
Sandy Petersen's
Planet Apocalypse
DRAFT
NOT FINAL VERSION
Developed by David N. Ross
5th
Edition Fantasy





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# USING THIS BOOK

*Planet Apocalypse* is the world—your game's world—as it teeters on the verge of its ultimate end. When the apocalypse comes, it leaves few heroes, and those that remain must desperately battle to preserve their world from utter destruction. Your player characters are those heroes, and there is no one else to save the day.

This book begins with an introduction to *Planet Apocalypse* and advice to the GM on how to present it and how to create a campaign out of it. Of particular interest to players, the second chapter outlines class options and feats for characters who have prepared for or survived the initial onslaught, while the third chapter contains spells and magic items for fighting fiends or that have been scavenged from defeated fiends.

The remaining chapters are for the GMs' eyes only. The fourth chapter presents adventures that showcase *Planet Apocalypse* in action; these adventures use material drawn from the subsequent chapters. The fifth chapter explains the nature and dangers of the fiends and their invasion, the sixth chapter presents a wide variety of new fiends and other monsters, while the seventh and final chapter covers the fiend lords around whom the campaign revolves. Lastly, this book contains an appendix of encounter tables and an index of monsters by challenge rating you can use to build your own *Planet Apocalypse* encounters.

## Introduction to the Apocalypse

Evil has many faces in a fantasy multiverse, and some of the most vivid are demons, devils, and other fiends. We posit that deep below the known depths of evil, beyond and below the recognized circles of Hell and the Abyss, is an ancient manifestation of pure evil. It may be an unknown depth of Hell or some other plane, or it may be a




place entirely of its own. The inhabitants of this plane of existence are entities beyond clear categorization into chaos, law, and conventional neutrality, or even the natural laws of the understandable universe.

This is the Underhell—a realm of pure evil whose fiendish inhabitants take what they want by any means, and they have just attained an open doorway to invade the mortal world.

In *Planet Apocalypse*, these fiends demonstrate a clear organization within their regimented legions, serving their Archlords and the leaders of their legions. Despite this propensity for organization, they are individually reckless, violent, and fickle. Even their very physical forms are unpredictable: indeed, it is difficult, even dangerous, for mere mortals to even look upon the forms of Underhell fiends. This is one of their key advantages in the invasion and one of the reasons special heroes are so vital: armies struggle to fight back at the fiends at all, and only heroes with rare powers can help counter this effect.

Below are some terms you should know to understand the apocalypse before reading the rest of the book.

## Circles

Each fiend is classified into a circle of authority, from void at the bottom to fourth-circle at the top. Each is viewed as "below" the circles it has authority over, so a fiend might have a position "underseeing" minions in a role similar to what mortals might call an "overseer." Even the fourth-circle fiends defer to the fiend lords, however.

***Void Minions.*** Weaker than the least recognized circle, the status of void minion is reserved for pitiful creatures called void maggots, which are only barely considered fiends. Void maggots are created from souls that have been trapped in a cosmic void by the Underhell, often during invasions.

***First Circle.*** The first circle of fiends are grylluses, magical fiends who serve as squad leaders to bands of void minions. They are known for being haughty and foolishly pompous.

***Second Circle.*** The second circle of fiends are the brawny and vicious underfiends. They are elite shock troops and commanders of battles.

***Third Circle.*** The third circle belongs to the extremely potent cacodaemons. They often serve as artillery, mowing down line upon line of mortals with far-reaching spells in the greatest battles and serve key positions on lines of defense.

***Fourth Circle.*** The fourth circle belongs to a series of possibly-unique fiends so varied they are known collectively only by their circle. The hell hound alpha is perhaps the best known among them, but there are over a dozen different fiends that might appear in an invasion.

## Doomgates

The Underhell has been planning to destroy the mortal world for some time—perhaps thousands of years or more—and finally, the day has come. To bridge the vast cosmic gap to the mortal world, the Underhell must use unique magical portals to move troops on the desired scale. In every case, they target powerful and important individuals, rather than sites, in order to wipe out the world's great wizards, kings, religious leaders, and heroes in a matter of moments, whose accumulated corpses then transform into

magical portals called Doomgates. The magic of the Doomgate uses this flesh to provide physical forms for invading fiends, allowing them to exist on the material plane. An invasion might have one or several Doomgates; typically, each Archlord requires a single Doomgate.

