

THE DARK EIGHT

AND OTHER DEVILISH DENIZENS



Meet the greatest generals of the Blood War in this expansion for *Baldur's Gate: Descent into Avernus*

Puglio
19

CREDITS

Lead Designer: Drew Sweet

Additional Design: Rowan Roch

Edited by: Brick Bradford, Christopher Pacca, Drew Sweet, Rowan Koch

Layout and Formatting: Drew Sweet

Cover Illustration by: Pablo Puglisi

Interior Illustrations by: Cemarhy Art ("Snikik and the Bounding Scales"), Igzell Vázquez (Infernal War Machines and the Dark Eight), Rukkiiru ("Circle of Desolation Druid" and "Oath of Hellfire Paladin").

Graphic Design Credits: ObsidianDawn, virgothedreamer

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I've always been terrible at starting things. Perhaps it is a flaw born of having quite literally all the time in the multiverse, but perhaps not. Be it embarking on a new journey, getting out of bed or even writing this very book, the first step on any quest is often the hardest. So first of all, I thank you for opening my humble book. I hope you find it useful, for dare I say no one else in the multiverse could have survived what I did to uncover the secrets within.

I must confess that when I initially heard Mordenkainen was working on a tome detailing the greatest conflicts in the multiverse, I broached him with the possibility of collaborating on the now famous project. My offer was quickly dismissed, however, which was a particularly scathing turn of events considering my well-known affiliation with the lower planes. The man, for all his literary talents, suffers from a curse of pride that rivals the fiends he writes about. Years later when I sat down to read his Tome of Foes it was instantly clear to me what was missing from its pages. Mordenkainen had drastically overstated the role that the Lords of the Nine play in the hellish stratagem, somehow confusing their actions with those rightfully attributed to the true masterminds of the Blood War - the group of devilish generals known as the Dark Eight.

The Dark Eight have lead the Blood War for the devils since its infancy and have single handedly swung the tide of battle in favour of the Nine Hells countless times. It was an unforgivable oversight on the part Mordenkainen to exclude the Eight from his tome's discourse, though I am sure he had his reasons. As such, this short book is an amendment of sorts, rectifying the missteps of Mordenkainen's work and elucidating, for my readers, the true (dare I say) heroes of the Blood War.

I have also taken it upon myself to expand upon recently released documentation pertaining to the first layer of the Nine Hells, Avernus, which I came to know quite well during my time investigating the Eight. As such this book should be treated as supplementary to both works, expanding upon the visions and experiences provided within their pages.

If you are still reading this page and my tangential drawl has not yet driven you to want to leap into the River Styx, I hope you enjoy my short work and find the information contained within helpful and enlightening. Remember that every journey starts with a single step, and that single step is always the hardest - no matter how much time you have to make it.

- Vorag the Undying

CHAPTER 1

RULES OPTIONS

This chapter details a number of new rules options for Dungeons and Dragons 5th Edition, all themed around or specific to campaigns taking place in the Nine Hells. These rules have been designed with the campaign *Baldur's Gate: Descent into Avernus* in mind, building off the content provided in that book, however feel free to use them in any game that suits their use.

DEVIL'S BARGAIN INSPIRATION

Campaigns involving the outer planes can be notoriously dangerous for characters of all levels, and as the dungeon master you may want to offer your players an additional safety net to help them survive. The devil's bargain system offers players a secondary method of attaining inspiration for their characters to use. This helps them to turn crucial rolls into successes, but also comes back to bite them at the worst possible time.

A player can choose to take a devil's bargain on any d20 roll. They can choose to do so after they have seen the roll, but before the outcome is determined. That player then re-rolls the d20, but must use the new result. The dungeon master then records that the player made a bargain (known as incurring a debt), and that that player cannot make another devil's bargain until their debt is paid.

At any point during play, the dungeon master can invoke that player's debt against them. When they do, they can either re-roll a d20 roll made against the player by a monster (such as an attack roll, saving throw or ability contest), or force the player to re-roll a d20 roll they made, using the new result. This clears the player's debt, and the player is free to take a new bargain.

When a session ends, all debts are wiped clean. This is to encourage the dungeon master not to hoard debts against the players, and to cut down on book keeping between sessions. However, if the dungeon master feels they can accurately record which players are in debt and keep track between sessions, they can choose to do so. It is unwise to hold onto a debt for more than a single full session, as doing so denies the player the opportunity to take future bargains. A dungeon master should also not be too punishing when invoking a debt; this system is a tool for the player's to use, and if they are punished too hard for utilising it they may stop doing so. The system works best when the players have a tough choice to make and must weight up the benefits, and also potential costs, of taking a bargain.

THE DEVIL IS REAL

A fun optional addition to the inspiration system above is to tie the bargaining to an actual devil inside the game world. Consider allowing the fiendish patron of the warlock to lend a portion of their power to the party... for a price. Alternatively various fiends could all be attempting to lure the party further into corruption by offering them bargains at the right times. If your party is playing *Baldur's Gate: Descent into Avernus*, the pit fiend Gargauth is in a prime position to offer the party deals from within his prison of the Shield of the Hidden Lord. If you do this however, the bargaining will have ramifications for the characters inside the game world, and a good-aligned character may feel unfairly disadvantaged for not taking devil's bargains if they are tied to a real devil.

NEW INFERNAL WAR MACHINES

In addition to the infernal war machines listed in Appendix B of *Baldur's Gate: Descent into Avernus*, this supplement offers four new vehicles for your players and NPCs to use, as well as a host of new weapon, armour and gadget upgrades. It also provides you with a new way to power infernal war machines using character hit dice, as an alternative to soul coins.

LIFE FUEL

Usually infernal war machines are powered by a soul-consuming furnace that burns *soul coins* for fuel. This means that characters who want to use an infernal war machine must be willing to burn the souls of sentient creatures for their own benefit. If a party wants to stay morally uncompromised, the dungeon master can allow an infernal war machine's furnace to be powered by the life force of still-living creatures in addition to soul coins.

Using this rule, a creature can use it's action while at the helm of the infernal war machine to expend any number of it's available hit dice. For every hit dice spent the infernal war machine can run for 1 hour. A creature cannot regain the spent hit dice until the vehicle has run for a number of hours equal to the number of hit dice it expended.

If a creature expends a number of hit dice equal or greater than half its level within the span of 24 hours, they take a level of exhaustion.

ALTERNATIVE WEAPON STATIONS

One weapon station can be switched with another, but the infernal war machine can't have more weapon stations than it normally has. A handful of new weapon stations are described in this section.

NEGATIVE ENERGY BOMB

Harvested directly from a plane of depression and despair such as Hades or the Shadowfell, these bombs detonate by violently sucking all the happiness and life of the living creatures around them.

Negative Energy Bomb (Requires 1 Crew and Grants Half Cover, Recharge 5-6).

Ranged Spell Attack: +5 to hit, range 30 feet., one creature. **Hit:** The creature takes 5 (1d10) bludgeoning damage. Hit or miss, the bomb then explodes. The target and all creatures within 10 feet of where the bomb exploded must make a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much on a successful save. The explosion has no effect on objects, undead or constructs.

You want to know what happens when I "die"?
Nothing really. Everything just goes black and I wake up with a splitting headache. I wish had more to tell you than that but it's honestly pretty boring.

INFERNAL CRUISER

The Infernal Cruiser is a slick, speedy war machine which is less suited for combat than it is for blazing across the barren wastelands of Avernus. What it sacrifices in durability it gains in speed, handling and style.

INFERNAL CRUISER

Huge vehicle (2000 lb.)

Creature Capacity 2 Medium creatures

Cargo Capacity 200 lb.

Armour Class 22 (19 while motionless)

Hit Points 50 (damage threshold 5, mishap threshold 10)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Prone Deficiency. If the Infernal Cruiser rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Hell Racer. If the Infernal Cruiser moves at least 60 feet in a straight line during it's turn, it's movement speed is increased by 30 feet until the end of it's turn.

Low Body. The Infernal Cruiser has advantage on any effect that would attempt to knock it prone.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Infernal Cruiser.

REACTION STATIONS

Escape. If the Infernal Cruiser is able to move and there is a hostile vehicle within 30 feet of it, the driver can use its reaction to immediately move the Infernal Cruiser up to 20 feet away from the hostile vehicle.

SOUL DESTROYER

The Soul Destroyer is a feared war machine on the front lines of the Blood War. As a vehicle specifically designed for combat, it does not move fast but is capable of enormous destruction.

SOUL DESTROYER

Gargantuan vehicle (20,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 2 ton

Armour Class 24 (21 while motionless)

Hit Points 250 (damage threshold 10, mishap threshold 20)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Prone Deficiency. If the Soul Destroyer rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Crushing Wheels. The Soul Destroyer can move through the space of any medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 33 (6d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 33 (6d10) bludgeoning damage. This trait can't be used against a particular creature more than once on each turn.

Magic Weapons. The Soul Destroyer's weapon attacks are magical.

Heavy Construction. The Soul Destroyer has advantage on any effect that would attempt to knock it prone.

Siege Machine. The Soul Destroyer deals double damage to objects and structures.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Soul Destroyer.

Force Cannon (Requires 1 Crew and Grants Three-Quarters Cover, Recharge 6). Choose one point within 150 feet of the Soul Destroyer. Each creature in a 30 foot radius sphere of that point must make a Dexterity saving throw. A target takes 55 (10d10) force damage on a failed save, or half as much on a successful one.

2 Force Turrets (Each Station Requires 1 Crew and Grants Half Cover). *Ranged Weapon Attack:* +5 to hit, range 120 feet., one target. *Hit:* 11 (2d10) force damage.

Infernal Screamer (Requires 1 Crew and Grants Half Cover). The screamer's operator targets one creature it can see within 120 feet of the Soul Destroyer. the target must make a Dc 15 Wisdom saving throw, taking 26 (4d12) psychic damage on a failed save, or half as much damage on a successful one.

BLOOD DIVER

The Blood Diver is one of two new breeds of infernal war machines constructed by Pearza, the Minister of Research of the Dark Eight. Capable of functioning as both a boat and submarine it has been specially designed to resist the dangerous effects of the River Styx.

BLOOD DIVER

Huge vehicle (9,000 lb.)

Creature Capacity 6 Medium creatures

Cargo Capacity 500 lb.

Armour Class 21 (19 while motionless)

Hit Points 60 (damage threshold 10, mishap threshold 20)

Speed 100ft. swim

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	0	0	0

Damage Immunities fire, cold, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Prone Deficiency. While atop water, if the Blood Diver rolls over and falls prone, it can't right itself and is incapacitated until flipped upright. While underwater, the Blood Diver cannot be prone.

Water-Locked. The Blood Diver's movement speed is reduced to 0 while on land.

Magic Weapons. The Blood Diver's weapon attacks are magical.

Flood Lights. As a bonus action, while the Blood Diver is submerged a creature at the helm of the vehicle can choose to shed bright light in a 20 foot cone and dim light for an additional 20 feet from the front of the Blood Diver. As a bonus action on subsequent turns, a creature can change the position of the light, however its source must always be in contact with the body of the Blood Diver.

Submersible. While underwater, all creatures inside the Blood Diver (including those occupying Action Stations) have full cover from creatures and effects outside the vehicle.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Blood Diver.

Harpoon Flinger (Requires 1 Crew and Grants Half Cover).

Ammunition: 10 harpoons. **Ranged Weapon Attack:** +7 to hit, range 120 feet., one target. **Hit:** 11 (2d8 + 2) piercing damage.

Treasure Arm (Requires 1 Crew and Grants). Ranged Weapon Attack: +7 to hit, range 30 feet., one target. **Hit:** 7 (2d6) bludgeoning damage and the target becomes grappled (Escape DC 12)

FLAME SCREAMER

The Flame Screamer is the second of Pearza's vehicular creations. A flying war machine, Screammers are designed to soar above demon hordes and rain devastating explosions down upon them. In addition to their soul furnace, they are granted flight by two supplementary engines containing imprisoned **fire elementals**.

FLAME SCREAMER

Huge vehicle (10,000 lb.)

Creature Capacity 6 Medium creatures

Cargo Capacity 500 lb.

Armour Class 21 (19 while motionless)

Hit Points 60 (damage threshold 10, mishap threshold 20)

Speed 80ft., 300ft. fly

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Prone Deficiency. If the Flame Screamer rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Magic Weapons. The Flame Screamer's weapon attacks are magical.

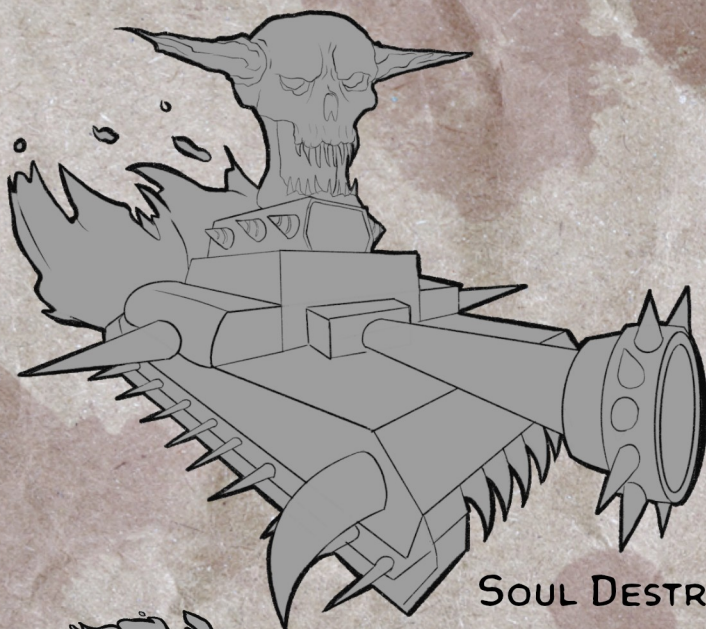
Stunt. On its turn, while the vehicle is in the air the driver of the Flame Screamer can expend 10 feet of movement to perform one free vehicle stunt, such as a loop-de-loop or barrel roll. If the driver succeeds on a DC 10 Dexterity check using the Screamer's Dexterity, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of it's next turn. If the check fails by 5 or more, the Flame Screamer and all creatures riding it immediately fall prone as the driver loses control and the Screamer falls 100 feet.

ACTION STATIONS

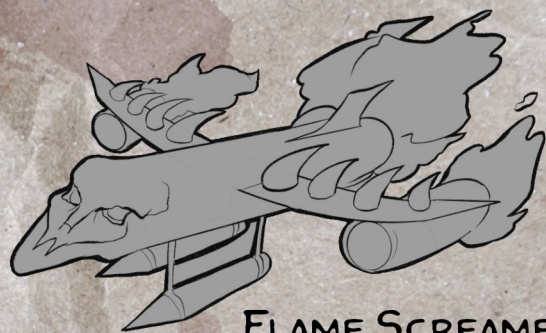
Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Flame Screamer.

2 Hail of Needles (Each Station Requires 1 Crew and Grants Half Cover). A hail of flaming needles forming a line of 100 feet long and 5 feet wide blasts out from the Flame Screamer. Each creature in that line must make a Dexterity saving throw. A creature takes 10 (3d6) piercing damage and 5 (2d4) fire damage on a failed save, or half as much on a successful one.

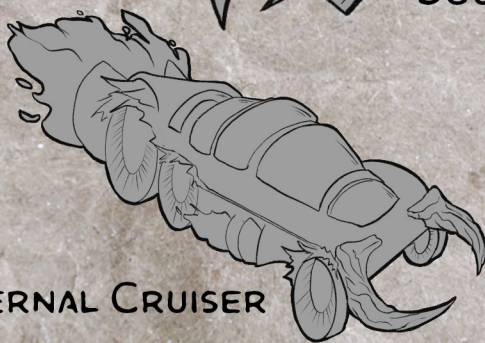
Negative Energy Bomb (Requires 1 Crew and Grants Half Cover, Recharge 5-6). **Ranged Spell Attack:** +5 to hit, range 30 feet., one creature. **Hit:** The creature takes 5 (1d10) bludgeoning damage. **Hit or miss,** the bomb then explodes. The target and all creatures within 10 feet of where the bomb exploded must succeed on a DC 15 Constitution saving throw or take 36 (8d8) necrotic damage, or half as much on a successful save. The explosion has no effect on objects, undead or constructs.



SOUL DESTROYER



FLAME SCREAMER



INFERNAL CRUISER



BLOOD DIVER

LIGHTNING REEL

Powered by a contained creature of elemental lightning, such as a baby **behir**, this lure lashes out with a bolt of lightning at nearby vehicles. This prevents them from escaping and deals consistent damage.

