



The Nine Hells

This information was compiled from many different sources, way too numerous to count. Unfortunately when I started compiling this information, I didn't have the foresight to gather detailed information on writers, etc. My apologies to all. This document is put together simply as a quick and easy information source for a campaign I'm running in the Nine Hells. As a fan of all of the writers, artists and game designers that have made my years as a gamer so enjoyable, thank you! Anyway, enjoy.

-Arravis

General Nine Hells Information:

Basic Political Information of the Nine Hells:

Alliances Before the War:

True Devils (Dispater and Mephistopheles and Geryon, who later betrayed them) against The Fallen (Belial, Baalzebul, Moloch and Zariel).

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True Devils (Dispater and Mephistopheles) against The Fallen (Belial, Fierna, and Baalzebul).
The Traitors (Hag Countess, Levistus, Mammon and Bel) are unaffiliated.

The Nine Hell's Military Structure:

Offense:

Officers: Pit Fiend, Gelugon, Cornugon

Special Forces: Kyton, Cornugon (Only led by Pit Fiends), Advespa, Kere (on 1st layer)

Cavalry: Narzugon

Shock Troops: Barbazu, Malebranche

Artillery: Distender

Support Troops: Hellcat, Hell Hound, Malebranche as mounts, Ghargatula, Juggernaut, Oubliette, Ghaddar

Patrollers: Hamatula, Advespa, Narzugon

Soldiers: Imp, Abishai, Malebranche, Spinagon, Herlekin

Mindless Horde: Lemure, Nupperibo

Defense:

Police, Enforcers: Ashmede, Ghaddar

Police: Osyluth, Malebranche

Defense Forces: Cornugon, Amnizu

Guards, Elite: Gelugon, Darksphinx, Ghargatula, Golems

Guards: Hamatula, Abishai, Amnizu

Misc:

Assassins: Erinyes, The Faceless

Spies: Imp, Erinyes, Gelugon, Spinagon

Torturers: Abishai, Kocrachon

Messengers: Imp, Erinyes, Spinagon

Hunters: Soulsniffer

Court:

Nobles:

Jesters: Vierhaander

Laws of the Nine Hells:

Strength lies in unity.

The strong rule the weak.

All lies contain a spark of truth.

Slavery creates freedom.

Failure leads to punishment.

Do to others as they have done to you.

(When possible, do to others before they do to you. Treat your inferiors as your superiors treat you. Learn your lessons from above and below.)

Haste makes waste. (Revenge is best tempered by time. Plan carefully and leave no evidence.

There is no crime if there is no proof.)

A sharp eye and mind are more valuable than strength of arms. (Let cunning be your watchword. Any fool can be won by extravagance.)

Know your enemy.

None may rise unless another falls. (There is only so much room at the top. If you would ascend, you must first topple another.)

Take pride in yourself and your works. (Admit weakness or error only when it gains you an advantage.)

Never promote chaos.

Infernal Language:

Infernal is divided into four castes. First is the language of the least Baatezu, second is the language of the lesser baatezu, third is the language of the greater baatezu and fourth is the court language of the nobles.

Items and Goods of the Nine Hells:

Avernian Gems: Mined by the kobolds of Avernus

Baatorian Greensteel (see A&EG)

Kyton Chains: Chains, small and delicate to huge and strong made by the Kytons of Jangling Hiter, Minauros.

Minaurosian Wine: A wine made from Minaurosian sour razorvine grapes.

Stygian Ale: frozen black ale.

Desert's Night: An intoxicating sedative blossom from the realm of Akhwugaht in Stygia. If the flower is sniffed and a Fortitude save DC 18 is failed, the user goes into a raging paranoia and if the user is not cured within three days, he goes berserk and attacks everyone in sight. If the save is made, the user spends a day in an enjoyable exploration of his own mind, recovering memories and healing psychic damages. This is the only known remedy for restoring memories lost to the River Styx (Will save DC 23 to recover such memories). 1,000 gp a blossom

Soul Shells and Petitioners of the Nine Hells:

Soul Shells are petitioners shaped into tortured semblances of their mortal forms. They appear as ghostly white shades. They aren't true baatezu, of course, but neither are nupperibos. Soul shells resemble ghost-white specters cruelly molded into pain-wracked shapes for some aesthetic or practical purpose. A soul shell in the City of Dis may have iron nails driven through its skull and hooks in its shoulders to pull a cart, combining business with pleasure, if you will. Soul shells are the primary labor force of the Hells, eternally building cities like Dis, Minauros, and Malagard and doing most everything else the baatezu don't care to. Most commonly, they're herded about by spinagons.

General Information on Avernus:

The first layer of Baator is a wasteland of charred, rubble-strewn plains, with mountains and talus-sided foothills breaking up the monotony. Blood-red light suffuses the air and fiery balls flit randomly across the sky, sometimes detonating to terrible effects. Runnels of blood flow in streams across Avernus, finally joining the River Styx.

Places of Interest within Avernus:

Bone Citadel:

This is the grim fortress of Malgrin, Duke of Unlife (LoH p36). The Bone Citadel is built on the banks of a river of blood. The fortress is filled with undead and necromancer-officers of various races that have pledged themselves to Malgrin.

Bronze Citadel:

What may have once been a citadel constructed of bronze is now a brutish, unimaginative city covering dozens of square miles and featuring twelve concentric ring walls, each bristling with war machines. The city is filled with petitioners, both lemures and soul shells, and hundreds of thousands of lesser devils of all types bound for the Blood War. Because Avernus is the likeliest beachhead for any massed demonic attack, fortifications are always being added to the Bronze Citadel. Work gangs of soul shells, lemures, and imps constantly expand the city. The construction is so pervasive that bone scaffolding is as likely to be supporting a given wall as not.

The Gate to Limbo:

In Avernus, not far from the tranquil realm of Garden, there stands in the barren desert a huge free-standing archway, perhaps 70 feet tall or more. Carved upon it are the faces of baatezu, on the one side, and slaadi on the other. If you view it, or enter it, from the side marked with slaadi, nothing happens. But looking through the other side reveals the swirling chaos of the plane of Limbo. Aside from the occasional use of 'Limbo' to denote Avernus instead, what possible reason could there be for such a chaotic intrusion into the smooth running of the deadly baatezu political engine? There's always a reason. Many years ago, a high-ranked baatezu noble devised a plan to poach territory from other planes, especially the prime, that involved using chaos-stuff as a pathway. The plan was duly enacted, and several pieces of land stolen. It's said that Garden was such a place. But after a while, the scheme proved unprofitable compared to dragging gate-towns off the Outlands, and the site was transferred for other uses. There is no way to shut the gate, and anyone entering it is likely to be hurled headlong into Limbo, although there's a small (15%) chance they'll be sent to some Prime world instead. Guarding the gate are the new inhabitants of the plot: the monsters known locally as Sin and Death. Sin, the mother of Death, is a demigoddess like a night hag, although unrelated to Cegilune, Baba Iaga and the other hag-goddesses. Some say she's the younger sister of Malagard, others that she's the Dark Lord's own daughter, like Glasya. She's invincible as long as she stays near the gate, and can draw on its power to twist the minds of those she speaks to. Death is almost always silent, just watching. He's not the true Death that the Dustmen worship, but a minor Baatoran demipower. He's still no joke to fight, though, because he can kill anyone who possesses a scrap of doubt

Lake of Blood:

A fetid lake of warm blood that is nestled in the Stigmaris mountains.

Maggot Pit:

This is the largest of Hell's birthing orifices. From a distance, the breeding pit, it appears to be a small rock formation, but up close it seems to be infinitely huge. The crater is easily a thousand feet across and many thousands of feet wide. It is filled to the top with a writhing mass of ooze and maggots. Fresh lemures and nupperibo's blindly stumble from the goo and crawl onto the land. Abishai fly overhead as Spinagons gather their herds. The Maggot Pit abuts a sheer rock wall that stretches across the plain and rises high into the sky. A single, large cavern mouth at the base of the wall opens into Tiamat's lair.

Oasis of Unbound Passion:

This is an arid desert nestled in the landscape of Avernus where Vuall, Duke of Pleasure, lives

Pillar of Screams:

This grotesque tower is made of hundreds of living, disembodied heads, all squashed together to form a solid mass at least 10 feet around and 20 feet tall. The pillar is usually heard before it's seen, as the decaying heads talk, curse and argue incessantly with one another.

Pillar of Skulls:

This massive landmark of actual skulls represents devilish trophies taken in the Blood War. Most of the trophies are twisted, demonic skulls, varying in size from miniscule to the size of a house. The pillar rises to a height of more than a mile. The pillar stands near the part of the ledge where access to the next lower layer is an easy walk down a particularly tall metal spire of the city of Dis reaching up through the haze between the layers. This spire sees quite a bit of devil and petitioner traffic on its spiral stairwell... and quite a few accidental and not-so-accidental falls. However, a massive cave mouth near the base of the Pillar of Skulls holds a particularly terrible sentinel of the ledge: Tiamat.

River of Blood:

This stenching river is filled with warm, slow moving, partially clotted blood. It's slippery, scabby banks pulling in anyone foolish to near it. Some spots are as shallow as a single foot, but the width never closes below 100 yards, making any crossing a long, unpleasant experience. Downstream, the river dumps into the black waters of the Styx. Upstream it eventually leads to its source, the Lake of Blood.

River Styx:

The river Styx enters in three places in Hell, in Avernus, Stygia, and Nessus.

Sovereignty:

Sovereignty is a town of baatezu who've turned stag from the armies of the Blood War. No less militant than they were before, these fiends want to separate themselves from the baatezu hierarchy and establish their own regime. Most are more than a little barmy. Their rebellion has not made the baatezu of Sovereignty any less lawful or evil, but they are fiercely loyal to their secessionist cause. Perhaps even stranger is why the armies of Baator haven't already squashed these paranoid fiends like bugs, which is obviously within their capabilities. The chant is the baatezu and the Dark Eight don't want to make martyrs of these rogues, and they think a direct attack might encourage more rebellion. At any rate, Sovereignty expects an attack sometime soon, and has been stockpiling an armory that's as large and impressive as any army of Baator.

Stenching Evil, City of Revulsion:

The largest nupperibo slave market is called Stenching Evil, the City of Revulsion (so-called because of the large local population of vaporighu and mephits from Gehenna). It's located in Avernus where Pyriphlegethon, the River of Boiling Blood, flows into the Styx.

Tiamat's Cave:

Tiamat guards the access between Avernus and Dis near the Pillar of Skulls, but she usually stirs forth only to counter demonic incursions.

Avernus Random Encounters:

1-21	General
22-32	Patrol
33-54	Wildlife
55-66	Merchants
67-89	Environment
90-99	Odd
100	DM's Choice

General:

1-30	Soul Shells [roll on Soul Shells table]
31-34	Lemures being melted/purged in fire by Overseers (5d10 Lemures and Overseers [roll on Overseers table])
35-38	Lemure mob with overseers (5d10 Lemures and Overseers [roll on Overseers table])
39-42	Lemure horde with overseer (2d100 Lemures and double number of Overseers [roll on Overseers table])
43-45	Nupperibos being melted/purged by fire with overseers (3d10 Nupperibos and Overseers [roll on Overseers table])
46-48	Nupperibo horde with overseers (10d10 Nupperibos and Overseers [roll on Overseers table])
49-75	Devils [roll on Devils table]
76-79	Chamagon (1 Chamagon)
80-83	Hellwardens (1d6 Hellwardens)
84-87	Hellwarden mob (1d20+20 Hellwardens)
88-91	Kere (1d2 Kere)
92-95	Kere squad (4d6 Kere)
96-99	Tormentor of Souls (1d4 Tormentors of Souls)
100	DM's Choice

Patrols:

1-24	Osyluth regulator squad (1d12 Osyluths)
25-29	Advespa patrol (1d4+1 Advespa)
30-34	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
35-44	Barbazu patrol (1d4+1 Barbazu)
45-59	Barbazu squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
60-69	Hamatula patrol (1d4 Hamatulas)
70-84	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
85-89	Hunting Patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
90-94	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
95-99	Tormentor of Souls troupe with Hell Hounds searching for runaway Soul Shells. (1d4+1 Tormentors of Souls and 1d4 Hell Hounds)
100	DM's Choice

Wildlife:

1-25	Unsupervised Lemure swarm (3d6 Lemures)
26-40	Unsupervised Nupperibo mob (3d6 Nupperibos)
41-50	Hellcat pride (2d6 Hellcats)
51-60	Hell Hound pack (2d6 Hell Hounds)
61-65	Wild Nightmare herd (1d8 Nightmares)
66-75	Spinder swarm (1d10+5 Spinders)
76-85	Spinder mob (1d20+20 Spinders)
86-88	Ash Rat nest (4d10 Ash Rats)
89-91	Ash Rat horde (4d10+20 Ash Rats)
92-94	Mephit swarm. Roll 1d6 to determine type. 1-2: <i>Dust</i> ; 3-5: <i>Fire</i> ; 6: <i>Salt</i> . (1d10 Mephits)
95-99	Fiendish Gray Render (1 Fiendish Gray Render)
100	DM's Choice

Merchants:

- 1-23 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
- 22-36 Yugoloth merchants selling/trading: Larvae, Nuperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultroloths and 1d8+2 Mezzoloth guards)
- 37-53 Night Hag merchants selling Larvae and other dark goods. (1d3 Night Hags and Nightmare mounts)
- 54-64 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
- 65-69 Rakshasa merchant caravan with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
- 70-74 Neogi merchant's caravan with Umber Hulk slaves/guards selling slaves and other goods. (1d6+2 neogi and 1d6+2 umber hulks)
- 75-79 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultroloth and 1d10+8 Mezzoloths)
- 80-84 Yugoloth mercenary force, looking for work or on a task. (2 Ultroloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
- 85-89 Mercane merchant company selling magical items and other goods. (1d4 mercane, 3d6 5th lvl fighter guards)
- 90-94 Kobold gem merchant caravan (followers of Kurtulmak) on their way to Dis to sell their wares. (2d8 Kobolds)
- 95-99 Fire Giant mercenary force, looking for work or on a task. (1d6 Fire Giants, 1 Fire Giant sorcerer [1st-6th lvl], 1d10 Trolls, 1d6 Ettins and 1d6 Hell Hounds)
- 100 DM's Choice

Environment:

- 1-21 Fire fungus patch. This warm, wriggling dull red growth is found in patches recently hit by Avernan fireballs. It is edible, but somewhat foul tasting unless properly prepared.
- 22-33 Avernan fireball explodes and fills a 30' radius. The explosion causes 6d6 points of damage, DC 17 Reflex check for half damage.
- 34-41 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: 10' approx dia.; 2: 30' approx dia.; 3: 60' approx dia.; 4: 80' approx dia.; 5: 150' approx dia.; 6: 300' approx dia.; 7: 500' approx dia.; 8: 1000'+ approx dia. Roll 1d8 to determine guardians: 1-5: *Devil Overseers* (roll on *Overseer table*), 6-7 *Night Hags*, 8: *No guardian*
- 42-49 Large outcropping of rock. 25% chance that the outcropping has hideous "ghosted" images of screaming faces and bodies in torment within the rocks. Roll 1d20 to determine material. 1-2: *Stone*; 3-9: *Obsidian*; 10-14: *Quartz*; 15-18: *Obsidian and quartz combination*; 19: *Semi-precious stones mixed in*; 20: *Precious stones mixed in*. Each time a creature moves into an obsidian outcropping or an obsidian outcropping mix (or spends a round fighting while standing in such an area), the creature may step on razor sharp piece of obsidian. The obsidian makes an attack roll (base attack bonus +3) against the creature. For this attack, the creature's shield, armor, and deflection bonus do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for one day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a jagged rock that does damage. Any creature moving at half speed or slower can pick its way through the rocks with no trouble.
- 50-56 Large mass of jagged rubble and detritus. 30% chance that a search DC 15-30 reveals an item. Roll 1d20: 1-3: *cursed item*; 4-17: *junk*; 18-19: *minor magical item or oddity*; 20: *medium magical item*.
- 57-63 River/Lake of blood: Roll 1d10 to determine size. 1-3: *Stream of blood*; 4-5: *Small river of blood*; 6: *Large river of blood*; 7-8: *Pond of blood*; 9: *Lake of blood*; 10: *Large lake of blood*.
- 64-70 Abandoned camp.
- 71-76 A short stunted and twisted plant. (Roll 1d6, on a 6 the plant has some sort of special property)
- 77-83 Deep crack on the ground or cave on a rock outcropping. Roll 1d8 to determine use. 1-3: *empty*; 4-6: *Being used as a lair*; 7: *Being used as a shelter by travelers*; 8: *Being used as a home by deserters/escapees*.

- 84-90 Military fortification [roll on the Military Fortification table]
- 91-93 Fortified sanctuary holding a greater devil (usually Pit Fiend or higher status) that is Astrally Projecting. A sanctuary will usually have 1d3 guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 2d6 Abishai patrollers.
- 94-95 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
- 96-97 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
- 98-99 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
- 100 DM's Choice

Odd:

- 1-12 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 13-22 Osluths seeing to a law-breaker.
- 23-31 A press-gang is sweeping through, "enlisting" all. (1d6+4 Barbazu and 1d4 Imps)
- 32-40 Two devils bargaining over a contract.
- 41-48 Demonic raiding party. (1d6 Glabrezu, 3d10 Vrocks)
- 49-56 Arcanaloth, with guards, overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 57-62 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 63-67 A devil murdering another devil... witnesses are not to be left alive.
- 68-72 Kobold soul shells, followers of Kurtulmak, the Kobold god. (3d6 Kobold Soul Shells)
- 73-77 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 78-80 Mortal bargaining a contract with a devil.
- 71-83 A Faceless assassinating a devil.
- 84-85 Lone Yagnoloth outcast.
- 86-87 Death Knight, either mercenary leader or doomed wanderer. If a mercenary, they will often have ghouls and ghosts under their command (1 Death Knight, 3d10 Ghouls, and 2d6 Ghosts)
- 88-89 Deathbringer gang leading undead troops to it's devil-master. (1d4 Deathbringers, 1d6 Devourers, 2d10 Ghosts, and 5d10 Ghouls and 5d10 Skeletons of varying sizes)
- 90-91 Roving band of undead led by Famine Spirits. (1d4 Famine Spirits, 2d4 Ghosts and 2d8 Ghouls)
- 92-93 Ragewind cluster. (1d4 Ragewinds)
- 94-95 A group of adventurers from the prime.
- 96 A Spell Weaver raiding party collecting an item (1d4+2 Spell Weavers)
- 97 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 98 Hellfire Wurm (1d2 Hellfire Wyrms)
- 99 Hellfire Wurm clutch (1d3+2 Hellfire Wyrms)
- 100 DM's Choice

General Information on Dis:

The second layer of the Nine Hells is a burning city of iron. The red glow of infernal heat burns within the scorched iron walls, and a pall of smoke rises up from a general dark haze over the entire layer. For the city is the layer and the layer is the city, Dis. Some claim that a traveler who walks far enough can leave the city behind, concealed within a great ring of mountains. Ranks of red, glowing buildings extend to every horizon, rising and falling according to the hidden terrain. Palatial mansions of particularly important devils and officers of the Blood War break the cityscape here and there.

Even the iron cobblestones glow with heat. Without iron-shod boots, visitors soon write and burn in the streets. Screaming petitioners, captives from the Blood War, and mortals kidnapped from the Material Plane fill subterranean prisons beneath the streets. The sound of their agonized lament is usually audible from small vents in the city walls.

Some sections of the city host markets and bazaars where creatures from a variety of different planes meet. Most seek to buy or sell questionable wares, or hire a bloodthirsty band of mercenaries for work that only a devil could love. Crowds fill the streets. Parades of devilish nobility attended by lemures and horribly sculpted soul shells vie with countless work gangs who constantly sally forth to repair, extend or remodel the city at the behest of Dispater.

Dispater's devils buy and sell treasure and souls. Unlike Mammon's rhyming servants, the inhabitants of Dis feel no need to hoard their winnings: their only goal is status for its own sake. Dis very much reflects Dispater's own attitudes, and is a place wholly stratified by knowledge. Its hierarchy is dizzying; a devil that holds an important secret may climb quickly to the highest spires of the city, using his closely guarded secret to gain power. The moment the secret is revealed, or loses its power for any reason, that same devil's fall will be spectacular. Power shifts in a heartbeat in Dis, but one thing is constant: Dispater the Wise wanders his halls overseeing it all.

Effects of the Plane:

Contact with the iron walls and buildings of Dis cause 1d6 points of fire damage. Additionally, Dis is considered extreme heat (above 110° F). A character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saving throws. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

Places of Interest within Dis:

Forbidden Library:

This octagonal edifice in the center of the city is presided over by Furcas of the Dark Eight. The library is a den of blasphemous secrets, the ultimate destination for evil mages and cultists from across the planes. Parts of the collection are nearly as old as the planes themselves. Access, of course, is strictly controlled by Furcas. Only those willing to donate a rare volume or their own services may enter. Furcas had collected more than one soul this way, and it allows him a cadre of agents on the Prime second to none.

Iron Fist:

Towering behind the vice dens of Velvet glove is an enormous fortress, a rival to the Tower of the Arcanaloths itself, called Iron Fist. Here, the baatezu plan key battles of the Blood War. While Malsheem houses the upper orders of the baatezu administration, the Iron Fist is home to some half of all its civil servants. All kinds of baatezu from spinagon upwards work there, and its corridors are a confusing maze to non-fiends. Also garrisoned there are the Velvet Enforcers, a well-dressed and snappy band of ruthless killers, who see to it that the baatific manipulation of Velvet Glove isn't interrupted by such ideas as fairness or competitive pricing. Several casinos a year are demolished and rebuilt as a result of Enforcer investigations.

Safe as Houses:

This district/town seems like the most peaceful and relaxed part of the Iron City of Dis. But in fact, a vicious protection racket preserves the peace for those citizens with jink, and makes sure those without keep quiet. Rumors as to who's behind the protectionists abound, and popular theories include that it's the yugoloths, one of the Dark Eight, Dispater (experimenting in methods of civic control) or celestials trying to spoil Dispater's picnic. No one knows for sure. A prominent figure in the town is an orc named Orgblash. He runs a small armorer's, which while inadequate is the only one never to have been mysteriously set on fire. Orgblash seems to have an opinion on everyone and everything in the area, and most people think he's a spy for the real high-ups.

Sri Fezzimyl:

Sri Fezzimyl is a treacherous place of illusions and trickery. This is the rakshasa embassy. This place takes on the appearance that amuses its masters that day. It might appear as a filthy nest not fit for goblins, a beautiful garden, or any other location they wish. The rakshasas here, unlike those elsewhere in the city, care little for trapping mortals. They're after bigger game, here: the devils themselves. They represent a vast source of wealth and power and their maharajah has given them orders to claim a bigger piece of Dispater's pie.

Tombs of the Heretics:

In Dis there is another of the baatezu's twisted petitioner research projects. Those who, in life, perverted their religions are kept in concrete tombs with only a writing desk for company. They pen venomous tracts for the baatezu, who distribute them to the more wavering members of the faiths of good to promote doubt. However, the heretics themselves gain no satisfaction from their work, as the baatezu memorize or copy the tracts out of sight of their authors, and then burn the manuscripts dramatically, further souring the already bitter minds of their artists. They never understand what's going on, and become more and more convinced of the uselessness of existence.... a view they are careful to place in all their tracts. Recent works from these wretched souls include *A Considered Dismissal of Sapientism*, *The Folly of Freedom*, and the especially poisonous *What Your Faith Wants From You*, in which prominent religious figures in Sigil are portrayed as crooks and robbers. The petitioners don't actually know the names of these people: the baatezu simply plug in the latest names to keep up to date.

Velvet Glove:

In Dis, there is a posh district called Velvet Glove. It's a den of what many celestials would regard as sleaze: prostitution, mass gambling and other vices. But it makes the locals rich, and everywhere you go there are mansions owned by wealthy baatezu, tieflings and the odd mortal. Erinyes are more common here than anywhere else in the city, and they certainly take pleasure in their work. Of course, the appearance of indulgence is deceptive. Doubly so, in fact. Firstly, the casinos and brothels are all baatezu-owned, and the profits go to fund the fortress Iron Fist. Moreover, all gambling is rigged. No baatezu would allow a berk passing through to win a huge sum of jink and skip away with it. Additionally, within the Velvet Glove district is the Iron Fist.

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Iron Tower:

The Iron Tower is visible from every part of Dis, for it reaches high above the city, piercing the haze of the layer. The tower's form seems to constantly shimmer and change textures and architectural styles. Up close, the tower appears to be a searing mountain of gray iron that constantly shifts from one massive shape to another. The height seems infinitely tall, though it's not, extending 999 miles into the sky.

Carved into the outer surface of the tower is a continuous tableau of various greater devils gleefully torturing mortals. Sixty-feet up the tower's side, a small ironwork balcony overlooks the city. The tower is ringed by a 30-foot high rock wall that slopes slightly outward. The wall is painted in blood, with scenes of devil victories over demons. Along the top of the wall, every ten feet, rest squat stone gargoyles. If a creature attempts to fly over the wall, the stone gargoyles come to life attacking the intruders (there are a total of 80 gargoyles). Climbing the wall does not seem to bother the gargoyles, though there are patrols

that sometimes walk around the wall. On the wall, there is a single gatehouse leading into the tower. Four Cornugons guards block the entrance; lead by Baalug a “by-the-book” Cornugon. Those are the only ways in for most, since it is impossible for non-Baatezu to teleport within the wall or the tower itself.

Inside the wall is a rubble-strewn courtyard and the ever-shifting tower that seems to have no obvious doors or entrances. There are several ways to gain entrance to the tower.

Walking Through: If a visitor concentrates on Dispater’s magnificence (DC 12 wisdom check), they can simply walk through the wall, appearing in the Pit of Penance, regardless of where the tower was breached. Beings of LE alignment suffer no damage from passing through the scorching iron; however those of neutral alignment suffer 1d10 damage, and those of good alignment suffer 2d10 damage. Beings of CE alignment can’t pass through the tower at all, a safeguard to prevent demons from entering. This method of entrance is one-way; it cannot be used to exit the tower.

Climbing Up: The carvings on the tower allows a skilled climber (DC 15 Climb check, if the climber is immune to the heat, DC 30 if the climber is not) to make his way up the ridged iron to the balcony. Of course, climbing a tower that constantly changes its shape is dangerous. Every 10 rounds, the tower melts and reshapes itself into another form, and any climber on the wall has a greater chance of falling (DC 25 Climb check to hold on). The balcony leads to the City Vista room.

Hitching a Ride: If asked and permission is given, the Cornugons can teleport visitors inside the tower, for a fee (usually 200 gp in magical items or gems per person being teleported). Visitors will be teleported to the Pit of Patience.

When a non-devil has legitimate reasons to visit the Iron Tower, Dispater allows one official mean by which visitors can move from room to room: the Flower of Holes. These black flowers are grown from the distilled spirit of a petitioner unfit for the work crews. The Flower of Holes sports twelve petals, on each petal is a small red mark, a symbol for one of the rooms in the tower. This way, a visitor is only allowed within certain rooms in the tower. To use a petal, it is plucked from the flower and it begins to grow, becoming a four-foot wide circle in 2 rounds. The visitor then places the petal against a wall, ceiling or floor and for the next 2 rounds it opens a passageway: anything that goes through the hole ends up in the room represented by the petal’s symbol. The hole only allows one-way travel and after two rounds it turns to dust. Only one petal from that flower can be active at any one time. Once all twelve petals have grown and disintegrated, the center of the flower turns into a thirteenth petal, leading to the Garden. From the Garden, devils usually will teleport visitors out of the tower. If a petal has no symbols inscribed to it, it is impossible to inscribe one to it, if the proper room symbol is known. New symbols can be etched by dipping a thorn from the stem of the plant and writing the symbol upon the petal in blood. A Craft (Calligraphy), DC 10-20 (depending on the complexity) skill check is required to correctly copy a symbol. If the symbol is incorrectly inscribed, that petal is forever ruined.

