

ASMODEUS

Various myths claim that Asmodeus, has existed since the dawn of time. Perhaps most intriguing among the myths is the Serpent of Law. In it, Asmodeus was initially named Ahriman and, together with his rival Jazirian, created the outer realms. Their conflict led both deities to become severely wounded, and Asmodeus lost the exchange by landing in the Nine Hells. Here, he used his allies and own strength to banish the previous inhabitants and become what he remains today—Overlord of the Nine Hells.

Since his time as ruler, Asmodeus has seen much upset: a trial by gods, the Blood War, and the Reckoning. Despite many attempts to oust him, Asmodeus has never left his throne—none have even gotten close. Helping cement his power are the Dark Eight, a group of pit fiends sworn to absolute loyalty that rule his armies.

Those that know Asmodeus would describe him as arrogant, extremely intelligent, strategic, and honorable. Whenever possible, he follows the laws and regulations (that he himself created), and rarely loses his temper. Some of his plots have taken thousands of years to come to fruition, with countless others continuing to this day. Whether his persona is genuine, or simply another tool in his plans, only Asmodeus himself knows.

Many groups pledge allegiance to Asmodeus, and being the ruler of the Nine Hells, he has a large quantity of followers and worshippers. His biggest goal, largely unknown by mortals, is the opposite—encourage disbelief in deities altogether. According to legend, instead of going to the god they refuse worship, atheists go directly to the Nine Hells. Asmodeus feeds on these souls, which give him the necessary nourishment to lick his wounds. To this end, worshippers and cults dedicated to Asmodeus frequently experience fluctuations in presence, in an attempt to push them to disbelief.

Some claim that his true form is that of a colossal serpent, with gaping wounds and a missing tail. However, no living creature has seen the true Asmodeus. He prefers to do business using one of his ten avatars, each a perfect gentleman, and handsome to boot. They can be identified by the *Ruby Rod* they each carry, an icon representative of the Dark Lord himself.

ASMODEUS'S LAIR

The master of the Nine Hells makes his lair in his citadel of Malsheem. Within its confines linger millions of devils, and all of them are subject to Asmodeus's will and whims.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Asmodeus can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Cleansing Flame. Asmodeus selects one spell effect on himself or a creature of his choice within 60 feet. That spell effect is removed.

REGIONAL EFFECTS

The region containing Asmodeus's lair is corrupted by his presence, which creates the following effect:

The Devil's Greeting. Within 500 miles of his lair, an illusory version of Asmodeus (as if he has cast the *Project Image* spell) appears. Asmodeus attempts to communicate with any characters and decipher their intentions. If they're hostile, Asmodeus pretends to prepare himself for combat, in an effort to make the character waste their resources.

If Asmodeus dies, the effects fade over the course of 1d10 days.

"YOU MORTALS SHOULD TAKE PRIDE IN HOW YOU
CAN MAKE A HELL OUT OF ANY HEAVEN."

Asmodeus

ASMODEUS

Large Fiend (Devil), Lawful Evil

Armor Class 22 (natural armor)

Hit Points 725 (50d10 + 450)

Speed 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	28 (+9)	25 (+7)	30 (+10)	30 (+10)

Saving Throws Str +19, Con +18, Int +16, Cha +19

Skills Arcana +16, Deception +28, Insight +28, Intimidation +19, Perception +19, Persuasion +19, Religion +16

Damage Resistances cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities blinded, charmed, frightened, paralyzed, poisoned, stunned

Senses darkvision 120 ft., truesight 60 ft., passive Perception 29

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Antimagic Aura. Asmodeus has advantage on saving throws against spells and other magical effects. Spells of level 4 or lower can't damage Asmodeus.

Fiendish Regeneration. Asmodeus regains 40 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Asmodeus dies only if he starts his turn with 0 hit points and doesn't regenerate. If Asmodeus dies, his body regenerates, returning to life 13 (2d12) days later.

Legendary Resistance (3/Day). If Asmodeus fails a saving throw, he can choose to succeed instead.

Submission Aura. When a creature moves to be within 120 feet of Asmodeus, they must succeed on a DC 24 Wisdom saving throw or have the frightened condition until they leave the aura. While frightened, creatures kneel before Asmodeus, taking no actions unless he commands otherwise. If Asmodeus deals damage to a kneeling creature, the creature's frightened condition ends. A creature that succeeds the saving throw is immune to this effect for 1 hour.

ACTIONS

Multattack. Asmodeus makes four attacks using Ruby Rod, Chilling Gaze, or a combination of the two. He can replace one of the attacks with Hellish Smite.

Ruby Rod. Melee Weapon Attack: +21 to hit, reach 5 ft., one target. **Hit:** 21 (2d8 + 12) necrotic damage, which also reduces the target's hit point maximum by the damage taken. This damage can't reduce a target's hit point maximum below 1. Any effect that removes a disease allows a creature's hit point maximum to return to normal.

Chilling Gaze. Ranged Spell Attack: +16 to hit, range 60 ft., one target. **Hit:** 18 (2d10 + 7) cold damage, and the target has a -1 penalty to all attack rolls they make until the end of their next turn. This penalty can stack.

Hellish Smite. Asmodeus targets a creature he can see within 300 feet of him, calling down a bolt of hellish lightning. The target must make a DC 24 Dexterity saving throw, taking 14 (4d6) lightning damage plus 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Infernal Word: Stun (Recharge 4–6). Asmodeus targets a creature he can see within 120 feet of him. The target must make a DC 24 Intelligence saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one. A creature that failed the save is stunned for up to 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, but taking the damage again on a failed save.

Hell-Lord's Suggestion (Recharge 5–6). Asmodeus targets a creature he can see within 120 feet of him. The target must make a DC 24 Charisma saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one. A creature that failed the save has the charmed condition for up to 1 minute. While charmed, a creature is controlled by Asmodeus, performing only actions that he suggests. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, but taking the damage again on a failed save.

Fires of the Nine Hells (Recharge 5–6). Asmodeus chooses a point he can see within 500 feet of him, which explodes into a roaring inferno. All creatures within a 60-foot-radius sphere centered on that point must make a DC 24 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. Asmodeus casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 27):

At will: *Bane, Bestow Curse, Command, Cure Wounds, Darkness, Lesser Restoration, Remove Curse*
1/day each: *Antimagic Field, Earthquake, Flame Strike, Gate, Heal, Mass Heal, Wish*

REACTIONS

Ruby Absorption. As a reaction to being the sole target of a spell, Asmodeus can attempt to absorb the spell into the *Ruby Rod*. Asmodeus rolls (1d20 + 2), and if the result is higher than (10 + spell level), the spell is absorbed into the rod and has no effect.

LEGENDARY ACTIONS

Asmodeus can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 his turn.

Channel Ruby Rod. The *Ruby Rod* has 66 charges. Asmodeus may spend its charges to cast one of the following spells from it, with a spell save DC of 20: *Lesser Restoration* (3 charges), *Wall of Force* (7 charges), *Greater Restoration* (12 charges), *Chain Lightning* (15 charges), *Prismatic Spray* (23 charges), *Globe of Invulnerability* (33 charges)

Strike (Costs 2 Actions). Asmodeus makes a Ruby Rod attack.

Call Underling (Costs 3 Actions). Asmodeus summons an allied pit fiend in an unoccupied space that he can see.



BAALZEBUL

Baalzebul, is an archdevil and the lord of Maladomini, the seventh layer of the Nine Hells. He is known as both the Lord of Lies and the Lord of the Flies because his tightly woven web of intrigue traps even the smallest fly. In recent centuries he was cursed with a new hideous form by Asmodeus. This form earned him a new title—The Slug Archduke.

Baalzebul was originally known as Triel, one of the most powerful and beautiful angels to be found in Celestia. Triel's selfish acts in the name of achieving his perfection resulted in his corruption and exile from Celestia. After his fall, Asmodeus, perhaps out of some lingering sense of sympathy, quickly promoted Baalzebul to the ranks of devilish nobility. Baalzebul's ruthless lust for power served him well and before long he not only displaced the ancient, original Lord of Maladomini but managed to become the only archdevil to rule two layers of the Nine Hells, although he ruled Malbolge through the devil Moloch.

However, Baalzebul's pride continued to be his undoing. When he attempted to take Asmodeus's throne, his schemes were discovered and thwarted.

Asmodeus inflicted a series of bizarre penalties upon Baalzebul. He was cursed to appear as a slug for one year per lie he had told to a devil, and any deal he struck with a mortal would result in a disaster for the participant. His castle was turned to excrement and filled with filth and his dominion of Malbolge was stripped from him.

Despite his punishments, Baalzebul is still dangerously cunning and charismatic. Even while trapped in the form of a slug, he remained the Lord of Lies, whose every deception was made with ease. Every one of his untruths is told with a specific purpose in mind, and only other devils are safe from his lies.

BAALZEBUL'S TWO FORMS

When dealing with enemies or unfortunate subordinates, Baalzebul generally manifests as a powerful winged creature. However, the characters are most likely to encounter this archdevil in his slug form after he has incurred Asmodeus's wrath again. The accompanying stat block works for both forms except that Baalzebul's movement in his slug form is replaced with: 20 ft., burrow 20 ft., climb 20 ft.

BAALZEBUL'S LAIR

Baalzebul's lair resides within whichever city is the newest he has constructed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Baalzebul can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Protective Burrow. Baalzebul uses his burrow speed to dig into the ground. He gains half-cover when buried 10 feet and three-quarters cover at 20 feet.

BAALZEBUL

Huge Fiend (Devil), Lawful Evil

Armor Class 19 (natural armor)

Hit Points 540 (40d12 + 280)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	25 (+7)	21 (+5)	24 (+7)	26 (+8)

Saving Throws Str +17, Con +15, Int +13, Cha +16

Skills Athletics +17, Deception +24, Insight +15, Intimidation +16, Persuasion +16

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., tremorsense 10 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Proficiency Bonus +8

Devil's Sight. Magical darkness doesn't impede Baalzebul's darkvision.

Fiendish Regeneration. Baalzebul regains 20 hit points at the start of his turn. If he takes radiant damage this trait doesn't function at the start of his next turn. Baalzebul dies only if he starts his turn with 0 hit points and doesn't regenerate.

Lord of Flies. Insects don't attack Baalzebul, and he can issue orders to them.

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.

Stench of the Slug (Slug Form Only). A creature that starts its turn within 10 feet of Baalzebul must succeed on a DC 21 Constitution saving throw or have the poisoned condition until the start of its next turn. On a successful save, a creature is immune to this stench for 1 hour.

ACTIONS

Multiattack. Baalzebul uses Heart of Pestilence (if available), then makes three Slam attacks.

Slam. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage plus 7 (2d6) necrotic damage.

REGIONAL EFFECTS

The region containing Baalzebul's lair is corrupted by his presence, which creates the following effect:

Filth. Within 1 mile of the lair, stinking piles of filth accumulate as if from nowhere. The entire area is covered with garbage and feces and is treated as difficult terrain.

If Baalzebul dies, the effects fade over the course of 1d10 days.

Pungent Eruption (Slug Form Only, Recharge 4-6). Baalzebul causes refuse and caustic liquid to spill from the ground at a point he can see within 300 feet. Each creature in a 15-foot-radius sphere centered on that point must make a DC 21 Constitution saving throw. Targets take 36 (8d8) acid damage on a failed save, or half as much on a successful one. Creatures that fail the save have the poisoned condition for 1 minute.

Heart of Pestilence (Recharge 5-6). Baalzebul channels pestilence into his body, sickening creatures within 50 feet that can see him. Sickened creatures must make a DC 21 Charisma saving throw, followed by a DC 21 Constitution saving throw. Failing the Charisma save makes a creature have the frightened condition, while failing the Constitution save makes a creature weak. While weakened, a creature deals half damage on melee attacks. Both effects last for 1 minute or until a *Greater Restoration* spell or similar is cast.

Spellcasting (Winged Form Only). Baalzebul casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 24):

At will: *Animate Dead, Darkness, Detect Evil and Good, Detect Magic, Dispel Evil and Good, Hallow, Hold Monster, Suggestion, Teleport, True Seeing*
1/day each: *Symbol* (pain or insanity), *Wish*

BONUS ACTIONS

Displace. Baalzebul magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

LEGENDARY ACTIONS

Baalzebul can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 his turn.

Pummel. Baalzebul makes a Slam attack.

Teleport. Baalzebul uses Displace.

Insect Gorge (Costs 2 Actions). Baalzebul disgorges a swarm of biting flies at a point he can see within 300 feet of himself. Each creature within a 20-foot-radius sphere centered on that point must make a DC 21 Constitution saving throw. A creature takes 44 (8d10) piercing damage on a failed save, or half as much damage on a successful one. The biting flies persist for 1 minute, or until Baalzebul uses this ability again. Creatures that enter the flies' area or end their turn inside it must repeat the saving throw.

Call Underling (Costs 3 Actions). Baalzebul summons an allied bone devil in an unoccupied space that he can see.



BELIAL

Belial maintains his image as the most carnal of all archdevils, and enjoys inflicting pain as much as experiencing pleasure. Despite his indulgences, Belial demonstrates charisma, passion, and intelligence, and is almost always scheming. He is confident to a fault, with vanity and desire being his greatest weaknesses.

Phlegethos has been ruled by Belial, together with his daughter, Fierna, for almost as long as Dispater has ruled his Iron City. Belial considers himself an “old school” devil, alongside his friendly rivals Levistus and Dispater. Glasya’s recent rise to power has him concerned for his continued relevance in the political landscape, forcing him to direct his scheming inwards.

During the Reckoning, Belial remained relatively neutral, until the end, when he allied with Baalzebul. Some argue that his alliance was just another scheme meant to misdirect Asmodeus—an idea further cemented when, instead of being deposed,

Belial was forced to cede the throne to his daughter. For a time, he continued to rule from the shadows, but influence from Glasya on Fierna has encouraged the fiery lord to rule in tandem. Belial manages much of the political and official sides of the realm, including maintaining the infernal court. He occasionally sends avatars to other planes, which quickly seek out pleasure before continuing their assigned task.

Similar to his daughter, Belial remains one of the most attractive archdevils. His rugged good looks and masculine physique serve to complement his devilish features, of which he has many. Sharp horns and glowing eyes adorn his face, with midnight-black wings and a tail decorating the rest of his body. Depending on his mood, Belial’s skin either takes on an ashy-grey complexion, or smolders red like dying coal. Priding himself on his sensual appearance, Belial dresses provocatively while maintaining high fashion, truly embodying his carnal desires.

BELIAL'S LAIR

This fierce archdevil currently makes his lair in an obsidian palace built within the confines of Abrymoch, but his reach extends throughout the entirety of the city.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Belial can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Slow Torture. Every creature within 100 feet whose movement is currently reduced because of the Ranseur of Torture, takes 11 (2d10) fire damage and 11 (2d10) piercing damage.

BELIAL

Medium Fiend (Devil), Lawful Evil

Armor Class 21 (natural armor)

Hit Points 420 (40d8 + 240)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	22 (+6)	22 (+6)	22 (+6)	29 (+9)

Saving Throws Str +15, Dex +11, Con +14, Wis +14

Skills Athletics +15, Deception +25, Insight +14, Intimidation +17, Perception +14, Persuasion +25

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 24

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Deep Wounds. All damage dealt by Belial can only be restored through magical means.

Devil's Sight. Magical darkness doesn't impede Belial's darkvision.

Fear Aura. When a creature starts their turn within 120 feet of Belial, they must succeed on a DC 22 Wisdom saving throw or have the frightened condition until they leave the aura. A creature that succeeds on the saving throw is immune to this effect for 1 hour.

Fiendish Regeneration. Belial regains 20 hit points at the start of his turn. If he takes radiant damage this trait doesn't function at the start of his next turn. Belial dies only if he starts his turn with 0 hit points and doesn't regenerate.

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.

ACTIONS

Multiaction. Belial makes three attacks using his Ranseur of Torture.

REGIONAL EFFECTS

The region containing Belial's lair is corrupted by his presence, which creates the following effect:

Smoke-cloud. A vast fog rises 3 feet above ground within 1 mile of the lair, completely obscuring the ground. Any creature having the prone condition at the start of their turn must succeed on a DC 22 Constitution saving throw or take 7 (2d12) necrotic damage from choking on the noxious fumes.

If Belial dies, the effects fade over the course of 1d10 days.

Ranseur of Torture. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 5 (1d10) necrotic damage, and the target must make a DC 23 Constitution saving throw. On a failed save, the target's movement speed is reduced by 5 feet until the end of their next turn. This penalty can stack.

Walls of Phlegethos. Belial creates a wall of fire on a solid surface within 120 feet of him. The wall is 20 feet high and 1 foot thick, and Belial can make the wall up to 60 feet long or create a ringed wall up to 20 feet in diameter. The wall is opaque and lasts until Belial dismisses it. When the wall appears, each creature within its area must make a DC 25 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one. A creature that ends its turn inside the wall, or within 5 feet of it, must repeat the save.

Symbol of Insanity (Recharge 4–6). Belial draws a magic symbol at a point he can see within 120 feet of him. All creatures within a 20-foot-radius sphere centered on the symbol must make a DC 25 Intelligence saving throw. Targets take 45 (10d8) psychic damage on a failed save, or half as much damage on a successful one. Creatures that fail the save immediately use their reaction to make a melee attack against a random creature within their reach, then move their full movement in a random direction.

REACTIONS

Pleasure in Pain. As a reaction to taking damage, Belial immediately regenerates half the damage he took.

LEGENDARY ACTIONS

Belial can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 his turn.

Ranseur. Belial makes a Ranseur of Torture attack.

Eruption (Costs 2 Actions). Belial causes molten stone to erupt from a point he can see within 90 feet of him. All creatures within a 20-foot-radius sphere centered on that point must make a DC 23 Dexterity saving throw. Targets take 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Call Underling (Costs 3 Actions). Belial summons an allied horned devil in an unoccupied space that he can see.

DISPATER

Despite frequent shifts in leadership among other archdevils, Dispater has maintained his position as the ruler of Dis since its creation. Known for his vigilance and caution, he rarely leaves his tower, and even less frequently leaves the Iron City. Those who know his plans, including Asmodeus, know that he hopes to one day rule each layer of the Nine Hells.

Dispater remains one of the foremost suppliers of weapons across all the planes, which helps keep his position in Dis secure. As well, his advisors are carefully chosen and he maintains very few friendships.

Those that attempt battle with the Iron Lord find victory nigh impossible. In addition to his stratagem

and defense, Dispater maintains extremely powerful abilities and a legion of minions. Outwitting him can't be done, and anyone unfortunate enough to catch him off guard is quickly disposed of.

Dispater remains calm and controlled in conversation. He prefers wherever possible to engage in gentlemanly debates rather than aggressive arguments. Unlike other archdevils, he almost never forces an individual into doing something, preferring to persuade or deceive instead. Fittingly, his skin is an iron-black color and his signature staff, wrought from the same iron as the tower he lives in, is always in hand.

DISPATER

Large Fiend (Devil), Lawful Evil

Armor Class 21 (natural armor, Wrought-Iron Tower)

Hit Points 412 (33d10 + 231)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	17 (+3)	25 (+7)	25 (+7)	22 (+6)	24 (+7)

Saving Throws Str +17, Dex +11, Con +15, Int +15

Skills Arcana +23, Insight +22, Intimidation +15, Perception +14, Persuasion +15, Stealth +11

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 24

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 27 (105,000 XP)

Proficiency Bonus +8

Devil's Sight. Magical darkness doesn't impede Dispater's darkvision.

Fear Aura. When a creature starts their turn within 120 feet of Dispater, they must succeed on a DC 22 Wisdom saving throw or have the frightened condition until they leave the aura. A creature that succeeds on the saving throw is immune to this effect for 1 hour.

Fiendish Regeneration. Dispater regains 20 hit points at the start of his turn. If he takes radiant damage this trait doesn't function at the start of his next turn. Dispater dies only if he starts his turn with 0 hit points and is unable to regenerate.

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.

Rust Metal. Any nonmagical weapon or ammunition made of metal that hits Dispater corrodes. After its hit, the weapon or ammunition is destroyed.

ACTIONS

Multiaction. Dispater makes four attacks using his Wrought-Iron Tower, Iron Column, or a combination of the two. He can replace one of the attacks with Superheat Metal (if available).

Wrought-Iron Tower. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 21 (2d8 + 12) bludgeoning damage plus 7 (2d6) fire damage. Dispater may replace the bludgeoning damage with damage of a type that the target is vulnerable to instead.