Lightning Reel (Requires 1 Crew and Grants Half Cover). *Ranged Spell* *Attack:* +5 to hit, range 90 feet, one target. *Hit:* 17 (3d10) lightning damage, and the lure attaches itself to the target. While attached, the target cannot move further away from the attacking vehicle and takes 5 (1d10) lightning damage at the end of each of its turns. If the target attempts to move away while the lure is attached, it can attempt a DC15 Strength saving throw, freeing itself on a success. The target can only make this saving throw once on each of its turns. Activating the lure while a target is attached to it drags the target up to 20 feet closer to the attacking vehicle. The lure can only have one target attached at a time, and using the lure against another target frees the first.

NEW ARMOUR UPGRADES

An infernal war machine can receive one armour upgrade. The following upgrades are provided in addition to those listed in *Baldur's Gate: Descent into Avernus*.

ACIDIC COATING

The acidic bile of a demon's stomach acids coat the chassis of the infernal war machine, pumped from the stomach of a **goristo** or **balor**. Any creature that ends its turn in contact with the outside of the infernal war machine takes 1d6 acid damage.

SHROUD OF SHADOW

A cloud of impenetrable darkness billows around the infernal war machine like smoke. This darkness is pulled from the Shadowfell and bound by magic to the vehicle. Ranged weapon attacks have disadvantage on the infernal war machine. In addition, a creature at the helm of the infernal war machine can use its action to make the

vehicle invisible for 1 minute, or until it or a creature riding it makes an attack.

At the start of every day, roll a d100. On a roll of 95-100, a 3d4 **zombies** emerge from cloud and attack all creatures they can see. On a roll of 1, all creature inside the war machine are transported into the shadowfell.

RACING FLAMES

Streams of flame are drawn in magical paint along the outside of the infernal war machine, which also sets fire to the external body of the vehicle. The flames surrounding the vehicle are harmless and purely for decoration.

An infernal war machine with racing flames has its movement speed increased by 5 feet. Once per day it can benefit from the effects of a demon ichor boost without needing to consume a vial of demon ichor (you must still roll on the mishap table).

NEW MAGICAL GADGETS

Weapons are one thing, but often an infernal war machine is given an identity by its unique gadgets – the stranger the better.

FIENDISH GATCHA

This fun contraption is built into the helm of an infernal war machine, sitting just above the slot where soul coins are inserted to power the furnace. Any creature that inserts a *soul coin* into the furnace can use its action to turn the handle of the fiendish gatcha. The mechanism clanks and shudders as it siphons off a small portion of the expended *soul coin's* power to create a random fiendish trinket. The trinket is then expelled into a catchment area below the coin slot. The dungeon master can roll on the table below to determine which trinket it creates, or create their own.

FIENDISH TRINKET TABLE

d100	Trinket
01-5	The finger of a humanoid wearing an ornate ring of unknown origin
6-10	A piece of parchment covered with infernal scrawlings that appear to be written in blood. When translated, they read nonsense
11-15	A tiny statue of a succubus that, when kissed, animates and does a seductive dance for 6 seconds before becoming inanimate again
16-20	A single potted plant only two inches tall. It has black bark covered with veins of blood red. It must be fed with a single drop of blood every day or it will wither and die
21-25	The head of a wax doll missing it's left eye
26-30	A single playing card bearing the face of a grinning devil. The devil's eyes always seem to follow you
31-35	A tiny silver tooth
36-40	A mechanical flip lighter made of infernal iron
41-45	A vial of blood with unknown origin
46-50	A tiny mirror that shows a fiendish version of whoever is looking into it
51-55	A music box with a crank. When fully wound plays the chorus of Highway to Hell by ACDC
56-60	A tiny bead that is warm to the touch. If thrown to the ground it shatters and makes the sound of an explosion followed by maniacal laughter
61-65	A set of painted porcelain devil horns that can be worn
66-70	A single ice cube with a bug trapped inside it. The cube never melts.
71-75	Slime the colour of lemur sludge
76-80	A set of three bone dice. When all roll a 6, they burst into flame and the visage of Asmodeus appears before vanishing.
81-85	A set of black candles that smell like charred flesh when lit
86-90	A soul coin empty of all it's charges
91-95	A tiny, still beating heart
96-100	A kazoo

GHOSTLY CODEx

Infernal war machines are occasionally haunted by the souls of dead sentient creatures which make their home in the vehicles helm. The dungeon master chooses the nature of the soul trapped in the codex; examples include a smith who could never depart from his creation, an artificial intelligence created for the purpose of inhabiting the vehicle or a creature forever bound to haunt the vehicle forever as punishment for an unfit crime. The soul usually has no physical form and lives inside the machine itself, but can exert a minor influence over things within the vehicle (such as knocking objects off shelves, causing the engine to make noise or resisting the directions of the driver) and is aware of everything that happens inside.

As an action, by expending 1 charge of a *soul coin* while at the helm of the infernal war machine, the soul of the creature can be temporarily given form as a **ghost** for 1 hour. The dungeon master determines it's alignment, personality and what it knows. The characters can ask it questions, but it knows only what it knew in life, and may decline to answer them. Alternatively, they can cast the *augury* spell instead of summoning the ghost, which acts as the target of the spell instead.

I once met the spirit of a girl named Mokoto that lived inside a war machine. She was very reserved and didn't yield her secrets easily. She kept referring to the vehicle as her "shell", an apt description I have put to good use since.

MECHANICAL SERVANTS

Four tiny servant constructs that live in the war machine have been given life by magic. They have an AC of 12, 10 hit points, a Strength of 10 and a Dexterity of 10. If one is reduced to zero hit points, it collapses to junk on the floor and needs to be rebuilt by the expenditure of 10 gp worth of materials and 4 hours of work with a relevant tool.

The servants can be verbally commanded as a bonus action, and can move up to 25 feet in a turn. They can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food and pouring wine. Once a command is given, the servant performs the task to the best of it's ability until it completes the task, and then waits for it's next command. A servant ceases to function if it moves more than 10 feet away from the infernal war machine.

INSTRUMENTS OF WAR

These intimidating instruments have been designed to attach to the external chassis of an infernal war machine and are usually played while the vehicle is moving. Examples include a hallowed out horn of a **goristro**, a xylophone carved from the bones of a **glabrezu** or an enchanted lute that shoots jets of fire and produces a loud, electric sound. A creature that is proficient with the instrument, or has proficiency in the Performance skill, can use it's action to play the instrument. Until the start of it's next turn all allied creatures that can hear the instrument have advantage on Charisma (Intimidation) checks and can add 1d4 to any attack roll, saving throw or ability check they make.

PLANAR JUMPER

Prerequisite: Teleporter

The vehicle's driver can activate this magical device as an action, causing the vehicle to teleport to an unoccupied target destination on another plane of existence. All creatures and objects in contact with the vehicle are teleported along with it. The device needs 24 hours to recharge before being used again.

FIENDISH GRAFTS

While the secrets detailing how are locked deep within forbidden libraries and other locations of dark knowledge, it is possible for mortal races to augment their physical form with body parts harvested from fiends. These mutations are known as fiendish grafts, and are some of the most dangerous and taboo rituals in the multiverse. Nonetheless many creatures seek out this forbidden power to enhance their own strength or demonstrate their dedication to their fiendish patron. Some unfortunate creatures, however, are unwilling victims who were used as tools in diabolical experiments, or were cursed with a graft as a part of a devilish contract.

A fiendish graft, like a magic item, is something that the dungeon master bestows to players during play. A devil may offer the character an infernal arm in exchange for a favour, or the party may uncover a book of forbidden knowledge containing instructions on how to perform a graft.

A creature's body usually tries to reject a fiendish graft as the unholy nature of the body part places great physical stress on the host. When a creature attains a fiendish graft, they gain a level of exhaustion and must



succeed on a DC 15 Constitution saving throw or fall unconscious for 1d8 hours. If they fail the saving throw by 5 or more, the graft fails and both body parts are lost.

A creature can only have a number of fiendish grafts equal to their Constitution modifier. Attempting to exceed this number results in a failed graft and the death of the target creature, as their body becomes overwhelmed by unbearable trauma inflicted upon it.

DEVIL'S EYE

This eye's sclera is blood red, with both the iris and pupil being an indistinguishable inky black. In darkness, the pupil gives off a red glow like burning coals.

You gain darkvision to 60 feet, and magical darkness doesn't impede your vision for this distance.

If you have both of your eyes replaced with devil's eyes, your darkvision range and sight through magical darkness increases to 120 feet.

INFERNAL STINGER

This dark red tail is curved and poised like a scorpion's, with a large bulbous stinger on the end. The stinger functions as a natural weapon with which you can make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, and the target must make a DC13 Constitution saving throw. On a failure it takes an additional 2d6 poison damage.

WINGS OF THE FIEND

These wings come in many shapes and sizes depending on the fiend they originate from; a **pit fiend's** wings are large and leathery, while those of an **ice devil** are insect-like.

You gain a fly speed of 60 feet.

ARM OF THE FIEND

This muscled arm is dark red with skin like tough leather hide, and each finger is tipped with a hooked claw-like nail. Your Strength score increases by 2, to a maximum of 22, and your claw can be used as a natural weapon with which you can make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d8 + your Strength modifier.

In addition, you learn the *produce flame* cantrip, and once per day you can cast the *fireball* spell without expending a spell slot. Constitution is your spellcasting ability modifier for these spells.

ABYSSAL PROBOSCIS

Your mouth is replaced with a long, piercing proboscis that extends up to two feet from your face. You cannot speak or eat solid food, and must find other ways to communicate and source nutrition.

As an action you can attack a creature with your proboscis, piercing the creature's flesh and draining its life force. The proboscis is a natural weapon that you are proficient with and uses your Strength modifier for attack and damage rolls. When you hit with it, you deal piercing damage equal to 2d6 + your Strength modifier plus an additional 2d6 necrotic damage.

Once per day, you can spend 10 minutes draining the life force from a deceased creature that is not undead, reducing its body to an empty husk. Doing so grants you temporary hit points equal to your level and provides you with enough nourishment to sustain you for 1 day.

CHAPTER 2

FIENDISH SUBCLASSES

This chapter details four new subclasses for players to use: the College of Heartbreakers for the bard, the Circle of Desolation for the druid and Oath of Hellfire for the paladin. While these subclasses have been designed with the Nine Hells and *Baldur's Gate: Descent into Avernus* in mind, they can be used in any campaign.

PATH OF ABYSSAL FURY

The bloodlust and fury harboured by the demons of the Abyss is unmatched in all the planes. A barbarian who has chosen the Path of Abyssal Fury has chosen to sacrifice their humanity to channel the dark and destructive power that only demons offer.

A barbarian belonging to this path may resent or embrace their powers. Many cultists choose to embark upon this dark path of their own volition, while others may have it forced upon them by a curse or diabolical experiment. There are even cases of demons possessing mortal creatures from an early age, lying dormant within their consciousness and urging them to give into anger and grant them control, waiting for that moment when they can begin to sow chaos and discord.

PATH OF ABYSSAL FURY FEATURES

Barbarian Level	Features
3rd	Abyssal Influence, Demonic Gifts
6th	Demonic Resistance (Third Demonic Gift)
10th	Resilience of the Abyss (Fourth Demonic Gift)
14th	Greater Demonic Gifts

ABYSSAL INFLUENCE

At 3rd level, the influence of your demonic curse begins to manifest. You learn to speak and write Abyssal.

DEMONIC GIFTS

Starting at 3rd level, you can channel the dark influence of the Abyss to warp your physical form. At 3rd level, you gain two of the demonic gift options below. You gain one additional demonic gift at 6th and 10th level. If a gift's effect requires a creature to make a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier. You can change one demonic gift you possess for another whenever you finish a long rest.

Demonic Weapons. You grow fiendish natural weapons. They can be anything from a set of claws or a spiked tail to a tentacle or hooves etc. Regardless of its form, these natural weapons can be used as unarmed strikes. On a hit, the natural weapon deals 1d8 + your Strength modifier damage. You can choose whether it does bludgeoning, piercing or slashing damage, dependent on what form it takes.

Additionally, when you use your Reckless Attack feature, your demonic weapons score a critical hit on a roll of 19 or 20.

Cloak of Darkness. You can take the Hide action as a bonus action while in dim light or darkness.

Fiendish Constitution. You have resistance to poison damage, and have advantage on saving throws against being poisoned. If you are poisoned when you enter your rage, the effect is suspended for the duration of the rage.

Fiendish Vision. You gain a darkvision of 60 ft. If you already have darkvision, its range increases by 30ft.

Quasit Invisibility. As a reaction to taking damage, you can instantly turn invisible. You remain invisible until the end of your next turn or until you make an attack. Once you use this feature, you cannot do so until you finish a short rest.

Savage Leap. While raging, your maximum long jump distance is 30 feet and your maximum high jump distance is 20 feet when you have a running start.

Spider Climb. You can climb difficult surfaces, including on walls and ceilings, without need to make an ability check. You can also cast the *web* spell once between long rests without expending a spell slot.

Vrock Wings. You grow a pair of feathered wings that allow you to glide. You can use your reaction to reduce any fall damage you take to 0.

Wretched Stink. While you are raging, when a creature ends its turn within 10 feet of you it must succeed on a Constitution saving throw or take 1d6 poison damage. Once a creature succeeds against this saving throw, it becomes immune to the effects of your Wretched Stink for 1 hour.

This damage increases to 1d8 at 5th level, 1d10 at 10th level and 1d12 at 20th level.

DEMONIC RESISTANCE

Starting at 6th level, you have resistance to cold, fire and lightning damage while you are raging.

RESILIENCE OF THE ABYSS

Your body has been subject to the horrible influence of the Abyss for so long it has adapted to withstand even the most dire conditions of that plane. Starting at 10th level, you suffer no negative effects from having one level of exhaustion (you suffer from subsequent levels of exhaustion as normal). Additionally, your exposure to the horrors of the Abyss gives you advantage on saving throws against being frightened.

GREATER DEMONIC GIFTS

At 14th level, your despicable transformations become more potent. You can choose to change one of your Demonic Gifts whenever you finish a short rest. In addition, you can choose to gain one of the following Greater Demonic Gifts. You can change which Greater Demonic Gift you possess whenever you finish a long rest.

Balor's Wings. You gain a fly speed equal to your walking speed.

Fire Aura. While you are raging, when hostile a creature ends its turn within 10 feet of you, it must make a Dexterity saving throw, taking 3d6 fire damage on a failure, or half as much on a success.

Greater Fiendish Sight. You gain truesight to 30 feet while raging.

Toxic Aura. You can emit poisonous spores or gas from your altered form. As an action, all creatures within 10ft of you must make a Constitution saving throw. On a failure, they take 2d10 poison damage and are poisoned for 1 minute. At the end of each of their turns, they can repeat the saving throw, ending the condition on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

COLLEGE OF HEARTBREAKERS

Bards belonging to the College of Heartbreakers know better than most the fickle nature of the mortal heart. It is said that long ago curious incubus and succubus made their way to the material plane, using their fiendish charm and powers of seduction to bend smitten mortals to their will. Soon enough avaricious mortals saw an opportunity to learn from the fiends and, from there, the College of Heartbreakers was founded. Its members seek to benefit from playing the strings of the human heart, usually with little care for their victims emotional, or physical well being.

Members of this college like to keep their affiliation a secret, for if the game is known – the game is lost. These bards are charming schemers and masters of seduction who prey on the innocent and vulnerable. However, given the chance, even those who know better can be taken in by their honeyed words and good looks. They do not always ignite desire, often a heart can be tempted equally by promise of companionship or opportunity. But one can be assured that as soon as the bard has gotten what they wanted they disappear, leaving only a trail of broken hearts behind them.

COLLEGE OF HEARTBREAKERS FEATURES

Druid Level	Features
1st	Promises of Sweet Nothings, Heartbreak
6th	Persuasive Words
14th	Anything You Want Me To Be

PROMISES OF SWEET NOTHINGS

Starting at 3rd level, you develop the smooth tongue and quick wit that are the tools of the trade for many fiends. If you speak to a humanoid alone for at least 1 minute, they become susceptible to your enthralling influence. At the end of the conversation, the target must succeed a Wisdom saving throw against your spell save DC or become charmed by you. While charmed in this way, the target is infatuated with you, obeying your commands to the best of it's ability in an attempt to please you. The target is charmed in this way for 1 hour, until it is attacked or damaged, or until it witnesses it's allies being attacked or damaged. If you ask them to do something that would endanger them, or something uncharacteristic of their personality, they can remake the Wisdom saving throw, ending the effects of your charm on a success.

If the target succeeds it's saving throw, it has no hint that you tried to charm it.

Once you use this feature, you cannot do so again until you finish a short or long rest.