Most of the walls of the tower are made of the same scalding iron as the city itself and are subject to the same hazards. The floors, however, are relatively cool. Dispater likes to shift the outer appearance of the Iron Tower, but allows the inside to remain fairly constant. Most of the rooms keep their shapes; all squeezing magically into whatever new forms the tower takes. All rooms in the Iron Tower are uniquely identified by a symbol somewhere within it, usually, but not always, the symbol is obvious. Each room in the tower is isolated from others, with no doors or tunnels of any kind connecting them. Physical paths just aren’t needed; most devils simply teleport from room to room. A non-teleporter can still get around, but it’s much more difficult. Magics which allow users to walk through solid material won’t necessarily help; the user might leave one room only to find that the next open space is through miles of iron. Magics that relocate users from one place to another might materialize the user in solid iron or over a bottomless pit. Divinations spells such as detect evil, detect magic, and detect alignment won’t reveal any information due to the overwhelming aura of the tower. Additionally, the tower itself is completely immune to Dispel Magic and similar effects. Below are described only a few of the rooms found within the Iron Tower.

Pit of Penance: Those that walk through the walls of the tower end up in this holding area, where they stew until the devils are in the mood to grant an audience... which isn’t often. The floor of this rectangular room is littered with bones and skeletons; some still dressed in clothes, some grey with age, turning to dust at the slightest touch. Spinagons have long since cleared the bodies of any useful items, though there might be

some hidden items among the detritus. When visitors enter, sometimes a guardian will tell those within “Wait here, someone will be with you shortly.” You can imagine the usual results.

City Vista: Greater devils meet here to work out the details of the continuous urban blight in the city of Dis; the small room is a convenient place to coordinate work crews and the balcony offers a good view of the streets nearest to the tower. The walls of this small room are peppered with magnified maps of sections of the city, rosters of work crews, and labor progress reports. Oddly, none of the parchments seem to burn despite of being hung on smoldering walls. Connected to this room is a narrow balcony of ornately carved iron juts out from the tower.

Prison Globe: This is just one of many rooms devoted to detaining prisoners awaiting interrogation, punishment or death. This room is pure white, unblemished snowy whiteness, like a snowy sheet... nothing but the endless lack of color as far as the eye can see. Those within seem to stand on solid ground, but visually those within seem to be floating. This room is actually a perfect white sphere, 30 feet in diameter that revolves undetectably. Any objects thrown into the ivory haze, end up in the Trinket Hoard. At the bottom of the room there is a miniscule carving of the room’s symbol.

Torture Chamber: Cruel instruments of torture crowd this blood-spattered room, and everywhere thick chains hang from the ceiling and walls. Often, dead or unconscious victims are held limp within monstrous devices within the room. The chains animate and attack unwanted intruders within this room. 15 chains each have a +7 attack bonus and cause 1d6 points of damage and have a 15’ range and attempt to grapple intruders. Once grappled for two rounds, nothing short of a Wish will free a prisoner. Devils that work within this room know the proper command word will free those bound.

Skyscape: This exposed platform near the top of the tower allows Dispater to view his entire layer at once, including the City of Dis far below. This transparent half-circle sticks out from the side of the tower at an obscene height, offering a heart-stopping view of the turbulent city almost a thousand miles below. The impossible seems to occur from the Skyscape... viewers are able to view the entirety of an infinite realm. Visitors to this room must make a successful Will save, DC 20 or become stunned into a catatonic state for 1d10 minutes. Those of lawful alignment, who make the save, permanently gain 1 point of Wisdom. The platform has a 60’ diameter and a radius of 30’, any who step off plummet to their deaths.

Cavern of Flight: Devils that can fly often come to this vast chamber to stretch their wings and practice aerial maneuvers. This area resembles a monstrous underground cavern, easily a three thousand feet wide, with no apparent roof or floor. Dozens of large, rocky columns hang frozen in midair throughout the dark cave. Those within wishing to use a Flowers of Holes will have to make their way to a rock-climb near a wall. If a visitor falls into the bottomless void, he must concentrate on flying and fail a DC 15 Intelligence check to “swim” through the air at half his normal speed. If a visitor succeeds at his Intelligence check, can’t accept the possibility of flight and continues to fall.

Ring of Gates: Whenever one of Dispater’s minions must undertake a mission outside of Hell, he comes to this room, where hundreds of gates provide pathways to and from other planes. This curved hallway forms a perfect ring; small gems have been imbedded into both walls to outline hundreds of differently sized circles. The gems can’t be removed, and they burn with the same intensity as the walls. A gate key is required to activate each of the gates. This room is quite frequently used and often a devil will be found within, either entering from a gate or getting ready to activate one.

Endless Spiral: Devils looking to have some fun often pluck someone from the Pit of Patience and drop him here. This room consists of a spiral staircase that curves away both upward and downward. The stone steps are wide and well maintained. From above, soft whispers can be heard; from below there is the sound of running water. The stairs magically fold back in on themselves; where they are climbed or descended, in 30 minutes, they always end up back at their starting point. However, the physical appearance of the walls and steps change so to the visitor’s eyes, they are making progress.

Sky Bubble: This living prison is used to retain those whose offenses have earned them more than simple confinement. The surfaces of this small empty cube seem to be made of a seamless brown material. The walls constrict and shrink around any who enter, wrapping prisoners in a warm, rubbery second skin, crushing those within together. The amorphous bubble relentlessly tries to mold itself around the shape of the prisoners. Those within can breathe through the skin but not see through it. Neither weapons nor fire can harm the skin, which seems to ooze beads of sweat. 30 points of cold based attacks will cause the skin to expand for three rounds, alternately a DC 25 strength check can be used to push the skin away.

Library: The Pit Fiends in the Iron Tower maintain a vast collection of dark research and reference materials, all stored in orderly fashion in this room. Each wall of this octagonal chamber's a bookcase that rises up higher than the eye can see. The shelves are filled with tomes whose black spines are etched with markings in Infernal and other more exotic languages. If spells such as Read Magic, Dispel Magic and Erase are used, the targeted page expands and wraps around the reader, inflicting 1d4 points of crushing damage per round and they begin to suffocate. A DC 20 strength check is required to remove the page. Many of books within this library are cursed, but therein might be found books of great power as well. If the library is well searched, visitors will find detailed biographies of themselves, continuously updating as new events occur; words materializing on the page. High-ranking devils are known to come here for research.

Prison Wedge: This triangular room is used to detain prisoners. One prisoner is held on each side of the room, their bodies partially buried into the walls themselves. Hissing snakes are lashed into the ankles and wrists of any prisoners within; the snakes restrain those held from using any magic's.

Hall of Dark Reflection: Those who irritate the baatezu of Dis often are dumped in this chamber to get a firsthand look at one of their possible futures. This long, dark hallway dead-ends at a wall that's completely covered with a reflective surface. The mirror is actually a tar-like substance that absorbs any items thrown or pressed against it. Small objects will disappear completely; larger objects stick out enough to be removed. The mirror reflects a possible future of those that view it.

The Maze: Dispater sometimes traps those who annoy him in a maddening maze; though unlike most mazes, Dispater's mazes seldom have exits and change from moment to moment. There are several rooms like this within the Iron Tower; some have held captives for millennia (Dispater often removes the need for food and water, for those in the maze).

Trinket Hoard: Objects stolen from planars and primes that have no real long-term use are dumped in this chamber, and loyal spinagons are sometimes rewarded by being allowed to sift through the pickings. The room contains a colossal, horned skull, its eye sockets as big as small tunnels. Anchored to the top of the oblong skull, at least fifteen feet off the ground, is a large metal handle. The handle is attached to a heavy (Strength check, DC 17), but removable lid. The skull itself is full of rocks, cloth, goblets, bones and other debris. A diligent search (Search DC 20), through the trinkets nets small objects that are either interesting (an elf's diary, sack of carved marbles) or useful (a dagger, a purse of silver pieces). No matter how much stuff is removed from the skull, there's always more. Sometimes dangerous insects will make their home inside the trinkets.

The Heart: This room is an actual representation of the heart of one of the supplicants in the Torture Chamber. The smell of blood overwhelms those in this pulsating, dripping cavern that looks like the inside of a heart. It's difficult to maintain footing on the fleshy ground and thunderous steady claps of bone-rattling thunder, rattle those within. With each heartbeat, rivulets of sticky blood spray out of the ground and coat those within. Once per round, those within take 1d2 points of sonic damage and must make a DC 14 balance check to stay on their feet from the quake like beats. The deafening heartbeats make spellcasting nearly impossible requiring a DC 18+spell level Concentration check. If the a weapon is stabbed into the heart, the baying stops, and a geyser of scaling blood erupts from the wound, flooding the chamber completely in 10 rounds. Additionally, one of the supplicants in the Torture Chamber dies.

The Garden: In a vast “room” that more resembles an outdoor landscape, Two Pit Fiends tend to the creation of Flower of Holes from the bright, distilled spirits of lawful evil petitioners. Orderly fields of black flowers stretch to the horizon. At the entrance of the Garden there is a low hill of black dirt, under a purple sky. Dim light issues from a translucent tank at the bottoms of the hill, in which thousands of glowing balls swirl through a hazy soup. Flowers can be picked, but unless the spirit of a petitioner is bound to the flower, it is useless.

The Head of Blades: As part of his attempt to take control of Sigil, Dispater is running grotesque experiments to analyze the Lady of Pain, and perhaps even figure out how to defeat her. There is a faint light in the center of this dark room, within it stands a woman imprisoned in a solid block of iron that’s covered in odd markings and ringed by ruts cut into the floor. Only the woman’s shoulders, neck and head stick out of the top of the block, and growing cleanly out of her head are a dozen large blades. The woman is an unfortunate victim of this experiment and watches any that enter the room, but can’t communicate with them in any way. Each blade can be drawn from her head, leaving behind a gaping, bleeding wound (the blades are +1 swords). Any who pulls one out suffers a curse immediately upon leaving the room. Unless a Will check, DC 20 is made, roll 1d6: 1) gender changes, 2) hair turns to worms, 3) body weight doubles, 4) skin becomes transparent, 5) skin reeks of vinegar, 6) becomes mute. The curse can be reversed with a Remove Curse, but not while in Hell (caster level 16).

Dispater’s Study: This nine-sided chamber changes over time. It can appear as a simple chamber; the only features being a simple wooden chair, a long wooden table, and bone pegs on one wall. Or it can appear as plush and elegant room filled with bookshelves, maps and globes from around the multiverse, exquisite paintings on the walls, plush rugs on the floor, a large iron desk carved with darkly beautiful bas-relief’s and a large leather chair behind it. There are other forms of this room; Dispater changes it as it strikes his mood.

Dis Random Encounters:

1-25	General
26-40	Patrol
41-45	Wildlife
46-68	Merchants
69-88	Environment
89-99	Odd
100	DM's Choice

General:

1-30	Devils [roll on Devils table]
31-54	Soul Shells [roll on Soul Shells table]
55-63	Soul Shells laboring and Overseers. Roll 1d8 for activity. 1: <i>Moving from one location to another</i> ; 2: <i>Re-forging iron plates</i> ; 3: <i>Laying down iron paving plates</i> ; 4: <i>laying down paving stones</i> ; 5: <i>erecting a new building</i> ; 6: <i>demolishing an old building</i> ; 7-8: <i>other activity</i> . (5d10 Soul Shells and Overseers [roll on Overseers table])
64-74	Lemures laboring with Overseers. Roll 1d8 for activity. 1: <i>Moving from one location to another</i> ; 2: <i>Re-forging iron plates</i> ; 3: <i>Laying down iron paving plates</i> ; 4: <i>laying down paving stones</i> ; 5: <i>erecting a new building</i> ; 6: <i>demolishing an old building</i> ; 7-8: <i>other activity</i> . (5d10 Lemures and Overseers [roll on Overseers table])
75-84	Zombie work squad. Roll 1d8 for activity. 1: <i>Moving from one location to another</i> ; 2: <i>Re-forging iron plates</i> ; 3: <i>Laying down iron paving plates</i> ; 4: <i>laying down paving stones</i> ; 5: <i>erecting a new building</i> ; 6: <i>demolishing an old building</i> ; 7-8: <i>other activity</i> . (1d4+6 Zombies and Overseers [roll on Overseers table])
85-89	Lemure horde with Overseer. Roll 1d8 for activity. 1: <i>Moving from one location to another</i> ; 2: <i>Re-forging iron plates</i> ; 3: <i>Laying down iron paving plates</i> ; 4: <i>laying down paving stones</i> ; 5: <i>erecting a new building</i> ; 6: <i>demolishing an old building</i> ; 7-8: <i>other activity</i> . (2d100 Lemures and double number of Overseers [roll on Overseers table])
90-93	Nupperibo horde with Overseers. Roll 1d8 for activity. 1: <i>Moving from one location to another</i> ; 2: <i>Re-forging iron plates</i> ; 3: <i>Laying down iron paving plates</i> ; 4: <i>laying down paving stones</i> ; 5: <i>erecting a new building</i> ; 6: <i>demolishing an old building</i> ; 7-8: <i>other activity</i> . (10d10 Nuperibos and Overseers [roll on Overseers table])
94-96	Lemures being melted/purged in fire by Overseers (5d10 Lemures and Overseers [roll on Overseers table])
97-98	Tormentor of Souls (1d4 Tormentors of Souls)
99	Nupperibos being melted/purged by fire with overseers (3d10 Nupperibos and Overseers [roll on Overseers table])
100	DM's Choice

Patrols:

1-22	Osluth regulator squad (1d12 Osluths)
23-36	Enforcers of Dis patrol (1 Enforcer of Dis and 2d6 Herlekins)
37-46	Enforcers of Dis team (1d4+1 Enforcers of Dis)
47-56	Barbazu squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
57-66	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
67-76	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
77-81	Barbazu patrol (1d4+1 Barbazu)
82-86	Hamatula patrol (1d4 Hamatulas)
87-91	Hunting Patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
92-95	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
96-99	Advespa patrol (1d4+1 Advespa)
100	DM's Choice

Wildlife:

- 1-22 Fiendish Dire Rat pack. (1d10+10 Fiendish Dire Rats)
- 23-37 Ash Rat nest (4d10 Ash Rats)
- 38-52 Spinder swarm (1d10+5 Spinders)
- 53-62 Ash Rat horde (4d10+20 Ash Rats)
- 63-72 Spinder mob (1d20+20 Spinders)
- 73-82 Unsupervised Lemure swarm (3d6 Lemures)
- 83-87 Mephits. Roll 1d6 for type. 1: *Dust*; 2: *Earth*; 3: *Fire*; 4: *Salt*; 5: *Steam*; 6: *Other*. (1d10 Mephits.)
- 88-92 Unsupervised Nupperibo mob (3d6 Nuperibos)
- 93-95 Hellcat pride (1d12 Hellcats)
- 96-98 Hell Hound pack (1d12 Hell Hounds)
- 99 Wild Nightmare herd (2d6 Nightmares)
- 100 DM's Choice

Merchants:

- 1-12 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
- 13-21 Yugoloth merchants selling/trading: Larvae, Nuperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultraloths and 1d8+2 Mezzoloth guards)
- 22-29 Night Hag merchants selling Larvae, Nightmares and other dark goods. (1d3 Night Hags and Nightmare mounts)
- 30-34 Vendor walking around with a box strapped to him, selling his wares. Roll 1d6 to determine product. 1: *toys*; 2-3: *food*; 4-5: *drinks*; 6: *sweetmeats*; 7: *souvenirs*; 8: *something unusual*.
- 35-38 Efreeti merchants selling their wares. (3d6 Efreeti)
- 39-42 Mercane merchant company selling magical items and other goods. (1d4 mercane, 3d6 5th lvl fighter guards)
- 43-45 Spinagon merchants, selling “maps”, “nonflammable” work gloves, and other shoddy “magical” items. (1d4 Spinagons)
- 46-48 Rakshasa merchant with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
- 49-51 Kobold gem merchants, followers of Kurtulmak, from Avernus. (2d8 Kobolds)
- 52-54 Kyton chain merchants from the city of Jangling Hiter in Minauros. (1d10 Kyttons)
- 55-57 Fire Genasai merchants selling their wares. (1d6 Fire Genasai)
- 58-60 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
- 61-63 Mind Flayer merchants selling their wares. (1d6 Mind Flayers and 1d6 Umber Hulks)
- 64-66 Salamander merchants selling their wares. (1 Noble and 1d6+6 Salamanders)
- 67-69 Half-Fiend Duerzagon and Duergar merchants selling their wares. (1 Duerzagon and 1d6 Duergar)
- 70-72 Medusa merchants selling their wares. (1d4+1 Medusas)
- 73-75 Hobgoblin merchant gang selling weapons, armor and other goods. (1d6+4 Hobgoblins and 1 3rd lvl sergeant Hobgoblin)
- 76-78 Githyanki merchants selling their wares (1d4 Gityanki merchants and 1d2+2 3rd lvl Githyanki guards)
- 79-80 Neogi merchants with Umber Hulk slaves/guards selling/trading: Slaves and other goods. (1d6+2 neogi and 1d6+2 umber hulks)
- 81-82 Dao merchant band selling their wares. (2d6+3 Daos)
- 83-84 Githzerai merchants selling their wares (1d4 Githzerai merchants and 1d6 3rd lvl Githzerai guards)
- 85-86 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultraloth and 1d10+8 Mezzoloths)
- 87-88 Yugoloth mercenary force, looking for work or on a task. (2 Ultraloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
- 89-90 Unusual mercenary force, looking for work or on a task. Might be led by a Genie, Salamander Noble, Tiefling fighter-wizard, etc.
- 91-92 Minions of Set from Akhwugaht (Set's realm within Stygia) selling Desert's Night blossoms and other goods. (1d6 Humanoids)
- 93-94 Ogre Mage merchants selling their wares. (1d2 Ogre Mages and 1d4 Ogres)
- 95-96 Fire Giant merchants selling red dragon hatchlings, weapons, drink, and other goods. (1d6 Fire Giants, 1 Fire Giant cleric [1st or 2nd lvl], and 1d4 Hell Hounds)
- 97-98 Hobgoblin mercenary warband, looking for work or on a task. (3d10+5 Hobgoblins, 1 3rd lvl sergeant Hobgoblin and 1 5th lvl lieutenant Hobgoblin)

- 99 Fire Giant mercenary force, looking for work or on a task. (1d6 Fire Giants, 1 Fire Giant sorcerer [1st-6th lvl], 1d10 Trolls, 1d6 Ettins and 1d6 Hell Hounds)
- 100 DM's Choice

Environment:

- 1-15 An open market or bazaar. Roll 1d6 for market size. 1: *Tiny*; 2-3: *Small*; 3: *Medium*; 5: *Large*; 6: *Massive*.
- 16-30 Ethnic neighborhood. Roll 1d20 to determine type: 1-5: *Tiefling*; 6-9: *Yugoloth*; 10-11: *Half-Fiends*; 12-13: *Rakshasa*; 14: *Genie*; 15: *Salamander*; 16: *Goblinoids*; 17: *Undead*; 18: *Humans*; 19: *Outcasts*; 20: *Other [Elves, Halflings, etc]*.
- 31-37 Rat infested piles of garbage; filth and discarded bones are heaped in the streets of this area.
- 38-44 Military fortification [roll on Military Fortification table]
- 45-51 A large Mansion/Manor. Roll 1d10 to determine status. 1: *Abandoned*; 2-5: *Mid-ranking Devil residence*; 9: *Outsider residence (Mercane merchant consortium, Efreeti Ambassador, etc.)*; 10: *Primer residing (powerful caster, adventurers, devilish priest, etc)*.
- 52-58 Lightning flashes overhead, followed by a rumble of thunder.
- 59-65 River or pond of black stagnant water cut into the iron. Roll 1d8 to determine size. 1-3: *Stream*; 4-5: *Small river*; 6: *Large river*; 7-8: *Pond*.
- 66-70 Screams of suffering can be heard from an underground grate or vent.
- 71-75 Someone screams after bumping into a hot wall.
- 76-80 Comfortable area. Lemure-skin padded walls, carpets on the floor, incense, etc...
- 81-85 Somewhat clean water reservoir, usually guarded and taxed. (1d4+1 Barbazu)
- 86-88 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: *10' approx dia.*; 2: *30' approx dia.*; 3: *60' approx dia.*; 4: *80' approx dia.*; 5: *150' approx dia.*; 6: *300' approx dia.*; 7: *500' approx dia.*; 8: *1000'+ approx dia.* Roll 1d8 to determine guardians: 1-5: *Devil Overseers (roll on Overseer table)*, 6-7 *Night Hags*, 8: *No guardian*
- 89-90 Stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
- 91-92 Freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
- 93-94 Abandoned camp.
- 95-96 This area of the Dis is a metal copy of a well-known city or city block.
- 97-98 Labyrinth. One minute a traveler is walking through an ordinary sequence of streets, the next he steps into a treacherous maze. Some of these mazes are used to protect the inner sanctums of important diplomats and nobles, other are made merely for the amusement of the masters of Dis.
- 99 Pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
- 100 DM's Choice

Odd:

- 1-15 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 16-26 Osyluths seeing to a law-breaker.
- 27-35 Two devils bargaining over a contract.
- 36-42 Tiefling citizens. (1d3 Tieflings)
- 43-49 Arcanaloth, with guards, overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 50-55 A group of supplicants, in a gesture of respect to the powers of hell, strike themselves, tear apart their robes, and wail loudly for deliverance into the hands of the devils. (2d6 humanoids)
- 56-60 Mortal bargaining a contract with a devil.
- 61-65 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 66-69 The body (or part) of a dead celestial, paladin, or other creature of good is being paraded through the city streets by a group of devils (roll for type)
- 70-72 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 73-75 A group of adventurers from the prime.
- 76-78 A Faceless assassinating a devil.
- 79-81 A devil murdering another devil... witnesses are not to be left alive.
- 82-84 Fire Giants. (1d6 Fire Giants, and 1 Fire Giant cleric [1st or 2nd lvl])
- 85-86 Death Knight, either mercenary leader or doomed wanderer. If a mercenary, they will often have ghouls and ghosts under their command (1 Death Knight, 3d10 Ghouls, and 2d6 Ghosts)
- 87-88 Lone Yagnoloth outcast. (1 Yagnoloth)
- 89-90 Marrash. (1d6 Marrashes)
- 91-92 Bladeling travelers (1d6 Bladelings)
- 93-94 Demonic raiding party. (1d6 Glabrezu, 3d10 Vrocks)
- 95 Spell Weaver raiding party collecting an item (1d4+2 Spell Weavers)
- 96 Midnight Peddler (1 Midnight Peddler)
- 97 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 98 Hellfire Wurm (1d2 Hellfire Wyrms)
- 99 Hellfire Wurm clutch (1d3+2 Hellfire Wyrms)
- 100 DM's Choice

General Information on Minauros:

The third layer of the Nine Hells is a fetid swamp of mire and pollution. Acidic rain, bitter winds, and flesh-slicing hail rule the bog. The waters of the marsh are so cold in some places that they have iced over. In others, the dank water boils and steams with infernal heat. Terrible creatures with no names swim the murky waters, and even devils fear to stray too far from their various cities. Where the layer is lowest, a constant dribble of slimy water sluices into a long fall down to the fourth layer.

Places of Interest within Minauros:

An Eye for an Eye:

This town stands on many wide pillars that teeter over the stinking swamp of Minauros. Chant goes that the pillars are all that's left of a palace of some Greek power who's now long gone, but the town's been here almost forever. It's a safe enough place, so long as you don't offend anyone. Trouble is, people in these parts of Baator get offended very easily. Still, the burg's got one thing going for it: it's one of the few burgs on the fetid layer of Baator that isn't sinking into the mud. For that, at least, travelers are thankful.

City of Jangling Hiter

The City of Chains hangs suspended above the bog of Minauros from thick metal links. The city is ruled by Kytons. The lowest portions of the city just graze the roiling swamp, but the strength of the chains keeps the mire from drawing Jangling Hiter down where so many other cities have drowned. No one knows to what structure the suspending chains are finally connected, though a good bet is that they somehow pierce the layer boundary and connect to the underside of Dis above. The hail-laden clouds hide the truth of the matter. Though the Kytons generally consider each other equal, they often defer to a particularly clever Kyton named Quimath. He resides in Panos Qytel, a cathedrallike, triple towered structure in the heart of Jangling Hiter.

City of Man:

This enormous city (81 miles across) sits atop a gently sloping hill that rises above the fetid muck and offers a breathtaking view of the surrounding swamplands. The city was originally built under the direction of Furcas. Its recently promoted ruler is Alasta the Keen, an Erinyes. Her gelugon mentor, Kk'laris, was the last ruler of the city and is the behind-the-scenes ruler of the city. Recent rumors say that Alasta is not running the city quite right and may soon be ousted if she doesn't fix the issues at hand. Additionally, there are rumors that a Demon-spy has made his way into the city and was making his way through it and will return to the Abyss once he understands it all.

When the city is entered it appears as an abandoned marble city decorated with frescoes depicting scenes of unhallowed debauchery and glorious past. To enter the city a visitor must make his way through a secret path, winding through the city three times. Once the correct path is taken, visitors hear sounds of revelry long before they spy any life. When they round the final corner, they stumble across a mob scene, entering the City of Man. The city is composed of nine rings, which are actually smaller sets of divisions. The first three rings are Sensation, Desire and Purity; collectively called the Walls of the Body. The second three are Emotion, Logic and Understanding; called the Paths of the Mind. The third sets of three rings are Body, Mind and Power; called the Temptations of the Spirit.

Anyone who walks the rings in the proper sequence undergoes some changes. For instance, the Wall of Sensation purges all sensual pleasures from a traveler by offering them in such excess that he eventually wearies of them. This first ring is the only one that boasts such endless debauchery. The path leads then to the Wall of Desire, a realm of the desperate seeking pleasures in new varieties. Once the Wall of Purity is reached, they understand that the mind governs the body; their physical pleasures are nothing compared to the delights possible in the mind. This ring is a gray place of purification and asceticism. This continues through the rest of the city.

Visitors can travel back through any rings they've mastered, but they are forbidden to continue until they understand the secrets of the current ring. Armed guard's patrol the 10' thick, 40' high walks to make sure no one advances before they are ready. Within each ring, the marble buildings serve as places to indulge in the ring's dominating feature. The only structure forbidden is Alasta's palace, and even that opens up to

those few who master the temptations of the spirit. Visitors within the city are allowed to come and leave as they please, the devils in no way restrict their movements. A company of Cornugons keeps the peace, while solitary Hamatula's roam the city looking for trouble. When a problem is found, it is efficiently and quickly taken care of, so as not to disturb the workings of the rings.

The City of Man holds all the basic goods offered across the planes, and not only that, they are all free; but only for visitors who walk the rings. Greedy traders caught trying to take advantage of the system are publicly tortured to death. Naturally, the devils do not stock items that might be used against the city itself; but otherwise they are happy to outfit visitors with whatever they need to complete their journey towards total understanding.

City of Minauros:

This metropolis of devils gives its name to the plane. Minauros is also called The Sinking, because the stony weight of the city is forever slipping beneath the cesspool waters. Only the eternal effort of a stream of petitioners and slaves keeps it from finally succumbing to the swamp, but still, the city sinks a little farther into the mud every year. Ruins below the city are said to contain vast riches. It's possible that the ruins below represent a town pulled from the Outlands millennia ago.

