

Dragon Anniversary:

Return to the Nine Hells

By Rich Baker

Illustrations by Jack Crane, Anne Stokes, Warren Mahy, Daarken, Carl Frank, Thomas M. Baxa, Eric Deschamps, and Dave Allsop

In 1983, Ed Greenwood laid out the D&D game's first great vision for extraplanar adventure in a two-part article appearing in *Dragon* issues 75 and 76. Before "The Nine Hells" articles, all that we knew about Hell in the world of DUNGEONS & DRAGONS is that it had nine levels and was home to the race of devils (and a few stray lawful evil gods). But in *Dragon* 75, Ed Greenwood took us all on an unforgettable tour, filled with vistas of infernal grandeur and dozens of the most fully realized villains to be found anywhere in the multiverse. It all began with a wonderful full-page illustration of two heroes standing over the smoking corpse of a barbed devil, and perhaps the biggest, boldest, and most purely epic call to action ever written for a D&D game: *I ride on the Hells tomorrow.*

"The Nine Hells" instantly multiplied the scope of every existing D&D campaign, adding vast new territories for ambitious heroes in any world to someday explore—if they dared. For the first time, Dungeon Masters gained a vocabulary and a set of imagery to describe what awaited characters who ventured into the Outer Planes. Unlike the brief, focused forays contained in adventures such as *Queen of the Demonweb Pits*, the Nine Hells were presented as the ultimate sandbox. Here's what's here, these are the challenges, these are the sights, these are the threats, and these are the great powers who rule over these majestic and terrible domains. Because of Ed Greenwood's "The Nine Hells," thousands of characters have slogged across the burning sands of Avernus, skulked through

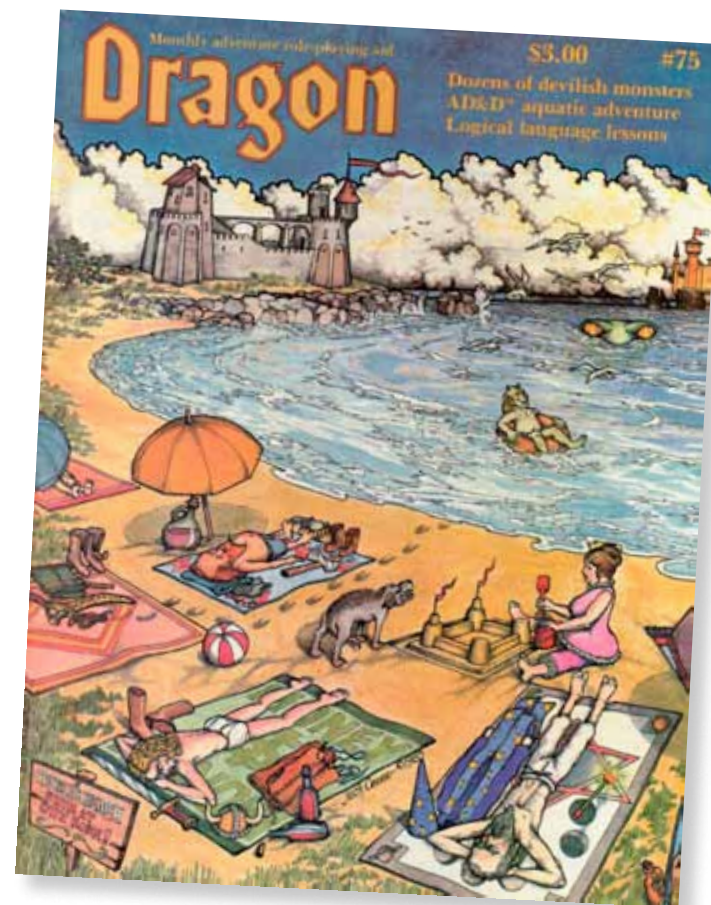
the iron streets of Dis, or battled for their lives in the frigid wastes of Stygia. The master villain of many an adventure waited for the heroes in some hellish retreat . . . or in fact turned out to be one of the arch-devils in person.

To this day, the layers of Avernus, Dis, Minauros, Phlegethos, Stygia, Malbolge, Maldomini, Cania, and Nessus remain the best known of all the outer planes. Ask any D&D player what the first layer of Acheron is like or what the names of the Seven Heavens are, and you'll probably get a blank stare. But every true D&D fan knows that you'll run into fireballs and spined devils on the plains of Avernus, that Geryon was once the lord of Stygia, and that gelugons—or ice devils—haunt Cania, the frigid eighth hell. These grim and terrifying domains belong to every D&D game. They comprise part of the common legends and lore players from all over the world can share and trade stories about. And it was Ed Greenwood's brilliant, evocative vision that brought the Nine Hells to your gaming table.

Thanks, Ed!

About the Author

Richard Baker is an award-winning game designer who has written numerous adventures and sourcebooks, including *Manual of the Planes™*, the *DARK SUN® Campaign Setting*, and the *D&D® GAMMA WORLD™ Roleplaying Game*. He's a New York Times bestselling author of *Forgotten Realms* novels such as *Condemnation*, the *Last Mythal* trilogy, and the *Blades of the Moonsea* series. Rich is currently the Design Manager for *DUNGEONS & DRAGONS®* at Wizards of the Coast.



Dragon 75 and Dragon 76

The Nine Hells Parts 1 & 2

By Ed Greenwood

A devil . . . thought the adventurer. Now there is a fitting foe! Moreover, his lands would not be safe until it was no more, and so he set about tracking it.

And a little later . . . There are more where that one came from, he thought to himself, standing over its smoldering remains.

“They could well come again,” he said aloud.

“Yes,” agreed the paladin who had fought at his side. “You have joined an endless battle, my lord. But if you weary of fighting it here, amid that which you hold dear, then come with me—I ride on the hells tomorrow.”

Devils and demons have always been favorite monsters in AD&D™ play, particularly with upper- and mid-level characters. As a DM, I have been reluctant to include devils until I had done some work on the Nine Hells—for the simple reason that player characters, once they are introduced to devils and find out facts about them, are sure to want to carry the fight to the enemy’s home ground. I am basically kind and fair (what DM isn’t?), and it goes against the grain not to allow characters to enter the hells after they’ve gone to some trouble and expense to secure the means to do so. Not permitting them to make the trip, when they deserve to be given the try, condemns the characters to endlessly be on the defensive when fighting devils. Far more so than (for instance) the chaotic layers of the Abyss, the environment of the Nine Hells demands that the DM do considerable preparation before play moves to that environment. There are gaps and uncertainties in available official information about the Hells. Briefly, this article will

touch on some of these and explain the reasoning I have adopted; other DMs may well make different decisions. The treatment of the Nine Hells offered here leaves ample room for a DM to make the hells more as he or she sees them, and/or to include specific features therein for a particular adventure.

The very name of the styx devil (see the *Fiend Folio*® Tome, pp. 25–26) implies that the river Styx exists in some form in the Nine Hells of the AD&D multiverse, and we know (from the *Deities & Demigods*™ *Cyclopedia*) that the sahuagin deity, Sekolah, swims in the deepest part of the seas of the Nine Hells. Sekolah is a giant white shark that “hunts only the largest and fiercest of prey.” The illustration in the DDG book suggests that a giant squid is part of such prey. Might Sekolah also hunt dragon turtles, or giant octopi? Or are there aquatic leviathans unique to the hells?

There are other details a DM must resolve, too: Gruumsh, Maglubiyet, Kurtulmak and some human deities (Set, for example) named in the DDG book are placed in the Nine Hells. Gruumsh and Maglubiyet are locked in unending battle with the armies they command, and these armies had best be geographically placed in relation to hell’s nine planes. In issue 64 of *Dragon*® magazine, Mr. Gygax moves the first three deities (to Gehenna, Gehenna, and Acheron respectively), but it is unclear whether this change applies officially to the AD&D rules, or just to the *World of Greyhawk*™ campaign setting. Certainly, from a design standpoint, these deities are best removed, for if the archdevils themselves (see the

DDG book) are merely lesser gods, how do they exist amicably with Set, a greater god who conceivably has the power to (lawful evil, remember?) rule them.

If any deities are to be allowed in the hells, the suggestion from here is that they be confined to the first (uppermost) plane, which can serve as a universal “doormat” area for visitors and non-devils, and a staging area both for any standing armies or defenders of the hells, and for foraging parties who are to leave the hells on various missions.

Most player-character invasions of the hells, too, would arrive on the first plane. It is, however, necessary for the DM at invasion time to know something of the other planes of hell, since from those planes will come the reactions to any such invasions. Here we depart from the official, and move into this writer’s attempts to make the Nine Hells a playable environment.

Reality in the Realms

In the Realms (my campaign world), I have followed the idea of the shifts specified by Mr. Gygax in *Dragon* 64, removing all non-devil deities from the Nine Hells except for Sekolah. In the campaign pantheon there exists a greater god of lawful evil alignment (Bane, by name) who is worshipped by humans. The problem of how to deal with such a deity vis-à-vis the archdevils has been avoided by separating the two (the deity and the devils) entirely. Bane does not attempt to hinder or control Asmodeus or the other devils because they serve his purposes acting on their own, freeing Bane to do his work elsewhere. By

strictly avoiding the devils, Bane maintains an unwitting (?) but steadfast and quite powerful set of allies without fearing treachery from them, and without expending time and effort in the intrigues of training, organizing, or commanding infernal armies.

High-level clerics of Bane regard devils as a group of lawful evil beings who can be commanded into various services by the proper means, and who can be expected to act thus-and-so due to their lawful evil nature and the social organization of the hells, but who are self-interested and not willing servants of Bane or of the clerics. This is essentially no different from the way clerics of other deities regard the devils; the diabolical are never dealt with in safety and trust. To what extent Bane and the archdevils know of each other, or have contact, can remain vague—part of a DM’s “design elbow room”—for now. (Bane is geographically separated from the Nine Hells, too—he is in Acheron.)

Using the rules

Various hints about the nature of the Nine Hells are found in the rules, such as the suggestion (by inference from the description of bone devils, and from the cold-related powers that Geryon and the bone devils possess) that Geryon’s plane is a rather icy place. By gathering the information contained in the AD&D rulebooks, and embellishing these facts with information from literature, one can cobble together a geographical picture of the Nine Hells.

A vast number of writers have offered their own religious or primarily fantastic conceptions of the infernal regions (those lands of the dead that are linked with evil spirits and, usually, punishment of the souls of the dead). The chief sources of geographically detailed descriptions of the hells are listed here, for DMs who want to develop their own versions: Dante’s *Inferno*; Homer’s *Odyssey*, book XI; Virgil’s *Aeneid*, book VI; Spenser’s *Faerie Queene*, book II canto 7; Ariosto’s *Orlando Furioso*, book XVII; Tasso’s *Jerusalem Delivered*, book IV; Milton’s *Paradise Lost*;

Fenelon’s *Telemaque*, book XVIII; and William Backford’s fantasy romance *Vuthek*. Libraries are the best sources for the above books.

Also valuable are modern fantasy versions of the hells drawn from the original sources, such as *Inferno* by Larry Niven and Jerry Pournelle (a 1976 Pocket Books paperback, still in print). There are many other such examples in fantasy literature, and many comparable underworlds (those in Ursula LeGuin’s *The Farthest Shore* and H.P. Lovecraft’s *The Dream-Quest of Unknown Kadath* leap to mind) also to be found therein that will yield ideas of flora, fauna, and physical conditions to a DM creating his or her own version of the Nine Hells. What follows is my own (*unofficial*) conception.

Servants and vassals

Before plunging into a plane-by-plane description, a note regarding servant and vassal devils: These beings are useful in that they help to delay any direct intervention by archdevils in play, stretching out the fun and providing player characters with individual, significant foes of lesser power before bringing the “big guns” onstage. To characters (such as powerful clerics) in the Realms who are privy to such information, the role and descriptions of these servant devils is known to be as follows:

Some devils, even those of sufficient power to attain archdevil rank, see their safest position in the present infernal regime to be that of lieutenant to an archdevil. Their precise reasons for this attitude are known only to themselves, but it is thought that some prefer to maintain a low profile so that they can work “behind the scenes,” and others prefer to act in the name of an archdevil, thereby disclaiming responsibility for their own actions.

A DM should bear in mind that there is certainly some degree of silent cooperation between these servant devils, who wish to avoid being openly set against each other (i.e., in combat) or against any archdevil. This cooperation must be obvious to the

archdevils, who seem to tolerate it (Baalzebul the least), and some believe that Asmodeus quietly aids and encourages it, for it adds stability to the present status quo—in which he is on top. Fear and/or mindfulness of general strategy (ahead of short-term tactics) prevent most open rivalries between devils from escalating further than exchanges of nasty words and cruel pranks. A player character should *not* be able to play one devil against another like a Machiavelli might manipulate his courtiers; bear in mind that most devils are of reasonably high intelligence.

1. AVERNUS

The uppermost plane of the Nine Hells is ruled by Tiamat, the Chromatic Dragon, and serves as a home to all lesser unique devils. These are devils with individual names and characteristics, and powers of greater magnitude than those of a pit fiend (for all such unique devils of lesser power are soon destroyed by their enemies and the cruelty of their fellows), which are not otherwise placed in the hells as ruling archdevils or their direct servants.

There are approximately fifty of these lesser unique devils; embittered, frustrated beings who torment the lemures and spined devils of this plane and viciously attack all intruders. Chief among them is Nergal, who like all of his outcast fellows plots and schemes constantly to win a higher rank, but through hopes of reward always eagerly and enthusiastically obeys commands issued by the archdevils. Most such commands concern the defense of the hells against all intruders, for the dukes of hell have no wish to deal with intruders on their own ground—the plane or planes they rule—when such disorderly business can be conducted elsewhere. The uppermost plane of the hells thus serves as a marshalling area and training ground for infernal armies, and is (preferably to the devils) the place in which intruders are dealt with.

It is a plane of darkness, consisting of rocky crags and hillocks, a desolate wasteland of stunted,



poisonous vegetation and bare rock. Many concealed pits lined with filth-smearred stakes and the like have been prepared for intruders. Avernus has no roads or buildings, but many caves and warrens have been dug out of the rocks; most are devils' homes, as unwary travelers seeking shelter will soon learn.

At irregular intervals the darkness is lit by fireballs (as in the spell, varying in size and damage from 2d6 to 7d6) that form spontaneously from the vapors of the air, bursting at any height above the ground. If one should notice a glowing, swirling effect in the air, one soon discovers that a fireball will burst in that location one round later. The precise cause of these fiery discharges is unknown, but it is natural

and not under the control of any devil or other creature. A *gust of wind* spell will push a forming fireball away, but a *dispel magic* will not stop it from forming, or negate its effects. (Editor's note: DMs using Avernus in play should take note of the alterations in magic spell effects that are prevalent there and on the other planes of the Nine Hells. That information will be part of the second installment of this article.)

Any non-devil lawful evil creatures not native to the hells (such as the occasional beholder), if they are to be found in the infernal regions at all, will be found on Avernus unless specifically located elsewhere by order of an archdevil. One noteworthy example of such creatures are the nycadaemons (see

the *Fiend Folio Tome*). These have the power to move freely about the Nine Hells, but they are disliked and distrusted by the archdevils and may well be met with physical opposition if they appear uninvited on a plane other than Avernus. (DMs should bear in mind that a nycadaemon might aid a party of adventurers traveling in the hells, to further its own ends.)

Avernus is nominally ruled by Tiamat, the Chromatic Dragon. The mother of all evil dragonkind holds Avernus through the support of Asmodeus, but her actual authority extends only as far as her physical reach. Most of the inhabitants of the plane avoid her, not wishing to serve as her meals.

The Chromatic Dragon spends most (90%) of her time sprawled in her lair, the great caverns known as Azharul, "The Dragonspawn Pits." Here she is attended by her bodyguards, five huge adult male dragons—one white, one black, one green, one blue, and one red (for details, refer to the *Monster Manual*). She is constantly guarded by these consorts, and when not plotting, feeding, enjoying cruel sport or facing danger, Tiamat will be found mating with one of them within a protective ring formed by the other four. She bears litters of 1–4 dragonets (or "mewlings": very young dragons born conscious and in control of their feeble powers) after an average gestation period of 6 days. Tiamat occasionally (7% chance at any given time) travels via the Astral Plane or Ethereal Plane, perhaps to give birth to a litter on the Prime Material Plane (or Planes, if the multiverse of your campaign includes "parallel worlds")—sometimes grudgingly, at the behest of Asmodeus, but more often to further some plan of her own.

The scant remainder of her time is spent roaming Avernus; very rarely, she journeys to the palace of Asmodeus. Those of Tiamat's offspring that are born and remain on Avernus occupy themselves with hunting down and bringing back food for Tiamat and her consorts while the Chromatic Dragon is in her lair. These offspring/underlings are of all sizes, types,

and ages of evil dragonkind, and all are aggressive, cruel, and in good health. Injured, weak, or disobedient specimens are soon eaten by Tiamat, or by others at her direction; she also dines on slain dragons, including slain consorts who have displeased her, and all newborn spawn who are multiheaded or otherwise chromatic in nature. The few of her spawn that survive to achieve “huge adult” status serve as replacements for her consorts.

Note that Tiamat will have full amounts of treasure (as shown in the *Monster Manual* entry) only while in her lair. She may seize small amounts of treasure when on the Prime Material Plane, but only quantities which she can transport herself, since her bodyguards are unable to accompany her when she leaves Avernus. They guard her hoard in Azharul diligently in her absence, for she will notice if even a single bauble is gone!

The treasure prized most highly by Tiamat is magic—specifically, magic-user spells of 1st to 5th level which are new to her. With these she can increase her personal power, and consequently she is always seeking more powerful offensive and defensive spells which she can study, experiment with, and modify for her own use. Note that Tiamat needs time and trial to modify a written magic-user spell from the standard form to her own (verbal component only) form of casting.

While on the Prime Material Plane, she will reveal herself in the open only if she believes a fair chance exists to gain such spells in so doing. Otherwise, her visits to the Prime Material tend to be secretive affairs, for she feels uneasy without her bodyguards. In the past, it is said, many men (and some of other races) worshipped Tiamat, and her visits were triumphs of worship, adulation, pampering, and the bestowal or riches and magical information to the extent of human experimentation and mastery upon the Chromatic Dragon—but if this was indeed so, it is no longer the case. Nowadays, evil dragons will still acknowledge their allegiance to her, but this is a

“worship” born of fear and respect rather than love or loyalty.

Although Tiamat will battle (attempting to kill and eat) individual devils without hesitation, she will never knowingly attack an archdevil or a lieutenant to an archdevil. She rules her spawn by force and fear, but her will is enforced on Avernus by 40 companies of abishai under the command of *Malphas*, 29 similar companies led by *Amduscias*, and 3 companies of erinyes under the command of the pit fiend *Goap*. (Names printed in *italic* type indicate devils who are individually described in the text that follows.) These forces are always busy, for Avernus is constantly dealing with intruders and the machinations of the “rabble of devilkin”—former consorts fallen from favor, and other unique devils too weak or too mistrusted to gain or hold a position in the hierarchy of the hells. These beings are constantly attempting to gather enough support to win (at least) a position in the service of Tiamat, perhaps by supplanting one of the incumbent vassal devils, and are always moving to avoid the armies searching for them. Among these outcast devils are names such as *Rumjal*, *Caim*, *Bist*, *Cahor*, *Dagon*, *Azazel*, *Armaros*, *Kochbiel*, *Nisroch*, and *Nergal*.

Tales are told of a mysterious archdevil, *Astaroth*, said to be mightier in power than any devil save *Asmodeus* himself (see Alexander von Thorn’s article, “The Politics of Hell,” printed in *Dragon* 28 and reprinted in the *Best of Dragon Vol. II* anthology), who dwells elsewhere than the Nine Hells, apart from the present regime, working alone to advance his secret ends. This devil represents the greatest threat to *Asmodeus*; with *Astaroth*’s support, *Mephistopheles*, *Baalzebul*, or even a lesser archdevil such as *Geryon* could conceivably wrest control of the Nine Hells from the Great Devil himself. But even the existence of *Astaroth* is uncertain; he is definitely not an avowed force in the hells at this time.

AMDUSCIAS (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: *See below*

HIT DICE: 92 *hit points*

% IN LAIR: 20%

TREASURE TYPE: *See below*

NO. OF ATTACKS: *See below*

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: +2 *or better weapon to hit*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: *See below*

PSIONIC ABILITY: 216

Attack/Defense Modes: *All/all*

Amduscias is a duke in the service of Tiamat, ruler of Avernus, and leads 29 companies of abishai. He is a being of long memory and cunning strategies. He can *shape change* at will into a dirty yellow unicorn with eyes of flame and a purple horn, a hawk-headed man (he usually wears dark red or black robes when in this form), or his favored form: a wolf with a prehensile, constricting serpent’s tail. He does not need, and does not wear, armor in any of his forms.

When in unicorn form, *Amduscias* attacks with his horn (acts as a *sword of wounding*, for 2–9 damage), or his hooves (2 per round, for 2–10 damage each). His maximum movement rate in this form is 18”; he can “bolt” from a standing start, and some say that when horses spook or gallop uncontrollably, it is because *Amduscias* has affected them.