Iron Column. *Ranged Spell Attack:* +15 to hit, range 60 ft., one target. *Hit:* 21 (2d8 + 12) bludgeoning damage plus 7 (2d6) fire damage. Dispater may replace the bludgeoning damage with damage of a type that the target is vulnerable to instead.

Superheat Metal (Recharge 4–6). Dispater targets a metal object he can see within 90 feet of him. The metal glows white-hot, burning all that touches it. If the object was held by a creature, the creature must succeed on a DC 23 Dexterity saving throw to drop the object or take 45 (10d8) fire damage. If the object is attached to a creature, or they couldn't feasibly drop it, they automatically fail the save. The object returns to room temperature at the end of Dispater's turn.

Nail Spray (2/Day). Dispater conjures a storm of iron nails and launches them forward in a 90-foot-long, 5-foot-wide line. All creatures within the line must make a DC 23 Dexterity saving throw, taking 40 (16d4) piercing damage on a failed save, or half as much damage on a successful one. Nails launched from this ability stick into soft surfaces or fall to the ground after the attack finishes.

LEGENDARY ACTIONS

Dispater can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 his turn.

Staff. Dispater makes a Wrought-Iron Tower attack.

Flesh to Iron (Costs 2 Actions). *Melee Spell Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 40 (6d10 + 7) force damage, and the target must make a DC 23 Constitution saving throw. On a failed save, the target's flesh begins to harden, and the creature's movement speed is halved for 1 minute. If the creature is harmed by Flesh to Iron again, while still partly iron, the rest of the creature also turns to iron, killing them.

Call Underling (Costs 3 Actions). Dispater summons an allied erinyes in an unoccupied space that he can see.



DISPATER'S LAIR

The ruler of Dis makes his lair inside the Iron Tower. Within these confines he is vastly more protected.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Dispater can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Buckle. The area in a 120-foot-radius around Dispater bends and twists, becoming difficult terrain. Dispater's Superheat Metal ability is recharged.

REGIONAL EFFECTS

The region containing Dispater's lair is corrupted by his presence, which creates the following effect:

Din. Within 6 miles of the lair, the sound of metal working is near inescapable. Any creature attempting a short or long rest may do so, but must make a DC 21 Constitution saving throw afterwards. Failure negates any benefits of the rest.

If Dispater dies, the effects fade over the course of 1d10 days.



FIERNA

Fierna rules Phlegethos alongside her father, Belial. She is emotionally intelligent, and her charisma has earned her many allies and few enemies in the Nine Hells. Although some view her as incompetent, Fierna's true intentions are hidden behind a smokescreen of brashness.

Her father, Belial, was a key player in the Reckoning, and due to his actions, Fierna was granted primary leadership of Phlegethos. Despite this political appearance, Fierna and Belial rule together, often meeting in secret to discuss strategy and upcoming plans. Some of the more ignorant archdevils view the relationship between Belial and Fierna as something to be exploited or broken. In reality, Fierna deeply respects her father, and the feeling is mutual.

Laying eyes on Fierna, one can immediately see the reasons she is so admired: she is impossibly beautiful. Her beauty is a strength, complementing her strategic mind and ingenuity.

FIERNA'S LAIR

Fierna's lair is a palace, a tower of crystalline stone wreathed in blue flame.

FIERNA

Medium Fiend (Devil), Lawful Evil

Armor Class 20 (natural armor)

Hit Points 367 (35d8 + 210)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	25 (+7)	22 (+6)	22 (+6)	22 (+6)	29 (+9)

Saving Throws Dex +15, Con +14, Wis +14, Cha +17

Skills Acrobatics +15, Deception +25, Insight +14,

Intimidation +17, Perception +14, Persuasion +25

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 24

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Fear Aura. When a creature starts their turn within 120 feet of Fierna, they must succeed on a DC 22 Wisdom saving throw or have the frightened condition until they leave the aura. A creature that succeeds on the saving throw is immune to this effect for 1 hour.

Fiendish Regeneration. Fierna regains 20 hit points at the start of her turn. If she takes radiant damage this trait doesn't function at the start of her next turn. Fierna dies only if she starts her turn with 0 hit points and is unable to regenerate.

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.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Fierna can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); she can't take the same lair action two rounds in a row:

Fiery Reversal. Fierna exchanges places with a creature she can see within 30 feet of her. Both her old location and her new location erupt into flames that persist for 1 minute. Anyone entering either flame must succeed on a DC 21 Constitution saving throw or take 28 (8d6) fire damage.

REGIONAL EFFECTS

The region containing Fierna's lair is corrupted by her presence, which creates the following effect:

Smoke-cloud. A vast fog rises 3 feet above ground within 1 mile of the lair, completely obscuring the ground. Any creature having the prone condition at the start of their turn must succeed on a DC 22 Constitution saving throw or take 7 (2d12) necrotic damage from choking on the noxious fumes.

If Fierna dies, the effects fade over the course of 1d10 days.

Princess of Hellfire. Fire conjured by Fierna becomes Hellfire. It ignores resistances and immunities to fire damage, deals double damage to creatures vulnerable to fire or necrotic damage, can't be extinguished through any means, and is capable of melting stone or igniting inflammable objects.

ACTIONS

Multiattack. Fierna makes three attacks using Flame Blade, Mote of Flame, or a combination of the two.

Flame Blade. *Melee Spell Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) fire damage.

Mote of Flame. Fierna targets a creature she can see within 90 feet of her. The target must make a DC 25 Dexterity saving throw, taking 22 (3d8 + 9) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Wreath of Flames. When hit by a melee attack and Fierna can see her attacker, she covers herself in Hellfire, and the attacker takes 13 (3d8) fire damage.

LEGENDARY ACTIONS

Fierna can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 her turn.

Blade. Fierna makes a Flame Blade attack.

Conjure Hellfire (Costs 2 Actions). Fierna chooses a point she can see within 150 feet of her. All creatures in a 20-foot-radius sphere centered on that point must make a DC 25 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Call Underling (Costs 3 Actions). Fierna summons an allied spined devil in an unoccupied space that she can see.

GLASYA

Glasya is known by many names: the Dark Prodigy, the Princess of the Nine Hells, and Lord of Malbolge. She maintains control over the erinyes and has a massive following within the downtrodden and the neglected royalty of the other planes. For a long time, she was simply a lesser archdevil, jumping between various courts as she saw fit. It wasn't until the Reckoning, which she helped instigate, that she claimed true power and became ruler of one of the nine layers.

Asmodeus, her father, and Glasya share much in common—particularly their cunning, ambition, and “dedication” to laws. Because of this, despite some of the hatred Glasya has towards her father, the two share a relationship of respect and support.

Even though she busies herself with many important undertakings to further cement her power,

being surrounded by beautiful things is also important to Glasya. Similarly, she detests the ugly, punishing those she sees as disgusting. During her brief relationship with Mammon, she was rarely found in his swampy domain, choosing instead to roam other layers. Almost everything that interacts with Glasya either deeply loves or loathes her. She maintains a charming persona, often even converting spies from other archdevils to her side.

Perhaps contributing to her obsession with beauty, Glasya herself is considered stunning. Her jet-black hair and copper skin hide her infernal nature, though her large, leathery wings and small horns give it away. Due to her ability to polymorph at will, she can meet various other standards of beauty as well, always maintaining an outward charm—which helps conceal her foul core.

GLASYA

Medium Fiend (Devil), Lawful Evil

Armor Class 21 (natural armor)

Hit Points 380 (40d8 + 200)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	28 (+9)	20 (+5)	21 (-5)	25 (+7)	28 (+9)

Saving Throws Dex +17, Int +13, Wis +15, Cha +17

Skills Deception +25, Intimidation +17, Perception +15, Persuasion +17, Stealth +25, Survival +15

Damage Resistances cold, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Charm Aura. When a creature moves to be within 120 feet of Glasya, they must succeed on a DC 23 Wisdom saving throw or have the charmed condition, treating Glasya as an ally, until they leave the aura. A creature that succeeds the saving throw is immune to this effect for 1 hour. Whenever a charmed creature takes damage, they may repeat the saving throw, ending the effect on a success.

Dominating Presence. Glasya deals an additional 13 (2d12) psychic damage when attacking a charmed creature, and her attacks don't break charms.

Fiendish Regeneration. Glasya regains 20 hit points at the start of her turn. If she takes radiant damage this trait doesn't function at the start of her next turn. Glasya dies only if she starts her turn with 0 hit points and is unable to regenerate. If Glasya is killed, her body slowly regenerates, returning to life 9 (2d8) weeks later.

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.

ACTIONS

Multiattack. Glasya makes four attacks using Scourge of Shadow, Necrotic Grasp, or a combination of the two. She can replace one of the attacks with Mesmerizing Gaze.

Scourge of Shadow. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 19 (3d4 + 12) slashing damage, plus 5 (2d4) necrotic damage. This attack scores a critical on a roll of 18, 19, or 20.

Necrotic Grasp. Glasya summons necrotic hands to grope and claw at a creature she can see within 90 feet of her. The target must make a DC 25 Constitution saving throw, taking 20 (2d10 + 9) necrotic damage on a failed save, or half as much damage on a successful one.

Mesmerizing Gaze. Glasya focuses her gaze in a 60-foot cone in front of her. Each creature of her choice within the cone must make a DC 23 Charisma saving throw or have the charmed condition until the end of their next turn. While charmed, creatures automatically fail saving throws from abilities used by Glasya and move to be as close to her as possible.

Deathly Exclamation (1/Day). Glasya targets a creature she can see within 60 feet of her. The target must make a DC 25 Constitution saving throw, taking 61 (7d8 + 30) necrotic damage on a failed save, or half as much damage on a successful one. A Humanoid killed by this ability rises at the start of Glasya's next turn as a **zombie** permanently under her command.

LEGENDARY ACTIONS

Glasya can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 her turn.

Whip. Glasya makes a Scourge of Shadow attack.

Disorient (Costs 2 Actions). Glasya casts *Confusion* (30-foot-radius, spell save DC 25), but only lasting until the end of Glasya's next turn.

Call Underling (Costs 3 Actions). Glasya summons an allied erinyes in an unoccupied space that she can see.



GLASYA'S LAIR

Glasya built her fortress lair, Ossiea, from the grotesquely enlarged and distorted skull of Malagard. Behind the walls of the skull, there are numerous opulent levels, within which Glasya conducts the business of ruling her realm or indulges her other interests.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Glasya can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); she can't take the same lair action two rounds in a row:

Change Appearance. Glasya polymorphs into a Small or Medium Humanoid she has seen, or back into her true form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

REGIONAL EFFECTS

The region containing Glasya's lair is corrupted by her presence, which creates the following effect:

Hag's Gaze. Every hour that a good creature travels within 1 mile of the lair, a blast of fire erupts from one of the eye sockets of the lair. If the target fails a DC 23 Dexterity saving throw, they take 42 (12d6) fire damage, half on a successful save. If the creature was flying and fails the saving throw, it falls. Only one such creature is targeted each hour.

If Glasya dies, the effects fade over the course of 1d10 days.



LEVISTUS

No archdevil is more hated than the Frozen Prince, Levistus, despite his reputation as an honorable and chivalrous archdevil. Rivaling Asmodeus and Dis in their ability to plan and strategize, Levistus is generally considered one of the most plausible archdevils for overthrowing the throne. His ambition was somewhat stifled when he committed an unspeakable betrayal and was imprisoned by Asmodeus deep within the ice of Stygia.

Even while imprisoned, Levistus continues to plot, choosing to force his rage inward and reflect. Divination and communication magic helps aid this effort, and even from within his icy tomb Levistus manages legions. Levistus is known to make many deals with adventurers, provided they can aid his search for freedom.

When the Reckoning happened, Asmodeus, noticing that Levistus played no part in the war, chose to reinstate him as ruler of Stygia. While Levistus still desired revenge on his jailor, he recognized the opportunity and pledged temporary allegiance to Asmodeus. Publicly, Levistus completely supports Asmodeus and his plans, though from beneath the ice he continues to plot his revenge.

Other archdevils describe Levistus as clever, charming, and observant, if not also traitorous. He was often known to engage adversaries in single combat, only calling upon his magic and followers if someone or something intervened. For this reason, he is often worshipped by honorable thieves and charlatans—rogues with a code.

Levistus is described as an attractive humanoid male, with dark hair, an impeccable goatee, and pale-white skin.

LEVISTUS' LAIR

The ruler of Stygia's lair is within his floating prison. This great glacier moves ponderously over the ages, carrying with it Levistus, and the effects of his lair.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Levistus can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Icemaw. One creature within 60 feet of Levistus, that he can see, must make a DC 23 Dexterity saving throw. If a creature fails the saving throw, they sink half of their height into the ice and

have the grappled condition (escape DC 21) and their movement becomes 0. If a creature already affected by Icemaw is affected by it a second time, they sink completely into the ice and begin suffocating.

REGIONAL EFFECTS

The icy regions containing Levistus' lair is corrupted by his presence, which creates the following effect:

Frozen Landscape. Any creature that has the prone or unconscious conditions within 1 mile of the lair, takes 21 (6d6) cold damage at the start of their turn.

If Levistus dies, the effects fade over the course of 1d10 days.

LEVISTUS

Medium Fiend (Devil), Lawful Evil

Armor Class 23 (natural armor)

Hit Points 336 (32d8 + 192)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	22 (+6)	25 (+7)	28 (+9)	26 (+8)

Saving Throws Dex +16, Con +14, Int +15, Wis +17

Skills Acrobatics +24, Deception +16, Intimidation +16, Perception +25, Persuasion +16, Stealth +16

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 35

Languages Celestial, Common, Draconic, Infernal, telepathy 1,000 ft.

Challenge 26 (90,000 XP)

Proficiency Bonus +8

Armor of Ice. Levistus is always entombed in ice. The ice provides 100 temporary hit points. While Levistus has these temporary hit points, he has vulnerability to fire damage. If Levistus starts his turn with no temporary hit points from the ice, he regains 100 temporary hit points.

Devil's Sight. Magical darkness doesn't impede Levistus's darkvision.

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.

Sub-zero. Cold damage dealt by Levistus ignores resistances and immunities.

ACTIONS

Multiaction. Levistus makes three Touch of Stygia or Ice Bolt attacks. He can replace one of the attacks with Blizzard (if available).

Touch of Stygia. *Melee Spell Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) psychic damage, and the target

must succeed on a DC 23 Intelligence saving throw or have the stunned condition for 1 minute. The target may repeat the saving throw at the end of its turns, ending the effect on a success. A creature that succeeds on the saving throw is immune to this effect for 1 hour.

Ice Bolt. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 23 (3d10 + 7) cold damage.

Blizzard (Recharge 4–6). Levistus chooses a point he can see within 300 feet of him. Each creature in a 20-foot-radius, 40-foot-high cylinder centered on that point must make a DC 23 Dexterity saving throw. Targets take 13 (3d8) force damage plus 13 (3d8) cold damage on a failed save, or half as much damage on a successful one.

Spellcasting. Levistus casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 23):

At will: *Cone of Cold*, *Darkness*, *Ice Storm*, *Wall of Ice*

REACTIONS

Counterspell. As a reaction to a creature he can see casting a spell, Levistus can attempt to prevent the casting. Levistus makes an Intelligence check (+7) against a DC of (10 + spell level). On a success, the creature's spell fails and has no effect.

LEGENDARY ACTIONS

Levitstus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Levistus regains spent legendary actions at the start of his turn.

Amnesia. Levistus selects a stunned creature that he can see. The creature must succeed on a DC 23 Charisma saving throw or Levistus erases a specific memory from the target. The memory must be one that the target experienced in the last 24 hours and that lasted no more than 10 minutes. The memory can only be restored with a *Remove Curse* or a *Greater Restoration* spell.

Froststrike. Levistus makes an Ice Bolt attack. On a hit, the target falls and has the prone condition.

Call Underling (Costs 3 Actions). Levistus summons an allied ice devil in an unoccupied space that he can see.

MAMMON

Perhaps the richest being in all the realms, there is nothing that Mammon loves more than wealth. Where other devils obsess over souls and power, Mammon is perfectly content to continually increase his material possessions. Interestingly, he is one of the only archdevils willing to make deals with mortals over strictly monetary terms. Whether he maintains his end of the deal, however, is a completely different story. Anyone that interacts with Mammon immediately recognizes his two-faced approach—the devil will say or do anything, if he thinks it will benefit him in the end.

Aside from hunting for coin, Mammon also enjoys hunting for sport. If anger strikes him (and it does so often), he will frequently summon up a steed and hounds to partake in a trophy hunt.

MAMMON

Huge Fiend (Devil), Lawful Evil

Armor Class 18 (natural armor)

Hit Points 464 (32d12 + 256)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	17 (+3)	26 (+8)	22 (+6)	25 (+7)	25 (+7)

Saving Throws Dex +11, Con +16, Wis +15, Cha +15

Skills Arcana +14, Deception +15, Insight +15, Intimidation +23, Investigation +14, Persuasion +23

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., truesight 120 ft., passive Perception 17

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 26 (90,000 XP)

Proficiency Bonus +8

Devil's Sight. Magical darkness doesn't impede Mammon's darkvision.

Fiendish Regeneration. Mammon regains 20 hit points at the start of his turn. If he takes radiant damage this trait doesn't function at the start of his next turn. Mammon only dies if he starts his turn with 0 hit points and is unable to regenerate.

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.

ACTIONS

Multiattack. Mammon uses Fearful Gaze, then makes four attacks using Tail Swipe, Constrict, or a combination of the two.

Tail Swipe. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 21). While grappled, the creature also has the restrained condition, and Mammon can't make Tail Swipe attacks.

Anything he has designated as prey rarely escapes his fervor, though he quickly grows bored once his quarry is caught.

Scheming and betrayal are like breathing for Mammon, and conversely so is bootlicking. Some argue that his punishment after the Reckoning was severely reduced due to his shameless groveling before Asmodeus. In fact, he was the first of all archdevils to surrender during the coup, even selling out some of his co-conspirators.

Despite all his faults, one thing Mammon has mastered is the soul trade. Even Asmodeus recognizes that no archdevil can manage and distribute souls as well as Mammon. Perhaps his expertise comes from the massive profit that can be made from managing souls, or perhaps he wanted to find somewhere to belong—nobody knows for sure.

Fearful Gaze. Mammon focuses his gaze in a 90-foot cone in front of him. Each creature of his choice within the cone must make a DC 23 Wisdom saving throw, taking 19 (3d12) psychic damage on a failed save, or half as much damage on a successful one. Creatures that fail the save have the frightened condition until the end of their next turn.

Constrict. Mammon tightens his grip around a creature he has grappled. The target takes 35 (4d12 + 9) bludgeoning damage.

Golden Gaze (Recharge 6). Mammon attempts to turn one creature he can see within 60 feet of him into solid gold. The target must make a DC 23 Constitution saving throw. On a failed save, the target's flesh begins to harden, and it has the restrained condition. A restrained creature must repeat the saving throw at the end of each turn. If it successfully saves three times, the effect ends. If it fails three times, it turns to gold and now has the petrified condition. Successes and failures don't need to be consecutive.

REACTIONS

Pain Tax. As a reaction to taking damage, Mammon causes the attacker's valuables to glow red hot. This deals 3 (1d6) fire damage to the attacker for every 100 gold (or equivalent in gems, jewelry, and other coinage) that it currently carries.

LEGENDARY ACTIONS

Mammon can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 his turn.

Change Form. Mammon changes his form into that of a pit fiend, maintaining his statistics but losing his actions. He gains the actions and mobility of a **pit fiend**, including its weapon, and maintains his legendary actions and lair actions. Mammon's serpentine abilities can still recharge while he is in pit fiend form. If Mammon is already a pit fiend, this action changes him back into his serpentine form.

Golden Touch (Costs 2 Actions). Mammon recharges Golden Gaze.

Call Underling (Costs 3 Actions). Mammon summons an allied **horned devil** in an unoccupied space that he can see.



MAMMON'S LAIR

Mammon's lair is in a tomb-like palace, within Minauros, and like most structures in the city is in a perpetual state of sinking into the swamp.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Mammon can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Greedy. A creature of Mammon's choice automatically fails their next saving throw.

REGIONAL EFFECTS

The region containing Mammon's lair is corrupted by his presence, which creates the following effect:

Rotting Vegetation. Within 3 miles of the lair, the plant life is even more sickly and decayed, and the water is polluted and toxic. A creature that isn't a Fiend that eats or drinks from these sources must succeed on a DC 19 Constitution saving throw or die.

If Mammon dies, the effects fade over the course of 1d10 days.



