

ALASTOR “the Grim” (Executioner of Hell)

Huge Outsider (Evil, Lawful)

Hit Dice: 39d8+390 (565 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 34 (-2 size, +1 Dex, +25 natural)

Attacks: *Huge +4 vorpal battleaxe* +56/+51/+46/+41/+36 melee; or 2 claws +51 melee, 2 wings +49 melee, bite +49 melee, tail slap +49 melee

Damage: *Huge +4 vorpal battleaxe* 2d8+18; or claw 2d4+14, wing 1d6+7, bite 2d8+7 and poison plus disease, tail slap 2d6+7

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d6+21, summon devils

Special Qualities: Damage reduction 30/+3, SR 30, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft

Saves: Fort +31, Ref +22, Will +30

Abilities: Str 39, Dex 13, Con 30, Int 28, Wis 28, Cha 24

Skills: Bluff +47, Climb +44, Concentration +52, Diplomacy +49, Disguise +42, Gather Information +51, Hide +29, Intimidate +49, Jump +54, Knowledge (arcana) +51, Knowledge (planes) +51, Listen +53, Move Silently +37, Search +49, Sense Motive +44, Spellcraft +44, Spot +53

Feats: Alertness, Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Multiattack, Power Attack, Weapon Focus (battleaxe)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (3-6 pit fiends)

Challenge Rating: 23

Treasure: Standard coins; double goods; standard items

Alignment: Always lawful evil

Advancement: —

Alastor the Grim, the greatest pit fiend of all, serves Asmodeus as Hell's executioner. It is said that if the Hell's were swept away and Asmodeus could choose but one devil as a companion, that it would be neither consort nor lieutenant, but Alastor the Grim.

Alastor appears as a normal pit fiend standing about 16 feet tall. His body is scarred and his wings are broken. Alastor never speaks.

COMBAT

Alastor attacks with his *huge +4 vorpal battleaxe* and his spell-like abilities in combat.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, and wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Fear Aura (Su): As a free action, Alastor can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 39). If the save is successful, that creature cannot be affected again by Alastor's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 39); initial damage 2d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 39) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

Improved Grab (Ex): To use this ability, Alastor must hit a Large or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Alastor deals 2d6+21 points of damage with a successful grapple check against Large or smaller creatures.

Summon Devils (Sp): Three times per day Alastor can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, cornugons, or pit fiends.

Regeneration (Ex): Alastor takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Alastor can communicate telepathically with any creature within 100 feet that has a language.

Alastor was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).

AMNIZU (Baatezu)

Medium-Size Outsider

Hit Dice: 9d8+9 (49 hp)

Initiative: +1 (Dex)

Speed: 20 ft, fly 40 ft (average)

AC: 21 (+1 Dex, +10 natural)

Attacks: 2 claws +10 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, forget, summon devils

Special Qualities: Damage reduction 20/+2, SR 21, devil qualities

Saves: Fort +7, Ref +7, Will +8

Abilities: Str 13, Dex 13, Con 13, Int 15, Wis 15, Cha 15

Skills: Climb +10, Concentration +10, Diplomacy +11, Hide +10,

Knowledge (planes) +11, Listen +13, Move Silently +10, Search +11,

Sense Motive +11, Spot +13

Feats: Alertness, Dodge, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, team (2-5), or troupe (1-2 amnizu, 2-5 erinyes)

Challenge Rating: 7

Treasure: Standard

Alignment: Always lawful evil

Advancement: 10-21 HD (Medium-size)

Amnizu, better known as Styx devils, are found throughout Stygia (the fifth plane of Hell). They are the guardians of the River Styx and serve as generals in Hell's armies, commanding 20 companies of erinyes and abishai.

The amnizu appears as a 4-foot tall, gruesome humanoid. Its head is long and ovoid and devoid completely of hair. Its legs and arms are short and stumpy. Its hands end in sharp claws. Its mouth is filled with razor-sharp teeth.

COMBAT

The amnizu attacks using its spell-like abilities, claws, and forget ability in combat.

Spell-Like Abilities: At will—*animate dead*, *charm person*, *desecrate*, *doom*, *fireball*, *hold person*, *major image*, *produce flame*, *pyrotechnics*, *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 1/day—*imprisonment*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Forget (Su): By making a melee touch attack, an amnizu causes the target to forget one whole day's worth of memories if the creature fails a Will save (DC 15). This does not negate any mind-affecting spells the victim is currently affected by (*charm*, *suggestion*, for instance), but causes the victim to forget the being that placed such magic on them in the first place.

Lost memories can be restored by the casting of *heal*, *lesser restoration*, *greater restoration*, *miracle*, or *wish*.

Summon Devils (Sp): Once per day an amnizu can attempt to summon 2d10 lemures with a 50% chance of success or 1d8 erinyes with a 35% chance of success.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Amnizu can communicate telepathically with any creature within 100 feet that has a language.

The Amnizu (Styx Devil) first appeared in 1e FF (1981).

ASMODEUS (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 66d8+858 (1155 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 43 (-1 size, +7 Dex, +27 natural)

Attacks: *Ruby Rod* +86/+81/+76/+71/+66/+61 melee; or slam +81
melee

Damage: *Ruby Rod* 1d10+21 and *serious wounds*; or slam 1d6+16

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, gaze attacks,
Ruby Rod of Asmodeus, summon devils

Special Qualities: Damage reduction 40/+4, SR 33, regeneration 30,
devil qualities, see in darkness, telepathy

Saves: Fort +48, Ref +42, Will +47

Abilities: Str 42, Dex 24, Con 36, Int 34, Wis 34, Cha 42

Skills: Bluff +82, Concentration +79, Diplomacy +82, Disguise +82,
Gather Information +82, Heal +78, Jump +82, Knowledge (arcana) +78,
Knowledge (Hell's politics) +78, Knowledge (history) +78, Knowledge
(nobility) +78, Knowledge (planes) +78, Knowledge (religion) +78,
Listen +78, Move Silently +73, Search +78, Sense Motive +78, Scry
+78, Spellcraft +78, Spot +78

Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge,
Empower Spell, Extend Spell, Expertise, Great Cleave, Improved
Disarm, Improved Initiative, Improved Trip, Maximize Spell, Mobility,
Power Attack, Silent Spell, Sunder

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 pit fiends)

Challenge Rating: 44

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

Asmodeus, the Overlord of Hell, rules the dukes and arch-devils by might and wit. Of all the arch-devils he is the most cunning and artful. His mighty palace rests upon the floor of the lowest rift in Nessus, Hell's ninth, and bottommost plane.

