each creature in the cone must make a DC 22 Dexterity saving throw, taking 88 (6d10) piercing damage on a failed save, and half as much damage on a successful one.

LEGENDARY ACTIONS

Baalzebul can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Baalzebul regains spent legendary actions at the start of its turn.

Plague Of Insects. Baalzebul casts insect plague.

Paralyzing Touch. Baalzebul makes a paralyzing touch attack.

Smother (Costs 2 Actions). One large or smaller creature within 5 feet of Baalzebul must succeed on a DC 22 Dexterity saving throw or be grappled (escape DC 20). Until the grapple ends, the target takes 17 (4d6 + 3) bludgeoning damage and 14 (4d4 + 4) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. Baalzebul can smother only one target at a time.

BELIAL

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Belial can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row.

- The floor becomes covered in ointment. Those who try to walk on the floor must make a DC 15 Dexterity saving throw or fall prone.
- Belial holds up his hands. All within 30 feet of him must make a DC 20 Constitution save or feel their heart begin to pound. Those who fail their save are slowed until the next initiative count 20.

REGIONAL EFFECTS

The region containing Belial's lair is warped by his magic, creating the following effects:

- The sound of clanking chains and the crack of whips fills the air.
- The air is humid and creatures without fire resistance will begin to sweat.
- Creatures tend to feel a bit giddy and joyful as they approach the lair.

If Belial dies, these effects fade in 1d10 days.

BELIAL

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 322 (28d12 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	20 (+5)	20 (+5)	24 (+7)

Saving Throws Str +12, Dex +9, Con +12

Skills Athletics +19, Deception +21, Persuasion +21

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 15

Languages all, telepathy 120 ft.

Challenge 23 (50000 XP)

Legendary Resistance (3/Day). If Belial fails a saving throw, he can choose to succeed instead.

Magic Resistance. Belial has advantage on saving throws against spells and other magical effects.

Magic Weapons. Belial's weapon attacks are magical.

Innate Spellcasting. Belial's spellcasting ability is Charisma (spell save DC 22). Belial can innately cast the following spells, requiring no material components:

At will: *charm monster*, *darkness*, *dispel magic*, *geas*,

suggestion, *teleport*

1/day each: *dominate monster*

ACTIONS

Multiattack. Belial makes 3 fleshgrinding ranseur attacks.

Fleshgrinding Ranseur. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d8+10) slashing damage.

Overstimulation. All creatures within 20 feet of Belial must make a DC 20 Charisma save. Those who fail take 35 (4d12 + 9) psychic damage as the pleasure centers of the brain are overloaded. Those who succeed on the saving throw take half damage.

LEGENDARY ACTIONS

Belial can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Belial regains spent legendary actions at the start of its turn.

Suggestion. Belial casts *suggestion*.

Heart Palpitations. Belial touches the chest of one creature within 10 feet. The creature must make a DC 20 Constitution saving throw or take 23 (4d6+9) and be pushed 5 feet.

Run Ragged (Costs 3 Actions). One creature within 60 feet of Belial must make a DC 20 Con save or take 23 (4d6 + 9) damage and gain 1 level of exhaustion.

DISPATER

It should be noted that Dispater's actual lair, the Iron Tower of Dis, grants him invulnerability. Dispater literally cannot be harmed in his main lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Dispater can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row.

- Dispater's rod glows. All who can see it must make a DC 20 Charisma saving throw or fall prone, bowing before it.
- Dispater holds up his rod. All creatures he can see must make a DC 15 Charisma saving throw or be charmed by

him until the next initiative count 20.

- The ground becomes molten hot. Those who start their turn standing on the floor take 10 fire damage. This effect ends at the start of the next initiative 20.

REGIONAL EFFECTS

The region containing Dispater's lair is warped by his magic, creating the following effects:

- All who get close feel certain that somebody is watching them.
- No matter how long you walk toward the destination, you never seem to reach it.
- Tortured souls beg for help.

DISPATER

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)
Hit Points 432 (32d10 + 256)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	26 (+8)	29 (+9)	24 (+7)	26 (+8)

Saving Throws Str +13, Dex +9, Wis +14
Skills Insight +21, Deception +22, Persuasion +22
Damage Immunities fire, poison
Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft. passive Perception 17
Languages all, telepathy 120 ft.
Challenge 23 (50000 XP)

Legendary Resistance (3/Day). If Dispater fails a saving throw, he can choose to succeed instead.