MEPHISTOPHELES

Mephistopheles is the lord of Cania, the eighth level of the Nine Hells, and the most formidable archdevil next to Asmodeus himself. He is famed as Hell's most powerful spellcaster and the wielder of a power known as Hellfire.

An ancient entity, rivaling Asmodeus in age, Mephistopheles has been responsible for many schemes to try and unseat the Lord of the Nine Hells. One of his most infamous was an alliance between himself, Dispater, Mammon, and Geryon. They conspired to take power from the other archdevils, Baalzebul, Zariel, Belial, and Moloch. With this increased power, Mephistopheles believed he could challenge Asmodeus himself. But he was betrayed by Geryon, who had secretly sided with Asmodeus. Despite the blatancy of his rebellion, Mephistopheles was the archdevil that suffered the least: not cursed like Mammon or Baalzebul; not cast down like Belial, Moloch or Geryon. This has

led many to believe that there is some ancient secret to the relationship between Asmodeus and Mephistopheles, though what it could be is a mystery none have discovered.

As the foremost spellcaster of the Nine Hells, Mephistopheles often resorts to magic when forced to defend himself. But his greatest power comes from the ability to wield Hellfire itself. Created by tapping into the profane essence of the Nine Hells, Hellfire is unimaginably, unbearably hot. Mephistopheles can also shape Hellfire however he wishes, making it his most potent weapon.

MEPHISTOPHELES' LAIR

This archdevil's lair is the Citadel of Mephistar, located within the glacier of Nargus. This an elegantly carved ice palace and is home to Mephistopheles' private manor, along with living accommodations for numerous other devils.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Mephistopheles can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Conjure Hellfire. Mephistopheles covers a 5-foot square with Hellfire. Any creature that starts their turn in the Hellfire takes 27 (6d8) fire damage. The Hellfire remains until Mephistopheles dismisses it.

MEPHISTOPHELES

Large Fiend (Devil), Lawful Evil

Armor Class 21 (natural armor)

Hit Points 460 (40d10 + 240)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	22 (+6)	30 (+10)	28 (+9)	26 (+8)

Saving Throws Int +18, Wis +17, Cha +16

Skills Deception +24, Insight +25, Persuasion +24

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 27 (105,000 XP)

Proficiency Bonus +8

Devil's Sight. Magical darkness doesn't impede Mephistopheles' darkvision.

Fiendish Regeneration. Mephistopheles regains 20 hit points at the start of his turn. If he takes radiant damage this trait doesn't function at the start of his next turn. Mephistopheles only dies if he starts his turn with 0 hit points and is unable to regenerate.

Flyby. Mephistopheles doesn't provoke opportunity attacks when he flies out of an enemy's reach.

Hellfire Mastery. Fire damage that Mephistopheles inflicts ignores resistances and immunities. Mephistopheles is immune to this effect.

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.

ACTIONS

Multiattack. Mephistopheles makes three Ranseur attacks. He can replace one of the attacks with Hellfire Lash (if available).

Ranseur +3. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 18 (4d8) fire or cold damage (Mephistopheles' choice).

REGIONAL EFFECTS

The region containing Mephistopheles' lair is corrupted by his presence, which creates the following effect:

Geysers. Within 1 mile of Mephistopheles' lair, every 100 feet of movement results in a flame geyser erupting. Creatures within 10 feet of a geyser when it erupts must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) fire damage. The geyser continues erupting for 24 hours.

If Mephistopheles dies, the effects fade over the course of 1d10 days.

Hellfire Implosion (Recharge 4–6). A bright streak of Hellfire appears at a point that Mephistopheles can see within 150 feet of him. Each creature in a 20-foot-radius sphere centered on that point must make a DC 22 Dexterity saving throw. Targets take 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Hellfire Lash (Recharge 5–6). Mephistopheles unleashes a 60-foot-long, 5-foot-wide lash of Hellfire that ignites a 5-foot-radius sphere around where it strikes. Any targets in the area of effect must make a DC 22 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much on a successful one.

Spellcasting. Mephistopheles casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 26):

At will: *Darkness, Detect Evil and Good, Detect Magic, Dispel Magic, Geas* (duration 1 year), *Greater Restoration, Hallow, Hold Monster, Locate Creature, Locate Object, Major Image, Resurrection, Scrying, Suggestion, Wall of Fire*
1/day each: *Meteor Swarm, Symbol, Wish*

BONUS ACTIONS

Ashen Teleport. Mephistopheles' body and any equipment he is wearing or carrying turns to ash, then he magically teleports up to 120 feet to an unoccupied space he can see and reforms.

LEGENDARY ACTIONS

Mephistopheles can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 his turn.

Hellfire Wings. Mephistopheles uses his wings to generate a burst of heat. Each creature within 10 feet of him must succeed on a DC 22 Dexterity saving throw or take 9 (2d8) bludgeoning damage plus 9 (2d8) fire damage. Creatures that failed the save also have the prone condition.

Hellfire Storm (Costs 2 Actions). Mephistopheles creates a rain of Hellfire at a point he can see within 150 feet. Each creature within a 20-foot-radius sphere centered on that point must make a DC 24 Dexterity saving throw. Targets take 38 (7d10) fire damage on a failed save, or half as much damage on a successful one.

Call Underling (Costs 3 Actions). Mephistopheles summons an allied horned devil in an unoccupied space that he can see.

ADDITIONAL ARCHDEVILS

Based on events in prior adventures, the current lord of Avernus might be either Bel or Zariel.

BEL

From his bastion, Zariel's second-in-command and the former lord of Avernus oversees the forges that furnish weapons and armor for the Blood War. Though Asmodeus has instructed Zariel to accept Bel as her advisor, Bel and Zariel loathe each other and invent distractions to keep them apart.

Bel outwardly plays the role of Zariel's loyal vassal. However, Bel rankles at Zariel's rulership of the layer of the Nine Hells that was once his, but he won't challenge her directly as long as he thinks Asmodeus supports Zariel.

PREVIOUS ADVENTURES IN AVERNUS: BEL

If you have run *Baldur's Gate: Descent into Avernus*, then Bel might have replaced Zariel as the ruler of Avernus. If so, his lair is the Bronze Citadel instead of the Forge.

BEL

Large Fiend (Devil), Lawful Evil

Armor Class 19 (natural armor)

Hit Points 364 (27d10 + 216)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	25 (+7)	19 (+4)	26 (+8)

Saving Throws Dex +10, Con +16, Wis +12

Skills Arcana +15, Deception +16, Insight +12, Persuasion +16

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Common, Infernal, telepathy 120 ft.

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Fear Aura. Any creature hostile to Bel that starts its turn within 20 feet of him must make a DC 23 Wisdom saving throw unless Bel is incapacitated. If the save fails, the creature has the frightened condition until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Bel's Fear Aura for the next 24 hours.

Legendary Resistance (3/Day). If Bel fails a saving throw, he can choose to succeed instead.

Magic Resistance. Bel has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Bel attacks twice with his Greatsword and once with his Tail.

BEL'S LAIR

Bel makes his lair in an ancient volcano known as the Forge.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Bel can take one lair action to cause the following effect or one from the archdevil lair action list (page 214); he can't take the same lair action two rounds in a row:

Transmute. If Bel has cast *Wall of Fire*, that wall becomes a permanent *Wall of Stone* instead (doesn't require concentration).

REGIONAL EFFECTS

The region containing Bel's lair is corrupted by his presence, which creates the following effect:

Lava. There are numerous rivers of lava within 3 miles of the lair. Anyone who enters the lava for the first time or starts their turn in it takes 33 (6d10) fire damage.

If Bel dies, the effects fade over the course of 1d10 days.

Greatsword. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage plus 21 (6d6) fire damage. If the target is a flammable object that isn't being held or worn, it catches fire.

Tail. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or have the stunned condition until the end of its next turn.

Spellcasting. Bel casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 24):

At will: *Detect Magic, Fireball*

2/day each: *Dispel Magic, Hold Monster, Mirror Image, Mislead, Raise Dead, Teleport, Wall of Fire*

1/day each: *Imprisonment, Meteor Swarm*

LEGENDARY ACTIONS

Bel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bel regains spent legendary actions at the start of his turn.

Fireball. Bel casts *Fireball*.

Tactical Edge (Costs 2 Actions). Roll a d6 for Bel. The number rolled on the die is subtracted from the next attack roll made against Bel or an ally of his choice within the next minute.

Summon Ice Devil (Costs 3 Actions). Bel magically summons an ice devil with an ice spear (as described in the ice devil's entry in the *Monster Manual*). The ice devil appears in an unoccupied space within 60 feet of Bel, acts as Bel's ally, and can summon other devils if it has such power. The ice devil remains until Bel dies or until he dismisses it with an action.

ZARIEL

Once a mighty angel charged with watching the tides of the Blood War, Zariel succumbed to the corrupting influence of the Nine Hells and fell from grace. Asmodeus admired Zariel's passion for war and offered her rulership of Avernus. She accepted his offer and was transformed by Asmodeus into an archdevil.

Zariel's rise came at the expense of Bel, her pit fiend predecessor. Zariel and Bel hate each other. To keep Bel busy and out of her sight, Zariel tasks him with forging weapons, armor, and gruesome demon-slaying machines.

ZARIEL'S LAIR

Zariel makes her lair in a basalt citadel that rises up in Avernus. The stronghold, covering five square miles, is surrounded by walls reinforced with high turrets.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Zariel can take one lair action to cause the following effect or one from the archdevil lair action list

ZARIEL

Large Fiend (Devil), Lawful Evil

Armor Class 21 (natural armor)

Hit Points 420 (29d10 + 261)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	28 (+9)	26 (+8)	27 (+8)	30 (+10)

Saving Throws Int +16, Wis +16, Cha +18

Skills Intimidation +18, Perception +16

Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 26

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Proficiency Bonus +8

Devil's Sight. Magical darkness doesn't impede Zariel's darkvision.

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.

Regeneration. Zariel regains 20 hit points at the start of her turn. If she takes radiant damage, this trait doesn't function at the start of her next turn. Zariel dies only if she starts her turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Zariel makes three Flail or Longsword attacks. She can replace one attack with a use of Horrid Touch, if available.

(page 214); she can't take the same lair action two rounds in a row:

Infernal Illusions. Zariel casts the *Major Image* spell four times, targeting different areas with it. Zariel prefers to create images of intruders' loved ones being burned alive. Zariel doesn't need to concentrate on the spells, which end on initiative count 20 of the next round. Each creature that can see these illusions must succeed on a DC 26 Wisdom saving throw or have the frightened condition for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REGIONAL EFFECTS

The region containing Zariel's lair is warped by her magic, which creates the following effect:

Hellscape. The area within 9 miles of the lair is filled with screaming voices and the stench of burning meat.

If Zariel dies, these effects fade over the course of 1d10 days.

Flail. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) force damage plus 36 (8d8) fire damage.

Longsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) radiant damage or 19 (2d10 + 8) radiant damage when used with two hands, plus 36 (8d8) fire damage.

Horrid Touch (Recharge 5–6). Zariel touches one creature within 10 feet of her. The target must succeed on a DC 26 Constitution saving throw or take 44 (8d10) necrotic damage and have the poisoned condition for 1 minute. While poisoned in this way, the target has the blinded and deafened conditions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. Zariel casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 26):

At will: *Alter Self* (can become Medium when changing her appearance), *Detect Evil and Good*, *Fireball*, *Invisibility* (self only), *Major Image*, *Wall of Fire*

2/day each: *Blade Barrier*, *Dispel Evil and Good*, *Finger of Death*

Teleport. Zariel magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

LEGENDARY ACTIONS

Zariel can take 3 legendary actions, choosing from the options below. Only one legendary action option 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 her turn.

Teleport. Zariel uses Teleport.

Immolating Gaze (Costs 2 Actions). Zariel turns her magical gaze toward one creature she can see within 120 feet of her and commands it to burn. The target must succeed on a DC 26 Wisdom saving throw or take 22 (4d10) fire damage.

Monsters



HE CHARACTERS WILL ENCOUNTER MANY of the following creatures on their journey through the Nine Hells. Some are new devils that may tempt, corrupt, or simply try to murder the characters. Others are pitiful monsters, corrupted and tormented by the laws of the Nine Hells itself.

AFFLICTION DEVIL (KOCRACHON)

Masters of torture and pain, kocrachons are some of the most respected lesser devils in the Nine Hells. Each is driven to break the greatest number of creatures during their lifespan—the bigger and more dangerous their charges, the better. The most effective kocrachons study under other torturers, or in infernal schools, to best understand the physiologies of any victim they might come across. Perhaps due to their nature as clandestine torturers, kocrachons abhor direct conflict, choosing instead to flee if given the option.

DEVILS WITH PURPOSE

They're insect-like and have a brightly colored carapace, with retractable wings, multiple arms and legs, and pincer-like hands. Even their heads appear strangely insectoid, often with multiple

AFFLICTION DEVIL (KOCRACHON)

Medium Fiend (Devil), Lawful Evil

Armor Class 20 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	17 (+3)	12 (+1)	14 (+2)

Saving Throws Dex +8, Int +7

Skills Deception +6, Intimidation +6, Perception +5, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Devil's Sight. Magical darkness doesn't impede the kocrachon's darkvision.

MAKING DEVILS MORE CHALLENGING

Devils in the Nine Hells can often be more powerful in their home turf than in the mortal realm. This can be accomplished in a few different ways:

Maximum Hit Points. Some devils might appear larger than their brethren. These devils have maximum hit points.

Spellcasting. Some devils have learned the arcane arts.

Infernal Magic Items. Some devils might wear or wield infernal magic items. More information is given on these items in appendix D.

proboscises, eyes and false eyes, and waving antennae. Kocrachon inject a lethal poison into victims and, if they acquire the information they needed, may cure said poison.

FLAME AND ICE

Though they are just as comfortable in the fires of the Nine Hells as any other devil, unlike many other of their peers, kocrachons are also resilient to the cold. This makes them useful in Stygia and Cania, where they are often employed by the arch-devils of those layers to wring information from recalcitrant opponents. Their affinity to the cold also provides kocrachons with other, more interesting avenues of torture.

Infernal Rot. A creature afflicted with this disease has the poisoned condition until the disease ends. While diseased, creatures gain no benefits from a long rest, gaining exhaustion when necessary. If a creature dies while afflicted with Infernal Rot, its corpse transforms into a newborn **kocrachon** after 4 (1d8) days.

Magic Resistance. The kocrachon has advantage on saving throws against spells and other magical effects.

Sadism. The kocrachon gains a +1 bonus to attack and damage rolls for each different creature it damaged on its previous turn.

ACTIONS

Multiattack. The kocrachon makes three Claw attacks. It can replace one of the attacks with a Proboscis attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

Proboscis. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.
Hit: 10 (1d12 + 4) piercing damage plus 14 (4d6) poison damage. Creatures damaged by this attack must succeed on a DC 16 Constitution saving throw or suffer the Infernal Rot disease.





AYPEROBO SWARM

An individual ayperobo is practically harmless, and often eaten by larger devils as a delicacy. Recognizing their weakness, ayperobos gather together and create colonies that communicate using telepathy. These swarms are much stronger, capable of holding their own even against some of the greater devils.

SOMETHING TO PROVE

Their perfect communication and collective strength, coupled with their ability for flight, allow the ayperobos to easily complete tasks with which larger devils struggle. They're happy to do so, as their goal is to prove their worth and, when possible, get revenge for their abusive treatment at the hands of larger devils.

SMALL BUT DEADLY

Each member of the swarm appears as a small, devilish being, with oversized heads and sparrow-like wings. Their teeth are razor sharp, and when working together in a swarm, they can devour a Humanoid in a matter of seconds. While swarming, ayperobos appear as a thick cloud of mosquitoes or a cloud of blood—and are known to hide among such phenomena. Some swarms have the power to control a “host” by burrowing under its skin and manipulating it from the inside—these hosts can even be other devils.

AYPEROBO SWARM

Medium Swarm of Tiny Fiends (Devil), Lawful Evil

Armor Class 20 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 5 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	24 (+7)	14 (+2)	8 (-1)	13 (+1)	13 (+1)

Saving Throws Dex +11, Cha +5

Skills Intimidation +5, Perception +5, Stealth +11, Survival +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Celestial, Draconic, Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Devil's Sight. Magical darkness doesn't impede the ayperobo swarm's darkvision.

Magic Resistance. The ayperobo swarm has advantage on saving throws against spells and other magical effects.

Swarm. The ayperobo swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The ayperobo swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The ayperobo swarm makes three Bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 0 ft., one target.

Hit: 27 (8d4 + 7) piercing damage, or 17 (4d4 + 7) piercing damage if the swarm has half of its hit points (65) or fewer.

Burrow (Recharge 6). The ayperobo swarm makes a Bite attack. On a hit, the swarm burrows inside the creature, dealing an additional 35 (10d6) necrotic damage and taking control of the creature. At the start of each of its turns, the target may make a DC 17 Constitution saving throw, expelling the ayperobo swarm and taking 14 (4d6) piercing damage on a success.

While burrowed inside a creature, the ayperobo swarm has total cover against attacks targeting them, and no longer acts on their own initiative. Instead, they take total control over their host, gaining all of its abilities, attacks, and equipment.

They act during the host's turn, taking actions based on their host. If a host dies while the ayperobo swarm is burrowed, they leave the host at the end of the host's turn, rolling initiative if necessary. Creatures acting as hosts to the ayperobo swarm are fully aware of their actions and surroundings, but are incapable of physically operating their body.

CORRUPTION DEVIL (PAELIRYON)

One of the stronger greater devils, the paeliryon focus on corruption and obtaining mortal souls. While they can be found on almost every layer of the Nine Hells, paeliryons are particularly prominent in Dis and Malbolge, where they hold positions of power. Their duties include managing lesser devils, directing and manipulating the soul trade, and infernal politics. They're particularly talented at blackmailing and spying—abilities used both within and without the Nine Hells.

CORRUPTION DEVIL (PAELIRYON)

Large Fiend (Devil), Lawful Evil

Armor Class 16 (natural armor)

Hit Points 218 (19d10 + 11d)

Speed 20 ft., burrow 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	19 (+4)	15 (+2)	14 (+2)

Saving Throws Con +11, Wis +7

Skills Arcana +9, Deception +7, Insight +7, Intimidation +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned, stunned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 12

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Devil's Sight. Magical darkness doesn't impede the paeliryon's darkvision.

Keen Eyes. The paeliryon scores a critical hit on a roll of 19 or 20.

Magic Resistance. The paeliryon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The paeliryon makes three Claw attacks. It can replace one of the attacks with Draining Grasp (if available).

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (2d10 + 5) slashing damage plus 10 (3d6) fire damage.

Draining Grasp (Recharge 4–6). The paeliryon makes a Claw attack. On a hit, the target's Charisma score is reduced by 2 (1d4). This reduction lasts until the target finishes a short or long rest. A creature whose Charisma is reduced to 3 or less because of this ability, has the stunned condition for 1 minute.

Spellcasting. The paeliryon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *Bestow Curse, Command, Darkness, Hold Monster, Major Image*

1/day each: *Antilife Shell, Incendiary Cloud, Scrying, Weird*



IMPOSING DEVILS

As greater devils, paeliryons are particularly large, often weighing more than 4000 pounds. Like hags, their skin is covered in boils and warts of varying colors, and they have massive bellies and leathery wings. Despite their physical drawbacks, corruption devils are quite formidable in combat. Rather than fight themselves, however, they use followers and lesser devils as fodder.

SIRE OF CORRUPTION

Occasionally a paeliryon becomes more powerful than their sisters and takes on the mantle of a sire of corruption. These sires can be counted among the strongest infernals, aside from archdevils, and usually direct their power to other planes of existence. Befitting their name, sires of corruption only seek one goal: to corrupt. To this end, their plans often involve the decay of empires or corruption of religious groups. Sires are few and far between, and a new sire usually rises only once every few centuries. Though they usually operate alone, some sires have served archdevils whose plans involved enough corruption to encourage cooperation.

DISPLACER FIEND

Long ago a Fey lord led his hunt into the Nine Hells to settle a score with an archfiend over mortals claimed by both. What fate the lord met is unknown, but of all his expedition, one particular faerie breed prospered in its new environment. A particularly vicious strain of displacer beast has become an entrenched new threat across many layers of the Nine Hells, prowling about the edges of fiendish communities and attacking mortal and infernal travelers alike.