Asmodeus appears as a very handsome human standing about 13 feet tall. His hair is black, as is his goatee; his eyes burn red. Small horns jut from his forehead.

COMBAT

Asmodeus will attack first using his gaze weapon, then his spells and spell-like abilities, followed up by his *Ruby Rod*. If things go against him (not likely) or he becomes bored with combat, he will summon other devils to finish the combat, while he attends to business elsewhere.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *hold monster*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *mass charm*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, *wall of ice*, and *wish*; 1/day—*greater restoration*,

meteor swarm (any), *shapechange* and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

Spells: Asmodeus casts arcane spells as a 20th-level sorcerer (save DC 26 + spell level) and divine spells as a 20th-level cleric (save DC 23 + spell level). He has access to the domains of Evil, Knowledge, Law, and Strength.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dimensional anchor*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 26 + spell level).

Gaze Attacks (Su): Asmodeus has three different gaze weapons. He may use one each round. Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. The save DC for each gaze attack is 59.

Chill: This functions as the *slow* spell, Will negates.

Fear: This functions as the *fear* spell, Will negates.

Fear and Weakness: This causes an opponent to be affected by a *fear* spell and a *ray of enfeeblement*, Fortitude negates.

Ruby Rod of Asmodeus: Asmodeus carries a glowing ruby rod that has the following powers.

?? Acts as a *rod of absorption* (Rods, *rod of absorption*, page 196 in the *DMG*).

?? Functions as a +5 *greatclub*.

?? Any creature touched is affected as if by *inflict serious wounds* as cast by a 20th-level cleric (3d8+15 points of damage).

?? Once per round, it may fire a ray of acid (24d4 points of acid damage), frost (12d6 points of cold damage), or lightning (24d8 points of electrical damage) to a range of 60 feet; Reflex save (DC 20) for half. Each may be used a total of three times per day.

Summon Devils (Sp): Three times per day Asmodeus can automatically summon 1d2 cornugons or gelugons, or 1d4 pit fiends.

Regeneration (Ex): Asmodeus takes normal damage from holy and blessed weapons of at least +4 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Asmodeus can communicate telepathically with any creature within 100 feet that has a language.

Asmodeus first appeared in the 1e MM (Gary Gygax, 1977).

BAALBERITH (Duke of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+280 (437 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (average)

AC: 33 (-1 size, +2 Dex, +22 natural)

Attacks: +3 *vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee

Damage: +3 *vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +27, Ref +21, Will +24

Abilities: Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 22

Skills: Bluff +41, Climb +43, Concentration +43, Diplomacy +41, Disguise +31, Gather Information +38, Hide +33, Intimidate +36, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35

Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 pit fiends)

Challenge Rating: 20

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

The great pit fiend Baalberith acts as the Major Domo of Asmodeus' palace in Nessus. He leads a small detail of eight pit fiends that safeguard the Keeper of the Records, Adramalech, at the behest of Asmodeus. Neither Adramalech nor Baalberith are pleased with this arrangement, as there is no love lost between them. Both keep their true feelings hidden, however, for fear of repercussion by the Overlord of Hell.

Baalberith appears as a normal pit fiend.

COMBAT

Baalberith attacks with his +3 *vorpal bastard sword* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Fear Aura (Su): As a free action, Baalberith can create an aura of

fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Baalberith's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 33); initial damage 1d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

Improved Grab (Ex): To use this ability, Baalberith must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Baalberith deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

Summon Devils (Sp): Three times per day Baalberith can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Baalberith takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Baalberith can communicate telepathically with any creature within 100 feet that has a language.

Baalberith was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).

BAALZEBUL (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 55d8+715 (962 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 41 (-1 size, +7 Dex, +25 natural)

Attacks: 2 slams +59 melee, bite +54 melee

Damage: Slam 1d8+15, bite 1d8+7

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, fear and weakness gaze, summon devils

Special Qualities: Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy

Saves: Fort +42, Ref +26, Will +41

Abilities: Str 40, Dex 24, Con 36, Int 34, Wis 34, Cha 36

Skills: Balance +62, Bluff +68, Concentration +68, Diplomacy +68, Disguise +68, Escape Artist +62, Gather Information +68, Heal +67, Intimidate +68, Knowledge (arcana) +67, Knowledge (Hell's politics) +67, Knowledge (planes) +67, Knowledge (religion) +67, Listen +68, Move Silently +62, Scry +55, Search +67, Sense Motive +68, Spellcraft +67, Spot +55

Feats: Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Maximize Spell, Mobility, Power Attack, Silent Spell

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 cornugons)

Challenge Rating: 40

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

The sixth and seventh planes of Hell, Malbolge and Maladomini, are ruled by Baalzebul, "Lord of the Flies". He is an arch-devil of great power, second only to Asmodeus.

Maladomini is a black stone plane filled with stinking vapors, fire pits, and huge caves and caverns. On this plane will be found the huge fortress of Baalzebul.

Baalzebul appears as a 12-foot tall humanoid with a large, long head. Two huge fly-like eyes dominate the head. His mouth is filled with razor sharp teeth. Two large horns jut from the sides of his head.

COMBAT

Baalzebul attacks with his slam and bite, as well as his spells and spell-like abilities. He will open combat with his gaze attack.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, hold monster, improved invisibility, magic circle against good, major image, mass charm, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire*, and *wish*; 1/day—*greater restoration, meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as

the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Baalzebul casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Knowledge, Law, and Trickery.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dispel good, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear and Weakness Gaze (Su): 30 feet; Fortitude save (DC 50) or flee in fear for 2d6 rounds and be affected as by a *ray of enfeeblement* spell as cast by a 20th-level sorcerer.