In humanlike form *Amduscias* has average Dexterity, and two or three attacks (fists for 1–2 each and beak for 1–8, or weapon and beak). *Amduscias* is ambidextrous and can wield two weapons if they are small (e.g., daggers or darts). This devil has above average Strength when in humanlike form, and a

long, curved beak somewhat like a hummingbird's in appearance. This beak is, however, terrifically strong and sharp. His move in this form is 12".

Amduscias prefers to fight in wolf form; his movement rate is 18", and he attacks with two raking foreclaws and his jaws, or his hind claws and tail. If in a position to do so, he can use all six of these attacks in a round, against as many targets. The claws do 3-12 damage each, the jaws 1-20, and the tail 1-10 constriction damage per round plus additional damage if Amduscias uses it to immerse a held victim in water, batter a victim against a rock, etc. The tail will loosen its grip if it is severed, or if it is dealt 17 points of damage in any single round or 26 points of damage over a succession of rounds.

Amduscias can change forms in one round (during which he can do nothing else except speak), and is restricted to the forms described. He can use the spell-like powers listed below, one at a time, once per round. Note that (as with other devils) verbal, somatic, and material components—as spell-casters on the Prime Material Plane know them—are not necessary. Amduscias' spell-like powers are: *pyrotechnics*, *produce flame*, *fire shield* (either version), *detect invisibility*, *detect lie*, *read magic*, *locate object*, *dispel magic*, *telekinesis* (5,000 g.p. maximum weight), *find familiar* (for another being; the familiar will be an imp), and *faerie fire*. Amduscias can cause *fear* (save vs. spell to avoid) in anyone within 3" he points at (but only one target per round). Once per day he can use a *symbol of stunning*.

Amduscias is sometimes called the "Reconciliator of Foes," because he is a skillful actor and negotiator, and Tiamat often employs him to mediate in disputes between devils or her kin. While in any of his forms, Amduscias can speak and understand perfectly any language (cf. *tongues* spell). When encountered, Amduscias will only have treasure with him if he is in his human-like form; if so, it may be of any type. Amduscias regenerates 2 hit points per round. He can *summon* (with a 70% chance of success) 1-3 abishai at will.

MALPHAS (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 12"/30" (in crow form)

HIT DICE: 90 hit points

% IN LAIR: 20%

TREASURE TYPE: *See below*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +5*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: +2 *or better weapon to hit*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: *See below*

PSIONIC ABILITY: 220

Attack/Defense Modes: *All/all*

Malphas is a duke in the service of Tiamat, ruler of Avernus. He leads 40 companies of abishai, and, like his fellow duke Amduscias and the pit fiend Goap, is likely to be found traveling about Avernus enforcing Tiamat's will. None of Tiamat's dukes have permanent encampments or fortresses, but instead they maintain a commonly held system of guarded, "safe" caves where their forces can rest or gather.

Malphas appears as a powerful, dark-complexioned man dressed in black velvet studded with gems (of considerable value; his robes have 333 gems of all sorts, 100 g.p. base value each, if recovered complete), or as a large, black, crow-like bird.

Malphas shuns armor, and fights with all weapons (and his spell-like powers) when in human form. His voice is deep and compelling, and with his powers of *tongues* and *ESP* (usable at will), he is adept at deceiving others, particularly non-devils. He may carry treasure of any type if encountered in human form.

Once per round, at will, Malphas can use one of his spell-like powers: *tongues* or *ESP* (as noted above), *pyrotechnics*, *produce flame*, *fortress* (this creates a

structure similar to *Daern's Instant Fortress*—see the *DMG*—in all respects, save that its door will open and close for anyone, and it will disappear in 16 turns or when Malphas wills), *detect invisibility*, *read magic*, *dispel magic*, *flame arrow* (Malphas can also apply this to blades wielded by himself or others; these become *flame tongue* swords—fiery damage, but no "to hit" bonuses—for 3 rounds), and *remove (or bestow) curse*. Once per day Malphas can use a *symbol of pain*, and he can cause *fear* (save vs. spell at -2 to avoid) by touch (one target per round). He can *summon* 1-2 abishai, with a 55% chance of success, at will. Malphas regenerates 2 hit points per round.

NERGAL (Greater Devil)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 18"/10"

HIT DICE: 106 hit points

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-12

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: +2 *or better weapon to hit*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (9' tall)

PSIONIC ABILITY: 211

Attack/Defense Modes: *All/all*

Nergal is the most powerful of the "rabble of devilkin" banished to Avernus by the archdevils. Usually enveloped in magical *darkness*, Nergal appears as a lion-headed, winged toad. His mottled pinkish-gray, warty skin is covered with sores which ooze a clear, colorless ichor. This liquid is deadly poisonous to humans and demi-humans, who must save vs. poison to avoid this effect if contacted. If the save is successful,

the ichor does 1-6 points of corrosive damage and confers immunity to its effects upon the victim for 10-40 turns. Nergal is sometimes called “The Bringer of Pestilence and Fever” because of this property.

Nergal is warlike, quick to attack those who defy him, and will bully injured or weaker creatures. His bite does 3-12 points of damage, and possibly confers a disease; refer to the DMG for type and effects. Victims who are bitten must save vs. poison at +3 to avoid disease.

Nergal can employ the following spell-like powers, one at a time and once per round: *pyrotechnics*, *produce flame*, *wall of fire*, *continual light*, *tongues*, *read magic*, *detect magic*, *detect invisibility*, *dispel magic*, and *darkness* 15' radius. He can cause *fear* (save vs. spell to avoid) by touch, if he so wills. Nergal regenerates 2 hit points per round. (Note that he cannot use a *symbol*, nor can he *summon* other devils to his aid.)

Nergal likes to present himself to human intruders as a fellow man horribly transformed by diabolic magic, and may “help” the intruders for a time, usually to learn of their powers, magic, treasure, and purposes, before luring them into a trap. Often he uses the powers and magic he obtains in this way to torment his victims; sometimes he hoards information and treasure he obtains to use it for bargaining purposes. Always, he builds and looks to the future, planning a forcible entry into the ranks of the dukes or archdevils. He has no fixed abode or lair, but often conceals caches of treasure or magic he has seized in caverns and grottos scattered all about Avernus.

BIST (Greater Devil)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 14"

HIT DICE: 90 hit points

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-5/2-5/2-12

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 60%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (9' long)

PSIONIC ABILITY: 213

Attack/Defense Modes: *All/all*

Bist, a devil akin to the hellcats (see the *Fiend Folio Tome*: Hellcat), is totally selfish and a master of duplicity. For these reasons, she is mistrusted by all archdevils and is confined to Avernus. Bist cannot leave the hells without being summoned (unlike hellcats), for she has been compelled to change her name, and thus can no longer be summoned by mages on other planes. She shares many of the hellcats' other capabilities, however.

Invisible in the presence of light (except for her eyes, which appear as irises of orange flame floating in midair), Bist appears in darkness as a faintly luminescent, wraith-like, and unusually large hellcat. Her eyes retain their flame-like appearance when she is so revealed.

Bist is immune to all mind-controlling spells (*charm*, *hold*, *sleep*, etc.). She can only be hit by weapons of +2 “to hit” or better, and all magical weapons lose their damage bonuses when striking her. Bist communicates by *telepathy* in a 14" range, although she can speak (in a hissing, rasping voice) the common tongue, Mabrahorng (the High Tongue of the hells), and the lawful evil alignment tongue.

Bist can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics*, *produce flame*, *affect normal fires*, *detect magic*, *detect invisibility*, *dispel magic*, *magic missile* (3 missiles per spell), and *shield*.

Once per day Bist can employ *gaze reflection*, and once per day she can *blink*. In addition, she can generate *fear* at will in a 5' radius sphere about herself. Bist regenerates 1 hit point per round.

CAIM (Greater Devil)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 8"/16"

HIT DICE: 93 hit points

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: S (5' tall)

PSIONIC ABILITY: 213

Attack/Defense Modes: *All/all*

Caim is an outcast devil, bound to Avernus. He is a gossip and a sneak, and is particularly disliked in the hells. A skilled orator, he can always make his own actions or opinions seem reasonable—and he often seeks to dupe intruders, partly because he considers the flesh of elves and men delicious.

Caim appears as a large, upright, darkly handsome bird—a thrush—with a long, sharp beak and a belt about the hips. In pouches on this belt Caim carries items he deems necessary, manipulating them by means of his *unseen servant* spell-like power.

Caim can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics*, *produce flame*, *affect normal fires*, *unseen servant*, *light*, *detect magic*, *detect invisibility*, *dispel magic*, *hold person*, and *tongues*.

Once per day Caim can *reverse gravity*; thrice per day he can cast *repulsion*. Caim can generate *fear* in a 5' radius sphere about himself, at will. He regenerates 1 hit point every 2 rounds.

2. DIS

The second plane of the Nine Hells is largely flat, with here and there a bare hill or tor rising smoothly up out of the plains. Its sky is a thick, smoky-hued green without clouds, occasionally lit up by high lightning flickers and faint thunder. The black and cold waters of stagnant rivers and streams are stretched threadlike across the plain, radiating outward from the moat surrounding the city of Dis, which is the seat of the archdevil Dispater.

The city of Dis, built of unrusting iron, stands on an island in the center of a lake where the rivers meet. The waters are poisoned and give off odiferous vapors, sometimes visible as smoky wisps or plumes. Over the plains sweep ceaseless, fierce winds, tumbling many lemures helplessly through the air to strike repeatedly against the ground or each other. There is at least a 10% chance each round that a land-based traveler trying to stand or move against the wind will be swept off his or her feet (20% chance if mounted or standing high on an exposed position).

Aerial travelers will find the wind unpredictable and savage, so that unless they have spent years learning to maneuver in constantly changing winds, they suffer a Flight Class penalty of -1, and an aerial movement penalty of -3". (Those of Flight Class E retain the ability to fly, but lose a total of 6' move distance per round. Movement penalties in all cases should end when a creature is reduced to a maximum 2" move.)

Erinyes, being native to the plane, can navigate with comparative ease in the gale (suffering no penalties), and some of these devil-types are always aloft, buffeting lemures for sport and watching for intruders. Erinyes earn increased power on the plane of Dis through the favor of Dispater, who rewards them for unswerving loyalty (he often arranges tests or traps for his servants) and for missions diligently and well accomplished. When an erinyes encounters intruders in Dis, it will usually fly near to observe clearly their



numbers and appearance, and then head straight for Dis to inform the pit fiend Baalzephon, Dispater himself, one of Dispater's other commanders, or one of the "Iron Guard" (Dispater's bodyguard of malebranche).

Almost certainly the erinyes will encounter others of its kind while on this journey, and these it usually informs in passing of the intruders and their location, so that said intruders will likely suffer attacks from odd bands of erinyes before any organized force is sent out from the Iron City. If a group of erinyes encounters intruders, all but one—the messenger to Dis—will immediately attack. They may not seek to

slay the intruders outright, for Dispater, like all archdevils, is always alert for beings or items that can help maintain or improve his own position, and no erinyes deliberately courts his wrath by destroying something Dispater might have liked to have.

The Iron City itself is a dismal place of eyrie-riddled towers, zombies, garbage-choked streets alive with rot grubs (and a black pudding here and there), and iron-barred cells full of chains and torture implements. Abishai, imps, and spined devils, plus occasional barbed devils, hellcats, and rakshasa throng the dark, reeking streets.

The island on which the city is built rises sharply in elevation toward the center, and on this rocky knob is the “infinitely grand” palace of Dispater, many towered and terrible. It is fashioned of stone (unlike the rest of the city) and furnished with iron, carved bone, and stone. Its terraced approaches are adorned with trees fashioned of iron. The palace is off limits to those without a reason for being there. Erinyes can be seen frequently flitting in and out of the palace’s high, arched windows (presumably to give or receive information). There are many caverns beneath the palace, known as “the pits of Dis,” where prisoners live in unmanacled savagery, fighting for the edible garbage that falls into their lightless realm down shafts from the palace above.

Far from the central city, the plains of Dis rise into rolling hills, haunted by “wild” erinyes who seldom or never go into the city, and by many hellcats. Pillars of stone are said to move about in the rolling hills of Dis, but nothing definite is known of these.

Hellcats serve various of the lesser devils, and can be found on all of the planes of the Nine Hells (except the ninth, for Asmodeus does not employ them and seldom tolerates the servants of others in his domain) from time to time, in accordance with their masters’ wishes. Most of the devils regard hellcats as sneaking spies and useful errand-runners, but untrustworthy due to their mutable loyalty, and of little consequence. Hellcats charged with guarding or the performance of other protective tasks will serve with zealous diligence, hoping to gain favor with their masters.

Between the city and the hills lie the vast estates held in fief by Dispater’s vassals. The duke Bitru is the strongest of these vassals; he can muster 70 companies of erinyes. *Merodach* (described below), commanding 21 companies of barbed devils, and the pit fiend *Furcas*, with 12 companies of bearded devils, also boast sizable holdings. *Mephits*, *achaierai*, and *rakshasas* wander these holdings, and *stench kows* and *spined devils* are the working backbone of them. *Rakshasas* sometimes achieve positions of

responsibility in a duke’s household or retinue, but are always watched closely, for they are too selfwilled and ambitious to be trusted servants.

In the city of Dis itself—and almost always within Dispater’s palace—can be found *Lilis*, Dispater’s consort; his prime minister, the pit fiend *Baalzephon*, who orders and administers Dispater’s vassals and armies; and *Biffant*, the provost, who runs and commands the staff of the palace itself. *Titivilus*, Dispater’s nuncio, can be found here, as can the pit fiend *Bel*, who commands the “Iron Guard” (3 companies of *malebranche*), and *Arioch*, Dispater’s avenger, who punishes all those who have wronged or hindered the will and plans of Dispater.

LILIS (Princess of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 14”/26”

HIT DICE: 66 *hit points*

% IN LAIR: 85%

TREASURE TYPE: Q(x4), S

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type +3*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 60%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: M (5’ tall)

PSIONIC ABILITY: 211

Attack/Defense Modes: *All/all*

Lilis, consort of Dispater, is one of the older and weaker female devils, but her careful diplomacy and strategies and her attention to events in the hells and elsewhere (her network of spies is said to be second only to that of Asmodeus) has kept her own position in the infernal regions as secure as that of any of the nobility of the hells. *Lilis* and *Biffant* (q.v.), Dispater’s provost, are

as trusting and as close as two devils ever become—but both are (thus far) unswervingly loyal to Dispater, making his control of Dis the envy of other archdevils.

Once per round, at will, *Lilis* can employ one of the following spell-like powers: *pyrotechnics*, *produce flame*, *animate dead*, *charm person*, *dispel magic*, *know alignment*, *detect lie*, *tongues*, *read magic*, *dimension door*, *repulsion*, *invisibility*, (fulfill another’s) *limited wish*. Once per day *Lilis* can *cause insanity* by touch. She can cause *fear* by pointing at a victim (one victim per round; saving throw vs. spell applicable). She can *summon* 1-3 erinyes (70% chance of success), and can regenerate 1 point of damage every turn.

Description: *Lilis* has orange-red skin, copper-colored hair and green eyes; she looks like a short, plump, well-preserved human female of middle age, except for the hue of her skin, her tiny orange-red horns, long red nails, forked tail, wings, and delicate cloven black hooves.

ARIOCH (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -4

MOVE: 14”/20”

HIT DICE: 123 *hit points*

% IN LAIR: 65%

TREASURE TYPE: *See below*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6 (bite), *by weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (9’ tall)

PSIONIC ABILITY: 226

Attack/Defense Modes: *All/all*

Arioch serves Dispater in the office of “avenger,” meting out punishment upon all on Dis who defy or

otherwise displease his master. He also wards off the intrusions of devils of all ranks from other planes, and accompanies his master as bodyguard in all situations of possible peril (such as visits to the court of Asmodeus or other planes). In combat, Arioch employs a huge, 20-foot-long, double-ended +1 *halberd* (having a blade at either end, and wielded by grasping in the middle of the shaft) of adamantite.

Arioch can use the following spell-like powers, one at a time, once per round: *produce flame*, *blink*, *dispel magic*, *detect invisibility*, *remove (or bestow) curse*, and *magic missile* (6 missiles per spell). Once per day Arioch can use a *symbol of death*. He radiates *fear* at will in a 6" radius (saving throw vs. spell to avoid). Arioch regenerates 2 hit points per round.

Description: Arioch's flat, reptilian head (rather like a stubby crocodile's) is ringed with a leonine mane. His skin is dark wine-red, deepening to purple on the head and shoulders, and on his great bat-like wings. Arioch has a forked tail, great cloven hooves, and heavily muscled arms.

BIFFANT (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 14"

HIT DICE: 84 *hit points*

% IN LAIR: 90%

TREASURE TYPE: Q(x8), S

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type +3*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: M (6' tall)

PSIONIC ABILITY: 219

Attack/Defense modes: *All/all*

Biffant serves Dispater as provost, running the affairs of that archdevil's palace. Consequently, he is almost always to be found in the Iron City, usually in the palace itself, where he is never without a staff/guard of two "messenger" erinyes and six servant spined devils. Typically he carries an ornate iron rod (equal in damage potential to a morning star), but will seize whatever is at hand in a battle. Biffant prefers to let others fight for him, however, and will try to *summon* or otherwise call for aid if attacked. He is not particularly brave or forceful, but is crafty and plans far, far into the future. Biffant and Lilis (q.v.) are said to be very friendly; closer in mutual understanding and cooperation, some say, than Lilis and Dispater himself.

Once per round Biffant can use any one of the following spell-like powers: *pyrotechnics*, *produce flame*, *wall of fire*, *read magic*, *detect invisibility*, *detect magic*, *detect lie*, *know alignment*, *locate object*, *animate dead*, and (fulfill another's limited) *wish*. Once per day he can employ a *symbol of hopelessness*, or one of pain. Biffant radiates *fear* in a 3" radius at will. He is able to *summon* 1-6 spined devils (70% chance of success) or 1-2 erinyes (30% chance of success) when necessary. Biffant regenerates 1 hit point per round.

Description: Biffant appears as a portly, blood-red skinned humanoid devil, wingless but with a small, tufted tail and two inward-pointing, hook-curved horns that sprout from his head above either temple. His eyes are of a single hue, deep blue-green, and he is always smiling.

MERODACH (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 14"/12"

HIT DICE: 92 *hit points*

% IN LAIR: 50%

TREASURE TYPE: G, P

NO. OF ATTACKS: *See below*

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 196

Attack/Defense Modes: *All/all*

Merodach is a duke in the service of Dispater, and leads 21 companies of barbed devils into battle on his master's behalf. Merodach has the body of a wolf, large, feathered wings, and a prehensile, serpentine tail. Atop Merodach's head are two huge, spreading longhorns, and these he can turn slightly to strike an opponent. A clumsy flyer (Flight Class D), he prefers to run on all fours, but in battle often rears up to wield a weapon with his front claws. He has no special or magical weapons, but favors polearms of all sorts. In a fight his jaws do 1-10 damage, his claws 1-4 and 1-4 (or one attack with a weapon, damage as per weapon type +5), and his horns 2-12 each. Merodach's tail does no damage in combat, but is used to trip, blind, and disarm opponents, or to carry weapons for Merodach's use later.

At will Merodach can use the following spell-like powers, one at a time and once per round: *pyrotechnics*, *produce flame*, *animate dead*, *detect invisibility*, *know alignment*, *telekinesis* (5,000 g.p. weight limit), *read magic*, *teleport*, and (fulfill another's limited) *wish*.

Once per day, Merodach can employ a *symbol of pain*. He is able to cause *fear* by touch (save vs. spell to avoid). He can *summon* 1-2 barbed devils with a 50% chance of success. Merodach regenerates 2 hit points per round.

ALOCER (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 12"

HIT DICE: 90 *hit points*

% IN LAIR: 50%

TREASURE TYPE: G, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *Bite 2-8, by weapon type +4*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: M (7' tall)

PSIONIC ABILITY: 196

Attack/Defense Modes: *All/all*

Alocer is a duke in the service of Dispat, and leads 36 companies of erinyes into battle. Warlike in attitude, Alocer wears plate mail and fights with broadsword, axe, mace, and dagger, wielding one at a time and biting at the same time with his great jaws. He will seize and employ other weapons (incurring no non-proficiency penalties) available when in battle, and often rides a nightmare about his estates or to war.

Alocer has a humanoid body with red-gold flesh and a fearsome leonine head. The fiery flash of his eyes can be seen for some distance; if one meets their gaze, the victim must save vs. spells or be *blinded* for 2-12 days (devils are immune to this power). A *cure blindness* or *dispel magic* spell will restore sight to a victim.

Once per round, Alocer can employ one of the following spell-like powers: *pyrotechnics*, *produce flame*, *detect magic*, *detect invisibility*, *fly* (enabling him to act as an erinyes in terms of flight class and move), *dispel magic*, *dancing lights*, and *read magic*. Alocer can cause *fear* by touch (save vs. spell at -3 to avoid). Once per

day he can use a *symbol of stunning* or one of *discord*. Alocer can *summon* 1-2 erinyes with a 65% chance of success. He regenerates 2 hit points per round.