STALKING HORRORS

Long ages in the Nine Hells have warped the original beasts into something more fiendish. Whilst still feline in shape, the displacer fiend's shoulders sprout with an explosion of writhing tentacles each tipped with a lamprey-like mouth. These tooth-lined maws drain life essence or infernal strength from their prey, providing the fiends with their sustenance. The mouths drip with a vitriol that causes agony to mortals, but acts as a tranquilizing balm to devils, permitting the Fiends to feast on them without waking their prey if they get the chance. Displacer fiends retain the innate stealth of their progenitors and slip from shadow to shadow across all but the most barren of infernal landscapes. Packs of them will follow travelers for long distances, waiting until the terrain most favors an ambush.

DISPLACER FIEND

Large Fiend, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	14 (+2)	8 (-1)	13 (+1)	10 (+0)

Saving Throws Str +7, Dex +8

Skills Acrobatics +8, Athletics +7, Perception +5, Stealth +12

Damage Resistances fire, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Avoidance. If the displacer fiend is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

CORRUPTORS OF PERCEPTION

Like their base stock, displacer fiends bend light around themselves, the visible monster always slightly shifted from its true location. These natural gifts have been fortified by the deceptive influence of the lower planes. The monsters also possess the ability to shift the perceived location of their victim and affect their prey's grasp of relative distance and place. Fighting them can be a nightmare of confusion, as allies, enemies and landscape features appear randomly close or far, huge or small—or the fighters find themselves viewing the battlefield from outside their own heads, trying to control their bodies like puppets. Even basic functions like proprioception—the knowledge of where one's limbs are when not directly observed—can be lost. This can lead to a complete loss of coordination, accidentally striking friends or falling into bogs or crevasses that seemed far distant.

MONSTROUS PETS

Many large cities in the Nine Hells have feral populations of displacer fiends preying off the lowliest devils and breeding in hidden corners. Much of the time they're considered pests, but they do keep down populations of various infernal vermin, like halogs, that would otherwise be more troubling in their proliferation. Some devils actively cultivate their presence, encouraging them by staking out a lemure or imp every so often, as a human might leave a bowl of scraps for a cat. Devils aren't sentimental, but some find the viciousness and skulking cruelty of the displacer fiends oddly endearing.

Displacement. The displacer fiend projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer fiend is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer fiend makes three Tentacle attacks. It can replace one of the attacks with a Bite attack.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage, and the target's Dexterity score is reduced by 2 (1d4). The target is killed if this reduces its Dexterity to 0. The reduction lasts until the target finishes a short or long rest.

BONUS ACTIONS

Shadowhop. While in dim light or darkness, the displacer fiend can teleport up to 60 feet, provided its destination is also in dim light or darkness.



HALOG

There are few places more inhospitable than the Nine Hells, yet denizens from other places make a home even here. Not only the evil whose philosophy aligns with the devils, but simple creatures whose endurance and appetites permit them to survive the infernal realms. Often this means huge monsters strong enough to fight the native denizens, but some intruders pose a different kind of problem to the devils. Halogs seem small and weak compared to almost everything in the Nine Hells, yet they're becoming a serious nuisance across all the lower planes.

SWARMING VERMIN

Halog are around the size of a dog, and somewhere between a rat and a dog in appearance. Individually they're unprepossessing, often bearing burns, festering pustules, scars and other marks of a harsh environment that never seems able to quite kill them. They breed with formidable speed. Pairs of halogs raise litters of twenty which can mature in just a handful of days if sufficient food is on hand. And halogs eat anything. Their digestive juices alter in composition to permit them to devour infernal flesh as easily as that of mortal creatures, along with any kind of plant matter and even minerals. Only regions that are nothing but barren rock and dust offer nothing to them.

EXTRAPLANAR ADAPTATIONS

Individually, halogs are weak, but as a species they're fearsomely hardy. Halogs seldom thrive in regions not requiring their unique adaptability, because of greater competition from other creatures. The hostile conditions of the lower planes mean that regular vermin and predators are lacking, leaving them their niche. The secret of the halogs' success is that the harsher their environment, the more they prosper. Whether heat, cold, acid, poison, or even pure necrotic energy—if it doesn't kill them outright then they swiftly adapt to feed off it. Halogs live among the flames of Phlegethos, the icy wastes of Stygia and the swamps of Minauros equally, and no devil city is free of their swarming presence no matter how the Fiends try to exterminate them. They even swim rat-like in the waters of the Styx. The vermin have a powerful defense mechanism. Their saliva and blood adapts swiftly in response to the vulnerabilities of their antagonists so that their bites inflict the worst harm, and anything trying to eat their flesh suffers for it. The remarkable upshot of this is that the halogs of the Nine Hells most often have teeth blazing with radiant divine energy, enough to make short work of unwary minor devils.

UNEXPECTED ALLIES

Despite their remarkable abilities and most common habitats, halogs are basically just animals. They're smart, but in the same way as a bright dog or a monkey. Druids, rangers, and other guardians of nature luckless enough to find themselves in the Nine Hells have been able to forge bonds with the creatures, and even muster them as impromptu scouts and sentries when travelling in the lower planes.

HALOG

Small Aberration, Unaligned

Armor Class 14 (natural armor)

Hit Points 150 (20d6 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	18 (+4)	4 (-3)	8 (-1)	8 (-1)

Saving Throws Dex +5, Con +7

Skills Athletics +4, Perception +2, Survival +5

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Adaptive Fangs. The halog magically alters its fangs to inflict more damage on the creatures it hits (included in the attack).

Magic Resistance. The halog has advantage on saving throws against spells and other magical effects.

Pack Tactics. The halog gains advantage on attacks targeting creatures adjacent to one or more of the halog's conscious allies.

ACTIONS

Multiattack. The halog makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 12 (3d6 + 2) piercing damage plus 10 (3d6) damage of a type that the target is most vulnerable to.

REACTIONS

Adaptive Hide. After taking damage, the halog is now invulnerable to the damage type of the damage it just took, and any future damage of that type instead heals the halog by the damage amount. These benefits last until the halog uses this reaction again.





HELLCAT (BEZEKIRA)

Possessing a unique ability to detect both the alignment and strength of an individual telepathically, bezekiras, otherwise known as hellcats, search for the most powerful master of lawful evil alignment. Once they've found a master, they're extremely loyal and follow all commands, until a stronger master comes along. When not serving a master, hellcats are fiercely independent, secretive, and intelligent.

HARD TO SEE

When visible, hellcats take on the appearance of larger cats, including lions and tigers. However, they have an innate invisibility when in any source of light, preventing their corporeal form from appearing anywhere outside of total darkness. They appear wraith-like, with the wispy outline of their body composed of ethereal light and devilish fire. Though they rarely hunt creatures of evil alignment, good creatures are slaughtered on sight, sometimes even against their master's orders. Bezekiras propagate through natural means, though petitioners and devils are sometimes given their form.

HELLCAT (BEZEKIRA)

Large Fiend, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	17 (+3)	10 (+0)	14 (-2)	10 (+0)

Saving Throws Dex +8, Con +7

Skills Acrobatics +8, Athletics +9, Perception +6, Stealth +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered; damage from spells

Damage Immunities fire

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages understands Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Darkness Dweller. Attacks made against a bezekira in bright or dim light have disadvantage.

Devil's Sight. Magical darkness doesn't impede the bezekira's darkvision.

ACTIONS

Multiattack. The bezekira makes three Claw attacks. It can replace one of the attacks with a Bite attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 15 (3d6 + 5) slashing damage plus 7 (2d6) fire damage.

The bezekira deals an extra 28 (8d6) fire damage when it hits a target with an attack and has advantage on the attack roll.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 16 (2d10 + 5) bludgeoning damage, grasping the target with its mouth. If the target is a Medium or smaller creature, it has the grappled condition (escape DC 17). The bezekira can't make a Bite attack while a creature is grappled in this way.

MAELEPHANT NOMAD

Large Fiend, Lawful Evil

Armor Class 16 (chain mail)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	14 (+2)	17 (+3)	15 (+2)

Saving Throws Str +11, Con +9

Skills Athletics +16, Insight +8, Intimidation +7, Perception +8

Damage Resistances acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Infernal, Maelephant

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Magic Resistance. The maelephant has advantage on saving throws against spells and other magical effects.

Regenerative. At the start of its turn, if the maelephant has less than half its hit points, it regenerates 20 hit points. This trait doesn't function if the maelephant starts its turn with less than 1 hit point.

ACTIONS

Multiattack. The maelephant makes two attacks using its Claw, Trunk, or a combination of the two.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target.
Hit: 17 (2d10 + 6) slashing damage.

Trunk. Melee Weapon Attack: +11 to hit, reach 10 ft., one target.
Hit: 16 (3d6 + 6) piercing damage. If the target is a Medium or smaller creature, it has the grappled condition (escape DC 18). Until this grapple ends, the target has the restrained condition. While it is grappling a creature, the maelephant can't use its Trunk attack against other creatures.

Noxious Breath (Recharge 5–6). The maelephant releases a cloud of noxious gas. All creatures in a 30-foot cone in front of the maelephant must make a DC 16 Constitution saving throw. Targets take 42 (12d6) acid damage on a failed save, or half as much damage on a successful one. In addition, on a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. A feeble creature can repeat the save every minute, ending the effect on a success.

BONUS ACTIONS

Reckless Charge. The maelephant moves up to 40 feet towards a creature it can see and if it moves at least 20 feet in a straight line, it may make a Claw attack. On a hit, the target takes an additional 14 (4d6) force damage and has the prone condition.

REACTIONS

Defensive Stance. As a reaction to taking damage, the maelephant enters a defensive stance until the end of its next turn. While in a defensive stance, the maelephant moves at half speed and can't take bonus actions, but its AC increases by 5.



MAELEPHANT NOMAD

Created with the sole purpose of protection, maelephants are the most loyal of the devils. They eschew personal possessions, dreams, and goals, and find happiness in the completion of their duty. While other devils may view them as simple and unintelligent, many recognize the importance and utility of maelephants. Infernal and common are often spoken languages, but maelephants also maintain their own unique language, which they use exclusively in communication with others of their kind.

ELEPHANTINE WARRIORS

As their name would suggest, maelephants share many physical features with elephants. They stand on two legs, but have an elephant-like head and legs. Their trunk usually ends in a sharp spike, and their hands and feet are both clawed. When threatened, maelephants emit a cloud of toxins that cause brain damage and memory loss.

DRIVEN BY DUTY

Despite them being lower-ranked devils, their position as trustworthy guardians makes other lower devils respect maelephants. When not under active duty or protecting something, a maelephant might aimlessly wander the layers searching for a new charge. Some of these nomads wander many years before finally ending their search.

MIASMORNE

Avernus is a bleak wasteland of jagged mountains and metal-studded hills, but the true ugliness to a devil's eyes is in the scars of war where demonic corpses, arms, and armor pile, infecting the plane with their chaotic ichor and breeding fresh monsters to trouble the order of the Nine Hells. The miasmorne were bred to clean up after Abyssal invasion: great lumbering Monstrosities able to devour demonic flesh, armor, weapons, and ruined war engines and return the plane to its pristine starkness. The monsters prospered beyond anyone's reckoning and now drag their bellies across many layers of the Nine Hells.

VORACIOUS DETRITOVORES

Miasmorne resemble bulky, wingless dragons, their broad heads flanked with great fans that they spread when challenged. While they will gorge themselves on dead flesh—or create fresh corpses with their impressive teeth and jaws—their preferred meal is mineral. Where their populations have grown, they seek out concentrations of metal. Iron and steel are their staple fare, but they will take gold, silver, adamantine or mithril if available. As infernal cities and fortresses are often constructed of iron this leads to literal holes in the Fiends' security.

ARMORED IN RUST

As well as sustaining the monsters, the metals they devour go towards fortifying their hides, bones, and jaws. Miasmorne are formidably heavy and strong, proof against mundane blades and as resistant to heat as most denizens of the Nine Hells. Not naturally aggressive, the dull-witted brutes are hard to dissuade once they decide to feed. Miasmorne saliva corrodes metal efficiently, and they frequently pause mid-fight to slobber down the brittle flakes of whatever they've just destroyed. Under threat, their head fans bristle with thousands of extruded metal spines which they launch in a cloud of flechettes at foes, scouring the air both with sharp-edged missiles and a great spray of their rusting spittle. When injured, those that have devoured magic weapons or defenses manifest those same effects in their hide and claws, expending their internal store of swallowed arcana to drive away those who disturb their feasting.

PESTS AND WAR-BEASTS

Miasmorne are a serious problem in some regions, chewing at the walls of castles and cities, swallowing whole armories, and tearing the armaments off the hosts of the Nine Hells. Mortal intruders who

can lure the creatures with meals of enchanted or high-quality metal can even use them as siege engines to get past infernal walls. In other parts of the Nine Hells, the creatures are kept as semi-domesticated guards or waste disposal monsters. In Avernus, where they were first bred, Zariel maintains a crack corps of handlers who goad the beasts into wallowing through hosts of invading demons, chewing on Abyssal mail, and eating the prized magic blades of demon princes.

MIASMORNE

Huge Monstrosity, Unaligned

Armor Class 19 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	3 (-4)	10 (+0)	10 (+0)

Saving Throws Str +11, Con +10

Skills Arcana +1, Athletics +16, Survival +5

Damage Immunities acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses tremorsense 60 ft., passive Perception 10

Languages —

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Acidic Attacks. If a creature takes acid damage from the miasmorne and that creature is wearing nonmagical metal armor, that armor is destroyed.

Acidic Hide. After a nonmagical metal weapon hits the miasmorne that weapon melts and is destroyed. Likewise, nonmagical metal ammunition that hits the miasmorne is destroyed.

ACTIONS

Multiattack. The miasmorne makes three attacks using Bite, Flechette or a combination of the two.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage plus 7 (2d6) acid damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 18). The miasmorne can't make Bite attacks while a creature is grappled in this way.

Flechette. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 16 (3d6 + 6) acid damage.

Flechette Spray (Recharge 5–6). The miasmorne launches flechettes from its fins in a 90-foot cone in front of it. All creatures in the cone must make a DC 19 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Acidic Secretion (1/Day). The miasmorne secretes an acidic solution, then sprays it around itself. All creatures in a 20-foot-radius sphere, centered on the miasmorne, must make a DC 19 Dexterity saving throw. Targets take 26 (4d12) acid damage on a failed save, or half as much damage on a successful one. All nonmagical metals within the radius that aren't being carried, as well as nonmagical metal items carried or worn by creatures that failed the save, are destroyed.





ONEIROVORE

The ancestors of these Fiends were servants of the divine and Fey which devoured the nightmares of mortals, bringing restful sleep. Imported into the Nine Hells and cultivated by devils, dream eaters, as they're also known, became a powerful weapon in subtly corrupting mortal minds. They can be found grazing wherever the toxic foliage of the Nine Hells grows, often guarded by low-status devils and hell hounds. When brought to weak points between the planes, their spirits seep into the mortal world. There they browse the dreaming minds of mortals. Often, they devour the hope and wonder that might inspire people to improve their lives.

PLACID HERDS

Despite their fearsome-looking appearance, dream eaters are oddly passive for a denizen of the Nine Hells. When attacked, their first instinct is to lumber away at their sluggish pace, sending out high, mournful cries that attract every devil and infernal monster within earshot. Their angry herdsmen usually arrive in short order to see off the threat.

STOREHOUSES OF PHANTASMS

Forced to fight, dream eaters' most potent defense is a release of their stored phantasmagoria. This can affect attackers in several ways. A release of nightmares taints the way that non-devils view the world around them, transforming everything—including allies—into hideous sources of fear and threat, whilst the dream eaters themselves fade into the infernal landscape. On the other hand, a release of hope and wonder leaves mortal attackers in a dazed and euphoric state, suddenly taken by wild fancies to accomplish impossible and reckless feats that see them charging off across the hellish landscape, the fight forgotten. The same expulsion of positive dream imagery has a powerful caustic effect against infernal creatures, affecting devils much as a skunk's blast against regular predators.

ONEIROVORE

Large Fiend, Unaligned

Armor Class 19 (natural armor)

Hit Points 237 (19d10 + 133)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	25 (+7)	12 (+1)	10 (+0)	10 (+0)

Saving Throws Con +11, Int +5

Skills Insight +4, Nature +5, Perception +4, Survival +4

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities psychic

Condition Immunities blinded, charmed, frightened

Senses truesight 60 ft., passive Perception 14

Languages —

Challenge 11 (7,200 XP)

Proficiency Bonus +4

ACTIONS

Stomp. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) force damage.

Realize Nightmares (Recharge 4–6). The oneirovore manipulates the perception of nearby creatures, sending them into a panic. Creatures of the oneirovore's choice that it can see within 60 feet must make a DC 19 Charisma saving throw. On a failed save, the creature has the charmed condition, their vision distorted such that they view their allies as creatures of pure fear and hatred. While charmed, a creature will use their actions to attack their allies with intent to kill. A charmed creature may repeat the saving throw at the end of each turn, ending the effect on a success.

Warning Cry (1/Day). The oneirovore lets out an earsplitting shriek, calling for infernal reinforcements. Creatures that are not Fiends that are within 120 feet of the oneirovore must make a DC 19 Constitution saving throw, taking 55 (10d10) thunder damage on a failed save, or half as much damage on a successful one. Any lesser devils within a 1-mile-radius, centered on the oneirovore, are required by contract to come to its aid upon hearing its Warning Cry. Higher ranking devils may investigate if they desire, but the call holds no magical sway over them.

PAIN DEVIL (EXCRUCIARCH)

Another type of devil devoted to torture, excruciarchs are also competent fighters and mercenaries. Due to their reputation as torturers of devils, they're often looked down upon by other devils, occasionally even beaten or killed, and as a result they frequently travel together. Their cruelty is known across the Nine Hells, and their revelry in pain gives them their name. Another defining feature of pain devils is their greed: they serve no particular master, their loyalty must be purchased.

MASKED DEVILS

Excruciarchs appear almost humanoid in size and shape. Their skin is usually pale shades of white or red, and hair doesn't grow anywhere on their body. To conceal their identity and lend themselves some form of protection, almost all pain devils wear masks made from various types of leather, often adorned with spikes, horns, or ridges.

DEVOTED TO PAIN

When an excruciarch enters battle, they activate a unique ability to inflict pain upon their adversaries. Excruciarchs thrive on even their own pain and they almost always fight to the death.

PAIN DEVIL (EXCRUCIARCH)

Medium Fiend (Devil), Lawful Evil

Armor Class 16 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Str +8, Con +9

Skills Deception +5, Insight +4, Intimidation +5, Perception +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Aura of Torment. Any creature hostile to the excruciarch that starts its turn within 20 feet of the excruciarch takes 10 (4d4) slashing damage, unless the excruciarch is incapacitated.

Devil's Sight. Magical darkness doesn't impede the excruciarch's darkvision.



Magic Resistance. The excruciarch has advantage on saving throws against spells and other magical effects.

Sadism. The excruciarch gains a +1 bonus to attack and damage rolls for each creature it damaged on its previous turn.

ACTIONS

Multiattack. The excruciarch makes two Scourge attacks. It can replace one of the attacks with Storm of Steel (if available).

Scourge. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 13 (2d8 + 4) slashing damage.

Storm of Steel (Recharge 4–6). The excruciarch swings its scourge wildly around itself. All creatures within 15 feet of the excruciarch must make a DC 16 Dexterity saving throw. Targets take 31 (6d8 + 4) slashing damage on a failed save, or half as much damage on a successful one.

REACTIONS

Vulnerable Gaze. As a reaction to a creature resisting damage dealt by the excruciarch, it turns its gaze on that creature, negating any resistances and immunities that creature has until the start of the excruciarch's next turn.

SHREDWING

Tearing through the skies of the Nine Hells, shredwings aren't only a constant menace to mortal and fiendish travelers, but a reminder of the cruelties of one of Hell's worst overlords. Though Malagard was cast down from the throne of Malbolge and her bloated body shattered, her wickedness remains in the spite and cruelty of her creations.

SHREDWING

Medium Fiend, Lawful Evil

Armor Class 21 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	19 (+4)	15 (+2)	16 (+3)	11 (+0)

Saving Throws Dex +8, Con +8

Skills Acrobatics +8, Athletics +4, Perception +11, Survival +7

Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities blinded, charmed, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages —

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Merged. After using the Burrow ability, if the shredwing is merged with another creature, any damage dealt to the shredwing is split evenly between it and the merged creature.

ACTIONS

Multiattack. The shredwing makes three Talon attacks.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) poison damage.

Burrow (Recharge 5–6). On a hit, the creature takes an additional 32 (5d12) slashing damage as the wings merge with it. While merged, the creature moves with the shredwing, takes 19 (3d12) necrotic damage at the start of each of its turn, and has the grappled condition. The shredwing can unmerge at any time, leaving the creature and dropping it if airborne. The only other way to end the merge is to kill the shredwing.