HEARTBREAK

At 3rd level, you can use your callous magic to emotionally wound creatures infatuated with you. As a bonus action, you can expend one use of your bardic inspiration. Choose one creature charmed by you or under the effects of an

enchantment spell of 1st level or higher that you are concentrating on. The effect of that charm or spell immediately ends on that creature, and it takes psychic damage equal to the result of your bardic inspiration die + your bard level + your Charisma modifier. You then gain temporary hit points equal to the damage dealt.

PERSUASIVE WORDS

As of 6th level, you can communicate telepathically with all creatures charmed by you regardless of distance, so long as you are on the same plane of existence.

In addition, when a creature attempts to re-make a save against a charm effect or enchantment spell of 1st level or higher that you cast, you can attempt to exert your persuasive influence over them. As a reaction, you can make a Charisma (Persuasion) or Charisma (Deception) check contested by the targets Wisdom (Insight) check. On a success, the creature has disadvantage on the saving throw. Once you use this feature, you cannot do so again until you finish a short or long rest.

ANYTHING YOU WANT ME TO BE

Starting at 14th level, you have become an expert at reading the desires of the heart and can mould your appearance to suit the exact preferences of those around you. You can cast the *alter self* spell at will.

Additionally, as an action, you can force a creature you can see within 60 feet of you to make a Wisdom saving throw against your spell save DC. On a failure you learn what physical form would most appeal to that creature, as well as how to behave to best court their favour. This gives you advantage on all Charisma checks against them for the next 24 hours. If the target succeeds the save they are immune to this ability for the next 24 hours.





CIRCLE OF DESOLATION

Death is just another part of life. Druids belonging to the Circle of Desolation exemplify this philosophy, believing that all things must end and that the natural world is doomed to fall to ruin. These druids thrive where life does not, in planes of barren wasteland, blight-filled forests or plague-ridden countries. Where suffering, struggle and death of the natural world can be found, a Circle of Desolation druid is sure to be nearby.

These druids are often seen as the harbingers of misfortune and are shunned by other druids, who view them as abominations and the antithesis of everything a druid is supposed to represent. Circle of Desolation druids do not bring death however, they simply follow it. They have an uncanny sense for when it is time for something to perish, and move to follow the trail of decay as it snakes its way across the land. On occasion they are known to aid in this process, usually in circumstances where some other force is acting to prevent what they believe to be the natural and rightful decay of the world.

CIRCLE OF DESOLATION FEATURES

Druid Level	Features
1st	Blighted Touch, Plague Swarm
6th	Aura of Decay
10th	Presence of Pestilence
14th	Curse of the Diseased

BLIGHTED TOUCH

Your touch can mar any living thing and bring it closer to decay. At 2nd level, as an action, you can make a melee spell attack against a creature within 5 feet of you. On a hit they take necrotic damage equal to 1d8 + your spellcasting ability modifier. This feature has no effect on undead or constructs. If you target a plant creature or magical plant, you have advantage on the attack roll, and this feature deals maximum damage to it.

Also as an action, you can touch an already deceased creature or plant and reduce it to dust. When you do so, you gain temporary hit points equal to your druid level. You must complete a short or long rest before you can gain temporary hit points from this feature again.

The damage of your blighted touch increases as you gain levels in this class: to 2d8 at 5th level, 3d8 at 11th level and 4d8 at 17th level.

PLAGUE SWARM

Your hunger to devour all life allows you to transform into a consuming, insectoid swarm. When you choose this circle at 2nd level, you can use your Wild Shape feature to transform into a Swarm of Insects (you ignore the Max. CR column of the Beast Shapes table, but still abide by the other limitations there). When you are in this form, your hit points equal 4 times your druid level or the average hit points of the swarm, whichever is higher. In addition, as a reaction to being hit by an attack, you can use your Wild Shape to immediately transform into a Swarm of Insects.

AURA OF DECAY

When you reach 6th level, rot and destruction follow you wherever you go. As a bonus action, you can conjure an aura of decay in a 20-foot radius centred on you that moves with you for 1 minute. All natural plants and terrain that enter your aura wither and die, allowing you to move through them without being slowed or taking damage from them if they had spines, thorns, or a similar hazard.

In addition, hostile creatures cannot regain hit points while in your aura, and must succeed on a Constitution saving throw at the start of each of their turns or take necrotic damage equal to your Wisdom modifier.

Once you use this feature, you cannot do so again until you finish a short or long rest.

PRESENCE OF PESTILENCE

Starting at 10th level, sickness and infection have bound themselves to your very essence. You no longer need to food or drink to survive and are immune to disease and poison. You can also cast the *detect poison and disease* spell at-will without expending a spell slot.

In addition, as an action, you can touch one piece of food or drink and poison it for 1 hour. A creature that consumes the food or drink in that time must succeed on a Constitution saving throw against your spell save DC or become poisoned and afflicted by one of the following additional effects of your choice:

- While poisoned, the creature takes 1d4 poison damage at the end of each of its turns.
- While poisoned, the creature's movement speed is reduced to 0.

The creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success. Only one piece of food or drink can be poisoned in this way at a time, if you use this feature again the first piece of food or drink becomes safe to eat.

VERSATILE DAMAGE TYPES

Circle of Desolation druids use necrotic damage as their primary damage type, but this may not make sense for all character concepts. A Circle of Desolation druid native to the Nine Hells may burn life around it to ash, rather reduce it to dust. Therefore, it makes sense for their Blighted Touch and Aura of Decay features to deal fire damage instead of necrotic damage. Likewise, if a player wants their character to focus on the poison and disease aspect of the subclass, allowing them to deal poison damage instead of necrotic may help with their immersion.

CURSE OF THE DISEASED

At 14th level, you can exacerbate all the afflictions of the lifeforms around you. As an action, all creatures of your choice within 60 feet of you who are either poisoned or diseased must make a Constitution saving throw. On a failed save, they take 10d6 necrotic damage and are incapacitated until the end of your next turn. On a successful save they take half as much damage and aren't incapacitated. Once you use this feature, you cannot do so again until after you finish a long rest.

OATH OF HELLFIRE

Paladins who take the Oath of Hellfire have sworn to serve a devilish master from the Nine Hells. Some dedicate their life to service of a specific devil, others pledge allegiance to the Nine Hells themselves. The ultimate purpose of taking this oath varies from paladin to paladin, but most commonly it is a part of a pursuit for greater power that only the Nine Hells can provide. The most 'noble' of hellish paladins call themselves Hellknights, and usually serve masters such as the archduchess Zariel, Bel or one of the Dark Eight. These paladins have thrown themselves, quite literally, heart and soul behind the cause of the Blood War. Some fight on it's front lines, while others traverse the material plane looking to claim souls to join their conquest in death.

OATH OF HELLFIRE FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity, Fiendish Smite
7th	Aura of Devil's Sight (10 ft.)
15th	Presence of Pestilence
18th	Aura of Devil's Sight (30 ft.)
20th	Hellknight

TENETS OF HELLFIRE

Just like the laws of devils, the tenets of the Oath of Hellfire are absolute. The exact tenets may vary depending on the goals of each paladin but, once they are spoken, they blind the paladin even in death.

Further the Cause of Hell. The cause of the devils in the Nine Hells is just. Without their ceaseless protection the multiverse would crumble before the demonic threat. Seek to propagate and represent the strength of the hells in every action you take.

Corrupt Souls. The only great war takes place in Avernus. Many worthless souls on the material plane can be put to better use fighting below. Do everything you can to tempt those souls to join your cause.

Servant of Fiends. If a higher power commands you to act, you do so unflinchingly. You are but a humble pawn in a great and eternal war. One day, your impeccable service will be rewarded.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two channel divinity options.

Hellfire Weapon. As an action, you can call forth the fires of hell and imbue them into one weapon you are holding using your Channel Divinity. For 1 minute, you add your Charisma modifier to damage rolls made with that weapon (with a minimum bonus of +1). The weapon also emits a bright light in a 20-foot radius and dim light 20 feet

beyond that. If the weapon is not already magical, it becomes magical for the duration.

This effect ends if you are no longer carrying or holding this weapon, if you fall unconscious, or you choose to end it on your turn (no action required).

Devil's Tongue. As an action, you can use your Channel Divinity to bless yourself with the wit and charm of a devil. For 10 minutes you have advantage on all Charisma ability checks. In addition, during this time no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful, if you so choose, and you can't be compelled to tell the truth by magic.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF HELLFIRE

Paladin Level	Spells
3rd	cause fear, hellish rebuke
5th	darkness, enthrall
9th	enemies abound, fear
13th	compulsion, wall of fire
17th	destructive wave, planar binding

FIENDISH SMITE

Starting at 3rd level, your divine strikes are no longer fuelled by holy energy and instead channel the dark magic of the Nine Hells. When you use your Divine Smite feature, you deal fire or necrotic damage (your choice) instead of radiant. You may choose which damage type to use each time you use your Divine Smite feature.

AURA OF DEVIL'S SIGHT

You emit a hellish aura that imbues those around you with a sliver of fiendish power. You and all friendly creatures within 10 feet of you gain darkvision to 60 feet and can see through magical darkness.

At 18th level, the range of this aura increases to 30 feet.

HELLFIRE RETALIATION

Starting at 15th level, when a creature hits you with an attack you can use your reaction to explode in a ball of hellish flames. All hostile creatures within 10 feet of you must make a Dexterity saving throw against your spell save DC. On a failure they take 6d6 fire damage, or half as much on a success. You can use this feature a number of times equal to your Charisma modifier, regaining all expended uses on a long rest.

HELLKNIGHT

At 20th level, you have completed your transformation into a hell-knight and enforcer of the fiendish cause. As an action, you channel the fires of hell into your body and gain the following benefits:

- You gain darkvision to 120 feet, and can see through magical darkness for that distance.
- You add your Charisma modifier to your armour class.
- When you deal fire damage, you deal the maximum amount possible.

Once you use this feature, you can't do so again until you finish a long rest.

CHAPTER 3

DEVILISH DENIZENS

The Nine Hells are home to some of the most corrupt and malicious beings in the multiverse. Everything from your run-of-the-mill scheming fiends to imprisoned gods can be found within its sprawling layers. The NPCs and factions listed in this chapter are based in Avernus, the first layer of the Nine Hells, but feel free to use them anywhere they fit in your campaign. Some of these NPCs have stat blocks and further details, such as the Dark Eight, which you can find in Chapter 5.

THE DARK EIGHT

The Blood War is the greatest conflict in the multiverse; an eternal struggle for power between the two most vile and malevolent forces in the cosmos. Demons sail down the River Styx from The Abyss and are greeted by legions of devils on its shores in Avernus. Those who are not well versed in infernal law can be forgiven for assuming that the devilish forces are lead by the most powerful and well-known fiends in Baator; the Lords of the Nine. But this is not the case. Asmodeus has tasked the Nine with overseeing their respective layers of hell, a significant task in itself. Their spare time is occupied thwarting schemes to overthrow them whilst plotting against their rivals in turn. While the Nine participate, they do not lead this war. That is a task left to the great generals of hell; the Dark Eight.

GENERALS OF THE ETERNAL WAR

The Dark Eight hold a unique position in the infernal hierarchy. They are pit fiends who possess rank and power well above the rest of their kind, but less than that of an archdevil. As such, they are considered by most to be ascended pit fiends. Each possesses a sharp tactical mind and wields great influence in the hells, enough that not even the Lords of the Nine can ignore their will.

Each of the Eight oversee a crucial aspect of the devil's plan for the Blood War and personally leads a legion of fiends from each of the nine layers of hell (excluding Nessus, which Asmodeus manages alone). Their duties include everything from ensuring troops have adequate supplies and weaponry to keeping morale high against the innumerable hordes of the Abyss.

The Eight reportedly meet four times a year in Malsheem, a titanic fortress in Nessus where they discuss developments and potential new tactics for the Blood War with Asmodeus himself. They are wholly dedicated to the cause of the war and stopping the demonic incursion at any cost. They devote all of their time and effort towards achieving this goal, mostly unburdened by the political baggage that weighs down the rest of the nine hells.

CANTRUM'S LEGACY

Cantrum was the ninth member and revered leader of the Dark Eight who was assassinated under mysterious circumstances. History remembers him as not only one of the greatest tactical minds of the Blood War, but also one of the most feared and powerful generals in the entire multiverse.

Cantrum was personally appointed by Asmodeus to lead the Blood War when it became clear that the conflict

demanding more attention than the Lord's of the Nine were able to give it. The rest of the Eight were selected by Cantrum from his fiendish ranks, devils he deemed to be ambitious, cunning and resourceful enough to lead their side to victory. For centuries, under Cantrum's guidance, the Dark Eight were a terrifying force for change, not only in the Blood War, but throughout the Nine Hells. At their peak, there were even whispers they could challenge the Lords of the Nine – something that should never be possible in the infernal hierarchy.

Perhaps it was for this reason that their reign of dominance had to end. The night before Cantrum and the Eight were planning to execute a potentially war-ending assault into The Abyss, a squad of abishai assassins, sent by Tiamat, murdered Cantrum in his own chambers. They plucked a celestial dagger from the body of a paladin named Ra-Than and bathed it in the flames of Tiamat before plunging the weapon into Cantrum's chest, killing him instantly. The great general's blood warped the divine essence of the blade, which was already corrupted by the Dragon Queen's breath.

Why Tiamat chose to slay Cantrum is still speculated to this day. Some say that he planned to bring the Blood War into her territory, dragging her into a war she has little interest in fighting. Infernal scholars point to the celestial enchantments on the weapon as evidence of upper planar meddling. Others believe that Tiamat was bribed by one of the Lords of the Nine who couldn't stand openly against the Eight and the weapon was simply a decoy. The most conspiratorial, however, is the belief that Asmodeus himself had Cantrum killed.

The theory goes that Cantrum's plan was so clever it actually had the potential to succeed and permanently cripple the demonic forces. This would have opened the doors to an end for the Blood War. If that were to happen, Asmodeus would be asked to surrender his position as the leader of the Nine Hells. This is something that he would never do, and as such would lead to a potentially even more destructive war with the upper planes. Fools who speak this theory out loud are few and far between. Such slanderous conspiracies against Asmodeus tend to deny you promotion, but these theorists have one solid and irrefutable piece of evidence on their side. Tiamat was never punished for her transgression.

The Dark Eight chose to never replace their revered leader. Instead, they swore to follow his teachings and take on the mantle of the war themselves. The Eight have undoubtedly done great things for the war in the millennia since, but many believe they will never again reach the same glory as under the guiding hand of Cantrum.

Thrown into the Maggot Pit... Arrested and put on trial... Not to mention killed numerous times. I risked a great deal to get this information. A universal trait of all devils is secrecy, make no mention of the fact these particular devils harbor some of the darkest secrets of the Blood War. I can only hope it was worth it.

SYMBOLS OF THE WAR

Heroism isn't something that is typically associated with fiends of the Nine Hells, who scorn virtue and condemn altruism. But the Dark Eight represent something as close to virtue as you can find in the hells. They do not seek promotion or rulership, and tend to avoid the petty political games of the plane. They are only interested in power, glory on the battlefield and the eradication of the demon threat. Many who believe in the tale of Asmodeus' trial see the Dark Eight as the first barrier standing between them and oblivion in the face of the demonic hordes. They have dedicated their lives to defending the multiverse from destruction – what could be more heroic than that?

Going to war under the leadership of one of the Dark Eight is one of the greatest honours a lesser devil can achieve, and often puts them in good stead for promotion as the Eight reward strength and cunning over political tact. While the Lords of the Nine are careful with their promotions so as to avoid empowering rivals who would seek to topple them, the Eight are eternal and readily promote any fiend who proves themselves on the battlefield.

That is not to say that the Eight shun the politics of the hells, however. They still wield power enough to rival archdevils and influence to get what they want, when they want it. An archdevil that lacks the support of the Dark Eight will quickly find unrest in their ranks and avenues to new power closed. Zariel is the current victim of the Eight's political bullying. Bel, the previous ruler of Avernus, had a strong relationship with the Dark Eight and they did not take well to him being spontaneously disposed in favour of a traitorous angel. The Eight are another challenge the new duchess of Avernus must face in her road to conquest.

SAME NAME, DIFFERENT DEVIL

The Dark Eight are infamous throughout the multiverse as immortal beings who thrive on warfare and bloodshed. They have stood at the helm of the Blood War since it's inception and will continue to fight in the war until the day it ends. But, with two notable exceptions, the Eight devils that live today are not the same Eight that were appointed by Cantrum all those years ago. Their immortality is a facade constructed by Zimimar, a necessary deceit to maintain the illusion of unity and strength among the Hells' greatest generals.