3. MINAUROS

The third plane of the Nine Hells is ruled by Mammon, the clutching "Lord of Avarice," and nothing of value exists for long on this plane before being destroyed or taken inside the walls of his many-pillared fortress. This nameless abode is built of black stone brought from another plane (possibly the Prime Material), and stands crazily upon great pillars that sink constantly, slowly, into the bottomless ooze of the marsh.

The outlands of Minauros form one great dismal marsh of stinking, rotting earth, covered with carrion and some inches of water. It is a place of eternal rain; dirty water mixed with hail falls ceaselessly, at a steady pace, from the murky, fog-shrouded air. The bodies of a great many creatures lie here; indeed, it is said elsewhere in the hells that Mammon's house is built upon them.

Disease (*DMG*, pp. 13-15) is rampant here; the base chance of a creature not native to the hells contracting a disease here is 13% per trip (including the modifiers for polluted water, etc.—but note that this base chance is doubled if a creature imbibes any of the water on the ground of Minauros, deliberately or inadvertently). Bones and the like are always handy for use as weapons—but their "handiness" also obstructs movement, causing constant stumbling and occasional falls for those who travel overland. A fall may do serious damage if the victim strikes an upthrust bone, or is knocked unconscious, perchance to drown.

The fortress of Mammon is the only building of any sort on Minauros; in the marshes, Mammon allows stone to be used only in "cells." These are great shallow pits (two or three feet deep in water) in which one or more great stones lie. Fastened to the stones at one end, and dangling away from them, are great

chains and manacles of iron or brass. The vigilant barbed devils will capture any intruders and bring them hence, where they sit or stand chained in the cold, fetid water until they die, are taken away for interrogation or torture, or escape. Sometimes when Mammon or his lieutenants are occupied elsewhere, the barbed devils will let a prisoner "escape" and then hunt it for cruel sport. What they cannot capture they kill, or else call on Focalor, the pit fiend Zimimar, or Mammon himself to deal with.

Typically, barbed devils perch atop the stone of a cell, burning the heads and exposed portions of the prisoners below. Prisoners soon learn (if they survive that long) to sit tight against the rock so that they can use it for protection and support, to elevate themselves out of the water by sitting on a pile of bones, and to keep their heads above water even when sleep comes. Barbed devils can control the intensity and size of their *produce flame* ability with great accuracy. The ground water of Minauros will douse such a flame, but the resultant scalding steam can also do considerable damage to the unprotected. (Barbed devils are not harmed by the steam.)

Toward the center of the plane, Minauros rises into a vast tortured volcanic badlands of ash-hills and slime-filled rifts. The palace of Mammon sits in a marshy bowl at the heart of these volcanic lands, where many rifts meet. It is here where Mammon's seneschal, *Focalor*, stands guard over Glasya (Mammon's consort), Mammon's palace, and Mammon's affairs when his master is out hunting across the badlands. The pit fiend Zimimar commands the "palace guard" of 6 companies of bone devils, and will either be found at the palace or hurrying elsewhere to protect Mammon or enforce his will.

The vassal dukes of Mammon rule stretches of volcanic ridges and ash-choked, lifeless woods far from the central palace, between the uplands and the marshes where prisoners lie in dolor. Chief among these vassal dukes is Bael, who can gather 66 companies of barbed devils (and actively plots to

supplant Focalor, and ultimately Mammon himself). The duke *Caarcrinolaas* commands 36 companies of barbed devils, and although he is aware of Bael's ambitions, neither supports nor betrays them. The duke *Melchon*, who can muster only 18 companies of erinyes, chooses to be eagerly and actively loyal to Mammon—which has earned him the deep suspicion of the seneschal Focalor.

FOCALOR (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE.: 12"/16"

HIT DICE: 121 *hit points*

% IN LAIR: 80%

TREASURE TYPE: F, I, Q (x3)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6, or by weapon type +4

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: M (6' tall)

PSIONIC ABILITY: 223

Attack/Defense Modes: *All/all*

Focalor is seneschal (an agent, or bailiff) to Mammon, and wields much of the real power in Minauros, for his master is somewhat neglectful of security and diplomacy. The thin, often silent Focalor is careful in word and deed, and a master strategist. He is respectful, too, and takes no risks with the safety of Glasya (Mammon's consort) and that of the palace itself. Most of the other archdevils (and the outcast *Nergal*; see *Avernus* section) believe that Mammon would be easy prey were it not for the strength of his few dukes, and for the wise care of Focalor. Focalor's loyalty seems unshakeable; most of the archdevils have in the past tested it, and they continue to do so.



Focalor can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, invisibility, detect invisibility, detect magic, read magic, tongues, dispel magic, gust of wind, water breathing, teleport, know alignment, passwall, and (fulfill another's limited) wish.*

Twice per day Focalor can *blink*, once per day he can cause *blindness* by touch, and four times a day he can *remove (or bestow) curse*. He can use a *symbol of stunning* once per day, and he can *summon* 1-2 barbed devils (40% chance) or 1-4 erinyes (65% chance) at will. Focalor causes *fear* by his breath, a cone of foul-smelling vapor 1" in range, spreading from a mouth-sized base to a 3'-wide spray. He can direct this at any target(s) in the area of effect, one exhalation per round (save vs. spell at -1 to avoid). Focalor regenerates 1 hit point per round.

Description: Focalor appears human—a thin, bearded, and middle-aged statesman or sage with power and heavy concerns—until he unfurls his feathered wings from his flowing robes or reveals his brown cloven hooves. Focalor wears an iron gauntlet on his right hand, as his badge of office, and with this gauntlet he can strike for 1-6 damage. He is normally armed with a staff, but will seize any weapons in battle. His skin is a pale pink-green, and if his armpits and flanks are revealed, tiny scales will be seen.

When summoned to the Prime Material Plane, Focalor will seize any chance to swim (for this he enjoys), and revels in the use of two powers of his that are ineffective in the hells: *fish command* (as in the *trident of fish command*, DMG p. 155; all fish save at +1), and *call storms* (usable only when at sea), basically a combination of call lightning and control winds. The

call storms ability, when employed, evokes lightning discharges from any clouds present, bringing also rain and strong winds in the direction and intensity Focalor wills, the whole effect lasting 4 turns. If no clouds are present, this power attracts them (which may take several hours, or a day or more). When they arrive, Focalor (if still present) can use the call storms ability again, as described above, to bring the storm out of the “summoned” clouds.

CAARCRINOLAAS (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 14”/12”

HIT DICE: 104 hit points

% IN LAIR: 55%

TREASURE TYPE: G, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: M (7 ½’ tall)

PSIONIC ABILITY: 203

Attack/Defense Modes: *All/all*

Caarcrinolaas is a duke in the service of Mammon, and leads 36 companies of barbed devils into combat at his master’s behest. In battle he wields a +3 scythe that does 5-11 (2-8 +3) damage vs. targets of any size, and wears armor with a high-spired collar to protect his head (for he wears no helm). He is indifferent to the ambitions of others, preferring to follow orders and wait for any opportunity to better himself to come along. Let others risk their necks in intrigues; Caarcrinolaas will sit and watch patiently.

He can use the following spell-like powers at will, once per round and one at a time: *pyrotechnics, produce*

flame, detect invisibility, detect magic, read magic, dispel magic, animate dead, teleport, invisibility, fire shield (either version), and (fulfill another’s limited) wish.

Once per day Caarcrinolaas can cast a *death spell*, and twice per day he can petrify one creature by touch (as in *flesh to stone*; normal saving throw allowed). Once per day he can use a *symbol of pain*, and he causes *fear* by touch if he so wills. He can *summon* 1-3 barbed devils with a 65% chance of success. He regenerates 1 hit point per round.

Description: Caarcrinolaas is a gray/brown-furred, dog-headed humanoid with scarlet bat-like wings, upright scarlet horns protruding from a bony brow-ridge above each temple, black hooves, and a scarlet, forked tail. In the center of his brow is a third horn. Taller than the two up-curved flanking horns, it protrudes straight up, and can be employed (3-6 thrusting damage) against any targets directly above Caarcrinolaas (a rare circumstance). He has strong, bony, scarred hands of human appearance, and glittering yellow eyes.

MELCHON (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 13”

HIT DICE: 101 hit points

% IN LAIR: 55%

TREASURE TYPE: G, P

NO. OF ATTACKS: 2

DAMAGE ATTACK: *By weapon type +5*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: M (6’ tall)

PSIONIC ABILITY: 189

Attack/Defense Modes: *All/all*

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

Melchon can employ any one of the following spell-like powers in a round, one at a time: *pyrotechnics, produce flame, envenom* (which turns water—of any sort except holy water—to a caustic, viscous venom used by erinyes and Melchon himself upon their weapons), *detect invisibility, detect magic, read magic, dispel magic, teleport, and suggestion.*

Twice per day Melchon can cast a *delayed blast fireball* of 6d6 damage, and once per day he can use a *symbol of hopelessness*. Melchon causes *fear* in all creatures within 1” of any living being he strikes, including the target struck; all must save vs. spell (the target at -2) to avoid). Melchon can *summon* 1-3 erinyes (70% chance) whenever desired. He regenerates 2 hit points of damage every round.

Description: Melchon is a fiery red-skinned, humanoid devil with upturned, bull-like horns; black, curling brows and beard; black hooves; and large, crimson wings. In battle he strikes with his weapons—usually a trident or a great two-handed war axe (12’ long, damage 3-12 vs. S/M, 3-18 vs. L).

His weaponry may vary, but Melchon’s weapons are never magical, and they are always envenomed (see *Monster Manual*, Erinyes, for effects of the venom). Melchon also makes use of his long, agile forked tail, which ends in a sharp sting. This sting does 2-8 points of stabbing damage, and Melchon usually envenoms it prior to any expected combat. Melchon is immune to the effects of his, and other devils’, caustic venom. Melchon’s venom does not dry out in the hells (although usage does wear it off of a weapon), but it is harmless outside the infernal regions unless it is continually within 1” of a devil (an erinyes, or Melchon himself).

4. PHLEGETHOS

The fourth plane of the Nine Hells is ruled by Belial. It is a tortured realm of volcanoes, gouting fires, hills of ash, and pits of smoking dung. The ground is always uncomfortably hot—most intruders are constantly on the move—and well patrolled by groups of barbed devils. Ground tremors are common, and a sudden, violent eruption or the opening of a fissure in the earth is not unusual. The sky is a dark, starless void, but the landscape is weirdly lit by leaping flames all about. There are rivers of liquid fire, and at least two large lakes (all the bodies of liquid are interconnected), and there the flames blaze brightest.

This “water” is home to several wandering salamanders that were brought here long ago, to be bound in servitude to Belial. This didn’t work out—salamanders take orders from no creature when it does not suit them—and most of the salamanders were immediately slain by Belial’s servants and vassals. But a few escaped, yet bound to this plane by Belial’s magic, and survive by avoiding large groups of devils and snatching lone creatures who venture too near to one of the rivers of fire.

These salamanders grow fewer as, one by one, they are found and slain—but the devils are busy, and the salamanders can leave the rivers without any harm and venture elsewhere on Phlegethos, so they have lots of places to hide. Their favorite hiding spots are long, worm-like volcanic “tubes” in rock, and they are fond of burrowing into a hill of ash until it collapses overhead to conceal the burrower.

This plane is perhaps the most visited of the Nine Hells except for Avernus, since outsiders who work magic often come to the fabled “firefalls” of Phlegethos, where the rivers of fire tumble from volcanic ridges down into clefts. The fire in such a spot is mentioned by many alchemists and mages skilled in the creation of magic items. The best *flame tongue* swords (DMG, p. 165) are made in such places; one account of the making of a *helm of brilliance* mentions



one such site, and the barbed devils themselves seem attracted to such falls of flame, leaping and playing about the firefalls and employing their *produce flame* powers as if excited.

Belial rules from the huge, hollowed-out shell of a dead volcano. His stronghold is known as Abriymoch, “The Mount of Leaping Flames.” The archdevil is attended by his consort *Naome*, his legate *Chamo*, and a few malebranche (notable among them the great scarred specimen known as “Night Fang”) under the command of the pit fiend *Zapan*.

Abriymoch consists of several tiers of chambers, opening into the central shaft like balconies, and

connected to each other by stairs, shafts, and a great spiral path that winds about the central gulf or shaft of the dead volcano. Some chambers stretch through the sloping walls of the volcano and have windows or doors opening out onto the volcano’s outside flanks. The lips of the volcanic crater are crowned by Abriymoch’s basalt towers. A few erinyes under the command of the pit fiend *Zaebo*s, Belial’s lieutenant, serve as messengers within Abriymoch and between it and vassal dukes or outlying patrols. These erinyes are often bullied and are quite miserable, and as usual have their eyes always on bettering their own positions in the hells. *Chamo* suspects that the

erinyes have served as the spies of Asmodeus, Baalzebul, and perhaps other archdevils in the past, but he has not yet been able to prove anything.

Abriymoch is staffed by spined and bearded devils, and has a kennel of hell hounds that can be used by Zapan's forces to help defend and guard the palace.

The vast, smoking plains surrounding the volcanic heart of Phlegethos are the domain of Belial's vassals: *Balan*, who commands 40 companies of bearded devils; *Bathym*, who can muster 30 companies of barbed devils; and *Gaziel*, who leads 11 companies of bone devils. These vassals are usually dealt with and commanded by Zaebos, speaking for his master Belial, who, assisted by Chamo, is usually occupied with matters of diplomacy and intrigue within the Nine Hells.

Phlegethos is the most chaotic physical environment in the Nine Hells, affording intruders the most opportunities for concealment—but it is also one of the most active planes, being constantly traveled by its inhabitants. The archdevils of other planes often test underlings by sending them here, charged with accomplishing a task and remaining undetected by the patrols that roam Phlegethos, while their progress is observed by spies—of whom there are many among the barbed devils.

As with Minauros, the outlands of Phlegethos are wetter and lower than the interior, and these “reeking fens” are populated by bearded devils, a few styx devils and abishai, hell hounds, lemures, and the mephits who flit about constantly everywhere on Phlegethos, serving as “eyes” for any and all who reward them.

NAOME (Princess of Hell)

FREQUENCY: *Unique (very rare)*
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVE: 16"/26"
 HIT DICE: 69 *hit points*
 % IN LAIR: 85%
 TREASURE TYPE: P, S, T

NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *By weapon type +5*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Lawful evil*
 SIZE: M (6' tall)
 PSIONIC ABILITY: 219
 Attack/Defense Modes: *All/all*

Naome is consort to Belial, the ruler of Phlegethos. She spends much of her time in Abriymoch, but is highly regarded in the hells for her settling of disputes when others have failed, and her shrewd bargaining ability. In battle she uses her spells and a long scimitar; although she rarely engages in combat, it is said she enjoys a good fight.

Naome can employ the following spell-like powers, one at a time and once per round, at will: *pyrotechnics, produce flame, charm person, dispel magic, know alignment, detect invisible, read magic, telekinesis*, (2,000 g.p. weight limit), *suggestion, teleport*, and (fulfill another's limited) *wish*. Once per day Naome can cast a *feeblemind* (normal saving throw applies) on one creature. Her gaze can, if she so wills, cause *fear* (save vs. spell to avoid). She can *summon* 1-4 barbed devils (65% chance of success), and regenerates 2 points of damage every turn.

Description: Naome is a short, burly, middle-aged female devil, with long brown hair and cold, pale blue-green eyes. She has a tinkling laugh and a surprisingly light, easy sense of humor. Quick-witted and glib-tongued, she rarely makes enemies (although she bears no love for Glasya, the consort of Mammon, or Lilith, the consort of Moloch), and is most friendly with Baftis, the consort of Baalzebul. When clad in flowing robes (she prefers green or claret-colored silken garments), only her tiny horns, gray hooves, and crimson forked tail betray her diabolic nature. Her face, shoulders, and hands have a pale,

human-like complexion, but the rest of her body is deep crimson in color. Her hands have long red nails.

CHAMO (Duke of Hell)

FREQUENCY: *Unique (very rare)*
 NO. APPEARING: 1
 ARMOR CLASS: -1
 MOVE: 14"/16"
 HIT DICE: 131 *hit points*
 % IN LAIR: 85%
 TREASURE TYPE: C, P, S
 NO. OF ATTACKS: 1
 DAMAGE ATTACK: *By weapon type +4*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: *Genius*
 ALIGNMENT: *Lawful evil*
 SIZE: M (6' tall)
 PSIONIC ABILITY: 222
 Attack/Defense Modes: *All/all*

Chamo serves Belial as legate, and plans one day to supplant his master. He fears Naome more than Belial, for Chamo and she too often think alike to suit him. Polite but abrupt, Chamo always appears calm and fearless. He is said to know every hiding place in Phlegethos, and possesses an iron-shod staff capped with the linked (by rings of beaten brass) skulls of sixteen paladins defeated by him over the years. This staff is +1, parts or negates all *web* spells, *wizard lock* spells, *hold* spells, and other locks or bindings at a touch, and it can *detect good*; the skulls upon its top glow with a pearly white radiance when a creature of good alignment is within 9".

Chamo can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, wall of fire, wall of smoke* (equals *wall of fog*), *fireball* (4d6), *charm person, dispel magic, read magic, tongues, detect invisibility, invisibility, teleport*, and (fulfill another's limited) *wish*.

Twice per day Chamo can *reverse gravity* (for as long as desired, or until his concentration is broken by events or attack), and once per day he can *petrify* (*flesh to stone* of permanent duration) one creature, by touch. He causes *fear* by his stare (save vs. spell to avoid), and can employ a *symbol of stunning* once per day. Chamo can *summon* 1-6 bearded devils (45% chance of success) at will.

Description: Chamo appears as a white-haired, middle-aged man with big brown eyes. He has upward-pointing horns, black hooves, a forked tail, and black bat-like wings. His skin is scarlet, darkening to blue on his long-nailed hands. He usually wears loose robes of black with a high stand-up collar.

BALAN (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 12"

HIT DICE: 112 *hit points*

% IN LAIR: 55%

TREASURE TYPE: C, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: M (9' tall)

PSIONIC ABILITY: 219

Attack/Defense Modes: *All/all*

Balan is a duke in the service of Belial, and leads 40 companies of bearded devils into combat. Like his soldiers, he is cruel and aggressive, given to wild, lustful rages and violent sport. Little liked even among his fellows on Phlegethos, Balan is at the most respected, and at the least tolerated. He will never back down

from a fight, although he is shrewd enough not to be drawn into conflict with superior foes, given any choice in the matter. In battle he fights with his spined limbs and a weapon, favoring large axes, blades, or halberds (but he has no special or magical arms). Balan is belligerent, roaring, and loves a rough-and-tumble fight with opponents he considers weaker than himself.

Along his forearms from his elbows to the backs of his hands run rows of spines six to eight inches in length. These spines pierce and rake for 2-4 points of damage per arm per attack, and a struck opponent must save vs. poison or immediately develop a burning rash which reduces Dexterity by 1 point per round for six rounds after the attack. Subsequent poison attacks on the same target will not hasten the loss of Dexterity points, and a 6-point loss is the most that can be suffered. Recovery of lost Dexterity points begins, at the rate of 2 points per round, on the round after the victim reaches the maximum penalty of -6. Any poison strikes suffered by a victim during the recovery period will drive the victim back toward the maximum Dexterity loss of 6 points, counteracting points gained back up to that time and delaying further recovery.

Once per round, Balan can use one of the following spell-like powers: *pyrotechnics, produce flame, animate dead, detect invisibility, dispel magic, invisibility, teleport, wall of fire, push*, and (fulfill another's limited) *wish*. Balan causes *fear* with his roar (save vs. spell at -1 to avoid) in all creatures within 2". Once per day he can use a *symbol of pain*. He can also *summon* 1-4 bearded devils with a 50% chance of success. Balan regenerates 2 hit points per round.

Description: Balan appears as a giant, yellow-skinned man with fierce black brows and a beard which grows in tufts (somewhat resembling the lower barbels of a catfish). He has gray hooves and a body which darkens to scarlet about his legs and his forked tail. He typically wears a leather weapon belt and

girdle, but shuns armor. He has red, flaming eyes visible at some distance, and a hoarse voice. He is quite a wit (despite a coarse sense of humor), although few converse long enough on friendly terms with him to discover this. He wears a badge upon his belt depicting his own head next to a bull's head (signifying his brutal, aggressive nature) and a ram's head (denoting the lusty side of his nature). Balan is polite and respectful to Naome, his master's consort, but other she-devils will rarely tolerate his presence.

BATHYM (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 14"

HIT DICE: 102 *hit points*

% IN LAIR: 55%

TREASURE TYPE: C, P

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8 *or by weapon type +5*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: M (6' tall)

PSIONIC ABILITY: 221

Attack/Defense modes: *All/all*

Bathym is a duke in the service of Belial, and leads 30 companies of barbed devils. He is sometimes called "The Black Duke," after his custom of wearing jet black armor (with full helm) and a black cloak. In battle Bathym wields a black +3 mace which dispels *light, continual light*, and *faerie fire* radiances upon contact with the affected area, and causes *dancing lights* to fade away. Bathym is also armed with a long-bladed, envenomed knife (treat as a dagger of venom), and his spell-like abilities. He rides a nightmare into

battle. If summoned or bargained with, he will reveal (for a high price) knowledge of the magical lore of gemstones, herbal lore, and low-level magic-user spells (material components, casting, and general principles).