The fiends revel in the strategic value of decapitating mortal power structures, which makes it much easier to wipe out mortal resistance. However, using mortal flesh as a vessel for fiendish power also gives a few mortals exactly the power they need to resist the fiends (see the Sanguine Ward, below).

### Fiend Lords

Fiend lords are the most powerful fiends, above the conventional circles of authority. They use their unmatched might and magical resources to demand the obedience of whatever fiendish followers are useful for their current goals. A fiend lord wears one or more crowns indicating their relative power and prestige among their fellow lords.

***Archlord.*** Among the mightiest fiends of the Underhell, the Archlord is the linchpin of an invasion, and defeating them is often the only hope to stop the press. A small invasion might have only one Archlord, while a large-scale or global invasion might have several. The longer an invasion is left to wreak havoc, the more likely more Archlords will join the march.

***Lesser Lord.*** Lesser fiend lords are powerful fiends who either have not yet attained the full glory of Archlord status or serve as avatars for the Archlords. An avatar allows an Archlord to project some its power over vast distances, effectively allowing it to be in two places at once.

### Legions

All fiends below fiend lords manifest unique powers reflecting the legion they belong to. There are at least a dozen legions reflecting varying kinds of evil and different strategic priorities for the fiends. Although fiends seem fiercely loyal to their legions at first, they do not hesitate to forsake one legion to join another when it is useful, a dichotomy that often confuses mortals at first.

### The Sanguine Ward

Some mortals are able to perceive and approach fiends more easily than others. At least one hero of a *Planet Apocalypse* campaign is assumed to share a special bond with the Doomgate called the Sanguine Ward, which confers this protection. Usually, the character had some link, typically a forgotten blood relation, to one of the corpses transformed into the Doomgate at the start of the invasion, so they manifest a sort of bond with the shifting flesh of every fiend that passes through it. The hero usually discovers they have the Sanguine Ward accidentally, when they are able to perceive the fiends in a way unlike their companions. Alternatively, the bearer of the Sanguine Ward could be a vulnerable NPC, such as a small child or disabled person, whom the player characters must protect if they are to have any hope of repelling the invasion.

### The Underhell

The Underhell is the source of the fiendish invasion. It is a mutating wasteland where everything is horribly alive. The earth is as much flesh as rock, pocked with metal and sores and burning with constant hellfire. Time hardly seems to pass, leaving mortals at once no time to rest but forever to suffer. The Doomgate and the Archlords' spreading shadow quickly twists the mortal world to increasingly resemble this hellscape below and beyond all hellscapes.

## Bringing the Apocalypse to your World

In most fantasy campaigns, players rely on certain things. Thieves belong to the Thieves' Guild. Players like to have their characters go to taverns to pick up rumors or seek adventures. They go to the local Church of Thor (or whomever) to get healed or resurrect dead companions after a fight. The local princeling gives them quests and rewards them when they succeed. Even the enemies are often a known quantity: if you're playing in a dark fantasy setting, for instance, the undead lords and their dire evil are dangerous but also familiar and almost comfortingly expected.

Unfortunately, these comfortable tropes can reach the point where the next dungeon or quest is just a different flavor of the same encounters. "Oh, this dungeon is ruled by a blue dragon instead of a green one? How … excitingly different." Sometimes, turning the familiar on its head can punch things up, giving your players a fantastic change of pace. And when you are done, you and your players can return to the normal routine invigorated and seeing your world with a new perspective.

That's what *Planet Apocalypse* is for.

The apocalypse is not your average campaign. All these comfortably familiar elements, your players' entire known world, is threatened with destruction and only their characters can stop it! Everything they

know and love is destroyed or threatened. The rules of their universe are turned topsy-turvy. They can no longer rely on the authorities or powers that once gave their adventures structure. Destruction reigns.