If a member of the Dark Eight ever dies on the battlefield a suitable devil from their ranks, usually one of their high commanders or confidants, is immediately promoted to

replace them. If the offer is declined (which it rarely is) the fiend is quickly eliminated to cover the evidence. Once a deal is made the promoted fiend is stripped of everything that made them unique and individual. They are broken down into their barest essence and then reborn in a new body identical to the deceased member of the Eight. The memories and experiences of the general and the newly-promoted devil merge to form a single, new consciousness. The result is a devil who looks identical to the deceased general, and who possesses their abilities and memories, but is still a functionally distinct being. By this scheme the Dark Eight are able to maintain the illusion of immortality before their troops, while still evolving and adapting to new developments in the war.

Furcas and Zapan are the only two generals to have never perished throughout the entire history of the Blood War. For Furcas, this is because of his obsession with living at all costs, while Zapan makes sure to keep a wide breadth of the front lines of the war at all times.

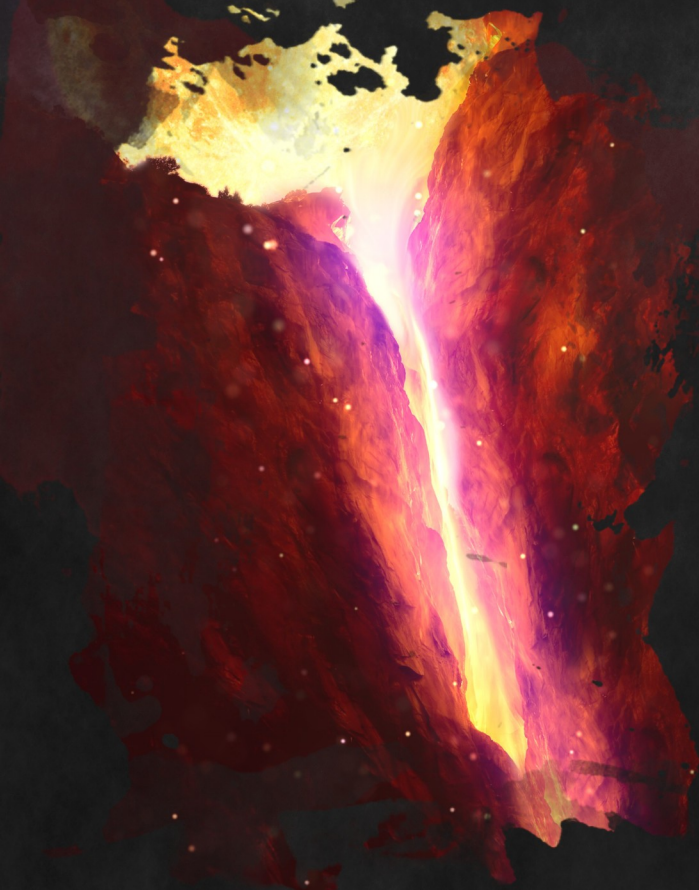
SNIKIK

Long ago the gnome god Garl Glittergold stole a portion of Tiamut's treasure out from under her nose. To retrieve it she sent Kurtulmak, the patron god of kobolds, a cunning but not particularly wise deity. By enticing Kurtulmak to anger, Garl was able to trap him in a series of impossibly convoluted catacombs and then sealed the exits. To this day, Kurtulmak remains trapped in those tunnels, vowing to one day return and take his vengeance on all of gnome-kind.

Snikik is a **Kobold Scale Sorcerer** currently in charge of a group of roaming kobolds who call themselves the Order of the Bounding Scales (more because it sounds authoritative than any understanding of what an order actually is). The Order was originally created to find a way to free Kurtulmak, but in the many years that have elapsed since his imprisonment these kobolds have all but forgotten their founding purpose. They are now nothing more than band of roaming bandits.

Snikik is a prideful but cowardly leader who wormed his way into leadership by taking advantage of others' misfortune and claiming credit for others' successes. Recently, he has set his mind on asserting himself as a warlord of the Avernus wasteland, challenging the other warlords to wars for the rights to their territory. It was one such challenge that lead him into conflict with





Bitterbreath, who so terrified the cowardly kobold that Snikik now avoids him at all costs.

The warlords see Snikik and his Bounding Scales as little more than a pathetic joke and pay them no mind. However, Snikik's hugely inflated sense of self-importance refuses to acknowledge this fact and he continues to refer to himself as a mighty warlord at every opportunity. He even goes as far as falsely claiming alliances with the other warlords – when whoever he is talking to isn't likely to know better.

ORDER OF THE BOUNDING SCALES

The Order Snikik leads is so-called because, unlike the warlords he emulates, Snikik has been unable to steal an infernal war machine. Instead, he and his inventors have created a strange new magic item known as an *infernal pogo* (see Chapter 6 for details). It is not an efficient means of travel, but certainly makes their targets look twice at them. At any given time, the Order of the Bounding Scales consists of Snikik, 3d4 **kobold inventors**, 2d4 **kobold dragonshields**, and 6d10 **kobolds**, all riding *infernal pogos*.

HUNGER AND YEE-NEE

When Yeenoghu was beaten from Avernus by Zariel, he left countless of his gnoll followers behind. Zariel's forces wiped most of them out, but some survived and united to form a war band known as the Howling Famine. They now roam the wastes of Avernus devouring all in their path, led by their savage leaders; Hunger and Yee-Nee.

Hunger is a **flind** who still remains loyal to Yeenoghu after all these years, and eagerly awaits her master's return. She believes this will only happen when only those worthy of his hunger and fury remain on Avernus. She has hideous, infected burns down one side of her face from a conflict with Princeps Kovik, towards whom she harbours a deep and seething hatred. The two warlords are rivals and will attempt to destroy each other on sight.

Hunger is the so-called brains of the warband's operation, even if their plans rarely move beyond travelling

to a location in order to devour all life in it. During her travels she hopes to uncover a way to free **Crokek'toeck**, Yeenoghu's pet, who will help her reduce Avernus to a truly lifeless waste.

Yee-Nee, Hunger's second in command, is a **Gnoll Fang of Yeenoghu** whose mind was injured during the demon lord's assault on Avernus. This has rendered him dumb and even less capable of rational thought than the average gnoll, but also more savage. He listens only to Hunger, whom he still recognises as superior, but quickly attacks any other creature he views as a source of food. The only reason Hunger keeps him around is because he can summon more gnolls to replace those who perish, ensuring that the warband survives.

THE HOWLING FAMINE

Hunger and Yee-Nee's warband has managed to procure two Demon Grinders which they have named Yeenoghu's Jaw and Yeenoghu's Jaw II (gnolls are not the most creative creatures). Hunger usually rides in Jaw I, while Yee-Nee charges with the Jaw II, and each is filled with enough **gnolls** to drive each vehicle. Each machine is fitted with drums made from the tanned skin of a barlgura (see Instruments of War in Chapter 1) that they use to herald their arrival, accompanied by their chilling war chant.

GENERAL BROSS

The **fire giant** General Bross knows one thing and one thing only – metalwork. He has spent his entire life in some of the greatest of forges in the multiverse, and burns with an unquenchable desire to improve his craft. He strives to one day be the best known giant smith in all the planes. However his ambitions took a turn for the worst when they lead him into the service of Dispat, the Lord of the Second on Dis. The archdevil promised that working in his hellish forges would be the opportunity of a lifetime. However, he then proceeded to use Bross as little more than hired muscle, stoking the forge's flames while the paranoid Lord's confidants performed all the serious metalwork. Infuriated and insulted at this slight against his skill, Bross broke his contract and fled from Dis to Avernus where he was contacted by yet another archdevil – Bel, the newly disposed Lord of the First.

Bel offered Bross significantly improved terms over Dispat. He not only promised to wipe clean Bross' duties owed to the Lord of the Second, but provided the fire giant with men enough to build a forge worthy of, as he put it, "the might and grandeur of Surtr". While Bross was suspicious, the giant was once again tempted by the archdevil's offerings and accepted. However once the forge was complete, Bross realised that nothing he created in the flames of his new home could be branded with his craftmark – the unique sign that craftsmen use to identify their work as their own. Under contract, Bel owned the giant's forge and everything it produces, and Bross would be unable to claim the credit for his creations.

Furious that he had, once more, been tricked and now faced a lifetime of thankless work that would do nothing to further his ambition, the fire giant broke his contract again and fled the volcano – which is now known as Bel's Forge. However, the magic of the archdevil's pact prevents Bross from leaving Avernus, and so the embittered giant has been wandering its wastes in search of a means to break his infernal bindings. Currently, he is hiding out in the ruined city of Darkspine (see Chapter 4).

CHAPTER 4

HELLISH ENCOUNTERS

This chapter provides new locations for dungeon masters to use in their *Baldur's Gate: Descent into Avernus* campaigns, or any campaign involving the Nine Hells.

THE MAGGOT PIT

When the characters arrive at this location, read or paraphrase the following boxed text to the players:

A spiralling vortex of black cloud and flame breaks through the red Avernus sky, descending into a massive rift in the earth that yawns open like a hungry jaw. This fissure is at least a mile across and filled to the brim with writhing, screaming white maggots that wallow in a filthy gray sludge. Three raised walkways, fashioned from infernal iron, sit above the pit that leads to a large pyramid in its centre. Devils holding long nets walk along the walkways in patrols, scooping up misshapen masses of the gray ooze.

Several stone strongholds dot the perimeter of the pit, with numerous large carts with cages attached moving between the buildings, each carrying a dozen moaning lemures as cargo.

The Maggot Pit is where the souls of the damned come to be transformed into lemures. The souls are pulled by the vortex from elsewhere in the planes into Avernus, where they are slowly and painfully consumed by the white maggots inside the pit, and stripped of any purity or good they may have had. The maggots then excrete what remains of the soul as a noxious gray waste that they then wallow gleefully in. Some of that waste is strong enough to maintain its form, which cries out in lamentation and agony at its situation, until it is eventually scooped out by the pain devils that patrol the shores.

The large iron building in the center of the pit belong to Zaebo, the Minister of Promotions of the Dark Eight. While a majority of her records are in Maladomini, she often does her work inside her private office here at the pit – she finds the cacophonous screaming and moaning of the maggots and lemures to be calming.

APPROACHING THE PIT

The Maggot Pit is one of the most revolting places in all Avernus, filled with such overwhelming evil that many can't stomach it. Creatures of neutral or good alignment sense an uncomfortable aura of corruption emanating from the pit which becomes almost palpable the closer they get. If they come within 1,000 feet of the pit they must succeed on a DC13 Constitution saving throw or keel over and throw up, becoming incapacitated until they are an adequate distance away from the pit. A creature can remake this saving throw at the end of each of their turns, and once a creature succeeds on it they are immune to the effects of the pit for 24 hours.

The pit is patrolled by devils whose job it is to scoop up lemures and deliver them to the archdevils whom their souls are promised to, or else they are delivered to Zariel for use in the blood war. If the characters approach without concealing themselves, a **horned devil** stronghold supervisor, named Batrisker, becomes aware of the party's presence. He is too lazy to bother with some wandering

mortals and dispatches his discontented second-in-command, Akthox the **bone devil**, to deal with them instead. Akthox flies over, accompanied by three **pain devils** to investigate the party and their reasons for being at the pit. If they are simply exploring, Akthox sees an opportunity and offers to show them around the pit as a 'tour' ("we don't get a lot of visitors to this stinking place", "it would be my pleasure to do something other than goad around these incompetent fools"). His goal, however, is to get the characters close enough to the edge of the pit to push them in and let the maggots devour them. If the characters want to meet with Zaebo, Akthox refuses unless they possess a letter of introduction, and even then he does so begrudgingly (many devils have been demoted for interrupting Zaebo in the midst of her work).

If a creature is pushed into the pit, their soul immediately begins to be devoured by the white maggots. A creature that starts its turn in the pit must make a DC 14 Charisma saving throw. On a failure it takes 10 (2d10) necrotic damage, or half as much on a success.

THE HARVESTING STRONGHOLDS

The strongholds are sturdy stone buildings that were built long ago using petrified souls from the pit. Their twisted and anguished faces are forever trapped in its walls. The walls surrounding them are 20 feet high, have an AC of 20 and 40 hit points. Each stronghold is home to one **bone devil**, 1d4 **barbed devils** and 3d6 **pain devils**. Half of the **pain devils** are out on patrol over the pit.

The strongholds themselves hold nothing of value and are simply used as a barracks for the devils who man the pit. They are also a storage area and processing site for the lemures.

ZAEBO'S IRON PYRAMID

Zaebo's pyramid is made entirely from infernal iron, with no windows or entrance points other than a single set of huge gold doors on the ground floor. If a creature wishes to reach Zaebo, they would need to ascend through all four floors of the pyramid to reach her in her private office on the 5th floor. If the party has a letter of introduction, Akthox leads them through the four floors without harm. Otherwise all the devils in the pyramid descend upon them, knocking them unconscious and then throwing them into the Maggot Pit.

- The first floor is one huge open space filled with 5d6 **imps**, 3d10 **spined devils** and 3d10 **barbed devils**. All the devils are in a rush, and can be seen ferrying papers and tomes of bureaucratic records throughout the floor. There are two large staircases against the east wall of the pyramid, and a huge, roaring fireplace 20 feet wide on the south wall. The fireplace is lit and devils frequently emerge from and disappear into it. The fireplace is a permanent portal to Zaebo's offices in Maladomini, but will not function for any creature that is not a devil. In addition, the flames are real and will burn any creature that steps into them for 1d6 fire damage.

- The second floor is maze of tiny, isolated cubicles filled with 5d4 **barbed devils** and 1d6 **horned devils** hunched over wrought-iron desks doing mind-numbing paperwork. The sounds of scratching on parchment, stamping and disgruntled sighs are the only sounds heard on this floor. These devils are particularly bored and will leap at any opportunity to start a fight.
- The third floor is Zaebos' private office, guarded by two **erinyes**. Inside, Zaebos sits at her desk busy at work combing through Zariel's recent report of her devil promotions. She is trying to find an inconsistency she can punish the archduchess for (for more information on Zaebos see Chapter 5). She has little patience for the characters and is visibly impatient with their arrival. When they explain their situation, Zaebos comes to a similar conclusion as Bel, and sends the characters off to retrieve the adamantine rods from the wrecked flying fortress (if you use Zaebos in place of Bel for this part of the story, she may be the one who has the Sibriex imprisoned).

DARKSPINE

When the characters approach this location, read or paraphrase the following boxed text to the players:

You approach a ruined, lifeless city that appears to be nothing more than a husk of it's former glory. Where once towering buildings and extravagant statues stood, there are now only piles of rubble and detritus that were looted long ago. Only a single tavern appears to be intact, but is nonetheless neglected by it's owner. The ground beneath your feet shakes slightly, and you can make out the shape of a huge humanoid moving amongst the remains of what was once a town hall.

This ruined city was once located in the Outlands before, just like Eltruel, it was pulled down into the hells by greedy demons eager to plunder the souls of it's inhabitants. In it's prime it was a key trade city for the hells, functioning as the only direct connection between the hells and the rest of the multiverse via the neutral territory of the Outlands. Now it serves as a grim reminder of what could happen to Eltruel if the characters abandon it.