Once per round, Bathym can, at will, use one of the following spell-like powers: *pyrotechnics*, *produce flame*, *read magic*, *tongues*, *detect invisibility*, *wall of fire*, *blink*, *teleport*, *ESP*, *confusion*, and (fulfill another's limited) *wish*. Once per day he can cast *feeblemind*, and thrice per day he can use a 4-dice *delayed blast fireball*. Once per day Bathym can use a *symbol of sleep* (19 levels or hit dice or 99 hit points affected; saving throw indicates only nodding and dozing with a 1 in 20 chance per round of awakening fully, and automatic arousal if attacked). He causes *fear* by pointing at a target (one creature only per round, effective only within 5" range; save vs. spell to avoid). At will Bathym can summon 1-3 barbed devils (60% chance of success). Bathym regenerates 1 hit point every 2 rounds.

Description: Bathym dresses in black, and has black-hued eyes, black hooves, and black nails. His skin, horns and tail are a dead, fishbelly-white color. Bathym's forked tail is short and curled like a pig's; he is most sensitive about it and keeps it concealed. When angry, Bathym hisses like a snake when he speaks.

GAZIEL (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 16"

HIT DICE: 116 hit points

% IN LAIR: 55%

TREASURE TYPE: P, S

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12, or by weapon type +5

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 196

Attack/Defense Modes: *All/all*

Gaziel is a duke in the service of Belial, and leads 11 companies of bone devils into battle when called upon by his master. He does nothing he does not have to do, and appears to spend much of his time brooding. In battle, Gaziel is cold and mechanical—a perfect general, never missing or forgetting any aspect of a skirmish or possible tactic. On rare occasions he appears to take some personal interest in such a fight, whereupon he becomes most savage. He fights by spitting acid up to 2" with his forked tongue (3-12 corrosive damage, will eat through metal, hide or cloth), and with whatever weapons are at hand.

Once per round Gaziel can use any one of the following spell-like powers: *pyrotechnics*, *produce flame*, *hold person*, *hold monster*, *read magic*, *know alignment*, *detect invisibility*, *burning hands* (doing 14 hit points of damage), *fly*, *teleport*, *dispel magic*, and (fulfill another's limited) *wish*. Once per day he can *slay living* (one creature, by touch), and twice per day he can *paralyze* a victim within 4" by pointing at the character or creature (save vs. paralyzation to avoid). Once per day he can use a *symbol of hopelessness*. Gaziel radiates *fear* in a 2" radius at will. He can *summon* 1-3 bone devils with a 60% chance of success. Gaziel regenerates 1 hit point every 2 rounds.

Description: Gaziel has a white, skull-like head with hollow eye sockets and small, curling pink horns, so that from a distance he resembles a bone devil. He has a brown to blood-red hued humanoid body, a red forked tail, and black hooves. His tongue is long, slim, purple-red, and forked. His wrists and knees have bulbous, bony joints, and his elbows have hooked spurs (1-6 gash damage).

5. STYGIA

The fifth plane of the Nine Hells derives its name from the Styx, the mighty river of black, opaque water that falls from the endless encircling mountains and swells into a vast salt swamp that fills much of the plane. Stygia is ruled by Geryon from his huge castle, Tantlin, which lies at the center of the plane, the swamp curving about it for slightly less than half the run of its high stone walls. Stygia is a chilly place, lit by lightning flashes and "cold fires" (weird white flames that are freezing cold and do 2-12 points of damage per round of contact) that burn on rocky peaks for some time after a lightning strike. It is not known precisely what these flames feed on—they appear to blaze on bare rock—and they leave no trace on rock or ice. Much of Stygia's landscape is high, tumbled rock and ice. Avalanches and electrical storms are common, and "shooting stars" of ice sometimes hurtle across the sky from the peaks, smoking, to plunge into the swamp far below.

The swamp itself is constantly disturbed by splashes and wails, for it is the abode of the styx devils, who torment lemures constantly unless summoned by Geryon to undertake a mission. Sometimes a bone devil or horned devil will enter the swamp to join in the fun, or to chase a few styx devils, but on such occasions all of the styx devils present will eventually unite to drive them out.

Beneath the swamp lies a cold and lightless ocean, home to giant octopi and squids, whales, and many smaller, blind fish. There are no sharks or killer whales, however, for in the utter depths Sekolah, a great white shark, cruises. She long ago devoured all potential rivals, and now swims supreme, ignored by the devils, as the ruler of her deep realm. If there ever was an aquatic race of any sort at the bottom of this black river—sahuagin, diabolic, or otherwise—there is none now. The sahuagin of the Prime Material Plane worship Sekolah (see the DDG book) but she appears totally disinterested in all matters except where her



next meal is coming from. Much of the upper reaches of the ocean are always frozen (if they were not, much of the vegetation that makes up the swamp would have sunk to the ocean floor long ago), and Sekolah very rarely comes to the surface. When she does, lemures, hell hounds, and devils alike usually make a hasty exit from the surrounding area.

Geryon seldom leaves his great castle. He delights in physically battling lesser devils and captured intruders within the walls of Tantlin, sometimes chasing them for long periods of time throughout the halls of the castle and the gravel-strewn mines nearby, where Tantlin's blocks were and still are quarried, eternally, by captives, spined and barbed devils, and

the like. Geryon delights in luring powerful creatures from other planes (that is, from outside the hells) to Stygia with carefully contrived tales of magic, lore, or other treasure, so that they can be the victims for one of his cruel hunts. Any survivors of these unsporting events go to the quarries. (Geryon, by the way, is immune to the strength-sapping power of the bone devils' tail poison.)

One of the most powerful members of Geryon's retinue is *Herodias*, whose title is magistrate. Herodias is responsible for the security of the realm and the training and ordering of Geryon's legions of bone devils, and for assuming command of the defenses of Tantlin whenever Geryon is hunting.

Geryon's bailiff, *Gorson*, concentrates on external matters. It is Gorson who observes the day-to-day activities and internal politics of the other planes of the Nine Hells, and who (unless Geryon steps in to do this directly) orders and coordinates the styx devils in their individual missions about the planes.

Geryon is perhaps the most satisfied or contented of the archdevils, and the least interested in the endless political struggle among the devils for more power, although he never misses a chance to act to the detriment of his foe Moloch, ruler of the sixth plane, or his other neighbor, Belial. Herodias and Gorson safeguard his interests (under the watchful eye of *Cozbi*, Geryon's consort), gaining much actual power while always acting in Geryon's name, and allowing Geryon to continue his "hunts" by, if not increasing his force and influence, at least preventing their erosion.

Newcomers to Stygia will find that it is cold (why the swamp and the river Styx do not freeze is a mystery to one accustomed to conditions on the Prime Material Plane), with little shelter outside Tantlin, and there is nothing to eat unless one has a taste for the flesh of devils, lemures or hell hounds. (It is not certain if such flesh is edible by humans. Some mad adventurers in the Realms have boasted of eating the flesh of devils, but the truth of their claims is unknown. If their words are true, it is impossible to say if such food is poisonous to some, carries any diseases or parasites, or if it in fact has caused their mental conditions.) Tantlin, however, is said to be richly provisioned and furnished, crammed with the bric-a-brac of centuries of plundering the wealth of other planes. (Before he gained the rulership of his own plane, Geryon was wont to undertake extended pillaging expeditions through the Prime Material Plane whenever summoned there by a foolish mortal—and he always sought out the most dangerous, and richest, foes.)

Geryon's vassals are outwardly loyal, and are often called upon to protect their master's interests. They include Amon, who commands 40 companies of bone

devils; *Agares*, who commands 31 companies of bone devils; *Machalas*, who leads 11 companies of barbed devils; and the pit fiend *Fecor*, who leads 8 companies of malebranche.

The fiefs of these dukes lie between Tantlin itself and the rockiest heights of the endless, frozen mountains, consisting of rising land and many long, twisting rocky canyons and hanging valleys. There are a few remote volcanic rifts in the mountains, commonly known as “steam trenches,” where the malebranche dwell unless ordered elsewhere.

COZBI (Princess of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 14"/24"

HIT DICE: 67 *hit points*

% IN LAIR: 90%

TREASURE TYPE: C, E

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type +4*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (7' tall)

PSIONIC ABILITY: 229

Attack/Defense Modes: *All/all*

Cozbi is consort to Geryon, ruler of the fifth plane of the Nine Hells, and is perhaps the quietest and least forceful of the diabolic princesses—but she is no easy mark. Cozbi watches her master's interests carefully at all times, for she knows well the hatred that both Moloch and Belial hold for Geryon, and she is aware of Geryon's relative weakness among the archdevils. She mistrusts both Herodias and Gorson, and is said by some to be friendly with the outcast devil *Nergal* (see *Avernus* section). In battle, Cozbi throws

poisoned knives (Insinuating Type D; *DMG*, p. 20), and fights with a +1 spear.

Cozbi can employ the following spell-like powers, using them one at a time and one per round: *pyrotechnics*, *produce flame*, *animate dead*, *detect invisibility*, *charm monster*, *charm person*, *suggestion*, *dispel magic*, *know alignment*, *invisibility*, *polymorph self*, *read magic*, *ice storm*, *teleport*, and (fulfill another's limited) *wish*. Four times per day she can cast a 4-dice *lightning bolt*, and once per day she can employ a *finger of death*. She causes *fear* by speaking to an individual (save vs. spell to avoid). She can *summon* (40% chance) 1-2 styx devils or, if she chooses, 1-4 bone devils (70% chance of success). Cozbi regenerates 2 points of damage every turn.

Description: Cozbi appears as a beautiful, unnaturally tall woman with chalk-white skin and long (thigh-length) pale green hair. Her eyes are fiery green and her long nails are black. She wears belted robes and jewelry when in Tantlin, but when fighting or otherwise active strips her garments away, whereupon her diabolic nature is revealed. Her hooves are tiny and delicate, easily concealed by boots, and Cozbi customarily wraps her forked tail about her waist, or hangs it over one arm. Her skin is shaded pink to red on her belly, and red from the hips down, but her arms and upper torso are chalk-white. Her hair usually hides two tiny horns that form a crescent upon the crown of her head, and her canine teeth are slim, vampire-like fangs (1-2 points of biting damage, but in a serious fight Cozbi will rarely let an opponent get close enough to allow her to employ this bite).

GORSON (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 14"

HIT DICE: 126 *hit points*

% IN LAIR: 55%

TREASURE TYPE: A, G, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +7*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: M (6' tall)

PSIONIC ABILITY: 231

Attack/Defense modes: *All/all*

Gorson is Geryon's bailiff, and in this capacity is up to his neck in the intrigues and activities of the hierarchy of the hells. A quiet, careful devil who says nothing he does not intend to, and plans ever for the future, Gorson is acutely aware of Geryon's relative weakness in comparison to the other archdevils. As a result, he always acts to strengthen the standing of “The Great Beast,” but in such a way as to make Gorson himself appear useful, reasonable, and non-committal to diabolic observers—future masters or allies—outside of Stygia. He will be quick to deal with intruders to Stygia, but will seek to keep any items seized or any knowledge gained about intruders from others as much as possible.

Gorson can employ the following spell-like powers, one at a time, and once per round: *pyrotechnics*, *produce flame*, *ice storm*, *animate dead*, *dispel magic*, *detect invisibility*, *polymorph self*, *invisibility read magic*, *friends*, *hold person*, *teleport*, and (fulfill another's limited) *wish*. Gorson causes *fear* by pointing at a target (one creature per round) within 6" range, and can use a *symbol of stunning* once per day. He can *summon* 1 styx devil (25% chance), 1-3 bone devils (60% chance), or 1-2 barbed devils (65% chance). Gorson regenerates 1 hit point per round.

Description: Gorson appears as a yellow-skinned, hawk-nosed man with black-hued eyes, small horns, a tufted lion-like tail, and black hooves. He wears saffron robes and bears a scimitar. His voice is soft and cultured; his advice and arguments always appear sound,

sensible, and convincing. In battle, Gorson appears to let out all of his pent-up feelings and go berserk, exulting in the rough-and-tumble. This is the origin of a saying in the hells, referring to someone hurrying, that the individual looks like “Gorson unleashed.”

HERODIAS (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 18”

HIT DICE: 129 *hit points*

% IN LAIR: 60%

TREASURE TYPE: A, S, G, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12/3-12, *or by weapon type +7*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: *L (8’ tall)*

PSIONIC ABILITY: 236

Attack/Defense modes: *All/all*

Herodias serves Geryon as magistrate, and is a devil of great pride and ambition. He fully expects to one day be master of the Nine Hells, and favors any change in the present regime as a step in his inexorable rise to the top.

Herodias can employ the following powers, one at a time and once per round: *pyrotechnics, produce flame, ice storm, wall of ice, animate dead, dimension door, dispel magic, detect magic, detect invisibility, polymorph self, read magic, suggestion, charm person, hold monster, hold person, teleport, and (fulfill another’s limited) wish.* Herodias causes *fear* by touch (save vs. spell at -2 to avoid). Once per day he can *disintegrate* one creature or item of up to twice his own size, and twice per day he can cast *feeblemind*. Once per day he can employ a *symbol of hopelessness*. He can *summon* 1-4 bone devils

with a 60% chance of success. Herodias is able to regenerate 2 hit points per round.

Description: Large and portly, Herodias has a humanoid body of scarlet hue, and massive, muscled arms. He has a small forked tail and small, bat-like (useless) wings. His face is round and sinister and startlingly human in appearance, and his horns are tall, curving inward and then out again like a goat’s. His hooves are black.

AGARES (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 15”

HIT DICE: 119 *hit points*

% IN LAIR: 60%

TREASURE TYPE: G, P

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: *L (8’ tall)*

PSIONIC ABILITY: 232

Attack/Defense Modes: *All/all*

Agares, vassal to Geryon, is a duke who commands 31 companies of bone devils. He and Amon, Geryon’s most powerful duke, bear no great love one for another, and several times Herodias has had to head off open warfare between the two. Agares customarily fights with a +1 iron-shod staff, but will use any weapons at hand in a fight.

Agares can employ the following spell-like powers, one at a time and one per round: *pyrotechnics, produce flame, know alignment, dispel magic, animate dead, ice storm, detect invisibility, slow, cause earthquake, hold person, hold monster, tongues, wall of ice, teleport, and*

(fulfill another’s *limited*) wish. Agares radiates *fear* in a 1” radius, at will (save vs. spell to avoid). Once per day he can use a *symbol of pain*. He can *summon* 1-4 bone devils with a 65% chance of success, and regenerates 1 point of damage every 3 rounds.

Description: Agares appears as an old man, and has a brittle, quavering voice. He often bears a hawk at his wrist; these birds he captures or bargains for on the Prime Material Plane when summoned thence, and he enjoys training them as messengers or companions. He has gray-scaled, clawed reptilian feet, and a ruddy facial complexion that deepens to a scarlet body skin hue (usually concealed by robes). Agares has a stumpy, gray reptilian tail, and a humanoid body with curved, irregular-looking ribs that make his ribcage look knotted and deformed. Tufts of gray beard are matched by small, stubby gray horns. Agares has watery red eyes and red hooked nails.

MACHALAS (Duke of Hell)

FREQUENCY: *Unique (very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 16”/21”

HIT DICE: 122 *hit points*

% IN LAIR: 60%

TREASURE TYPE: G, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8, *or by weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 60%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: *L (12’ tall)*

PSIONIC ABILITY: 201

Attack/Defense Modes: *All/all*

Machalas is a duke commanding 11 companies of barbed devils at the direction of his master Geryon. The least of Geryon’s dukes in both personal power

and influence, Machalas encourages the feuding between his fellow dukes Amon and Agares, while taking the side of neither, and hopes to appear Geryon's most steadfast and reliable vassal so as to gain the favor of "The Wild Beast."

Once per round, Machalas can employ one of the following spell-like powers: *pyrotechnics*, *produce flame*, *ice storm*, *push*, *blink*, *jump*, *know alignment*, *detect invisibility*, *read magic*, *ESP*, *dispel magic*, *animate dead*, *wall of ice*, *teleport*, and (fulfill another's limited) *wish*. Once per day he can *cause insanity* (save vs. spell at -1 to avoid; see DMG for types) by touch, and once per day he can use a *symbol of stunning*. He radiates fear in a 1" radius at will. He can (70% chance of success) summon 1-3 barbed devils. He regenerates 1 hit point every 2 rounds.

Description: Machalas appears as a tall, thin humanoid with black, scaly skin, a black forked tail, black cloven hooves, large black batlike wings, and large jaws (2-8 damage from bite in combat). A nimble flyer, he usually wields a +2 axe or a normal spear in combat. His horned head is a startling fiery red, and his eyes are slanted and entirely white, so that they appear to have no pupils or irises unless examined very closely. His face appears ugly and batlike (the jaws most prominent), and his voice is a soft, menacing, hissing tone.

6. MALBOLGE

The sixth plane of the Nine Hells is ruled by Baalzebul through his viceroy Moloch (Baalzebul's own abode is not on this plane). Moloch is continually ordered about by his lord and watched by the tribune Bileth, for Baalzebul fears that to allow the Grand Duke to rest undisturbed here for long would enable him to somehow wrest control of Malbolge from the Lord of the Flies.

An outsider might well wonder why Moloch would want to rule such a place, for nothing grows in Malbolge. It is a plane of craggy, tumbled black stone

and ash, filled with stinking vapors, smokes, fire pits, and huge caves and caverns. The air is always hot and choking, and intruders will find that anything flammable remaining in contact with the ground for more than 4 rounds (such as dry wood, paper, hair, dry cloth, and the like) must save versus (normal) fire or burst into flames. Any such substances that are almost continually in contact with the ground (e.g., the soles of boots) must save at the end of every 4-round period.

Malbolge is a noisy place, populated by tormented lemures, malebranche, and occasional spined and styx devils, all of whom suffer at the hands of the cruel Baalzebul (who delights in torture), upon his visits, and the almost equally cruel Moloch. Both

delight in the torture and disfigurement of devils, so many (at least 50%) of the lesser devils found on this plane will hate them to the point of agreeing to active rebellion (if such an effort seems likely to succeed), and such devils are likely (80%) to be missing an arm or leg, or be suffering a similar sort of infirmity, as a result of the amusements of the Grand Duke and his master.

Malbolge is continually patrolled by pairs of malebranche who report to their commander, the pit fiend Bethage; to the legate *Tartach*; or to Moloch himself (or to Baalzebul, if the Lord of the Flies is present). Intruders are always brought alive to the horned devils' commander for torment and questioning (or the malebranche patrol themselves will suffer in the



intruders' place). Few intruders escape, and fewer still are allowed to live for any length of time, for Baalzebul jealously grasps and guards all power and knowledge that he can, seeking to keep it from other archdevils (particularly Mephistopheles and Asmodeus), so as to eventually gain the power to rule all of the hells.

Moloch moves with his consort *Lilith* from fortress to fortress of the malebranche upon Baalzebul's orders (usually brought by the herald Neabaz). Tartach is Moloch's deputy and ambassador to the vassal dukes and to visitors, and *Bileth* is the tribune installed by Baalzebul as a watchdog upon Moloch and others who would take control of the plane. Baalzebul finds it a continual struggle to retain two planes under his own sway, in a diabolic society where all are ambitious and there are not enough planes to go around. All of the vassals and assistants to Moloch, including *Lilith*, are regarded as loyal to Baalzebul, although Tartach and *Lilith* (who feel largely powerless in the current regime) might support a strong bid to seize Malbolge by another archdevil.

The defensive forces of Malbolge consist of nine companies of malebranche under the command of the pit fiend Bethage, and sixteen companies of bone devils led by the pit fiend Herobaal.

LILITH (Princess of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 16"/30"

HIT DICE: 71 *hit points*

% IN LAIR: 80%

TREASURE TYPE: C, I, S

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12, or by *weapon type* +5

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: *L (9' tall)*

PSIONIC ABILITY: 222

Attack/Defense modes: *All/all*

Lilith is consort to Moloch, viceroy of the sixth plane of the Nine Hells. She is held in high regard by many witches on the Prime Material Plane, who hold (and keep secret from others) the rituals for summoning her thence. *Lilith* serves Baalzebul, but her loyalty is not what it used to be; she feels largely powerless in the current regime, and resents being moved here and there at Baalzebul's behest. She often works with the legate Tartach, who is of like mind. *Lilith* is personally most attractive, and many devils will do her small favors as a result.

Lilith can employ at will the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, animate dead, ESP, dispel magic, read magic, tongues, charm person, detect invisibility, darkness 15' radius, invisibility, suggestion, know alignment, polymorph self, fireball (2d6), teleport*, and (fulfill another's limited) *wish*. Twice per day *Lilith* can employ a *finger of death*, and once per day she can hurl a (4d6) *lightning bolt*. She radiates *fear* at will in a 2" radius (save vs. spell at -2 to avoid). *Lilith* can *summon* 1-2 malebranche with a 60% chance of success. *Lilith* regenerates 3 points of damage every turn.