*Planet Apocalypse* is designed to give the players an exciting, high-stakes menace for a limited period of time. It's up to you how big or how long to construct your campaign. This is not a tailored campaign but a sourcebook for building your own from the provided tools and example adventures. We recommend that you set it up for a campaign of about 6 months of real time, in order to give the apocalypse real weight in your players' lives but preventing it from monopolizing your roleplaying adventures forever.

Once you finish your *Planet Apocalypse* campaign, you can still draw from this sourcebook: the aftermath of the cataclysm leaves behind some of the fiends and possibly their lords, and so the skills, feats, monster stats, and such can still be handy for ongoing adventures.

Fundamentally, the *Planet Apocalypse* campaign will help you, as a Game Master, to make your world more exciting for your gaming group.

Consider the following guidelines when you incorporate the apocalypse into your game.

## Make the Players the Center of Attention

One of the normal features in any high-fantasy world is that player character heroes are almost never really the most important people in the world. There are always kings, archbishops, sorcerer lords, or others who are higher level, wealthier, with armies at their command and fabulously powerful magic artifacts in their hoards. The player heroes are, by comparison, wandering adventurers, be they knights-errant, wandering do-gooders, or dangerous vagabonds. In *Planet Apocalypse*, your heroes will be catapulted into command at the highest level of importance, because there is simply no one else who can resist the forces of the Underhell. This can be a chance for players to play the most important individuals in the world.

Being on their own might disorient the players—especially if they're expecting someone to assign them quests or hand out rewards for jobs well done—but it should also tantalize and excite them. If your players find this open-ended role overwhelming or more frustrating than fun, you can provide surviving NPCs who can point them in useful directions but who won't overshadow them. These NPCs should not be powerful enough to save the day—that is the heroes' job.

## Campaign Rebirth

Campaigns can get stagnant. Sometimes they reach a natural end: when the heroes have wiped out the Big Bad, achieved the final quest in a long series, conquered a kingdom, and so on. *Planet Apocalypse* can be used to revitalize your campaign or restart it. Suddenly many or all the familiar kingdoms, cities, lords, and places of the campaign can be destroyed, rebuilt in new configurations, or repurposed.

Don't worry—you can keep any part of your campaign your group likes for later use. After the *Planet Apocalypse* campaign, if you want to keep using the haunted vampire tower that's been a centerpiece of your adventures, go ahead and reinstate it by revealing that it survived. On the other hand, if you have gotten tired of an element and removing it won't spoil anyone's fun, this is your chance to destroy it and replace it with something new. This can apply to sources of good too: if your Church of Thor is starting to seem a little tired, you can shake up its membership by killing off many or all of its higher-ups. Suddenly, a player's moderate-level priest of Thor is a precious commodity to the Church, someone to be admired and given authority to shape the church as it rebuilds.

## View your Setting in a New Way

The campaign setting is often viewed as the rock-solid background or foundation to your campaign, and nothing is inherently wrong with that view. But it can be fun to pull out that assumption and examine it. If the players are forced to realize that every single part of their world is at risk, they may even start valuing those parts that were their obstacles or enemies. In a normal campaign, players assume the dark elf kingdom will always be there, plotting against them and their king, and it will always be made up of neat underground dungeons for them to adventure through. But now, with the advent of the fiends, you are at risk not only of losing your own homeland, but so too is the dark elf kingdom at risk. Perhaps that seems like a silver lining, but if the dark elves are destroyed, is that really a good thing? What greater threat are they holding in check that will be free to assault the surface once they are gone?

This is also an opportunity to explore the story from another angle. Maybe the surface dwellers and the dark elves have always been opposed, but both want to survive and defend themselves. Now along come the fiends, who want to destroy all mortal life in the world, both surface and below. Suddenly the surfacers and the dark elves have something in common and might be on the same side (at least temporarily). This can be a vivid and fun opportunity



to roleplay unexpected alliances and reexamine old stereotypes and assumptions. Maybe the old enemies aren't all as bad as the heroes thought. Or they might be just as bad, waiting to betray the heroes as soon as the fiends are defeated!

## Making it Horrifying

Here are some tips to help make the *Planet Apocalypse* fiends more frightening and vivid to the players. This advice can also apply to other fiends and some other timeless monsters.