Minauros Random Encounters:

1-16	General
17-26	Patrol
27-55	Wildlife
56-60	Merchants
61-89	Environment
90-99	Odd
100	DM's Choice

General:

1-19	Devils [roll on Devils table]
20-34	Soul Shells [roll on Soul Shells table]
35-44	A work gang of Soul Shells are digging for stones in the endless muck as their Overseers brutally drive them on. (5d10 Soul Shells and Overseers [roll on Overseers table])
45-54	Patrol of Soul Shells and their Overseers are searching the swamplands for stones and rocks. (5d10 Soul Shells and Overseers [roll on Overseers table])
55-63	Escaped Soul Shells on the run. (1d12 Soul Shells)
64-71	Lemure mob with Overseers (5d10 Lemures and Overseers [roll on Overseers table])
72-76	Lemure horde with Overseer (2d100 Lemures and double number of Overseers [roll on Overseers table])
77-81	Lemures being melted/purged in fire by Overseers (5d10 Lemures and Overseers [roll on Overseers table])
82-85	Bulugons (1d4)
86-89	Akop gang (1d6)
90-92	Akop swarm (1d6+6)
93-95	Nupperibo horde with Overseers (10d10 Nupperibos and Overseers [roll on Overseers table])
96-97	Nupperibos being melted/purged in fire by overseers (3d10 Nupperibos and Overseers [roll on Overseers table])
98-99	Tormentor of Souls (1d4 Tormentors of Souls)
100	DM's Choice

Patrols:

1-15	Hunting Patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
16-30	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
31-45	Hunting group of Hamatulas seeking escaped Soul Shells and other game (1d6+4 Hamatulas)
46-55	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
56-65	Barbazu squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
66-75	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
76-82	Osyluth regulator squad (1d12 Osyluths)
83-89	Advespa patrol (1d4+1 Advespa)
90-94	Barbazu patrol (1d4+1 Barbazu)
95-99	Hamatula patrol (1d4 Hamatulas)
100	DM's Choice

Wildlife:

1-15	Fiendish Dire Rat pack. (1d10+10 Fiendish Dire Rats)
16-25	Unsupervised Lemure swarm (3d6 Lemures)
26-32	Unsupervised Nupperibo mob (3d6 Nupperibos)
33-37	Spinder swarm (1d10+5 Spinders)
38-42	Spinder mob (1d20+20 Spinders)
43-47	Leechwalker gang (1d4 Leechwalkers)
48-50	Mephit swarm. Roll 1d4 to determine type. 1-2: <i>Ooze</i> ; 3-4: <i>Water</i> . (1d10 Mephits)
51-55	Fiendish Stirge swarm. (1d4+4 Fiendish Stirges)
56-60	Fiendish Catoblepas family. (1d3 Fiendish Catoblepases)

- 61-65 Fiendish Monstrous Centipede. Roll 1d20 for size and number 1-6: *Tiny [colony of 1d8+8]*; 7-10: *Small [swarm of 1d6+5]*; 11-13: *Medium [colony of 1d4+1]*; 14-16: *Large [colony of 1d4+1]*; 17-18: *Huge [colony of 1d4+1]*; 19: *Gargantuan [solitary]*; 20: *Colossal [solitary]*.
- 66-70 Assassin Vine patch (1d4 Assassin Vines)
- 71-75 Black Pudding (1 Black Pudding)
- 76-80 Gray Ooze (1 Grey Ooze)
- 81-85 Darktentacles (1 Darktentacles)
- 86-90 Fiendish Gray Render (1 Fiendish Gray Render)
- 91-93 Hellcat pride (1d12 Hellcats)
- 94-96 Hell Hound pack (1d12 Hell Hounds)
- 97-99 Wild Nightmare herd (2d6 Nightmares)
- 100 DM's Choice

Merchant/Traders:

- 1-25 Yugoloth merchants selling/trading: Larvae, Nupperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultraloths and 1d8+2 Mezzoloth guards)
- 26-50 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
- 51-60 Yugoloth mercenary force, looking for work or on a task. (2 Ultraloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
- 61-70 Kyton chain merchant caravan from the city of Jangling Hiter. (1d10 Kytons)
- 71-77 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultraloth and 1d10+8 Mezzoloths)
- 78-83 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
- 84-89 Neogi merchants with Umber Hulk slaves/guard caravan. (1d6+2 neogi and 1d6+2 umber hulks)
- 90-94 Mercane merchant caravan. (1d4 mercane, 3d6 5th lvl fighter guards)
- 95-99 Rakshasa merchant caravan with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
- 100 DM's Choice

Environment:

- 1-10 A sickly grey fog that leaves a slimy coating covers the land. Lasts 2d4 hours, see DMG p87, Weather Hazards.
- 11-20 Foul polluted rain drenches everything in the area. Lasts 2d4 hours, see DMG p87, Weather Hazards.
- 21-30 A cloying, stenching wind has come. Lasts 1d4 hours. Roll d20 for speed. 1-6: *Light*; 7-11: *Moderate*; 12-15: *Strong*; 16-19: *Severe*; 20 *Windstorm*. See DMG p87, Weather Hazards.
- 31-40 Greasy sleet rains down. Lasts 2d4 hours, see DMG p87, Weather Hazards.
- 41-47 Oily ice and slush cover this region of Minauros. See DMG p86, Cold Dangers and Weather Hazards.
- 48-54 Fetid steam and boiling swampland fill this area of Minauros. Treat the Steam as fog. This area is considered extreme heat; see DMG p86, Heat Dangers and Weather Hazards.
- 55-60 Acid rain drenches everything; it is accompanied by polluted rain. Acid rain lasts 1d20 minutes and causes 1 point of Acid damage per minute of exposure. Polluted rain lasts 2d4 hours; see DMG p87, Weather Hazards.
- 61-66 Razor-sharp hail and oily sleet cuts into the land. Minauros Hail lasts 1d20 minutes and causes 1 point of Slashing damage per 5 rounds of exposure, it is accompanied by 2d4 hours of Sleet; see DMG p87, Weather Hazards.
- 67-72 Some or all of the travelers passing through a particularly disease infested area of Minauros are exposed to a disease. Choose appropriate one: Blinding Sickness if the water of Minauros is ingested; Cackle Fever if traveling through a spore patch; Filth Fever if a wound is exposed to polluted areas; or the Shakes or Slimy Doom from skin contact with a carrier. See DMG p75.
- 73-76 A very large ridge of black volcanic glass sticks out from the fetid waters.
- 77-80 Rotting, fetid carcass is found. There is a 40% chance that it is infested with Rot Grubs, DC 15 Spot check to see them.

- 81-84 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded.
Roll 1d8 for size of orifice: 1: *10' approx dia.*; 2: *30' approx dia.*; 3: *60' approx dia.*; 4: *80' approx dia.*; 5: *150' approx dia.*; 6: *300' approx dia.*; 7: *500' approx dia.*; 8: *1000'+ approx dia.*
Roll 1d8 to determine guardians: 1-5: *Devil Overseers (roll on Overseer table)*, 6-7 *Night Hags*, 8: *No guardian*
- 85-87 A large sinkhole drains the surrounding swampland into the fourth layer, Phlegethos. Those falling through the hole take 20d6 points of falling damage when they land on Phlegethos.
- 88-90 Remnants of a sunken ruin can be seen emerging from the swamp.
- 91-93 Abandoned camp.
- 94-96 Military fortification
- 97 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
- 98 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
- 99 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
- 100 DM's Choice
- Odd:*
- 1-15 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 16-30 Group of escaped Soul Shells have gathered for protection into a large community. These communities are well defended with many scouts and patrollers in the area. (2d100 Soul Shells)
- 31-42 Two devils bargaining over a contract.
- 43-51 Osyluths seeing to a law-breaker.
- 52-60 Arcanaloth, with guards, overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 61-68 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 69-75 Green Dragon or Half-Fiend Green Dragon haunting the swamps of Minauros. Roll 1d20 to determine age and number. 1: *Young [clutch 1d4+1]*; 2: *Juvenile [clutch 1d4+1]*; 3-6: *Young adult [clutch 1d4+1]*; 7-10: *Adult [1d2]*; 11-13: *Mature adult [1d2]*; 14-15: *Old [1d2]*; 16-17: *Very old [1d2]*; 18: *Ancient [1d2]*; 19: *Wyrms [1d2]*; 20: *Great wyrm [1d2]*.
- 76-81 A devil murdering another devil... witnesses are not to be left alive.
- 82-86 A Faceless assassinating a devil.
- 87-91 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 92-94 Lone Yagnoloth outcast. (1 Yagnoloth)
- 95-96 A group of adventurers from the prime.
- 97 Hellfire Wyrms (1d2 Hellfire Wyrms) (rare)
- 98 Hellfire Wyrms clutch (1d3+2 Hellfire Wyrms) (rare)
- 99 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 100 DM's Choice

General Information on Phlegethos:

The fourth layer of the Nine Hells is a place of fire and pain much like the Elemental Plane of Fire. Rivers of liquid fire rule the land, and the air is consumed with dancing flames.

Effects of the Plane:

Fire Dominant: Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire (see DMG p86). In addition, individuals take 3d10 points of fire damage every round. Creatures of the water subtype are extremely uncomfortable; those that are made of water take double damage each round.

Places of Interest within Phlegethos:

Abriymoch:

This city of hardened magma, obsidian, and crystal squats in the caldera of an almost extinct volcano. Abriymoch's foundation is said to be the grave of a deity slain by Asmodeus. The city offers some protection from the fiery environment of the rest of Phlegethos, but even so, certain quarters are open to the raging flame. A legion of more than five thousand hamatula devils resides here, a force kept in reserve should a demon attack pierce this far into the Nine Hells. A pit fiend named Gazra commands the hamatula devils, but he directly answers to the Lords of the Fourth.

Few who visit Belial's city of Abriymoch are even aware that he lives there. Gazra's mighty fortress of crystal statues is obvious, as is the palace of jagged obsidian in which Lady Naome dwells. Those who ask about the presence in the volcano are told only of the Lord of Pain and Suffering, said to be an ancient deity slain by the Overlord of Baator eons ago.

Phlegethos Random Encounters:

1-20	General
21-34	Patrol
35-53	Wildlife
54-59	Merchants
60-93	Environment
94-99	Odd
100	DM's Choice

General:

1-32	Soul Shells [roll on Soul Shells table]
33-57	Devils [roll on Devils table]
58-70	Lemure mob with Overseers (5d10 Lemures and overseers [roll on Overseers table])
71-79	Lemure horde with Overseer (2d100 Lemures and double number of overseers [roll on Overseers table])
80-87	Lemures being melted/purged in fire by Overseers (5d10 Lemures and overseers [roll on Overseers table])
88-92	Nupperibo horde with Overseers (10d10 Nupperibos and overseers [roll on Overseers table])
93-96	Magugon (1d6 Magugons)
97-99	Nupperibos being melted/purged in fire by overseers (3d10 Nupperibos and overseers [roll on Overseers table])
100	DM's Choice

Patrols:

1-15	Osyluth regulator squad (1d12 Osyluths)
16-29	Hunting Patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
30-43	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
44-55	Barbazu squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
56-67	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
68-75	Barbazu patrol (1d4+1 Barbazu)
76-83	Hamatula patrol (1d4 Hamatulas)
84-90	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
91-95	Advespa patrol (1d4+1 Advespa)
96-99	Infernal Hunt: A Balan organized hunt. Might involve a rogue devil, band of invaders, mortal champion, or celestial. Roll 1d20 to see size of band: 1-10: Balan, Balan's Huntsman, 2 5 th lvl Balan's, 2d12 Hell Hounds or Hellcats, and 1d4 Fiendish Stags or Tigers. 11-18: Balan, Balan's Huntsman, 1 10 th lvl Balan's Jackal, 4 5 th lvl Balan's Jackals, 4d10 Hell Hounds or Hell Cats and 1d10 Fiendish Stags or Tigers. 19-20: Belial, Balan, Balan's Huntsman, 2 10 th lvl Balan's Jackals, 8 5 th lvl Balan's Jackals, 1d100 Hell Hounds or Hell Cats, 2d10 Fiendish Stags or Tigers and a retinue of 1d6 of Beilial's Nobles.
100	DM's Choice

Wildlife:

1-20	Unsupervised Lemure swarm (3d6 Lemures)
21-38	Spinder swarm (1d10+5 Spinders)
39-49	Unsupervised Nupperibo mob (3d6 Nupperibos)
50-60	Hellcat pride (1d12 Hellcats)
61-71	Hell Hound pack (1d12 Hell Hounds)
72-81	Spinder mob (1d20+20 Spinders)
82-89	Wild Nightmare herd (2d6 Nightmares)
90-94	Fiendish Gray Render (1 Fiendish Gray Render)
95-99	Mephit (1d10 Mephits. Roll 1d6 for type. 1-2: Magma; 3-4: Fire; 5-6: Steam)
100	DM's Choice

Merchants:

- 1-25 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
- 26-45 Yugoloth merchants selling/trading: Larvae, Nupperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultraloths and 1d8+2 Mezzoloth guards)
- 46-55 Rakshasa merchant caravan with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
- 56-65 Efreeti merchant caravan. (3d6 Efreeti)
- 66-70 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
- 71-75 Neogi merchant caravan with Umber Hulk slaves. (1d6+2 neogi and 1d6+2 umber hulks)
- 76-80 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultraloth and 1d10+8 Mezzoloths)
- 81-85 Yugoloth mercenary force, looking for work or on a task. (2 Ultraloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
- 86-89 Salamander merchants caravan. (1 Noble and 1d6+6 Salamanders)
- 90-93 Fire Giant merchant caravan. (1d6 Fire Giants, 1 Fire Giant cleric [1st or 2nd lvl], and 1d4 Hell Hounds)
- 94-96 Fire Genasai merchant caravan. (1d6 Fire Genasai)
- 97-99 Mercane merchant company selling magical items and other goods. (1d4 mercane, 3d6 5th lvl fighter guards)
- 100 DM's Choice

Environment:

- 1-20 Magma: Roll 1d10 to determine type. 1-2: *Stream of magma*; 3-4: *Small river of magma*; 5: *Large river of magma*; 6-7: *Pond of magma*; 8: *Lake of magma*; 9: *Volcano spring*; 10: *Active volcano*. Magma does 20d6 points of fire damage per round, and causes 1d6 points of fire damage to anyone within five feet.
- 21-40 The area suddenly fills with incredibly super-heated air causing an additional 1d6 points of fire damage per round of exposure. The super-heated air fills a 5d100 foot radius and passes in 1d10 minutes.
- 41-60 Large outcropping of rock. 25% chance that the outcropping has hideous “ghosted” images of screaming faces and bodies in torment within the rocks. Roll 1d20 to determine material. 1-2: *Stone*; 3-9: *Obsidian*; 10-14: *Quartz*; 15-18: *Obsidian and quartz combination*; 19: *Semi-precious stones mixed in*; 20: *Precious stones mixed in*. Each time a creature moves into an obsidian outcropping or an obsidian outcropping mix (or spends a round fighting while standing in such an area), the creature may step on razor sharp piece of obsidian. The obsidian makes an attack roll (base attack bonus +3) against the creature. For this attack, the creature's shield, armor, and deflection bonus do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for one day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a jagged rock that does damage. Any creature moving at half speed or slower can pick its way through the rocks with no trouble.
- 61-74 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: *10' approx dia.*; 2: *30' approx dia.*; 3: *60' approx dia.*; 4: *80' approx dia.*; 5: *150' approx dia.*; 6: *300' approx dia.*; 7: *500' approx dia.*; 8: *1000'+ approx dia.* Roll 1d8 to determine guardians: 1-5: *Devil Overseers (roll on Overseer table)*, 6-7 *Night Hags*, 8: *No guardian*
- 75-88 Military fortification [roll on Military Fortification table]
- 89-93 Abandoned camp.
- 94-95 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
- 96-97 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
- 98-99 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
- 100 DM's Choice

Odd:

- 1-26 1-15 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 27-41 Two devils bargaining over a contract.
- 42-53 Osyluths seeing to a law-breaker.
- 54-63 Arcanaloath, with guards, overseeing contract arbitration between two devils. (1 Arcanaloath, 1d6+2 Mezzoloths and 2 devils)
- 64-70 Arcanaloath sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 71-76 A devil murdering another devil... witnesses are not to be left alive.
- 77-81 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 82-86 Faceless assassinating a devil.
- 87-91 Lone Yagnoloth outcast. (1 Yagnoloth)
- 92-94 Hellfire Wyrms (1d2 Hellfire Wyrms) (rare)
- 95-96 Group of adventurers from the prime.
- 97-98 Hellfire Wyrms clutch (1d3+2 Hellfire Wyrms) (rare)
- 99 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 100 DM's Choice

General Information on Stygia:

The fifth layer of the Nine Hells is a realm of cold and ice. Most of the plane is drowned in a sea of crushing ice floes and icebergs. The only open water is the rushing River Styx, though icebergs and fiendish sharks make navigating it quite dangerous. Lightning constantly rips through the sky, so flying creatures are particularly rare except for those that are immune to electricity. Ice floes serve as the foundations for many devilish cities and castles.

Effects of the Plane:

Most of the time, Stygia is considered an extreme cold (below 0° F) condition. An unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character that has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

Places of Interest within Stygia:

Inquisition:

A small city with a population of about 2,000, built at the edge of Ankwughat on the layer of Stygia, the town of Inquisition is home of a seemingly good band of Minions of Set. These bashers are led by the shadow priest Myrix, a berk devoted to promoting the religion of Set at any cost. The town is apparently impervious to attack from Baator's omnipresent baatezu; chant goes they're scared to attack because of something dark within the town's walls, but that's probably just rumor. A city of huge tents, Inquisition looks like nothing so much as a huge circus from outside, but on the inside, it's divided into smaller sections for each resident. The city boasts of being able to purge the soul of evil, and that's what attracts most berks.

Levistus' Tomb:

Deep within a frozen iceberg floating on the bay of Tantlin holds Levistus' frozen body. Despite his immobility, Levistus is fully aware of the events occurring on his layer, and he is able to telepathically communicate with the other devils of Stygia within a ten-mile radius.

River Styx:

The river Styx enters in three places in Hell, in Avernus, Stygia, and Nessus. The river has an entrance and an egress within Stygia, leading many to believe that it's headwaters lie within that layer. As the Styx progresses from Stygia into the other lower planes it becomes increasingly polluted till it returns to Stygia where the debris and ditrious which are deposited in the icebergs of Stygia.

Sheyruushk:

This underwater realm is accessible from a crack between two icebergs not too far from Taintlin. The icy waters are dark, but that does not bother the sharklike sahuagin who live here. The sea devils cavort in the court of their deity, Sekolah. Awful rites pay homage to the brutal shark deity in which captive devils feature prominently as sacrifices. Sharks of every size and every type constantly roam the waters of Sheyruushk, though both the sharks and the sahuagin often swim up into the River Styx. They love to sink River Styx boatmen and merchant craft. Sekolah's blessing is sufficient to render the raiders immune to the influence of the waters of Styx for a short time.

Tantlin:

Called the City of Ice, Tantlin is the largest city of the layer. Like the smaller cities, it is built on an ice floe, but it has a "harbor" bordering one side of the nearby River Styx. The city is ruled by a powerful pit fiend, though she rarely stirs from her citadel. This "hands-off" approach leaves the streets to various gangs interested in dispensing their own law at the expense of each other. The gangs are a motley assortment of devils, though a few planar mortals of evil disposition also run with the packs. Despite the disarray in the streets, Tantlin actually serves as a cross-planar trading stop, due to its location on the Styx. The residents of Tantlin can't long forget the ruler of the layer, Levistus, because he is frozen deep within the heart of an iceberg (Levistus' Tomb) that floats in the middle of the harbor.

Sygia Random Encounters:

1-19	General
20-33	Patrol
34-52	Wildlife
53-58	Merchants
59-92	Environment
93-99	Odd
100	DM's Choice

General:

1-25	Devils [roll on Devils table]
26-45	Soul Shells [roll on Soul Shells table]
46-57	Sahuagin (1d8 Sahuagin)
58-67	Lemure mob with overseers (5d10 Lemures and Overseers [roll on Overseers table])
68-74	Nupperibo horde with overseers (10d10 Nupperibos and Overseers [roll on Overseers table])
75-80	Bonedreg, Quadruped. (1d4 Quadruped Bonedregs)
81-86	Bonedreg, Biped. (1d4 Biped Bonedregs)
87-91	Lemure horde with overseer (2d100 Lemures and double number of Overseers [roll on Overseers table])
92-96	Lemures being melted/purged by fire by overseers (5d10 Lemures and Overseers [roll on Overseers table])
97-99	Nupperibos being melted/purged by fire with overseers (3d10 Nupperibos and Overseers [roll on Overseers table])
100	DM's Choice

Patrols:

1-15	Advespa patrol (1d4+1 Advespa)
16-30	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
31-44	Sahuagin patrol (1d10+10 Sahuagin, 3 rd lvl Sahuagin lieutenant, and 1d2 Fiendish Sharks)
45-57	Osyluth regulator squad (1d12 Osyluths)
58-67	Hunting patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
68-77	Narzugon patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
78-85	Barbazu squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
86-93	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
94-96	Barbazu patrol (1d4+1 Barbazu)
97-99	Hamatula patrol (1d4 Hamatulas)
100	DM's Choice

Wildlife:

1-12	Unsupervised Lemure swarm (3d6 Lemures)
13-24	Fiendish Squid school (1d12 Fiendish Squids)
25-35	Fiendish Shark school. Roll 1d6 for size. 1-3: <i>Medium</i> ; 4-5: <i>Large</i> ; 6: <i>Huge</i> . (1d12 Fiendish Sharks)
36-45	Winter Wolf pack (1d6 Winter Wolves)
46-55	Fiendish Remorhaz (1 Fiendish Remorhaz)
56-62	Spinder swarm (1d10+5 Spinders)
63-69	Unsupervised Nupperibo mob (3d6 Nupperibos)
70-76	Fiendish Dire Shark school. (1d6 Fiendish Dire Sharks)
77-83	Giant Fiendish Squid (1 Giant Fiendish Squid)
84-88	Ice Mephits (1d10 Ice Mephits)
89-93	Fiendish Megalodon (1 Fiendish Megalodon)
94-97	Spinder mob (1d20+20 Spinders)
98-99	Fiendish Megalodon swarm (4d6 Fiendish Megalodons)
100	DM's Choice

Merchants:

- 1-30 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
31-52 Yugoloth merchants selling/trading: Larvae, Nuperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultraloths and 1d8+2 Mezzoloth guards)
53-62 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
63-72 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultraloth and 1d10+8 Mezzoloths)
73-82 Yugoloth mercenary force, looking for work or on a task. (2 Ultraloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
83-89 Neogi merchant caravan with Umber Hulk slaves. (1d6+2 neogi and 1d6+2 umber hulks)
90-94 Rakshasa merchant caravan with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
95-99 Mercane merchant company selling magical items and other goods. (1d4 mercane, 3d6 5th lvl fighter guards)
100 DM's Choice

Environment:

- 1-10 An extremely cold wind howls through the area. Lasts 1d4 hours. Roll d20 for speed. 1-6: *Light*; 7-11: *Moderate*; 12-15: *Strong*; 16-19: *Severe*; 20: *Windstorm*. See DMG p87, Weather Hazards.
11-20 A short stunted and twisted arctic plant. Roll 1d6, on a 6 the plant has some sort of special property.
21-30 Ice moss patch. This rubbery blue-green growth is found in large furry patches over the ice. It is edible, tasteless.
31-40 This area of the ice flow has turned into dangerous slush. The slush increases the cold exposure save DC by 5 points. Additionally, there is a 10% chance per round spent in the slush that the PC might fall through a gap into the frigid waters beneath.
41-50 Ice Floe. Depending on the size and stability of the ice floe, a town or city might be located atop it. Roll 1d8 for size of ice floe: 1: 100' approx dia.; 2: 200' approx dia.; 3: 400' approx dia.; 4: 800' approx dia.; 5: 1,500' approx dia.; 6: 3,000' approx dia.; 7: 6,000' approx dia.; 8: 10,000'+ approx dia. Roll 1d6 for stability. 1: *Thin and unstable, very likely to crack and break*; 2: *Somewhat thin and unstable*; 3: *Average stability*; 4: *Somewhat thick and stable*; 5: *Very thick and stable platform*; 6: *Extremely thick and stable, these will almost always be inhabited by large groups*.
51-60 Iceberg. Roll 1d8 for size of ice floe. 1: 25' approx dia.; 2: 50' approx dia.; 3: 100' approx dia.; 4: 150' approx dia.; 5: 300' approx dia.; 6: 500' approx dia.; 7: 700' approx dia.; 8: 1,000'+ approx dia.
61-67 Lightning strike. At least a 15% chance it strikes a PC causing 10d10 points of electrical damage.
68-73 Ice sheet breaks underneath the PC's feet, DC 18 Reflex check or plummet into the freezing water. See Cold Dangers, DMG p86.
74-79 A burst frost and shocking cold fills a 40' radius. The explosion causes 2d6 points of cold damage.
80-84 Abandoned camp.
85-89 Military fortification built atop an ice floe [roll on the Military Fortification table]
90-94 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: 10' approx dia.; 2: 30' approx dia.; 3: 60' approx dia.; 4: 80' approx dia.; 5: 150' approx dia.; 6: 300' approx dia.; 7: 500' approx dia.; 8: 1000'+ approx dia. Roll 1d8 to determine guardians: 1-5: *Devil Overseers (roll on Overseer table)*, 6-7 *Night Hags*, 8: *No guardian*
95-96 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
97-98 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
99 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
100 DM's Choice

Odd:

- 1-20 1-15 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 21-35 Two devils bargaining over a contract.
- 36-47 Minions of Set from Akhwugaht, Set's realm within Stygia
- 48-57 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 58-67 Arcanaloth, with guards, overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 68-77 Osyluths seeing to a law-breaker.
- 78-82 A devil murdering another devil... witnesses are not to be left alive.
- 83-87 Faceless assassinating a devil.
- 88-91 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 92-95 Lone Yagnoloth outcast. (1 Yagnoloth)
- 96-97 Immoth, a rare traveler (1 Immoth)
- 98 Group of adventurers from the prime.
- 99 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 100 DM's Choice

General Information on Malbolge:

The sixth later of the Nine Hells is an endless rocky slope. Cascades of boulders are frequent, pulping anything in their path. Above, the sky boils with leprous colors. The devils on this layer take shelter in copper-clad fortresses, designed to channel and deflect frequent rock-flows. However, nothing can withstand the worst of the avalanches.

Effects of the Plane:

Nearly every surface on Malbolge slopes at a severe angle and moving from place to place is dangerous. A Climb check is required to move around, this check varies on the slope. A Standard slope is DC 0; a steep slope is DC 15; and a sheer cliff is DC 25. Creatures move at one-quarter speed as a movement action on the sloping surfaces, or at one-half speed as a full-round action. Attempting to move faster incurs a –5 penalty on the Climb check.

Those who fail their Climb checks make no progress. If they fail their Climb checks by 5 or more, they fall. If a fall occurs, the victim rolls, bounces and rebounds off the endless slope. Falling characters get a chance to catch themselves by making a Climb check (DC 10 on a slope, DC 35 on a steep slope, DC 45 on a cliff). If the fall occurs in a random location, the victim comes to a stop on a natural ledge some 10d10+100 feet farther below and takes 10d6 points of damage from the descent.

Combat on Malbolge is much like between two climbing foes. Anyone on the surface of the slope loses his Dexterity bonus to AC and cannot use a shield. Attackers get a +2 bonus to attack climbers, even if they're climbing themselves. A climber who takes damage must immediately make a new Climb check against the DC of the slope. If the climber fails, he immediately falls, taking damage.

Places of Interest within Malbolge:

Dwimmerstrath, the Bowge of the Sorcerors:

In Malebolge, there is a deep ravine patrolled by powerful baatezu. This is the Bowge of the Sorcerors, known as Dwimmerstrath. Within are imprisoned the petitioner-spirits of evil wizards, who write spells for the baatezu. Perhaps only one spell in every thousand researched here meets the exacting standards of the baatezu noble Shemihazah, who oversees the project, but that's still enough to upset the Tanar'ri. As a note, all the petitioners here appear to have had their heads turned around through 180 degrees, so that they face backwards. The reason for this is unknown, but it's probably part of a research project of some kind. Amongst the spells discovered with help from the hapless petitioners here were tanar'ri tribulation and undetectable lie. Acidic blast may also have been one of theirs, and they're certainly part of the team working out an antidote for or suitable reply to chaos hammer.

Library of Infernal Law:

No info.

Maggot Thyg:

Rumors describe ancient places built underneath the slopes of Malbolge. Below the hellish rock and stone, creatures older than the devils themselves... ancient baatorians, might still roam. A certain hard-to-find defile leads to a cavern whose walls glow with a brain numbing, grayish light. Boulder falls often clog the defile, but somehow the cavern is reopened time and time again. Devils sent by the Lord of the Sixth to investigate have never returned. Terrible cries sometimes issue forth from the cavern, echoing across Malbolge's slopes. Strangely, petitioners on this level cannot hear the cries. But the devils can, and the sound is innately terrifying to them.