Description: *Lilith* appears as a beautiful, curvaceous human female of giant stature, save that her eyes are glowing white (pupils and all), her skin is crimson, and she has hooves, a serpent's tail, and small curving horns. She rarely wears garments, cloaking herself in *darkness* (see above) when *summoned* if she deems it necessary. She fights with any weapons available but prefers to strike with her tail, which does 2-12 constriction damage per round; it is long and strong enough to immobilize one M-sized target. She usually bears a slim scimitar or a barbed whip (two 10' strands with metal barbs; these do 1-8 base damage each and can strike the same or

adjacent targets; they can entangle weapons or limbs, but she rarely employs them thus, fearing damage to the weapon). Significantly, a deep lash welt is commonly known in the hells as "*Lilith's Mark*."

TARTACH (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 12"

HIT DICE: 114 *hit points*

% IN LAIR: 75%

TREASURE TYPE: C, I, P

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type* +7

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: *L (10' tall)*

PSIONIC ABILITY: 212

Attack/Defense modes: *All/all*

Tartach serves Baalzebul as legate to Moloch, the viceroy of Malbolge. His loyalty to Baalzebul is outwardly strong, but Tartach feels relegated to a position of minor importance, when elsewhere in the hells many of lesser strength have higher standing. If an archdevil made a bid to gain control of Malbolge that seemed likely to succeed—or if Moloch were menaced in some way—Tartach might aid the attempt, or at least not move to block it. Tartach has a dark, cruel sense of humor, and enjoys tormenting weaker creatures. He fights with a *flame tongue* sword and a *rope of entanglement*.

Tartach can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, fireball (3d6 damage), dispel magic, detect invisibility, know alignment, hold monster, wall of fire, teleport*, and (fulfill another's limited) *wish*. Once per

day he can use a *symbol of stunning*, and once per day he can *feblemind* another creature. Tartach causes *fear* by eye contact (save vs. spell at -3 to avoid effects) on any creatures (one target per round) within a 4" radius. He can *summon* 1-2 malebranche (with a 70% chance of success). Tartach regenerates 2 hit points per round.

Description: Tartach appears as a human of giant stature wearing a beard and mustache and with stubby, hooked horns on his forehead. He has no tail, but his feet have the pads and fur (but not the claws) of a lion, and his skin is of a fiery orange hue. He wears robes of black or purple silk, and walks with cold dignity.

BILETH (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 14"/21"

HIT DICE: 121 *hit points*

% IN LAIR: 75%

TREASURE TYPE: C, P

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12, 2-12

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: L (9½' tall)

PSIONIC ABILITY: 224

Attack/Defense modes: *All/all*

Bileth serves Baalzebul as tribune on Malbolge, acting as a watchdog and a check on the actions of Moloch. Bileth speaks with the authority of Baalzebul, but stands apart from the regime run by Moloch, serving as a justiciar independent of the viceroy. Moloch can do nothing against Bileth, and must submit to his commands, but has tried to

undermine the tribune's effectiveness in Malbolge by spreading the word among the malebranche that Bileth is insane.

Bileth can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics*, *produce flame*, *wall of fire*, *anti-magic shell*, *dispel magic*, *detect invisibility*, *know alignment*, *charm person*, *suggestion*, *ESP*, *tongues*, *detect lie*, *repulsion*, *teleport*, and (fulfill another's *limited*) *wish*. Once per day he can use a *death spell*, and twice per day he can cause a *flame strike*. Bileth causes *fear* by touch (save vs. spell at -2 to avoid) and can summon 1-2 malebranche (75% chance of success) or Baalzebul himself (5% chance of success). Bileth regenerates 2 hit points per round.

Description: Bileth appears as a large man clad in gilded coat-of-plate. He uses weapons only in a pinch, preferring to fight with his fists (2-12 damage each), backed up by his massive Strength. He is bearded, crimson-skinned, and has horns and hooves. He is tailless, but has large black batlike leathery wings. Once per day he can breathe fire (in a cone 25' long and 10' wide at its end, doing 3-18 damage; save vs. breath weapon for 2-12), but he will do this only if angered or hard-pressed.

7. MALADOMINI

The seventh plane of the hells is also ruled by Baalzebul, who dwells there in a great fortress of black stone. Baalzebul's fortress, Malagard, sprawls for many miles, and consists of countless black spired towers linked by many open and covered bridge-spans that crisscross and slant crazily in all directions. Here Baalzebul is attended by his consort *Baftis*, his herald *Neabaz*, and his marshal *Barbatos*, plus malebranche and many lesser devils of all sorts whom he has commanded to service. Malagard's rooms, passages, and dungeons are so vast and numerous that it is said not even the Lord of the Flies himself has visited all of them. Most of those who escape cells of torment in Malagard flee to the dungeons, seldom penetrated

very deeply by the devils, and many weird creatures are said to roam this lightless underworld.

The fortress above contains many rich and sumptuously furnished chambers, many cells for prisoners and for larvae awaiting use, and rooms upon rooms that are choked with garbage. Filth of all sorts, including carrion and anything that is broken and useless (for none of the devils here can be bothered to repair anything) is carried to neglected areas of Malagard by servant spined devils, and tossed into any unused space, so that entire towers of the fortress are crammed with reeking debris.

Outside, the plane of Maladomini is very similar to Malbolge: hot underfoot (see Malbolge, above, for effects on flammable objects) and filled with stinking vapors, earth tremors and underground explosions, fire pits, smokes, and huge caves and caverns. Maladomini's surface is also despoiled by vast quarries where lesser devils and enslaved prisoners toil ceaselessly to cut the stones from which Malagard and the castles of the malebranche are built. Roads wind and crisscross the landscape from quarry to quarry to the various castles, and the entire plane is littered with the tumbled ruins of long-ago cities and towers, and the ever-larger new works.

Great arched bridges, carved with diabolic faces, span the rivers of molten lava that cut across Maladomini, and from the rivers canals have been cut to carry the liquid fire, so that it encircles every castle of the malebranche with a moat of leaping flames. The rivers of lava are swelled by volcanic cascades and eruptions, and run in the end to a great sea of lava that seems to encircle the plane. Within this sea are a ring of volcanic mountains, and within this ring lies the confusion of Malagard, malebranche castles, ruins, roads, and quarries. Baalzebul is said to have vast collections of gems and plants (the latter tended continually by enslaved creatures) in Malagard, but no green things grow in this plane outside Malagard's walls.

Neabaz (as herald) is the only devil allowed by Baalzebul to move freely about the hells. Barbatos

is charged with the duty of arranging malebranche messengers and weaponry so that the armies of Maladomini can be gathered quickly for battle. These malebranche armies—60 companies under the duke *Abigor*, and 28 under the duke *Zepar*—are customarily occupied with the endless construction of Malagard, other fortresses, and linking roads. Spined devils, typically overseen by styx devils or (rarely) bone devils, feed and tend to the wants of the malebranche laborers. Pit fiends are noticeably absent from Baalzebul's service on Maladomini; the Lord of the Flies suspects all such of being spies for Asmodeus, and is reluctant to allow any of the creatures on the same plane he inhabits.

BAFTIS (Princess of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 16"/30"

HIT DICE: 79 *hit points*

% IN LAIR: 80%

TREASURE TYPE: D, G

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8 *or by weapon type +5*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: L (9' tall)

PSIONIC ABILITY: 220

Attack/Defense modes: *All/all*

Baftis is consort to Baalzebul, The Lord of the Flies. A quiet, subservient consort, she is more than a little afraid of her lord, and rarely acts on her own behalf without specific permission from him. Baftis is somewhat proud and will be outraged if her person or belongings are threatened by lesser creatures. Her



fanged bite does 28 points of damage. She normally carries a bronze spear.

Baftis can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, wall of fire, wall of smoke (= fog), animate dead, dispel magic, charm person, suggestion, detect invisibility, darkness 15' radius, paralyzation (= hold person or monster, by touch, lasts 1-3 turns; save vs. paralyzation to avoid), teleport, and (fulfill another's limited) wish*. Once per day Baftis can employ a *finger of death*, and thrice per day she can *heal* herself or others (by touch). She causes *fear* by speaking to a creature within 3" (save vs. spell at -1 to avoid). Baftis can *summon* 1-3 malebranche with a 70% chance of success. She regenerates 1 point of damage every 3 rounds.

Description: Baftis appears as a tall, attractive, but rather forbidding human female, save for her tall, spired horns, batlike wings, crimson skin, and hooves. She has no tail, and—unusual for a devil—eyes of lavender hue. She almost always wears loose, open robes; it is said she is sensitive about the lighter shade of her skin down her back—of a human, almost ivory hue. Once a human on the Prime Material Plane uttered an oath mentioning “the pearly spine of Baftis,” and she took that as a summons, appearing and rending the unfortunate with her jaws and claws (which do 1-3 damage each when she is weaponless).

NEABAZ (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 16"/30"

HIT DICE: 124 hit points

% IN LAIR: 15%

TREASURE TYPE: *See below*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6 or by weapon type +4

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: M (6' tall)

PSIONIC ABILITY: 190

Attack/Defense modes: *All/all*

Neabaz serves Baalzebul as herald, and as such is rarely idle. He respects his master and likes his work, for he is placed in the Nine Hells well above any station he could achieve by his own means, due to his association with the Lord of the Flies.

Physically weak in comparison to other greater devils, Neabaz has by Baalzebul's orders been provided with magical weaponry to augment his means of personal defense. His bare fists do only 1-6 damage each, and his chief attack is blood drain: When his human-like mouth is open, he can extrude a foot-long proboscis from within, and suck blood (1-6 points per round, both upon initial contact and thereafter for as long as he can grip the victim). Neabaz is careful and polite at all times, fearing to offend an archdevil (and any creature may be a polymorphed archdevil, to his slightly paranoid mind).

Neabaz can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, fireball (2d6), dispel magic, detect magic, read magic, read languages, tongues, know alignment, detect invisibility, teleport, and (fulfill another's limited)*

wish. Once per day he can *slay living* (by touch), and at will he can cause *fear* in a 2" radius. Neabaz can *summon* (40% chance of success) 1-3 malebranche, or (50% chance of success) 1-4 bone devils. He regenerates 1 hit point every 2 rounds.

Description: Neabaz appears as a smoothly polite, cold-blooded, and very handsome man—save for his tiny pointed horns and transparent, housefly-like wings. He is customarily garbed in black tunic (open at the shoulders to accommodate his wings) and breeches, with a hat and cape of rich, blood-red silk. The cape is magical, having the ability to give forth an aura of flames (treat as a "cold version" *fire shield* that will not harm Neabaz's wings) up to four times every 24 hours at the wearer's will, each aura lasting up to three rounds as desired. Neabaz also bears a *flame tongue* blade that, when grasped, can *know alignment* of any creature pointed at, and fire 9 *magic missiles* (1 missile per spell) every 24 hours. (These items are believed to be of Prime Material Plane origin.) Neabaz carries other treasure only upon Baalzebul's business and explicit orders.

BARBATOS (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 16"

HIT DICE: 122 hit points

% IN LAIR: 60%

TREASURE TYPE: *See below*

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +7*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 212

Attack/Defense modes: *All/all*

Barbatos is the marshal of Maladomini, responsible for all of Baalzebul's armies on that plane, and, through Moloch, administering also the forces of Malbolge. Authoritarian and a shrewd judge both of his warriors and of tactical problems, he has won Baalzebul's respect and limited trust. He has never displayed any personal ambitions, nor (at any time) his true feelings, so that among the hierarchy of the hells his loyalty to his master, and therefore his actions in any change of the status quo, remain unknown. Barbatos moves with lightning speed in battle, having two weapon attacks per round. He carries treasure only upon the orders and specific business of Baalzebul, and wears a gray cloak with a green hood fringed in scarlet.

Barbatos can at will use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, dispel magic, detect invisibility, detect lie, detect magic, charm person, fly, know alignment, tongues, speak with animals, repulsion, wall of fire, teleport, and (fulfill another's limited) wish*. Once per day he can use a *symbol of sleep*, and six times per day he can cast a 4d6 *fireball*. Barbatos breathes *fear* in a cone up to 4" distant, 2" wide at its furthest extent (save vs. breath weapon to avoid). He can *summon* 1-4 malebranche with a 70% chance of success, and regenerates 2 hit points per round.

If summoned to the Prime Material Plane, Barbatos will always appear with 2-8 malebranche. On that plane, he can track as a ranger, *pass without trace*, and *move silently* if he wills; *break wizard locks* by touch; and *detect treasure* (of a metal or mineral nature, as in the *wand of metal and mineral detection*) in a 3" radius. Those who know how to *summon* him are few, because he and his malebranche guard can usually destroy them or bear them to the hells for torment.

Description: Barbatos appears as a bearded, horned man-like giant with crimson skin, black hooves, and a tail. His eyes are green, and he talks with a rich, persuasive voice.

ABIGOR (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVE: 14"/22"
 HIT DICE: 120 hit points
 % IN LAIR: 65%
 TREASURE TYPE: A, I
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-16 or by weapon type +7
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Lawful evil*
 SIZE: L (7½' tall)
 PSIONIC ABILITY: 210
 Attack/Defense modes: *All/all*

Abigor is a duke in the service of Baalzebul, commanding 60 companies of malebranche. He enjoys destroying other creatures in battle, and will not miss a chance to fight a weaker opponent. He wields a +2 battleaxe and a mace, and if he loses these in a skirmish he will employ anything available. Weaponless, he strikes with one massive fist while warding off attacks with the other. A blow from his hand does 2-16 damage.

Abigor can use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, animate dead, dispel magic, speak with dead* (who can have been dead for up to 600 days), *detect invisibility, detect magic, know alignment, tongues, teleport*, and (fulfill another's limited) *wish*. Once per day Abigor can employ a *symbol of stunning*, and once per day he can *spell turn* (as in *ring of spell turning*) a spell cast at him back at the caster (note that he can do this even with a spell that his magic resistance has protected him from). Abigor causes *fear* by touch (save vs. spell at -1 to avoid). He can *summon* 1-2 malebranche with a 70% chance of success, and regenerates 2 hit points per round.

Description: Abigor appears as an ochre-skinned, hairless humanoid with ruddy diabolic features, small horns, black hooves, and a forked tail. He has large crimson batlike wings, and a loud, bellowing voice.

ZEPAR (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
 NO. APPEARING: 1
 ARMOR CLASS: -3
 MOVE: 14"
 HIT DICE: 118 hit points
 % IN LAIR: 65%
 TREASURE TYPE: A, P
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *See below*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 70%
 INTELLIGENCE: *Exceptional*
 ALIGNMENT: *Lawful evil*
 SIZE: M (5' tall)
 PSIONIC ABILITY: 217
 Attack/Defense modes: *All/all*

Zepar is a duke in the service of Baalzebul, and leads 28 companies of malebranche. Vicious and arrogant, he seldom engages in combat, but uses his magical powers and his servants to bully weaker creatures. When in a black mood, he wades into the hapless lemures and dishes out all the punishment he can deliver. He fights with a hand axe and a short sword, both envenomed like those of an erinyes (save vs. poison or faint for 1-6 melee rounds).

Zepar can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, animate dead, spectral force, blink, fly, detect invisibility, tongues, suggestion, teleport*, and (fulfill another's limited) *wish*. His touch can (at will) cause one of the following: *fear* (save vs. spell at -1 or cower on the spot, dropping weapons, if save fails);

lust (cease hostilities and approach the first creature of like race and opposite sex; this effect lasts only 4 rounds and ceases in any case when the affected person is attacked—by Zepar, the intended object of his or her affections, or another); or a *shocking grasp* (11-18 points of damage). Once per day Zepar can *polymorph other* (save at -1) and once per day employ a *symbol of insanity*. He can *summon* 1-3 malebranche with a 70% chance of success, and regenerates 1 hit point per round.

Description: Zepar appears as a slight, dark-complexioned man dressed in scarlet armor, with a grotesque clubfoot and a forked tail. He has small horns (concealed by his helm) and speaks in a grating, contemptuous voice. Beneath his armor (without which he is AC -2) is crimson skin, and a "normal" human foot that has retractile black catlike claws (1-4 raking damage if unbooted).

8. CANIA

The frigid eighth plane of the hells is ruled by Mephistopheles, the mighty Lord of No Mercy or Cold Lord. This scheming archdevil rules the frozen wastes of Caina with the help of his consort *Baalphégor* and his staff: *Barbas*, chamberlain of Mephistar (Mephistopheles' iron citadel) and guardian of Mephistopheles' wealth and treasures; *Adonides*, steward of Caina, who oversees the administration and defense of the realm; and *Bele*, justiciar, who sits in judgement of all disputes within Caina. Mephistopheles is cunning enough to allow the appearance of justice—and thus win the ease and resulting loyalty of his vassals, as well as reassurance for other devils elsewhere in the Nine Hells who might consider supporting him in a bid to overthrow Asmodeus, showing them that an independent judiciary would be installed under the rule of Mephistopheles, were he to become Overlord of Hell.

Malebranche and spined devils staff the iron citadel of Mephistar, which perches high in the icy

mountains at the heart of the plane. Much of Caina is a land of ice-covered boulders and mountains, ruins of stone (for it took the devils long to learn that nothing on the glaciers could withstand the inexorable ice), and sprawling glaciers. *Bifrons*, one of the dukes of Caina, rules from a cold blue palace carved out of the slow-moving ice of a rift in the center of the great glacier Nargus. This glacier is staffed by the ice devils who populate the plane, and by spined devils, who perform the most menial tasks.

Mephistopheles is one of the most careful and suspicious of the archdevils, and the halls and chambers of Mephistar are patrolled and inhabited by devils

in accordance with a strict schedule of activities. Only Bele, Barbas, and Adonides are free of this iron regimentation, and Mephistopheles wants to know where they are and what they are doing at all times. All three devils delight in deceiving their lord as to precisely where they are and what they are doing, but such deceptions are always small things, for they dare go no further in light of the possible punishments.

A visitor will find Caina numbingly cold—without heat, most warm-blooded creatures can only survive for a few hours before suffering chills, later frostbite, and then death. Certainly any such creature that goes to sleep, falls unconscious, or is rendered immobile in

the open without heat will die shortly. Ice devils will be immediately attracted to any fire (note that the raw materials for such a blaze will have to be brought by the visitor, since no combustibles are to be found), and will attack without hesitation. If far from Nargus, an ice devil is not likely to inform Mephistopheles or his staff of the existence of intruders unless there is a chance that other devils have seen them too, and are likely to report them. If a party should escape a lone ice devil, the latter will not warn others of their presence, but will itself remain alert for signs of them.

Were it not for the cold and the lack of food (some tales speak of *remorhaz* or “glacier worms” in Caina, but if any exist they must be very rare), Caina would offer intruders many inviting places of concealment—there are many hidden valleys in the mountains, and countless ice-caves. Corpses, it should be noted, will freeze and be preserved perfectly, so killers of all sorts are advised to seek deep crevasses or snowbanks to conceal such remains.

The dukes of Caina are *Hutijin*, who commands two mighty legions of pit fiends, the nobles of Caina (including *Silcharde*, *Bechard*, *Guland*, *Sphandor*, and *Buldumech*); *Bifrons*, who commands 26 companies of ice devils in Nargus; and *Nexroth*, who leads 16 companies of malebranche. The pit fiends and malebranche dwell in the rocky spires and pits of the outermost fringes of Caina. These are hot regions crisscrossed by colder, steaming, slimy waters which at length give way to marches of icy ooze which rise at length into the frozen mountains of the plane’s interior.

The strength and ambition of the pit fiends (particularly those named above) are a weakness in Mephistopheles’ control over his own plane—a weakness encouraged and delighted in by his foes—particularly *Baalzebul*, who has spies among the malebranche, and seeks to foster unrest. Only a few of the pit fiends remain strictly loyal to Mephistopheles (without *Hutijin*, the Cold Lord would soon face open revolt and could not hold the plane). Most seek to gain



the most power they can in any change of rulership, and favor dissent and change among the archdevils as the only way to better their own lot. None have openly defied Mephistopheles yet, but a time will come... unless, of course, Mephistopheles defeats Asmodeus, whereupon their loyalty will be loudly conspicuous. Mephistopheles is openly distrustful of Nexroth, who is totally selfish and loyal only to himself; he will do whatever seems best for his own advancement. Nexroth retains his command only because he seems the most reliable of the pit fiends, and Mephistopheles dares not allow open conflict within Caina for fear that another archdevil would take advantage of the situation. If not for this, the Cold Lord would cheerfully shift the command whenever it suited him, playing the pit fiends off against one another indefinitely.