### It Doesn't Matter if They're Killed

These monsters emanate from the Underhell, a distant plane of existence made of pure evil; it might be an entirely new plane of existence or part of Hell, the Abyss, or the like. In any case, "killing" fiends is really just a banishing, and the same monster will soon enough return to the mortal world through another Doomgate. So long as they focus on destroying fiends, the PCs can only slow down the flood temporarily.

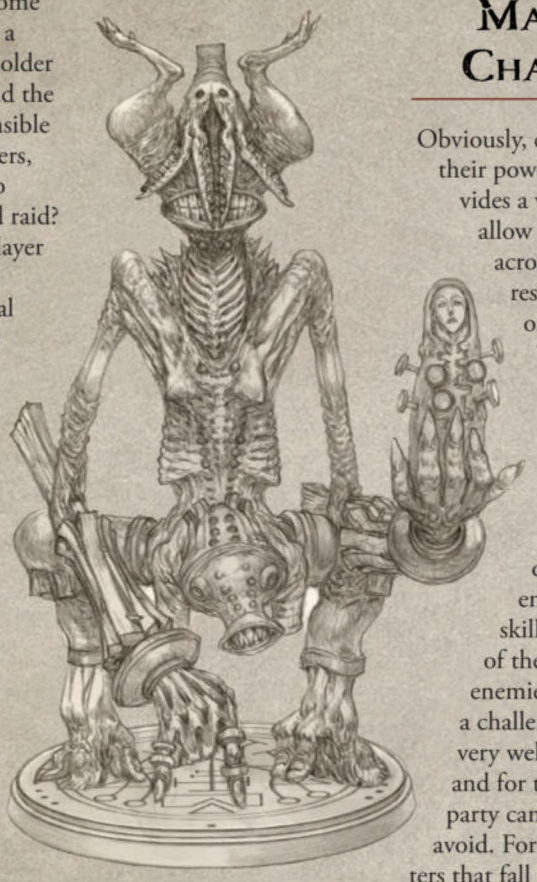
This is completely different from most enemies the players will have faced. If you kill a dragon or exterminate an orc horde, that enemy is gone, but with fiends pouring through a gate from their home plane (as *Planet Apocalypse* fiends do), the tides of invasion are literally endless. With limited resources, the PCs can't just defeat them individually but must instead make progress against their plans in other ways. Fiends should taunt heroes with this fact, promising to exact painful revenge when they return to the world.

### They're Intelligent

A monster that talks to the players is scarier than a simple animal, particularly if it exhibits fiendish intelligence or unnatural knowledge. Because the *Planet Apocalypse* monsters look so bestial and alien, the players may be taken by surprise when a raparee or cacodaemon calls their characters by name. What will a player character do if a fiend threatens his or her family? "Let us pass, or we will kill your Uncle Grayson. A team of grylluses surround his house as we speak." Of course, the fiends might lie—they're evil, and not bound by any magical compulsion to honesty. But they will tell the truth enough to make the players uncertain.

### They Do Things the Players Don't Understand

Have the monsters perform deeds that seem to make no sense, or at least not material sense. For instance, perhaps the fiends arrange human corpses in geometric patterns or burn only every seventh building in town; what significance does this have? Maybe a horde of fiends starts chanting some mystic lay or ballad instead of battling, even when mortals fight back; who knows what evil will come from their music? The fiends raid a village and only carry off women older than 60; what is their goal? Should the player characters abandon a defensible location to rescue the grandmothers, or take the unexpected reprieve to fortify the village against a second raid? They may be torn. Imagine the player characters come upon a group of fiends swarming to build a colossal structure. Even if the players stop the activity, they then wonder what the purpose of the structure was. Is it a worship site? A machine? This mystery adds to the players' sense of unrest.



Prompt the players to make tough decisions based on incomplete information. Don't worry if even *you*, the Game Master, don't know the purpose behind some such activity you add to the game—it will eventually come to you. At first, just take note of the details for future consistency and enjoy how it confuses and worries the players. If players speculate, you might want to decide one or more of their guesses are correct, even if you have to change things they haven't seen yet to make it all fit.