Malbolge Random Encounters:

1-15	General
16-30	Patrol
31-40	Wildlife
41-50	Merchants
51-89	Environment
90-99	Odd
100	DM's Choice

General:

1-28	Devils [roll on Devils table]
29-53	Soul Shells [roll on Soul Shells table]
54-65	Lemure mob with overseers (5d10 Lemures and Overseers [roll on Overseers table])
66-73	Asakku (1 Asakku)
74-81	Kere (1d2 Kere)
82-87	Lemure horde with overseer (2d100 Lemures and double number of Overseers [roll on Overseers table])
88-92	Nupperibo horde with overseers (10d10 Nupperibos and Overseers [roll on Overseers table])
93-97	Lemures being melted/purged by fire by overseers (5d10 Lemures and Overseers [roll on Overseers table])
98-99	Nupperibos being melted/purged by fire with overseers (3d10 Nupperibos and Overseers [roll on Overseers table])
100	DM's Choice

Patrols:

1-15	Osyluth regulator squad (1d12 Osyluths)
16-25	Barbazu squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
26-35	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
36-45	Hunting Patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
46-55	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
56-65	Asakku squad (3d6 Asakku)
66-75	Kere squad (3d6 Kere)
76-82	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
83-88	Barbazu patrol (1d4+1 Barbazu)
89-94	Hamatula patrol (1d4 Hamatulas)
95-99	Advespa patrol (1d4+1 Advespa)
100	DM's Choice

Wildlife:

1-20	Unsupervised Lemure swarm (3d6 Lemures)
21-38	Spinder swarm (1d10+5 Spinders)
39-49	Unsupervised Nupperibo mob (3d6 Nupperibos)
50-60	Hellcat pride (1d12 Hellcats)
61-71	Hell Hound pack (1d12 Hell Hounds)
72-81	Spinder mob (1d20+20 Spinders)
82-89	Wild Nightmare herd (2d6 Nightmares)
90-94	Fiendish Gray Render (1 Fiendish Gray Render)
95-99	Mephits. Roll 1d6 for type. 1-2: <i>Dust</i> ; 3-4: <i>Earth</i> ; 5-6: <i>Salt</i> . (1d10 Mephits)
100	DM's Choice

Merchants:

- 1-23 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
- 24-39 Yugoloth merchants selling/trading: Larvae, Nuperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultroloths and 1d8+2 Mezzoloth guards)
- 40-49 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
- 50-59 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultroloth and 1d10+8 Mezzoloths)
- 60-69 Yugoloth mercenary force, looking for work or on a task. (2 Ultroloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
- 70-79 Rakshasa merchant caravan with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
- 80-89 Half-Fiend Duerzagon and Duergar merchant caravan. (1 Duerzagon and 1d6 Duergar)
- 90-94 Neogi merchant caravan with Umber Hulk slaves. (1d6+2 neogi and 1d6+2 umber hulks)
- 95-99 Mercane merchant company selling magical items and other goods. (1d4 mercane, 3d6 5th lvl fighter guards)
- 100 DM's Choice

Environment:

- 1-20 Shift in angle of the land. Roll 8d10 for the degree of the new incline.
- 21-35 A cloying cloud of sulfurous red steam covers the area, 1d100 feet across. Treat the steam as fog. This area is considered extreme heat; see DMG p86, Heat Dangers and Weather Hazards.
- 36-50 Deep crack on the ground or cave on a rock outcropping. Roll 1d20: 1-11: *empty*, 12-16: *Being used as a lair*, 17-19: *Being used as a shelter by travelers*, 20: *Being used as a home by deserters/escapees*.
- 51-64 Rock and boulder avalanche. Roll 1d8 for size and damage caused by avalanche. 1-2: *Small, 3d6 dmg*; 3-4: *Medium, 5d6 dmg*; 5-6: *Large, 10d6 dmg*; 7: *Huge, 15d6 dmg*; 8: *Massive, 25d6 dmg*.
- 65-75 Copper clad military fortification with odd angles to deflect the frequent rockslides. [Roll on the Military Fortification table]
- 76-82 Abandoned camp, with tiny shelter.
- 83-88 Huge boulder or set of rocks sits precariously on the angled field.
- 89-93 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: *10' approx dia.*; 2: *30' approx dia.*; 3: *60' approx dia.*; 4: *80' approx dia.*; 5: *150' approx dia.*; 6: *300' approx dia.*; 7: *500' approx dia.*; 8: *1000'+ approx dia.* Roll 1d8 to determine guardians: 1-5: *Devil Overseers (roll on Overseer table)*, 6-7 *Night Hags*, 8: *No guardian*
- 94-95 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
- 96-97 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
- 98-99 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
- 100 DM's Choice

Odd:

- 1-26 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 27-41 Two devils bargaining over a contract.
- 42-53 Osyluths seeing to a law-breaker.
- 54-63 Arcanaloth, with guards, overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 64-70 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 71-76 A devil murdering another devil... witnesses are not to be left alive.
- 77-81 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 82-86 Faceless assassinating a devil.
- 87-91 Lone Yagnoloth outcast. (1 Yagnoloth)
- 92-94 Hellfire Wyrms (1d2 Hellfire Wyrms) (rare)
- 95-96 Group of adventurers from the prime.
- 97-98 Hellfire Wyrms clutch (1d3+2 Hellfire Wyrms) (rare)
- 99 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 100 DM's Choice

General Informaiton on Maladomini:

The seventh layer of the Nine Hells is dotted with ruined, abandoned cities. Under the blood-black sky, petitioners quarry, carve, and build new cities for the Lord of the Seventh. Mine pits, slag heaps, and brackish canals cover the land like sores. Newer cities are built upon the backs of older ruins. As each city is finished, the Lord's dissatisfaction forces his subjects to begin anew. The abandoned cities are not empty. They serve as homes for petitioners who've fled their devilish tormentors, beasts from other planes who've become especially lost, and lost planar travelers who don't want to be found.

Places of Interest within Malbolge:

Grenpoli

Grenpoli, the City of Diplomacy, is domed, and access is granted only through one of four gates on the city's exterior. Entrance to the city comes after a thorough search during which all weapons are taken for the duration of a visitor's stay. Strife and open displays of magical aggression are against the law, and those who break the law are slain immediately. An erinyes named Mysdemn Wordtwister rules Grenpoli.

Malagard:

The current city under construction is called Malagard, and it serves as home for the Lord of the Seventh, Baalzebul. It is a beautiful city of perfectly straight boulevards, fountains of delicate yet terrible visage, and towers that reach straight as an arrow into the blood-black sky. It is the greatest city yet seen in Maldomini, but no one doubts that it, too, will soon be abandoned, as Baalzebul strives for hellish perfection in all things.

Political School of the Nine Hells:

This school is within Grenpoli, where enterprising devilish nobility learn about treachery and deception.

Maladomini Random Encounters:

1-22	General
23-37	Patrol
38-59	Wildlife
60-70	Merchants
71-92	Environment
93-99	Odd
100	DM's Choice

General:

1-30	Soul Shells [roll on Soul Shells table]
31-55	Devils [roll on Devils table]
56-68	Knocker mining-gang. (1d6 Knockers)
69-78	Lemure mob with Overseers (5d10 Lemures and Overseers [roll on Overseer table])
79-83	Knocker mining-band. (2d10 Knockers)
84-88	Lemures being melted/purged in fire by Overseers (5d10 Lemures and Overseers [roll on Overseer table])
89-93	Lemure horde with Overseer (2d100 Lemures and double number of Overseers [roll on Overseer table])
94-97	Nupperibo horde with Overseers (10d10 Nupperibos and Overseers [roll on Overseer table])
98-99	Nupperibos being melted/purged in fire by Overseers (3d10 Nupperibos and Overseers [roll on Overseer table])
100	DM's Choice

Patrols:

1-17	Osyluth regulator squad (1d12 Osyluths)
18-33	Barbazus squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
34-49	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
50-59	Barbazus patrol (1d4+1 Barbazu)
60-69	Hamatula patrol (1d4 Hamatulas)
70-79	Hunting Patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
80-89	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
90-96	Advespa patrol (1d4+1 Advespa)
97-99	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
100	DM's Choice

Wildlife:

1-15	Fiendish Dire Rat pack. (1d10+10 Fiendish Dire Rats)
16-25	Unsupervised Lemure swarm (3d6 Lemures)
26-35	Fiendish Monstrous Centipede. Roll 1d20 for size and number. 1-6: <i>Tiny [colony of 1d8+8]</i> ; 7-10: <i>Small [swarm of 1d6+5]</i> ; 11-13: <i>Medium [colony of 1d4+1]</i> ; 14-16: <i>Large [colony of 1d4+1]</i> ; 17-18: <i>Huge [colony of 1d4+1]</i> ; 19: <i>Gargantuan [solitary]</i> ; 20: <i>Colossal [solitary]</i> .
36-45	Fiendish Monstrous Spider. Roll 1d20 for size and number. 1-6: <i>Tiny [colony of 1d8+8]</i> ; 7-10: <i>Small [swarm of 1d6+5]</i> ; 11-13: <i>Medium [colony of 1d4+1]</i> ; 14-16: <i>Large [colony of 1d4+1]</i> ; 17-18: <i>Huge [colony of 1d4+1]</i> ; 19: <i>Gargantuan [solitary]</i> ; 20: <i>Colossal [solitary]</i> .
46-54	Spinder swarm (1d10+5 Spinders)
55-63	Hellcat pride (1d12 Hellcats)
64-72	Hell Hound pack (1d12 Hell Hounds)
73-79	Fiendish Gray Render (1 Fiendish Gray Render)
80-85	Wild Nightmare herd (2d6 Nightmares)
86-90	Unsupervised Nupperibo mob (3d6 Nupperibos)
91-95	Spinder mob (1d20+20 Spinders)
96-99	Mephits. Roll 1d6 for type. 1-2: <i>Dust</i> ; 3-4: <i>Earth</i> ; 5-6: <i>Salt</i> . (1d10 Mephits)
100	DM's Choice

Merchants:

- 1-20 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
21-35 Yugoloth merchants selling/trading: Larvae, Nuperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultraloths and 1d8+2 Mezzoloth guards)
36-45 Night Hag merchants selling Larvae, Nightmares and other dark goods. (1d3 Night Hags and Nightmare mounts)
46-52 Rakshasa merchant with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
53-59 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
60-65 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultraloth and 1d10+8 Mezzoloths)
66-71 Yugoloth mercenary force, looking for work or on a task. (2 Ultraloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
72-76 Neogi merchants with Umber Hulk slaves/guards selling/trading: Slaves and other goods. (1d6+2 neogi and 1d6+2 umber hulks)
77-81 Efreeti merchants selling their wares. (3d6 Efreeti)
82-86 Half-Fiend Duerzagon and Duergar merchant caravan. (1 Duerzagon and 1d6 Duergar)
87-90 Spinagon merchants, selling “maps”, “nonflammable” work gloves, and other shoddy “magical” items. (1d4 Spinagons)
91-94 Kyton chain merchants from the city of Jangling Hiter in Minauros. (1d10 Kytons)
95-97 Mercane merchant company selling magical items and other goods. (1d4 mercane, 3d6 5th lvl fighter guards)
98-99 Mind Flayer merchants selling their wares. (1d6 Mind Flayers and 1d6 Umber Hulks)
100 DM’s Choice

Environment:

- 1-15 Large mass of jagged rubble and detritus. 30% chance that a search DC 15-30 reveals an item. Roll 1d20: 1-3: *cursed item*; 4-17: *junk*; 18-19: *minor magical item or oddity*; 20: *medium magical item*.
16-28 Ruins. Roll for size and chance of inhabited or laired. 1-7: *Small [1d4 buildings, 20% chance inhabited]*; 8-13: *Medium [1d10 buildings, 35% chance inhabited]*; 14-17: *Large [3d10 buildings, 60% chance inhabited]*; 18-19: *Huge [6d10 buildings, 85% chance inhabited]*; 20: *Entire ruined city [10d10+ buildings, 100% chance inhabited]*. If being used, roll 1d8 to determine inhabitants. Larger areas might require several rolls. 1-4: *Being used as a lair by creatures*; 5-6: *Being used as a shelter or home by travelers*; 7-8: *Being used as a home by deserters/escapees*.
29-39 Abandoned mine pit. Roll 1d20: 1-11: *Empty*; 12-16: *Being used as a lair by wildlife*; 17-19: *Being used as a shelter by travelers*; 20: *Being used as a home by deserters/escapees*.
40-49 Miles long canal filled with brackish water (50% chance of being diseased).
50-59 Large quarry with Soul Shells work-gangs and Overseers. (10d10 Soul Shells and Overseers (roll on Overseers table))
60-69 A short stunted and twisted plant. Roll 1d6, on a 6 the plant has some sort of special property.
70-77 Abandoned camp.
78-83 Military fortification
84-88 Tunnels leading into the bowels of Maladomini. These are usually avoided by all.
89-93 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: *10’ approx dia.*; 2: *30’ approx dia.*; 3: *60’ approx dia.*; 4: *80’ approx dia.*; 5: *150’ approx dia.*; 6: *300’ approx dia.*; 7: *500’ approx dia.*; 8: *1000’+ approx dia.* Roll 1d8 to determine guardians: 1-5: *Devil Overseers (roll on Overseer table)*, 6-7 *Night Hags*, 8: *No guardian*
94-95 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
96-97 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
98-99 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
100 DM’s Choice

Odd:

- 1-26 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 27-41 Two devils bargaining over a contract.
- 42-53 Osyluths seeing to a law-breaker.
- 54-63 Arcanaloth with guards. Overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 64-70 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 71-76 A devil murdering another devil... witnesses are not to be left alive.
- 77-81 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 82-86 Faceless assassinating a devil.
- 87-91 Lone Yagnoloth outcast. (1 Yagnoloth)
- 92-94 Hellfire Wurm (1d2 Hellfire Wurms) (rare)
- 95-96 Group of adventurers from the prime.
- 97-98 Hellfire Wurm clutch (1d3+2 Hellfire Wurms) (rare)
- 99 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 100 DM's Choice

General Information on Cania:

The eighth layer of the Nine Hells is another realm of cold, but Cania's cold is so bitterly penetrating that it is like a living thing. Glaciers move as fast as a running man, grind and crash against each other, sending avalanches of snow down upon any creature unfortunate enough to be caught between the battling ice titans. The moving glaciers often reveal thousand-year-old corpses, past victims of the merciless chill.

Effects of the Plane:

The frigid cold penetrates even the warmest natural clothing. Characters take 3d10 points of cold damage every round they are in an unsheltered area in Cania.

Places of Interest within Cania:

Hadriel's Arena:

The Duchess Hadriel has an arena where her minions, the Gladiatrix, train incessantly. They practice on live targets: a steady stream of petty devils dragged there. (LoH p22)

Mephistar:

A blue-white jewel fashioned out of ice, this mighty citadel perches upon an equally impressive glacier named Nargus. Clouds of vapor constantly roll off the sides of the icy spike. The glacier's movement is controlled by the Lord of the Citadel, Mephistopheles, and Nargus has flowed over and obliterated many a lesser glacier, as well as its share of rival fiendish armies caught unaware in Cania. The interior of Mephistar is heated. In fact, lavish heated baths; scented fires and hell-bright tapestries are everywhere. gelugon nobles abide in the warm sanctuary of Mephistar, waiting on the whims of their lord Mephistopheles.

The Pit:

Mighty glaciers form a ledge surrounding a dark pit several hundred feet in diameter. The utterly dark Pit is the primary access down to the lowest layer of the Nine Hells. One devil-guarded stairway cuts back and forth down one glacier's face, and on each landing sits a guard tower bristling with gelugons. Of course, one could forego the stairs and plunge directly into the Pit. However, a supernaturally strong downdraft makes any type of flying a chance proposition. Fliers must make a DC 30 Reflex save when they first enter the downdraft or be dashed into the icy side of the pit for 20d6 points of damage. If they succeed, they've managed to find a stable tunnel of air within the swirling wind and can descend to Nesus normally.

Cania Random Encounters:

1-24	General
25-39	Patrol
40-51	Wildlife
52-60	Merchants
61-90	Environment
91-99	Odd
100	DM's Choice

General:

1-26	Soul Shells [roll on Soul Shells table]
27-49	Devils [roll on Devils table]
50-61	Lemure mob with overseers (5d10 Lemures and Overseers [roll on Overseers table])
62-68	Lemure horde with overseer (2d100 Lemures and double number of Overseers [roll on Overseers table])
69-74	Gladiatrix (1d6 Gladiatrix)
75-80	Pain Mistress (1d4 Pain Mistresses)
81-86	Striga (1d4 Striga)
87-91	Lemures being melted/purged in fire by Overseers (5d10 Lemures and overseers [roll on Overseers table])
92-96	Nupperibo horde with overseers (10d10 Nupperibos and Overseers [roll on Overseers table])
97-99	Nupperibos being melted/purged in fire by Overseers (3d10 Nupperibos and Overseers [roll on Overseers table])
100	DM's Choice

Patrols:

1-15	Osyluth regulator squad (1d12 Osyluths)
16-25	Ice Stalker pack (1d4+2 Ice Stalkers)
26-35	Gladiatrix squad (2d10 Gladiatrix)
36-45	Pain Mistress squad (1d8+4 Pain Mistresses)
46-55	Painshrieker gang (1d4+1 Painshriekers)
56-63	Barbazus squad with Cornugon officer (1d6+4 Barbazus and 1 Cornugon)
64-71	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
72-77	Hunting Patrol looking for runaways (2 Soulsniffers, 1d4 Hell Hounds, 1d4+1 Barbazus and 1 Cornugon)
78-83	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
84-88	Barbazus patrol (1d4+1 Barbazus)
89-93	Hamatula patrol (1d4 Hamatulas)
94-97	Advespa patrol (1d4+1 Advespa)
98-99	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
100	DM's Choice

Wildlife:

1-21	Winter Wolf pack (1d6 Winter Wolves)
22-40	Unsupervised Lemure swarm (3d6 Lemures)
41-58	Spinder swarm (1d10+5 Spinders)
59-73	Fiendish Remorhaz (1 Fiendish Remorhaz)
74-86	Mephits (1d10 Ice Mephits)
87-93	Unsupervised Nupperibo mob (3d6 Nupperibos)
94-99	Spinder mob (1d20+20 Spinders)
100	DM's Choice

Merchants:

- 1-30 Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
31-52 Yugoloth merchants selling/trading: Larvae, Nuperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultraloths and 1d8+2 Mezzoloth guards)
53-62 Tiefling merchant caravan with guards (1d4 Tiefling merchants, 1 wizard, 1d8+2 Tiefling fighters)
63-72 Yugoloth mercenary platoon, looking for work or on a task. (1 Ultraloth and 1d10+8 Mezzoloths)
73-82 Yugoloth mercenary force, looking for work or on a task. (2 Ultraloths, 2d4 Canoloths, 1d4+4 Nycaloths, and 3d10+10 Mezzoloths)
83-89 Neogi merchant caravan with Umber Hulk slaves. (1d6+2 neogi and 1d6+2 umber hulks)
90-94 Rakshasa merchant caravan with guards (1 Rakshasa and 1d4+1 Tiefling fighters)
95-99 Mercane merchant company selling magical items and other goods. (1d4 mercane, 3d6 5th lvl fighter guards)
100 DM's Choice

Environment:

- 1-15 An extremely cold wind howls through the area. (Lasts 1d4 hours. Roll d20 for speed. 1-6: Light; 7-11: Moderate; 12-15: Strong; 16-19: Severe; 20 Windstorm. See DMG p87, Weather Hazards)
16-27 Ice moss patch. This rubbery blue-green growth is found in large furry patches over the ice. It is edible, tasteless.
28-38 A short stunted and twisted arctic plant. Roll 1d6, on a 6 the plant has some sort of special property.
39-48 Abandoned camp.
49-58 Glacier. Roll 2d20 to determine movement rate of glacier. Roll 1d6 for size of glacier: 1: 100' approx dia.; 2: 250' approx dia.; 3: 500' approx dia.; 4: 1,000' approx dia.; 5: 2,500' approx dia.; 6: 5,000'+ approx dia.
59-65 Ice carved military fortification. [roll on the Military Fortification table]
66-70 Two glaciers colliding and crushing each other. If something is caught between them, it suffers 20d6 damage until pulverized.
71-75 A burst frost and shocking cold fills a 40' radius. The explosion causes 2d6 points of cold damage, DC 17 Reflex check for half damage.
76-80 Snow avalanche. Roll 1d8 for size and damage caused by avalanche. 1-2: *Small, 1d6 dmg*; 3-4: *Medium, 2d6 dmg*; 5-6: *Large, 4d6 dmg*; 7: *Huge, 8d6 dmg*; 8: *Massive, 12d6 dmg*. Additionally, those caught in the snow avalanche must make a DC 16 Reflex check or begin to suffocate under the snow. See drowning rules in DMG p85.
81-85 Body frozen within the deep ice or perhaps recently exposed by an avalanche or strong winds.
86-90 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: 10' approx dia.; 2: 30' approx dia.; 3: 60' approx dia.; 4: 80' approx dia.; 5: 150' approx dia.; 6: 300' approx dia.; 7: 500' approx dia.; 8: 1000'+ approx dia. Roll 1d8 to determine guardians: 1-5: *Devil Overseers [roll on Overseer table]*, 6-7 *Night Hags*, 8: *No guardian*
91-94 Shapes in the ice. A glacier with an entombed alien shape frozen in its heart. The ice distorts the vision, so it's difficult to make out exactly what's buried. When enterprising mortals melt exploratory shafts they sometimes find celestials frozen in place fighting spined creatures of unknown origin. Sometimes the shapes are abandoned cities of alien design.
95-96 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
97-98 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
99 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
100 DM's Choice

Odd:

- 1-20 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 21-35 Two devils bargaining over a contract.
- 36-47 Minions of Set from Akhwugaht, Set's realm within Stygia
- 48-57 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 58-67 Arcanaloth. with guards. overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 68-77 Osyluths seeing to a law-breaker.
- 78-82 A devil murdering another devil... witnesses are not to be left alive.
- 83-87 Faceless assassinating a devil.
- 88-91 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 92-95 Lone Yagnoloth outcast. (1 Yagnoloth)
- 96-97 Immoth, a rare traveler (1 Immoth)
- 98 Group of adventurers from the prime.
- 99 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 100 DM's Choice

General Information on Nessus:

The ninth layer is the deepest realm of the Nine Hells, a plain shattered by rifts deeper than the deepest ocean trench. Many of the ravines and canyons here reach of thousands of miles into undifferentiated, dead stone. Most of the trenches seem natural, but some appear as if they were cut or blasted into the land.

Places of Interest within Nessus:

Malsheem:

A rift of incredible depth and width lies immediately below the layer boundary between Cania and Nessus. Malsheem, the Citadel of Hell, rises in its dark elegant, fiendish beauty from the trench. The stronghold is monstrously large, rising miles above the plain. But like an iceberg above water, its visible spires and fortifications are small compared to the cast halls contained within the trench. Malsheem is the largest known citadel in the Outer Planes. It is big enough to house millions of devils, an army larger than any fielded in the Blood War. Asmodeus, master of Malsheem, Lord of the Ninth, and undisputed King of the Nine Hells, holds these hordes in reserve for a cataclysmic battle he foresees will dwarf the “petty” maneuverings of the Blood War. The citadel is so vast that is nigh unmappable; Malsheem’s secrets are known only to Asmodeus. Additionally, Malsheem is the fortress the Dark Eight meet at every sixty-six days. Several of the Eight hold residences within.

River Styx:

The river Styx enters in three places in Hell, in Avernus, Stygia, and Nessus. The river has an entrance and an egress within Stygia, leading many to believe that it’s headwaters lie within that layer. As the Styx progresses from Stygia into the other lower planes it becomes increasingly polluted till it returns to Stygia where the debris and detritious which are deposited in the icebergs of Stygia. Rumor has it that an offshoot of the Styx flows in Nessus, dropping into trenches and trickling its way across the later. Few know how to reach this tributary, if it exists at all.

Serpent’s Coil:

Brutally repressed rumors suggest that there is more to Asmodeus than he admits. The story goes that the true form of Asmodeus actually resides in the deepest rift of Nessus called the Serpent’s Coil. The shape seen by all the other devils of the Nine Hells in the fortress of Malsheem is actually a highly advanced use of the Project Image spell or an avatar of some sort. The secret rift, formed by Asmodeus’s plummeting body when he first arrived in the Nine Hells, spirals inward over the course of hundreds of miles. His titanic, miles-long form still rests here... and his wounds have yet to heal. The acid-black blood pools in the hollows of the rift, a substance fouler than foul.

From where fell Asmodeus? Was he once a greater deity cast down from Elysium or Celestia, or is he older yet, as the rumor hints? Perhaps he represents some fundamental entity whose mere existence pulls the multiverse into its current configuration. Nobody who tells the story of Asmodeus’s “true” form lives more than 24 hours after repeating it aloud. But dusty scrolls in hard-to-reach libraries (such as Demogorgon’s citadel in the Abyss) yet record this knowledge. Unless it is pure fancy, of course.