THE PIG AND POKE

The city has only one permanent resident, a reclusive **horned devil** named Jebelam who runs a barely functioning tavern known as the Pig and Poke. Jebelam is

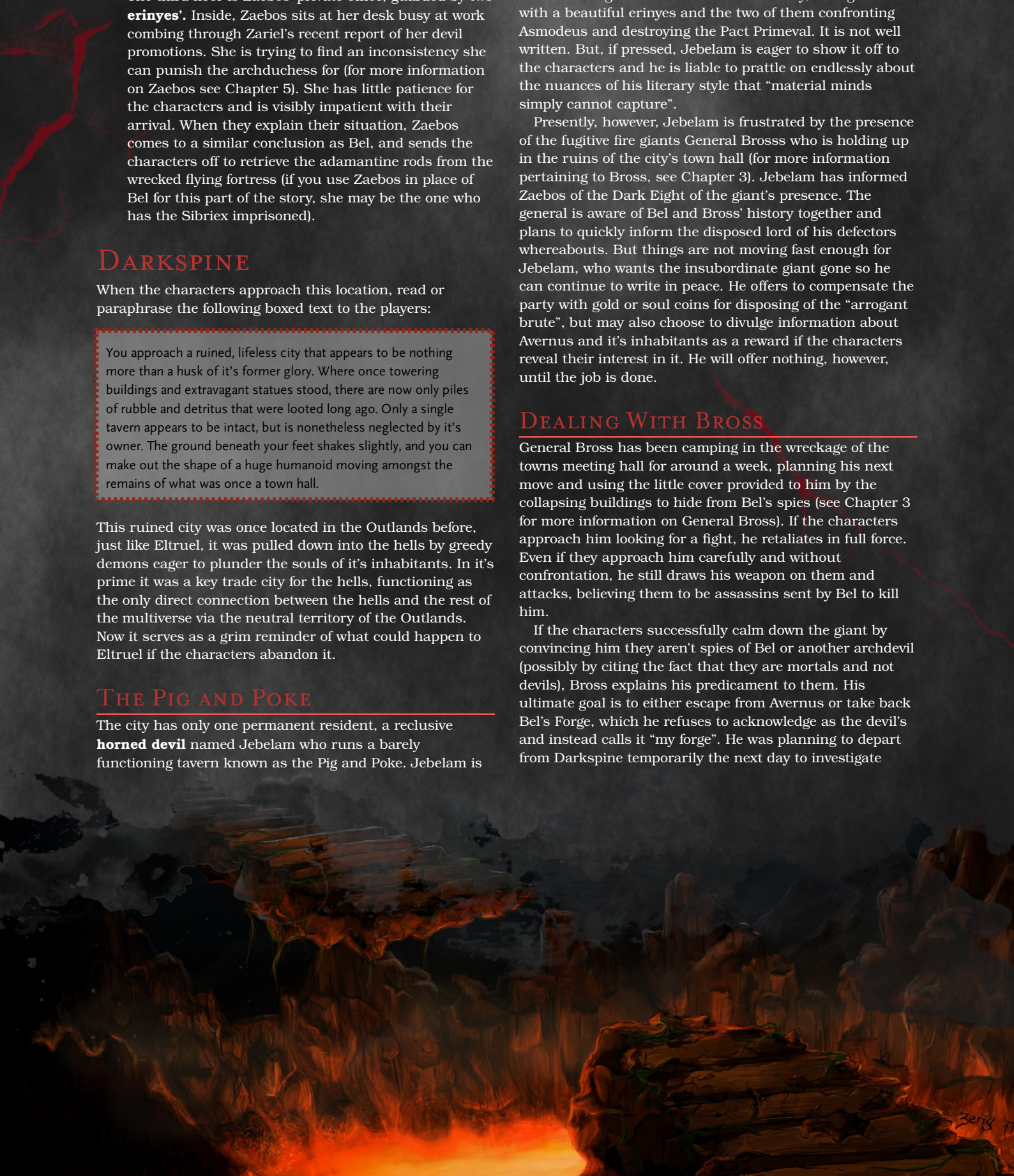
both prideful and slothful, and maintains the tavern only so he can preserve the guise of doing his job of intelligence gathering for the Dark Eight. He spends his days sleeping, bullying his imp servants and writing what he believes will be the next great infernal novel. The yet-untitled book stars a misunderstood horned devil who is constantly overlooked for promotions due to the unfair scheming of others and through no fault of his own. The novel culminates in the devil breaking free of the infernal hierarchy, falling in love with a beautiful erinyes and the two of them confronting Asmodeus and destroying the Pact Primeval. It is not well written. But, if pressed, Jebelam is eager to show it off to the characters and he is liable to prattle on endlessly about the nuances of his literary style that "material minds simply cannot capture".

Presently, however, Jebelam is frustrated by the presence of the fugitive fire giants General Bross who is holding up in the ruins of the city's town hall (for more information pertaining to Bross, see Chapter 3). Jebelam has informed Zaebos of the Dark Eight of the giant's presence. The general is aware of Bel and Bross' history together and plans to quickly inform the disposed lord of his defectors whereabouts. But things are not moving fast enough for Jebelam, who wants the insubordinate giant gone so he can continue to write in peace. He offers to compensate the party with gold or soul coins for disposing of the "arrogant brute", but may also choose to divulge information about Avernus and it's inhabitants as a reward if the characters reveal their interest in it. He will offer nothing, however, until the job is done.

DEALING WITH BROSS

General Bross has been camping in the wreckage of the towns meeting hall for around a week, planning his next move and using the little cover provided to him by the collapsing buildings to hide from Bel's spies (see Chapter 3 for more information on General Bross). If the characters approach him looking for a fight, he retaliates in full force. Even if they approach him carefully and without confrontation, he still draws his weapon on them and attacks, believing them to be assassins sent by Bel to kill him.

If the characters successfully calm down the giant by convincing him they aren't spies of Bel or another archdevil (possibly by citing the fact that they are mortals and not devils), Bross explains his predicament to them. His ultimate goal is to either escape from Avernus or take back Bel's Forge, which he refuses to acknowledge as the devil's and instead calls it "my forge". He was planning to depart from Darkspine temporarily the next day to investigate



what he believes to be a crash site of a Flame Screamer (see Chapter 1) that he saw go down the night before. He is willing to offer the party an upgrade to their own infernal war machine if they go and investigate it for him, as he does not want to risk being observed by Bel's spies.

If the party reveals that they have some way of getting an audience with Bel, or otherwise into his forge, the giant asks them to consider setting free the four fire giants who are still trapped in the forge. General Bross forged the shackles that bind the giants, and designed them with a master command word that would free whoever was bound by them when he started to suspect that they may one day be used to bind him. When the words "Freedom is the Greatest Weapon" is spoken aloud in Giant while the shackles are within 60 feet of the speaker, the shackles unlock and free the giants of their imprisonment and bindings to Bel. If the characters convince him they will do their best to free his friends, either through a DC 16 Persuasion or Deception check, Bross gives them a *helm of teleportation* (see Dungeon Master's Guide) to help them with their escape.

DEVELOPMENTS

The characters can choose to either free the giants on their first visit to Bel's Forge, or on their return trip once they possess the nine adamantine rods. When they do, the archdevil is furious at being tricked and immediately attempts to cast imprisonment on one of the party members or the giants to subdue them. If a full fight breaks out, he calls down re-enforcements from upstairs in the form of a **pit fiend** and three **ice devils**.

The players may also choose to betray General Bross to court Bel's favor. Revealing where the rogue fire giant is hiding pleases Bel, and he rewards the characters with the hellfire weapons resting on the wall in his forge.

If the characters return to Bross with at least one of the fire giants, he is astonished and enormously thankful to them. In exchange for their act of courage, Bross reveals to them his pet project; a Soul Destroyer (see Chapter 1 for more details). If the characters would rather keep their current infernal war machine, he instead offers to upgrade their vehicle with two additions of their choice. They could also convince him to repair the Flame Screamer (see Chapter 1) at the crash site for them, however that would take significantly more time.

SCREAMER CRASH SITE

When the characters approach this location, read or paraphrase the following boxed text to the players:

Weapons litter the ground as you emerge over a small rise to see a still smoking crash site. The vehicle is clearly supposed to fly, with one wing being blown completely off and the rest heavily damaged. Three wounded devils are seated in a makeshift hut fashioned with loose scrap from the vehicle.

The smoldering vehicle is a Flame Screamer (see Chapter 1) that was struck by a fireball in midair, destroying one of its wings. The pilot, a **barbed devil** named Cortthic, as well as two **bearded devil** crew members named Levyn and Forn, survived. The devils were supposed to be transporting an emergency shipment of weapons to the front lines of the Blood War, and know that when the shipment doesn't arrive Baalzepon, the Supply Master of the Dark Eight,

will come looking for them. When she finds them she will undoubtedly demote them, and so they are simply waiting, resigned to their fate. The devils are hostile to the characters when they approach and try to defend what cargo they have left. They fight to the death, for them it is better to die trying to defend the weapons than face demotion from Baalzepon. If it looks like they are going to lose, one of them smashes the remaining engine and releases the **fire elemental** trapped inside. The elemental attacks all creatures indiscriminately, however the devils are immune to its fire attacks and thus pay it no mind.

If the characters possess an infernal war machine the devils instead try to bargain with them, claiming that Baalzepon will reward them for delivering the weapons to their destination. In this instance they see the characters as their one way out of this situation, and will do and say whatever they need to in order to get the weapons to Baalzepon at Camp Bloodlust.

DEVELOPMENTS

After the characters have dealt with the devils, either by making a deal with them or killing them, a rival war band arrives hoping to salvage scrap from the crash. This could be one of the warlords listed in *Baldur's Gate: Descent into Avernus* or provided in Chapter 3 of this document.

If the players resolve to deliver the weapons to Baalzepon, they will need to travel to Camp Bloodlust, however other creatures they encounter advise them strongly against this due to the locations proximity to the Blood War.

TREASURE

A number of weapons can be found in and around the crash site. If the characters search for them, all they can salvage are 3d6 longswords, 3d4 pikes, 1d4 war picks, 3d4 daggers, 1d4 shields, 2d6 spears, 1d10 mauls, 1d10 lances, 1d8 warhammers and a 1d4 barbazul glaives (see Chapter 6 for statistics).

The characters can salvage scrap from the crashed war machine, but the vehicle itself is far beyond repair. If they choose to repair their own war machine using the scrap, their vehicle regains twice the amount of hit points as normal due to the extra volume of materials. They can also remove the engine containing the fire elemental (if it is intact) with a successful DC 15 Dexterity check, adding the character's proficiency if using a relevant tool. The engine can then be installed onto a different infernal war machine, giving the vehicle the benefits of Racing Flames (see Chapter 1 for more details). The engine can also be destroyed as an action to release the **fire elemental** inside.



CAMP BLOODLUST

When the characters approach this location, read or paraphrase the following boxed text to the players:

The first thing you notice is the silence. The area surrounding the camp is barren of all life and movement for several miles. There is no roaring of engines, no curious devils swooping through the air. But soon enough that silence gives way to the cacophonous sound of hundreds of voices shouting. The echoing boom of explosions rip through the air, which noticeably rises in temperature. In the distance you can see hundreds of red, brown and purple tents set up in a regimented, organized fashion. Countless devils of all sizes move between the tents with rigorous haste. To the west of the camp you can see a legion of devils arriving in a perfectly square formation. To the east a slightly less organized and significantly smaller legion of devils return from the front lines.

Camp Bloodlust is far off the Carographer's map of Avernus, sitting on the very edge of the wastes at the border of the Blood War. It is an exceedingly dangerous location, and the characters should be aware of that going in. It is not a location they will stumble across in their travels and will only visit it if they intend to join the Blood War or are delivering the weapons from the Screamer Crash Site to Baaelzephon.

The perimeter devils refuse to let the characters approach the camp without a letter of introduction or the missing weapons from the Flame Screamer's shipment. Two **horned devils** and ten **bearded devils** try and dispel them first, but if the characters survive and linger in the area an entire army descends upon them.

DEVELOPMENTS

If the characters have the shipment of weapons for Baaelzephon (see Chapter 5 for more details), the general meets with them and eagerly thanks them for their service to the Blood War. Impressed by their spunk and dedication to delivering the weapons, she offers the characters the chance to fight in the Blood War. Alternatively, if they're not interested in being on the front lines, she offers them a chance to serve her as informants while on Avernus. In exchange for their loyalty Baaelzephon can offer each character a single magic item of very rare value or less, however they must first sign a contract with her. The contract is convoluted, but a creature that can speak Infernal can attempt to find flaws and loopholes Baaelzephon has left in it by making a DC20 Intelligence (Investigation) check. If they succeed, they notice that the contract states that Baaelzephon will have claim to half of any treasure they find, as well as any magic items she deems useful to the Blood War. If called out on this clause, Baaelzephon attempts to dismiss it as a formality, stating that the characters can easily request to keep any items they believe they would make good use of. If the character's turn her down and still expect a reward, in an act of generosity she offers to enchant one weapon belonging to each character with one of the following three benefits:

- The weapon deals an additional 1d6 fire damage on a hit.
- The weapon gains an additional +1 bonus to its attack and damage rolls (to a maximum of +3).
- The weapon has advantage on attack rolls against demons.



CHAPTER 5

NEW MONSTERS

This chapter contains a number of new monsters for you to use in your campaign, focusing on the Nine Hells and the Blood War. Some of these stat blocks are adapted from earlier editions of the game, while others are existing monsters given form for the first time or entirely new creations.

PAIN DEVIL

These sadistic torturers wear a heavy metal or leather mask over their faces, leaving only their blood red eyes visible. They usually wear intimidating, spiked armour covered in dried blood and wield weapons like daggers, flails and other painful instruments.

Pain devils, true to their name, revel in the pleasure that comes from others pain. They gleefully punish devils and other creatures that break hells' laws or scheme against their superiors. A pain devil's malevolent cruelty is so potent that it permeates in an aura around them. Creatures that come close to a pain devil feel painful cuts begin to manifest on their bodies, and find that the pain devil knows just where to hit them to elicit the greatest amount of pain.

CREEPING DEVIL

These devils exclusively make up Furcas' legion, known of the Creeping Cadre. They start off very physically weak, but for every creature they kill they grow in power until they become a towering threat that looms over the battlefield. When in their weakest form, creeping devils look like a sickly and malnourished devil with ebony skin. As they strengthen, however, they grow hideous long claws, their teeth lengthen, and muscles form. At their strongest they become huge, muscular hulks the opposite of what they started at. But they can only reach this form by successfully killing a powerful demon like a Balor, and so few ever reach this final stage.

CREEPING DEVIL

Medium fiend (devil), lawful evil

Armor Class 10 (natural armor)

Hit Points 17 (5d6 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	10 (+0)	10 (+0)

Damage Resistances cold, bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 10

Languages Infernal, Common

Challenge 4 (1,100 XP)

Draining Evolution. Whenever the creeping devil kills a creature that is not undead, it's Strength, Dexterity and Constitution scores increase by 1 each, and it's current and maximum hit points increase by 5. After the creeping devil has killed 8 creatures that aren't undead, it's size becomes large and damage increases (included in it's attacks). The pain devil's ability scores cannot exceed 24, and it's scores return to their original values after 24 hours of not killing any creatures that are not undead.

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

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

ACTIONS

Multiattack. The creeping devil makes two attacks: one with its bite and one with its claws or draining sting. When the creeping devil becomes large, it can make an additional attack with either it's claws or draining sting.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6 + 0) piercing damage or 10 (2d6 + 4) pericing damage if it is large.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6 + 0) slashing damage or 10 (2d6 + 4) pericing damage if it is large.

Draining Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) piercing damage plus 10 (3d6) necrotic damage, or 10 (2d6 + 4) pericing damage plus 20 (6d6) necrotic damage if large. The creeping devil regains hit points equal to the necrotic damage dealt by this attack.

PAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (studded leather)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +8, Con +8, Cha +6

Damage Resistances cold, bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 11

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

Aura of Torment. At the start of each of the pain devil's turns, all hostile creatures within 10 feet of it must succeed on a DC 14 Constitution saving throw or take 3 (1d6) slashing damage.

Torturer's Eye. If a creature fails its saving throw against the pain devil's Aura of Torment, the pain devil ignores any damage resistances the creature may have against it's attacks until the end of it's next turn.

Sadism. The pain devil scores a critical hit on a roll of 19 or 20 for it's attack rolls, and when the pain devil deals more than 25 damage in a single attack, the next attack it makes on it's turn has advantage.

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

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

ACTIONS

Multiattack. The pain devil attacks twice with its hell scourge.

Hell Scourge. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 11 (2d10) psychic damage.

Storm of Pain. The pain devil whirls it's hell scourge in a deadly arc above its head. All creatures within 10 feet of the pain devil must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) slashing damage plus 11 (2d10) psychic damage. Any creatures that took damage from the pain devil's Aura of Torment at the start of the devil's turn have disadvantage on this saving throw.

THE DARK EIGHT

Below the rank of archdevil but above that of pit fiends, the Dark Eight are devilish generals charged with leading the Blood War on behalf of all the Nine Hells of Baator. They are oddities in the infernal hierarchy, occupying a unique position between ordinary pit fiends and fully-fledged archdevils that makes them the envy of many lesser fiends. While their positions may technically be lesser than the Lords of the Nine, their role on the plane is no less important and their influence is considerable. Each general oversees a crucial aspect of the Blood War and commands a personalised legion of fiends from one of the top Eight layers of hell.

BAAELZEPHON

Tens of thousands of devils fight and die in the Blood War every day in locations scattered across the multiverse. It is Baelzepon's job as the Master of Supply to ensure that every single one is well-equipped to skewer demons by the dozen. It is a monumental task and one she does not take lightly. She knows that if she slips up and a single legion goes into battle with inadequate weaponry, it could be all the demons need to gain the upper hand in that arm of the war. As such, she is a meticulous planner who spends much of her time behind a desk running numbers, making sure that every dagger and coin is accounted for. Her skill at trade and diplomacy is infamous in the Nine Hells and she is at the centre of a continuously changing web of deals, trade alliances and other political manoeuvres.