If the merged creature dies while merged, the shredwing permanently takes over its body. It gains the merged creature's hit dice, natural armor, possessions, and languages. If any of the merged creature's statistics are higher than the shredwing, it inherits those statistics as well. A creature permanently merged by the shredwing can only be resurrected through a *Wish* spell or similar.

BONUS ACTIONS

Aggressive. The shredwing can move up to its speed toward a hostile creature that it can see.

BORN FROM BITTERNESS

At first glance, shredwings appear to be bats or pterodactyls, with a spined body between two great veined wings terminating in a jagged head. They seem to have an ever-open beak, but upon closer scrutiny this shows to be a pair of vicious spikes. Although they seem like horrific flying creatures, the actual truth of their origins makes them even more terrible. Malagard was earthbound and one of the many things she was furiously envious of was the ability of others to fly. One of her pastimes was to tear the wings from Fiends who had displeased her and give them a vile and unnatural life of their own, discarding the mutilated devils and shaping their amputated parts into something new and ghastly. Shredwings are the results of her hobby, now feral and endemic to many parts of the Nine Hells.

HIDEOUS APPETITES

Shredwings are driven by a desire to inflict pain, still possessed by the malice of their original creator. They patrol the skies of the Nine Hells and descend in shrieking flocks on anything weak enough to torment. When they have winged creatures at their mercy, they mob their victim in the air until they can tear away their target's wings. They carry the trophies to their high roosts, where the tattered vanes are transformed into a new shredwing under the caustic ministrations of the 'parents'. For wingless prey, they have other practices. Whilst they harry with claws and beak, they look out for a chance to latch onto the backs of their prey. Driving the spikes of their heads between the shoulders of their victims they enact a terrible merging, becoming a set of wings attached to the creature and carrying them off. They slowly absorb the life-force of their victim, delighting in their pain and fear. Over time they take over their prey's limbs and body, returning to attack any leftover companions, delighting in the distress their puppeteering causes. Most often they leave the head until last, enjoying the screams and pleas of the luckless creature they've usurped.

RAISED TO THE WHIP

There is little bad in the Nine Hells that devils can't make worse. Shredwings are unruly and vicious creatures but determined devils can trap them and break them into a form of domestication. Particularly ingenious hunting Fiends, aided by the souls of evil rangers, have trained packs of shredwings to do their bidding, tracking prey across the hostile plains of the Nine Hells and attacking on command. The creatures remain mutinous at best, and woe betide any handler who shows weakness or lets prey get the better of them.



STYX DRAGON

One of the only draconic beings that makes its home in the Nine Hells, the Styx dragon is an aquatic creature that lives within the River Styx. The waters of the Styx have no effect on its mental faculties or memories, and their breath weapon replicates the effects of the Styx. Their diet consists mostly of devils foolish enough to wander close to the banks of the Styx, though they prefer mortals and corpses over Fiends. Occasional Styx dragons have been spotted in non-infernal planes, possibly by traveling the Styx to their destination.

STYX DRAGON

Gargantuan Dragon, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 296 (16d20 + 128)

Speed 30 ft., burrow 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	26 (+8)	19 (+4)	20 (+5)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +11, Cha +10

Skills Athletics +21, Insight +11, Perception +11, Survival +17

Damage Resistances damage from spells

Damage Immunities cold, poison

Condition Immunities blinded, poisoned

Senses blindsight 120 ft., passive Perception 21

Languages Draconic, Infernal

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Amphibious. The dragon can breathe air and water.

Stygian Wasting. Creatures afflicted with this disease are incapable of regaining hit points in any way until the disease is cured. Additionally, as their flesh starts to rot, a creature with this disease takes 36 (8d8) necrotic damage after each long rest they finish.

Styx Dweller. The dragon is immune to all negative effects from the River Styx.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks using its Bite, Tail, or a combination of the two. It can replace one of the attacks with Constrict.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) poison damage, and the target must make a DC 19 Constitution saving throw. On a failed save, the target contracts Stygian Wasting.

UNUSUAL DRAGONS

Unlike other Dragons, the scales of the Styx dragon have no effect on their capabilities, and range from darker hues all the way up to chromatic scales, though they always appear muddled. They have no wings and very small limbs, relying primarily on their tails for mobility and combat. Their serpentine body lends itself to muddy nests along the banks of the Styx and quick underwater travel. Good captains know where Styx dragon clutches are along the river, and steer their boats specifically to avoid the creatures.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.

Hit: 15 (2d6 + 8) bludgeoning damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 22). The dragon can't make a Tail attack while a creature is grappled in this way.

Constrict. The dragon tightens its grip on a creature grappled by its tail. The creature takes 27 (3d12 + 8) bludgeoning damage, has the restrained condition until the start of the dragon's next turn, and must make a DC 19 Constitution saving throw. On a failed save, the target contracts Stygian Wasting.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon must succeed on a DC 18 Wisdom saving throw or have the frightened condition for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Stygian Breath (Recharge 5–6). The dragon exhales poisonous Styx water in a 60-foot-long, 10-foot-wide line. Each creature in that line must make a DC 19 Dexterity saving throw, taking 54 (12d8) poison damage on a failed save, or half as much on a successful one. Creatures that fail the save contract Stygian Wasting.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The 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. If a creature is already grappled, the dragon may use Constrict instead.

Death Throw (Costs 3 Actions). If the dragon has successfully restrained a creature with the Constrict ability, it may throw them up to 100 feet away. When it lands, the creature takes 21 (6d6) bludgeoning damage and must make a DC 18 Constitution saving throw. On a failed save, the creature has the unconscious condition for 10 minutes.



TYRANT SHADOWS

Alongside devils and monsters, the Nine Hells have given birth to more nebulous threats. Even raw negative emotion can be personified in the darkest reaches of the lower planes. Congealing into a shape that knows only hunger and the need to hunt. It stalks those filled with fears and insecurities that they refuse to acknowledge.

BRED FROM DENIAL

Tyrant shadows are a threat unique to the Nine Hells. Mortals in the Nine Hells dwell in agony and terror by definition. However, the life of a devil is seldom happier. The infernal hierarchy is harsh and those above constantly abuse the Fiends beneath them whilst fearing usurpation at every turn. In contrast to the unruly hosts of the Abyss, devils are never permitted to give vent to the bitterness that is their lot, bound to a show of discipline and obedience. This festering misery, given no other outlet, manifests as an independent creature that breaks from the devil who generated it to pursue its own malevolent life. Tyrant shadows most often appear as huge-mawed stalking reptiles made from writhing shadows, unless they take on specific forms to exploit the fears of their prey.

SHIFTING STALKERS

Tyrant shadows are strongly attracted to the kind of suppressed negative emotions that gave rise to them. The minds of strong mortals valiantly enduring the horrors of the Nine Hells without complaint draw them from far away, and they hunger both for the flesh and the fear such prey generate. A truly satisfying feast for the tyrants must be prepared properly. They stalk their targets over long hours, telepathically sensing what is most feared and shifting their forms to provide glimpses and hints of terror wherever their target looks. Mortals who break easily, giving swift vent to their fear or flying into berserk rages, are of little interest to them. A fear that slowly erodes through its host's iron discipline is savored like a well-aged wine. For the same reason, they gleefully prey on middling and lesser devils whose

SHADY DISGUISES

All tyrant shadows have the following bonus action:

Change Shape. The shadow transforms into a Beast, Humanoid or Fiend that it has an Empathic Link with, or back into its true form. In a new form, the shadow retains its alignment, hit points, hit dice, telepathy, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features, lair actions, or legendary actions of that form.

lives are a constant battle between bitterness and discipline. Those few mortals who are so confident in themselves as to know no fear at all—the most focused of monks or blessed of paladins perhaps—are effectively invisible to tyrant shadows.

PERSONAL NEMESES

Every tyrant shadow was spawned from the resentful core of a particular devil before taking up its own existence, and the presence of "their" devil continues to sustain the tyrant. As the devil rises in the internal hierarchy, so the tyrant grows stronger. As the tyrant hunts and feasts, so the devil's inner bitterness grows, driving them to greater acts of evil, and thus leading to their advancement. Much as they might deny it, even the greatest of devils are consumed with negative emotions. Archdevils command whole planes yet hate and envy the gods. Somewhere perhaps even Asmodeus has a stalking shadow feeding his malice even as his great status empowers it.

GREATER TYRANT SHADOW'S LAIR

A greater tyrant shadow's lair is always within a few miles of the devil that spawned it, which means that the tyrant shadow itself may often relocate, following the movements of its progenitor, even across the layers of the Nine Hells themselves. Of the lair specifically, the tyrant shadow generally selects a suitably cavernous locale, with deep shadows, perfect for skulking and ambushes. Eroded canyons, abandoned dwellings, and even deep forests, though rare in the Nine Hells, are also suitable locations.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the greater tyrant shadow can take one lair action to cause the following effect; it can't take the same lair action two rounds in a row:

Despair. One creature within 300 feet of the shadow must succeed on a DC 22 Charisma saving throw or be overcome with despair and self-doubt. The creature has the stunned condition for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success.

Renewal. The shadow recharges its Shadows of Death ability.

LESSER TYRANT SHADOW

Medium Aberration, Lawful Evil

Armor Class 20 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Int +8, Wis +7

Skills Arcana +8, Deception +12, Perception +7, Stealth +12

Damage Resistances fire

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, frightened, poisoned

Senses passive Perception 17

Languages understands all, telepathy 300 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Empath. The shadow uses telepathy to sense nearby creatures. The shadow can see a creature if that creature has thoughts and is within the range of the shadow's telepathy. The shadow can't see creatures immune to telepathy.

TYRANT SHADOW

Huge Aberration, Lawful Evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	20 (+5)	16 (+3)	20 (+5)

Saving Throws Int +11, Wis +9

Skills Arcana +11, Deception +17, Perception +9, Stealth +15

Damage Resistances fire

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, frightened, poisoned

Senses passive Perception 19

Languages understands all, telepathy 300 ft.

Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Empath. The shadow uses telepathy to sense nearby creatures. The shadow can see a creature if that creature has thoughts and is within the range of the shadow's telepathy. The shadow can't see creatures immune to telepathy.

Undying Connection. The shadow was originally spawned from a specific devil and, if the shadow is slain, it returns to life in 10 (1d20) days within 1 mile of that devil. The shadow is killed permanently only if its progenitor devil is slain first.

ACTIONS

Multiattack. The shadow makes three Claw attacks. It can replace one of the attacks with Shadows of Death (if available).

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target.

Hit: 16 (3d6 + 6) necrotic damage, plus 7 (2d6) psychic damage.

Undying Connection. The shadow was originally spawned from a specific devil and, if the shadow is slain, it returns to life in 10 (1d20) days within 1 mile of that devil. The shadow is killed permanently only if its progenitor devil is slain first.

ACTIONS

Multiattack. The shadow makes two Claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) necrotic damage, plus 3 (1d6) psychic damage.

Cloak of Shadows. The shadow bends darkness around itself, and now has the invisible condition for 1 minute. The invisibility ends if the shadow is subjected to a *Daylight* spell or similar.

Empathic Link. The shadow attempts to form a link between itself and a creature it can see. The target must make a DC 16 Intelligence saving throw, taking 6 (1d12) psychic damage on a success. On a failed save, the creature and the shadow are linked. While linked, every time the shadow is damaged, the creature takes half of that damage as psychic damage. The creature may repeat the saving throw at the end of each of its turns, taking 6 (1d12) psychic damage on a failed save, or ending the effect on a successful one.

Cloak of Shadows. The shadow bends darkness around itself, and now has the invisible condition for 1 minute. The invisibility ends if the shadow is subjected to a *Daylight* spell or similar.

Empathic Link. The shadow attempts to form a link between itself and a creature it can see. The target must make a DC 19 Intelligence saving throw, taking 13 (2d12) psychic damage on a success. On a failed save, the creature and the shadow are linked. While linked, every time the shadow is damaged, the creature takes half of that damage as psychic damage. The creature may repeat the saving throw at the end of each of its turns, taking 13 (2d12) psychic damage on a failed save, or ending the effect on a successful one.

Shadows of Death (Recharge 6). The shadow discharges inky-black shadows in a 90-foot-radius sphere around itself. Creatures in the shadows must succeed on a DC 19 Wisdom saving throw or take 27 (6d8) necrotic damage and have the frightened condition for 1 minute. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on a successful save, but taking the damage again on a failed save.

LEGENDARY ACTIONS

The shadow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monster regains spent legendary actions at the start of its turn.

Shadow Blink. The shadow surrounds itself in black mist, then teleports up to 60 feet to an unoccupied space that it can see.

Shapeshift. The shadow uses its Change Shape ability.

Mind Spike (Costs 2 Actions). Ranged Spell Attack: +11 to hit, range 300 ft., one target. *Hit:* 16 (2d10 + 5) psychic damage.

“THE NINE HELLS CAN ONLY DREAM
OF THE PERFECT OPPRESSION WHICH
MORTALS BRING UPON EACH OTHER.”

Unknown

GREATER TYRANT SHADOW

Gargantuan Aberration, Lawful Evil

Armor Class 18 (natural armor)

Hit Points 372 (24d20 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	20 (+5)	24 (+7)	16 (+3)	22 (+6)

Saving Throws Int +14, Wis +10

Skills Arcana +14, Deception +20, Perception +10, Stealth +16

Damage Resistances fire

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, frightened, poisoned

Senses passive Perception 20

Languages understands all, telepathy 300 ft.

Challenge 22 (41,000 XP)

Proficiency Bonus +7

Empath. The shadow uses telepathy to sense nearby creatures. The shadow can see a creature if that creature has thoughts and is within the range of the shadow's telepathy. The shadow can't see creatures immune to telepathy.

Undying Connection. The shadow was originally spawned from a specific devil and, if the shadow is slain, it returns to life in 10 (1d20) days within 1 mile of that devil. The shadow is killed permanently only if its progenitor devil is slain first.

ACTIONS

Multiaction. The shadow makes three Claw attacks. It can replace one of the attacks with Shadows of Death (if available).

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) necrotic damage, plus 10 (3d6) psychic damage.

Cloak of Shadows. The shadow bends darkness around itself, and now has the invisible condition for 1 minute. The invisibility ends if the shadow is subjected to a *Daylight* spell or similar.

Empathic Link. The shadow attempts to form a link between itself and a creature it can see. The target must make a DC 22 Intelligence saving throw, taking 26 (4d12) psychic damage on a success. On a failed save, the creature and the shadow are linked. While linked, every time the shadow is damaged, the creature takes half of that damage as psychic damage. The creature may repeat the saving throw at the end of each of its turns, taking 26 (4d12) psychic damage on a failed save, or ending the effect on a successful one.

Shadows of Death (Recharge 5–6). The shadow discharges inky-black shadows in a 90-foot-radius sphere around itself. Creatures in the shadows must succeed on a DC 22 Wisdom saving throw or take 36 (8d8) necrotic damage and have the frightened condition for 1 minute. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on a successful save, but taking the damage again on a failed save.

LEGENDARY ACTIONS

The shadow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shadow regains spent legendary actions at the start of its turn.

Shadow Blink. The shadow surrounds itself in black mist, then teleports up to 60 feet to an unoccupied space that it can see.

Shapeshift. The shadow uses its Change Shape ability.

Mind Spike (Costs 2 Actions). Ranged Spell Attack: +14 to hit, range 300 ft., one target. *Hit:* 23 (3d10 + 7) psychic damage.



VORVOLAKA

There are always mortals who believe they can outwit the powers of the Nine Hells. One strategy is for a powerful evil creature to pledge its soul to the inferno, then seek the eternal unlife of a vampire to cheat the devils of their prize. The devils, of course, have seen it all before. Specialist teams hunt down the offenders and haul them to the Nine Hells where they're reshaped into vorvolakas, forever hungry for mortal blood in an underworld where such a commodity is vanishingly rare.

VORVOLAKA

Medium Undead, Neutral Evil

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	21 (+5)	8 (-1)	13 (+1)	16 (+3)

Saving Throws Con +10, Wis +6

Skills Insight +6, Perception +11, Religion +4, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, paralyzed

Senses darkvision 120 ft., passive Perception 21

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Fear Aura. Any hostile creature that starts its turn within 20 feet of the vorvolaka must succeed on a DC 18 Wisdom saving throw or have frightened condition until the start of the creature's next turn. If a creature's saving throw is successful, they're immune to the vorvolaka's Fear Aura for the next 24 hours. This ability does not function if the vorvolaka is unconscious.

Magic Resistance. The vorvolaka has advantage on saving throws against spells and other magical effects.

Regeneration. The vorvolaka regains 15 hit points at the start of its turn if it has at least 1 hit point. If the vorvolaka takes radiant damage, this trait doesn't function at the start of the vorvolaka's next turn.

ACTIONS

Multiattack. The vorvolaka makes two Talon attacks. It can replace one of the attacks with Rend Armor (if available).

Talon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage plus 14 (4d6) necrotic damage.

Rend Armor (Recharge 4–6). The vorvolaka makes a Talon attack against a creature. On a hit, the creature's AC is reduced by 2 for 1 minute. Creatures not wearing armor are immune to this effect, and the total reduction can't bring a creature below an AC of 10.

THE EVER-HUNGRY

A mockery of their original form, vorvolakas appear like vast tusked bats with a humanoid twist to their forms. Some faint semblance of their original features can just be discerned in their new bestial visage, just as an echo of their memories and personality persists in their fractured minds. They're almost never still or silent, shrieking out their gnawing hunger in their keening voices, jittering and clawing at one another, or circling like vultures across the brazen skies of the Nine Hells. Even as normal vampires are driven by their appetites, transformation into a vorvolaka increases that appetite a hundred-fold, but the blood of mortals remains the only meal that sates them for even a moment. Seeing haughty vampires turned into ravenous monsters by their constant unfulfillable hunger is a torment that devils find highly amusing.

HELL'S SENTRYES

Many powerful devils—especially in the upper layers of Avernus and Dis—keep dovecotes of starving vorvolakas, tolerating their noise and squabbling in exchange for the chief service they provide. The creatures can scent the blood of mortals from miles away, flying into a frenzy at the first hint of a living being. Sometimes the monsters are kept caged, simply serving as a warning system so devils know that mortals are about. More often they're released into the skies to track down the intruders, with infernal huntsmen following in their wake to pick up the pieces.

FRENZIED HUNTERS

When they find living prey the vorvolakas descend in great squalling flocks, desperate to rend the mortals open and glut themselves on blood. They use their hooked claws and tusks to rip away armor and open up their prey, attacking with utter disregard for their own safety. Their flesh regenerates from most wounds—or else they would tear one another to pieces in their agony—and their hunger is such that only those of strongest faith can hold them back with prayer and holy symbol. Their screaming cries rend the ears of listeners, not only physically painful but imprinting the creatures' deep misery on all who hear. So evident is the despair of the creatures, their horror at their own tormented state, that those who have fought them and survived find themselves more moved to pity than any other emotion.





WAR DEVIL

Created through the sacrifice of other devils, both alive and dead, war devils vary in size and shape, but not personality. They crave combat and are highly aggressive, often commanding legions of lesser devils in wars. While they greatly enjoy bullying weaker creatures and exerting their dominance, they're highly submissive towards more powerful creatures and higher ranked devils.

BATTLE COMMANDERS

War devils are also extremely loyal to their creators, following practically any order given to them. When not taking orders, war devils are clever enough to command and make decisions on their own, making them extremely talented generals.

MIGHTY DEVILS

Because of their construction, the appearance of war devils varies. That said, there are a few features that are common among most of their kind. Almost all war devils have thick, leathery wings, as well as massive, curved horns and sharpened teeth. They're also usually massive in size, having been created from multiple other devils, with the larger ones usually having higher-ranked positions. Though they prefer to use polearms of all kinds, war devils are also fully capable unarmed.

WAR DEVIL

Huge Fiend (Devil), Lawful Evil

Armor Class 11 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	23 (+6)	7 (-2)	13 (+1)	9 (-1)

Saving Throws Str +12, Con +11

Skills Athletics +12, Insight +6, Intimidation +4, Perception +6

Damage Resistances cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Infernal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Devil's Sight. Magical darkness doesn't impede the war devil's darkvision.

Fear Aura. Any hostile creature that starts its turn within 20 feet of the war devil must succeed on a DC 18 Wisdom saving throw or have the frightened condition until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to the war devil's Fear Aura for the next 24 hours. This ability doesn't function if the war devil is unconscious.

Magic Resistance. The war devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The war devil makes two attacks using its Cold-Iron Ranseur, Claws, or a combination of the two.