BAALPHEGOR (Princess of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: 1
ARMOR CLASS: -2
MOVE: 19"/29"
HIT DICE: 82 *hit points*
% IN LAIR: 90%
TREASURE TYPE: R, X, Z
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 80%
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Lawful evil*
SIZE: M (5½' tall)
PSIONIC ABILITY: 229
 Attack/Defense modes: All/all

Baalphegor is consort to Mephistopheles, and a most highly regarded she-devil. Personally attractive (and a practiced diplomat), she is charming in manner and

artful in thought; she has invented many of the strategies and devices used in the hells. Asmodeus regards her as one of his most valuable assets, and tolerates the machinations of Mephistopheles largely because of her. Baalphegor's own desires are seldom revealed; she appears loyal to the hells and devoted to Mephistopheles, and manages to avoid making a distinction between the two.

Baalphegor can use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, animate dead, dispel magic, charm person, suggestion, detect invisibility, enchant an item, permanency, teleport*, and (fulfill another's *limited*) *wish*. Once per day Baalphegor can employ a *finger of death*, once per day unleash *chain lightning*, and once per day *heal* herself. She causes *fear* (2" range) by pointing at the desired creature (save vs. spell at -2 to avoid). She can summon 1-2 devils with a 75% chance of success. Baalphegor regenerates 1 point of damage every 4 rounds.

Description: Baalphegor is a musical-voiced, beautiful female, apparently human, save for her ruby-red eyes, forked tail, and slim, delicate leathery wings. Her feet are human in appearance, and she is sleek and curvaceous, with cinnamon-brown skin. She appears young and carefree, but when angered her light voice can crack like a whip, and her eyes flash fire.

BELE (Duke of Hell)

FREQUENCY: *Unique (Very rare)*
NO. APPEARING: 1
ARMOR CLASS: -3
MOVE: 14"/20"
HIT DICE: 112 *hit points*
% IN LAIR: 95%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: *By weapon type +8*
SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 70%
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: M (6' tall)
PSIONIC ABILITY: 232
 Attack/Defense modes: All/all

Bele serves Mephistopheles as justiciar of Caina, spending most of his time in the fortress of Mephistar, dispensing impartial justice within the Cold Lord's realm. Some in Caina (among the pit fiends) openly doubt if Bele's justice is impartial— it is true that Mephistopheles does not intervene on a case-by-case basis to overrule or influence his judgments. Mephistopheles and Bele do agree upon (and periodically discuss) the basic principles and some specific details of what precisely "justice," in Caina, is and should be. As a result, Bele's judgments are opposed to any rebellious or disorderly actions, although they occasionally stand against Mephistopheles' orders. Perhaps the most important fact in the matter is that Bele would not have his present office without the permission of Mephistopheles; if Bele's judgments ever run too much against his master's will, that office will end. Bele has no real treasure, on Mephistopheles' orders.

Bele can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, ice storm, ESP, detect lie, know alignment, tongues, read magic, read languages, hold person, hold monster, fools gold, legend lore, teleport*, and (fulfill another's *limited*) *wish*. Twice per day he can cause a *flame strike*, and once per day he can *banish* (as in the spell *banishment*) a creature (or creatures) of up to 16 levels or hit dice to its own plane. Bele causes *fear* by voice tone in a 6" radius (save vs. spell at -3 to avoid). He can summon 1-3 ice devils (60% chance of success), or 1-2 pit fiends (30%). Bele regenerates 1 hit point per round.

Description: Bele appears as a tall, handsome, hollow-eyed man with ivory skin, a curling beard and pencil-thin mustache, a low, nasal voice, tiny horns, and long black robes. Beneath the robes are concealed a short forked tail, a crimson-skinned lower torso, and a belt bearing Bele's black rod of office (equivalent to a *rod of smiting*) and a *dagger of venom*. When Bele disrobes, his leathery wings can spread to a surprisingly large (20') wingspan.

ADONIDES (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 16"/28"

HIT DICE: 121 hit points

% IN LAIR: 55%

TREASURE TYPE: R, X, Z

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +7*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (8' tall)

PSIONIC ABILITY: 228

Attack/Defense Modes: *All/all*

Adonides serves Mephistopheles as the steward of Caina, responsible for the security and internal stability of the realm. His experiences thus far have made him mistrust all pit fiends (even watching the dukes Nexroth and Hutijin with a wary eye), and to suspect every ice devil and malebranche of being a spy for Baalzebul. Adonides is naturally cruel and high-handed, and—since Barbas is chamberlain of Mephistar, and the steward has no authority there—the steward of Caina spends much of his time roaming the plane with a guard of 16 ice devils, searching for and punishing intruders and those

who misbehave or act to betray Mephistopheles. In battle Adonides bears a twisted, spiked +1 staff (1-8 +1 damage, +7 if Adonides wields it) with which he can strike twice (against 2 different targets, if he so wishes) in a round.

Adonides can use the following spell-like powers, one at a time and once per round: *pyrotechnics*, *produce flame*, *ice storm*, *wall of ice*, *cone of cold* (1d4 +16 damage), *lightning bolt* (4d6), *detect lie*, *know alignment*, *dispel magic*, *teleport*, and (fulfill another's *limited*) *wish*. Once per day Adonides can *heal* himself (or another, by touch), and once per day he can use a *symbol of stunning*. He causes *fear* by pointing at the desired creature (one target per round; save vs. spell at -1 to avoid), and can *summon* 1-6 ice devils (70% chance of success) when desired. He regenerates 2 hit points per round.

Description: Adonides appears as a young, long-haired, darkly handsome man of giant stature. He has unusual glittering black eyes and a fanged grin. The hair hides two small horns; Adonides wears robes to hide his short forked tail and scarlet torso.

BARBAS (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 16"

HIT DICE: 110 hit points

% IN LAIR: 95%

TREASURE TYPE: R, X, Z

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *By weapon type +7*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (10' tall)

PSIONIC ABILITY: 224

Attack/Defense Modes: *All/all*

Barbas serves Mephistopheles as chamberlain, running the citadel of Mephistar and seeing to the security of Mephistopheles' treasure. Proud and arrogant, Barbas is as openly cruel as any devil in Caina is allowed to be under the rule of Mephistopheles. Totally unscrupulous and dishonest, Barbas is kept in check—and the treasure in his care where it is supposed to be—by the combined scrutiny of Bele, Adonides, and Mephistopheles himself. He retains his position by the brilliant deceptions he practices in the name of security, catching or misdirecting the spies of other archdevils and deflecting the greed of those native to Caina. Barbas is lazy and gross-bodied, but snake-quick in battle, and attacks twice per round with his *staff of striking*. He also bears a goad, which is an iron rod topped with a hook at one end. It was fashioned by a chaotic good smith, and does 4-24 damage to devils and other LE creatures, but only 2-8 damage to others (of S or M size; only 1-6 vs. L). Barbas also bears a *dagger of venom* (perhaps more than one) hidden about his person.

Barbas can employ the following spell-like powers, one at a time and once per round: *pyrotechnics*, *produce flame*, *wall of ice*, *lightning bolt* (2d6), *detect lie*, *ESP*, *tongues*, *hold person*, *shield*, *teleport*, and (fulfill another's *limited*) *wish*. Once per day Barbas can use a *symbol of insanity*, and once per day he can *slay living* (by touch; saving throw at +1). Barbas causes *fear* by eye contact (at will, one victim per round, 4" effective range). He can *summon* 1-3 ice devils (60% chance of success), or 2-8 spined devils (70%). He regenerates 1 hit point per round.

Description: Barbas appears as a giant, bearded man with large lips and an enormous belly. He wears voluminous robes, which conceal his forked tail, hooves, and crimson skin covered with thick, oily black hair.

BIFRONS (Duke of Hell)

MOVE: 18"

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

HIT DICE: 141 hit points

% IN LAIR: 65%

TREASURE TYPE: R, Q(x6), Z

NO. OF ATTACKS: 2

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 228

Attack/Defense Modes: *All/all*

Bifrons is a mighty duke, leading 26 companies of ice devils into battle at the behest of Mephistopheles. The Cold Duke rules the glaciers of Caina's interior from his ice palace in Nargus, and appears both vigilant and loyal to Mephisto. Bifrons is a clear-headed, rather dispassionate philosopher. He enjoys arguments and contests of reason and logic, but does not let these distract him from more pragmatic concerns. (Bear in mind that Bifrons is exceptionally intelligent and lawful evil, and will approach and leave all such arguments convinced that a social order wherein the stronger rule the weaker is the only practical way to exist, and that good promotes incompetence and mediocrity.)

Bifrons collects gems, enjoys skillful ice sculpture (although doing none himself), has a natural knack for navigating (knowing where he is, even on the Prime Material Plane, and intuitively knowing accurate compass directions), and, has the awesome strength of a cloud giant. He bears an envenomed scimitar (with effects as for the weapon of an erinyes) and a flail (each doing +7 damage in Bifron's hands),

but usually fights barehanded, each fist striking for 4-24 damage. He is immune to cold damage of all types (including magic and dragon breath).

Bifrons can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics*, *produce flame*, *dispel magic*, *ice storm*, *cone of cold* (6d4 +6 damage), *detect magic*, *detect invisibility*, *teleport*, and (fulfill another's *limited*) *wish*. Once per day he can unleash *chain lightning* (7d6 damage), and once per day use a *symbol of stunning*. He causes *fear* (6" range) by eye contact (save vs. spell at -2 to avoid). He can *summon* 1-6 ice devils with a 70% chance of success. (If Bifrons is encountered in Nargus itself, 9-12 ice devils will be in attendance about him.) Optionally, he can *summon* 1-8 spined devils (60% chance of success). Bifrons regenerates 2 hit points per round.

Description: Bifrons appears as a wingless, gray-skinned and heavily muscled devil with stubby horns on his brow, a humanoid torso, and a snake-like lower body (from the hip down, with no legs). He has totally white, slanted eyes, large nostrils and mouth, and a deep, rumbling voice.

9. NESSUS

The vast and gloomy ninth and nethermost plane of the hells is known as Nessus, or Cocytus (after the lake therein), and is the personal realm of Asmodeus, Overlord of the hells. Asmodeus inhabits a grand palace, a fey court of darksome beauty, which rests upon the floor of the lowest rift in Nessus. If this abode has a name, it is little used and unknown to men. It is known that smoke rises from its very stones when they are trod by one not of lawful evil alignment, and that Asmodeus has gathered here all objects that he finds beautiful (including much seen as beautiful by man).

It is known that Asmodeus can summon each archdevil to his court here, once a year, but more details of his palace are few indeed, understandably, since few travelers return whole to the Prime

Material Plane after being in the clutches of the Great Devil himself. All manner of beings may be found within its extensive halls, for Asmodeus, a master strategist, makes use of all the powers and talents available in the hells to further his own ends. His bodyguards and personal servants are the mighty pit fiends; outside of the palace, one is more likely to encounter them in Nessus than any other creature, for they are constantly flying here and there at the Overlord's bidding. Knowledge of the geography of Nessus is similarly incomplete and possibly inaccurate, but it is known to be a rocky, misty realm that holds many dangers for the unwary.

Lethe, the river of forgetfulness, winds aimlessly about Nessus; no mortal has ever found its source or outflow. All creatures who touch its clear green waters (except devils, who are immune to Lethe's power) must save vs. poison or be permanently *feeble-minded* (only a *wish*, *alter reality*, or *limited wish* will reverse this), and even if cured, victims will lose all memories of the time preceding their cure. Some say that the river Lethe flows through dimensional space in some incomprehensible way, and thereby also flows on the Prime Material Plane. It may thus provide another entry and exit to the deepest plane of the hells—but if any have traveled this route and survived, they do not talk of it.

The lake of Cocytus lies far from the palace of the Overlord, high up in a bowl of rock surrounded by crags. It is frozen; a glassy-smooth surface of ice tens of feet thick—and within the ice are trapped the bodies of all who have ever ventured across it, for the ice always rises suddenly, in jaws, to engulf them. A *dispel magic* or *slow* will slow this action enough for a creature to escape or be helped clear, in haste, and a *wall of force* or even a *wall of ice* will temporarily jam the jaws open and also permit escape. A *shatter* spell or the physical force wielded by most creatures will not affect the ice, but a *crystalbrittle* spell cast upon it will render the ice fragile (to the extent of the spell's area of effect), subject to the effects of all normal

weapons and implements, and a *hammer of thunderbolts* will shatter it easily (perhaps also damaging a trapped victim). Any magical and/or natural combination of strength equal to a storm giant's (such as the natural might of Asmodeus or Geryon) can affect the ice of Cocytus.

On the slopes between the crags that surround the Lake of Fear (Cocytus) and the winding river Lethe stands a huge wood of trees whose leaves are always burning, but are not consumed by the flames. A blazing branch taken from one of these trees will burn—equal in heat and fire effects to a normal blaze, doing 1–4 points of burn damage per contact—ceaselessly, even if taken to another plane. Water, cold, winds, lack of air, etc., will not douse it, nor will water- or cold-related spells. Nothing short of a *limited wish* will douse it while in the hells; outside the hells, a *dispel magic* or contact with the area of effect of a *protection from evil* (for such a branch is strongly evil) will extinguish it forever, but *affect normal fires* will have no effect. If a branch is broken off, it will bleed, yielding a small quantity of blue-green ichor, a substance fabled in magical lore as an ingredient in many potions, spell inks, and processes for the making of magical items.

Within the course of the river Lethe is the central area of Nessus, a region of twisted and scorched rock broken by many rifts and knife-edged ridges, and within this area the firewinds sweep. A firewind is a permanent *wall of fire* (as in the spell) of triple strength and damage, typically up to a quarter of a mile in length, that sweeps over the ground in the forefront of a howling wind (26" movement rate). The firewinds blow at random, and may join or break apart in accordance with the topography of the land or for no apparent reason. Usually they will sweep over a creature on the ground in a single round, enveloping it briefly for 4–24 points of damage (save for half damage). Loose garments, small birds, and so forth may be blown away with the firewind, but in its wake there is relative calm. The bones of many

creatures litter this inner desolation of Nessus, and a traveler will find that the rifts grow deeper as one heads inward, so that the bottom of the lowest plane of the hells is a huge bowl or gulf. Here the air is always smoky, and the firewinds howl, and here, at the bottom of the lowest rift (where the firewinds do not reach, but pass overhead) is the infernally grand palace of Asmodeus. Some sages say that in the center of the palace is a great *gate* that will allow transport from this place to any plane (of the user's choice) in the multiverse. This gate, they say, will allow passage of any number or amount of creatures and objects, and Asmodeus cannot destroy it or affect its operation. (Devils and other creatures of lawful evil alignment attempting to use it, regardless of power,

will be destroyed.) Some believe that the Overlord deliberately built his palace atop it so as to control access to and from the hells; somewhere in the Prime Material Plane, it is hinted, lies the way into the Nine Hells via this gate. The existence of this gate is supported by the legend that to escape the hells, one must descend to the deepest part of the plane. The maker of the gate is unknown, but is probably one or more of the greater gods.

Asmodeus rarely leaves his palace, making his will known and acted upon by servants of apparently unshakeable loyalty. *Adramalech* serves him as chancellor, recording the numbers, acquisitions, and transformations of the lemurs and larvae, torments suffered by devils, the names of those who serve the



diabolic on other planes, and the making and terms of all pacts and contracts. The Keeper of the Records answers to no one but the Overlord himself, and has his own tower in the palace, ringed at all times by six pit fiends. This guard detail is ordered by the pit fiend Baalberith, major domo of the palace, probably at the behest of Asmodeus, and is little liked by Adramalech. A similar guard rings the chamber or person of *Bensozia*, consort to Asmodeus, at all times. Another 54 pit fiends round out the palace guard. *Phongor* is the most feared devil in Nessus, after Asmodeus himself; he serves Asmodeus as inquisitor, and little information escapes his probing questions and methods of persuasion.

The greatest pit fiend of all, the awesomely scarred, broken-winged Alastor, serves Asmodeus as executioner. His strength is that of a storm giant's, and he never speaks. It is said in the hells that if all were swept away and Asmodeus could choose but one devil as a companion, that one would be neither consort nor lieutenant, but Alastor the Grim. Another pit fiend, Martinet, is constable of Nessus, responsible for the personal armies of Asmodeus. These armies camp eternally around the palace, and their generals confer often with the Overlord. These proud dukes are: *Buer*, who commands 15 companies of pit fiends; *Morax*, leader of nine such companies; *Bune*, general of 30 companies of malebranche; *Rimmon*, head of five companies of ice devils; and *Zagum*, leader of 30 companies of barbed devils. It is said that the nycadaemon Daerith once appeared unannounced over the lake of Cocytus and flew toward the palace of Asmodeus, and before it reached the crags about the lake was destroyed utterly, torn apart bodily by pit fiends on patrol. With such guardians, it is small wonder why the mysteries of the plane are so many, and the visitors who return whence they came so few.

BENSOZIA (Queen of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 18"/26"

HIT DICE: 86 *hit points*

% IN LAIR: 95%

TREASURE TYPE: C, R, X

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 80%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: M (6' tall)

PSIONIC ABILITY: 261

Attack/Defense modes: *All/all*

Bensozia is the consort of Asmodeus, and staunchly supports her mate. She is personally the most powerful of the consorts, but her influence is entirely linked with that of Asmodeus; it is said that "*Bensozia* speaks not, save by the leave of the Great One." *Bensozia* seems happy in her position, although she is not always physically with Asmodeus, but her natural manner is coldly polite and haughty, seldom revealing her true feelings. She bears a brass scepter that does 4-16 damage to all creatures of good alignment, 3-12 damage to devils, and 2-8 damage to others. Empty-handed, she strikes with her hands for 2-12 damage.

Bensozia can use the following spell-like powers at will, once per round and only one at a time: *pyrotechnics*, *produce flame*, *animate dead*, *fireball* (3d6), *lightning bolt* (2d6), *dispel magic*, *charm person*, *charm monster*, *suggestion*, *ESP*, *detect invisibility*, *detect magic*, *identify*, *sending* (to Asmodeus only), *teleport*, and (fulfill another's limited) *wish*. Twice per day *Bensozia* can employ a *finger of death*, and once per day *heal* herself. She causes *fear* (6" range) by speaking to an individual (save vs. spell at -2 to avoid), and can *summon*

1-2 pit fiends (50% chance), or 1-4 malebranche (30% chance). *Bensozia* regenerates 1 point of damage every 3 rounds.

Description: *Bensozia* is a tall statuesque, human-appearing devil. She has long white hair, large glistening black eyes, scarlet skin, large brown hooves, and a forked tail. She always wears loose black robes with a scarlet silk lining within, and, as Queen of Hell, a diadem of beaten gold set with large rubies (total value 26,000 gp).

ADRAMALECH (Chancellor of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 14"

HIT DICE: 133 *hit points*

% IN LAIR: 90%

TREASURE TYPE: I, S, Z

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type +6*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: M (6' tall)

PSIONIC ABILITY: 245

Attack/Defense Modes: *All/all*

Adramalech, the cruel and malicious Chancellor of Hell, aids Asmodeus greatly from his tower in the Overlord's palace in Nessus. The Keeper of Records answers only to Asmodeus, and spends much of his time observing (through his spies and openly recognized informants, the latter including all pit fiends in the hierarchy of the hells) events in the infernal regions and elsewhere. The Infernal Records (sometimes called "The Book of Fire" by men, although the records actually take up many folios and papers) contain all true names of devils known to *Adramalech*

(note that he has memorized those of all dukes and archdevils in self-defense; thus, none will attack him). He also records the numbers, acquisitions, and transformations of lemures and larvae; torments suffered by devils; the ranks and powers of all devils and suspected or known alliance or deceptions among them; the names, ranks, and locations of all who serve the devils on other planes; and the making and terms of all pacts and contracts.

When not engaged in updating the records or keeping an ear to the ground, Adramalech likes to amuse himself by watching weaker creatures—particularly humans and elves brought from the Prime Material Plane—being tortured and slain by devils in the dungeons of the palace or in the encampments of the infernal armies outside its walls. Adramalech carries a +2 staff which can *slay living* (save at +1) by touch, and *disintegrate* (devils save at -1) by touch once in every 6 turns. His loyalty to Asmodeus is not entire—he often tries to conceal small items of information or magical items seized from intruders from the Overlord, under the guise of absent-mindedness.

Adramalech can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics*, *produce flame*, *wall of fire*, *fireball* (3d6), *dispel magic*, *detect lie*, *detect magic*, *detect invisibility*, *ESP*, *know alignment*, *read magic*, *read languages*, *tongues*, *write*, *explosive runes*, *animate dead*, *sending* (to Asmodeus only), *teleport*, *identify*, *anti-magic shell*, and (fulfill another's *limited*) *wish*. Once per day Adramalech can unleash a *meteor swarm*, and once per day he can use a *symbol of insanity*. He causes *fear* by pointing at a creature within 4" and speaking (save vs. spell at -1 to avoid). He can *summon* 1-3 pit fiends (55% chance) or 1-6 malebranche (50% chance). Adramalech regenerates 1 hit point every round.

Description: Adramalech appears as an aged, gray-bearded and balding man, with cold, wet eyes that change hue from emerald green through black

to fiery orange depending upon his mood (enjoyment to fury, respectively). He has normal human feet and hands, small crimson barbed horns and a crimson forked tail. He wears loose, flowing robes of green, purple, russet, or black, and beneath these is a humanoid body that is crimson and scaly down the back, and yellow-green and slimy down the front.