Baelzepon is a master of the art of the deal who never gets anything less than what she wants out of any given exchange. Unlike many others of her kind, she does not make deals founded on fear or bullying. Instead, she makes the other party an offer they cannot refuse. As the Master of Supply she has many unique trade connections that provide her access to gifts that other beings would, and do, sell their souls for. She has little use for a holy artefact forged atop Mount Celestia that falls into her possession. But such a weapon is worth a great deal to angels, who may provide her with enough weapons to arm a dozen legions in exchange for its safe return.

Baelzepon possesses a magical item known as the Sphere of Midas. This autonomous floating orb, made of pure gold, circles her at all times and acts as a secondary sensor, perceiving and reacting to the environment around the fiend. Baelzepon can change the shape and hardness of the liquid metal at will. One moment it may be a shield defending from an assassin's blade, and the next it is a

spear driving itself into the heart of said assassin. The sphere's added awareness makes it nigh on impossible to catch Baelzepon by surprise.

THE STYGIAN CHAMPIONS

When Baelzepon is not behind her desk or out making deals, she leads a legion of fiends from the fifth layer of hell, known as the Stygian Champions. These devils are always very well equipped with the best weapons and armour available. They are trained to harvest the remains of their fallen foes after combat to either sell to black-market dealers or to forge into weapons of their own.

CORIN

Corin is a dangerous anomaly in the Eight; a force of chaos and change and possibly the most unpredictable devil in all the Nine Hells. He can change his shape at will, disguising himself as everything from angels to demons, a unique skill among devils that he puts to excellent use as the Spymaster of the Dark Eight. He carefully infiltrates enemy ranks to sow discord and distrust among the troops, or to steal valuable information to aid the devil's cause. He is known to disappear for months at a time while deep undercover, often without warning, but through unknown means he still manages to run his network of spies from within enemy ranks. In one of his most famous missions he returned from a six month deployment within the Abyss with information on the planned movements of the demonic hordes spanning the next decade. Before this time, the devils believed the demon's attack patterns to be random, owing to their lack of leadership and cohesion. However, Corin's accurate predictions of the assaults proved not only that the demons possess some level of forethought and planning, but also cemented Corin's worth as an invaluable source of intelligence for the devils.

Corin is as fickle as fire, flipping between melancholic brooding and a rage worthy of Baphomet with little notice. His fellow generals describe his behaviour as that of an 'impetuous child', constantly pushing the boundaries of his lawful nature and displaying very little control over his emotions and actions. However, this is all nothing more than a ruse the Spymaster uses to trick his opponents. Could a devil who has no control over their emotions hide amongst angels for months on end? In fact, Corin has such masterful control over not only his physical appearance, but his emotional and mental state, that no one knows where his facade begins and ends.

THE SERPENTINE ORDER

Corin's pattern of individualism and isolation has caught up to him in recent years. His personal legion, the Serpentine Order, defected and betrayed him in favour of Levistus, Lord of the Fifth, a little over three centuries ago. A small legion of expert spies who specialised in infiltrating demonic forces, Corin neglected to win their continued loyalty with promises of promotion and further rewards. After their defection the Spymaster retreated into obscurity. He stopped attending meetings of the Dark Eight at Malsheem in person and provides only scant reports through a combination of illusions and telepathy. The Serpentine Order now works exclusively for Levistus, who has made excellent use of their infiltration skills for his own benefit., revelling in the irony of sending them to spy on Pearza in particular.

THE STYGIAN CHAMPIONS

If you choose to use the Stygian Champions as a part of your campaign and expect the players to come face-to-face with them, use this guide to determine which magic items they possess:

For every devil in the encounter, roll a d10. On a result of 1-4 the fiend possesses one uncommon magic item, on a result of 5-6 they possess one rare magic item, on a result of 7-8 they possess a very rare magic item, and on a result of 9-10 you must roll again twice on this table, the fiend gaining multiple magic items (this result can be rolled more than once, the fiend gaining more magic items as appropriate). The magic items can be chosen by you, or can be rolled randomly using the treasure tables in the *Dungeon Master's Guide*.

Always remember to recalculate the Challenge Rating of the devils using the Create a Monster section of the *Dungeon Master's Guide* before building an encounter involving them, and update their stat blocks to reflect their new abilities. Some magic items can make even low-CR devils significantly more challenging for the players. You must also consider the possibility that the players could defeat the devils and claim the magic items for their own, so be cautious when giving the devils magic items you would not want the players to have. No member of the Stygian Champions should have a magic item of legendary rarity or an artifact, as such weapons are usually held by Baelzepon in her treasury so as to not risk losing them on the battlefield.

That sphere is worth more than some countries on the material plane. That is the power and wealth of the Eight.



BAAELZEPHON

MASTER OF SUPPLY
FOR THE DARK EIGHT

BAAELZEPHON

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	20 (+5)	24 (+7)	22 (+6)	27 (+8)

Saving Throws Dex +10, Con +11, Wis +12

Skills: Insight +12, Persuasion +14

Damage Resistances cold, bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., blindsight 60 ft., passive perception 22

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000XP)

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

Magic Weapons. Baelzephon's weapon attacks are magical.

Sphere of Midas. Baelzephon's Sphere of Midas hovers within 5 of her at all times, moving and changing shape as she wills it. It is considered an object worn by Baelzephon, but a creature can choose to attack the sphere directly. It has AC 24, 30 hit points, immunity to poison, psychic, lightning and nonmagical bludgeoning, piercing and slashing damage, and resistance to all other types of damage. Once reduced to 0 hit points, the sphere returns to its original orb shape and drops to the ground. Until it reactivates Baelzephon cannot use her Sphere of Midas attack, Golden Shield reaction or Magnet Pull Legendary Action. The sphere reactivates at the beginning of her next turn with all of its hit points and immediately teleports to within 5 feet of her if it is over 30 feet away.

Innate Spellcasting. Baelzephon's spellcasting ability is Charisma (spell save DC 22). Baelzephon can innately cast the following spells, requiring no material components:

At will: *charm person*, *detect magic*, *identify*, *locate object*, *magic aura*, *suggestion*
3/day each: *hold monster*, *dominate monster*, *charm monster*

ACTIONS

Multiattack. Baelzephon makes two attacks with her Sphere of Midas, one with her bite, and one with either her claw or her tail.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 6) piercing damage. The target must succeed on a DC22 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Sphere of Midas. *Melee Spell Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 8) slashing damage plus 11 (2d10) lightning damage and the creature must succeed on a DC 22 Constitution saving throw or have its hands or feet become bound in gold (Baelzephon's choice). A creature with its hands bound has disadvantage on all attack rolls, while a creature with its feet bound has its movement speed reduced to 10 feet and must succeed on a DC 12 Dexterity saving throw whenever it tries to move at least 1 foot (but only once on each of its turns), falling prone on a failure. A bound creature can use its action to attempt a Strength (Athletics) check to break free (escape DC 22).

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

REACTIONS

Golden Shield (3/Day). In response to being hit with an attack, Baelzephon's Sphere of Midas forms a protective shield around her, granting her three-quarters cover on all sides and immunity to all damage unless the amount of damage is greater than 10 until the start of her next turn.

LEGENDARY ACTIONS

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

Attack. Baelzephon attacks once with her Sphere of Midas.
Magnet Pull (2 Actions). Baelzephon charges her Sphere of Midas with an arcane current, creating a magnetic field centered on the orb. All creatures within 20 feet of Baelzephon wielding a metal weapon or wearing metal armour must succeed on a DC 22 Strength saving throw or be disarmed of the weapon and, if they are wearing armour, be pulled 10 feet towards her.

Teleport. Baelzephon uses her Teleport action.

CORIN

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 143 (14d8 + 80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	26 (+8)	20 (+5)	22 (+6)	21 (+5)	26 (+7)

Saving Throws Dex +14, Wis +11, Cha +13

Skills: Deception +19, Stealth +14

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive perception 16

Languages All, telepathy 120 ft.

Challenge 20 (25,000XP)

Shapechanger. Corin can use his action to polymorph into a large or smaller humanoid he has seen, or back into his true form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies. Corin's natural weapon attacks can be used no matter what form he is in, his limbs reverting to their original form for the duration of the attack. Otherwise, Corin can use the natural attacks of his new form.

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

Magic Weapons. Corin's weapon attacks are magical.

Evasion. If Corin is subjected to an effect that allows him to make a Dexterity saving throw to take half damage, he instead takes no damage if he succeeds on the saving throw, and only half if he fails.

Sneak Attack. Once per turn, Corin deals an extra 28 (8d6) damage when he hits a target with a weapon attack and has advantage on the attack roll.

Innate Spellcasting. Corin's spellcasting ability is Charisma (spell save DC 22). Corin can innately cast the following spells, requiring no material components:

At will: *alter self*, *chaos bolt*, *invisibility*, *mirror image*, *nondetection*, *sending*, *silence*
3/day each: *greater invisibility*, *mislead*, *scatter*

ACTIONS

Multiattack. Corin makes three attacks: one with his block poison dagger or bite and two with either his claws or tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. The target must succeed on a DC22 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Black Poison Dagger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 13 (2d4 + 8) slashing damage, and the target must make a DC 21 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much on a successful one. On a failure, the target is also poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

REACTIONS

Lethal Escape. Immediately after dealing damage with a weapon attack, Corin can turn invisible until the end of his next turn and teleport up to 60 feet away to an unoccupied space he can see.

LEGENDARY ACTIONS

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

Attack. Corin attacks once with his infernal dagger.

Mirror Image. Corin casts *mirror image*.

Teleport. Corin uses his Teleport action.

CORIN
SPYMASTER OF
THE DARK EIGHT





DAGOS

Dagos is a true general in every sense of the title. He has won more victories on the battlefield than the rest of the Eight combined. As the Strategist of the Dark Eight he wields an unparalleled mind for tactical warfare. He follows orders to the letter and expects absolute obedience from his subordinates, not hesitating to ruthlessly demote those who displease him.

Dagos is notoriously distrustful, even by devil standards. Devils who work in close proximity to him have their minds and bodies systematically broken through physical and psychological torture, usually reserved for captured enemy forces, because Dagos views everyone he meets as an enemy. Once they are damaged beyond repair by his methods, Dagos rebuilds them from the ground up as a loyal soliders, unable to fathom betraying their leader. Only in this way is Dagos able to command such unerring loyalty from his troops.

Dagos believes wholeheartedly in the cause of the Blood War and hates demons more than anything else in the multiverse. He wears his accomplishments with pride, adorning himself with the claws, fangs and scales of great demons he has killed as emblems of his victories. His weapon is an arcane machine gun that is fuelled by demon ichor, capable of launching destructive waves that annihilate droves of demons at a time.

THE FEW

Dagos accepts only the highest quality of soldiers into his personal ranks. These fiends, known as The Few, are hurled deep into the Abyss without weapons or supplies and are expected to not only survive, but to find a means of escape within a set time frame. A vast majority of devils subjected to this test perish. Many (particularly Baaelzephon) have criticised Dagos, claiming his methods waste good blood that would be better utilised fighting in the war itself. But no one can deny the effectiveness of The Few who survive. They are the highest ranking and most elite legion of devils fighting the Blood War today, who are called in only for the most crucial of missions.

FURCAS

Furcas is one of only two surviving members of the original Dark Eight, and for good reason. Baator's Minister of Mortal Relations is terrified of true death and has done everything in his power to ensure that he will never perish. He became the first devil to ever successfully unlock the secrets of undeath.

Like many of his kind, Furcas can discern a creature's innermost fears and desires at a glance. However, unlike Baaelzephon, who uses this information to tempt others into deals, Furcas warps the creatures fears and insecurities until they see danger in their own shadow. He turns best friends into sworn enemies and brave knights into paranoid husks of their former selves. To Furcas, fear is the universal motivator. Some creatures may be greedy, other vengeful, but all fear something and Furcas will use that knowledge to goad creatures into soul-binding deals.

Furcas knows fear in others so well because he is, himself, crippled by it. Early on in his career as a general he was killed by Demogorgon, the Prince of the Abyss, in an epic clash. His body was destroyed and his soul cast back into the maggot pits of Avernus. While he recovered and quickly returned to his former position, all the pain, shame and torment of being reborn a failure was nothing compared to being faced with the oblivion of non-existence. Ever since, Furcas has dedicated himself to the pursuit of true immortality. He has uncovered ancient secrets of undeath from the days of before the Blood War and, if treacherous rumours are to be believed, from Orcus himself. Many in the hells doubt he can even be called a fiend any more, believing he has given up so much of his nature that he has become a true undead.

Furcas has been known to frequently volunteer to be a part of Mephistopheles' dangerous experiments with arcane firepower, simply to test himself and his body to ensure he can survive no matter what horrors the Blood War throws at him. In one memorable instance, the Lord of the Eighth unleashed the full brunt of his armoury on Furcas, only for Furcas to emerge unharmed from a melted wasteland, wearing nothing but a malicious grin.

THE CREEPING CADRE

Furcas' personal legion is known as the Creeping Cadre, a group of physically frail devils who are able to drain the life energy from their enemies and use it to bolster their own strength. The Cadre is usually sent in to fight small and relatively weak scouting groups of demons. This allows them to gain a foothold of power that quickly snowballs so that by the time the bulk of the horde arrives, the Cadre has become a threat of monstrous proportions.

DAGOS

Large fiend (devil), lawful evil

Armor Class 20 (plate armour)

Hit Points 300 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	22 (+6)	21 (+5)	26 (+8)

Saving Throws Str +14, Dex +10, Cha +14

Skills: Athletics +14, Intimidation +14

Damage Resistances cold, bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive perception 15

Languages Infernal, telepathy 120 ft.

Challenge 22 (41,000XP)

Aura of Dominance. Any creature of Dagos' choice that starts its turn within 20 feet of him must make a DC 21 Wisdom saving throw, unless he is incapacitated. On a failed save, the creature must use its action to kneel before Dagos and become frightened of him until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Dagos' Aura of Dominance for the next 24 hours.

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

Magic Weapons. Dagos' weapon attacks are magical.

Fiendish Leadership. All allied fiends within 30 feet of Dagos have advantage on attack rolls.

Demon Slayer. Dagos, and all allied creatures within 30 feet of him, have advantage on attack rolls against demons.

Demon Ichor Boost. As a bonus action on his turn, Dagos can insert a vial of demon ichor into his demon destroyer. He has disadvantage on the next attack roll he makes with it, but doubles the amount of damage dice on a hit. Dagos carries three vials on him at all times.

Innate Spellcasting. Dagos' spellcasting ability is Charisma (spell save DC 22). Dagos can innately cast the following spells, requiring no material components:

At will: *bane, command, detect thoughts, haste, hold person, fear*
3/day each: *dominate person, dominate monster, hold monster*

ACTIONS

Multiattack. Dagos makes three attacks: one with his demon destroyer or bite, one with his claw and one with his tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 8) piercing damage. The target must succeed on a DC22 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Demon Destroyer. *Ranged Weapon Attack:* +10 to hit, range 20/80, one target. *Hit:* 22 (4d10) force damage.

Obliterate (Recharge 5-6). Dagos charges and fires his demon destroyer in a 60 foot cone, expending two vials of demon ichor in doing so. All creatures in that area must make a DC 22 Dexterity saving throw, taking 55 (10d10) force damage on a failure, and half as much on a success. Demons have disadvantage on this saving throw.

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

LEGENDARY ACTIONS

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

Attack. Dagos attacks once with his demon destroyer or claws.
Gather Ichor (2 Actions). Dagos gathers a single vial of demon ichor from the body of a demon he has killed within the last minute.

Teleport. Dagos uses his Teleport action.

Dagos is one of the single most terrifying beings I have ever had the displeasure of meeting. One wrong word and felt like I would be on the receiving end of his weapon. Which is (in my opinion) the worst end to be on.

DAGOS STRATEGIST OF THE DARK EIGHT



FURCAS

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 175 (14d8 + 112)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	26 (+8)	24 (+7)	18 (+4)	24 (+7)

Saving Throws Con +14, Wis +10, Cha +13

Skills: Arcana +13, History +13

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive perception 14

Languages Infernal, telepathy 120 ft.

Challenge 22 (41,000XP)

Immortal Body. Furcas regains 10 hit points at the start of his turn, even if he is at 0 hit points. If he takes radiant damage, this trait doesn't function at the start of his next turn.

Fear Aura. Any creature hostile to Furcas that starts its turn within 20 feet of him must make a DC 22 Wisdom saving throw, unless Furcas is Incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Furcas' Fear Aura for the next 24 hours.

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

Magic Weapons. Furcas' weapon attacks are magical.

Lifedrinker. When a creature dies within 30 feet of Furcas, he regains temporary hit points equal to the creature's level or CR (minimum 1). That creature's soul is destroyed and cannot be recovered by any means less than a *Wish* spell.