Cold-Iron Ranseur. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) force damage plus 14 (4d6) cold damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage. If the target is a Large or smaller creature, it has the grappled condition (escape DC 20). While a creature is grappled, the war devil can't make Claws attacks.

APPENDIX C

Non-Player Characters



HIS SECTION HAS THE MAJOR NPCs OF the story. This includes NPCs that help the heroes traverse the River Styx, as well as those that must be rescued from the Nine Hells.



AESHMA

Aeshma is a tiefling who was born into a rich and affluent family with ties to powerful families within the city of Waterdeep. Aeshma has learned that everything in life comes easy, free, and without consequence. Aeshma is a jack of no trades and master of none, he has ceremoniously failed himself out of magic studies, countless bard colleges, church studies, and military training. Aeshma excels at one thing: convincing and manipulating others to gamble. He doesn't really care for the stakes or the outcome of a bet, rather he gets enjoyment out of the consternation of others. Aeshma is a chronic gambler who always pushes the stakes to their limits.

Aeshma was content to a life pursuing pleasure and with no responsibilities, but his infernal heritage has entangled him with something he could have never expected. He is the soul that the Halruuans call the Unmaker (Aeshma is unaware that he is the Unmaker). Asmodeus has plans for Aeshma and had one of his archdevils, Abigor, kidnap him.

AESHMA

Medium Humanoid (Tiefling), Chaotic Neutral

Armor Class 15 (Bracers of Defense)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Deception +7, Insight +4, Performance +7, Persuasion +7, Sleight of Hand +7, Stealth +5

Senses passive Perception 12

Languages Common, Infernal

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Multiaction. Aeshma makes two attacks using his Shortsword, Hand Crossbow, or a combination of the two.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Cunning. Aeshma takes the Dash, Disengage, or Hide action.



ANAGWENDOL

A fierce warrior of the Heavens, Anagwendol's career is a trail of slain Fiends. She has never turned from a fight against evil, and though she has taken countless wounds in the fray, she has never lost. And now she is in the Nine Hells.

She owes her captivity to an all-too-common fault among angels. Of all sins, they must beware of pride. Knowing that you're the very instrument of the divine and having carved your way through the inferior mettle of a thousand infernal combatants, makes it hard to hold onto humility. This pride led her into a trap and unable to leave the fourth layer—Phlegethos.

The mastermind behind the entrapment of Anagwendol was the archdevil Kordichai, whose chief interest is a grand game preserve of fiery Elemental monsters in Phlegethos. Kordichai, a canny old hunter, was able to lure her into his preserve, and there at its heart she remains, a prisoner within a blazing stone labyrinth. Occasionally Kordichai sends parties of devils (especially underlings who have disappointed him) to hunt her, and enjoys watching their failures.

Anagwendol is no longer the angel she once was. Whilst the inner warrior of the divine remains, her connection to her surroundings is twisted by an infernal curse so that she believes she is forever fighting an endless swarm of enemies. Everything she encounters is perceived as a loathsome devil, fit only for cutting down.

This constant one-angel war on the infernal is gradually taking its toll. Anagwendol is growing to live for it. The ferocity of shedding infernal blood is becoming an end in itself for her, rather than an unfortunate but necessary means to virtue.

ANAGWENDOL

Medium Celestial, Lawful Good

Armor Class 17 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Int +9, Wis +10, Cha +11

Skills Perception +10

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Magic Resistance. Anagwendol has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Anagwendol makes two attacks using her Defending Greatsword, Longbow, or a combination of the two.

Defending Greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage plus 22 (5d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 22 (5d8) radiant damage.

Healing Touch (2/Day). Anagwendol touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

BONUS ACTIONS

Defensive Swordwork. Anagwendol can forgo attacking with her Defending Greatsword on this turn and gain a +3 to her armor class. She can still attack with her Longbow.



BARACHIEL

Barachiel is an aasimar that was born in the city of Elturel; a bastion of justice and symbol of good in the Forgotten Realms. His mother was the angel Zariel, the patron of Elturel. Barachiel grew up to become a Hellrider—the holy warriors that defend the city of Elturel. However, he gave up his freedom to become an agent of Mount Celestia so that he could try and save his mother. Zariel had been seduced and corrupted by Asmodeus. Now, as an archdevil, she rules the first layer of the Nine Hells.

Barachiel believes in justice, mercy, virtue, and compassion. Since his transformation into an angelic being, his memories of his former life have faded. However, the Hellrider Ramius was his beloved companion, and that memory has stayed with him.

BARACHIEL

Medium Celestial, Lawful Good

Armor Class 18 (plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	14 (+2)	20 (+5)

Saving Throws Con +9, Wis +7

Damage Resistances necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses passive Perception 12

Languages Celestial, Common, Infernal

Challenge 13 (10,000 XP)

Proficiency Bonus +5

ACTIONS

Multiattack. Barachiel makes three Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 22 (5d8) radiant damage.

Purifying Flames (Recharge 4–6). Barachiel wreathes his sword in white flame, then makes a Greatsword attack. On a hit, the target takes an additional 45 (7d12) fire damage plus 45 (7d12) radiant damage. The target must succeed on a DC 18 Charisma saving throw or have the stunned condition until the end of their next turn.

REACTIONS

Parry. Barachiel adds 5 to his AC against one attack. To do so, Barachiel must see the attacker and be wielding a melee weapon.



JENEVERE

It was Jenevere's role to watch the mortal planes for individuals of particular virtue. Forbidden to intervene, she would record their struggles and deeds, to be brought in evidence when their souls migrated to their final reward. After centuries of meek observation, she petitioned for more active divine involvement in the fates of those she watched. She was refused.

It was too much for her. Against the strictures of her role, she visited the mortal realms to interfere. No grand drawing of flaming swords, just calm words, a timely reminder of morality at the fulcrum point of someone's moral struggle. In time, the Nine Hells became aware of her influence and set a trap for her.

After her capture she passed through various hands. Jenevere isn't fierce and combative, but open, honest, and infinitely merciful. She forgives the Fiends that torment her, knowing it is their nature, and her forgiveness burns them more than they can burn her. Possession of Jenevere became something of a poisoned chalice, so that she fell through their hierarchy, possessed by meaner and meaner masters, until she was acquired by Vaness and Fling of the Eye Market.

Jenevere's eyes are remarkable things, fashioned by gods to see all the virtues of the mortal realms. Vaness and Fling removed her eyes easily enough, but implanting them into a Fiend, or any of the evil things that come cap in hand to them, proved problematic. The eyes are a gateway to all the virtue and goodness of the planes. To Vaness and Fling's patrons, the experience proved unendurable. Vaness and Fling continue to experiment, but they're beginning to feel that in acquiring Jenevere they've taken on more than they can handle.

JENEVERE

Large Celestial, Lawful Good

Armor Class 20 (natural armor)

Hit Points 216 (16d10 + 128)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	26 (+8)	18 (+4)	20 (+5)	24 (+7)

Saving Throws Int +10, Wis +11, Cha +13

Skills Perception +11

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Magic Resistance. Jenevere has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Jenevere makes three Radiant Touch attacks.

Radiant Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) radiant damage.

Forgiveness (2/Day). Jenevere selects a target within 10 feet. The target is freed from any curse, disease, poison, blindness, or deafness. If the target is a Fiend, it must succeed on a DC 21 saving throw or have disadvantage on all attack rolls for 24 hours.

Spellcasting. Jenevere casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *Bless, Detect Evil and Good*

2/day each: *Commune, Heal, Legend Lore, Raise Dead, Scrying*
1/day: *Foresight*



KOH TAM

Medium Humanoid, Lawful Neutral

Armor Class 17 (breastplate, shield)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	12 (+1)	15 (+2)	19 (+4)	20 (+5)	15 (+2)

Saving Throws Wis +9, Cha +6

Skills Arcana +8, History +8, Insight +9, Religion +8

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Celestial, Common, Infernal

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ACTIONS

Arbiter's Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) radiant damage.

Judgement. Koh Tam judges a creature within 60 feet of him. The target must succeed on a DC 17 Wisdom saving throw or take 50 (10d8 + 5) radiant damage. If the target had fewer hit points than their maximum prior to this attack, the creature takes 70 (10d12 + 5) radiant damage instead.

Arbiter's Light (Recharge 4–6). *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 70 (10d12 + 5) radiant damage, and the target has the blinded condition until the start of Koh Tam's next turn.

Spellcasting. Koh Tam casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *False Life, Gentle Repose, Lesser Restoration, Protection from Evil and Good, Speak with Dead*

1/day each: *Antilife Shell, Blight, Death Ward, Dispel Evil and Good, Greater Restoration, Raise Dead, Regenerate, Revivify, Spiritual Weapon*

KOH TAM

Koh Tam is the powerful head priest of Kelemvor, god of death and the dead, at the Waterdeep cathedral. Seeking to know all the secrets of the realms of the dead, Koh Tam petitioned his god for permission to explore the Nine Hells. The young priest set forth into the infernal realm where he bore witness to horrors beyond mortal imagination and encountered fiendish creatures whose power greatly outmatched his own. The experience forever changed the priest. Rather than sate his curiosity, the journey only served to further incite Koh Tam's fascination with the infernal. He devoted himself to the study of arcane books concerning the subject and collected an impressive number of infernal relics.

In the many years since, the head priest has made several expeditions into the Nine Hells and has had many more encounters with fearsome devils. Koh Tam can thus be considered the expert authority on the infernal realm. He has advised many adventurers who seek to venture into the Nine Hells and has also prevented a fair number of foul creatures from fleeing that realm into mortal worlds. Though he remains devoted to the laws of Kelemvor, so much exposure to the infernal has changed Koh Tam in mind and body. The head priest has many habits and mannerisms that might seem strange to other mortals, and he has a unique perspective colored by his experience with the Nine Hells.



TIAX

A long-serving cleric of Cyric, the god of lies, Tiax is absolutely certain of many things—most of them entirely untrue. After twenty years in Cyric's clergy, Tiax's mind has been twisted by the god's many tricks. Still, even so flavored by fantasy and deception, the favor of a god often proves a very powerful boon indeed. Whatever dire trouble Tiax finds himself in, even if it be the flames of the Nine Hells, his god will devise means of delivering him to safety—though often just by the skin of his teeth.

All of these near misses and improbable escapes have only solidified Tiax's delusions of grandeur. Though he is well aware that it is Cyric's divine interference which saves him, Tiax tells everyone he encounters that he is actually a powerful sorcerer and thus hides his piety to Cyric and the divine power he has been granted in return.

As one might expect, Tiax's foremost attributes are exaggeration and deceit. Unfortunately, for the unsuspecting, Tiax's unthreatening and absurd demeanor can grant the illusion of harmlessness. His many lies appear outlandish and easily dismissed, and his erratic behavior borders on complete buffoonery. Some might even find his colorful, chaotic personality to be charming. Certainly, Koh Tam seems to tolerate him for one reason or another. But make no mistake, Tiax is dangerous. The wise should be wary.

TIAX

Small Humanoid, Chaotic Neutral

Armor Class 13 (16 with Mage Armor)

Hit Points 110 (20d6 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	15 (+2)	19 (+4)	18 (+4)

Saving Throws Wis +8, Cha +8

Skills Deception +8, Insight +8, Performance +8, Persuasion +8

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common, Gnomish

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Gnome Cunning. Tiax has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Special Equipment. Tiax wears a *Ring of Resistance* that grants him resistance to radiant damage.

ACTIONS

Touch of Decay. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 37 (6d10 + 4) necrotic damage.

Unholy Firebolt. Tiax causes unholy fire to flare up in a creature's space within 60 feet of him. The target must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) necrotic damage plus 18 (4d8) poison damage.

Spellcasting. Tiax casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At will: *Bane, Disguise Self, Dispel Magic, Mage Armor, Mirror Image, Thaumaturgy*

1/day each: *Bestow Curse, Blindness/Deafness, Blink, Charm Person, Contagion, Dimension Door, Dominate Person, Hold Person, Pass Without Trace, Polymorph, Teleport*

BONUS ACTIONS

Heal (2/Day). Tiax heals 70 hit points.

APPENDIX D

Infernal Magic Items



INFERNAL MAGIC ITEMS ARE ITEMS FORGED IN the Nine Hells specifically for devils. These items are an easy way to make a devil more powerful, but due to their cursed nature, are often dangerous for mortals to use.

AMULET OF APPEARANCE

Wondrous item, rare (requires attunement)

Your armor, weapons, and other equipment always shine as if just polished. Even if you're wounded, your wounds do not appear to others. You're immune to the frightened and poisoned conditions, as these would otherwise ruin your elegant appearance. However, whenever you would otherwise have been affected by one of these conditions, a random non-evil Humanoid on the Material Plane whom you have previously met gets the condition instead. You know this.

AMULET OF BETRAYAL

Wondrous item, very rare (requires attunement)

You can use a bonus action to move one of the following conditions from yourself to an ally within 60 feet of you: blinded, deafened, frightened, poisoned, stunned, exhaustion. When transferring exhaustion, move all your exhaustion levels. If the chosen ally is immune to a transferred condition, the transfer fails.

AMULET OF DUPLICITY

Wondrous item, very rare (requires attunement)

When you die, you're transported to an extradimensional space where you're stabilized at 0 hit points and kept in that state. The amulet creates a perfect copy of your corpse and places it where you were just before you died, but without any of your worn or carried items. After 24 hours, you regain 1 hit point and are returned to the location of your near-death. Everything about you is the same, except that your facial features are entirely different from before. Only a *Wish* spell can restore your true identity. Until then, you have disadvantage on any Charisma (Persuasion) checks to attempt to reveal who you really are.

Curse. An *Identify* spell or similar reveals only that the amulet can prevent death. Once you attune to the amulet, you can't describe its ability to any other creature, and if unattuned, you immediately forget what the amulet does. A *Remove Curse* spell reveals the details of the curse but does not remove it from the amulet.

BRACERS OF ASMODEUS

Wondrous item, rare (requires attunement)

You have a +2 bonus to AC while wearing these bracers, if you do not wear armor or use a shield at the same time.

Curse. While attuned to the bracers, you become obsessed with plotting, scheming, and manipulation. You always barter for better deals, often using secrets or leveraging other offers in the process. If you ever decline an opportunity to better yourself financially at another's expense, you immediately take 3d10 necrotic damage. Only the *Remove Curse* spell allows you to end attunement to this item.

Corrupting. This item corrupts. See the "Infernal Item Corruption" section.

CANIAN FORK

Weapon (trident), rare (requires attunement)

You have a +3 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one additional attack with it as a bonus action on each of your turns.

Curse. You're unwilling to part with this weapon while attuned to it. You're also vulnerable to radiant damage and each time you receive magical healing, you must make a DC 15 Constitution saving throw. On a failed save, the healing has no effect. Only the *Remove Curse* spell allows you to end attunement to this item.

Corrupting. This item corrupts. See the "Infernal Item Corruption" section.

CONDENSED ORDER

Wondrous item, uncommon

Condensed Order is a silvery powder that can be extracted from those of a lawful persuasion. Devils bound for the warfronts of Avernus take flasks and snuff boxes of the stuff to fortify themselves against exposure to the raw chaos of demons. Taking the substance requires an action and makes you immune to the flesh warping feature of demonic ichor. It also gives you advantage on saving throws against any effect from a demonic source. These benefits last for 8 hours.

DEMONBONE POLEARM

Weapon (polearm), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon. In addition, when you're damaged by a creature in reach, you may use your reaction to make one melee attack against it with this weapon.

Curse. You're unwilling to part with this weapon while attuned to it. While attuned, you have disadvantage on attack rolls with weapons other than this one.

Whenever a hostile creature damages you, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action on each of your turns to attack the creature nearest to you with the weapon. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You're berserk until you start your turn with no creatures within 60 feet of you that you can see or hear. Alternatively, an ally can use an action to make a DC 15 Charisma (Persuasion) check and if successful, you're no longer berserk. Only the *Remove Curse* spell allows you to end attunement to this item.

Corrupting. This item corrupts. See the “Infernal Item Corruption” section.

GAUNTLETS OF RAGE

Wondrous item, rare (requires attunement by a bard, sorcerer, warlock, or wizard)

You gain the power of never-ending fury. After you make a melee weapon attack, you automatically enter a special fury for 1 minute. While furious, you can't cast spells, can't verbally communicate, and are immune to the charmed and frightened conditions. Each time you deal damage, you regain 2d8 hit points and may immediately remove a condition you currently suffer from or end this fury. Additionally, while in this fury, you may spend a spell slot before you make a melee attack. Doing so causes the attack to deal an extra 3 (1d6) necrotic damage per level of spell slot expended, if the attack hits. Once used you may not use this fury again until you finish a short or long rest.

INFERNAL AMULET

Wondrous item, rare (requires attunement)

While wearing this amulet, you can use it as a spellcasting focus for your spells, and it grants a +2 bonus to your spell save DC and spell attack bonus.

Curse. You're unwilling to part with this amulet while attuned to it and you wear it always. While wearing the amulet you have disadvantage on Strength saving throws and Strength checks. Only

the *Remove Curse* spell allows you to remove the item and end attunement.

Corrupting. This item corrupts. See the “Infernal Item Corruption” section.

INFERNAL PLATE ARMOR

Armor (plate), very rare (requires attunement)

While wearing this armor, you gain a +2 bonus to AC.

Curse. Once you wear this armor, and are attuned to it, you can't remove it. Only the *Remove Curse* spell allows you to end the attunement and finally doff it. While wearing the armor, you're vulnerable to the following damage types: force, lightning, psychic, radiant, and thunder.

Corrupting. This item corrupts. See the “Infernal Item Corruption” section.

KNIFE OF STOLEN RESISTANCE

Weapon (dagger), rare

Using an action, you carve a single infernal rune into the flesh of an unconscious Beast, Celestial, Dragon, Fey, or Giant with this knife. Over the next 10 minutes the creature dies an agonizing death that can't be prevented short of the *Wish* spell. If the creature has any resistances or immunities, you gain those resistances and immunities until the creature dies or a *Wish* spell is used to save the creature. The knife's power can't be used again until you finish a long rest.

RING OF COLLECTING

Ring, very rare (requires attunement)

While wearing this ring you can use it to cast the *Leomund's Tiny Hut* spell as an action. Once this property is used, it can't be used again until the next dawn. Additionally, as a bonus action, you can use the ring to disintegrate any nonmagical piece of art (drawing, painting, or sculpture) within 60 feet that is no larger than Medium-sized. That art now appears inside the tiny hut, for you to appreciate whenever you desire. If you try to remove this art from the tiny hut, it vanishes forever. You can steadily improve this space, but only by denying such beauty to the rest of the world. For every 1,000 gp of art acquired, the tiny hut increases in size by adding another foot to its radius and lasts one additional hour.

RING OF THE COPYCAT

Ring, legendary (requires attunement)

You gain the ability to channel energy from allies to cast spells, even if you normally can't. When an ally within 60 feet of you casts a spell that you normally can't cast and that requires 10 gp or fewer in material components, you may use a reaction to cast that spell. When cast in this way, the spell is cast using your ally's spellcasting ability, spell save

DC, and spell attack bonus, as needed. You decide this cloned spell's target, as specified in the spell's description, and the spell originates from you. After you use this ability, your ally can't cast this spell again until they finish a long rest.

RING OF TREACHERY

Ring, very rare (requires attunement)

This ring has 3 charges. While wearing this ring, when you're damaged, you may use a reaction to expend a charge and transfer that damage to a random creature (which could include an ally) within 60 feet. All charges are restored when you finish a long rest.

SAGE'S MIRROR

Wondrous item, rare

This item has 3 charges and regains all charges at dusk. You can use an action and expend 1 of the mirror's charges to cast one of the following spells:

- *Find the Path*
- *Legend Lore*

With each use, it is apparent that the information gleaned from the mirror comes from a chamber in the Nine Hells where sages and scholars are tortured for the answers to each question.

SKULL OF SELFISH KNOWLEDGE

Wondrous item, rare (requires attunement)

You may use an action to make the magical skull devour a nonmagical book, map, or scroll. Once devoured the learning is forever available to you, but you can never write the information down or communicate it to others. It is for you alone.

SOUL COINS

Wondrous item, uncommon

Soul Coins are about 5 inches across and about an inch thick, minted from infernal iron. Each coin weighs one-third of a pound and is inscribed with Infernal writing and a spell that magically binds a single soul to the coin. Because each *Soul Coin* has a unique soul trapped within it, each has a story. A creature might have been imprisoned as a result of defaulting on a deal, while another might be the victim of a night hag's curse.