PHONGOR (Inquisitor of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -1

MOVE: 16"

HIT DICE: 129 *hit points*

% IN LAIR: 80%

TREASURE TYPE: Q(x2), Z

NO. OF ATTACKS: 1

DAMAGE/ATTACK: *By weapon type +5*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 80%

INTELLIGENCE: *Genius*

ALIGNMENT: *Lawful evil*

SIZE: *M (6' tall)*

PSIONIC ABILITY: 249

Attack/Defense modes: *All/all*

Phongor is the dreaded Inquisitor of Hell; he is responsible directly to Asmodeus for the provision of complete and accurate news of the hells and other planes. To do this, he has subverted the spies of Adramalech (so that they report first, and most fully, to him), enlisted spies of his own (and spies to watch his spies; he trusts no one), and perfected the arts of torture on devils, the lesser creatures of the hells, and intruders alike. Little escapes his arts, and "few return whole in body or mind from Phongor's gentle grasp," as it is said in the hells. In the depths of the palace of the Overlord, Phongor employs many delicate and brutal instruments of torture. While in the

palace, he will always have two pit fiends as bodyguards and 6-11 servant spined devils.

In battle Phongor can employ any weapon without "to hit" or damage penalties, but he favors his envenomed whip (see the listing for erinyes in the *Monster Manual* for effects of the venom). The weapon is a cat-of-nine-tails with tempered wire, rather than cord, as its strands. Each strand does 1-4 points base damage, and all nine strands are capable of striking the same target in the same round. Phongor himself can feel no pain, and thus is unaffected by attacks until physically disabled.

Phongor can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics*, *produce flame*, *fireball* (2d6), *lightning bolt* (2d6), *wall of fire*, *animate dead*, *dispel magic*, *detect lie*, *know alignment*, *ESP*, *tongues*, *detect invisibility*, *identify*, *sending* (to Asmodeus only), *teleport*, and (fulfill another's *limited*) *wish*. By touch, Phongor can either *cause disease* (see DMG for diseases), *putrefy food & drink*, or attack with a *shocking grasp*. He can choose from these three effects freely and change between them without limit. Six times per day he can use a *symbol of pain*, and thrice a day he can *heal* himself or another (by touch). Once per day he can employ *true seeing* (lasts for 1-12 rounds, as he wills, but is ended immediately if he uses another of the above powers). Phongor radiates *fear* in a 4" radius at will (save at -2 to avoid; this power affects even devils below the rank of duke). He can *summon* 1-2 pit fiends (60% chance) or 1-6 spined devils (65% chance). Phongor regenerates 1 hit point per round.

Description: Phongor appears as a dead-white skinned man with glittering pink eyes, a hoarse, hissing voice, tiny horns and oily black hair, a forked tail, and red hooves. He wears open purple or black robes, and a belt to carry his whip.

BUER (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 22"

HIT DICE: 126 *hit points*

% IN LAIR: 90%

TREASURE TYPE: H, Q(x4)

NO. OF ATTACKS: *See below*

DAMAGE/ATTACK: *See below*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (10' long)

PSIONIC ABILITY: 226

Attack/Defense Modes: *All/all*

Buer is a duke in the service of Asmodeus, commanding 15 companies of pit fiends. He is inclined to melancholy demeanor and, although always polite in speech, appears to delight in practical jokes. It should be remembered, however, that his words and actions are perfectly controlled, and are generally intended to further a specific aim or purpose. His loyalty to Asmodeus has never been questioned, and he keeps a careful eye on the whereabouts and activities of his forces.

Buer can use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, flame arrow (by touch), animate dead, lightning bolt (4d6), dispel magic, fly, remove (or bestow) curse (by touch), find familiar (for another; imps only), cure (or cause) disease (by touch), detect invisibility, detect magic, know alignment, teleport, and (fulfill another's limited) wish*. Twice per day he can cause a *flame strike*, and once per day he can use a *symbol of hopelessness* or one of *discord*. He causes *fear* by his bellow (6" effective range; save vs. spell to avoid), and can summon 1-3

pit fiends (70% chance). Buer regenerates 2 hit points per round.

Description: Buer resembles a centaur (human torso with arms, horse's body) with gleaming silver skin and white hair. He has staring red eyes and red horns, and his four hooves are cloven and have crimson fetlocks. He wears a belt about his body, carrying a +2 mace and a +1 bow; the belt also carries four quivers (two on each side) containing 20 arrows each. He can *flame arrow* and fire such a shaft in one round, or fire two arrows, or strike twice with his mace.

From Buer's hips (that is, the upper portion of his back, just above the forelegs) protrude six 10'-long prehensile tentacles, which have no strength to grip but can flail at any opponents (up to six separate targets) within 1". Each tentacle slaps for 2-8 corrosive, stinging acidic damage per strike. Each tentacle can withstand 6 cumulative points of damage before being severed. Note that Buer will regenerate damage to these along with the rest of his body.

BUNE (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 12"/18"

HIT DICE: 136 *hit points*

% IN LAIR: 90%

TREASURE TYPE: I, Q(x10), W, Z

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-5 *or by weapon type +8*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 70%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 229

Attack/Defense Modes: *All/all*

Bune is a duke in the service of Asmodeus, commanding 30 companies of malebranche. He is greedy (fond of material wealth) and enjoys manipulating lesser beings of all sorts (including his warriors). His loyalty to Asmodeus is solid, but he is naturally "cheeky" to and defiant of all beings of whom he is scared (in other words, those stronger than himself). Asmodeus tolerates this because of all the dukes, Bune is the quickest and most careful in the execution of his orders. Bune is content with his position, sees Asmodeus as the most powerful archdevil and thus the safest lord, and will not betray him.

Bune can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, animate dead, dispel magic, detect invisibility, detect magic, tongues, locate object, flaming sphere, magic missile (6 missiles per spell), teleport, and (fulfill another's limited) wish*. Once per day Bune can cast a *cone of cold* (9d4 +9), once per day *heal* himself, and once per day use a *symbol of death*. Bune causes *fear* (save vs. spell at - 2 to avoid) by touch, and can *summon* 1-4 malebranche (70% chance of success) or a pit fiend (40% chance of success) to his aid. Bune regenerates 2 hit points per round.

Description: Bune appears as a malebranche, except that his scaled body is green in hue (coppery on the belly and loins), and his talons are silvery in color. Bune's head, however, is human—with doglike furry ears and a great griffonlike beak. His voice is high-pitched and lilting, although he will screech if he becomes infuriated, and he is an excellent mimic of other beings.

Bune fights with a saw-edged sword, shaped somewhat like a leaping flame (2-8 base damage), and a trident. He bears the sword and any treasure (in a pouch) by means of a belt, but rarely wears any other clothing. Bune's bite does 2-5 damage; if he is unarmed, his claws do 2-8 damage each, but he will snatch up a weapon at any opportunity.

MORAX (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -3

MOVE: 12"/16"

HIT DICE: 135 hit points

% IN LAIR: 90%

TREASURE TYPE: H, I, Y

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12/3-12

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 75%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 223

Attack/Defense Modes: *All/all*

Morax is a duke in the service of Asmodeus, leading nine companies of pit fiends. He is a being of few (and well-chosen) words, but exults in a good fight.

He often wrestles with the pit fiends under his command, hurling them about and roaring. He is respected by the pit fiends for his fairness to them and his loyalty to Asmodeus. He despises weakness, and is angered by creatures who bluff or presume to have a strength or station they do not possess or deserve. Morax respects Bifrons, Geryon, Asmodeus, and other physically strong devils, and has little time for "sneaks" or those who "hide behind magic" (for example, Phongor and Adramalech, in Nessus). Morax and Alastor are good friends, and will aid each other when one is in need, knowledge of the situation and opportunity permitting.

Morax can use the following spell-like powers, one at a time and once per round: *pyrotechnics*, *produce flame*, *fireball* (2d6), *dispel magic*, *detect invisibility*, *detect magic*, *teleport*, and (fulfill another's limited) *wish*. Once per day he can cause *earthquake*, and once per

day use a *symbol of stunning*. He causes *fear* by touch (save vs. spell at -2 to avoid), and can *summon* 1-3 pit fiends (75% chance) at will. Morax regenerates 2 hit points per round.

Description: Morax is a cloven-hooved, humanoid devil. He has a bull-like head, with massive curved horns (somewhat like Moloch), batlike wings, and heavily muscled arms. He has a short forked tail. His entire body is a dark, dirty brown in hue, and his eyes are scarlet. He has a cluster of 2-inch-long spines on his chest, and in battle loves to hug victims against this cluster (piercing and crushing damage of 4-24 points per round). He prefers to fight by hurling two throwing axes and then closing with opponents to use his hands (3-12 each). If he wields a weapon (a rare thing), Morax does damage by weapon type +7.

RIMMON (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -4

MOVE: 9"

HIT DICE: 125 hit points

% IN LAIR: 90%

TREASURE TYPE: Q(x6), R

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-8/2-8/4-16

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (12' tall)

PSIONIC ABILITY: 224

Attack/Defense Modes: *All/all*

Rimmon is a duke serving Asmodeus. He leads five companies of ice devils in battle, and appears as an ice devil with a handsome, human-like diabolic horned head. He is nasty and sarcastic and little liked

in the hells, but he is loyal to Asmodeus and has little personal pride.

Rimmon rarely fights with a trident, getting 2 attacks per round, one for weapon damage +6 and the other 4-16 for his tail. Unarmed, he does 2-8 damage with each set of claws plus 4-16 for his tail. Rimmon can use the following spell-like powers, one at a time and once per round: *pyrotechnics*, *produce flame*, *fly*, *dispel magic*, *detect invisibility*, *detect magic*, *wall of ice*, *ice storm*, *cone of cold* (5d4 +5 damage), *lightning bolt* (4d6 damage), *teleport*, and (fulfill another's limited) *wish*. Twice per day he can unleash *chain lightning* (7d6), and once per day he can use a *symbol of pain*. Rimmon radiates *fear* in a 2" radius at will, has 60' infravision, and regenerates 2 hit points per round.

ZAGUM (Duke of Hell)

FREQUENCY: *Unique (Very rare)*

NO. APPEARING: 1

ARMOR CLASS: -2

MOVE: 12"

HIT DICE: 127 hit points

% IN LAIR: 85%

TREASURE TYPE: C, P

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 3-12/3-12/4-16

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 65%

INTELLIGENCE: *Exceptional*

ALIGNMENT: *Lawful evil*

SIZE: L (16' tall)

PSIONIC ABILITY: 228

Attack/Defense Modes: *All/all*

Zagum is a duke serving Asmodeus, and commands 30 companies of barbed devils. He is ambitious and cold-blooded, but considers cruelty a self-indulgent waste of time, whereas humor (laughing with fellow

devils) pays dividends in terms of comradeship, mutual aid, respect, and cooperation. Therefore Zagum has a sense of humor, if a coarse one, and is constantly inventing jokes or stunts that amuse rather than harm.

Zagum can use the following spell-like powers, one at a time and once per round: *pyrotechnics*, *produce flame*, *wall of fire*, *dispel magic*, *hold person*, *hold monster*, *fly*, *teleport*, and (fulfill another's limited) *wish*. Twice per day he can cause a *flame strike*, and once per day employ a *symbol of pain*. He causes *fear* by gaze (1" effective range, save vs. spell at -2 to avoid), and can *summon* 1-4 barbed devils (75% chance of success) as desired. Zagum regenerates 2 hit points per round.

Description: Zagum appears as a gigantic barbed devil, with a long (15') tail and a jagged row of barbed spines running up his back, culminating in a bony collar edged with spines at the back and sides of his head. His scaled skin is crimson in hue, his eyes yellow with black pupils.

Spells in the hells

There is much more to be done before the Nine Hells are truly playable. As another step in that direction, the remainder of this presentation is devoted to some suggested spell alterations (that is, differences in the performance of spells on the Prime Material Plane compared to the plane in question), primarily for the plane of Avernus. (*Editor's note: Frank Mentzer, one of the resident rule experts on the AD&D™ game at TSR Hobbies, Inc., responded to our request for additional help by offering some additions and suggested corrections to the author's spell list. We have used [square brackets] to set off Frank's remarks from Ed Greenwood's original material.*)

The defensive strategy of the Nine Hells is to confine all entries to this plane, so that hostile or unauthorized visitors can be dealt with on Avernus and not in the realms of any of the archdevils. If an attacker is strong, the archdevils merely send more and more of their armies (who, given an archdevil's

authorization, can move freely about the hells) to Avernus, into the fray, until the foe is overwhelmed. If this strategy works, further details of the rest of the Nine Hells may never be necessary.

Magic alterations

The Nine Hells are environments very different from the Prime Material Plane. The archdevils have, over a span of time far beyond man's ken, twisted facets of the nature of the hells to their own ends, resulting in magical conditions forbidding to intruders. As a rule of thumb, spell casters entering the Nine Hells will find that they cannot contact or summon creatures from other planes; cannot control fauna, flora, or weather; and in particular they will face many creatures (the devils) that are immune to the effects of most mind- and control-related spells.

Clerics and druids cannot regain spells above 2nd level, once cast, and the effects of many spells and even magical items are altered. A *protection from devils* scroll, for instance, would be ineffective if read in the hells. [A scroll of *protection from devils* would still have effect, but only that of a "normal" *protection from evil*, 10' radius spell effect. Partial reading gives the -2 penalty to attacks of, and the +2 bonus to the saving throws of the defenders from, the given type of devil (3, 7, or 10 segments to affect lesser, greater, or all devils, respectively). However, contact with any magic-resistant creature might cause the protection to vanish (normal MR check applies).]

Suggested spell alterations are given below, including those for spells published in earlier issues of *Dragon*® magazine, either from E. Gary Gygax's column, *From the Sorcerer's Scroll*, or Len Lakofka's column, *Leomund's Tiny Hut*. Note that new spells published after issue 69 of *Dragon* magazine are unknown to me as of this writing, and hence are not covered. These alterations (and those of magical items and character abilities, detailed hereafter) are of necessity incomplete: few are eager to learn such

alterations the hard way, by experimentation in the hells, and few who do learn return to tell the tale.

Spells are listed by class, and within each character class by ascending level, alphabetically by name within each level. "X" equals "ineffective."

Cleric spells

Command: Ineffective against greater devils.

Detect evil: Evil is so overwhelming that this spell can only be used negatively; i.e., to detect the absence of evil in a specific object or creature.

[*Light* and *continual light* spells have areas of effect of half normal size and intensity, and may attract wandering residents of the plane, if any (1 in 6 chance, check per turn).]

Protection from evil: X

Protection from good: Effects of double strength.

[*Purify food & drink:* X]

Sanctuary: Ineffective versus archdevils; other creatures attacking caster gain a +2 bonus on saves vs. spell.

Chant: X

Holy symbol: Ineffective, and any attempt to cast will draw the nearest devil to the place of casting, quickly.

Messenger: X

Dust devil: X

Enthrall: X

Prayer: X

[*Speak with dead:* X]

Abjure/implore: Both forms ineffective.

Ceremony, consecrate ground: X

Divination: X

Negative plane protection: X

Protection from evil, 10' radius: X [Note that a paladin's radiant *protection* effect (and that of any other creature connected to the Positive Material Plane)

is merely reduced from 10' radius to personal effect only.]

Protection from good, 10' radius: Effects of double strength.

Atonement: X

Commune: X [*Commune, aerial servant, conjure animals*, and other spells involving direct contact with another plane might work, depending on the power of the being contacted and the actual plane of the Nine Hells on which the spell is cast. If on the outermost (or first, or highest, or closest to the Inner Planes), all such spells will work properly. A demigod can be contacted on the second plane “down”; a lesser god, the third; and a greater god, five planes “down.” No contact of any sort can be made from the 6th-9th planes of the Nine Hells unless permission is given from the ruler of the plane.]

Dispel evil: X

Flame strike: X

Insect plague: X

Quest: X

Raise dead: X

Aerial servant: X [See *commune*.]

Conjure animals: X [See *commune*.]

Find the path: X

[*Word of recall:* Will only work from the 1st-6th planes; the 7th-9th planes are too far removed.]

[*Astral spell:* Will only work from the 1st of the Nine Hells.]

Control weather: X

Earthquake: X

Exaction: Ineffective versus devils.

[*Gate:* Affects deities in limited fashion, as per *commune* (see above).]

Henley's digit of disruption: Ineffective, but caster will know this upon thinking of the spell, prior to casting.

Holy word: Ineffective. (Unholy word will be effective only if caster worships one of the archdevils, and then only against lesser devils.)

Resurrection: X

Druid spells

Entangle: X

Predict weather: X

[*Purify water:* X]

Heat metal: Functions normally, but note that devils suffer no damage from the “hot” version and only half damage from the cold version.

[*Obscurement:* Half normal dimensions, 1/8 normal volume (1/2” cube/level).]

[*Call lightning:* X]

Plant growth: X

Summon insects: X

Animal summoning I: X

Call woodland beings: X

Hold plant: Plants native to the hells save vs. the spell at +2.

Animal growth (or reduction): X

Animal summoning II: X

Commune with nature: X

Insect plague: X

Animal summoning III: X

Conjure fire elemental: X [*Conjure elemental* (fire or earth) works from Avernus only.]

[*Feeblemind:* Treat all devils as if human clerics (+1 to save).]

Weather summoning: X

Chariot of Sustarre: This spell is effective on Avernus, but not when cast on any of the other hells.

Confusion: Ineffective versus greater devils; lesser devils save vs. spell at normal, not at -2.

Conjure earth elemental: X [But see *conjure fire elemental* above.]

Control weather: X

Creeping doom: X

[*Finger of death:* Ineffective against any devil.]

[*Reincarnation:* X]

Magic-user spells

Cantrips–Bee: X; *Bug:* X; *Change:* ineffective vs. creatures native to the hells; *Gnats:* X; *Mouse:* X; *Spider:* X; *Yawn:* ineffective vs. creatures native to the hells.

Find familiar: Will work only if cast by a lawful evil or neutral evil magic-user; only imps can be summoned in the hells.

[*Light and continual light:* See note under cleric spells.]

Melt: Ice devils are not affected by this spell, suffering no damage.

Mount: X

Precipitation: X

Protection from evil: X

Protection from good: Effects will be of double strength.

Taunt: X

Detect evil: See note under cleric spells.

Forget: Ineffective against all devils.

[*Invisibility* (all sorts): The DM must remember to check each devil's chance of detecting invisibility (as applicable), based on intelligence and hit dice (DMG p. 60). Thus, any form of invisibility is often ineffective against archdevils.]

Invitation: ineffective against devils

[*Rope trick:* The “extra-dimensional space” will be on an adjacent level of the hells, and may invite unexpected visitors (cf. *gate*).]

Scare: X

[*Shatter*: Will not affect a devil's talisman.]
Tasha's uncontrollable hideous laughter: Ineffective versus greater devils.

Cloudburst: X
Material: X
Monster summoning I: X
Protection from evil 10' radius: X
Protection from good 10' radius: Effects will be of double strength.
Sepia snake sigil: Will always miss devils of any sort.

Charm monster: Ineffective versus greater devils; lesser devils save at +2.
Fear: Ineffective versus undead, devils.
Fire charm: Ineffective versus greater devils.
Monster summoning II: X
Plant growth: X
 [Wall of ice: Duration is but 1 round per level in most warm areas of the hells.]

Avoidance: Ineffective versus the apparel or possessions on the person of a devil.

Conjure elemental: X [See note under druid spell *conjure fire elemental*.]

Contact other plane: Effective only to other planes within the hells. [Ignore the "elemental" line in the spell description, calculating all distances as needed.]

Dismissal: Effective in the normal manner, but its reverse, *beckon*, will never succeed in summoning a creature from any plane but one of the other hells.

Distance distortion: X

Dolor: Ineffective versus devils and other creatures native to the hells. Nothing will happen when it is cast; the target devil will not charm and dominate the caster.

[*Feeblemind*: See note under the druid spell of the same name.]

Leomund's lamentable belabourment: Ineffective versus devils.

Leomund's secret chest: The chest can be summoned on Avernus, but not on any of the other hells, and in no case will a living creature of any sort enter the hells via such a chest.

Magic jar: Ineffective versus greater devils.

Monster summoning III: X

[Wall of iron or wall of stone: These effects have a duration of 1 turn per level of the caster.]

Control weather: X

[*Death spell*: Ineffective against any devil.]

Ensnarement: X

Geas: Ineffective versus devils.

Invisible stalker: X [See note under the cleric spell *commune*.]

Monster summoning IV: X

[*Reincarnation*: X]

Spiritwrack: Only effective versus devils (demons cannot be contacted from the hells), and casting it will attract any greater and archdevils on the plane of casting to the location of the caster, within 1 turn.

Transmute water to dust: The waters of marshy areas in the upper hells (e.g., Minauros) will be affected by this spell, but the river Lethe and the waters of the swamp and ocean of Stygia will not.

Banishment: Note that a devil cannot be forced "back" to "its own" other plane of the hells; this spell can banish other creatures from the hells, but cannot force creatures native to the hells from one level to another.