Nessus Random Encounters:

1-15	General
16-30	Patrol
31-55	Wildlife
56-59	Merchants
60-94	Environment
95-99	Odd
100	DM's Choice

General:

1-37	Devils [roll on Devils table]
38-60	Soul Shells [roll on Soul Shells table]
61-78	Lemure mob with overseers (5d10 Lemures and Overseers [roll on Overseers table])
79-87	Lemure horde with overseer (2d100 Lemures and double number of Overseers [roll on Overseers table])
88-92	Lemures being melted/purged in fire by Overseers (5d10 Lemures and overseers [roll on Overseers table])
93-97	Nupperibo horde with Overseers (10d10 Nupperibos and overseers [roll on Overseers table])
98-99	Nupperibos being melted/purged in fire by Overseers (3d10 Nupperibos and overseers [roll on Overseers table])
100	DM's Choice

Patrols:

1-25	Osyluth regulator squad (1d12 Osyluths)
26-42	Barbazus squad with Cornugon officer (1d6+4 Barbazu and 1 Cornugon)
43-59	Hamatula squad with Cornugon officer (1d6+4 Hamatulas and 1 Cornugon)
60-69	Barbazus patrol (1d4+1 Barbazu)
70-79	Hamatula patrol (1d4 Hamatulas)
80-84	Advespa patrol (1d4+1 Advespa)
85-89	Advespa squad with Amnizu officer (1d6+4 Advespa and 1 Amnizu)
90-94	Hunting Patrol looking for runaways (2 Soulniffers, 1d4 Hell Hounds, 1d4+1 Barbazu and 1 Cornugon)
95-99	Narzugon Patrol searching for deserters and runaways (1d4+1 Nerzugons on Nightmare mounts)
100	DM's Choice

Wildlife:

1-25	Whiptail swarm (1d20 Whiptails)
26-40	Whiptail flight (1d20+20 Whiptails)
41-55	Unsupervised Lemure swarm (3d6 Lemures)
56-65	Wild Nightmare herd (2d6 Nightmares)
66-74	Spinder swarm (1d10+5 Spinders)
75-81	Hellcat pride (1d12 Hellcats)
82-88	Hell Hound pack (1d12 Hell Hounds)
89-94	Spinder mob (1d20+20 Spinders)
95-99	Unsupervised Nupperibo mob (3d6 Nupperibos)
100	DM's Choice

Merchant/Traders:

1-94	Devil merchant selling/trading: Larvae, Nupperibos, slaves, and other goods.
95-100	Yugoloth merchants selling/trading: Larvae, Nupperibos, slaves, weapons, magical items, golems, juggernauts, and other goods. (1d2 Ultroloths and 1d8+2 Mezzoloth guards)

Environment:

- 1-12 Shallow Rift. This canyon is 3d100 feet deep. Roll 1d6 for size of rift. 1: 10'x50'; 2: 25'x100'; 3: 50'x500'; 4: 100'x1,000'; 5: 300'x3,000'; 6: 500'x5,000+.
- 13-24 Rift. This noxious canyon leads down into untold darkness. Roll 1d6 for size of rift. 1: 10'x50'; 2: 25'x100'; 3: 50'x500'; 4: 100'x1,000'; 5: 300'x3,000'; 6: 500'x5,000+.
- 25-33 A wind howls through the area. It can be either extremely hot or extremely cold, 50% chance of either. The wind lasts 1d4 hours. Roll d20 for speed. 1-6: *Light*; 7-11: *Moderate*; 12-15: *Strong*; 16-19: *Severe*; 20: *Windstorm*. See DMG p87, Weather Hazards.
- 34-42 Frost and shocking cold fills a 30' radius. The explosion causes 2d6 points of cold damage, DC 17 Reflex check for half damage.
- 43-51 Burst of heat and fire explodes and fills a 30' radius. The explosion causes 6d6 points of damage, DC 17 Reflex check for half damage.
- 52-60 Magma: Roll 1d10 to determine type. 1-3: *Stream of magma*; 4-5: *Small river of magma*; 6: *Large river of magma*; 7-8: *Pond of magma*; 9: *Lake of magma*; 10: *Active volcano*. Magma does 20d6 points of fire damage per round, and causes 1d6 points of fire damage to anyone within five feet.
- 61-69 The area suddenly fills with super-heated or extreme cold air (50% chance of either) causing 1d6 points of fire or cold damage per round of exposure. This fills a 5d100 foot radius and passes in 1d10 minutes.
- 70-77 Birthing orifice. This noxious pit filled with writhing larvae, they are usually guarded. Roll 1d8 for size of orifice: 1: 10' approx dia.; 2: 30' approx dia.; 3: 60' approx dia.; 4: 80' approx dia.; 5: 150' approx dia.; 6: 300' approx dia.; 7: 500' approx dia.; 8: 1000'+ approx dia. Roll 1d8 to determine guardians: 1-5: *Devil Overseers [roll on Overseer table]*, 6-7 *Night Hags*, 8: *No guardian*
- 78-82 A sinkhole opens up beneath the PC's. It's 5d10 feet across and drops 4d10 feet down. There is a 15% chance of revealing a tunnel or a deep crevice leading further down.
- 83-87 An earthquake strikes the area. The effect is identical to the Earthquake spell and it affects a 1d100 foot radius and lasts for 1d10 rounds. On open ground, all standing creatures must make a DC 15 Reflex save or fall down. Fissures open in the ground, and every creature on the ground has a 25% chance to fall into one (DC 20 Reflex save to avoid the fissure). Once the earthquake ends, all the fissures close, killing any creatures trapped within.
- 88-92 Abandoned camp.
- 93-96 Military fortification [roll on Military Fortification table]
- 97 A pool or crevice filled with a strange viscous slime. Inside the pool are a school of Wyste (1d6+2 Wyste)
- 98 A stronghold imprisoning an item or creature of great goodness and power within. A stronghold will usually have 1d3 powerful guards (usually a Gelugon, Ghargatula, Darksphinx, or other powerful guardians) and 1d8 Hamatulas.
- 99 A freestanding fiery ring with a different landscape within. This is a gate to another plane (MotP p37 to determine plane).
- 100 DM's Choice

Odd:

- 1-26 Devil torturing victim: Roll 1d20 for victim. 1-14: *Soul Shell*; 15-16: *Devil*; 17: *Demon*; 18: *Traveler/Adventurer*; 19: *Paladin/Priest*; 20: *Fey-creature/Celestial*.
- 27-47 Osyluths seeing to a law-breaker.
- 48-58 Two devils bargaining over a contract.
- 59-68 A Faceless assassinating a devil.
- 69-77 Devilish army. Roll 1d20 for size. 1-6: *Small (200-500)*; 7-11: *Medium (500-1,500)*; 12-16: *Large (1,500-5,000)*; 17-18: *Huge (5,000-20,000)*; 19: *Massive (20,000-50,000)*; 20: *Colossal (50,000+)*. Roll 1d20 for status. 1-8: *Camping*; 9-16: *On the move*; 17-18: *Preparing for an attack*; 19-20: *Engaged in battle*.
- 78-84 A devil murdering another devil... witnesses are not to be left alive.
- 85-89 Hellfire Wyrms (1d2 Hellfire Wyrms) (rare)
- 90-92 Hellfire Wyrms clutch (1d3+2 Hellfire Wyrms) (rare)
- 93-94 Arcanaloth. with guards. overseeing contract arbitration between two devils. (1 Arcanaloth, 1d6+2 Mezzoloths and 2 devils)
- 95-96 Arcanaloth sages with guards. This group of researchers will pay will for any useful information, regardless of relevance to location or obscurity. (1d2+2 Arcanaloths and 1d4+2 Canoloth)
- 97 Lone Yagnoloth outcast. (1 Yagnoloth)
- 98 A group of adventurers from the prime.
- 99 A polymorphed/disguised creature of good (celestial, adventurer, etc.) spying or on a task.
- 100 DM's Choice

Tables:

Military Fortifications Table: Roll 1d12 to determine structure.

- 1-5: Watch-tower/Outpost: sample detachments:
A) 3 Imps and 2 Herlekins.
B) 3 Abishai.
- 6-8: Fort: sample detachments:
A) 1 Cornugon, 5 Barbazu, 5 Abishai, and 5 Imps.
B) 2 Hamatulas, 1 Melebranche, 6 Spinagons and 6 Herlekin.
- 9-10: Fortress, sample detachments:
A) 1 Gelugon, 3 Cornugons, 3 Osyluths, 6 Hamatula, 6 Narzugon, 18 Barbazu, 18 Abishai, 18 Imps, 26 Herlekins and 2d100 Lemure's outside the compound.
B) 3 Amnizu, 6 Melebranches, 6 Distenders, 6 Soulsniffers, 9 Kyttons, 18 Advespa, 18 Abishai, 30 Spinagons, 3 Osyluth and 2d100 Lemures outside the compound.
- 11: Castle, sample detachment:
1 Pit Fiend, 3 Gelugons, 18 Cornugons, 27 Melebranches, 27 Distenders, 66 Narzugons, 66 Hamatulas, 81 Barbazu, 198 Abishai, 243 Imps, 243 Herlekin, 26 Osyluths and 2d100x10 Lemures
- 12: Citadel, sample detachment:
1 Noble/General, 3 Pit Fiends, 6 Ghargatulas, 6 Oubliettes, 18 Gelugons, 18 Amnizu, 18 Erinyes, 27 Kocrachons, 27 Soulsniffers, 198 Cornugons, 198 Melebranche, 198 Osyluths, 198 Distenders, 198 Advespa, 227 Narzugon, 333 Hamatulas, 333 Kyttons, 999 Abishai, 999 Spinagons, 2664 Imps, 3330 Herlekin and 2d100x100 Lemures

Soul Shells Table: Roll 1d20 to determine Soul Shell event.

- 1-6 Soul Shells laboring, usually repairing creating, destroying structures, sometimes simply labor for it's own sake. A cruel Overseer punishes those that lag behind in the labors. (5d10 Soul Shells and Overseers [roll on Overseers table])
- 7-11 Soul Shells laboring (repairing, creating, destroying structures, sometimes simply labor for it's own sake), their Overseers rests nearby. (5d10 Soul Shells and Overseers [roll on Overseers table])
- 12-13 Soul Shells laboring (repairing, creating, destroying structures, sometimes simply labor for it's own sake), their Overseers are nowhere to be seen.
- 14 Soul Shell being haphazardly tortured or bullied by a Devil. (1d4 Soul Shells and Devils [roll on Devil table])
- 15 Soul Shell being meticulously tortured by a Devil. (1d4 Soul Shells and Devils [roll on Devil table])
- 16 Soul Shell being tortured and physically modified by a Devil. (1d4 Soul Shells and Devils [roll on Devil table])
- 17 Soul Shell scavenger gang (2d6 Soul Shells). They try to take any goods they come across.
- 18 Newly arrived and confused Soul Shell.
- 19 Soul Shells trying to flee their masters. (1d6 Soul Shells)
- 20 Soul Shell of someone that the PC's knew.

Overseer Table: Roll 1d20 to determine overseer type.

- 1-5: 1d4 Herlekin
6-11: 1d4 Imps
12-15: 1d4 Spinagons
16-17: 1d4 Abishai
18-19: 1d4 Barbazu
20: Other/Special

Devils Table: Listed roughly by ranking.

- 1-9 **Herlekin:**
1-60 Herlekin (1d4 Herlekin)
61-100 Herlekin pack (4d6 Herlekin)
- 10-18 **Imp:**
1-65 Imp (1d2 Imps)
66-100 Imp Flock (2d10 Imps)
- 19-26 **Spinagon:**
1-65 Spinagon (1d6 Spinagons)
66-100 Spinagon Flock (2d10)
- 27-34 **Abishai:**
1-30 White Abishai flight (1d12 Abishai)
31-55 Black Abishai flight (1d12 Abishai)
56-75 Green Abishai flight (1d12 Abishai)
76-90 Blue Abishai flight (1d12 Abishai)
91-100 Red Abishai flight (1d12 Abishai)
- 35-37 **Advespa:**
1-45 Advespa (1d4 Advespa)
46-80 Advespa squad (1d6+4 Advespa)
81-100 Advespa swarm (1d10+10 Advespa)
- 38-45 **Barbazu:**
1-65 Barbazu (1d4 Barbazu)
66-100 Barbazu squad (1d6+4 Barbazu)
- 46 **Distender:**
1-100 Distender gang (1d6 Distenders)
- 47 **Vierhaander:**
1-80 Vierhaander
81-100 Vierhaander team (1d4)
- 48-51 **Kyton:**
1-65 Kyton band (1d10 Kytons)
66-100 Kyton mob (1d10+10)
- 52 **Soulsniffer:**
1-65 Soulsniffer (1 Soulsniffer)
66-100 Soulsniffer pack (1d4+1 Soulsniffers)
- 53-59 **Osyluth:**
1-65 Osyluth (1d4 Osyluths)
66-100 Osyluth squad (1d6+4 Osyluths)
- 60-63 **Narzugons:**
1-100 Narzugon (1d2)
- 64-70 **Hamatulas:**
1-65 Hamatula (1d4 Hamatulas)
66-100 Hamatula squad (1d6+4 Hamatulas)
- 71-73 **Malebranche:**
1-70 Malebranche (1d4 Malebranche)
71-100 Malebranche squad (1d6+4 Malebranches)
- 74 **Oubliette:**
1-50 Oubliette (1 Oubliette)
51-100 Oubliette touring the splendors of Hell with victim. (1 Oubliette)
- 75 **Ghargatula:**
1-100 Ghargatula (1 Ghargatula)
- 76 **Ghaddar:**
1-100 Ghaddar (1 Ghaddar)

- 77-78 **Kocrachon:**
 1-40 Kocrachon (1 Kocrachon)
 41-65 Kocrachon team (1d4+2 Kocrachons)
 66-100 Kocrachon torturing victim: Roll 1d20: 1-12: Soul Shell; 13-15: Devil; 16-17: Demon;
 18: Traveler/Adventurer; 19: Paladin/Priest; 20: Fey-creature/Celestial. (1d4 Kocrachons)
- 79 **Faceless, The:**
 1-100 Faceless, usually polymorphed into another form. (1 Faceless)
- 80-82 **Amnizu:**
 1-65 Amnizu (1d4 Amnizu)
 66-100 Amnizu troupe (1d3 Amnizu and 1d4 Advespas)
- 83-87 **Erinyes:**
 1-65 Erinyes (1 Erinyes)
 66-100 Erinyes with escort (1 Erinyes and 1d3 Imps)
- 88-91 **Cornugons:**
 1-85 Cornugon (1d4 Cornugons)
 86-100 Cornugon squad with Pit Fiend officer (1d6+4 Cornugons and 1 Pit Fiend)
- 92 **Ashmede:**
 1-75 Ashmede (1 Ashmede)
 75-100 Ashmede team (1d4+1 Ashmedes)
- 93-95 **Gelugons:**
 1-65 Gelugon (1d4 Gelugons)
 66-85 Gelugon troupe (1d6+6 Barbazu, 1d4 Osyluths and 1d2 Gelugons)
 86-100 Gelugon squad with Pit Fiend officer (1d6+4 Gelugons and 1 Pit Fiend)
- 96-97 **Pit Fiends:**
 1-70 Pit Fiend with escort (1d4 Cornugons, 1 Imp, and 1 Pit Fiend)
 71-85 Pit Fiend team (1d4 Pit fiends with 1d4 Imps)
 86-90 Pit Fiend troupe (1d4+1 Cornugons, 1d4+1 Hamatulas, 1d2 Imps and 1d2 Pit Fiends)
- 98 **Nobles:**
 1-40 Noble with small entourage. Roll 1d8 to determine guards. 1-4: 2 Gelugons and 1 Imp; 5-6: 1 Cornugon and 2 Melebranches; 7: 1 Darksphinx and 3 Hamatulas; 8: 1 Pit Fiend and 2 Cornugons
 41-70 Noble with medium entourage. Roll 1d8 to determine guards. 1-4: 1d3 Gelugons, 1d3 Erinyes, 2d6 Hamatulas; 5-7: 1 Pit Fiend, 1d3 Erinyes, 1d10 Melebranches; 8: 1d2 Darksphinxes, 1d3 Erinyes, 1d8 Amnizu.
 71-90 Noble with large entourage on a transport (such as a carriage made out of a gigantic skull, a writhing palanquin made out the writhing bodies of Soul Shells, a hideous undead mount or some other conveyance) attended by an Erinyes and guarded by an army of Abishai and Herlekin. (1 Noble, 1 Erinyes, 1d2 Veirhaanders, 1d100 Abishai and 3d100 Herlekin)
 Gelugon Ambassador riding a Nightmare guarded by Barbazu. (1 Gelugon, 1 Nightmare, 1 Imp, 1d8+2 Barbazu guards)
 91-100 Noble in disguise.
- 99 **Special** (Duke, Arch-Duke, etc)
- 100 **DM's Choice**

Listing of Sources for Random Encounters:

Abishai: MMoF p12	Ghast: MM p97	Nycaloths: MotP p185
Advespa: MM2 p67	Ghoul: MM p97	Pain Mistress: LoH p42
Akop: LoH p4	Giant, Fire: MM p98	Painshriekers: LoH p43
Amnizu: MM2 p67	Glabrezu: MM p41	Pit Fiend: MM p47
Arcanaloath: MM2 p203	Gladiatrix: LoH p22	Ragewind: MM2 p173
Asakku: LoH p6	Gray Render: MM p112	Rakshasa: MM p153
Ashmede: LoH p7	Gray Ooze: MM p145	Remorhaz: MM p155
Ash Rat: MM2 p24	Golem (standard): MM p108	Rot Grub: ToH p222
Assassin Vine: MM p20	Hamatula: MM p47	Oubliette: LoH p41
Balan: LoH p8	Hellcat: MM p47	Osyluth: MM p47
Balan's Huntsman: LoH p10	Hellfire Wyrm: MM2 p125	Sahuagin: MM p157
Balan's Jackal: LoH p50	Hell Hound: MM p118	Shark, Fiendish: MM p201
Barbaz: MM p47	Hellwarden: LoH p24	Shark, Fiendish Dire: MM p56
Black Pudding: MM p145	Herlekin: LoH p25	Skeleton: MM p165
Bonedreg, Biped: LoH p11	Hobgoblin: MM p119	Soul Shell: MotP p115
Bonedreg, Quadruped: LoH p11	Ice Stalker: LoH p26	Soulsniffer: LoH p45
Bulugon: LoH p12	Immoth: MM2 p127	Spell Weaver: MM2 p187
Canoloth: MotP p185	Imp: MM p47	Spider, Monstrous: MM p210
Catoblepas: MM2 p41	Kere: LoH p31	Spinagon: MotP p166
Centipede, Monstrous: MM p207	Knocker: LoH p32	Spinder: LoH p44
Chamagon: LoH p15	Kobold: MM p123	Squid: MM p202
Cornugon: MM p47	Kocrachon: BoVD p175	Squid, Giant: MM p202
Darksphinx: LoH p17	Kyton: MM p47	Stirge: MM p173
Darktentacles: MM2 p54	Juggernaut: MM2 p132	Striga: LoH p46
Deathbringer: MM2 p55	Leechwalker: MM2 p135	Tiefling: FRCS p20
Death Knight: MM2 p207	Lemures: MM p47	Tormentor of Souls: ToH p105
Deveourer: MM p53	Magugon: LoH p35	Troll: MM p180
Dire Rats: MM p56	Malabrache: MM2 p67	Ultraloth: MotP p185
Distender: LoH p18	Megalodon: MM2 p147	Umber Hulk: MM p180
Efreeti: MM p94	Mephit: MM p133	Vierhaander: LoH p47
Erinyes: MM p47	Mercane: MotP p179	Vrock: MM p41
Ettin: MM p89	Mezzoloth: MotP p185	Whiptail: LoH p49
Faceless: LoH p20	Narzugon: MotP p166	Winter Wolf: MM p184
Famine Spirit: MM2 p97	Neogi: MM2 p159	Wyste: MM2 p200
Gelugon: MM p47	Night Hag: MM p40	Yagnoloth: MM2 p203
Ghaddar: ToH p98	Nightmare: MM p140	Zombie, MM p191
Ghargatula: BoVD p175	Nupperibo: ToH p103	

Personalities of the Nine Hells:

Avernus:

Bel:

Titles: Ruler of Avernus, Lord of the First, Warlord of Avernus, The Thunderer, Prince of the Blood

Aliases: Belos, Baal, Baell, Bile

Areas of Concern: War, battle, conquest, espionage

Superior: Asmodeus and the Dark Eight

Allies: The Sign of One

Rivals: Apollyon, Dispater, Ilssender

Subordinates:

Inner Circle:

Amaymon, Prince of the North, ruler of the northern quadrant

Amduscias, Horned Duke. works with Malphas and Goap in orchestrating the Blood War (Noble, Commands 29 Abishai companies). Rival: Malphas. Amduscias is a duke of corruption appearing as a twisted unicorn, a wolf, or a horned man. Amduscias is the duke of infernal music—he sees everything as part of a song. The twisted notes of his soul are expressed in his armies and plans. He is constantly singing, howling, and playing, surrounded by spinagon musicians. He tracks others through music in order to destroy them. Amduscias loves humans. Amduscias is affiliated with the Harmonium, and wants to corrupt it towards his own ends, seeing their plans of universal harmony as similar to his own goal of infernal harmony, or close enough that a few twists can match it.

Malgrin, Duke of Unlife, resides in the Bone Citadel (LoH p36)

Malphas, The Dark Raven of Avernus, works with Amduscias and Goap in orchestrating the Blood War. (Noble, Commands 40 Abishai companies). Rival: Amduscias. Appears as a vast raven with eyes and beak the color of blood. His wingspan is over 60'. Malphas delights in playing the various factions of Baator's armies against one another for his own gain. He is a brutal baatezu, with a dark fixation that he can never harm (Amduscias, though he doesn't know it). He is a Punisher, dedicated to tracking and destroying foes, and forcing them against one another.

Gerson, Prince of the East, ruler of the east quadrant

Goap, Prince of the West, ruler of the west quadrant. Alias: Gaap or Taap. Works with Amduscias and Malphas in orchestrating the Blood War. (Noble Pit Fiend, Commands 3 Erinyes companies). He is very, very entropic believing in the ultimate decay of all.

Zymymar, Prince of the South, ruler of the south quadrant

Outer Circle:

Belphegor

Iblis, Duke of Pride, (Fallen Solar), though Iblis is technically a subordinate of Bel, even he dare not ask Iblis to come to his court or ask any duty of the Duke of Pride. (LoH p27)

Mortifer, (Noble)

Quentil Paracs, Baron of the Great Pass, Guardian of the Gate, Lord of Ribcage (Tiefling, Fighter/Wizard: 7/10)

Tiamat, Former Ruler of Avernus (Only technically an subordinate)

Vual, Duke of Pleasure, (LoH p48)

Hellwardens, The

History:

The great pit fiend Bel has had a long and interesting career, working for Moloch, Beelzebub, Dispater, and even the balor Ilssender before finally being assigned to Apollyon's armies by the orders of Beelzebub. Frustrated by his lot under the Destroyer, Bel secretly organized a coalition to overthrow Apollyon and set himself in her place. While the Locust King was off luring mortal armies into the evil's fold the legions of Avernus surrounded her palace and imprisoned her.

Appearance:

Bel seems to be a pitch black pit fiend, or a gigantic muscular warrior dressed in practical but imposing armor with a particularly impressive crest, sometimes seen riding a night-black horse.

Personality:

After imprisoning Apollyon in her own dark webs, Bel thought his future was ensured. It wasn't as easy as that. Not only must Bel deal, as Apollyon did, with rogue devils exiled from the lower layers but he is still technically beholden to Hell's Ministers of Culture (the Dark Eight) and must continually send reports to Nessus and do their bidding as well. As a result, he has no time to gain any permanent power base. He has no way of dealing with his neighbor Tiamat, who is clearly plotting to free his predecessor. He is a complete pawn of the other lords and knows it, and realizes further that this is likely the only reason the other Lords allow him to live.

On the other hand, he's proven himself an invaluable servant. Even the Dark Eight has grown to depend on him to help run the Blood War. Bel, who is really a very canny basher, hopes to create a situation where no one can afford to do without him. His ability will be his bargaining chip.

Worshippers:

He has no priests.

Minions:

His minions on the Blood War fields seeking magic and allies with which to defeat the armies of the Abyss. Special minions, often mortals, will be on more covert missions designed to foil the schemes of the dying lord Apollyon.

Avernus:

Zariel:

Titles: True Lord of the First Hell (imprisoned), The Destroyer, the Locust King, Angel of the Pit

Aliases: Apollyon, Appolion, Appolyon, Abaddon

Areas of Concern: locusts, punishment, imprisonment, evil war, corruption through the following of orders

Allies: Tiamat, Michael

Rivals: Lucifer, Bel

History:

After the War in Heaven, it was deemed necessary for a loyal servant of Good to descend from Mount Glory to Baator in order to prevent the Fallen from escaping or wrecking havoc on nearby planes. The strongest of Michael's generals, Apollyon, was chosen and was given the position of guarding Hell's first layer. Baator corrupts the best, however, and Apollyon was never that. The Angel of the Pit began creating special baatezu to aid her in punishing the wicked inhabitants of her domain. The Locusts, as they were called, resembled a cross between gelugons, kocrachons and osyluths with insectoid features and scorpion tails. As time went by she began using them to herd the baatezu into armies. Her relentless crusade against the enemies of Law and Good is said to be one of the origins of the Blood War (though there is evidence that the conflict had been going on already for eons; that the Elder Hellions had fought it, and the primal thought-creatures of the astral plane had fought it before the Great Ring even existed). The archdevils seized upon this idea, immediately recognizing the use of a war in training troops, strengthening loyalties, and determining advancement. In addition, they hated chaos as much as any archon -- their malicious natures only heightening this... and were eager to hurt it in any way they could.

Apollyon continued to create locust servitors, and her generals began to chafe under the rule of one they considered alien (though in truth she was one no longer). Led by the chief warlord Bel, Amduscias, Malphas and Goap surprised her. With his subordinates orchestrating a siege, Bel broke in and battled the weakened Angel of the Pit, ultimately binding her in her own webs. The jailer jailed, her minions exterminated, Apollyon was locked beneath the throne of Bel in Avernus' deepest pit. Even today her struggles cause cataclysms and turmoil throughout the layer, but they grow weaker as Bel bleeds off more and more of her energy.

In ancient times the moon-god Sin, knowing Apollyon's reputation as a guardian, entrusted her with Tiamat's Tablets of Fate to prevent the dragon goddess from stealing them back and re-conquering Arcadia. Now, struggling in her prison, Apollyon is offering them back to their original owner in exchange for freedom; the results of this pact remain to be seen. Heaven's warlord is said to be still favorably disposed towards his old friend. He too is attempting to break Apollyon out.

Appearance:

Today the Locust King resembles a vast serpent with angel's wings and dozens of eyes.

Dis:

Dispater:

Titles: Ruler of Dis, Lord of the Second, Archduke of Dis, Unseen One, Prince of Shades, Great Caesar of the Black Iron Prison, The Wise, Far-Seeing, Magisterial

Aliases: Dis, Ghede, Donn

Areas of Concern: Cities, Civilizations, Walls, Boundaries, Bondage, Temptation, and Pain.

Superior: Asmodeus

Allies: Mephistopheles, Mammon, Old Reg, the Daghdá, Furcas of the Dark Eight (Commands 12 companies of Barbazu)

Rivals: Belial, Beelzebub, Bel (once was a servant of Dispater, betrayed him to become Ruler of Avernus) The enmity between Dispater and Beelzebub is not only racial... Dispater is a native of Baator, while Beelzebub was once an Archon and therefore, in the mind of the Prince of Shades, less fit to rule... but philosophical. Beelzebub values perfection more than anything, while Dispater favors a messier and more complex form of order, where walls are more important than what lies between. The city of Malegard built the Slug Archduke is a masterpiece of straight lines and ideal ergonomic design, while sprawling Dis has no apparent rhyme or reason, with buildings appearing and disappearing seemingly at random. The fact is, Dispater uses his architecture like a complex shifting puzzle to manipulate and control its inhabitants without their even being fully aware of it, while Baalzebul wants his populace to act as an unchanging whole. He can't stand what he sees as Dispater's willful embrace of the flawed and profane.

Subordinates

Lilis, Iron Duchess and Consort of Dispater (Noble Erinyes)

Inner Circle:

Arioch, Iron Duke and the Avenger of Dis (may appear as a human with a reptilian face and a lion's mane, as a beautiful golden-elf, or as a tentacled horror).

Baaalzephon, Prime Minister, One of the Dark Eight (female Pit Fiend, though normally in tiefling form appearing as a glamorously fiendish woman with green hair)

Biffant, Iron Duke and Provost

Elivisa, Disdottir, The Daughter of Dis, The Maiden of Iron

Malachlabra, Daughter of Dispater. (This half-fiend naga is fond of hunting mortals, especially mages.. She spends most of her time in a tub filled with blood and maggots.)

Titivilus the Confuser, Iron Duke, Scribe and Nuncio, messenger, chamberlain and herald (appears as a fiendish satyr). (ToH p104)

Outer Circle:

Alocer, Iron Duke (appears as a human with a lion's head). (commands 36 companies of Erinyes)

Bitru, Iron Duke (commands 70 companies of Erinyes)

Bouge, Iron Duke

Baalug, The Gatekeeper (Cornugon)

Heji, King (Tiefling), self-proclaimed king whose thugs bully the markets of Dis, he's tolerated by the powers of Dis.

Kri'ik, (Pit Fiend), plans to betray Dispater, but Dispater is aware of this and is using him

Merodezch (also known as Merodach), Iron Duke (commands 21 companies of Hamatula and 3 companies of Cornugons)

Proserpina, Iron Duchess

Saminga, Iron Duke, Baron, the Baatezu lord of Undeath

Enforcers of Dis

History:

The fiend known as the Donn was a warlord of Agas, Lord of the Evil Eye and general of the armies of Dis. The Donn, he of iron hooves and helm, did well for his master, until he was cast into the Styx by the bony tentacles and steely mandibles of an Ancient. Amnesiac, lost, the former warrior came to a hut in the center of a great ring of mountains, in which dwelled a hag-like creature who was both one and three. "A lost daevaling," she murmured, "Or should I say baatezu? And what brings you here so far from your fellows?" The Donn rasped, "I don't know, I have no memories." "No memories! How could such a thing happen? Perhaps enemies have stolen them from you?" the hag-thing suggested. The Donn shuddered. "That must

be it," he admitted. "Poor thing," the hag clucked. "And how will you protect yourself? With that iron helm?" The Donn's hands went to his helmet protectively. "But it didn't protect you in the past, did it, precious? Perhaps you need two helms." The Donn looked at his hostess dubiously. The elderly creature pointed at a squirming chitonous animal underneath a rock. "The k'tron isn't harmed by hellhounds, by g'nurt, or by orogs because not only is its armor hard, but maddening, entrancing its predators with its complexities." She snapped her fingers, bringing the Donn back to his senses. "Do you see?"

Afterward, to many, it seemed as if one of the pit fiends had set up shop Hell's second circle and created a thriving city and mercantile empire before pit fiends had even been created.

Appearance:

Dispater, the Lord of Iron, is tall and sophisticated looking, dressed in a formal suit or robe; he has two pit fiend horns, a thin tail ebon tail and goat-like hooves, but looks mostly human. He is known to sometimes carry a powerful staff in one hand a large tome in the other.