### They're Organized

The invading fiends follow a regimented order with specific goals unclear to humans, at least at first. This organization should be hinted at as a backdrop to the fiends' activity, which adds to the drama as players realize they are pursuing a plan they can't understand. For instance, it's not just that a village is being raided by fiends—the fiends have banners and livery showing that they serve Jabootu and belong to the Lethe legion. The fourth-circle leaders bark orders and the lesser fiends hasten to obey. An organized army with discrete goals can be far scarier than a pack of aimlessly violent enemies. Leadership and strategic intelligence mean that fiends who survive an encounter with player characters can share what they have observed, and evidence left after battles can give fiendish leaders information on the heroes opposing the invasion. As a result, fiends should plan responses to tactics the players have successfully used before.

## Making it Challenging

Obviously, campaigns vary greatly in their power level. This book provides a wide range of enemies to allow you to challenge players across various levels without resorting to huge numbers of enemies all the time. There are stronger and weaker void maggots, grylluses, underfiends, and cacodaemons for this purpose.

You will, as always, need to scale the frequency and number of enemies to your players' skill as well as the capabilities of their characters. Hordes of enemies that were individually a challenge at low levels work very well for grand battle scenes and for tense confrontations the party can choose to confront or avoid. For more common encounters that fall upon heroes before they have a choice, two or three monsters whose challenge rating add up to the group's average level tend to work best.

Stronger enemies make for memorable and compelling recurring foes, particularly unique fiends like the Archlords. These should be hard for even a high-level party to handle, but you can buff them by adding minions to their group. For detailed advice and example encounters, see the encounter tables on page xxx.

### What if my Heroes are Too Weak?

In this case, the goal is to advance your players over the course of the campaign until they are

able to handle the most powerful, dangerous threats, like the Archlord leading the invasion. If the invasion begins before they are ready to face even the weakest of Underhell fiends, that can produce terror but also fun and excitement. In fact, you should tell them that they are the world's last hope: they must become tough enough to overcome the ultimate fiends before the forces of the apocalypse destroy everything they love. There is no one else.

## Building a Planet Apocalypse Campaign

Bringing *Planet Apocalypse* to your gaming group will take some preparation. This is not a full-length campaign or setting and is intended to work in any campaign. The reason is simple: to bring this campaign home to your players, it needs to be in *your* universe, threatening the things *they* love. Do your players love to adventure in a cursed demiplane? That's where the fiends strike. Does your campaign feature dark elves as enemies on a regular basis? Then their underground citadels are overrun by the fiends. No doubt strife has already riven underworld society, with some battling the fiends while others (some evincing Underhell corruption) have switched sides and wage war against their brethren. Imagine fighting through a dark elf dungeon while the elves are having a civil war!

A *Planet Apocalypse* campaign cries out for customization of your specific campaign, and this book is here to help.

### Organizing your Planet Apocalypse Campaign

Much as we love *Planet Apocalypse*, you probably don't want to keep running it forever. That's not the primary intent. Keeping world-shaking tension going endlessly risks making the game too stressful for players to enjoy. (For those who *do* want to run it forever, a few ideas appear at the end of this chapter.) Ideally, the campaign should last from 14 to 24 evening-length game sessions. After that, *Planet Apocalypse* themes should appear as aftershocks and fallout, as your players evince interest.

Let's break this down into sections. Here is a sample organization for your own *Planet Apocalypse* campaign, which you should tailor to suit your group.

- The Set Up (2–3 sessions)
  - 1 session: The Initial Assault (included as *Among the Damned*)
  - 1–2 sessions: Find Your Purpose
- Investigation and Discovery (4–8 sessions)
  - 1–2 session: The Onslaught
  - 1–2 sessions: Old Enemies
  - 2–4 sessions: The Lesser Lord
- The Heroes Strike Back (6–9 sessions)
  - 4–6 sessions: Behind the Front Lines (included as *To Slay Leviathan*)
  - 2–3 sessions: The Archlord
- The Doomgate (1–3 sessions)
  - 1–2 sessions: Home of the Fiends (included as *The Gate of Bone*)
  - 1 session: The Ultimate Evil
- Epilogue

### I. The Set Up (2–3 sessions)

This is the early part of the campaign, in which you introduce your player characters to the new Underhell regime.