Summon Devils (Sp): Three times per day Baalzebul can automatically summon 1d6 cornugons or 1d2 pit fiends.

Regeneration (Ex): Baalzebul takes normal damage from holy and blessed weapons of at least +4 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Baalzebul can communicate telepathically with any creature within 100 feet that has a language.?

Baalzebul first appeared in the 1e MM (Gary Gygax, 1977).

BAALZEPHON (Duke of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+280 (437 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (average)

AC: 33 (-1 size, +2 Dex, +22 natural)

Attacks: +3 *vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee

Damage: +3 *vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +27, Ref +21, Will +24

Abilities: Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 20

Skills: Bluff +40, Climb +43, Concentration +43, Diplomacy +40, Disguise +30, Gather Information +37, Hide +33, Intimidate +35, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35

Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 erinyes, and 6-10 barbazus)

Challenge Rating: 20

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

The great pit fiend Baalzephon is the Prime Minister of Dis, leading the vassals and armies of Dispater. He is almost always found in Dispater's palace or at the right-hand of the arch-devil himself.

Baalzephon appears as a normal pit fiend.

COMBAT

Great Baalzephon attacks with his +3 *vorpal bastard sword* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, desecrate, detect good, detect magic, dispel magic, fireball, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Fear Aura (Su): As a free action, Baalzephon can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Baalzephon's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 33); initial damage 1d6

temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

Improved Grab (Ex): To use this ability, Baalzephon must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Baalzephon deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

Summon Devils (Sp): Three times per day Baalzephon can automatically summon three lemures, osyluths, or barbazu, two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Baalzephon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Baalzephon can communicate telepathically with any creature within 100 feet that has a language.

Baalzephon was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).

BAEL (Duke of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+280 (437 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 40 (-1 size, +3 Dex, +8 chain mail, +23 natural)

Attacks: +3 *telescoping morningstar* +43/+38/+33/+28/+23 melee

Damage: +3 *telescoping morningstar* 1d8+11

Face/Reach: 5 ft by 5 ft/10 ft (15-20 ft with +3 *telescoping morning star*)

Special Attacks: Spell-like abilities, psionics, fear aura, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +27, Ref +22, Will +28

Abilities: Str 27, Dex 17, Con 26, Int 28, Wis 28, Cha 24

Skills: Bluff +42, Climb +43, Concentration +43, Diplomacy +42, Escape Artist +38, Intimidate +42, Knowledge (arcana) +44, Knowledge (engineering) +44, Knowledge (planes) +44, Knowledge (nobility) +44, Listen +44, Move Silently +38, Scry +44, Search +44, Sense Motive +44, Spellcraft +44, Spot +44

Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (morningstar), Improved Initiative, Power Attack, Sunder, Weapon Focus (morningstar)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 cornugons and 4-8 hamatulas)

Challenge Rating: 21

Treasure: Standard plus +3 *chainmail* and +3 *telescoping morningstar*

Alignment: Always lawful evil

Advancement: By character class

Bael is vassal to Mammon, commanding 66 companies of hamatulas in his master's service.

Bael appears as an 8-foot tall golden skinned humanoid. He wears battered bronze-colored +3 *chainmail* armor. His bovine head features large round eyes, a long broad nose, and protruding ears. He has forward curling horns.

COMBAT

Bael attacks with his +3 *telescoping morningstar* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *inflict serious wounds*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wind walk*; 2/day—*shapchange*; 1/day—*meteor swarm* (any), *symbol* (any), and *wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Psionics (Sp): At will—*astral projection*, *charm monster*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Fear Aura (Su): As a free action, Bael can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 32). If the save is successful, that creature cannot be

affected by Bael's fear aura for one day.

Summon Devils (Sp): Three times per day, Bael can automatically summon three lemures, hamatulas, or barbazu, or two erinyes, osyluths or cornugons, or one pit fiend.

Regeneration (Ex): Bael takes normal damage from holy and blessed weapons of at least +3 enchantment.

Telescoping Morningstar: As a standard +3 *morningstar*, but handle can extend and retract from 4-8 feet in length as a free action.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Bael can communicate telepathically with any creature within 100 feet that has a language.

Bael first appeared in *Dragon #75* (Gary Gygax, 1983).

BELIAL (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 51d8+510 (739 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft, 60 ft (good)

AC: 39 (-1 size, +6 Dex, +24 natural)

Attacks: Huge +5 *Military fork of pain* +67/+62/+57/+52/+47/+42 melee

Damage: Huge +5 *Military fork of pain* 2d6+16 and pain

Face/Reach: 5 ft by 5 ft/10 ft (15 ft with fork)

Special Attacks: Spell-like abilities, spells, psionics, fear gaze, summon devils

Special Qualities: Damage reduction 30/+3, SR 31, regeneration 25, devil qualities, see in darkness, telepathy

Saves: Fort +37, Ref +33, Will +37

Abilities: Str 32, Dex 22, Con 30, Int 30, Wis 30, Cha 36

Skills: Balance +57, Bluff +64, Concentration +61, Diplomacy +64, Gather Information +64, Heal +61, Intimidate +61, Knowledge (arcana) +61, Knowledge (Hell's politics) +61, Knowledge (planes) +61, Knowledge (religion) +61, Listen +61, Move Silently +57, Scry +61, Search +61, Sense Motive +61, Spellcraft +61, Spot +651

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (military fork), Improved Initiative, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (military fork), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Belial plus 2-3 pit fiends)

Challenge Rating: 38

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

Great Belial rules Phlegethos, Hell's fourth plane from his citadel located in the volcanic city of Abriymoch. He is firmly in the camp of Baalzebul, hating Geryon nearly as much as does Moloch. Belial must guard against the machinations of Mammon, so he does not have freedom to act.

Belial appears as a 10-foot tall handsome humanoid with blue-black skin. His eyes are slanted and red. Belial has no wings.

COMBAT

Belial prefers to use his military fork in combat as well as his spells and spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura, unhallow, wall of fire, and wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Belial casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Evil, Law, and War.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 25 + spell level).