Cacodemon: X

Charm plants: X [Permits communication only, not charm.]

Limited wish: Devils are in no way affected by a *limited wish* cast in the hells. Creatures may leave, but not enter or be summoned to, the hells by means of a *limited wish*. Such a spell cannot be used to contact a deity or a deity's servants except an archdevil or servants, nor to gain spells from that deity or servants.

Monster summoning V: X

Teleport without error: This can be used to enter or leave the hells, but the chance of error in any case rises by 21%.

Torment: Any unfortunate spell caster undertaking such a spell will soon learn that, in the hells, no devil can be bound in a magic circle, thaumaturgic triangle, pentagram, or other drawn boundary. (Protective circles will keep some devils at bay, however, and physical barriers or prisons, such as a *forcecage*, can contain most devils.)

Truename: It is worth noting with respect to this spell that no archdevil's true name is known to other devils (except perhaps Asmodeus; if this were not so, the devil in question would not retain his or her position for long), and as a rule, only archdevils know the names of other devils (typically only a few loyal to them, for they would act quickly to bring about the downfall of an enemy, by means not available to casters of this spell). Devils do not bargain *with* the true names of other devils, although they may bargain *for* such names. The *sending* portion of the spell will work as a means of delivering willing creatures from the hells to other, safer planes, or as a means of transport within the hells.

[*Vanish*: If the object is of greater bulk than the given limit, the object is not replaced by stone, but is instead entirely unaffected.]

[*Antipathy/sympathy*: Any devil on its home plane is unaffected.]

Binding: See *torment*, above.

Demand: Ineffective versus devils.

Mass charm: Ineffective versus greater devils.

[*Maze*: The "extra-dimensional space" is 3 planes removed at best, and may (depending on the level of the hells on which it is cast) have an effect similar to *rope trick* or *gate*.]

Monster summoning VI: X

Sink: Greater devils are unaffected by this spell. Other creatures of the hells are allowed the usual saving throw.

Symbol: Ineffective versus greater devils.

[Trap the soul: Ineffective against archdevils.]

Energy drain: Ineffective in the hells. When the spell is called to mind (the concentration just prior to casting begun), the caster will realize that the spell will not work—and if spellcasting is not undertaken, the spell will not be lost.

Imprisonment: [Ineffective against archdevils, but will place any other devil into *temporal stasis* until dispelled (and note that a standard magic-resistance check applies).] The reverse of the spell will not cause any creatures to appear.

Monster summoning VII: X

Wish: See *limited wish*, above; conditions are identical except that a *wish* may affect lesser devils.

Illusionist spells

[Hypnotism: Ineffective against all devils.]

[Light and continual light: See note under cleric spells.]

Spook: Ineffective on creatures native to the hells.

[Wall of fog: Half normal dimensions, 1/8 normal value.]

Fascinate: X

Hypnotic pattern: Ineffective versus all devils.

[Invisibility (all forms): See note under magic-user spells.]

[Illusionary script: Ineffective against greater devils.]

[Paralyzation: Note that a paralyzed devil can still perform “at will” abilities, including *teleport*.]

Confusion: Ineffective vs. greater devils; lesser devils save vs. spell at par, not at -2.

[Emotion: Ineffective against greater devils.]

[Minor creation: Half normal duration, or 1/10 normal duration when on the 7th-9th planes of the hells.]

Phantasmal killer: Ineffective versus greater devils.

[Shadow monsters: All have half the given hit points, and inflict half the given damage against victims who make their saving throws, due to the remote position of the hells with respect to the Plane of Shadow.]

Solid fog: Does not reduce the movement of creatures native to the hells.

Chaos: X

[Demi-shadow monsters: See *shadow monsters* above.]

[Major creation: Half normal duration, or 1/10 normal duration when on the 7th-9th planes of the hells.]

Maze: [See note under magic-user spell of the same name.]

[Shadow door: The invisibility is ineffective against archdevils.]

[Shadow magic: Victims failing their saving throws take only half normal damage.]

[Summon shadow: X]

Conjure animals: X

[Demi-shadow magic: See *shadow magic* above.]

[Mass suggestion: Ineffective against archdevils.]

[Permanent illusion: Lasts only 3 minutes after concentration ends.]

[Shades: See *shadow monsters* above.]

Alter reality: Devils are in no way affected by an *alter reality* cast in the hells; the conditions limiting the spell are identical to those on the magic-user spell *limited wish* (see above).

[Astral spell: See note under cleric spell of the same name.]

Shadow walk: X

Vision: X [Works normally on the first of the Nine Hells.]

Weird: Ineffective versus greater devils; lesser devils save at +3; ineffective versus undead.

(Note that in this list, the term “greater devil” includes archdevils unless the two terms are used separately in the same entry.)

[General note on limited and full *wishes*: The ruler of any plane of existence (including the Nine Hells) has full and final “veto power” over any *wish* cast within its/his/her territorial jurisdiction. This power might or might not be exercised with any given *wish*, depending on the nature of the ruler and the *wish*. However, the exceedingly lawful nature of the hells is such that the ruler will immediately know of any and all such attempts, and will immediately (in all but exceptional circumstances) cancel, modify, or grant the effects, quite possibly arriving in person (with all appropriate guards and assistants) to adjudicate the matter.]

Magic item alterations

Potion of fire resistance: Effective against the natural fires of the hells and those magically produced by creatures such as nightmares, up to and including malebranche—but, the potion seems ineffective against the fiery magics of pit fiends and all greater unique devils. (A *ring of fire resistance* seems strong enough to protect against such powerful magical fires.)

Potion of gaseous form: An adventurer using such a potion exploded when struck by a firewind, while fleeing across the rifts of Nessus. Companions of the lost one say the firewind appeared drawn to the gas.

Oil of ethereality: [No effect.] Ethereal individuals are apparently not invisible in the hells.

Potion of treasure finding: Apparently ineffective in palaces and caves of the Nine Hells.

Ring of djinni summoning: The djinni will not feel its summons, nor appear, if such a ring is rubbed when in the hells; its operation is suspended.

Ring of elemental command: Such a ring is inoperative in the hells, and none of its effects or properties (including saving throw penalties) will be effective.

Ring of fire resistance: See *potion of fire resistance*, above.

Ring of human influence: All devils, even if in human or humanoid form, are totally unaffected by such a ring.

Ring of multiple wishes: Any wishes that affect any greater or archdevil (other than to free the speaker or a stated creature from the physical grasp or confinement of such a being) are beyond the power of the magic of the item. Requests involving exit from the hells will be granted, as will wishes involving travel from place to place within the hells, but such travel will not extend to captive devils or other creatures of lawful evil alignment, and may not operate to the precise destination requested.

Ring of three wishes: See *ring of multiple wishes*. For limited wish items, see that spell under the above list of spell alterations.

Ring of water walking: This item will operate in the marshes of Minauros and probably elsewhere in the hells as well, but demonstrably does not function with respect to Lethe, the River of Forgetfulness, on Nessus.

Rod of beguiling: [Ineffective against all residents on their home planes.]

[*Rod of lordly might:* In the first hell (Avernus), the battle axe effect is +2, the spear +1, and other weapon effects are non-magical. Deductions apply for planes further removed. All mechanical effects work normally.]

Rod of resurrection: This item will not function properly in the hells. If its employment is attempted, charges will be drained in the usual manner, but the rod will only *animate dead*—“raising” a mindless, undead zombie which will obey anyone bearing the rod. The zombie is subject to the usual damage and continuing decay while animated, and if removed

from the hells to another plane, will revert to an inanimate, lifeless corpse.

Rod of rulership: Such rulership is ineffective against hellcats and all devils.

[*Rod of smiting:* Acts as a +1 weapon in the first hell, and non-magical on planes further removed; however, one charge is still used on a roll of 20, and triple normal damage is still inflicted thereby (if the victim can be damaged by normal weapons).]

Staff of command: Ineffective in the hells.

Staff of the magi: *Protection from evil* power ineffective, *protection from good* of double strength. *Plane travel* power is unaffected, but *conjure elemental* function will be ineffective. The *retributive strike* power is unaffected, and has operated most efficiently in the hells! [For *staff of the magi* and *staff of power*, see notes on spell alterations for *light*, *invisibility*, etc.]

Staff of the serpent: Hell hounds, hellcats, and all devils are immune to the poison of the adder version.

[*Staff of striking:* Acts as a +1 weapon in the first hell, and non-magical on planes further removed; however, charges still double or triple normal damage (if the victim can be damaged by normal weapons).]

Staff of withering: Ineffective in the hells (refer to DMG).

Wand of conjuration: The *monster summoning* function will be ineffective, but charges will be drained—and lost—in the usual manner when this power is called upon.

Wand of enemy detection: Ineffective in the hells.

Wand of fear: Ineffective in the hells.

Wand of magic detection: Ineffective in the hells.

Wand of metal and mineral detection: Ineffective in the hells.

[*Wand of wonder:* No effect if *heavy ruin*, *summon*, or *create* any creature, plant, or object (rhino, butterfly, grass, et al.) is indicated; only certain spell effects will be produced.]

Arrow of direction: Ineffective; it will fall in random directions when used in the hells, although this may not be immediately evident to the user.

Bag of beans: The soil and water of the hells cannot cause such beans to sprout. They retain, however, their explosive property.

Bag of devouring: A *bag of devouring* will never be found in the hells, and will not enter them; it will disappear (along with any contents) instantaneously if its bearer enters any of the hells.

Book of exalted deeds: Cannot be touched by lesser devils, against whom it functions as though it were a *protection from evil* of 20' radius, and if any such approach to 10' distant, they take 2-12 electrical damage (no save), and are *repulsed*. This applies also to non-diabolic creatures of the hells. Greater devils take 1-6 damage per contact, and are (save at +1) *confused* (75%), *slowed* (20%), or both (5%) for 1-4 rounds at every contact with such a book. Archdevils take 2-4 points of damage upon touching such a book, and their touch destroys it.

Bowl commanding water elementals: Ineffective in the hells.

Bowl of watery death: Will function normally in the hells. A tiny, drowned magic-user will turn into a lemure of normal size if still in the hells after 60 turns have elapsed.

Brazier commanding fire elementals: Ineffective in the hells.

Brazier of sleep smoke: When a fire is lit in such a brazier when in the hells, clouds of billowing smoke will pour forth, but it has no sleep effects, and no fire elemental will appear. The smoke will dissipate, and the fire go out, in 2-6 rounds.

Censer controlling air elementals: Ineffective in the hells.

Censer of summoning hostile air elementals: Ineffective in the hells.

Crystal ball: If used while in the hells, the chance of locating a subject within the Nine Hells is normal; i.e.

as given in the *DMG* (note that from one level of the hells to another is to another plane, and subject to a -25% penalty). Archdevils will always (100%) feel the view-presence of a scrying entity, knowing its direction and approximate distance after 1-4 rounds of observation, if on the same plane, and knowing the plane after 3-12 continuous rounds of observation if the observer is on another plane. If a crystal ball is employed in the hells to observe things on other planes outside of the hells, there is a penalty of -33% on locating a subject (but only -24% if the subject is on the Prime Material Plane).

Crystal hypnosis ball: If a magic-user should employ a ball controlled by an archdevil (and most archdevils place four to twelve or so on the Prime Material Plane to further their own ends and to observe events) while in the hells, the *suggestion* employed immediately will be to travel to (or move toward) the location of (or the plane of) the controlling archdevil. Rarely (and only if the controlled individual's party is strong), the devil may compel the individual to undertake a mission in the hells, typically stealing from or spying on a rival archdevil. If a *crystal hypnosis ball* controlled by a being not in the hells is employed by a magic-user in the hells, nothing will occur; the crystal ball will seem only a non-magical sphere of glassy crystal, although it will still radiate a detectable dweomer.

Deck of many things: Plaques drawn in the hells will have normal effects except for the following: *knight* will arrive by means of *plane shift* in 1-3 rounds, bewildered but fully armed and armored, fresh and at full hit points—and will immediately recognize the character he wishes to follow. *Flames* will cause the devil (DM's choice as to identity, but it will be a devil somewhere in the hells at the time the card is drawn) to immediately see the character who has drawn the card, and know the precise location of the character at that time. If *balance* is drawn and the character's new alignment is lawful evil, betrayal of the party in

such a way as to gain the most status for the newly lawful evil character will be the ultimate result.

Eyes of charming: *Charm* powers are not effective versus devils or other monsters; the eyes enable the wearer to *charm person* only.

Helm of teleportation: This item will function properly in the hells, but there is a 33% chance that the destination reached will be slightly different than that intended—i.e., a *teleport* into an infernal palace might deposit one outside the gates. Inter-planar travel (i.e. into another level of the hells) is of course not possible. This “shift” phenomenon does not appear to affect the spell *teleport* (but evidence available to date is fragmentary), and in any case the “shift” effect is entirely separate from the vertical-error risk of teleportation.

Horn of the Tritons: Ineffective if winded in the hells.

Horn of Valhalla: Will be effective if winded in the hells, and any berserkers appearing will fight any devils within view before turning on the horn-blower, if there is any class or alignment conflict. The berserkers will vanish in 6 turns (although few will survive that long if called into direct combat with devils).

Instrument of the bards: See *bards* under *character ability alterations*, below.

Iron flask: Any devil or rakshasa released from such a flask will immediately know where it is and will seek to summon or attract the attention of infernal aid to defeat the individual releasing it and any companions.

Pipes of the sewers: Rats are present in the hells in only two places: the dungeons beneath the iron city of Dis, and in the garbage-choked towers of Malagard. Only when the *pipes* are played in these places will rats appear.

Robe of eyes: The tracking ability of such a robe is ineffective in the hells, but otherwise it functions normally.

Scarab of enraging enemies: Greater devils and archdevils are immune to the effects of this item.

Sphere of annihilation: Such phenomena are never found in the hells, and cannot be magically plane shifted or otherwise made to enter the infernal regions.

Stone of controlling earth elementals: Ineffective in the hells.

Talisman of pure good: In the hells, this item will not function normally: evil clerics (or evil creatures of any sort) will not be swallowed up in a flaming chasm. Such a *talisman* has a marked effect on all vile creatures in the hells (including devils); the touch of one (“to hit” roll required) will do any such creature 12-48 points of damage (no saving throw), and drain 1 charge. If its charges are exhausted in the hells, such a talisman will darken, shrivel, and crumble.

Talisman of ultimate evil: Will function normally in the hells, but will not lose any charges, regardless of the number of uses to which it is put. Devils will not have or know how to use such talismans.

Trident of fish command: Any aquatic life to be found in the hells (i.e., in the swamp or ocean of Stygia or the river Lethe) is unaffected by such a trident.

[General note on magic items: For items constructed on the Prime Material Plane, all magic weapon “plusses” are dropped by 2 on the first of the Nine Hells (Avernus), and by 1 more for each plane further removed.]

Note regarding artifacts and relics: All such items function normally in the hells. It is most unlikely that artifacts or relics of any sort will be found in the hells. If there are any such, items dedicated to “good” will not be found among them, and they will lie within the walls of the archdevils' fortresses—not lost or “forgotten” for a character to happen upon.

Character ability alterations

Combat

Note that a +2 (at least) or better magic weapon is required to physically hit any unique devil or archdevil, including the nobility of hell and the outcast devils. DMs should also remember that fire of any sort has no effect on devils or any other creature native to the hells.

Archery: Use of this skill (by any character proficient in it) is impossible on the plane of Dis, save within Dispater's palace itself, or underground (due to the winds), and also impossible in the central rifts of Nessus (due to the firewinds). It can otherwise be exercised normally, although volcanic activity on Phlegethos, and fireball formation on Avernus, may destroy the occasional missile.

Infravision: For elves, half-elves, spell casters employing such a spell, and other creatures while in Phlegethos, Malbolge, and Maladomini, there is too much background heat in all surroundings for *infravision* to detect anything more than cold or cool spell effects, objects, etc., (and these soon warm from contact with the surroundings).

Psionics

Psionic processes function with only minor modifications in the hells. Psionic combat is unaffected.

Animal telepathy: All creatures native to the hells are considered "monsters" as far as this ability is concerned.

Body equilibrium: Anyone walking upon the water of the river Lethe (or for that matter, the rivers of fire in Phlegethos, or the lake of Cocytus) will be subject to the natural effects described in the text of this article. Note that use of this discipline will not prevent Cocytus from swallowing a psionic character—that action is a physical, attacking action and not a matter of the ice giving way and closing over someone who has fallen.

Detection of good/evil: The overwhelming evil of the hells so pervades everything a psionic character concentrates on that good creatures are easier to distinguish (+33% chance), good objects slightly so (+10%), and evil creatures or objects do not betray their potency or power by their auras, nor their precise (lawful, chaotic, neutral) evil alignment.

Domination: This ability functions normally in the hells, but archdevils and greater devils are immune.

ESP: The thoughts of devils will be meaningless unless the psionic recipient is conversant with Mabrahoring, the language of the hells. The minds of archdevils and greater devils are not "unshielded"; they cannot be "read" by this means.

Hypnosis: Devils of all sorts are immune to this mental power.

Invisibility: Archdevils have minds of too great power to be affected by psionic *invisibility*, but they will not always immediately realize that the psionic character is invisible to others.

Molecular agitation: Devils are immune to both heat and fire damage effects.

Sensitivity to psychic impressions: Any psionic character foolish enough to exercise this discipline in the hells will quickly (within 1 round) be overwhelmed by the cumulative violent emotions and horrific visions of the many lemures, tormented souls, and evil deeds done here. The effects are as follows: The psionic must save vs. death magic or be driven insane (melancholia, megalomania, mania, manic-depressive, hallucinatory insanity, homicidal mania, hebephrenia, suicidal mania, or catatonia; see DMG). A psionic character who successfully saves will fall unconscious for 1–2 rounds, and thereafter be confused for 1–4 rounds. (Psionic individuals who are evil by nature save at +2.)

Mass domination: Ineffective versus archdevils and greater devils.

Molecular rearrangement: Any metals contained in diabolical magic items, such as the fork of

Mephistopheles, will not be affected by this psionic power; nor will its use affect the powers of such items.

Telepathic projection: Ineffective versus all devils.

Teleportation: There is a 33% chance that an intended destination will not be reached (see *helm of teleporation* under *Magic item alterations*, above). Note that this is different from mis-teleporting (i.e. low or high), which can also occur (normal probabilities and means of psychic prevention prevail).

Clerics

No cleric, regardless of alignment or deity, can turn away or command into service any devil while in the hells. Undead, etc., will be affected normally.

Druids

The flora, fauna, and weather of the hells, as mentioned under the list of spell alterations above, are largely immune from magical influence and control. Druid abilities gained at third and seventh levels (refer to the *Players Handbook*) are unaffected.

Paladins

The *detect evil* ability of this class will prove sensitive enough to distinguish powerfully evil beings and items from the surroundings, although all things native to the hells will display their evil nature to the paladin. Paladins may not affect devils while in the hells (see cleric section, above) although this power versus undead and the like is unaffected. A *warhorse* cannot be called while in the hells, if it is not taken to the hells with the paladin; note that such steeds will be trembling with fear at all times it is in the infernal regions, and if menaced by devils and/or not constantly reassured and commanded to stay close by its master, will bolt in fear (and likely be lost) when faced by the diabolic. A paladin's *protection from evil* does not operate in the hells, except as a white, *continual light*-like radiance enveloping the paladin, retaining only the +2 saving throw bonus.

Rangers

The tracking ability of rangers is entirely lost while in the hells.

Thieves

Hiding in shadows is normally impossible with respect to devils and other creatures of the hells; for game purposes assume a base penalty of -33% to the chance, further modified by the DM for circumstances. *Climb walls* is often modified in the hells for conditions: smooth iron walls, such as those of the city of Dis and Mephistar, subtract 20% from the ability to successfully climb them; if heavily rusted, the DM may add another -15% penalty to simulate the chance of the entire wall collapsing or breaking away under the weight of the climber. The treacherous alpine and glacial ice of Stygia and Caina subtract 33% from the thief's chance to climb them successfully. A *spider climb* spell employed by a thief or other character will overcome such penalties, and have its normal effect.

Assassins

Refer to thief functions, above; assassins are subject to the same modifications. A *disguise* in which the assassin appears to be a devil will not fool any devil.

Monks

Refer to thief functions, above; monks are subject to the same modifications. A *quivering palm* attack cannot affect any devil (and remember, creatures only hit by magical weapons are unaffected).

Bards

Archdevils and greater devils are immune to the charming (*suggestion*) powers of a bard, even when augmented by a magical *instrument of the bards*. All other properties of bards and bardic instruments will function normally, with the following exceptions for abilities that are ineffective for certain instruments: Fochlucan Bandore, *entangle*; Doss Lute, *hold animal*; Cli Lyre, *control winds*; Anstruth Harp, *weather summoning*; Ollamh Harp, *control weather*.

Barbarians

The following barbarian skills are affected while in the hells: *tracking* (as with rangers); *animal training* (ineffective versus all animals native to the hells); *outdoor crafts*; and *survival*. The DM should rule carefully on what facets, if any, of outdoor crafts and survival become effective after a month's existence—which is no small feat—in the initially alien environment of the hells.