Personality:

Dispater is one of the oldest of arch-devilkind and is classically represented as the “kindest” of the diabolical powers. In his role as Lord of the Second, Dispater specializes in the concepts of boundaries and borders, corrupting the segregated inhabitants of cities especially, driving his law deep in their hearts and watching it spread, hopefully dragging the whole burg into his layer.

Behind his smile, Dispater is a cunning master whose hatred for his “inferiors,” who he sees to be everyone in the universe other than Asmodeus, is nearly limitless. Wandering the endless halls of his library, Dispater plots and schemes. He seeks something rather different from the other lords of Hell. Rather than dominance of Hell, rule of the mortal sphere, or even victory over his rivals, Dispater wishes to be left alone. Driven by his insatiable lust for knowledge and mental perfection, Dispater sees himself as must a wealthy man in fine attire surrounded by lepers. Hell is a prison for him, no doubt, and its shrieking and wailing, pits of fire, blood and urine, its reeks and horrors are to him the most horrid things imaginable. He seeks refinement and calm. He jealously guards the solitude of his towers in Dis, and he has marshaled his forces to repel any assaults from the other lords of Hell so that he might preserve that solitude.

But where refinement and the pursuit of knowledge are noble things when promoted by the wise, for Dispater they are goals to be pursued at the expense of the weak and the doltish. He desires a world of ivory towers, where the noble of mind live above the masses, whose sole purpose in life is to toil in service to their betters. Unlike his neighboring lord, Baal, and most other devils, Dispater seeks tyranny through strength of the mind rather than of the arm. While this is a tyranny that, on the surface, is less horrifying, it is no less wicked. In Dispater’s view, those with knowledge, particularly of the arcane arts, should use it against those without, to subjugate them, win their loyalty or, barring all that, destroy them.

Dispater prefers rum, mixed with something that once screamed.

Worshippers:

Dispater is a father-figure to his worshippers – and all those who consider themselves above the hurly burly caused by the common personages of the world. The basic tenants of Dispater’s philosophy are: accumulation of knowledge, the few should rule the many and ugliness must not be tolerated.

Dispater is shown in most icons holding a staff of power in one hand and a massive blood-red tome in the other. The tome is sometimes seen to be open to the 18th page (9 circles of hell times 2 for Dispater’s circle) and the staff is bound with nine rows of gems – two gems per row. The Symbol of Dispater among many of his worshippers is represented by the open book and staff described above. In secret, worshippers of Dispater display symbols that incorporate the number 18 as a product of 2 and 9; these symbols are often enormously complex and would be hard to identify for anyone not “in the know” (usually requiring a successful Innuendo check against DC 25).

The Dispatarians, as the faith of Dispater is called, are most often corrupted mages and scholars. They gather in hidden sanctums, their places of worship, and pay homage to the father of the Second Circle. Unlike most infernalists, they do not make ceremonial blood sacrifices or otherwise commit atrocities in the name of their patron; they consider these acts “distasteful.” Instead, they gather together and debate intellectual matters, offering answers to questions that “the weak minded” are too afraid to ponder.

The Dispatarian faith honors the intelligent and tells them they are the natural superiors of the strong. The typical worshippers of Dispater, therefore, are the disenfranchised and bookish members of scholarly society: Those who feel that their brilliant ideas have never been taken seriously; others who feel that they have been passed over because they are clever but lack brute strength. The sanctums are often home to little more than complainers who gather to ask Dispater to grant them the strength to “show them all!” Such sanctums are entirely ignored (after the souls of its congregants are won for Hell, that is).

Greater sanctums, though, are led by the clerics of Dispater. Granted powers by the lord of the Second Circle himself, these clerics, called the Dispatarian sages, lead elite groups of mages and other masters of lore. In their sanctums they hatch plans for their dominance of the “dull,” as they call those not of the faith. Because of their power and their monopoly on knowledge, in some communities these sanctums are the sole authority figures, lording over the surrounding territory and forcing all near them into their service.

The priests of Dispater get their spells from the Daghdha, the chief of the Celtic gods. It seems a bargain was made between the two long ago during a time when the Celtic pantheon risked being absorbed into that of the Romans in Arcadia. Dispater's powers ensured that the Celts would never be imprisoned by cities or their builders. In exchange, the Daghdha grants spells to Dispater's priests and delivers the Horned King a periodic tithe of Celtic souls.

Dis:

Devil, Elivisa (Princess of Hell) (Baatezu) Outsider (Evil, Lawful) (Large)

Hit Dice: 17d8 + 95 (171 hp)

Initiative: +11 (+7 Dex, +4 Imp. Init.)

Speed: 40 ft, Fly 80 ft (Average)

AC: 34 (-1 sz, +7 Dex, +8 Insight, +10 nat)

Attacks: +5 Lawful Unholy spear +28/+23/+18/+13 melee

Damage: +5 Lawful Unholy spear 1d8 + 14

Face: 5 ft x 5ft / 10 ft

Special Attacks: Spell-like powers, summon baatezu

Special Qualities: SR 30, Dgm Red 30/+3, Regeneration 5, Baatezu traits, Outsider traits

Saves: Fort:+15 Ref:+17 Will:+18

Abilities: Str:22 Dex:24 Con:20 Int:18 Wis:26 Chr:24

Skills: Appraise +16, Bluff +19, Concentration +17, Diplomacy +25, Disguise +16, Hide +15, Innuendo +16, Intimidate +21, Knowledge (Arcana, the planes, religion) +16 each, Listen +20, Move Silently +19, Scry +16, Search +16, Sense motive + 20, Spellcraft +16, Spot +16

Feats: Dark Speech, Empower Spell-like Ability, Imp. Initiative, Power Attack, Weapon Focus (spear)

Climate: Any temperate land or underground (The Hells)

Organization: Solitary or with retinue (Elivisa with 2 erinyes handmaidens and 2 pit fiend bodyguards)

CR: 18

Treasure: Double standard

Alignment: Always Lawful evil

Elivisa is the daughter of the Arch-devil Dispaten and his consort, Lilis. Her many titles includes Disdottir, the Daughter of Dis, and the Maiden of Iron. She appears as a 9 foot tall extraordinarily beautiful erinyes. Her pearl colored feathered wings are almost angelic in appearance; but thanks to her maroon skin, long orange hair, flashing green eyes, cloven brown hooves, small ivory horns on her head, long black talon-like nails, and her forked tail, she will never be mistaken for a celestial.

Elivisa spent her time divided between her father's palace and tower in the City of Dis, and in the estate of Bitru, Dispaten's most powerful general. It is said Elivisa is Bitru's consort, a sign of the favor Dispaten has for Bitru....and in truth, it is Elivisa's job is to keep a watchful eye on the general, in case he gets too ambitious and tries to usurp her father.

COMBAT. In battle, Elivisa attacks with a +5 Unholy Lawful spear, which does an additional 2d6 damage to those who are not Lawful and/or evil. Both effects are cumulative, of course. Then again, Elivisa rarely put herself in such a situation and tries to depart such confrontations whenever possible.

SPELL-LIKE ABILITIES. As a 20th level caster, DC 17 + spell level where applicable: At will, animate dead, blasphemy, charm monster, create undead, desecrate, detect good, detect magic, dispel magic, hold monster, improved invisibility, magic circle against good, major image, polymorph self, pyrotechnics, suggestion, teleport without error (self and 50 lbs only), true seeing, unholy aura, unhallow, wall of iron. 1/day use iron body, limited wish and symbol (any).

SUMMON BAATEZU (Sp). 3/day Elivisa can automatically summon 1-3 erinyes. She may try to call a pit fiend (65% chance of success) instead.

REGNERATION (Ex). Elivisa takes normal damage from holy and blessed weapons of +3 or better enchantment.

BAATEZU TRAITS: Like all baatezus, Elivisa can communicate telepathically with any creature with a language within 100 ft. She can see in darkness of all kind, including a deeper darkness spell. She is immune to fire and poison. She has acid and cold resistance 20.

OUTSIDER TRAITS. She cannot be raised or resurrected.

Minauros:

Mammon:

Titles: Ruler of Minauros, Lord of the Third Hell, Viscount of Minauros

Aliases: Hazzael, Azazel, Maymon, Naamon, Minauros, the Serpent

Areas of Concern: greed, materialism, avarice, disease, slime, circuitousness, hunger, snakes

Superior: Asmodeus

Allies: Glasya, Kurtalmak, No Cha, Shemeshka the Marauder

Rivals: Belial, Mephistopheles, Dispater, Geryon, Fierana, Beelzebub, Baalzephon

Subordinates: (Mammon's servants imitate him, even going so far as to make rhyming ability a prerequisite for status.)

Glasya, Consort of Minauros, Former consort of Mammon, Asmodeus' daughter

Inner Circle:

Focalor, Seneschal. Some believe that the strangely loyal Focalor has most of the real power on Minauros and that Mammon would be lost without him.

Gorson the Blood Duke, The Lion, 2nd General of Mammon's army, (commands 60 Hamatula companies) (ToH p99)

Morsch, Duke, Commander of Minauros' armies

Bordeks, The Twelve. The Bordeks are Mammon's greatest servants, each as strong as any of his nobles. He created them to be generals of his armies in the ancient war, and now they act as his personal bodyguard and legates. Only one has ever been slain: the others dropped what they were doing immediately and swooped towards the perpetrator en masse, without consulting one another or ask who had done it. Subsequent targets of the Bordeks have often slain themselves rather than face them.

Outer Circle:

Bael, Duke, (commands 66 Hamatula companies) (ToH p96)

Caarcrinolaas, Lord of the 7th Quarter (commands 36 Hamatula companies)

Melchion, (commands 18 Erinyes companies)

Pollus Windscreamer, official ruler of Jangling Hiter: City of Chains (Hamatula)

Quitmath, unofficial ruler of The City of Jangling Hiter (Kyton). Resides in Panos Qytel, a cathedral like triple-towered structure in the heart of the city.

Zimimar, (Pit Fiend, commands 6 Osyluth companies)

Adroi, The

History:

Mammon, is the result of a unique experiment in the history of the Hells: a minor incarnate was transformed into a lemure. The entity, a spirit of covetousness, was at first deemed a failure by its superiors when it refused to do anything, even to move. "It acts like it thinks it's better than us," the spinagon handlers muttered darkly. However, it was promoted immediately when it was revealed that it had been secretly hoarding larvae; it collected hundreds and was storing them within itself. The creature (then known as Hazzael) did not ascend quickly by baatezu standards, but ascend he did. It is known that she spent time as an abishai and an erinyes, collecting a vast number of souls for her masters, more than any had in ten thousand years. As a noble he managed to acquire the deed to Minauros in a dubious business venture.

The Serpent was once the ruler of, or an equal to, or perhaps even a duke under the previous Lord of the Third, also called Mammon (and a duke under Dispater before that). Exiled for his bravery, his principles, that is to say his disobedience, that is to say his arrogant belief in his vast superiority to those who would command him. The Serpent's schemes ultimately won him a new place in the Hells much higher than the ones he had lost. He also won for a time the hand of Princess Glasya, the ambitious and clever daughter of Asmodeus.

Dispater is, above all else, old and stuck in his ways. He is not one to embrace a newcomer, and certainly not a former greed incarnate who worked its way up from lemure status to Lord of the Third. But Mammon had been working at his trade for a long time, and had been under the supervision of Dispater for most of it,

having been created in and served as both an erinyes and as Duke Hazzael in the Iron City of Dis. Though the noble's stubbornness had led him first to the status of "gift" to the prior Mammon and then to exile in Avernus, the Iron Duke still regarded the Serpent as a fiend with talent, and bore him no ill will once he was out of his hair (or lack thereof). When a bewilderingly complex deal involving a 'grandfather' clause in the Third Circle's original deed, a nest of nyclothos, many magical mercenaries, a doomed civilization from the mortal worlds, Baalzephon of the Dark Eight, a solitary lost kobold, and Shemeshka the Marauder gave Minauros a new owner (and name), Dispater immediately sent his herald Tintivulus to welcome the prodigal into the club.

Though he had previously treated the old trickster with nothing but contempt, the Serpent was sufficiently impressed by the gesture that a formal alliance was born. This also brought the new Mammon into the same social circle as young Mephistopheles, one of the few entities he had ever admired. Their alliance was less firm, but it lasted enough to draw Mammon's hosts into Mephisto's invasion of Maladomini, a debacle that ended with several lords losing their thrones. Not so the Serpent, who was the first to abase himself before the Overlord of Nessus, claiming in a surprisingly straightforward manner that the whole thing had been a terrible misunderstanding, that is, a deliberate but unfortunate mistake. Anyway, it was Mephistopheles' fault. I would gladly give you back Glasya as a token of my respect. Dispater is a traitor, too. And Geryon, in a very real if difficult to explain way. Look! I've tattooed your symbol on my arm!

Appearance:

His tongue is forked; his eyes are yellow slits; his face is during moments of unhappiness rotting and hideous.

Personality:

Like his career, Minauros is slippery and cunning, indirect and venomous, his schemes convoluted and twisted. He speaks in a sibilant whisper, using riddles, puzzles, rhymes, alliterations and esoteric allusions even (or especially) when giving orders. His trademark weapon is disease of all sorts; he encourages pestilence in his layer, and has absolute control over it. Stories, spread by Mammon himself, even place him as a former Oinoloth.

Besides constantly searching for wealth and power, Mammon is an avid hunter of beings, often personally chasing down lost souls who try to escape the endless labor involved in shoring up his capitol - though he permits rumors to circulate that he spends most of his time basking in the muck beneath the Sinking City counting his wealth in his head and plotting for more.

Worshippers:

The Serpent is often worshipped by lawful nagas, ormyrr, kobolds, and yuan-ti. Priests of Mammon get their spells from No Cha, a god of thieves whose realm migrates throughout the pits of Baator. In exchange, Mammon protects him from the wrath of those from whose vaults he borrows, and never repays.

Phlegethos:

Fierana:

Titles: Ruler of Phlegethos, Lord of the Fourth Hell, The Fury of Phlegethos, Mistress of Vengeance

Aliases: Felial, Tisiphone, Jeanette

Areas of Concern: lawlessness, rape, cruelty, beauty, greed, penitence, mercy, despair, poetry, rivers and fire

Superior: Asmodeus

Allies: Belial, Lilith

Rivals: Glasya

Subordinates:

Alecto Duke (Erinyes)

Frauenzorn, Woman's Wrath

Gazra, (Pit Fiend, commands 5,000 Hamatula within the city of Abriymoch)

Megaera, Duke (Erinyes)

History:

In her mortal life, Fierana was a prostitute serving an ancient general. A child of abuse and fear, one day she snapped, stealing her patron's sword and killing, her newly born child, the general, and herself. Soon after, her soul plummeted down to the fiery plains of Phlegethos as a larva. Great Belial noticed the squirming thing and divined its potential. It transformed the larva into an imp, adopting it as its daughter (as it had done for others in the past), and giving it very special tasks to help judge its true worth. Fierana proved a clever innovator, quickly capturing the requisite nine souls needed to ensure its promotion to the status of lemure, where it proved itself an able fighter in Belial's circus. As a spinagon, Fierana proved herself best suited for the profession of Winged Avenger, swooping down on foes many times her size. From abishai to erinyes to pit fiend, the Avenger became her Father's premier carrot-and-stick, luring victim after victim into his service and punishing those who annoyed or transgressed against him. Her loyalty was unquestionable, her services invaluable. Soon she was promoted to the status of noble, heading an entire ministry of erinyes who followed in her path.

After the last Reckoning, the Asmodeus saw her loyalty and abilities, and saw too the dependency that had grown between Fierana and her Father. The Prince of Darkness decreed that thenceforth Belial and Fierana would rule Phlegethos together as a dyad, and that neither should act without the consent of the other.

She currently resides in Abriymoch

Appearance:

As the Fury of Phlegethos, she was granted the form of a fiery angel, very close to Belial in appearance.

Personality:

Fierana has absolute loyalty to Belial, never wavering.

Lately, Fierana has been expanding her interests to cover rivers, as part of her interest in dominating neighboring Stygia and the river Pyriphlegethos.

Phlegethos:

Belial:

Titles: Ruler of Phlegethos, Lord of the Fourth Hell, Lord of Pain and Suffering, the Worthless One, the Unbowed One of Phlegethos, The Handsome Man, The Fiery Tempered Witch

Aliases: Beliel, Berial, Beliar, Feliar

Areas of Concern: Beauty and Sensation, Law as corruptor of individuals

Superior: Asmodeus

Allies: Euryale, Beelzebub, Pyremius, Talona, Tisiphone

Rivals: Dispater, Mephistopheles, Raphael, Uriel

Subordinates:

Naome, Consort of Belial. Appears as a horned, fiendish solar of equally carrying gender, resembling the vanished Iblis.

Inner Circle:

Andrealphus, Duke of Lust, The Shinning One

Baaphel, Duke, (commands 24 Barbazu companies) (ToH p95)

Balan, The Angel of Poison, (commands 40 Barbazu companies)

Balan, Master of the Hunt, (LoH p8), His primary duty is organizing hunts for Belial's sport

Bathym, Giver of Knowledge, (commands 30 Barbazu companies)

Chamo, Duke, Legate, there are rumors that Chamo might wish to betray Belial

Gazra, Governor of Abriymoch (Pit Fiend, commands 5,000 Hamatulas), lives within a castle of crystal statues in the city of Abriymoch

Naamah, Contessa of Duplicity (Fallen Astral Deva) (LoH p37)

Tisiphone

Outer Circle:

Antaia the Witch Queen (LoH p5)

Ariel, Lord of Torture

Belgephon, Master of Mount Erebus

Gaziel, (commands 11 Osyluth companies)

Philotanus, Lord of Sodomy

Zapan, (Pit Fiend, commands 4 Corhugon companies)

Zaebos, Lieutenant (Pit Fiend)

Barons of Knives, The

Lords of Laughter, The

Magugons, The

History:

They tell us that when the great archon Iblis fell burning from the Seven Heavens there was one of his host who flew alongside to soothe and tend to the flames. They say that when Iblis appointed generals over the four armies of Baator, that it was to Belial who they really answered to. Beelzebub, his form like an archon but his substance thousands of buzzing flies, came before the Lightbringer and told him that his machinations were welcome in Hell no more. Astaroth nodded his support of the Lord of the Flies. When Belial heard the news, he was in the form of a beautiful flame-eyed courtesan. He nodded demurely. "I will follow my lord."

What none knew was that the armies of Hell still reported to him. At Belial's direction, Baalzebul's court was routed. Iblis and Belial returned to Baator, but Iblis retired in favor of other goals, leaving the throne of darkness to Lord Asmodeus. This time, Belial remained behind as Lord of the Fourth.

The great secret is that Belial still never relinquished control over the infernal armies. Even when the generals who would become the Eight turned against the rebellious armies of Hell's princes, Belial was nowhere to be seen, having already seemingly given his throne to his servant Tisiphone, also known as Fierana. When the others were punished with reduced authority, Belial kept his strength behind the scenes. There are those that whisper that the only reason it isn't Belial who rules from the ninth circle is that the true center of Hell is the fifth. Through lion-headed Ariel Belial commands the Pit of Flame, and thus has

ultimate authority over all promotions and punishments in the nine pits. Through the pit fiend Gazra he controls the hamatulas who patrol the first four of Baator's layers.

Appearance:

Belial seems to be a bright solar or deva, androgynous and fair with large slanted eyes like shimmying fires, or a muscular red-skinned man with long and twisting horns, or a seductive temptress with scarlet wings.

Personality:

Great Belial is by far the most beautiful of the archdevils. Ambassador of hell and teller of lies, Viceroy of Hell, devil of revolt and anarchy. Belial (the "worthless one") is a master of rhetoric, using persuasive arguments to convince others to follow his path of their own free will.

Belial is unique among the lords of the Nine Circles in that he encourages individuality among mortals and even his own servants, believing that it is only as individuals that souls will come to serve him, and that it is as individuals that they will serve him best. For this reason, Belial sponsors artists, dissidents, rebels, thieves, and sociopaths, which is why lawbreakers are known as "sons of Belial." This does not make the Lord of Pain and Suffering any less of a power of Law; he expects complete obedience of those who do serve him, though he allows them much freedom in deciding how to do so.

On his home plane, Belial spends most of his time with Tisiphone lost in the boiling magma, his moods seemingly capricious. This is only a facade, however; everything Belial does is for a reason, and his acts in fact usually serve hundreds of different plans all gestating at once.

Stygia:

Levistus:

Titles: Ruler of Stygia, Lord of the Fifth Hell, Prince of Stygia, King of the Proud, Sovereign Power, Crooked Serpent, the Enfolded One, the Blind Dragon, Leviathan the Slant Serpent, and Leviathan the Tortuous Serpent, the Mindstealer

Aliases: Levistus, Lotan, Sorath, Rehab

Areas of Concern: Betrayal, naval warfare, diplomats, envy, fraud

Superior: Asmodeus

Allies: none (Sekolah)

Rivals: Mephistopheles, Set, Geryon, Malagard, Tisiphone

Subordinates: (They are collectively called the Leviim)

Cozbi, Consort of Geryon

Inner Circle:

Dagon, The Warden of the Stygian Depths (LoH p16), Dagon is Levistus' most loyal minion.

Exirion, Chief Justice of Leviathan, he is a great mound of chiton with multiple arms and eyes who judges alleged crimes against Levistus.

Geryon, The Wild Best, Former Ruler of Stygia

Gorson, Bailiff of Geryon & Baalzebul

Herodias, Magistrate

Outer Circle:

Agares, (commands 31 Osyluth companies)

Amon the Wolf, Duke, was chief assistant to Geryon (commands 40 Osyluth companies) (ToH p94)

Fecor, (Pit Fiend, commands 8 Cornugon companies)

Machalas, (commands 11 Hamatula companies)

The Amnizu, act as spies for Levistus throughout the run of the River Styx through Baator, and they rule malicious courts of sniggering abishai and other lesser devils, holding trials for trespassers.

History:

The darkest chants suggest that Leviathan was once a spinal leech, one of the baatezu-engineered parasitical worms, implanted in a spinagon experimentally. Somehow, he became sentient, and began to take over. He envies those born baatezu, and to try to *become* them. He invented the spinal leech, a small piece of himself he uses to control others. Ultimately, he wants to become all of the multiverse.

Leviathan is responsible for many atrocities, including slaying the former queen of the eladrin, and slaying Bensozia, the Queen of Baator herself. In both cases he replaced them with mind-wiped slaves and attempted to pass them off as the originals. In both cases he failed, but he's learning.

Appearance:

On occasion Leviathan has manifested an avatar or projected image of a darkly handsome, brooding man with reptilian skin and icesickle spines. His psionic powers are said to be incalculable.

Personality:

The Crooked Serpent Leviathan lies encoiled in his icy Stygian prison, unable to act except through proxies. The most blatantly hostile and most alien of the Hell lords, he plots against all the others, but has his eye especially on Mephistopheles' Cania while watching paranoically at Set on his home turf.

On the Prime Material, Leviathan enjoys infiltrating large governments with similar slaves and secretly manipulating whole nations. World leaders kiss his ring and call him God.

Worshippers:

Priests of Leviathan gain their spells from the sahuagin god Sekolah. This situation may change, however. Levistus' war against Set has come to an uneasy peace since the lord assigned two of his nobles, Krotep and Nekhet, to the Heliopolitan god's realm, while Dagon's fondness for Material Plane worshippers from the sahuagin race has caused relations with Sekolah to sour.

Stygia:

Geryon: (ToH p97)

Titles: Former Lord of the Fifth Hell, The Beast, The Great Serpent,

Aliases: Geryon, Geryoneus, Geryones, 666, Behemoth, Baphomet

Areas of Concern: Crowds, mobs, herds, war, dictators, bullies, politicians, herders, and unthinking followers (especially minotaurs), fraud, gluttony, despair

Superior: Asmodeus

Allies: Lilith

Rivals: Levistus

Subordinates:

Bleg

Gurdansk

Wiinsor

Christanon

Minga

Ygganttu

Cozbinaer

Squinnamorg

Ephillu

Thlaac-mol

History:

Geryon is a throwback to the ancient Baatorians, a baatezu technically but like the Elders in his desire to contain all the multiverse within his body. Unlike them, he has little ambition, content to increase his substance and perform his duty without seeking to rise above himself. He was an enforcer for Asmodeus, and it was given to him to imprison Levistus. He was surprised when he was rewarded for his loyalty with his target's job.

Geryon is the Hunter of Hell, the Horned King of the Fifth Circle. Or, at least, he was; he was recently ousted from office by Asmodeus himself in favor of his long-time rival, the aquatic monster Levistus or Leviathan. Geryon still lives, however, spending much of his time in the icy Citadel Coldsteel, and like a dog kicked one too many times plots revenge against his master. This may have been Asmodeus' plan all along. After long years of unthinking obedience, Geryon is finally learning the true ruthlessness required in a lord of Hell.

Appearance:

On land and ice, the Beast manifests himself as a savage warrior with three bodies, as a catlike creature with seven heads and ten horns, a massive bull, a fat man with an elephant's head, or as a tall horned humanoid.

Personality:

A giant crocodillian land monster, an enormous elephant-headed demon, devil of despair, the Infernal Watchman, the great Beast called Geryon swims through the icy waters and burrows through the ice of Stygia, a horrid compound of human, bestial, and reptile with a sting. Some say he grew from the very substance of Baator, spontaneously generated from a loophole, and drove away Listus, the previous Lord of the Fifth, taking his throne by force.

Worshippers:

Geryon is often confused for the Abyssal ruler Baphomet, especially given that Geryon's trademark minotaur servants, who he exercises absolute power over using his enchanted horn. The lawful-evil minotaurs who worship him on the mortal plane have a culture and tradition completely alien to Baphomet's minions, a fact that frustrates the Demon Prince of Mazes to no end. Minotaurs roam the bergs of Stygia tending vast herds of stench kine for their master. Between their cannibalistic frenzies and simpering supplications, there is little room in a minotaur's life for human or even giantish culture; nevertheless, some culture is retained. There are reports of elaborate murals covering the walls of minotaur lairs, of droning songs the servants of Geryon never taught them, of tattoos and pottery and body paint and even jewelry: torcs and arm-rings and nose-rings. These creatures, who are so much like beasts in almost every way, pour a surprising amount of humanity into their art and crafts. Unlike the servants created by Baphomet, Geryon's minotaurs include both male and female forms.

Malbolge:

Lilith (The Hag Countess):

Titles: Ruler of Malbolge, Lord of the Sixth Hell, The Hag Countess of Malbolge, Queen of the Night

Aliases: Bat Zurge, Ardat Lili, Agrat bat Mohlat, Naemah, Abeko, Abito, Abro, Abyzu, Ailo, Ailu, Amiz, Ardud Lili, Auitu, Batna, Bituah, Eilo, Gullu, Gelou, Gibu, Heva, Ita, Izarpo, 'ik, 'lls, Kali, Kea, Lamagard, Lamassu, Lilit, Malagard, Malili, Malamassu, Odam, Partasah, Partasha, Patrota, Petrota, Podo, Pods, Raphi, Satrina, Thitno, Talto, Zefonth

Areas of Concern: Wind, darkness, deserts, witches, seduction, domination, freedom

Superior: Asmodeus

Allies: Belial, Fierana, Persephone, Anshar, Cegilune, Geryon

Rivals: Mammon, Moloch, Baalzebul

Subordinates:

Inner Circle:

Bileth, Tribune (Pit Fiend)

Lel, Marquise of the Night, Lilim (Daughter of Lillith), (LoH p34)

Malagard

Tartach, Legate

Zelinda, The Fair, Wife of Cain, Lilim (daughter of Lillith)

Outer Circle:

Aello

Aluqa

Balzecue

Bethage, (Pit Fiend, commands 9 Cornugon companies)

Bis

Celaeno

Euryale

Karina

Kelaino

Lelaino

Nicotho

Ocypete

Podarge

Shemihazah, Ruler of Dwimmerstrath, the Bowge of the Sorcerer's

Sthenno

Asakku, The

Empusae, The

History:

Lilith was crafted by the Lords of Baator to haunt Prime Material deserts, stealing children, corrupting men, and recruiting witches to their cause. She was served by many legions of erinyes, abishai, hellcats, vampires, and harpies, as well as fiendish tutors in the sorcerous arts. Thought to be older than humanity, Lilith fulfilled her role across the ages until it was feared she might become a goddess. To prevent this from happening, she was ordered back to Baator and bound to Count Moloch, who became the Horned King to her Great Goddess. She viewed him with hatred, and thought fondly of the kiss of the desert wind and her throngs of adoring consorts and covens. She schemed with the legate Tartach, nightmare keeper Bileth, and the mistress of discipline Euyale, making and unmaking plots to overthrow Moloch or Beelzebub.