Fear Gaze (Su): 30 feet; Will save (DC 45) or flee in fear for 2d6 rounds.

Summon Devils (Sp): Three times per day Belial can automatically summon 1d6 osyluths, 1d4 barbazu, or 1d2 hamatula or pit fiends.

Regeneration (Ex): Belial takes normal damage from holy and blessed weapons of at least +3 enchantment.

Military Fork of Pain: Huge Martial weapon, reach, 2d6 points of piercing damage, x3 crit (Belial scores a critical hit on a roll of 19-20 due to the Improved Critical feat). Any creature struck must succeed at a Fortitude save (DC 22) or be affected as if by a *symbol of pain* cast by a 20th-level sorcerer.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Belial can communicate telepathically with any creature within 100 feet that has a language.?

Belial first appeared in the 1e MM II (Gary Gygax, 1983).

CAARCRINOLAAS (Duke of Hell)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 34d8+340 (493 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, 60 ft (good)

AC: 41 (+3 Dex, +8 chainmail, +20 natural)

Attacks: +3 *scythe* +46/+41/+36/+31/+26 melee; or horn +42 melee

Damage: +3 *scythe* 2d4+11; or horn 1d6+8

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, fear, summon devils

Special Qualities: Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +29, Ref +22, Will +28

Abilities: Str 27, Dex 17, Con 31, Int 26, Wis 28, Cha 28

Skills: Bluff +35, Climb +30, Concentration +47, Diplomacy +46, Disguise +39, Gather Information +35, Intimidate +43, Knowledge (arcana) +45, Knowledge (planes) +39, Knowledge (religion) +28, Listen +39, Move Silently +38, Scry +40, Search +31, Sense Motive +36, Spellcraft +43, Spot +39

Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical, Improved Initiative, Power Attack, Sunder, Weapon Focus (*scythe*)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 barbazu, and 4-7 hamatulas)

Challenge Rating: 19

Treasure: Standard plus +3 *chainmail* and +3 *scythe*

Alignment: Always lawful evil

Advancement: By character class

Caarcrinolaas is a duke in the service of Mammon. He leads 36 companies of hamatulas into combat. He is indifferent to the ambitions of others, preferring to follow orders and wait for any opportunity that comes along to better himself. Let others risk their necks in intrigues; Caarcrinolaas will sit and watch patiently.

Caarcrinolaas appears as a gray-brown furred humanoid with a dog's head and yellow eyes. He has scarlet bat-like wings and upright, scarlet horns. His hooves are black and his forked tail is scarlet. In the center of his brow is a third horn. Taller than the other two, it stands straight up, and Caarcrinolaas can use it in combat, though he rarely, if ever, does. He wears +3 *chainmail*.

COMBAT

In combat, Caarcrinolaas attacks with his +3 *scythe*. He wears an iron collar that protects him from any form of decapitation.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fire shield*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wish*; 2/day—*flesh to stone*; 1/day—*circle of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear (Su): Touch; Will save (DC 37) or flee in fear for 2d6 rounds. If the save is successful, that creature cannot be affected again by Caarcrinolaas' fear touch for one day.

Summon Devils (Sp): Three times per day, Caarcrinolaas can automatically summon 3 lemures, hamatulas, barbazu, or 2 erinyes, osyluths, or cornugons, or one pit fiend.

Regeneration (Ex): Caarcrinolaas takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Caarcrinolaas can communicate telepathically with any creature within 100 feet that has a language.

Caarcrinolaas first appeared in *Dragon* #75 (Ed Greenwood, July 1983).

DISPATER (Arch-Devil)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 48d8+528 (744 hp)

Initiative: +9 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 38 (+6 Dex, +22 natural)

Attacks: *Staff of Dis* +61/+56/+51/+46/+41/+36 melee; or claw +56
melee

Damage: *Staff of Dis* 2d6+12; or claw 1d6+8

Face/Reach: 5 ft by 5 ft/5 ft (10 ft with staff)

Special Attacks: Spell-like abilities, spells, psionics, gaze attacks, summon devils, *Staff of Dis*

Special Qualities: Damage reduction 30/+3, SR 31, regeneration 20, devil qualities, see in darkness, telepathy

Saves: Fort +37, Ref +31, Will +35

Abilities: Str 26, Dex 22, Con 32, Int 28, Wis 28, Cha 28

Skills: Bluff +57, Concentration +59, Diplomacy +57, Disguise +57, Intimidate +57, Intuit Direction +57, Knowledge (arcana) +57, Knowledge (Hell's politics) +57, Knowledge (planes) +57, Knowledge (religion) +57, Listen +57, Move Silently +54, Scry +57, Search +57, Sense Motive +57, Spellcraft +57, Spot +57

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 erinyes and 3-18 Medium-size zombies)

Challenge Rating: 39

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

Dispater is the ruler of Dis, Hell's second plane. His capitol is the iron city of Dis, named for the entire plane. The iron city is filled with zombies, erinyes, and a sprinkling of hamatula.

Dispater is evilly handsome, appearing as a 7-foot tall humanoid with baldhead and goatee; only his small horns, tail, and cloven left hoof betray his true identity.

COMBAT

Dispater attacks using his staff, spells and spell-like abilities in combat.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, restoration, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire*, and *wish*, 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Spells: Dispater casts arcane spells as a 20th-level sorcerer (save DC 19 + spell level) and divine spells as a 20th-level cleric (save DC 19 + spell level). He has access to the domains of Evil, Law, and Magic.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Gaze Attacks (Su): Dispater has two gaze weapons. He may use one once per round.

Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. The save DC for each gaze attack is 43.

Chill: This functions as the *slow* spell, Will negates.

Fear: This functions as the *fear* spell, Will negates.

Summon Devils (Sp): Three times per day Dispater can automatically summon 1d4 erinyes, 1d3 hamatula, or 1d2 pit fiends.

Regeneration (Ex): Dispater takes normal damage from holy and blessed weapons of at least +3 enchantment.