#### A. The Initial Assault (1 session)

The player characters should see the invasion begin firsthand. A typical first adventure might take place in a city where the PCs are sitting at their favorite tavern. Suddenly the Underhell breaks loose, powerful heroes start transforming, the city bursts into hellfire, and the PCs must escape. This might be more of an environmental hazard than an actual fight but should set the stage. (For an example of this type of adventure, see *Among the Damned*, starting on page 54.)

The heroes should quickly learn that the old world (or at least the old region) has been destroyed and they are largely on their own. All their former support systems are gone or in shambles. If one of them was a priest of, say, Thor, the church hierarchy has dissolved. The ruler is gone, while the throne or even the entire palace has transformed into a Doomgate.

#### B. Find Your Purpose (1–2 sessions)

After your player characters escape the horror of the initial invasion, any urban refuge is shattered and they will be in the wilderness, likely lost, injured, hungry, and afraid. In this adventure, your heroes need to find their purpose protecting some other wanderers, even more disadvantaged than they. The best way to arrange this is to present your players with a set-piece battle.

The heroes' group hasn't seen any other living humanoids for days. They are short on food. Trees and plants are dead or dying as the Underhell ravages the land. Bodies of water grow bitter and tainted, dead

fish floating belly-up, their flesh rotten. Dead birds drop from the sky, buzzing with flies before they hit the ground. Fiends roam the land. The occasional wild animal or monster the PCs spot flees at once, including dangerous creatures such as basilisks. The sky is gray and hard as iron. You can draw out the bleak, post-cataclysmic tone until the players have got the point (which may take only a few minutes or an hour, depending on your players' personalities).

The clerics and druids cannot contact their higher powers, though they can still prepare spells. Wizards can't summon what they mean to (the GM should determine what creatures are summoned by a particular spell), though their other spells seem to work.

Then, when the player characters seem the most isolated and lonely, they hear people screaming and calling for help from the other side of a hill. When they run up the hill, they see a large group of poorly-armed refugees surrounded by a ring of void maggots and grylluses, perhaps led by a single underfiend (or more, if your party can handle it). Choose a similar encounter of epic difficulty for the heroes' level from the encounter tables on page xxx. If they act swiftly, they can save the refugees. If your party rescued refugees from the settlement as they escaped, those refugees might stumble into an ambush similar to the one described here when separated from the heroes.

The heroes' effort to save the refugees should succeed—at least initially—as the heroes distract the fiends enough for the refugees to get moving. This is followed by a running battle against the fiends, trying to find a safe haven for the refugees while they run cross-country. If the player characters have no idea where to go, some of the refugees have heard of a place at the foot of nearby mountains or a similarly defensible locale where a magic fountain used to be—perhaps the water is still good there?

The heroes lead the refugees to the place, facing hazards (see **Ravaged Lands** on page 122) and a few random encounters (page xxx) on as epic a quest as you can squeeze in a session or so, and lo and behold, the water *is* still good here. The refugees, who include among their number a blacksmith, a healer, and other useful sorts (see below), immediately start building a little hidden village, with a wall or other fortifications. The player characters have now reclaimed some of what they lost: a haven and a group of folk who depend on them.

The new haven needs a name. One way to bring it home to the players is to have the refugees name it after one of the heroes. Nothing will impel Thorgrim the fighter quite like the drive to defend the sanctity of Thorgrimville!

## Who are the Refugees?

Describe the refugees—you should have a group of 6 to 8 named NPCs. The goal is that these NPCs become friends to the player characters. Perhaps one is an attractive individual of a compatible gender for a player who wants to roleplay a light romance sideplot (the refugee falls in love with their rescuer), while another might be a smith skilled in making useful items like mithral armor. Yet another is a healer, or a records-keeper, or a priest from the player characters' religion. Include whatever is needed to ingratiate them to your player characters—you know them best.

Having many survivors makes it easier for some of them to end up in peril or tragically die, should the heroes fail or you want to build some drama. Take care not to overuse this crutch, but you can potentially afford to lose several in this way—each time should tug at the players' heartstrings a bit. The more the heroes care about dead or imperiled NPCs, the more narrative use you can get out of them; make these NPCs helpful, funny, and quirky, so their absence is missed. For quick ideas, consider a high-fantasy version of one of your favorite characters from a video game or other media (for example, Tiny Tina from *Borderlands* or Elvira).