Carrying Soul Coins. To hold a *Soul Coin* is to feel the soul bound within it—overcome with rage or fraught with despair.

An evil creature can carry as many *Soul Coins* as it wishes (up to its maximum weight allowance). A non-evil creature can carry a number of *Soul Coins* equal to or less than its Constitution modifier without penalty. A non-evil creature carrying a number



POWERFUL INFERNAL ITEMS ARE FOUND
IN DANGEROUS PLACES ACROSS ALL
LAYERS OF THE NINE HELLS.

of *Soul Coins* greater than its Constitution modifier has disadvantage on its attack rolls, ability checks, and saving throws.

Using a Soul Coin. A *Soul Coin* has 3 charges. A creature carrying the coin can use its action to expend 1 charge from a *Soul Coin* and use it to do one of the following:

Drain Life. You siphon away some of the soul's essence and gain 1d10 temporary hit points.

Query. You telepathically ask the soul a question and receive a brief telepathic response, which you can understand. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Freeing a Soul. Casting a spell that removes a curse on a *Soul Coin* frees the soul trapped within it, as does expending all of the coin's charges. The coin itself rusts from within and is destroyed once the soul is released. A freed soul travels to the realm of the god it served, or the outer plane most closely tied to its alignment (DM's choice). The souls of lawful evil creatures released from *Soul Coins* typically emerge from the River Styx as lemure devils.

A soul can also be freed by destroying the coin that contains it. A *Soul Coin* has AC 19, 1 hit point for each charge it has remaining, and immunity to all damage except that which is dealt by an infernal warship's furnace.

Freeing a soul from a *Soul Coin* is considered a good act, even if the soul belongs to an evil creature.

Hellish Currency. *Soul Coins* are a currency of the Nine Hells and are highly valued by devils. The coins are used among the infernal hierarchy to barter for favors, bribe the unwilling, and reward the faithful for services rendered.

Soul Coins are created by Mammon and his greater devils on Minauros, the third layer of the Nine Hells, in a vast chamber where the captured souls of evil mortals are bound into the coins. These coins are then distributed throughout the Nine Hells to be used for goods and services, infernal deals, dark bargains, and bribes.

STYGIAN SPEAR

Weapon (spear or javelin), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon. When you throw it, it deals one extra die of damage on a hit. After you throw it and it hits or misses, it flies back to your hand immediately.

Curse. You're unwilling to part with this weapon while attuned to it. In addition, you have disadvantage on attack rolls made with weapons other than this one.

Whenever you roll a 1 on an attack roll using this weapon, your target changes to your closest ally. If there are multiple allies, randomly determine which is the target. Make a new attack roll with advantage against your ally. If the attack hits, in addition to the standard damage you deal an extra 2d6 poison damage. Only the *Remove Curse* spell allows you to end attunement to this item.

Corrupting. This item corrupts. See the "Infernal Item Corruption" section.

SWORD OF RETRIBUTION

Weapon (sword), very rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this sword. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Curse. You're unwilling to part with this weapon while attuned to it. While attuned to this weapon, you also have disadvantage on attack rolls made with weapons other than this one.

The vengeful spirit possessing the sword shares its history and lust for vengeance with the wielder. After each successful long rest, you experience nightmares of the spirit's past, culminating in its death. When you wake, you must make a DC 11 Constitution saving throw. On a failed save, you only gain the benefits of a short rest. Only the *Remove Curse* spell allows you to end attunement to this item.

Corrupting. This item corrupts. See the "Infernal Item Corruption" section.

VIAL OF GREED

Wondrous item, rare (requires attunement)

This small glass vial can stockpile resources for use in the future. Once stored, resources last for 1 century before vanishing. As an action you make the vial store any number of the following resources, which are magically consumed and converted into a violet-colored liquid:

- Up to 31 days of food and/or drink. The flavors are lost, instead becoming tasteless.
- Up to 7 days of alcohol. The flavors are lost, instead becoming tasteless.
- Up to 5 magic scrolls that affect a single creature. The target of the spell is you, and if the spell requires concentration, you can concentrate.
- Up to 5 magic potions. No more than 2 duplicate potions can be stored at a time.

You may have more than one kind of resource in the vial, up to the limits expressed above. You can use a bonus action to consume one day of food (or alcohol) or activate one scroll or magic potion. If activating a magic scroll, the effects of that scroll must end before you can activate another scroll from the *Vial of Greed*.

WEAPON OF AGONIZING PARALYSIS

Weapon (any melee), very rare (requires attunement)

You have a +3 bonus to attack and damage rolls made with this magic weapon. When this weapon reduces a creature to 0 hit points, the creature doesn't die. Instead, infernal runes appear as if carved into their flesh and they're healed to 1 hit point. They now have the paralyzed condition until the condition is removed by a *Lesser Restoration* spell or similar magic. When the condition is removed, the runes disappear. At the start of each of their turns while they're paralyzed, the creature suffers immense pain and gains a level of exhaustion.

INFERNAL ITEM CORRUPTION

Cursed infernal items can be used by mortals, but they always require attunement. Once attuned, the mortal risks an increasing chance of being corrupted by the item. This corruption starts as pain, infernal whisperings, and delusions, but quickly descends into physical changes, insanity, and an eventual transformation into a devil. In addition to the item's corrupting influence, these items curse mortals that attune to them.

Mortals that receive express permission from Asmodeus, or that make an infernal contract to acquire a magic item, don't suffer the effects of infernal corruption.

STAGE ONE CORRUPTION: BEGINNINGS

Once a character has attuned to a cursed infernal magic item or artifact, it begins the infernal corruption process. Each time that character finishes a long rest, they must make a DC 10 Wisdom saving throw. (If the character is a tiefling they have advantage on this saving throw.) On a successful save, the character suffers no effects, but the DC increases by 1 the next time they must make this saving throw. On a failure, the character progresses to Stage Two of their corruption unless the *Dispel Evil and Good* spell is cast on the character before they start their next long rest.

Breaking attunement to a cursed item prevents further Wisdom saves and resets the DC of the saving throw, if the character were to attune to the item again. However, if a character has already advanced into Stage Two of their infernal corruption, breaking attunement can no longer halt the process.

STAGE TWO CORRUPTION: SUFFERINGS

After failing the Wisdom saving throw in Stage One, the character progresses to Stage Two. While in Stage Two, they become delusional, seeing plots against them where there are none. Additionally, each time they rest, they experience terrifying visions and infernal whispers. Whenever they finish a long rest, they take 6 (1d12) necrotic damage, which ignores resistances and immunities and can't be healed until a *Dispel Evil and Good* or *Remove Curse* spell is cast on them.

Once the character has taken this damage from their nightmarish visions six times, they progress to Stage Three of their corruption.

While in Stage Two, the infernal corruption can be removed with one of the following spells: *Divine Word*, *Heal*, *Mass Heal*, *True Polymorph*, *True Resurrection*, or *Wish*.

STAGE THREE CORRUPTION: DEPARTINGS

Once a character's will has been significantly weakened, they progress to Stage Three. While in Stage Three, the character begins to suffer physical transformation, and slowly embraces evil. After they finish their first long rest upon entering Stage Three they must roll 1d10 to determine how the infernal curse has begun shaping them into a devil. In addition to the specific effects, a part-devil character is rendered infertile and the character detects as a Fiend when subjected to *Detect Evil and Good* spells and similar magic.

STAGE THREE PHYSICAL TRANSFORMATIONS

d10	Transformation
1	Their fingertips elongate into claws
2	Non-functional leathery wings sprout from their back
3	Devilish horns grow upon their head
4	Each night more and more of their skin burns, leaving charred patches behind
5	One eye turns milky white, the other turns yellow
6	Their spine painfully elongates into a skeletal tail
7	Their skin starts to calcify, turning portions into bone
8	Their feet painfully twist to resemble cloven hooves
9	All their hair falls out, replaced by tiny spikes
10	All their teeth fall out, with new jagged teeth tearing through the gums each morning

Following their devilish transformation, the character begins to experience waking whispers pushing

them towards evil and they suffer terrifying visions whenever they rest, designed to completely break their spirit and push them further to evil. Each time they finish a short or long rest, the character must make a DC 10 Wisdom saving throw. If the character performed at least one evil act, such as an unprovoked killing of a creature, a manipulative deal, or making a decision that increased the suffering of others, they make the saving throw with disadvantage. When they fail the saving throw, they progress to the final stage of their corruption, Stage Four.

While in Stage Three, the infernal corruption can be ended with one of the following spells: *True Polymorph*, *True Resurrection* or *Wish*.

STAGE FOUR CORRUPTION: FINALITIES

After the complete devolution of a character's morals and will, they progress to Stage Four. When they finish their first long rest after reaching Stage Four, the character's alignment shifts to lawful evil. They're now bound by the devil's code, requiring them to honor any pact made and acquire souls in service of Asmodeus. Lastly, their physical form changes, morphing to resemble a devil chosen by the DM.

Once the character reaches Stage Four, the only two cures are the *Wish* spell, which counts as beyond the scope of the spell, or by signing an infernal contract with Asmodeus to reclaim their soul.

INFERNAL ARTIFACTS

These items are weapons or tools used by the various archdevils of the Nine Hells and are extremely powerful. Obtaining them should be exceedingly difficult, often requiring defeating or outwitting a ruling archdevil. Archdevils use their respective artifacts to maximum effect against opponents during combat.

ACCOUNTING AND VALUATION OF ALL THINGS

Wondrous item, artifact (requires attunement)

The *Accounting and Valuation of All Things* is bound in gold leaf, with pages of silver and text of blood.

This is a magic tome that functions as a spellbook and arcane focus. You have a +3 bonus to your spell attack and spell save DC.

Random Properties. The *Accounting and Valuation of All Things* has the following random properties:

- 1 major beneficial property
- 1 major detrimental property

The Soul Trade. One section of the book is dedicated to negotiating and valuing mortal souls. When the book is opened within 10 feet of a creature with

a soul, that creature must make a DC 22 Wisdom saving throw. On a failed save, the tome analyzes their greatest desires and calculates exactly what they would need to give up their soul. That information is then displayed within the tome, such that the user can offer a trade to acquire a soul. Creatures that succeed on the saving throw simply show up as a question mark in the book's pages and are immune to further valuations.

Mammon's Tax. When the *Accounting and Valuation of All Things* is used as a spellbook, it maintains a unique ability to forcibly acquire souls. Any creature killed by a spell transcribed within the book has their soul ripped from their body and sent to Minauros. This process renders the subject immune to all forms of resurrection aside from *True Resurrection*. In payment for their soul, Mammon drops gold equal to (20 x CR) or (2 x Level) on their corpse.

Negotiation Tactics. The tome is capable of providing some assistance to all negotiations, not just those made for souls. You gain a passive +5 to Charisma (Persuasion) checks made to barter. Additionally, as an action, you can surrender your consciousness to the tome, allowing it to take over. For 1 minute, the *Accounting and Valuation of All Things* speaks for you, using a +12 Charisma (Persuasion) skill and gaining advantage on your rolls. Using the book in this manner has a corrupting influence, and each use compels you to become increasingly greedy, vain, and evil—much like its original owner, Mammon. When the duration ends, if your alignment is non-evil, you suffer 6d6 necrotic damage.

Transcribed Spells. The spellbook section of the *Accounting and Valuation of All Things* comes with some spells already recorded. For each spell level, roll (1d4–1). The DM will determine the necessary spells of each level that already exist within the tome. If you copy spells from the tome to your own spellbook, the cost in gold is doubled. On the opposite end, copying spells from your spellbook to the tome only costs half the gold it normally would.

Destroying the Tome. Destroying the *Accounting and Valuation of All Things* can be done in two ways. The first option is a simple bribe to Mammon to have him destroy the tome. An offering of 99,999 gp must be made, at midnight, by opening the book and placing the gold inside. If Mammon accepts the offering, the gold melts around the book, then both vanish.

The second route, in case Mammon is unavailable or unwilling, is to incinerate the book. To accomplish this task, a pot of platinum (valued at no less than 99,999 gp) must be melted, enough to fully submerge the book. Once the platinum is prepared, dropping the tome into the molten solution melts the tome. The process completely destroys the tome, as well as the platinum.



AMULET OF THE INFERO

Wondrous item, artifact (requires attunement)

When Fierna was born, petitioners and devils from all over came to celebrate her birth. Many brought gifts and treasures, including a powerful infernal warlock. Recognizing the strength and inner fire of Fierna, the warlock gifted her with the *Amulet of the Inferno*, and it has been around her neck ever since.

The *Amulet of the Inferno* is a magic necklace that grants a +3 bonus to spell save DC and spell attack bonus.

Random Properties. The *Amulet of the Inferno* has the following random properties:

- 3 major beneficial properties
- 2 major detrimental properties

Infernal Fire. While worn, the amulet augments any magical flames created by you, transforming normal fire into Hellfire. Hellfire ignores resistances and immunities to fire damage and deals double damage to creatures vulnerable to either fire or necrotic damage. It is also capable of melting stone, as well as igniting flammable objects.

Raging Inferno. While attuned to the *Amulet of the Inferno*, you may use a bonus action to cast *Fire Bolt* or *Produce Flame*. The cantrips scale based on your total character level and use Intelligence as a spellcasting modifier if you're normally incapable of casting spells.

Everburning. The *Amulet of the Inferno* grants resistance to cold damage and the ability to breathe underwater. Any magical flames you conjure are similarly augmented: they can be used underwater, can't be extinguished through any means, and can exude any temperature. While the casting of a fire spell can still be interrupted with *Counterspell*, once the spell has been cast, any lingering flames can't be removed.

Destroying the Amulet. The only creature capable of destroying the amulet is the warlock that created it. Nobody living knows the warlock's identity, making destroying the amulet almost impossible.

RANSEUR OF TORTURE

Weapon (pike), artifact (requires attunement)

Forged of infernal iron and Hellfire through the help of Dispater, the *Ranseur of Torture* has been Belial's weapon of choice since he first became an archdevil. It is so directly tied to him that one of his worshipped symbols is a two-pronged fork. The weapon never leaves his side, and he is a master at wielding it.

The *Ranseur of Torture* is a magic pike. You have a +3 bonus to attack and damage rolls made with this weapon, and it does 2d10 piercing damage instead of its regular damage. When you hit a good aligned creature with it, that creature takes an extra 1d10 necrotic damage.

Random Properties. The *Ranseur of Torture* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Wounding. Damage dealt by the *Ranseur of Torture* is particularly dangerous, as it can only be restored through magical means. Resting, food, and medicine won't restore hit points removed by the pike. If the damage goes untreated for 7 days, the missing hit points are permanently removed, and can be recovered only through casting a *Regenerate* or *Wish* spell on the victim.

Execution. If a creature with less than its full hit points is hit by this pike, the *Ranseur of Torture* deals 1d10 additional piercing damage. If a creature is killed by the pike, their soul is sent to Phlegethos and can be restored only through casting a *Wish* spell on the victim.

Staggered. Each time a creature takes damage from the *Ranseur of Torture*, they must make a Constitution save, with a DC equaling the damage they took. On a failed save, their movement speed is reduced by 5 feet until the end of their next turn. This penalty stacks, though movement speed can't be reduced below 0.

Interrupting. Spellcasters damaged by the *Ranleur of Torture* have disadvantage on Constitution checks made to maintain concentration until the damage is healed. If a creature is concentrating on a spell when damaged by the ranleur, their concentration is immediately ended.

Destroying the Ranleur. Only through the written consent of both Dispater and Belial can the *Ranleur of Torture* be destroyed. If either or both of the archdevils are dead, then the new archdevil to take their mantle must give permission in their stead. The two wrists must be wrapped around each of the prongs of the weapon, then the weapon must be tossed into the Pit of Flame. If performed successfully, the Hellfire briefly burns a different hue.

RUBY ROD OF ASMODEUS

Rod, artifact (requires attunement)

Asmodeus's Ruby Rod is said to have been constructed from a shard of pure evil, a ruby soaked in the blood of the innocents, the drool from a draconic deity, and the tears of 777 angels. It is a magic rod that functions as a morningstar and you have a +2 bonus to attack and damage rolls made with it. All damage dealt with it is converted to necrotic, and when you hit a good aligned creature, that creature takes an extra 2d12 necrotic damage.

The *Ruby Rod of Asmodeus* has 66 charges and regains 6d6 charges each nightfall. Asmodeus is always capable of perceiving through the rod and knows the exact location of any creature attuned to it. If a creature uses the special abilities of the rod without Asmodeus's permission, they take 2d12 necrotic damage each use, doubled if they're good aligned. This damage ignores resistances and immunities, and if it kills the user, Asmodeus permanently claims their soul.

Random Properties. The *Ruby Rod of Asmodeus* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 2 major detrimental properties

Asmodeus is immune to the detrimental properties of the weapon.

Bow to the King. You may use an action to expend 33 charges to use the rod to force all creatures within a 150-foot-radius to bow to you. A creature must succeed on a DC 21 Charisma saving throw or be forced to kneel for up to 1 hour. Creatures immune to the charmed condition have advantage on their save. Each time a kneeling creature takes damage, they may repeat the save, ending the effect on a success. The effect also ends early for kneeling creatures if they're touched by the Ruby Rod.



Acid, Cold, and Lightning. At a cost of 9 charges each use, you may use an action to trigger one of the following effects:

- You project acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 12d8 acid damage on a failed save, or half as much damage on a successful one.
- You project an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 12d8 cold damage on a failed save, or half as much damage on a successful one.
- You shoot lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 12d10 lightning damage on a failed save, or half as much damage on a successful one.

Reactions. As a reaction to suffering a detrimental effect, you may cast *Lesser Restoration* (expending 3 charges) or *Greater Restoration* (expending 12 charges.)

Additionally, if you're the sole target of a spell, you may use a reaction to attempt to use the rod to absorb the spell and cancel its effect. You roll

1d20 + 2, and if the result is higher than the spell level + 10, the spell is absorbed into the rod. The rod regains charges equal to the spell level it absorbed. If the absorbed charges go over the maximum of 66 charges, it overloads, dealing 1d6 necrotic damage per charge to you and expending all charges.

Destroying the Rod. While Asmodeus lives, the *Ruby Rod of Asmodeus* can't be destroyed, and if attempted it simply returns to Asmodeus. If he were defeated, the rod could be destroyed by bringing it to the Abyss from whence it was created, then performing a ritual known only to Asmodeus.

SCOURGE OF SHADOW

Weapon (whip), artifact (requires attunement)

Said to be a gift to Glasya from Asmodeus, the *Scourge of Shadow* is a multi-headed whip constructed from infernal iron. The scourge is nigh-indestructible, and Glasya carries it with her wherever she goes. When she wields the whip in battle, it shrouds her in an aura of shadow.

The *Scourge of Shadow* is a magic whip. You have a +3 bonus to attack and damage rolls made with this weapon, and it does 3d4 slashing damage instead of its regular damage. When you hit a good aligned creature with it, that creature takes an extra 4d4 necrotic damage.

Whenever an unattuned creature attacks with the weapon, it deals 2d4 necrotic damage, ignoring resistances and immunities, to them, but otherwise functions normally.

Random Properties. The *Scourge of Shadow* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Keen. The whip scores a critical on a roll of 18, 19, or 20. When it scores a critical, its damage dice are upgraded to 3d6 instead of 3d4 for the duration of the attack. If attacking a good aligned creature, or attacking with the weapon unattuned, the necrotic damage dice are also increased to a d6 instead of a d4.

Fast Reflexes. While attuned to the *Scourge of Shadow*, you gain advantage on initiative rolls, and you add your Charisma and Dexterity modifiers to the roll. You may use either your Strength, Dexterity, or Charisma modifier for the attack and damage rolls (the same modifier must be used for both attack and damage).

Veil of Shadow. You're protected by a field of shadow that makes you resistant to radiant and necrotic damage. While in dim light or darkness you gain blindsight out to 60 feet and Dexterity (Stealth) checks are made with advantage.

Destroying the Scourge. Though the process is known only to Glasya and Asmodeus, the *Scourge of Shadow* can be destroyed. It must be taken to the Pit of Fire in Phlegethos. The scourge, along with the body of an archdevil, must be thrown into the Hellfire together. As they hit the flames, a spell of *Darkness* must be cast at 9th level on the scourge. If each part of the ritual is performed correctly, the whip disintegrates within the Hellfire.

TRUE-ICE SHARDS

Weapons (rapier and dagger), artifact (requires attunement)

Crafted from the very glacier in which he was imprisoned, the *True-Ice Shards* are a rapier and parrying dagger (main gauche) pair used by Levistus. They exemplify his time spent in the glacier, augmenting telepathy, divination, and defense. Due to his control over ice, Levistus can conjure the *True-Ice Shards* from anywhere, including if they were destroyed.