Staff of Dis: Large bludgeoning weapon, as a +4 *staff*, deals 2d6+4 points of damage per hit. It possesses all the abilities of a *rod of rulership* (*Rod of Rulership*, page 198 in the *DMG*).

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Dispater can communicate telepathically with any creature within 100 feet that has a language.?

Dispater first appeared in the 1e MM (Gary Gygax, 1977).

FOCALOR (Duke of Hell)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 40d8+440 (620 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 35 (+3 Dex, +22 natural)

Attacks: Slam +48/+43/+38/+33/+28 melee; or +3 staff
+51/+46/+41/+36/+31 melee

Damage: Slam 1d6+7; or +3 staff 1d6+10

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, breath weapon, summon devils

Special Qualities: Damage reduction 25/+3, SR 28, devil qualities, see in darkness, telepathy, regeneration 20, darkvision 60 ft

Saves: Fort +33, Ref +25, Will +31

Abilities: Str 25, Dex 17, Con 33, Int 28, Wis 28, Cha 28

Skills: Bluff +44, Climb +42, Concentration +51, Diplomacy +37, Disguise +48, Gather Information +40, Intimidate +40, Knowledge (arcana) +49, Knowledge (engineering) +37, Knowledge (planes) +41, Knowledge (religion) +35, Listen +41, Move Silently +37, Scry +49, Search +39, Sense Motive +39, Spellcraft +49, Spot +40, Swim +49

Feats: Blind-Fighting, Cleave, Combat Casting, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Sunder, Weapon Focus (slam, staff)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazu)

Challenge Rating: 22

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Focalor acts as seneschal to Mammon and wields much of the real power in Minauros. He is a master strategist and carefully watches over Mammon's palace as well as Glasya (Mammon's consort and Asmodeus' daughter).

Many in the Hells believe Mammon would be easy prey were it not for his dukes and the care of Focalor. Many arch-devils have tested Focalor's loyalty in the past and come away disappointed, as he is unshakable in his dedication to Mammon.

Focalor appears human—a thin, bearded, and middle-aged sage with power and heavy concerns—until he unfurls his feathered wings from his flowing robes or reveals his brown cloven hooves. He wears an iron gauntlet on his right hand as his badge of office.

COMBAT

Focalor attacks using his spell-like abilities or his staff and fists. If the battle is going against him, he will gate in a troupe of barbazu or hamatula and flee. If Glasya is present and in trouble, Focalor will protect her at all costs, including that of his own life.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, control weather, desecrate, detect good, detect magic, dispel magic, hold person, improved invisibility, lightning bolt, magic circle against good, major image, produce flame,*

passwall, polymorph self, pyrotechnics, see invisibility, suggestion, teleport without error (self plus 50 pounds of objects only), unholy aura, unhallow, water breathing, and wish, 2/day—bestow curse and blink; 1/day—blindness/deafness, meteor swarm (any) and symbol (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection, deeper darkness, detect evil, detect law, dispel good, levitate, and protection from good.* These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Breath Weapon (Su): Line of fear, 5 feet wide, 5 feet high, and 30 feet long, once per round; Will save (DC 31) or affected as *fear* cast by a 20th-level sorcerer. If the save is successful, that creature cannot be affected by Focalor's fear breath weapon for one day.

Summon Devils (Sp): Three times per day, Focalor can automatically summon three lemures, osyluths, or barbazus, or two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Focalor takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Focalor can communicate telepathically with any creature within 100 feet that has a language.

Focalor first appeared in *Dragon #75* (Ed Greenwood, July 1983).

GERYON (Arch-Devil)

Huge Outsider (Evil, Lawful)

Hit Dice: 44d8+484 (682 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft, fly 50 ft (average)

AC: 33 (-2 size, +2 Dex, +23 natural)

Attacks: 2 slams +58 melee, tail sting +57 melee

Damage: Slam 2d6+16, tail sting 2d4+8 and poison

Face/Reach: 10 ft by 30 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, poison, fear gaze, improved grab, tear, bull's horn, summon devils

Special Qualities: Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy

Saves: Fort +35, Ref +26, Will +31

Abilities: Str 42, Dex 14, Con 32, Int 24, Wis 24, Cha 32

Skills: Bluff +55, Concentration +55, Diplomacy +55, Heal +51, Intimidate +55, Knowledge (arcana) +51, Knowledge (Hell's politics) +51, Knowledge (planes) +51, Knowledge (religion) +51, Listen +51, Scry +51, Search +51, Sense Motive +51, Spellcraft +51, Spot +51

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (tail sting), Improved Initiative, Mobility, Multiattack, Power Attack, Weapon Focus (tail sting)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 osyluths)

Challenge Rating: 38

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

Geryon is the ruler of Stygia, Hell's fifth plane. Geryon dwells in a great fortress in the city of Tantilin in the very middle of the plane, and seldom ventures forth.

He appears as a 10-foot tall snake-humanoid. His upper torso is that of a handsome man with dark hair and eyes, while his lower torso is that of a huge, 30-foot long, snake. Huge, black bat-like wings protrude from his back. His tail ends in a razor-sharp stinger.

COMBAT

Geryon attacks with his massive fists and poisonous tail in combat. One of his favorite tactics is to grab an opponent and sting it to death with his tail.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *daylight*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *geas/quest*, *hold person*, *ice storm*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of ice*, and *wish*, 1/day—*mass charm*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: Geryon casts arcane spells as a 20th-level sorcerer (save DC 21 + spell level) and divine spells as a 20th-level cleric (save DC 17 + spell level). He has access to the domains of Evil, Law, and Strength.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, and levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear Gaze (Su): Gaze, 30 feet; Will save (DC 43) or flee in fear for 2d6 rounds.

Improved Grab (Ex): To use this ability, Geryon must hit with a claw attack. If he gets a hold he can sting with his tail.

Tear (Ex): Geryon automatically hits a held opponent of up to Large size with all his melee attacks each round he maintains the hold.

Poison (Ex): Tail sting, Fortitude save (DC 43); initial and secondary damage 2d6 points of temporary Constitution damage.

Summon Devils (Sp): Three times per day Geryon can automatically summon 1d3 osyluths or barbazu, or 1d2 hamtula or pit fiends.