Magic Resistance. Dispater has advantage on saving throws against spells and other magical effects.

Magic Weapons. Dispater's weapon attacks are magical.

Innate Spellcasting. Dispater's spellcasting ability is Intelligence (spell save DC 24). Dispater can innately cast the following spells, requiring no material components:

At will: *charm person*, *dispel magic*, *major image*, *suggestion*

3/day each: *polymorph*
1/day each: *stoneskin*

ACTIONS

Multiattack. Dispater makes 3 attacks.

Smiting Rod. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage plus 9 (2d8) thunder damage.

(Recharge 5-6) Iron Body. Dispater is covered in a magical skin of iron, has resistance to all damage and gains 60 temporary hit points. Once these temporary hit points are gone, the effect ends.

LEGENDARY ACTIONS

Dispater can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Dispater regains spent legendary actions at the start of its turn.

Rusting Touch. Dispater touches the metal armor of a target within 5 feet of him and the armor gains a cumulative permanent -1 to its AC. If it reaches -5 AC, the armor falls apart.

(Costs 2 Actions) Flesh To Iron. Dispater casts *flesh to stone* (PH page 243), Constitution saving throw DC 24. The target turns to iron instead of stone.

(Costs 2 Actions) Wall Of Iron. Dispater casts a *wall of stone* spell (PH page 287), except that the wall is made of iron instead of stone.

FIERNA

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Fierna can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row.

- Fierna creates three doors that open into what look like inviting pillowed chambers full of delights. Those who enter must make a DC 20 Intelligence saving throw to leave.
- Fierna creates up to 5 flirty duplicates of herself, with an

AC of 10 and 1 hit point. These duplicates hug people (Dexterity saving throw DC 15 to avoid) and won't let go, restraining them.

REGIONAL EFFECTS

The region containing Fierna's lair is warped by her magic, creating the following effects:

- The heady scent of perfume wafts over the area, carrying promises of tantalizing enticements.
- Under the wind, seductive whispers can be heard, first promising pleasure and then promising death.

FIERNA

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 304 (32d10 + 128)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	19 (+4)	19 (+4)	28 (+9)

Saving Throws Dex +9, Con +11, Wis +11

Skills Deception +23, Performance +23, Persuasion +23

Damage Immunities cold, fire, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft. passive Perception 14

Languages all, telepathy 120 ft.

Challenge 23 (50000 XP)

Legendary Resistance (3/Day). If Fierna fails a saving throw, she can choose to succeed instead.

Magic Resistance. Fierna has advantage on saving throws against spells and other magical effects.

Magic Weapons. Fierna's weapon attacks are magical.

Innate Spellcasting. Fierna's spellcasting ability is Charisma (spell save DC 24). Fierna can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *fireball*, *suggestion*, *wall of fire*

3/day each: *dominate person*, *fire storm*, *hypnotic pattern*

1/day each: *meteor swarm*

ACTIONS

Multiattack. Fierna makes 4 claw attacks.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) slashing damage plus 9 (2d8) fire damage.

Sweat Of Yearning (3/Day). Fierna releases a perfumed sweat cloud that fills a 20-foot radius sphere centered on her. Any creature in the cloud when it appears must make a DC 20 Charisma saving throw. On a failed save, the target takes 21 (4d6 + 7) psychic damage and is restrained. The target can repeat the save at the end of its turns to end the effect.

REACTIONS

Charm Offensive. When a charm spell is cast with Fierna as the target, the caster must make a DC 20 Charisma saving throw or have the spell reflected back upon them as if Fierna had cast the spell.

LEGENDARY ACTIONS

Fierna can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Fierna regains spent legendary actions at the start of its turn.

Burning Touch. Fierna makes a claw attack.

Dark Whisper. A target within 30 feet must make a DC 20 Charisma save or suffer lurid visions which prevent the target from gaining the benefits of a long rest. This save can be attempted again every 24 hours to end the effect.

Fire Of Phlegethos (Costs 2 Actions). Fierna casts *fireball*.

GLASYA

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Glasya can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row.

- Glasya forces the living floor that was once the Hag Countess to ripple and roil, making the lair difficult terrain until the next initiative count 20.
- Glasya exudes an intoxicating aroma, forcing all creatures to make a DC 23 Charisma saving throw.