Eternal Legions. When a creature allied with Furcas is reduced to 0 hit points while within 30 feet of him, that creature may attempt a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant, from a silvered weapon, or a critical hit. On a success, the creature drops to 1 hit point instead.

Innate Spellcasting. Furcas' spellcasting ability is Charisma (spell save DC 22). Furcas can innately cast the following spells, requiring no material components:

At will: *blight*, *cloudkill*, *enervation*, *fear*, *life transference*, *shield*, *speak with dead*
3/day each: *finger of death*, *soul cage*, *power word stun*

ACTIONS

Multiattack. Corin makes three attacks: one with his bite, one with his claw and one with his tail.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 7) piercing damage. The target must succeed on a DC21 Constitution saving throw or take an additional 21 (6d6) necrotic damage, reducing its hit point maximum by an amount equal to the necrotic damage dealt.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

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

LEGENDARY ACTIONS

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

Attack. Furcas attacks once with his bite or tail.

Blight (2 Actions). Furcas casts *blight*.

Teleport. Furcas uses his Teleport action.



FURCAS
MINISTER OF MORTAL RELATIONS
FOR THE DARK EIGHT

There is a certain irony to the fact that the "Minister of Mortal Relations" is not only immortal, but undead as well. About the furthest thing from mortal you can be in my opinion.

PEARZA

There are two great research centres in the Nine Hells; the scattered laboratories of Cania run by Mephistopheles, and Pearza's fabled Gardens of Blood. As the Chief of Research in the Dark Eight, it is Pearza's responsibility to be constantly investigating and crafting new and devastating weapons with which to win the Blood War. The general and the Cold Lord of Cania do not get along and are constantly dispatching spies into each others ranks to steal their riva's research and sabotage their experiments. Fools who don't value their lives whisper that in the past the two had a history together, but whatever relationship they may have had has long since been replaced by a venomous and destructive rivalry. If ever the two were to reconcile, their combined knowledge would undoubtedly pose a serious threat to not only the Blood War, but the entire multiverse. However, as of yet, such an alliance is exceedingly unlikely.

Despite (or perhaps partially because of) her dispute with Mephistopheles, Pearza maintains a good relationship with two other Lords of the Nine. Dispater funds much of her research and uses his vast network of knowledge to procure new leads on potential projects for her. In exchange, he has almost exclusive rights to Pearza's findings, which he then prepares for mass production and sells back to Baalzephon for use in the Blood War. Meanwhile, Fierna and Pearza are widely known to be good friends and allies, Pearza often taking responsibility and leading Fierna's troops in the Blood War when the latter is unable (or cannot be bothered) to.

Pearza conducts her experiments in her Gardens of Blood, a series of sprawling demiplanes that are nigh impossible to access, let alone navigate. She conducts her experiments out of hell because of the dangerous nature of her research – by hosting it in a demiplane, any fiends who perish as a part of an unfortunate mishap (which is often) are recycled into the Maggot Pit instead of being permanently destroyed. This means there is an especially high turnover of fiends among her ranks but, nonetheless, working for her is one of the most sought-after positions in the hells. Intelligent and cunning fiends find promotion easily under Pearza, who is keen to keep alive anyone she thinks could prove useful to her research.

THE WALKERS IN FIRE

Pearza's personal legion, the Walkers in Fire, are a unit of flying devils who rain aerial assaults down on unsuspecting demons. Historically, their main weapons were fire and acid. However, recently they have started to carry a new and devastating substance of Pearza's own creation known as blackflame. This dangerously volatile flame consumes demon flesh while leaving that of devil's untouched, and has already been used to great effect in the war. However the ingredients for blackflame, while unknown to all but Pearza, are presumably exceedingly rare and time-consuming to work with. She and Dispater are working tirelessly to perfect it's recipe and find a way to mass produce it. When they succeed, the tide of the Blood War could change forever.

ZAEBOS

Zaebos possesses one of the most coveted positions in the hells; as the Minister of Promotions she holds the future successes and failures of almost every devil in her hands. All promotions and demotions throughout the infernal hierarchy must be reported to and approved by her; even the Lords of the Nine are audited by Zaebos and her bureaucratic thugs. Any discrepancies in their book-keeping is quickly and efficiently sorted in one way or another, often to the disadvantage of the Lord who may or may not have been intentionally at fault. A more selfish devil would attempt to leverage their position for their own gain, promoting those fiends who promise them power and riches, while demoting those that pose a threat. But while other devils play this game, Zaebos knows that if she participated it would soon lead to the collapse of the entire infernal hierarchy. Her role demands absolute attention to detail and perfect adherence to the law and, as such, she is a jaded and unemphatic leader who cares only that the laws of the Pact Primeval are upheld and order is maintained.

Like the bureaucracy she serves Zaebos is slow, careful and methodical with her actions, rarely acting on impulse and always considering what is the most efficient solution. She sees others as numbers and statistics, and will willingly sacrifice thousands of lives for the sake of making her bureaucratic paperwork balance. As such, she has something of an image problem, one that she does not care much for, but that Zimimar works tirelessly to try and rectify. Zaebos has been killed and replaced more times than any other member of the Dark Eight, not because she fights on the front lines, but because devils are vindictive creatures. As the final arbiter on all promotions and demotions, any fiend who has ever been denied a promotion blames her for their failure, and many have successfully taken their vengeance over the years.

Zaebos was famously the one to uncover the treachery of Baalzebul after his failed coup against Asmodeus, and resented the punishment that was bestowed upon him. In her eyes, the destruction and alteration of such sacred documents was sacrilege of the highest order, and she pushed for Baalzebul to be executed. Evidently, this did not happen, but it soured the relationship between the two bureaucrats and they have yet to reconcile to this day.

She built her private office above the Maggot Pit on Avernus, where she monitors the damned souls coming into to hell and ensures an adequate number are promoted to meet the quota for the Blood War. She wears armour wrought of infernal iron that has been bathed in the larvae mucus of the pits, and she can use it to drain the souls of the pits to heal herself when in combat.

THE GLEAMING GUARD

Zaebos commands a legion known as the Gleaming Guard, devils who are adorned with exquisite, shining armour that never tarnishes. Mammon gifted the legion to Zaebos long ago as a bribe, expecting her to promote a number of his generals in exchange for his generosity. To Mammon's rage, she did not. She refused to break the set order of promotion that was laid out. To add insult to injury, kept the legion anyway. It would not be a stretch to say Mammon was behind the death of that particular Zaebos, however her successors don't seem to have learnt the lesson the Lord was trying to teach.

PEARZA

CHIEF OF RESEARCH
FOR THE DARK EIGHT



Pearza was the member of the Dark Eight most eager to meet with me. I quickly realised this was because she intended to perform some rather... painful experiments on me. I left without saying goodbye.

PEARZA

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	21 (+5)	27 (+8)	19 (+4)	25 (+7)

Saving Throws Dex +11, Con +11, Int +14

Skills: Arcana +20, History +14

Damage Resistances cold, bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive perception 16

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000XP)

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

Magic Weapons. Pearza's weapon attacks are magical.

Pure Arcane Power. When Pearza casts a spell, she can choose to re-roll any damage dice that roll their lowest result, and the damage of all her spells ignores resistances.

Destructive Experiment (3/Day). When Pearza casts a spell, she can choose to deal the spell's maximum damage.

Innate Spellcasting. Pearza's spellcasting ability is Intelligence (spell save DC 22). Pearza can innately cast the following spells, requiring no material components:

At will: *blinding smite*, *detect magic*, *fireball*, *flaming sphere*, *identify*, *heat metal*, *hellish rebuke*
3/day each: *disintegrate*, *wall of fire*, *immolation*

ACTIONS

Multiattack. Pearza makes three attacks: one with her bite, one with her tail, and one with her forcebow or claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage. The target must succeed on a DC22 Constitution saving throw or become poisoned. While

poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Forcebow. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. *Hit:* 19 (3d10 + 4) force damage.

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

REACTIONS

Hellish Rebuke. Pearza forces a creature that just damaged her to make a Constitution saving throw. On a failure, it takes 20 (4d10) fire damage, or half as much on a success.

LEGENDARY ACTIONS

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

Attack. Pearza attacks once with her forcebow or tail.

Explosive Drones (Costs 2 Actions). Pearza releases three small, imp-shaped mechanical drones that attempt to attach themselves to different creatures of her choice within 60 feet of her. The targets must make a DC22 Dexterity saving throw. On a failure, a drone attaches to them, latching tightly onto their body and clothes. On a success, the drone lands within 5 feet of the target instead. At the start of Pearza's next turn, the three drones explode, and all creatures within 5 feet must succeed on a DC22 Dexterity saving throw, taking 11 (3d6) fire damage on a failure, or half as much on a success. A creature can attempt to free itself of a drone by using its action to attempt a DC22 Strength saving throw, tearing the drone free on a success.

Move Drones. Pearza commands any number of unattached drones to immediately move up to 30 feet and attempt to attach themselves to creature of her choice.

Teleport. Pearza uses her Teleport action.

ZAEBOS

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	22 (+6)	24 (+7)	22 (+6)	27 (+8)

Saving Throws Dex +7, Wis +12, Cha +14

Skills: Insight +12, Persuasion +14

Damage Resistances cold, bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive perception 16

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000XP)

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

Maggot Armour. Zaebos regains 20 hit points or ends one condition afflicting her, choosing from; blinded, deafened or paralysed, at the start of her turn.

Magic Weapons. Zaebos' weapon attacks are magical.

Innate Spellcasting. Zaebos' spellcasting ability is Charisma (spell save DC 22). Zaebos can innately cast the following spells, requiring no material components:

At will: *bane*, *command*, *compulsion*, *black tentacles*, *locate creature*, *zone of truth*

3/day each: *summon greater demon*, *insect plague*, *modify memory*

ACTIONS

Multiattack. Zaebos makes four attacks attacks: one with her bite, one with her claw

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage. The target must succeed on a DC22 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Infernal Trident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 14 (4d6) necrotic damage.

Immediate Demotion. One devil within 60 feet of Zaebos is either promoted or demoted in the infernal hierarchy. A demoted devil has their flesh and magic stripped of them and is permanently transformed into a devil of lesser rank. The transformation process lasts for 1d4 rounds and during that time the devil is incapacitated, cannot move, speak, is immune to all damage and experiences immeasurable amounts of pain. Once complete, the target is a typical example of it's new rank, and has full hit points unless the amount of hit points it had prior to the transformation was less than the maximum number of hit points of it's new form.

As a part of the same action as demoting a devil, Zaebos can choose to use that creature's magic essence to promote another devil within 60 feet of him. That devil gains ranks in the infernal hierarchy equal to the amount of ranks lost by the demoted devil, transforming permanently into a fiend of their new rank. The transformation process of promotion is identical to the transformation process of demotion.

This feature has no effect on devils of the same rank or higher than Zaebos.

Summon Devils (2/Day). Zaebos summons 2d4 barbed devils, 1d4 chain devils or one ice devil.

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

REACTIONS

Damage Shift. When Zaebos takes damage, she can choose to make one devil within 60 feet of her take the damage instead.

LEGENDARY ACTIONS

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

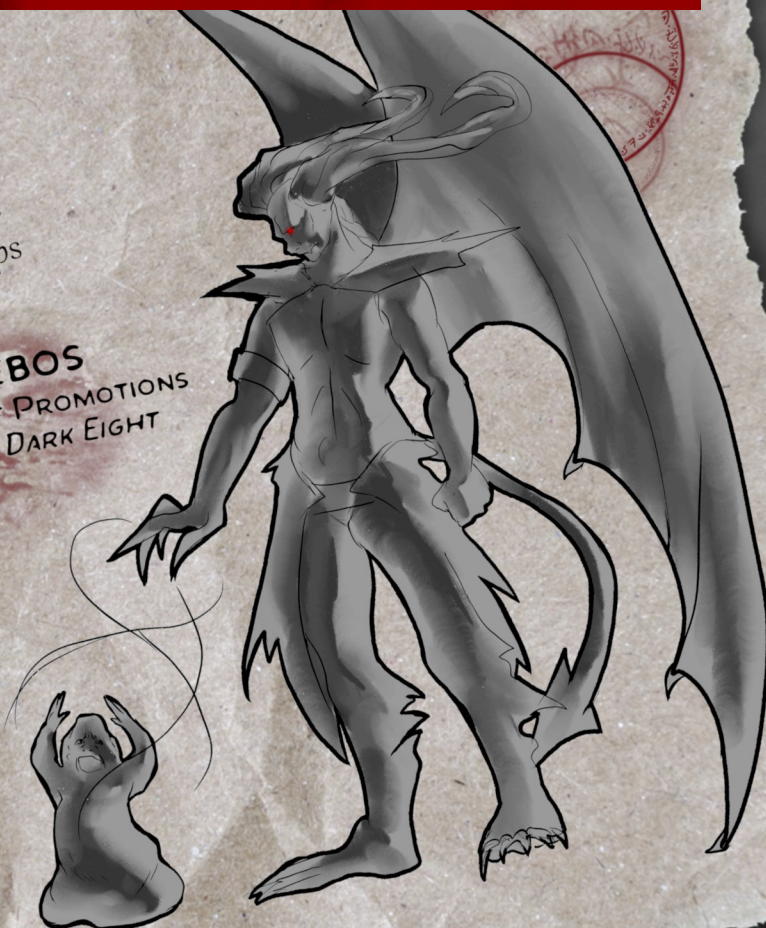
Attack. Zaebos attacks once with her infernal trident.

Maggot Swarm (2 Actions). The ground in a 20-foot radius around Zaebos transforms into a writhing pit of maggots until the start of her next turn. The ground becomes difficult terrain for all creatures that aren't devils, and any creature that ends it's turn in the pit takes 9 (2d8) necrotic damage. If a creature is reduced to 0 hit points while in the pit, the maggots consume it's corpse and soul, and the creature emerges 1d6 days later as a lemur from the Maggot Pit in Avernus.

Teleport. Zaebos uses her Teleport action.

Zaebos bears great influence in the infernal hierarchy, but beyond it she is practically powerless compared to the others of the Eight. If you are a devil - fear her. If you are not a devil... Well, still fear her, but perhaps not quite as much.

ZAEBOS
MINISTER OF PROMOTIONS
FOR THE DARK EIGHT





ZAPAN

Zapan is a force of pure charisma on the level of Fierna and Asmodeus, which makes him frighteningly well suited to his role as the Minister of Immortal Diplomacy. While Furcas is busy dragging mortal souls into the Blood War, Zapan is gallivanting across the multiverse, attracting allies and rallying the cause of the hells even as far as the upper planes. This is why he has been able to survive the eons without being replaced; he makes a point of staying far away from the front lines of the war where he could be killed and lose his position.

Zapan was once Asmodeus' protege who followed the Lord of the Nine everywhere he went and served him dutifully. Many saw him as the Lord's adopted son, an obedient child in stark contrast to the impudent Glasya. But behind the facade of loyalty, Zapan was always an ambitious schemer, and plotted to one day supplant his father as the ruler of the Nine Hells. His appointment as a member of the Dark Eight was perceived as a promotion, when in truth it was a curse. As a general of the Eight he was more or less free from the infernal hierarchy, and could do what he pleased without fear of demotion, while still being able to work closely with his father – seemingly the perfect position for a treacherous schemer. However, Zapan quickly realised that his new role demanded that much of his time be spent away from the Nine Hells. This severely limited the amount of influence he had in the goings on of his home plane. Without openly acting against Zapan, Asmodeus had managed to successfully remove him from Baator's inner political sphere and as a threat to his throne. Zapan was furious, but has never once shown it or wavered from excellence at his job. He has single-handedly avoided numerous wars between the hells and the upper planes, successfully brokered crucial deals with planars of all kinds and has cemented himself as one of the most well-

liked fiends in the multiverse, despite his heritage. He is the only fiend welcome in many of the Upper Planes, from the halls of Elysium to the tunnels of Mount Celestia.

Zapan drapes himself in a cloak of infernal flames that can melt any substance. With a single touch he can set fire to a creature's soul, burning it from the inside out.

THE IRON DEFENDERS

Zapan long ago surrendered to Dispatheer the control of his legion, the Iron Defenders, in a bid to spend as little time around the forefront of the Blood War as possible. The Defenders are genius' of defensive tactics and engineering, erecting gargantuan walls of adamantite and infernal steel to halt the flow of demons. If Zapan were not so outrageously successful at his role as the Minister of Immortal Diplomacy, such behavior from a general would be unacceptable and cause for immediate demotion. But it is a testament to Zapan's skill as an orator and negotiator that despite his direct neglect of the physical war effort, he still holds his position in the Eight.