In fact, making the NPCs humorous has a double function: first the players like the NPCs more as bright spots in the dark tone of the adventure, and it heightens the shock if the NPC dies. Such characters are purposely goofy to endear them to the players, and to stimulate the player characters to protect them. Of course, you don't have to use goofy NPCs—it is simply a contrast to the otherwise bleak horror of the campaign, so that the players have a change of pace. If the light-heartedness doesn't work—and your players would be happier playing in a deadly-serious world—go for it.

Here are six short examples of comedic characters (you can add your own, doubtless superior to these):

- **Gorbonox Greenfeather (neutral good gnome commoner).** He knows how to train a horse to do even bizarre tasks and is also an aspiring falconer. His pet "falcon" is actually a clever duck, but no one wants to hurt his feelings and tell him the truth.
- **Argentum (neutral animated armor).** This suit of animated armor walks, talks, sings, and gives useful advice. No, you can't wear him. He's always the wrong size.
- **Fioria the Younger (chaotic good human commoner).** This precocious and reckless young alchemist's apprentice makes *potions of healing* but has a fondness for alchemists' fire and experimenting with any new substance.

* **Lady Valistria (chaotic good human noble).** This dark-haired noble is friendly but accustomed to a life of grim elegance: she dresses in black and always has a jest to make about death. She has a morbid curiosity about anything creepy, including clues about the fiends and their goals.
* **Reliable Rocco (chaotic neutral commoner).** He sells dungeon maps for a living. It's easy to talk him into giving you his map for a share of the expected treasure and no one is more surprised than him when it leads to an ambush. He really believes in his maps, even those he draws himself.
* **Sorka Chopper (neutral good kobold).** Raised by kindly human parents, she has a useful job as a carpenter, works hard to be a good person, and has no cultural context for the idea that most kobolds are traditional enemies of gnomes and humans. She's never even seen another kobold and thinks her appearance is a birth defect.

An important caveat: don't have *all* the refugees be kooky and funny! One or two is plenty. The others can be more typical, if still distinctive in personality. Aim for an interesting and memorable assortment.



## 2. Investigation and Discovery (4–8 sessions)

Now the campaign progresses in earnest. The players' haven is now threatened by a lesser fiend lord. This next part of the campaign has three parts, linked together.

### A. The Onslaught (1–2 sessions)

A new group of refugees arrives at the haven but with bad news. They sought safety here, but a fiend horde is on their trail and will arrive at the haven soon. The refugees apologize for inadvertently bringing the apocalypse here. Even if your players are remorselessly practical, kicking the new refugees out won't help—their trail still leads to the village, so the attack is inevitable.

The fiends are on their way and will reach the village in just a few days, giving the player characters that long to prepare for the assault. The player characters should scout out the enemy, maybe with divination magic or on horseback (one of the villagers might raise fine horses). The force is too much for them to defeat on the open field but might be surmountable with careful planning and fortifications. It is too numerous and too tough for a fair fight. What can they do?

The whole village needs to pull together and build traps, walls, towers, and weaponry to stop the attack. Let the players come up with creative and imaginative solutions. A moat with alligators? Huge rocks to be dropped from towers? Whatever they can think of and is reasonable, let them try. Someone has to go catch the alligators or figure a way to get the rocks into the towers.

When the fiends finally arrive, the combination of the heroes' skill and the traps and defenses (and maybe even inspired townsfolk) should save the day. Take inspiration from movies and books with similar village-defense scenes.

## B. Old Enemies (1–2 sessions)

This adventure presupposes the players have a familiar intelligent enemy—an individual, a clan, an occupation (slavers), or a rival nation. If they don't have some kind of oft-used foe, you can insert something that everyone will immediately recognize as a dangerous enemy, such as a vampire, green dragon, or cabal of evil sorcerers.

In this adventure, one of these old enemies comes to the player's haven, seeking help. Yes, they've had differences in the past, and the enemy is just as evil as ever, but they all need to fight against the new horror. Will the heroes go for it? Will they be willing to set aside old grudges and work with, say, a vampire clan, to stop the fiends?