Those who fail have hearts a-flutter and must end their next turn at least 10 feet closer to Glasya,

REGIONAL EFFECTS

The region containing Glasya's lair is warped by her magic, creating one or more of the following effects:

- Bodies of water within 3 miles become poisoned.
- Humanoids within 1 mile are overly amorous.
- If a humanoid spends at least 1 hour within 1 mile of the lair, they gain advantage on all Charisma (Deception) checks.

GLASYA

Large fiend (devil), lawful evil

Armor Class 20 (natural armor)

Hit Points 378 (36d10 + 180)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	20 (+5)	21 (+5)	20 (+5)	26 (+8)

Saving Throws Str +10, Int +12, Wis +12

Skills Deception +22, Persuasion +22, Stealth +21

Damage Immunities fire

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 15

Languages all, telepathy 120 ft.

Challenge 24 (62000 XP)

Shapechanger. Glasya can use her action to polymorph into a form that resembles a Medium humanoid, or back into her true form. Aside from her size, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed.

Legendary Resistance (3/Day). If Glasya fails a saving throw, she can choose to succeed instead.

Magic Resistance. Glasya has advantage on saving throws against spells and other magical effects.

Magic Weapons. Glasya's weapon attacks are magical.

Innate Spellcasting. Glasya's spellcasting ability is

Charisma (spell save DC 23). Glasya can innately cast the following spells, requiring no material components:

At will: *invisibility, charm person, contagion, dispel magic, suggestion*

3/day each: *counterspell, dominate person, teleport*

1/day each: *dominate monster, finger of death*

ACTIONS

Multiattack. Glasya attacks twice with her scourge.

Scourge. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) slashing damage plus 14 (4d6 + 6) poison damage

Vile Embrace. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage plus 18 (4d8) psychic damage and the target is grabbed (escape DC 23)

LEGENDARY ACTIONS

Glasya can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Glasya regains spent legendary actions at the start of its turn.

Demand Obedience. A target grabbed by Glasya must make a DC 23 Charisma saving throw or be charmed by Glasya until the end of their next turn.

Infernal Resolve. When Glasya is touching the ground, she can choose a creature within 30 feet and teleport, switching spaces with them.

Glare Of Displeasure. A target Glasya can see within 120 feet must make a DC 23 Charisma saving throw or take 21 (4d6 + 7) psychic damage.

LEVISTUS

Levistus is in a unique situation. He is trapped in a glacier. He can't move at all and he is invulnerable to everything except weapons blessed by Asmodeus. All he can really do is communicate telepathically. He may have the ability to make psychic attacks, but that is not confirmed.

Asmodeus in Control. His fate is entirely controlled by Asmodeus, who can end this imprisonment at any time. All of the devils are well aware that to try to kill Levistus somehow will invoke the wrath of Asmodeus. Even Glasya has yet to try to either kill him or free him.

The Rogue Aspect. Levistus does have one rogue aspect of himself wandering the planes. This aspect is a slightly weaker version of himself before he was frozen. He is a handsome, dashing duelist with black eyes and the ability to erase memories with a touch.

Nobody is sure exactly what the aspect is up to. One would think that it would try to help itself, but it is possible that aspect doesn't know or care. An aspect is an independent entity with its own thoughts and feelings.

Looking For Help. It is possible that the aspect of Levistus is wandering the planes, seducing and dueling his way from one kingdom to another. It is possible he has been hunting for Geryon, his rival, who had been inexplicably banished following the Reckoning. It is also possible that he is looking for a way to clear his name.

Framed. He did not kill Bensozia, Glasya did. Martinet, a member of Asmodeus's court, framed Levistus for the crime. It could be that the aspect is trying to recruit the aid of powerful entities to get revenge or prove his case.

Gargoth. Some speculate that he is trying to make his way to the abyssal plane known as the Wells of Darkness. It is believed that Gargoth is trapped there, wasting away. Gargoth is thought to be extremely powerful, a deity in his own right that could conceivably defeat Asmodeus in battle.

If Levistus could find a way to get there, convince Gargoth to help, and then figure out a way to break him out, he might have something. It seems like a tall order for a prominent devil to try to sneak into the Abyss. He might need to recruit the aid of powerful adventurers to get the job done.