You gain a +3 bonus to attack and damage rolls made with the magical rapier and it does 1d8 cold damage instead of its regular damage. When using the magic dagger, you gain a +3 bonus to your AC, as long as it is used as your offhand weapon, and it does 1d6 cold damage instead of its regular damage.

Because Levistus conjures the *True-Ice Shards* at will, he often rewards a copy of the artifact to his most loyal followers. The copies are identical to the original with one exception: Levistus can destroy or retrieve a copy at any time.

Random Properties. The *True-Ice Shards* have the following random properties:

- 2 major beneficial properties
- 2 minor detrimental properties
- 1 major detrimental property

Sub-Zero. Cold damage dealt with the shards ignores resistances and immunities. Creatures vulnerable to cold damage take triple damage from the *True-Ice Shards*, rather than double.

After you damage a creature with the shards, you may use a bonus action to force the creature to make a DC 22 Constitution saving throw. On a failed save, the creature that took the damage becomes vulnerable to cold damage for 24 hours. Once you use this feature, you may not use it again until after you have finished a long rest.

The Best Defense. As a reaction to being attacked, you use the rapier to increase your defense, adding +3 to your AC until the end of your next turn. If you attack with the rapier before the end of your next turn, you do not have its +3 bonus to attack and damage rolls.

Mental Command. While attuned to the *True-Ice Shards*, you can use an action to cast the *Detect Thoughts* spell (save DC 20), targeting any creature



WROUGHT-IRON TOWER

you have previously met. If the targeted creature is on a different plane of existence, the spell fails. As long as you maintain concentration, you can use a bonus action to send a telepathic message to the focused creature. It can reply—using a bonus action to do so—as long as the focus and concentration continue.

Omniscient. You can use the *True-Ice Shards* to cast a variety of divination spells. *Locate Animals or Plants*, *Locate Creature*, and *Locate Object* may be cast at will, and don't have a maximum range. Other limitations of the spells still apply, and they can't detect subjects on other planes of existence.

Additionally, you may cast *Scrying* (with a spell save DC of 20) and *Find the Path*. Once either spell is cast, you must finish a long rest before casting either of them again.

Destroying the Shards. While Levistus still lives, destroying the *True-Ice Shards* serves little purpose, as he is capable of recreating them at will. That aside, the shards can be destroyed when subjected to a sufficient source of heat. A few such sources include the inside of an active volcano, a continuous source of Hellfire, or a powerful fire spell cast at 9th level.

WROUGHT-IRON TOWER

Weapon (warhammer), artifact (requires attunement)

Constructed from the same materials as his tower, Dispater's *Wrought-Iron Tower* is a powerful weapon that marks his rule over Dis. It embodies his ideals, representing defense, authority, and power. Its construction changes hourly, similar to the tower, appearing as either iron, steel, lead, or adamantine.

The *Wrought-Iron Tower* is a magic staff that functions as a warhammer and you have a +3 bonus to attack and damage rolls made with it. If a creature is vulnerable to a certain type of damage, all damage dealt with the staff is converted to that damage type. When you hit a good aligned creature with it, that creature takes an extra 3d6 fire damage.

While holding the staff, you can control and navigate through the Iron Tower in Dis. While the staff is on the layer of Dis, Dispater knows the exact location of it, and is capable of teleporting to within 30 feet of it at will.

Random Properties. The *Wrought-Iron Tower* has the following random properties:

- 2 minor beneficial properties.

The Best Offense. While attuned to the staff, you have a +2 bonus to AC and a +2 bonus to all saving throws.

Additionally, the staff has 10 charges. When you make an attack, you may spend 1 or more charges. For each charge spent, you deal an additional 2 fire damage on a successful attack. Charges are still consumed if the attack misses. The staff regains all charges each day at dawn.

After dealing damage with the staff, you may use a bonus action and expend 1 charge to replace the damage dealt with your total AC instead.

Rulership. The *Wrought-Iron Tower* also functions as a *Rod of Rulership*, with an increased save DC of 18. This property costs 3 charges to use, though a creature that successfully saves against one of its uses is immune to future uses for 24 hours.

Slag. You can cast *Searing Smite* at 6th level on yourself, expending 1 charge. Instead of doing fire damage, you may have *Searing Smite* inflict acid damage. The spell requires no concentration and lasts for 1 minute.

Destroying the Staff. The *Wrought-Iron Tower* can only be destroyed inside the Iron Tower on Dis. Located somewhere within the tower is the forge that Dispater used to create the staff. An attuned creature must place the staff into the forge fires, then cast *Dispel Evil and Good* and touch the staff. They then take 20d10 fire damage, which ignores resistance and immunities. If the attuned creature survives the fire damage, the staff is destroyed.



A BATTLE ERUPTS ON THE RIVER STYX

APPENDIX E

Corruption



THE INFORMATION IN THIS APPENDIX HELPS you keep track of each character's overall corruption. It shows you the possible endings available to the characters once they reach the final stages of the adventure.

CORRUPTION TRACKER

Use the “Corruption Tracker” to keep track of the number of times the characters have encountered one of Asmodeus’s temptations. Every time they give in to temptation, they’re awarded 2 corruption points.

CORRUPTION SCORE

Once the characters reach Nessus tally their scores on the “Corruption Tracker” and use the Corruption Score table to determine if they’re indeed corrupted.

CORRUPTION SCORE

Number of Temptations	Max. Number of Corruption Points	Points Needed for Corruption
2	4	3
3	6	4
4	8	5
5	10	6
6	12	7
7	14	8
8	16	9

FINAL OUTCOMES

Use the Final Outcomes table to determine the path available to each character. The outcomes inform you on how to run the different encounters in Nessus.

CORRUPTION TRACKER

Character Name	Number of Temptations	Corruption Points Awarded
	○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
	○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
	○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
	○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
	○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

©2023 Wizards. Permission granted to photocopy this tracker for home game use.

JULIAN CALLE

FINAL OUTCOMES

Oasis of the Lethe

Corrupted: Soul of the Other

- The character can free their loved one from the contract.
- Their own soul is destined to go to the Nine Hells.
- The character can make a deal with the Triad and Asmodeus to ensure a better position upon death.

Corrupted: Soul of the Damned

- The character can undo their contract but is still damned to the Nine Hells.
- When the temporary magic their patron used to restore them to life eventually fades, they return to the Nine Hells.
- The character can negotiate a new deal with the Triad and Asmodeus to ensure a better position upon arriving in the Nine Hells.

Uncorrupted: Soul of the Other

- The character can free their loved one from the contract.
- Once they trigger the loophole, Asmodeus is enraged.
- The character doesn't need to deal with Asmodeus.

Uncorrupted: Soul of the Damned

- The character can undo their contract.
- When the ritual their patron used to return them to life eventually fades, they die, but their soul isn't doomed to the Nine Hells.

Malsheem: Triad and Asmodeus

- The character can free the soul of their loved one.
- Their own soul is destined to go to the Nine Hells.
- The character can make a deal with the Triad and Asmodeus to ensure a better position upon death.

- The character can undo their contract but is still damned to the Nine Hells.
- When the temporary magic their patron used to restore them to life eventually fades, they return to the Nine Hells.
- The character can negotiate a new deal with the Triad and Asmodeus to ensure a better position upon arriving in the Nine Hells.

- The character can free their loved one from the contract.
- Asmodeus offers them a deal. They can refuse and they and their loved one go free.

- The character can undo their contract.
- Asmodeus offers them a new deal. They can refuse and go free.
- When the temporary magic their patron used to bring them to life wears off, they die.



APPENDIX F

Player Handouts

K

OH TAM, THROUGH HIS MANY TRAVELS along the River Styx, has tried to learn as much as possible about the Nine Hells. In preparation for this latest voyage, he has obtained maps for some of the more promising locations he believes the characters should explore. Unfortunately, the Nine Hells are ever-changing and unpredictable, and he can't vouch for the accuracy of any of the maps.

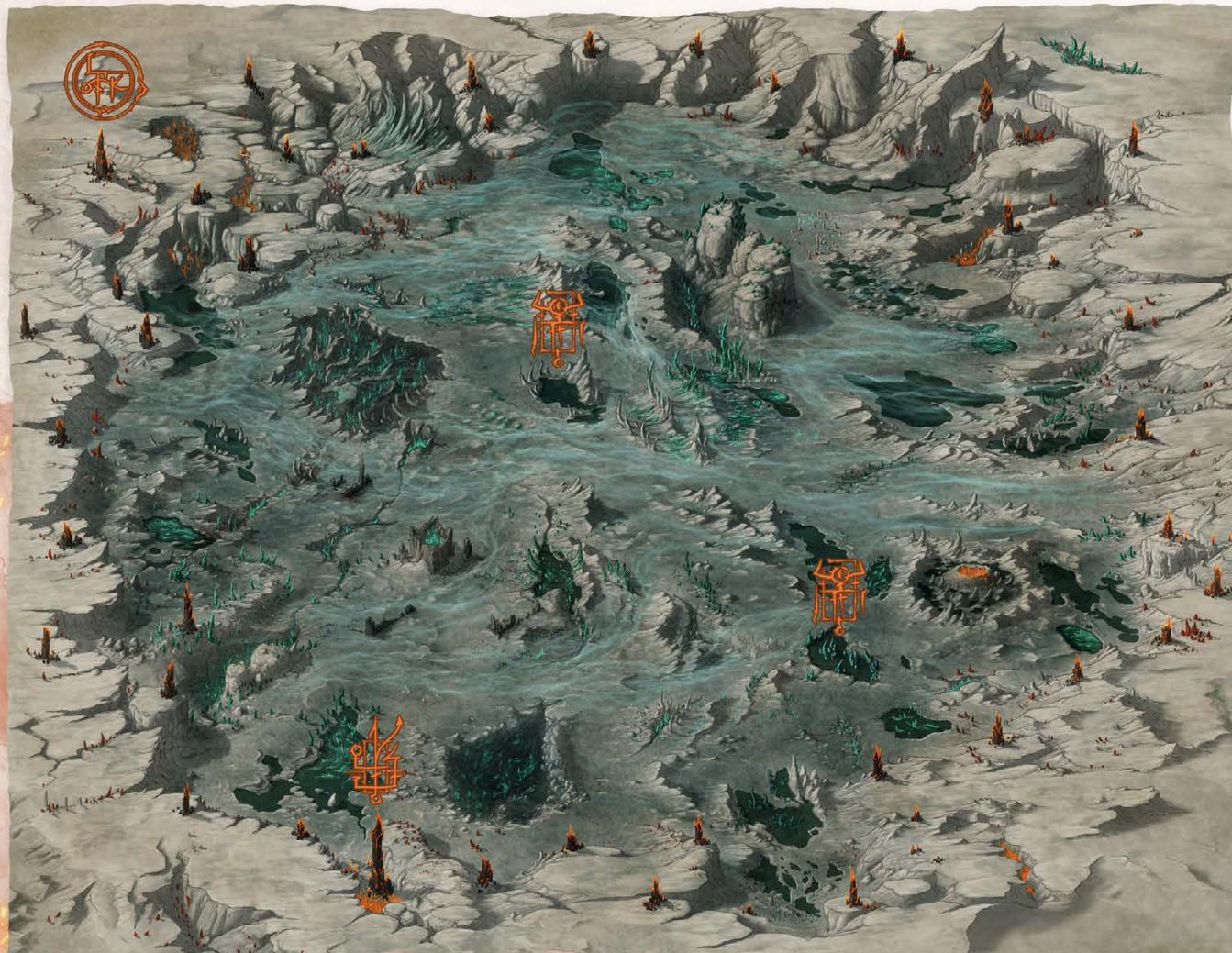
INFERNAL MAPS

Worse still, some maps are marked with strange runes, unfamiliar even to Koh Tam. He knows that the important locations on each map have been marked but he doesn't know what might be encountered at each mark. Such is the nature of infernal maps ...

NORMAL MAPS

Koh Tam considers a couple of the maps that have fallen into his possession more worthy of trust. These he has annotated himself with quick descriptions of important locations.

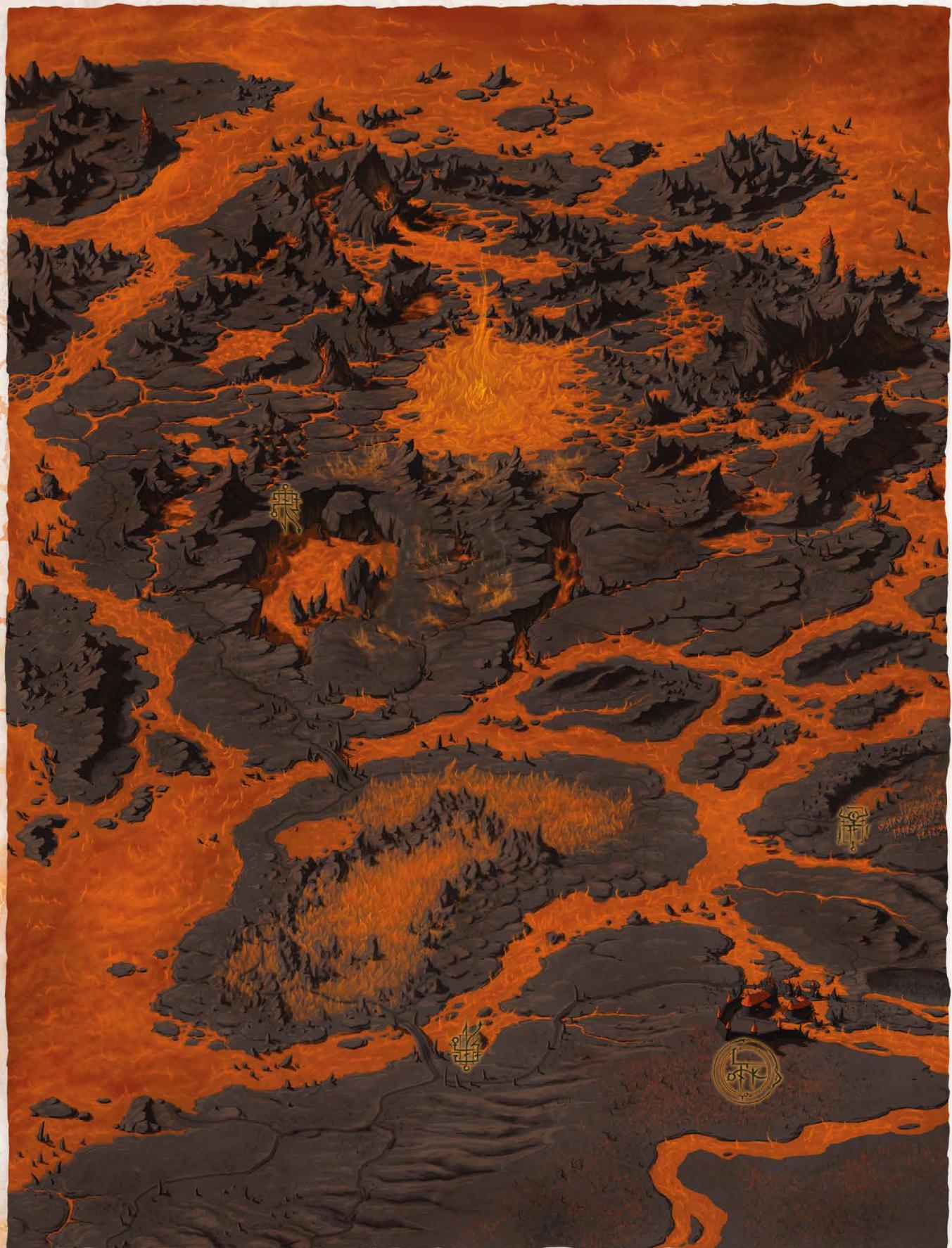
THE WAR-SLOUGH (INFERNAL MAP)



THE INEFFABLE TROVE (INFERNAL MAP)



THE ELEMENTAL PRESERVE (INFERNAL MAP)



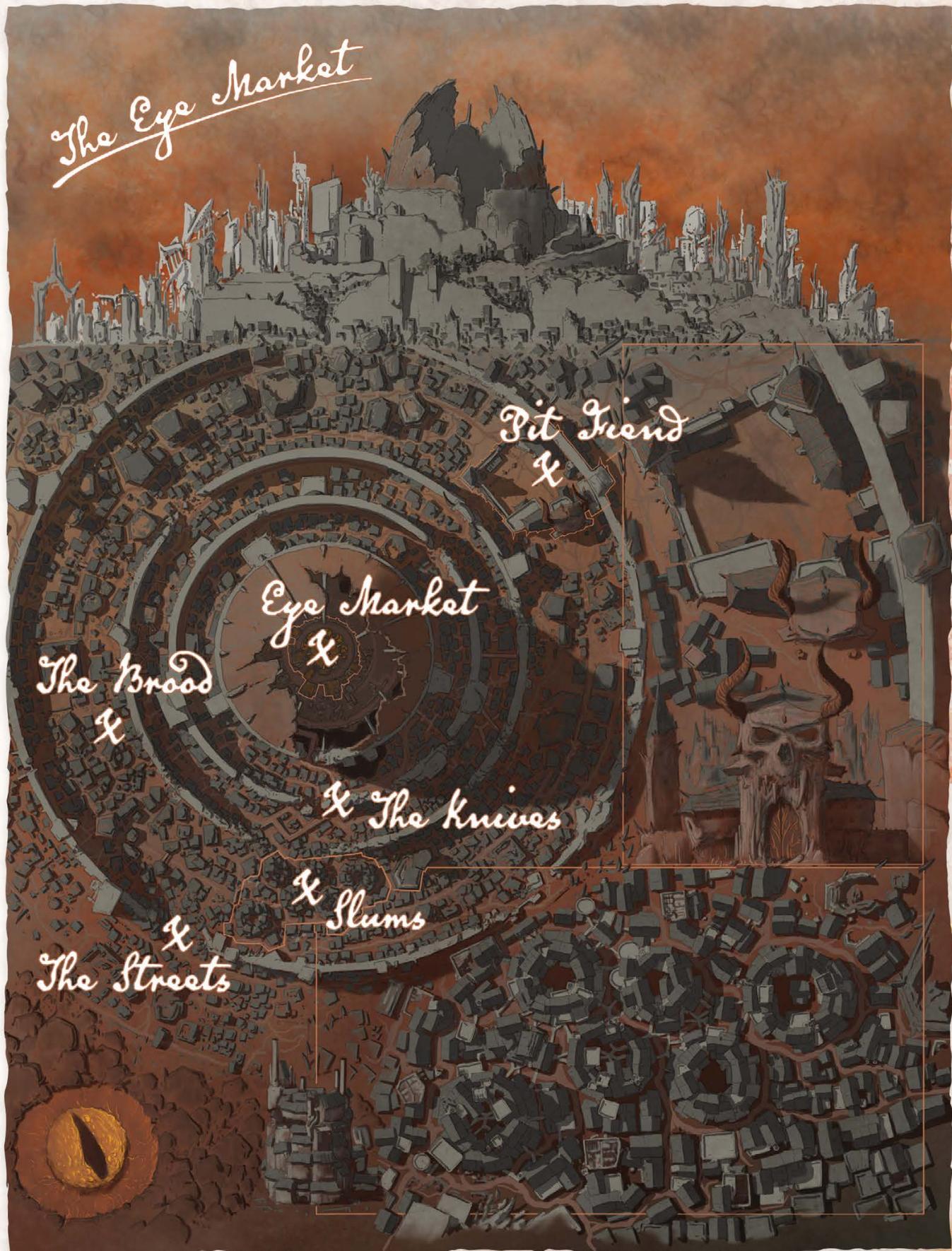
THE OASIS OF THE LETHE (INFERNAL MAP)



THE AGORA OF FLOATING KNIVES (NORMAL MAP)



THE EYE MARKET (NORMAL MAP)





THE NINE HELL AWAITS YOU

Asmodeus. A conniving master of many schemes, and the Lord of the Nine Hells. You knew that he often plotted to corrupt and win souls through the use of infernal contracts. You never thought that you would be one of his targets.

Now, you live with the loss. A hollowness where your soul should be or the fierce grief-ache of a stolen family member. If Asmodeus could not convince you yourself to sign a contract, he went after those closest to you.

Since then, you have been searching desperately for a way to recover what you lost.

A DUNGEONS & DRAGONS® adventure
For characters of levels 11-20

For use with the fifth edition
Player's Handbook®, *Monster Manual*®,
Dungeon Master's Guide®, and
*Mordenkainen Presents:
Monsters of the Multiverse*™