Regeneration (Ex): Geryon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Bulls Horn: Geryon carries a great horn which he can blow as a full round action. The horn summons 5d4 6 HD minotaurs. It may be blown thrice per week.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Geryon can communicate telepathically with any creature within 100 feet that has a language.?

Geryon first appeared in the 1e MM (Gary Gygax, 1977).

GLASYA (Princess of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 23d8+161 (264 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 34 (-1 size, +3 Dex, +22 natural)

Attacks: +3 *short sword of venom* +31/+26/+21/+16/+11 melee

Damage: +3 *short sword of venom* 1d6+8 and poison

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, fear, summon devils

Special Qualities: Damage reduction 25/+3, SR 27, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +20, Ref +16, Will +21

Abilities: Str 21, Dex 17, Con 24, Int 26, Wis 26, Cha 32

Skills: Bluff +34, Climb +28, Concentration +30, Diplomacy +34, Disguise +34, Gather Information +34, Intimidate +34, Knowledge (arcana) +31, Knowledge (Hell's politics) +31, Knowledge (planes) +31, Listen +31, Move Silently +26, Scry +31, Sense Motive +31, Spellcraft +31, Spot +31

Feats: Ability Focus (fear), Blind-Fight, Combat Casting, Dodge, Empower Spell, Improved Initiative, Maximize Spell, Mobility, Weapon Focus (shortsword)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazu)

Challenge Rating: 18

Treasure: Standard plus +3 *short sword of venom*

Alignment: Always lawful evil

Advancement: By character class

As consort to Mammon, Glasya is one of the more powerful and influential female devils. Glasya is the daughter of Asmodeus, the Overlord of the Hells.

Glasya appears as a very beautiful female standing about 9 feet tall. She has copper-colored skin, small horns, and black bat-like wings.

COMBAT

Glasya very rarely enters combat, but when pressed, she will attack using her short sword or spell-like abilities. Given the chance she will *teleport* away, but not before summoning other devils to deal with the interlopers.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *unhallow*, 1/day—*finger of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Psionics (Sp): At will—*astral projection*, *charm monster*, *detect evil*, *detect law*, *dispel good*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Fear (Su): By speaking, 30-foot radius, Will save (DC 34) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that

creature cannot be affected again by Glasya's fear aura for one day.

Summon Devils (Sp): Three times per day Glasya can automatically summon three lemures, osyluths, or barbazus, or two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Glasya takes normal damage from holy and blessed weapons of at least +3 enchantment.

Short Sword of Venom: Functions as a *dagger of venom*.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Glasya can communicate telepathically with any creature within 100 feet that has a language.

Glasya first appeared in *Dragon #75* (Gary Gygax, 1983).

MAMMON (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 46d8+552 (759 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 20 ft, fly 50 ft (average)

AC: 37 (-1 size, +5 Dex, +23 natural)

Attacks: Huge +5 *Unholy fauchard-fork of wounding* +59/+54/+49/+44/+39/+34 melee; or 2 slams +53 melee, bite +51 melee

Damage: Huge +5 *Unholy fauchard-fork of wounding* 2d8+13; or Slam 1d8+8, bite 2d8+4

Face/Reach: 5 ft by 5 ft/10 ft (15 ft with fauchard-fork)

Special Attacks: Spell-like abilities, spells, fear gaze, summon demons

Special Qualities: Damage reduction 30/+3, SR 30, regeneration 20, devil qualities, see in darkness, telepathy

Saves: Fort +37, Ref +30, Will +35

Abilities: Str 27, Dex 20, Con 34, Int 30, Wis 30, Cha 28

Skills: Balance +51, Bluff +55, Concentration +58, Diplomacy +55, Gather Information +55, Intimidate +55, Jump +53, Knowledge (arcana) +56, Knowledge (Hell's politics) +56, Knowledge (planes) +56, Knowledge (religion) +56, Listen +56, Move Silently +51, Scry +56, Search +56, Sense Motive +56, Spellcraft +56, Spot +56

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (fauchard-fork), Improved Initiative, Mobility, Multiattack, Power Attack, Sunder, Weapon Focus (fauchard-fork)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (18 HD Huge nightmare, 5-12 hellhounds)

Challenge Rating: 35

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

From the black stone city of Minauros (named after the plane), Mammon rules Hell's third plane. Mammon and Dispater are supposed allies and purportedly support Mephistopheles, but neither has ever failed to obey Asmodeus. Mammon's realm is a boundless series of rifts with slime streams along the bottoms. Hot ash sprays from volcanoes and cover the plane.

Mammon is red-gold in color and his scaled wings gleam like rubies. His form is bloated and soft looking. His head is bald and his eyes are black with red pupils. A large toothy maw dominates his head. Small horns jut from the top of his head.

COMBAT

Mammon attacks with his fauchard-fork in battle as well as his spells and spell-like abilities.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire*, and *wish*; 1/day—*meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as the spells

cast by a 20th-level sorcerer (save DC 19 + spell level).

Spells: Mammon casts arcane spells as a 20th-level sorcerer (save DC 19 + spell level) and divine spells as a 20th-level cleric (save DC 20 + spell level). He has access to the domains of Evil, Law, and Trickery.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear Gaze (Su): Gaze, 30 feet; Will save (DC 43) or flee in fear for 2d6 rounds.

Summon Devils (Sp): Three times per day Mammon can automatically summon 1d4 hamatula or barbazus, or 1d2 pit fiends.

Regeneration (Ex): Mammon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Unholy Fauchard-Fork of Wounding: Huge Martial weapon, reach, 2d8 piercing damage, x3 crit (Mammon scores a critical hit on a roll of 19-20 due to his Improved Critical feat); acts as a weapon of wounding and an unholy weapon (Unholy, Wounding, page 187 in the *DMG*).

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Mammon can communicate telepathically with any creature within 100 feet that has a language.?

Mammon first appeared in the 1e MM II (Gary Gygax, 1983).