ASPECT OF LEVISTUS

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	24 (+7)	24 (+7)	26 (+8)	26 (+8)

Saving Throws Str +10, Dex +12

Skills Acrobatics +18, Deception +20, Persuasion +20

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 18

Languages all, telepathy 120 ft.

Challenge 20 (25000 XP)

Legendary Resistance (3/Day). If Levistus fails a saving throw, he can choose to succeed instead.

Magic Resistance. Levistus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Levistus's weapon attacks are magical.

Innate Spellcasting. Aspect of Levistus's spellcasting ability is Intelligence (spell save DC 21). Aspect of Levistus can innately cast the following spells, requiring no material components:

At will: *charm person, clairvoyance, scrying, suggestion*
3/day each: *ice storm, wall of ice*

ACTIONS

Multiattack. The Aspect of Levistus makes three attacks.

Cold Iron Rapier. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8+8) piercing damage.

REACTIONS

Parry. Levistus adds 4 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The aspect of levistus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The aspect of levistus regains spent legendary actions at the start of its turn.

Incredible Leap. Levistus leaps up to 40 feet far and 20 feet high.

Precise Strike (Costs 2 Actions). Levistus makes a Cold Iron Rapier attack. If it hits, it is a critical hit.

Amnesia Touch (Costs 3 Actions). Levistus touches a creature. They must make a DC 21 Intelligence saving throw or they suffer the effects of a feeblemind spell.

MAMMON

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Mammon can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

The floor becomes swampy and is difficult terrain until the

start of the next turn.

- Caustic rain falls in sheets. All make a Constitution save or take 10 acid damage.

REGIONAL EFFECTS

- Islands of dead bodies in shallow swamps.
- Ruined buildings on a tilt, half-submerged.

MAMMON

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Dex +9, Int +12, Cha +12

Skills Deception +14, Intimidation +19, Survival +20

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 16

Languages all, telepathy 120 ft.

Challenge 23 (50000 XP)

Shapechanger. Mammon can use an action to polymorph into a pit fiend with red and gold scales or back into his true form. Other than his size and speed, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. Mammon reverts to his true form if he dies.

Legendary Resistance (3/Day). If Mammon fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mammon has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mammon's weapon attacks are magical.

Innate Spellcasting. Mammon's spellcasting ability is Intelligence (spell save DC 20). Mammon can innately cast the following spells, requiring no material components:

At will: *charm person*, *fireball*, *major image*, *suggestion*
3/day each: *hold person*, *telekinesis*, *teleport*
1/day each: *mass suggestion*

ACTIONS

Multiattack. Mammon makes 3 shortspear attacks.

Shortspear. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 21 (2d10+10) piercing damage.

Touch Of Greed. Mammon touches a creature within 10 feet of him. The creature must make a DC 20 Charisma saving throw or be overcome with greed. The target spends its turns trying to snatch the most valuable Small items in sight for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 24 (4d6+10) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, can't breathe or speak and Mammon can't use a tail attack on another target.

LEGENDARY ACTIONS

Mammon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Mammon regains spent legendary actions at the start of its turn.

Disengage. Mammon uses a Disengage action.

Tail. Mammon makes a tail attack.

Fling (Costs 2 Actions). One Medium or smaller object held or creature grappled by Mammon's tail is thrown up to 40 feet and knocked prone. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or also be knocked prone.

MEPHISTOPHELES

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Mephistopheles can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row.

- Mephistopheles causes a shaft of hellfire five feet wide and fifteen feet tall to burst from the ground at a point he can see. Any creatures in this space must make a DC 24 Dexterity saving throw. On a failed save, the creature takes 27 (6d8) fire damage, half damage on a success.
- The ground becomes icy. Anyone aside from Mephistopheles who tries to walk on it must make a DC 18 Dexterity

saving throw or fall prone.

- Steam pours up through cracks in the ground, causing the area to be lightly obscured in a 30 foot radius centered on Mephistopheles.

REGIONAL EFFECTS

The region containing Mephistopheles's lair is warped by his magic, creating the following effects:

- Humanoids trapped in ice follow movements with their wide eyes, faces frozen in a scream.
- Warm winds wash over travelers, melting paths in the snow.
- 10 foot tall red, bloody stalagmites of ice jut up from the ground.