During the last Great Upheaval, while Beelzebub and his camp were busy with the war, she made her move. She whispered to her lover that his greatest opportunities lay with supporting the Lord of the Flies. With Geryon's help, she arranged for Moloch's armies to betray him on the front in the City of Dis. Again taking Lilith's advice, he stood strong in the face of utter defeat. Asmodeus cast him down, and made his consort ruler in his place. Lilith had claimed her own, ruling her hell directly rather than in Beelzebub's name.

Moloch was sent away in disgrace, but Lilith was still unsatisfied. She knew Asmodeus was watching her progress and feared that he had allowed her to retain the sixth layer of Baator only because she was being groomed to be his bride. Knowing well what had happened to Bensozia, Asmodeus' previous choice, she maneuvered to prevent this from happening. Secretly, she corrupted certain officials in Malsheem and managed to smuggle out a small quantity of the essence of Asmodeus and Bensozia to the yugoloths, with Glasya the result. She hoped that a daughter would satisfy whatever schemes Asmodus had in mind.

Asmodeus knows about her involvement in Glasya's creation, and as a result considers Lilith to be the princess' honorary mother. He knows of her other schemes, too. He still desires her for his bride, but waits for her to come to him. It will happen, he knows.

Lilith, or Ardat Lilith is also the name of a powerful figure in the Abyss said to be older than the tanar'ri race and the ultimate mother of all succubi, incubi, lamiae, harpies, sirines, and vampires, though these races now serve many different entities or none at all. She is not the same as the Abyssal simulacrum created by the Hag Countess of Malbolge, though the two may soon come to conflict.

Appearance:

Lilith is a winged woman made of shadow, with black talons like an asuras and a serpentine tail. She appears in many other forms, spending most of her time in disguise; a common one is a winged hag, but when she wishes to test the support of her minions she appears as a hellcat, an infernal owl, a mephit, a nightshade, a human or tiefling child, or even a paladin.

Personality:

Lilith spends most of her time in magical research and orchestrating her many cults on the Prime, but she still dreams of the kiss of the desert wind and the freedom of the mortal world. She feels the only way she can be truly free of Hell and Asmodeus is to attain fully divine status. With contacts among the night hags, she diverts a small quantity of the larvae that go to fuel the Dark Lord's Bringing to her own laboratories, hoping to divine how they might be used to weaken Baator's laws and customs against its lords granting spells. She gathers dead gods' hearts from the Astral Plane in defiance of their guardian and uses them to power her copper factories. She makes pacts with the Olympian gods of the underworld. She has trysts with Babylonian gods of night. She has built such sorcerous fortresses as Dwimmerstrath and the Palace of Insight. She crafts and trains simulacra of herself on planes of freedom such as the Abyss and Ysgard, hoping to make gods of them and assume their places.

Symbol:

Mark of Lilith (a triple whip-lash)

Worshippers:

The Lilim are the most religious Circle within the Handmaidens of Lilith. All Handmaidens pay homage to the Queen of the Night and recognize Her power and authority of course but those that are Lilim make it their life goal to spread the teachings of Lilith and to work her will upon the land.

It is known among many scholars that the word "lilim" means a child of Lilith. Most often the term is in reference to daemons and monsters of the infernal persuasion. However, within the Handmaidens, the priestesses of the Dark Mother are given this honorary title and ranking for their close ties and direct links to the Goddess. They are seen as the First Daughters of Lilith and revered as such by the other Handmaidens.

The Lilim are often found spreading the revelations of Lilith throughout the land as well as endorsing what most would see as feminist movements for all females, whether they are servants of the Light or the Dark. Out of all the Circles within the Handmaidens, the Lilim are the most renown for their apparent hatred for the male species. This is not to say that all Lilim despise mankind but they are the most vocal among the Handmaidens for equal rights among the sexes and in some cases superior rights for women.

Malbolge:

Bileth:

Aliases: Belath, Bileth, Bilet, Byleth

History:

Bileth is the Lady of Nightmares, Tribune of Malbolge. She was appointed to the layer by Baalzebul to keep an eye on Moloch and ensure he didn't get above himself or out of line. On her pale steed Clutch-of-Death she harried the Prince of Tears, pursuing his court from one brass citidel to another, preventing him from settling down and building his strength.

When Moloch was exiled to Gehenna, Asmodeus gave Bileth the choice of either returning to Maladomini to serve Baalzebul or remaining in Malbolge and serving Lillith. She decided to stay, and she has made it her new role to terrorize the brass citidels that the Hag Countess visits, and to send servants out to spread fear into the hearts of this plane and others.

Appearance:

Bileth appears as a night-black pit fiend with armor of gold.

Personality:

She is popularly thought to be insane, but this is only the accumulation of so many different fears and malices she holds within her.

Malbolge:

Moloch: (ToH p102)

Titles: Former Grand Duke of the Sixth Hell, Former Prime Minister of Hell, Horrid King, Prince of Tears

Aliases: Molech, Melek, Malik, the Abomination

Areas of Concern: Control, greed, the sacrifice of sentients, holocausts, rogue baatezu, witches, warlocks

Superior: Unknown (Asmodeus)

Allies: Chemosh, Huitzilopochtli, the General of Gehenna

Rivals: Lilith, Aciel

Subordinates:

Carniveau

Flayer, The

Herobaal

Maliku, The. The Maliku were Moloch's advisors, in charge of ruling the layer's petitioners in his absence.

They were pit fiends or cornugons, but they often appeared as human kings.

History:

The worst of Baator's exiles, he collects the tears of mothers and the souls of their children. His face is smeared with blood. Molech was the prime minister of Hell under Beelzebub, valued for the evil wealth in his council. After the second Reckoning, when Asmodeus' glib tongue played all of Hell under his rule, Molech was allowed to rule the Sixth Hell under the watchful eye of Beelzebub's servant Bileth. When Lilith was bound to him as his consort, he assumed the role of Witchmaster of Baator, the unholy counterpart of the Coven-Mistress.

Those were grand times. To each fortress of metal Moloch and his infernal court would ride in its turn, Lilith surrounded by her cats and owls and Moloch with his heavy crown, with Malegard behind with her dark mutterings and flaming sword, the whole procession pulled by thousands of slaves with giant Baatorian beasts of burden and Herobaal with his baatezu legions. Nearby, with a train of her own pulled by hundreds of nightmare steeds, rode Bileth, Baalzebul's Tribune, Lady of Nightmares, and Moloch's equal.

After the third Reckoning Moloch was given to the General of Gehenna for reasons even the General couldn't guess at. In fact Asmodeus had gained intelligence of a secret the yugoloths had kept regarding the origins of fiendish teleportation abilities, and wished to have an agent among them in case something should happen to it. He lives in Gehenna still, where rules a court of outcasts. Molech's wasting valley is filled with the charred remains of burnt corpses. In the torn and smoking cities of his realm Moloch's reign is absolute, and none rise against him without being instantly annihilated.

Appearance:

A darkling monster of pure greed, a shadowy alien reptile a hundred feet tall, all claws and horns and razor teeth.

Personality:

Freed of the need to wander between homes that Baalzebul had imposed on him during his tenure in Malbolge, his realm in Gehenna has grown into an endless machine of terror: towers rising into the void, baatezu and their slaves building weapons to supply themselves and any who will buy, soul-rendering factories churning out coins and miasma, witches riding over the night with wild dances, held in thrall to their lonely master who still thinks of Lilith. Still restless, Moloch himself is often on other planes hiring yugoloth mercenaries in preparation for his ultimate reconquest of Malebolge. These days the lord's attention is most focused on the Prime Material, where he establishes various fortresses from which to launch his attack and concentrates on developing various cults dedicated to himself, and influencing the development of societies. He tries to tempt mortals into exterminating each other and to participate in human sacrifice. He visits worlds on the verge of destruction, but whether this is on the orders of the General or the Dark Lord or for reasons of his own is obscure.

Worshippers:

Virtues for Moloch include Greedy, Destructive, Lustful, Controlling, and/or Conformist. Servants of Moloch are in it for the power, or because they are ordered to be in on it. They believe that the destiny of the world is to be swallowed up by the lower planes to live in fiery torment, but by performing a symbolic sacrifice in life this can be avoided; it's possible to become one of the elect in Moloch's awful court.

Worshippers of Moloch are generally outcasts in all but the most permissive or lawful and evil societies, forced to work in secret cults. They work at the direct orders of one of Moloch's minions, often a baatezu or yugoloth.

Maladomini:

Beelzebub:

Titles: Ruler of Maladomini, Lord of the Seventh Hell, Archduke of Maladomini, Lord of the Flies, Crafty One, the Fallen, the Slug Archduke

Aliases: Lukhavi, Apomyios, Achor, Tiriell, Tiriell, Baalzebub, Baalzebul, Belzebut, Belsebuth, Belzebud, Belzebous

Areas of Concern: Selfish perfection, the soul, entropy, factions

Superior: Asmodeus

Allies: Belial, Set, Maglubiyet, Nomog-Gaeya

Rivals: Mephistopheles, Dispater, Lucifer

Subordinates:

Baftis, Consort of Baalzebul

Bensozia, Consort of Baalzebul & Asmodeus

Inner Circle:

Abigor, Duke, (commands 60 Cornugon companies)

Barbatos, Marsha

Gorson, Bailiff of Baalzebul & Geryon

Neabaz, Herald

Nergal, The Fetid Prince, commands the Osyluths of Maladomini (LoH p40)

Zepar, Duke, (commands 28 Cornugon companies)

Outer Circle:

Abezi-Thibod

Amitiel

Biliavn

Flauros

Fleurety

Gadreel

Lazariel

Meresin

Moreau

Mulciber, (on contract)

Murmur

Mysdemn Wordtwister, Ruler of the city of Grenpoli (Erinyes)

Rahbad

Seragorn

Shemihazah

Tamiel

Knockers, The

History:

Perfection. That's all that Tiriell, Prince of Zebul, ever wanted. A mighty throne archon in Jovar, the sixth layer of Mount Celestia, Tiriell was known as the sternest, most dominating master the archons had ever witnessed. Tiriell also got the job done. Under his reign everything seemed to function more smoothly and more efficiently. His Trumpets always got more than their quota of souls, and his einheriar slew more fiends and evil-doers than any other group in Mount Celestia. Still, the prince wasn't satisfied. Some archons just wouldn't cooperate with the Throne's schemes, and there were only so many his superiors would let him cast out of the hierarchy at a time.

Tiriell convinced Zachiel, the Tome of Jovar, to agree to a great experiment. A city would be built to Tiriell's specifications in his realm of Zebul, completely outside the interference of his superiors. In this city, Tiriell promised, everything would go according to the Celestial plan. A cycle later, a sword archon was dispatched to see how things were coming along. What he saw completely shattered his faith in the Celestial system, and, for a time, his mind. The Sword, Rudolf, requested transformation to asuras status within a cycle of Lunia's moon.

The city was a holocaust. The inhabitants had degenerated into a few competitive factions, devoid of personality or individual motivation, systematically annihilating one another. Their robes and collars were discarded, replaced with a system of brands that Tiriël had designed. The Throne himself was discovered covered in filth and parasites, nailed to his seat of office with wooden stakes. It was later discovered that he had done this to himself in order to prevent one of his factions from unseating him. In disgust and horror, he was driven off the Mount, purged from the sight and memory of the archons.

Trying to build a new life for himself, Tiriël began taking jobs as vizier or steward to various petty rulers in the Outlands, but it seemed as if he could no sooner get started in molding the place into proper working condition when the town would begin to slide towards Baator. He even went to Sigil and involved himself with the kriegstanz there until he was mazed by the Lady of Pain.

It was in that maze that he discovered himself. When he finally solved it, opening a Gate of Flies in his own flesh, he had decided on his next course of action: he would offer his services to the Lords of Baator, who as they were still relatively new to their position would surely need a good administrator and would be the most likely to recognize his talents.

The baatezu embraced him with open arms, and were almost loving as they rendered his flesh down into its component elements. When they were done, they looked at their craft in admiration. This was the finest lure they had ever seen, a vast sluglike puddle of melted flesh with the noble features of a Throne Archon still vaguely recognizable. When they killed it, they were shocked to find his soul had entered a nearby nupperibo, as a real baatezu's would have. This was quite a revelation, and provided the basics for the process by which the ranks of the baatezu were replenished with the souls of the damned.

Beelzebub ("Lord of the Dunghill"-- a mocking jibe at his former status and his disastrous experiment in Heaven) ascended rapidly through the ranks, proving its might in combat, its skill in procuring souls, and its excellence in government, becoming second only to the Bright Lord himself, who sympathized with a fellow Fallen One. Beelzebub completely revised Baator's system of soul processing, modelling it more after the Celestian system with his own evil twists. It was he who created the hobgoblin race by joining together Maglubiyet's twin sons Gaeya and Nomog, according to Tal Meta's Runes of the Jebli.

It then came to pass that the Lower Planes were invaded by a massive force of celestials. The Lower Planes were forced to, for the first time, unite to defeat a common foe. As Absalom, chief of the asuras, stormed Baator looking for a legendary cache of innocent souls, Baalzebub took advantage of this opportunity and offered them to him in exchange for aid in seizing the reigns of power in the plane. Absalom reluctantly agreed, and with the support of Belial gained command. as part of a triumvirate with that lord and Atar. Atar played the two against each other until they were sufficiently weakened to seize Overlordship once again. The Morningstar ruled for a short time, but decided he was tired of Baator and its endless power plays. He quit, bringing Belial with him, sending Hell once more into disarray.

Beelzebub discussed this with the other important devils - Adramelech, Astaroth, Moloch, Nergal, Amaimon, Belphegor, and many others - and most agreed with Beelzebub, after promises of more power and freedom under a new order. Beelzebub became the Dark Lord of Nessus. Unfortunately for him, Baator simply cannot be run that way; the result was nearly a repeat of his experience in the Seven Mountains. By giving more freedom to the nobles, old rivalries exploded into open warfare, while others pursued their own side projects to the detriment of the plane. No one was accomplishing much of anything, and the tanar'ri invaded the unhallowed layer of Nessus itself during one particularly ill-advised attempt to conquer Mount Celestia.

Asmodeus gained control of the plane in a bloodless coup by gathering a coalition of devils who agree that he, not Beelzebub, would be the best possible overlord. The Lord of the Flies was forced to acknowledge the interloper's supremacy, and was generously granted sovereignty over the sixth and seventh layers of Baator in exchange for his cooperation. The Lord of the Flies swore undying hatred. He tried to regain the throne once more during the last Reckoning, when he steered half of the Lords against the other in an attempt to provide a distraction for his move on Nessus. Just as he thought he had succeeded, the pit fiends of all the armies turned against him, squashing the rebellion down flat. Many of the defeated Lords were

allowed to keep some of their realms, now that their lesson was learned. As a result, Beelzebub now drives all pit fiends from his domain. Instead of pit fiends, Beelzebub is served by "fallen" celestials, gelugons, and even, in at least one case, a yugoloth. Beelzebub rules from his High House in Malagard, endlessly striving for the perfection that always seems out of arm's reach.

Appearance:

He resembles a humanoid with horns and an insect's compound eyes, a disgusting maggot, or a pig's head impaled on a spear. His voice sounds like the swarming of a million flies, and he is capable of expressing his will on the Prime through the manifestation of great black swarms of these insects.

Personality:

Beelzebub schemes to regain the Hell he lost, and then perhaps the Heavens. In the meantime, he continues to fulfill his old role of bringing mortals into the infernal ranks. Lately he has taken an interest in mortal technology; he believes he can use it to "perfect" and control whole societies and bring them into Baator neatly and efficiently.

The Lord of the Flies is sympathetic toward those who strive for perfection without reaching it, though he punishes errors ruthlessly and brutally in his own servants, whose mistakes reflect on him. He has an open invitation to the gelugons of Cania who tire of trying to meet the standards of Nexroth and Hutijin to come serve him in his own layer. This denies them any potential transformation to pit fiend status, but some gelugons are satisfied to achieve mere political advancement among the other Fallen. The Slug Archduke sees each gelugon he takes as a black mark against his hated rival Mephistopheles. It is theorized that perhaps he once ruled them all before Mephistopheles took Cania's throne.

Worshippers:

Priests of Beelzebub actually get their spells from Set.

Cania:

Mephistopheles:

Titles: Ruler of Cania, Lord of the Eighth Hell, Baron of Cania, the Cold Lord, the Prince of Promises, the Lord of No Mercy, the Whispering Lord, Lover of Darkness, Lord of Hellfrost, Lord of Hellfire

Aliases: Mephisto, Mephistophilus, Mephist, Mephoz-tophel, Mephostopheles, Molikroth

Areas of Concern: promises, time, forgotten secrets of Baator's history, cruel humor

Superior: Asmodeus

Allies: Dispater

Rivals: Beelzebub, Leviathan, Belial

Subordinates:

Baalphegor, Consort. Baalphegor, is well regarded by the Asmodeus; her genius has created many of Baator's tactics and inventions, and she works diligently in the Iron Blossom of Cania to perfect more. She is far more ancient than her lord, having been a noble almost as long as Triel the Fallen.

Inner Circle:

Adonides, Steward

Barbas, Chamberlain, Barbas allows everyone to believe he hides within Citadel Mephistar because of weakness, his true duties known only to Mephistopheles and himself.

Bele, Justiciar

Hadriel, Duchess of Domination, Mephistopheles allows the ambitious Hadriel, to believe he doesn't respect her because of her status as former consort to the now-deceased (killed by Hadriel) Duke Bifrons. This only inspires Hadriel to concoct ever more ambitious plans and schemes, never becoming comfortable or complacent. Hadriel plans on impressing Asmodeus himself with an ambitious plan. (LoH p23)

Hutijin, Duke, (commands 2 Pit Fiend companies). Two companies of pit fiends, including Silcharde, (ToH p100)

Jalie Squarefoot, The Lich Fiend, (Lich) Jalie is the second most successful servant of Mephistopheles and has turned himself into a lich in preparation for further transformations. (LoH p29)

Outer Circle:

Bechard, Guland, Sphandor, Buldumech, Anxrab-bas, Ezegul, Ulfrin, and Seilazar: most of them are dead following Molikroth's coup.

Nexroth, Duke, (Pit Fiend, commands 16 Cornugon companies and 26 Gelugon companies)

Dead after coup:

Belphagon

Bifrons, Duke

Ice Stalkers, The: Maskim, The: Lunias, Mercurias, Venyas, Solanius, Mertios, Jovius and Chronios.

History:

He is the very youngest of the Nine; even Bel had led Dispater's legions for millennia before Mephistopheles snuffed out his insectoid predecessor. He thinks of himself as the natural heir apparent of the Nine Pits of Baator, an early encounter with the exiled Kingmaker of Hell, Gargoth, confirming this to his satisfaction. For a long time, Mephistopheles seemed almost sedentary, never leaving his warm and heated fortress in Cania. He had once challenged the Dark Lord's throne in Malsheem itself with an ancient secret called the Hellwinter, the source of Cania's chill. Afterwards he sat, defeated and still, even his lips sealed. The cold breeze would speak for him.

They thought the Lord of Hellfrost had become frozen himself, a statue of ice. He hadn't moved in centuries, since the Reckoning when Triel the Fallen cost him his chance at Baator's throne. Occasionally his voice could still be heard, whispers in the wind as it blew throughout the Eighth Circle.

Baron Molikroth was fat, pompous, and hungry for power, a fop in Sigil's latest fashions. He was also clever and mocking, a court jester of sorts in Mephisto's court entertaining the nobles with feats of witty torture and mutilation. Until recently, Molikroth was thought to be a completely separate fiend. It wasn't sometime after the jester led a successful coup against the Lord of the Eighth that he revealed himself for

what he truly was - a guise of Mephistopheles himself. All those who had joined him in overthrowing himself were destroyed.

This marked a change in the Lord and his policies. During all those still centuries he had been working on a secret project, reaching far beneath the glacial tundra into Caina's forgotten heart. There had been a warm era before the baatezu conquest, he proved. And what was left of it had become very angry indeed, trapped as it was. Mephistopheles tapped the trap and learned how to harness the force. One day Baron Molikroth called all his court together and, with a smirk, revealed himself as the Lord of Hellfire. None but he survived the subsequent inferno. He then called back the remaining nobles who had been exiled during the coup. "And," he added, "don't bother to bring your coats."

Some still mutter in secret that Mephistopheles has bitten off more than he can chew. The Hellwinter was one thing, but investing so much of himself in a pre-baatezu force is nothing short of blasphemous. They forget that the wind has ears as well as a tongue. Curiously, Mephistopheles has not bothered to develop contacts in the Plane of Fire as Belial has. Perhaps he considers his flame to be of a fundamentally different sort, or he does not think competing with Belial on that front would be wise at this time.

Appearance:

Mephisto is a tall, heavily muscled humanoid with large wings and blue-black or red-black skin, though he may make himself appear fat and clownish if it pleases him.

Personality:

Imagine black wings so vast that they cover the sky and drain the world of all its light. Imagine a universe of dark and cold. In its forboding heart, imagine a pool of cloying, honeyed warmth. This is the palace of Mephistopheles, the Lord of Cania. Mephistopheles ("Loves Not the Light") considers beauty and ugliness, corruption and purity, torture and revelry, discretion and control, reward and punishment, even ice and flame to be equal tools to further his goals. Unlike the other lords of Hell, he makes certain his names are in most tomes available to powerful wizards, daring all to summon him or his servants. It is said that he brought more than one civilization crashing into Cania with the influence gained from his dark pacts.

The Prince of Promises encourages others to believe he allows them personal freedom... he doesn't, but he hopes it will help him win support in his bid for the Overlordship of Hell. Whatever free time time Mephistopheles has he spends in torturing others, his primary source of amusement.

Mephistopheles schemes to ultimately take all of Baator for himself... which for him means first defeating the Lord of the Flies. Everything Mephistopheles does is in preparation for this. Unfortunately for him, he no longer has the allies he once did. Mammon has proven himself willing to sell everyone out for the Dark Lord's approval, while Geryon actually did exactly that and was exiled for it. Levistus, who replaced Geryon, is as lustful for Caina's territory as he is for Phlegethos, and the moment the Lord of Hellfire moved too many troops to another layer he is sure that Levistus would strike. He is trying to cultivate an alliance with Lilith, hoping he can convince the Hag Countess to protect his flank from Levistus's bonedreg legions. Thus far, the Countess has been cynical and even contemptuous of such a relationship, preferring to avoid entangling herself in any bargain that might limit her independence. It would take a great boon indeed for her to change her mind.

Worshippers:

Mephistopheles was not, for most of his existence, fond of priests. He sponsored sorcerers and witches instead, but has lately permitted a growing cult to exist.

A cult of Molikroth still remains in Sigil's temple district and Ribcage. They worship the Lord of No Mercy in his old, cold aspect, ritually tormenting their victims with knives of ice, decorating the frosty altars with delicate lace. Mephistopheles permits them to continue, perhaps valuing the confusion they cause among his enemies or perhaps not caring enough to bother. The Cult of Hellfire has become more powerful, however, especially on the Material Plane.

Nessus:

Asmodeus:

Titles: Ruler of Nessus, Lord of the Ninth Hell, The Dark Lord of Nessus, Emperor of Baator, Being of Judgement, the Raging Fiend, The Dark One, the Wyrn, Great Beast That is Called Dragon, Prince of Darkness, Father of Lies, Destroyer of Kings, Deceiver of Nations, Despoiler of Worlds, The Overlord

Aliases: Ahriman, Angra Mainyu, Aeshma Daeva, Asmodaios, Asmodai, Asmodee, Ashmedai, Hasmodai, Chammaday, Marcolf, Modo, Morolf, Sathanas, Saturn, Sydonay, Satanael, Xolotl

Areas of Concern: Dark forces, evil, darkness, Baator and the Baatezu, lies, deception, power and the abuse of power, rulership

Superior: None

Allies: Levistus, Bel, Tiamat, Ravana, Bane, Astaroth, Moradin

Rivals: Beelzebub, Mephistopheles, Hextor, Jazirian, Ilseine

Subordinates:

The Lords of the Nine

The Dark Eight

Bensozia, Consort of Asmodeus & Baalzebul

Inner Circle:

Adramelech, High Chancellor of Baator

Alastor the Grim, Executioner, (Pit Fiend). Considered the greatest of the Pit Fiends. Administers punishment of those Phongor finds guilty.

Bune, Duke of Eloquence (Fallen Trumpet Archon, commands 30 Cornugon companies) (LoH p13), Bune lives in Neverdusk, the Shining Castle with 3 Pit Fiend guards and Regudel, his Osyluth Majordomo.

Martinet, Constable of Baator

Phongor, Hell's Inquisitor, Chief Justice of Baator

Outer Circle:

Agrath

Akoman

Baalberith, Major Domo, (Pit Fiend)

Bar Shalmon

Buer, (commands 15 Pit Fiend companies)

Druj

Glasya

Hazzael

Morax, (commands 9 Pit Fiend companies)

Paimon

Rimmon, (commands 5 Gelugon companies)

Zagum, (commands 30 Hamatula companies)

History:

Before the Fall, Asmodeus was Ahriman, half of the great World Serpent worshipped by the reptile races. Together with Jazirian, they were the Serpents of Law, the entity that some claim defined the present-day planar structure. When the war was over, Ahriman had fallen to Baator and his follower Lucifer Morningstar was busily attempting to establish divine order in its infernal depths. With the aid of several powers of Acheron, Lucifer and his minions cleared the layers of their native race, the Elder Hellions, killing them or driving them beneath the surface. Only their young, the infinite nupperibos, remained.

Lucifer then directed a task force to design a new race to populate Baator's vast depths. The task force survives to this day and is responsible for the modest changes in each "generation" of devils. Since an undisclosed number will be forced to take on whatever shape they design, each member of the team is very conservative in their plans. The basic baatezu form: wings, hooves, scales, horns, and all, is said to be modeled on the true form of the Morning Star, though no one knows for sure.

Chafing under the Dark Lord's reign and eager for more power, Baalzebul forced the Adversary to accept Lucifer and himself as co-rulers. Lucifer managed, by playing his rivals against each other, to regain his position, but abruptly quit, tiring of the game.

However, one figure... Asmodeus, one of the lesser arch-devils felt differently. He was like an administrative assistant to Amaimon, the devil in command of the largest of the four armies of hell. Asmodeus took care of non-military matters for Amaimon. Through political maneuvering and brilliant misdirection, Asmodeus rose as King of Hell in the wake of Lucifer and Astaroth's defection. Convinced its primary rival was elsewhere, Beelzebub never so much as looked at Asmodeus until he had already gained too many allies to stop.

Asmodeus was responsible for the formation of the Dark Eight: desiring a central control divorced from the other lords and completely in its power, the Dark Lord instructed nine pit fiends to organize a bureaucracy to orchestrate Hell's day-to-day affairs based in Asmodeus' palace of Malsheem. To ensure that none knew the group's purpose, Asmodeus had the group's founder Cantrum removed; some believe Cantrum was Asmodeus himself all along, while others suggest Adromelech or Martinet. Or maybe the true Cantrum was something else entirely, and survives in some infernal prison or palace.

Appearance:

In its true form, which no one sees, Asmodeus remains a great serpent, thousands of miles long, buried within a great trench under Malsheem. To others it may appear as a subtly horned human, a shadowy monster remaining in peripheral vision, a pale black-eyed youth with melancholy aspect, an enormous scaly three-headed hermaphroditic monster, an afrit, a multi-eyed cocoon, or any of a million guises.