MELCHON (Duke of Hell)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 33d8+363 (511 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 33 (+3 Dex, +20 natural)

Attacks: Greataxe +41/+36/+31/+26/+21 melee; or tail sting +40 melee

Damage: Greataxe 1d12+7; or tail sting 2d4+7

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, psionics, fear aura, corrupt water, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +28, Ref +21, Will +27

Abilities: Str 25, Dex 17, Con 31, Int 26, Wis 28, Cha 28

Skills: Bluff +34, Climb +37, Concentration +46, Diplomacy +45,

Disguise +29, Gather Information +39, Heal +34, Intimidate +34,

Knowledge (arcana) +44, Knowledge (planes) +33, Knowledge

(religion) +33, Listen +39, Move Silently +28, Scry +34, Search +38,

Sense Motive +34, Spellcraft +34, Spot +38

Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (greataxe), Improved Initiative, Power Attack, Sunder, Weapon Focus (greataxe)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 barbazus, and 7-12 erinyes)

Challenge Rating: 19

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Melchon is a duke in the service of Mammon, on whose behalf he leads 18 companies of erinyes in battle. A devil most jealous of his stronger fellows, Melchon is something of a malcontent in Minauros, and would welcome any setback to Bael or Focalor. He keeps his true feelings well hidden concerning such things.

Melchon stands 6 feet tall and appears as a red skinned humanoid with upturned, bull-like horns; black, curling brows and beard. His hooves are black and he has large crimson wings.

COMBAT

Melchon disdains the use of magical weapons and uses his greataxe in battle as well as his spell-like abilities. Melchon is fond of poison and uses poisons equal to Deathblade poison (Poison, page 80 in the *Dungeon Master's Guide*).

Both his greataxe and tail will already be envenomed (90% chance) when he enters combat.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wish*; 2/day—*fireball*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells

cast by a 20th-level sorcerer (save DC 19 + spell level).

Psionics (Sp): At will—*astral projection*, *detect evil*, *detect law*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

Fear Aura (Su): As a free action, 30-foot radius, Will save (DC 35) negates, as a *fear* spell cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Melchon's fear aura for one day.

Corrupt Water (Ex): Touch transforms up to 66 gallons of water into a deadly poison equal to Deathblade poison.

Holy water is unaffected by this ability. Magical waters or potions receive a save (DC 36) to avoid corruption. A potion's save is equal to 2+one-half its caster level.

Summon Devils (Sp): Three times per day, Melchon can automatically summon 3 lemures, erinyes, or barbazu, or 2 osyluths, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Melchon takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Melchon can communicate telepathically with any creature within 100 feet that has a language.

Melchon first appeared in *Dragon #75* (Ed Greenwood, July 1983).

MEPHISTOPHELES (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 62d8+682 (961 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 41 (-1 size, +6 Dex, +26 natural)

Attacks: Large +5 *vorpal pitchfork* +80/+75/+70/+65/+60/+55 melee; or 2 claws +74 melee

Damage: Large +5 *vorpal pitchfork* 2d6+18 and 2d6 electrical, fire, or cold; or claw 1d8+13

Face/Reach: 5 ft by 5 ft/10 ft (15 ft with pitchfork)

Special Attacks: Spell-like abilities, spells, psionics, fear gaze, summon devils

Special Qualities: Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy

Saves: Fort +45, Ref +39, Will +45

Abilities: Str 36, Dex 22, Con 32, Int 34, Wis 34, Cha 36

Skills: Balance +68, Bluff +75, Concentration +73, Diplomacy +75, Disguise +75, Escape Artist +68, Gather Information +75, Heal +74, Intimidate +75, Knowledge (arcana) +74, Knowledge (Hell's politics) +74, Knowledge (planes) +74, Knowledge (religion) +74, Listen +74, Move Silently +68, Scry +74, Search +74, Sense Motive +74, Spellcraft +74, Spot +74

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Critical (pitchfork), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (pitchfork), Whirlwind Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 gelugons)

Challenge Rating: 40

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

The eighth plane of Hell, Caina, is ruled by Mephistopheles. His main aim is to wrest the seventh plane from Baalzebul and with the strength gained, challenge Asmodeus for the overlordship of the hells.

His great iron citadel sits in the icy mountains of the frozen plane. The eighth plane is a plane of frozen marshes and steaming slime pits.

Mephistopheles appears as a great blue-black humanoid about 8 feet tall. He has very handsome features with black scales. His wings are deep blue, as are his horns and talons. His eyes are pale blue with red irises and pupils. His normal speech is a whispering wind.

COMBAT

Mephistopheles attacks using his fear gaze, followed by his spells and spell-like abilities. If engaged in melee combat, he will use his +5 *pitchfork*, rarely relying on his talons.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, cone of cold, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, ice storm, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50)

pounds of objects only), *unholy aura*, *unhallow*, *wall of ice*, and *wish*, 1/day—*mass charm*, *meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Mephistopheles casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Knowledge, Law, and War.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, *dispel good*, *levitate*, and *protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear Gaze (Su): 30 feet; Will save (DC 54) or flee in fear for 2d6 rounds.

Summon Devils (Sp): Three times per day Mephistopheles can automatically summon 1d6 gelugons or 1d2 pit fiends.

Regeneration (Ex): Mephistopheles takes normal damage from holy and blessed weapons of at least +4 enchantment.

Vorpal Pitchfork: +5 *vorpal pitchfork*, treat as a trident (Mephistopheles scores a critical hit on a roll of 19-20 due to his Improved Critical feat); deals 2d6 points of damage and 2d6 points of cold, electrical, or fire damage (Mephistopheles chooses the type of additional damage each time he hits with his trident). It also has the vorpal weapon special qualities (Vorpal, page 187 in the *Dungeon Master's Guide*).

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Mephistopheles can communicate telepathically with any creature within 100 feet that has a language.?

Mephistopheles first appeared in *Dragon* 75 (Gary Gygax, 1982).