MEPHISTOPHELES

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 375 (30d12 + 180)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	26 (+8)	24 (+7)	24 (+7)

Saving Throws Str +13, Dex +13

Skills Deception +23, Persuasion +23, Arcana +24

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 17

Languages all, telepathy 120 ft.

Challenge 25 (75000 XP)

Legendary Resistance (3/Day). If Mephistopheles fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mephistopheles has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mephistopheles's weapon attacks are magical.

Spellcasting. Mephistopheles is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). Mephistopheles has the

following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*

1st level (4 slots): *magic missile*, *shield*

2nd level (3 slots): *melf's acid arrow*, *scorching ray*, *web*

3rd level (3 slots): *haste*, *lightning bolt*, *sending*

4th level (3 slots): *otiluke's resilient sphere*, *polymorph*

5th level (2 slots): *cone of cold*, *wall of force*

6th level (2 slots): *chain lightning*, *disintegrate*

7th level (1 slots): *forcecage*

8th level (1 slots): *power word stun*

ACTIONS

Multiattack. Mephistopheles makes two attacks.

Flaming Ranseur. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) slashing damage plus 13 (2d12) fire damage.

LEGENDARY ACTIONS

Mephistopheles can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Mephistopheles regains spent legendary actions at the start of its turn.

Magic Missile. Mephistopheles casts magic missile.

Melee Attack. Mephistopheles makes a melee attack.

Evoked Hellfire (Costs 2 Actions). All creatures within 10 feet of Mephistopheles must make a DC 21 Dexterity saving throw or take 13 (2d12) fire damage and be knocked prone.

ZARIEL

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Zariel can take a lair action to cause one of the following effects; she can't use the same effect two rounds in a row.

- A fireball begins to form at a point Zariel can see. It will explode in 10 foot radius at the end of this round. DC 18 Dexterity saving throw. Fail: 6d6 fire damage. Succeed: half damage.
- Zariel's tears cause fiery motes to hover in the air in a 20 foot radius around her, doing 10 fire damage to anyone who

moves closer to her until the start of the next round.

REGIONAL EFFECTS

The region containing Zariel's lair is warped by her magic, creating the following effects:

- Scorched craters issuing columns of smoke.
- Rain of ash falls like snow.

If Zariel dies, these effects fade in 1d10 days.

ZARIEL

Large fiend (devil), lawful evil

Armor Class 22 (natural armor)

Hit Points 350 (28d10 + 196)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	25 (+7)	22 (+6)	14 (+2)	24 (+7)

Skills Deception +14, Persuasion +14

Damage Immunities fire, poison

Damage Resistances cold, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft. passive Perception 12

Languages all, telepathy 120 ft.

Challenge 23 (50000 XP)

Legendary Resistance (3/Day). If Zariel fails a saving throw, she can choose to succeed instead.

Magic Resistance. Zariel has advantage on saving throws against spells and other magical effects.

Magic Weapons. Zariel's weapon attacks are magical.

Innate Spellcasting. Zariel's spellcasting ability is Charisma (spell save DC 22). Zariel can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *fireball*, *suggestion*

3/day each: *delayed blast fireball*, *invisibility*

1/day each: *meteor swarm*, *teleport*

ACTIONS

Multiattack. Zariel makes 3 longsword attacks.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) slashing damage.

Rain Of Fire. Zariel creates a field of swirling firemotes that can strike up to 3 targets that Zariel can see within 40 feet. A target must make a DC 19 Dexterity saving throw, taking 31 (4d10+9) on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. Zariel adds 6 to her AC against one melee attack that would hit her, blocking it with her skeletal wings.

LEGENDARY ACTIONS

Zariel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Zariel regains spent legendary actions at the start of its turn.

Fires Of Torment. Zariel glares at a target she can see. The target must make a DC 19 Dexterity save, taking 22 (2d12 + 9) fire damage or half as much on a successful save.

(Costs 2 Actions) Fireball. Zariel casts fireball.

(Costs 2 Actions) Shameful Impalement. A target within 5 feet of Zariel must make a DC 19 Dexterity saving throw or be impaled on the ends of her skeletal wings. The target takes 22 (2d12 + 9) piercing damage and is grabbed (escape DC 19). At the start of each of its turns, the grabbed target takes 7 (1d10 + 2) piercing damage. Zariel can not use parry while she has a target grabbed using this ability.