Personality:

The Dark Lord has survived for eons by keeping itself a mystery and enigma to all, cloaked in deceptions and false leads. Half of the lands that know of it at all think it is Lucifer; the other half confuse it with its direct subordinate Martinet, the diminutive Prince of the Game. Still others confuse it with Samyasa, a famous fallen archon who succumbed to the temptations of a sorceress. Many aren't aware of it at all, seeing only the Dark Eight it keeps in front as the supposed leaders of the baatezu race. Indeed, Asmodeus encourages these rumors; it is certain that none but those who Fell with it remember its true identity.

More than anything, Asmodeus desires freedom from Baator's constraints. He tires of his endless game of power with the nobles and wishes to conquer bigger territory, perhaps the Heavens themselves. To do this, he needs something rare in the godplanes: Doubt. Souls and larvae are being collected from all corners of the multiverse... those that belong to skeptics and cynics are useful in weakening the structure of the planes, allowing Asmodeus to rise again. This event is called the Bringing, and it may cost the lives of every inhabitant in Hell as it consumes the energies of millions of souls.

Worshippers:

Lords of Baator cannot grant spells; the plane will not allow its power to be shared with non-natives. Priests of the Dark Lord (usually known under one of its aliases) get their spells from Tiamat, in return for its support and tolerance of the Dragon Queen.

Nessus:

Adramalech:

Titles: High Chancellor of Baator, Keeper of Records

Areas of Concern: Book-keeping, administration

Superior: Asmodeus

Rivals: Martinet

Subordinates:

Baalberith

Baalzephon

Dagos

Pearza

Zaebos

Zapan

Zimmimar

History:

Adramelech is one of the oldest lords of Baator. If not for his relative cowardice, he could have ruled the Pit in Baalzebub's or even Asmodeus' stead. Instead, he is content to administrate the day-to-day operations of the Nine Hells in the service of his master Asmodeus. The Eight report to him in the Hall of Infernal Records in the palace of Malsheem, in a seemingly endless library run by mysterious hooded librarians and their vierhaander servants.

Adramelech knows he's ancient, certainly as old as such primordial nobles as Belphegor, Amaimon, and Nergal. He clearly remembers the setting of Dis' iron foundations. He doesn't remember how ancient he really is, however, and he badly wants to. What was he originally? Was he ever mortal? Could he have been a fallen celestial like some of his colleagues? In his vast library there are books chronicling the existences of every baatezu and noble of Baator, but he can't find the one that tells of his origin. The loss of any part of what the baatezu call the Book of Flame, the history of their race, is unthinkable, and to lose the one that matters to him most is worse. He's sure some rival has stolen it and is using it against him.

The truth is that the book was simply mislaid. It's in the library of Penumue, a former archon who taught writing to mortals in the early days of that form of life. Penumue kept the records of Baator before Adramelech did, and forgot to put all the books back when he left to work for the genie lord Iblis. It's lying in a box along with a few other ancient tomes, guarded by spellhaunts which have formed spontaneously from the resonance of the magical ink.

Adramelech's early history was actually fairly unremarkable. He was a nupperibo at one point, of the kind that forms spontaneously from lawful and evil energies. After taking a turn as the ancient (far less humanoid) equivalent of an erinyes, he eventually became a pit fiend. More interesting is the story of his struggle with the fiend-mage Armaros over the rulership of Baator's fifth layer, and of Armaros' Lethe-brewed enchantment that not only wiped Adramelech's of his memory but also his courage. If the book had been there when Adramalech took over as chancellor, he would have wasted no time in plotting revenge against the fiend, and banished as Armaros was to a floating citadel in Avernus few would have complained. Now Armaros is in Malsheem for the first time in uncounted millennia, working with the Asmodeus on a project known only as the Bringing. Now is not the time to work against Armaros. Or is it?

Appearance:

Adramelech resembles a whip-thin, dextrous pit fiend with small horns, large eyes, and a lumpy head. Beneath his heavy gray robes his back is red and his front is a pale, spotted, loathsome pink. Adramelech has a small, neat beard.

Personality:

Adramelech speaks in whispers, a habit that he's kept so long he no longer knows how to stop it. He walks with a perpetual stoop, with several apelike vierhaanders around to support him.

The Chancellor of Baator knows any number of secrets about the Pit and its denizens. He knows their true names, their histories and origins, and their habits. One secret he knows is close to home: the Hall of Infernal Records is inhabited by kamerel, an ancient race of the Outlands that retreated into mirrors eons ago. In exchange for his protecting their privacy, some have agreed to come out of their mirrors and act as librarians. Adramelech would also like to get a copy of the Codex of the Infinite Planes, purely for research purposes. He's aware of the story that any who read the book become its slave, but is sure that he has the resources to avoid any such curse.

Nessus:

Martinet:

Titles: Constable of Baator

Aliases: Asmodeus, Ashmedai

Areas of Concern: Law, Order, Diplomacy, Politics

Superior: Asmodeus

Allies: Phongor, Alastor

Rivals: Adramelech, Levistus

Subordinates:

Corin

Ashmede, the

Osyluths, the

History:

Martinet is the Constable of Hell, Prince of the Game. In order to increase the mystery surrounding the Dark Lord, Martinet is also known as Ashmedai or Asmodeus, and as the chief instrument of his power he is in fact confused with his master by the more lowly baatezu and more gullible mortal scholars. His servants, including many soulsniffers, erinyes, kytons, hellhounds, and hamatulas, are positioned in every ring of the Hells, often disguised as ordinary fiends of all sorts until they make an arrest. He commands the ashmede, the avenging hounds of the Dark Lord, and is the authority behind the osyluths. Corin, Spymaster for the Dark Eight, also reports to Martinet on a regular basis. Martinet has the authority to countermand any of the decisions of the Dark Eight in the name of Baator's security, something that frustrates Adramelech, who oversees the Dark Eight in most other situations, to no end. Levistus fears him, as he is unable to distinguish him from the amnizu who he hopes to use to conquer the other layers.

Baator's criminal justice system has three arms, like an infernal parody of Sigil. The minions of Martinet make arrests. Phongor is Hell's Inquisitor, the chief justice of Baator in charge of extracting information from those Martinet has arrested and left alive. Alastor the Grim is the Executioner of Baator, and in charge of administering punishment to those Phongor has found guilty

Appearance:

Martinet's true form is thought to be that of a tall, gangly, skeletal creature with a Roman nose and a crown of horns around the void of the back of his head. He usually appears as a ruby-eyed, handsome human dressed in black leather robes, or as an unremarkable amnizu.

Personality:

Martinet's life is the game of politics in Baator; his influence has stopped several wars from breaking out among the lords, and his diplomacy has ended even more conflicts. Martinet is always impeccably calm and reasonable, never raising his voice or showing any concern regardless of the situation.

Martinet is concerned about Levistus ambition against his neighboring layers. In the form of an amnizu, he keeps the Writhing One paranoid about what information he leaks to his inferiors, and in the form of Levistus servant Herodias he keeps track of secrets the amnizu don't know. As Herodias, he is negotiating an alliance with Belial to defend a planar path between Stygia and Phlegethos that takes the form of a fertile valley on the Material Plane. As Herodias, Martinet is Phongor's spy against Belial. If Phongor orders him to plant evidence incriminating the lord, Martinet will see that an objective party (yugoloths or mortals, whichever is convenient) finds out about it.

Nessus:

Phongor:

Titles: Grand Inquisitor of Baator

Areas of Concern: Law, Order, the Inquisition, torture

Superior: Asmodeus

Allies: Martinet, Alastor

Rivals: Belial

Subordinates:

Corin

Kocrachons, The. The Grand Inquisitor is the highest chief of the kocrachons as a specific caste. He is answerable for everything they do, and can command any of them at will.

History:

Baator's criminal justice system has three arms, like an infernal parody of Sigil. The minions of Martinet make arrests. Phongor is Hell's Inquisitor, the chief justice of Baator in charge of extracting information from those Martinet has arrested and left alive. Alastor the Grim is the Executioner of Baator, in charge of administering punishment to those Phongor has found guilty.

Phongor believes that Great Belial of Phlegethos is guilty of terrible subversion against the Dark Lord of Nessus, even more so than the other Lords of the Nine. It's probable that he merely dislikes the Lord of Pleasure and Pain's slippery, defiant attitude, but his need to rid the Hells of the Unbowed One aches inside him like a sword through his heart. He will do anything to prove Belial's guilt, even fabricate evidence for Martinet to find.

Although he openly reports to Martinet, Corin of the Dark Eight secretly passes on information to Phongor. The Inquisitor uses this information to try and undermine his supposed ally's authority.

Appearance:

Phongor sits on his throne in the Hall of Justice in Malsheem surrounded by osyluth baliffs and erinyes lawyers, and has never been known to leave it. He resembles a gigantic, 30 foot tall human with cold, reptilian eyes. His flesh is pure white.

Personality:

Phongor speaks in a low, booming voice, like thunder in a leaden tomb. Sometimes he will fly into screaming rages in the middle of a trial, and demand that his spinagon slaves carry the object of his fury to his throne for immediate torment. Centuries ago, Phongor had the pleasure of passing sentence on the rebellious Lords of the Nine during the last Great Upheaval. He wants nothing more than to taste that kind of power again.

Non-Specific to a Layer:

The Dark Eight:

The Dark Eight are the generals of the Blood War. These eight pit fiends hold council every sixty-six days, meeting in the fortress of Malsheem in Nessus, the ninth layer. On the rare occasions when they are not leading their armies, they reside in Malsheem as well. When away on some hellish errand, they often appear in malefic human guise, changing into the true forms only when sorely set upon or when they wish to teach a lesson. They have an honor guard of 106 Cornugons, though they often have other devil-guards as well. In addition to planning the next Blood War offensive, they also have a hand in determining which devils get promoted. The Dark Eight are also responsible for the education of devils and they run several schools whose subjects include: Pain, Manipulation, Politics, Subordinations, etc... If more than two courses are failed, the student is sent to the blood war.

The Dark Eight hold immense power, but they still answer to the Lords of the Nine. They control most baatezu of pit fiend status and below. The Lords of the Nine control many nobles and enough commoners to keep their layers safe, but no more. They also control Bel. They're in turn controlled by the Lord of Nessus.

History:

Legend has it that long ago, a particularly clever pit fiend named Cantrum saw the need of a powerful board of leaders to guide his race to victory. Therefore, after enlisting the benevolent protection of the Lords of the Nine, he gathered eight like-minded pit fiends, who became known as the Dark Nine. Cantrum was eventually murdered by a paladin (although some alternate stories have a rogue abishai kill him), and the Dark Nine renamed itself the Dark Eight to honour his memory.

Or so the legend goes. But the truth is much darker... When Asmodeus, Lord of the Ninth, somehow found a way to overthrow the Ancient Baatorians, the baatezu began to roam the Nine Hells unbound. Now the unquestioned and only embodiment of Baator, they grew in number and in strength. They were eager of power, and more they had the might to enforce their desires. Soon the most prominent pit fiends fancied themselves as the masters of their home plane. Some of them built sprawling palaces which were so lavishly furnished that they belittled the baatorian gods'. In their barracks mustered large armies of bloodthirsty devils.

The Lords of the Nine were amused by this situation. They saw the baatezu as boisterous children, and they could not imagine that they could pose a real threat to their leadership. Yet one of them was more perceptive. Asmodeus worried that the baatezu could eventually become strong enough to oust them. In order to decide if he had to take steps, he carried out an experiment. Asmodeus secretly contrived to place the pit fiend Bel, one of his pawn, in the highest position in Avernus. Bel, whom Asmodeus knew as possibly the foulest and most power-hungry baatezu in Baator, was unaware he was being fiddled by the Lord of the Ninth.

The experiment ended up as an astounding success. Bel fared better than Asmodeus could have dreamt. After only a few centuries Zariel, Lord of the First, totally vanished from public life. The other Lords assumed she had merely decided to retire for awhile, issuing her commands through the worthy Bel, who surely deserved it. But Asmodeus knew better, having glimpsed at the grim fate of Zariel in Bel's dungeon. Yet in spite of his power, only when the Dark Eight became powerful enough and respected did Bel, the newly appointed general of the First Command, dare to reveal his coup. Now fully aware of the impending doom that may befall him if nothing was done, Asmodeus isolated himself in his fortress of Malsheem to ponder a solution and take advantage of the seemingly unruly situation. He came up with the Dark Nine.

The idea was to focus the mind of the baatezu on something else. This gathering of nine dedicated pit fiends, under the leadership of the baatezu hero Cantrum, was given a message to spread: "Why should we be happy with Baator, when there are so many planes to conquer? Are we not the mightiest beings in the multiverse? Who are the hated tanar'ri to dare mock and challenge our rulership? Something must be done

!". And indeed these words struck war lust in the greedy and ambitious hearts of the baatezu. Soon the Blood War reached a new stage and turned into the world-spanning conflict we are now used to.

But even the most carefully planned swindle may eventually go awry...And Asmodeus learned it the hard way, much to his dismay. Fact is, Cantrum somehow discovered the secret motives of the Lord of the Ninth despite his glibness. The actual way Cantrum stumbled to the truth is unknown, although I strongly suspect that the Yugoloths were involved. Some of the secret records I was able to read when I sneaked into the Tower of the Arcanaloths suggest that at one point Cantrum met the legendary Agalareth, the black-furred arcanaloth author of the infamous tome Revelations of the Blood Raven. But this is a story for another time. Anyhow, Cantrum was infuriated and in his outrage he foolishly threatened Asmodeus to betray him by telling the truth and having the baatezu armies attack the Lords of the Nine. These words spelled his doom. To enact his covert retaliation, Asmodeus released the soul of Caranthis, an upright paladin Cantrum had been keeping in his jail and torturing for years, and incarnated it in the body of an abishai who served as Cantrum's butler. And as was to be expected, Caranthis rushed to Cantrum at once and hacked him to pieces, just before himself was killed by the pit fiend's guards.

After that, the beheaded Dark Nine, still unaware of Cantrum's treachery (or was it Asmodeus's ?), decided to change his name and became the Dark Eight, for there was no replacing the great pit fiend. Asmodeus himself pronounced Cantrum's glorious obituary, and there was much mourning. Then the Lord of the Nine promoted Furcas as the new leader of the Dark Eight, a perilous place he has managed to keep so far.

Members

Officially the Dark Eight has remained the same since its creation. No one can ever hope to become a member of the Dark Eight, and the only way out is death. Ask any baatezu, up to gelugon, that's all the chant he knows. Most pit fiends don't know more. The Dark Eight was, is and always will be Baalzephon, Corin, Dagos, Furcas, Pearza, Zaebos, Zapan and Zimimar.

But that's a lie, and somehow it's also the truth. Yes, it's rather confusing, but it's both. Fact is, death happens, even to the Dark Eight. And whether it is assassination or war or whatever, eventually the pit fiends in charge of the Blood War may die. In this case, they have to be replaced, for the Dark Eight must remain eight. A new pit fiend is secretly promoted to the rank of Dark Eight member, and takes the name of its predecessor with its ministry. The deceased pit fiend is quickly forgotten, as if it had never existed. No one else is ever aware of the change. This masquerade has held on for millenia, and it is not likely to end soon. But why do they feel the need to impersonate their ancient brethren ? The answer is twofold. First, they are heroes. Baatezu love their glorious leaders, although it is in a peculiar, twisted way. The Dark Eight members pose as the epitome of what a baatezu wants to be : they are cunning, powerful, glorious. They are walking legends, and to die for them is the greatest honor. If everyone follow their commands, the Blood War is only a matter of time. Eventually, victory is at hand. Secondly, it is a mean of protection. To belong to the Dark Eight is everything a baatezu craves for. There is no better and more desirable position in all the baatorian society. The Nobles baatezu may rank higher, none of them have this aura of glory. They are but lofty devils who care nothing for the baatezu cause and the Blood War, only interested by the furthering of their Master's plans. Therefore, if it was publicized that any well-deserving pit fiend could one day belong to the Dark Eight, they would all become obsessed by the idea. There would be murders, traps, much plotting and scheming, and in the end the very essence of the Dark Eight would be threatened and its efficiency would be nullified.

Of the eight (well, nine) original members of the Dark Eight, only two of them have endured the perils pertaining to their duties : Baalzephon and Furcas. The latter has been the leader of the Dark Eight since Cantrum's demise. Here follows a description of each one :

Baalzephon; *Supply Master of Baator:*

The secretive and silent Baalzephon has been a member of the Dark Eight since its beginning, and only with Furcas does she share this honor. Baalzephon is a female pit fiend, but in the Dark Eight fashion she often enjoys the guise of a female mortal. When she does, she appears as a regal, slender tiefling sporting small ivory horns on her forehead. Her eyes are bloody red and her skin dyed in a pale green hue. Her hair is black with streaks of shimmering dark green. She is generally clad in a reddish dress embroidered with gold threads which depicts unholy symbols.

As one of the most ancient members of the Dark Eight, Baalzephon knows almost every secret and history of the other members. She is known to use this knowledge to woo her enemies in subtle ways so that they eventually support her. She dislikes overt displays of violence, preferring to act from behind the stage. Baalzephon is probably the most mysterious member of the Dark Eight. She never speaks of her past, and generally seldom speaks at all.

As the Supply Master of Baator, Baalzephon is in charge of the availability of food and weapons in the Plane. Her role is to ensure that no battle is lost due to poor weaponry or lack of nourishment. Granted, scholars could argue that baatezu don't actually need to eat or drink, that they feed on belief. But it is probably safe to assume that they simply enjoy it. Baalzephon's duty also demands she knows a lot of portals from and to Baator for her caravans to travel. That's why she is probably one of the most well-lanned persons about the ways in and out the Nine Hells. Baalzephon has her base of operation on the burning city of Dis, the second layer of the plane. It basically consists of a loose rounding up of warehouses and smithies which stretches for uncountable distance in every direction. Allegedly there is even more underground. Reports about this ward of Dis are hazy at best, for the secrecy and security level are extremely high here: any non-baatezu caught snooping around is generally killed on sight without warning, and high-ups are very resistant to bribery. Subsidiaries of this main warehouse dot every layer of Baator. Some of them are supposed to be hideouts for the most bulky warmachines that would not fit in Dis, such as massive juggernauts that would dwarf even the frightening Relentless.

Baalzephon herself dwells in Dis, in a relatively small and nondescript mansion called Kerel'Taz, the Hall of Broken Mirrors. Compared to Baalzephon's reputation for self-indulgence, such a modest abode is surprising. Fact is, she does not spend a lot of time in Kerel'Taz. When she does, however, she usually dismisses the staff and rests alone. Reason for that is Baalzephon's shameful secret: at home, she reverts to her true pit fiend form. A form she has learned to loathe. As a pit fiend, Baalzephon is an incredibly fat, sprawling mass of flesh, the result of millennia of self-indulgence and voracity facilitated by her duty as a Supply Master. Her short stays at home generally end as soon as she can no longer stand her image any longer and begin to smash mirrors in frenzy.

Corin, *Spymaster:*

"Corin" is a name that few people would dare to speak aloud. Corin is the Watching Eye and the Alert Ear, He Who Never Sleeps, the Eavesdropping Shadow, and is still known by many names. This very abundance of monikers is a dead giveaway of the fear he can instill in the hearts of those who have secrets (that is to say, everyone on the lower planes). Corin is the master of a vast network of spies that penetrates every plane, from Baator itself to the shining fortresses of Mount Celestia. Of course particular attention is paid to the events occurring in the Abyss (and more broadly, in the lower planes).

Until the arrival of the current Corin, espionage in the Abyss fared poorly. The lawful fiends didn't understand this lack of success, believing that given the disarray of tanar'ric society, they should have had no difficulty to infiltrate it. But Corin pointed out the flaws of this strategy. Baatezu spies were neglecting two important facts: the highly distrustful nature of the demons, and the incapacity of baatezu to encompass the chaotic mindset of their enemies. In order to make up for these identified shortcomings, the clever Corin devised a new battle plan. Instead of simply bribing tanar'ri for information, a method he rates as unreliable and expensive, Corin had Zaebos give him the names of the most unruly minor Baatezus in Baator, the kind of devil who had no chance of being promoted any time soon due to their wanton behavior. He told Zaebos that he suspected tanar'ric corrupting influence, and that he needed to investigate. But this was a lie. His goal was to create an underground army of more chaotic baatezus who would pose as tanar'ri in the Abyss. The lesser fiends, eager of being promoted, agreed for the most part to submit to

Corin's "special training". Those who didn't were promptly sent at the hands of the Koacroachons of the Knoll of the Blades for an appropriate brainwash. Ever since the Spymaster has been successful. However he lives in fear of being discovered and convicted of treason, for what he has done is one of the greater crime among baatezu : he willingly imparted chaos.

When working among his peers, Corin generally appears as muscular and stocky pit fiend wearing a green steel mask on his face, which he never takes off. Legend has it that no one has ever seen his face and lived. Along the millenia, the pit fiend has carefully removed any clue of his past. However, Baalzephon and Furcas may still retain memories of Corin's history. Yet this knowledge is probably outdated now, for the original Corin is dead. Or so they believe. Fact is, the haze of secrecy and red herrings shrouding Corin is so thick that no one knows for sure who he is, who was his predecessor or even when he was deposed. Corin is sometimes described as fickle and whimsical, and other words that do not sound good to the ears of a baatezu. And yet it is true that he is ridden by strange peculiarities and obsessions : sharpening his claws, washing his feet, cleaning his mask... It may be surmised that these behaviors appear when the Spymaster is trying to overcompensate what he believes to be embryonic chaotic tendencies. Corin genuinely fears that centuries of dealings with tanar'ri and dangerous experiments may not have left him unscathed.

When walking among mortals, Corin adopts whatever form he fancies at the moment, although he favors unassuming outfits. He has no fixed abode and can be found anywhere, travelling the planes in disguise (and it should be noted that he doesn't like when his cover is blown). However he regularly shows up in Malsheem.

Dagos, Marshall of the Pits:

Furcas, Minister of Mortal Relations: (LoH p21)

The unofficial motto of the Ministry of Mortal Relations is "If you'd just sign here, we can conclude our business". The Dark Eight set up this organization to govern contacts with mortals. This includes summoned fiends and mortal visitors to the Nine Hells. Several schools are run by the Ministry of Mortal Relations, including one where imps are trained by Erinyes teachers (with Kocrachons to provide inspiration) to do their duties.

Furcas designed and oversaw the building of the City of Man in Minauros.

Duke Furcas is Hell's foremost intellectual, at least in his own mind. He is a member of Dispater's court, and thus spends the majority of his time in the city of Dis. This suits Furcas just fine, since Dis is the closest thing Hell has to a center of knowledge. Furcas presides over the Forbidden Library within Dis and has written many books that circulate throughout the Prime. His favorite is "Gods or Monsters: An Inverstigation Into the Nature of Devinity." This book argues that the gods are not gods at all, but powerful yet petty beings that fool mortals into worshipping them. All of Furcas' books are meant to lead the reader into evil by destroying their cherished beliefs with cold logic and powerful rhetoric.

If Duke Furcas has a weakness, it's that he craves recognition for his genius. It is not enough for him to outsmart a foe, he must make sure that the deed is publicized. Even his books, written under pen names, contain complicated ciphers that reveal the true author to those smart enough to figure it out. His thirst for accolades has gotten him into trouble in the past. Dispater pierced his body with iron rings and hung Furcas from his tower for a year after a particularly notorious incident. Fucas has kept the rings in his body as a sign of obeisance.

Furcas' greatest rival in Hell is Bune, Duke of Eloquence. Both devils use honeyed words as weapons, but Furcas rhetoric is backed up with knowledge. His arguments are based on fact and logic, while Bune's manipulate the psyche. They have never confronted each other directly, instead preferring to play a great game down through the centuries. The dukes try to prove their mastery by converting each other's minions. Both courts are riddled with double agents, and only intellects such as theirs can keep track of where true loyalties lie. Neither Furcas nor Bune misses an opportunity to show up his rival.

Pearza, Chief of Research:

Zaebos, *Minister of Promotions*:

Determines the advancement of lesser Baatezu.

Zaphan, *Minister of Immortal Diplomacy*:

Zimimar, *Minister of Morale*:

This female Pit Fiend is responsible for all the propaganda and disinformation on the plane of Baator.

Lucifer: (ToH p101)

Titles: Star of Morning, Bright Lord of Nessus, The Lightbearer, The Oldest Flame, Prince of Lies, Prince of Darkness, The Adversary, The Prince of Light

Aliases: Satan, Lucer, Shaher, Helel ben Saher, Atar, Iblis, Sammael

Areas of Concern: Power, light, ungodly enlightenment, redemption

Superior: None

Allies: Astaroth

Rivals: None

Subordinates:

Penemue (Watcher lord of writing), Belial, the divs

History:

Lucifer always did what he had to do. When the monster Azri Dahka terrorized the multiverse, it was Lucifer who stopped it. When Gian ben Gian and his divs rebelled against the Lords of Good, it was Lucifer who slew the genie lord in personal combat. When Jazirian disappeared, and the choirs of Law were in disarray, he took it upon himself to put them back in order. When that got him exiled, he made the best of things and carved a place for himself in Ahriman's ranks. When the war ended and Ahriman disappeared, he put the hierarchy in order again just as he had before. He conquered an empire in Baator's ancient and alien law, and made a place for the daevas to live. He did it because no one else would, and because it had to be done.

Lucifer, the Star of Morning, was Atar, a creation of Jazirian who tried to rule the Amesha Spentas in his Father-Mother's absence. He was exiled with Ahriman and given the task of establishing divine order in Hell. He took to liking his new job and when he was offered a chance to repent and return to the Heavenly fold, he declined. With Ahriman lost and senseless, the daevas were in great disarray. The upper ranks were classic aasimon... they lived and breathed only their Power, and with that source cut off, they had difficulty even thinking. Even Druj, the cunning Mistress of Lies, stood rooted in one place and spouted only obvious fallacies. Aeshma, master of rage, went on an orgy of destruction. Lacking purpose, he destroyed everything and everyone in sight. Still Ahriman would not answer. Its children feared it was dead. Something had to be done.

So it was left to others to fill the void in the chain of command. After some jostling and infighting three came out as the clear winners. First was Gargoth, known as the Dragon. Slow to come to any decision, he spent most of his time merely thinking. Once he made up his mind, however, he was unstoppable, powerful, and skilled at gaining the support of others like no other of his kind. Second was Armaros, the Magus. None among the fallen had this one's sense of innovation. Armaros could turn almost anything into a source of power. Third was the Morningstar, he who had been cast out of Jazirian's ranks. Unquenchable was the Morningstar's ambition, and unquestionable was his aptitude for leadership.

These three met in council and agreed on three courses of action. First, their hold over the daeva race must be unquestionable. Second, the plane of Baator must be conquered utterly, its ancient and alien law extinguished and replaced with their own. Third, a race of warriors must be created to aid them in this. They set to work. Gargoth brought allies, Armaros brought respect, and the Morningstar brought results.

With the aid of several powers of Acheron, including Hextor and Bane, Lucifer and his minions cleared the layers of their native race, the Elder Hellions, killing them or driving them beneath the surface. Only their young, the infinite nupperibos, remained. Lucifer then directed a task force to design a new race to populate Baator's vast depths. The race was named with four glyphs: Baalim Atar Erebus Zu (Winged Lords of Fire and Darkness... Lucifer had a flair for the dramatic, and for using four languages at once), or Ba'atezu, though they are sometimes called "devils": a corruption of the original word Daeva. The task force survives to this day and is responsible for the modest changes in each "generation" of devils. Since an undisclosed number will be forced to take on whatever shape they design, each member of the team is very conservative in their plans. The basic baatezu form: wings, hooves, scales, horns, and all, is said to be modeled on the true form of Lucifer himself, though no one knows for sure. Chafing under Lucifer's reign and eager for more power, Baalzebul forced the Dark Lord to accept Belial and himself as co-rulers. Lucifer managed, by playing his rivals against each other, to regain his position. During this time Lucifer built a palace of iron

and basalt within Nessus. The layers of Hell were divided among eight of his closest allies to rule. Each lord was allowed to mold and shape his domain as they saw fit.

At some point, one of the devils, Asmodeus, felt he could do a better job of ruling Hell. He put into motion plans that would align each of the other rulers with him. During this political struggle, Lucifer abruptly quit, tiring of the game, and decided to seek a legendary Grail in hope that its recovery would grant him redemption. Lucifer's current whereabouts are unknown. He no longer has priests; all worship of Lucifer is accepted by the current Dark Lord of Nessus.