MOLOCH (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 42d8+462 (651 hp)

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 38 (-1 size, +6 Dex, +23 natural)

Attacks: 2 claws +48 melee, bite +46 melee; or Medium-size +5 6-tailed shocking whip +52/+47/+42/+37/+32/+27 ranged

Damage: Claw 1d6+7, bite 1d8+3; or Medium-size +5 6-tailed shocking whip 2d6+12 and 2d6 electrical

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, breath weapon, improved grab, summon devils

Special Qualities: Damage reduction 30/+3, SR 29, regeneration 20, devil qualities, see in darkness, telepathy

Saves: Fort +34, Ref +29, Will +31

Abilities: Str 25, Dex 22, Con 32, Int 26, Wis 26, Cha 27

Skills: Bluff +50, Concentration +53, Diplomacy +50, Disguise +50, Intimidate +50, Knowledge (arcana) +50, Knowledge (Hell's politics) +50, Knowledge (planes) +50, Knowledge (religion) +50, Listen +50, Move Silently +48, Scry +50, Search +50, Sense Motive +50, Spellcraft +50, Spot +50

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Mobility, Multiattack, Power Attack, Sunder

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1-4 cornugons)

Challenge Rating: 33

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

Moloch is a grand duke, viceroy of Baalzebul, and the lord of Malbolge, Hell's sixth plane. Great enmity exists between Moloch and Geryon. If it were not for Baalzebul, there would be open warfare between the two, much to Moloch's detriment and Mephistopheles' delight.

Moloch is a great, square-bodied creature standing around 14 feet tall. He has red-orange skin, short thick arms and legs, and huge square hands and feet. His feet and head are horned. His head is huge with slanting eyes and gaping mouth.

COMBAT

Moloch attacks with either a claw/claw/bite routine or his weapon and spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *burning hands*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel magic*, *fireball*, *fire charm*, *fly*, *geas/quest*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *polymorph self*, *produce flame*, *pyrotechnics*, *raise dead*, *read magic*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, *wall of fire*, and *wish*, 1/day—*flame strike*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Spells: Moloch casts arcane spells as a 20th-level sorcerer (save DC 18 + spell level) and divine spells as a 20th-level cleric (save DC 18 + spell level). He has access to the domains of Evil, Law, and Strength.

Psionics (Sp): At will—*astral projection*, *charm monster*, *deeper darkness*, *detect evil*, *detect law*, and *levitate*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 18 + spell level).

Breath Weapon (Su): 30 feet, cone, once per round; Will save (DC 42) or flee in fear for 2d6 rounds.

Improved Grab (Ex): To use this ability, Moloch must hit a Large or smaller creature with a claw attack.

Tear (Ex.): Moloch automatically hits a held opponent with his claws and bite attack each round he maintains the hold.

Summon Devils (Sp): Three times per day Moloch can automatically summon 1d4 cornugons or 1d2 pit fiends.

Regeneration (Ex): Moloch takes normal damage from holy and blessed weapons of at least +3 enchantment.

Medium-Size 6-Tailed Shocking Whip: Medium-size +5 ranged weapon, 2d6+5 points of subdual damage and 2d6 points of electrical damage.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Moloch can communicate telepathically with any creature within 100 feet that has a language.?

Moloch first appeared in Dragon 75 (Gary Gygax, 1982).

ZIMMIMAR (Duke of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 35d8+280 (437 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (average)

AC: 33 (-1 size, +2 Dex, +22 natural)

Attacks: +3 *vorpal bastard sword* +46/+41/+36/+31/+26 melee; or 2 claws +42 melee, 2 wings +40 melee, bite +40 melee, tail slap +40 melee

Damage: +3 *vorpal bastard sword* 1d10+11; or claw 1d6+8, wing 1d4+4, bite 2d6+4 and poison plus disease, tail slap 2d4+4

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, fear aura, improved grab, constrict 2d4+12, summon devils

Special Qualities: Damage reduction 25/+3, SR 29, devil qualities, see in darkness, telepathy, regeneration 15, darkvision 60 ft

Saves: Fort +27, Ref +21, Will +24

Abilities: Str 27, Dex 15, Con 27, Int 22, Wis 20, Cha 20

Skills: Bluff +40, Climb +43, Concentration +43, Diplomacy +40, Disguise +30, Gather Information +37, Hide +33, Intimidate +35, Jump +43, Knowledge (arcana) +41, Listen +35, Move Silently +27, Search +43, Spellcraft +43, Spot +35

Feats: Blind-Fight, Cleave, Dodge, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1-2 pit fiends, 2-5 hamatulas, and 6-10 osyluths)

Challenge Rating: 20

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

The great pit fiend Zimmimar leads 6 companies of osyluths in the service of Mammon. He serves as “protector” of Mammon’s palace on Minauros, and is thus almost always found there, or in the company of Mammon himself. Zimmimar does not like nor trust Bael or Focalor, though he keeps his suspicions to himself.

Zimmimar appears as a normal pit fiend.

COMBAT

Great Zimmimar attacks with his +3 *vorpal bastard sword* and his spell-like abilities.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fireball*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wall of fire*; 1/week—*wish*; 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Fear Aura (Su): As a free action, Zimmimar can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* cast by a 20th-

level sorcerer (save DC 32). If the save is successful, that creature cannot be affected again by Zimmimar's fear aura for one day.

Poison (Ex): Bite, Fortitude save (DC 33); initial damage 1d6 temporary Constitution, secondary damage death.

Disease (Su): Even if an affected creature saves against the poison, it must succeed at a Fortitude save (DC 33) or be infected with a vile disease called devil chills (incubation period 1d4 days, damage 1d4 points of temporary Strength). See Disease, page 74 in the *Dungeon Master's Guide*.

Improved Grab (Ex): To use this ability, Zimmimar must hit a Medium-size or smaller opponent with its tail slap attack. If he gets a hold, he can constrict.

Constrict (Ex): Zimmimar deals 2d4+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

Summon Devils (Sp): Three times per day Zimmimar can automatically summon three lemures, osyluths, or barbazus, two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Zimmimar takes normal damage from holy and blessed weapons of at least +3 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Zimmimar can communicate telepathically with any creature within 100 feet that has a language.

Zimmimar was first mentioned in *Dragon #75* (Ed Greenwood and Gary Gygax, 1983).