ZIMIMAR

After thousands of years of ceaseless conflict in the Blood War, it is to be expected that some fiends may loose faith in the possibility of the war ever ending. It is Zimimar's role as the Minister of Morale to quash these concerns and rally the devilish troops behind the cause of the Blood War – to rid the multiverse of the demonic blight and achieve glory in doing so.

Zimimar is unique among fiends for her humane treatment of her inferiors. She is uncharacteristically friendly and even kind to those around her. She bestows her charming smile equally to the lowliest lemure and mightiest of pit fiends. She butts heads constantly with Furcas over the nature of leadership; while he believes fear is the strongest motivator in the multiverse, she argues that troops who are forced to fight out of fear are less effective than those who willingly fight until their last breath for their cause.

But it should come as no surprise that this guise of friendship and positivity is only skin deep. Underneath her charming smiles and rousing words is a vile and corrupt individual who revels in the pain of others. Zimimar is said to never stop smiling, even while a creature is torn limb from limb before her. She has numerous "intelligence gathering" devices she utilizes to extract information about "traitors to the cause" and Dark Eight naysayers. She goes to great lengths to cover up the devil's failures in the Blood War, in particular the Dark Eight themselves, in the name of keeping morale high. But the most malicious part of her scheme is her network of spies and informants. She has thousands of devils working for her in every corner of hell, and wherever they catch word of dissent or disloyalty to the cause of the war, those sources are quickly silenced. Her positive demeanor allows her to get away with terrible atrocities against her own kind, even though many know that her scheme is fake, the omnipresent fear she has stoked in others leaves every being who dares to oppose her afraid of their own shadow.

Even Zimimar's physical appearance is nothing more than an illusion. Many years ago she fell into a lake of demon ichor and was permanently transformed into what some would say is a true reflection of herself; a hideous, deformed monstrosity the likes of which are only spawned from the depths of the Abyss. To remedy this, the superficial general has layered herself with illusions and spells to make her appear as though she is unchanged, while she works to restore her true grandeur. This has so far been unsuccessful, so she has resorted to commanding her network of propaganda and spies from within her base in the frozen wastes of Stygia. Occasionally, a gargantuan visage of her smiling face fills the sky above the Blood War, encouraging her troops to fight their hardest by enticing them with offerings of promotion.

THE SMILING ARMS

Her personal legion are infamous throughout the hells, as much for their activity away from the Blood War as in it. On the battlefield, her Smiling Arms are magnificent shocktroopers who airdrop into the heart of demon swarms and break them up. Their deaths framed as glorious sacrifices to the cause of the war. But their main use is acting on information given to them by Zimimar's agents. They weed out dissenters who speak against the cause of the war and silencing their thoughts before they can catch on.



ZAPAN

MINISTER OF IMMORTAL DIPLOMACY
FOR THE DARK EIGHT

Zapan was simply a delight to talk to, once I got in contact with him. He was visiting Elysium during the time we arranged to meet and rarely have I been engaged in such lively conversation.

On an unrelated note, if you ever get the opportunity to visit Vilipon's Tea House in Elysium, take it. Nowhere else in the planes does tea and scones like Vilipon's.

ZAPAN

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 264 (23d10 + 138)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	22 (+6)	24 (+7)	22 (+6)	28 (+9)

Saving Throws Dex +11, Wis +12, Cha +15

Skills: Deception +15, Insight +12, Persuasion +15

Damage Resistances cold, bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive perception 16

Languages All, telepathy 120 ft.

Challenge 23 (50,000XP)

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

Magic Weapons. Zapan's weapon attacks are magical.

Charm Aura. Any creature that starts its turn within 20 feet of Zapan must make a DC 21 Wisdom saving throw, unless Zapan is incapacitated. On a failed save, the creature is charmed by Zapan until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Zapan's Charm Aura for the next 24 hours.

Robes of Flame. At the start of each of Zapan's turns, each creature of Zapan's choice within 5 feet of him takes 10 (3d6) fire damage. A creature that touches Zapan or hits him with a melee attack while within 5 feet of him takes 10 (3d6) fire damage. Whenever Zapan would take fire damage, he instead regains hit points equal to the amount of damage dealt.

Blessed Aura. While Zapan is wielding his Holy Ravager, Zapan's allies within 10 feet of him have advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Zapan's spellcasting ability is Charisma (spell save DC 23). Zapan can innately cast the following spells, requiring no material components:

At will: *detect magic*, *hypnotic pattern*, *fireball*, *flaming sphere*, *minute meteors*, *suggestion*
3/day each: *glibness*, *divine word*, *immolation*

ACTIONS

Multiattack. Zapan makes three attacks: two with his holy ravager or claw, and one with either his bite or tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage. The target must succeed on a DC 23 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Holy Ravager. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (1d10 + 10) slashing damage plus 6 (2d6) radiant damage.

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

REACTIONS

Reactive Charm. When a creature that Zapan can see within 30 feet of him makes an attack roll against him, the creature must succeed on a Wisdom saving throw (DC 23) or be forced to target another creature of Zapan's choice within range.

LEGENDARY ACTIONS

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

Attack. Zapan attacks once with his holy ravager.

Burning Step (Costs 2 Actions). Zapan teleports, along with anything he is wearing or holding, up to 120 feet to an unoccupied space he can see. All creatures within 5 feet of the space where he left must succeed on a DC 23 Dexterity saving throw or take 14 (4d6) fire damage.

Stunning Snap. Zapan snaps his fingers at one creature within 60 feet of him. That creature must succeed on a DC 23 Wisdom saving throw or take 10 (4d4) psychic damage and become stunned until the end of their next turn.

ZIMIMAR

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 249 (20d10 + 138)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	23 (+6)	26 (+8)	22 (+6)	27 (+8)

Saving Throws Dex +11, Wis +12, Cha +14

Skills: Deception +14, Insight +12, Persuasion +19

Damage Resistances cold; bludgeoning, piercing and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive perception 16

Languages Infernal, telepathy 120 ft.

Challenge 21 (33,000XP)

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

Magic Weapons. Zimimar's weapon attacks are magical.

Illusory Reality. When Zimimar casts an illusion spell, she can choose to make one inanimate, nonmagical part of that illusion real. She can do this on her turn as a bonus action. The object remains real for 1 minute. The object can't deal damage or otherwise directly harm anyone.

Torturous Truths. As a bonus action, Zimimar targets one creature she can see within 60 feet of her. That creature must make a DC 22 Charisma saving throw. On a failure, it is compelled to honestly answer every question presented to it, taking 18 (4d8) psychic damage whenever it deliberately speaks a lie. The creature is aware of this effect, and can be evasive in its answers as long as it remains within the boundaries of truth.

Innate Spellcasting. Zimimar's spellcasting ability is Charisma (spell save DC 22). Zimimar can innately cast the following spells, requiring no material components:

At will: *bless*, *calm emotions*, *enthrall*, *hallucinatory terrain*, *major image*, *modify memory*, *mass suggestion*
3/day each: *mental prison*, *mislead*, *seeming*

ACTIONS

Multiattack. Zimimar makes three attacks: one with her cursive insults, and two with either her claws or tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage. The target must succeed on a DC23 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Cursive Insults. One creature that can hear Zimimar within 120 feet of her must succeed on a DC 22 Wisdom saving throw, taking 18 (4d8) psychic damage on a failure, or half as much on a success. If it fails the saving throw, it has disadvantage on the next saving throw it makes before the start of Zimimar's next turn.

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

REACTIONS

Illusory Self (5/Day). When Zimimar would be hit by an attack, she can choose to make the attack miss by interposing an illusory duplicate of herself between her and the attacker.

LEGENDARY ACTIONS

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

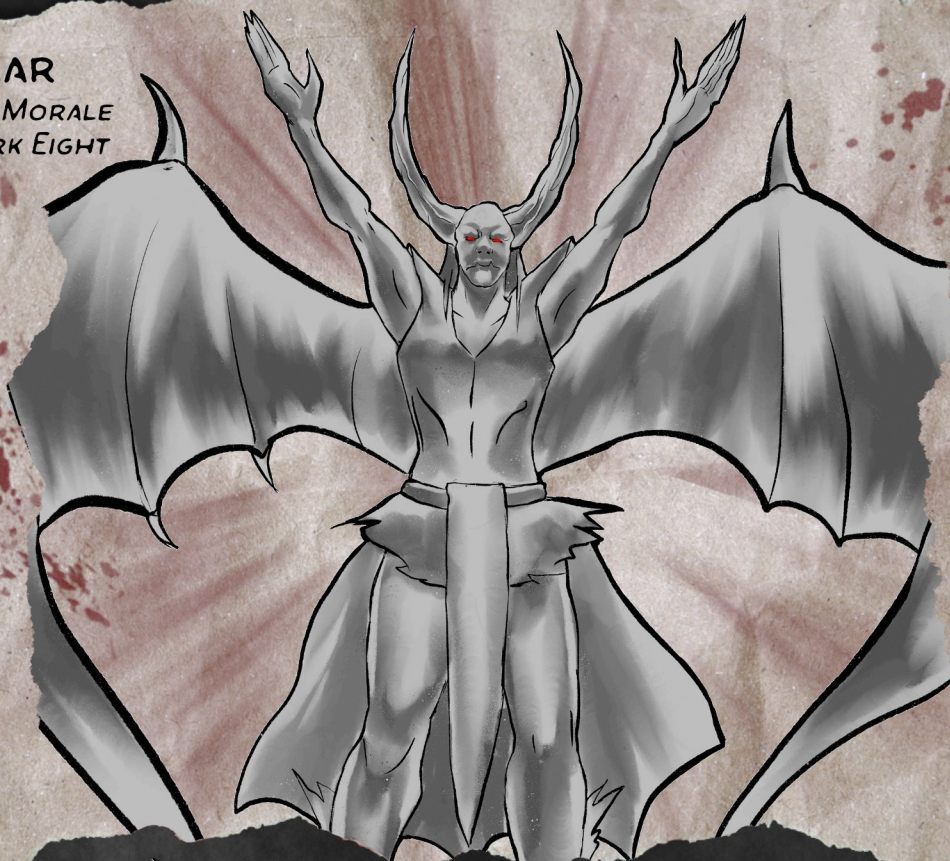
Attack. Zimimar uses her cursive words once.

Inspiring Words (Costs 2 Actions). Zimimar performs a brief but rousing speech. All allied creatures that can hear her gain 10 (2d10) temporary hit points and advantage on the next attack roll they make before the end of their next turn.

Teleport. Zimimar uses her Teleport action.

ZIMIMAR

MINISTER OF MORALE
FOR THE DARK EIGHT



CHAPTER 6

MAGIC ITEMS

This section details a selection of fiendish-themed magic items, and one artefact, for use in your campaigns.

DAGGER OF RA-THAN

Weapon (dagger), artifact (requires attunement)

This dagger was originally crafted in Mount Celestia and was brought down to the hells by a mighty paladin named Ra-Than, who met his fate somewhere in the throes of the Blood War. The dagger was picked up by the abishai servants of Tiamat and given her divine blessing, tarnishing the pristine silver of the blade to shine with the five colours of the Dragon Queen's heads. The dagger was then used to slay Cantrum, the mighty leader of the Dark Eight, by plunging it into his chest. The furious fiend's blood corrupted the blade for a third time, cursing it so that none of the Queen's followers would ever be able to wield it again.

The Ragger of Ra-Than is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. It deals an extra 2d6 damage of one of the following damage types (your choice): acid, cold, fire, lightning, poison, or radiant. If the target is a fiend or dragon, this damage is increased by 1d6. Weapon attacks with this dagger score a critical hit on a roll of a 19 or 20.

The holy origin of the blade resents the forces that have corrupted it. Any dragon that willing touches the *Dagger of Ra-Than* takes 20d6 radiant damage, and they cannot attune to it.

Elemental Ward. You can cast the absorb elements spell at-will.

Random Properties. The Dagger of Ra-Than has the following randomly determined properties:

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

BARBAZU GLAIVE

Weapon (glaive), uncommon

A creature that takes damage from this weapon must succeed on a DC 12 Constitution saving throw. On a failure, the target becomes poisoned and cannot regain hit points until the end of it's next turn.

HELM OF THE FALLEN WARRIOR

Wonderous item, very rare (requires attunement)

This battered helm once belonged to a mighty warrior that perished during the Hellrider's assault during the Blood War. As an action, you can call fourth the spirit of the helm, who appears as a spectral **knight** within 60 feet of you. The spirit is friendly to you and your companions and will follow your commands. The spirit returns to their rest after 10 minutes or when they drop to 0 hit points. Once you use the Helm, it cant be used again until the next dawn.

Vestige of War. As an action, you can instead welcome the spirit into your body, merging the essence of both your souls. For 1 minute, a ghostly vestige rises from your body and strikes in unison with your attacks. You must focus on

maintaining your connection with the spirit as if you were concentrating on a spell.

While the vestige is active, it deals additional psychic damage to all creatures you damage with a weapon attack. The psychic damage is equal to half of the damage dealt by your attack.

The spirit returns to the helm after 1 minute, or when your concentration is broken. When this effect ends, the impact of the otherworldly force leaving your body cripples you, and you can't move or take actions until the end of your next turn. After you have used this feature, the helm may not be used again until after 9 days have passed.

INFERNAL POGO

Wonderous item (uncommon)

This contraption, invented by Snikik of the Order of the Bounding Scales, weighs 15 pounds and is wrought of infernal iron. It has 3 charges, and it regains 1d4 expended charges at dawn. It has a movement speed of 30 feet. As a bonus action, you can expend a charge to make a bounding leap, instantly jumping a further 30 feet. It can carry up to 200 pounds.

While you are not riding the pogo, you can pull a trigger on the handle of the pogo and expend a charge to fire an explosive shell from the items foot. The Infernal Pogo functions as a material ranged weapon with a range of 20/60. On a hit, the target takes 1d10 bludgeoning damage and 2d10 fire damage, and must succeed on a DC12 Strength saving throw or be pushed 10 feet away from you.

INFERNAL CHAINS

Wonderous item, rare (requires attunement)

This set of three enchanted chains forged of infernal iron are favoured by chain devils. The chains can be used as melee weapons with a range of 10 feet, the finesse property, and deal 1d10 damage on a hit. If the creature attuned to the chains is a spellcaster, they can use their spellcasting ability modifier for attack and damage rolls using the chains. The chains count as magical for the purposes of overcoming damage resistances and immunities.

When you take the Attack action on your turn, you can use your bonus action to make a single attack with the chains. When a creature is hit by a chain, it becomes grappled. While grappled, the creature takes 1d4 piercing damage at the end of each of it's turns. You can only grapple a number of creatures equal to the number of chains, and you cannot attack with a chain while it is grappling a creature.

MARK OF INVISIBLE ALIGNMENT

Wonderous item, uncommon

This small, tear-shaped gemstone can be placed against a creature's forehead. When it is, the gemstone merges with their skin and disappears, leaving an invisible imprint on their flesh, detectable only by a faint glow of illusion magic when subject to the *detect magic* spell.

The mark masks the creature's type and alignment, which the target decides upon when the mark is created. Any attempt to magically divine or sense the creature's type or alignment reveals the creature's chosen result.

Casting *dispel magic* on the mark removes it permanently and reveals the creature's true type and alignment.

PICK OF ABYSSAL POWER

Wonderous item, uncommon

This pick for a fretted instrument is made from the tooth of a demon. The music the instrument plays carries with it an uncomfortable, haunting undertone, no matter what song or instrument it is played on.

The pick has 3 charges. You can expend one charge to cast *absorb elements* as a first level spell. Whenever you cast a spell using an instrument with the pick that deals either fire, cold or lighting damage, you can expend one charge choose to reroll a number of damage dice equal to your charisma modifier.

The pick regains 1d4 charges at dawn.

SILVERED CLAW BRACER

Wonderous item, uncommon

This bracer is of unknown origin, but sometimes demons are seen wielding them in the front of the blood war. The bracers deal 1d6 piercing damage on a hit, have the finesse property, and deal an extra 2d4 damage against devils and lycanthropes.

RING OF ARCANES DEALINGS

Wonderous item, rare (requires attunement by a spellcaster)

This ring is made of infernal iron and guided with gold. Arcane symbols dance around its surface, and it gives off slight warmth to the touch.

The ring has 5 charges that can be used to cast any spell on your spell list. As a bonus action, you can cast any spell you know, expending a number of charges equal to the spells level (you cast it as a bonus action regardless of the spell's usual casting time). Once all 5 charges are expended, the ring ceases to glow and becomes mundane.

At any point, when the ring has less than its maximum number of charges, it can drain magical energy from the creature attuned to it. The creature loses a number of spell slots equal to the number of charges missing on the ring +1. For example, if the ring has two charges remaining, it could drain four 1st level spell slots, 2nd level spell slots, or one 3rd level and one 1st level slot.