If this is an individual (like a vampire), perhaps the messenger who comes to the haven is an acolyte or a familiar. Or it could just be a member of the assassin's guild who knows where a lot more assassins are hiding out—"Could you use our services?"

The early part of this adventure is the players discussing the old enemy's offer. Depending on how much they like to talk things over, this could take one or several scenes. Their contact shouldn't have all the answers any more than the players do. Presumably, even if the players don't trust the enemy, they may want to go see them—perhaps to defeat them once and for all, perhaps to see if, hoping against hope, this is an opportunity to join forces. Alternatively, the players might be confronted by a problem that they know the main old enemy has solved before and they have to see if they can reach and recruit this villain. For instance, the enemy might know a certain rare spell that's key to repelling a particular attack.

The middle part of the adventure sees the players going to where the old enemies are located, to help or see if they can ally against the Underhell. But when they meet the enemies, they are engaged in what amounts to a civil war—some of the enemies (or minions, in the case of a singular villain) want to join the fiends, others don't, and they're battling. The players can turn the tide by joining one side or the other. This may be a chance to finally defeat their old enemies, but if the players do so, they don't have the chance to ally with them.

Of course, the player characters' newfound allies are still slavers, or assassins, or the like, and they are still villainous. There may be an element of treachery occurring against the heroes as well. But on the other hand, even though you can't fully trust the dragon who's allied with your village, it can still be a useful asset. The former foes carry useful information as bargaining chips, bringing players up to speed on how fiends work and the scope of the invasion.

One way to cement the relation is for a second battle to begin immediately after the player characters help one side win, where the fiends attack the players and their old enemies. Moreover, some of the attackers are horribly transformed, enslaved, and corrupted minions of the fiends, driving home the stakes of defeating the fiends. This should put things in perspective, both for the players and their former enemies. For example, if your bad guys are slavers, and they see their former slaver pals turned into distorted void maggots "owned" by a gryllus or underfiend, this might cement their desire to put old hostilities aside. (See the corruption traits starting on page 156 for ideas on how to corrupt your villains.)

Defeating the fiends and corrupted enemies and cementing a new alliance leaves the PCs' haven a more dangerous but also more interesting place, now that former enemies live among the villagers. Trouble may brew, but ultimately both sides must work together, or the fiends win.

Remember—the old enemies have not necessarily had a lasting change of heart. They are still the same characters as before. They are simply allies hoping to bring back the former world, or part of it. You should play them as still interested in their former goals but willing to cooperate sensibly because those goals are only possible with the fiends out of the way. If your villains were dishonorable before, they're still dishonorable. If they normally prey on humanoids, they may be willing to hold back on their worst practices … temporarily.

## C. The Lesser Lord (2–4 sessions)

Near the middle of the campaign, the old enemies with whom the players have allied (albeit distrustfully) know who rules this whole region of the world: the lesser lord avatar of whatever Archlord you intend to use at the climax of your campaign. The enemies have already dispatched a group to take down this lesser lord but fear it has failed.

Naturally, the lesser fiend lord has claimed a horrible dungeon complex, and it's time to adventure deep within and confront the monster. "But," you ask, "Where is this dungeon complex?" It is *your* dungeon. Choose one that your players (if not their current characters) have already plundered, or at the least, one known to your players, possibly a published one with name recognition. The avatar has cleansed, repopulated, and repurposed it for the fiends' use. Many of the minions can be exchanged for fiends, but you can leave some of the old ones, enslaved and controlled by the avatar! (Use the corruption traits starting on page 156 to represent the fiendish influence on these creatures.)



The first session or two should be spent exploring the dungeon, trying to come to grips with the avatar and learn about its abilities and goals. Near the end of this part, the PCs encounter a group of the same old enemies, who have been independently exploring. The former enemy party is eager to join forces, perhaps with some arguing and discussion, for the next step.

The final session should lead up to and end with the confrontation with the avatar in the final part of the dungeon. It's not just a single battle, though. The lord should be too tough for the players alone, so their old enemies need to come along for the fight—which they willingly do. Seeing paladins and elf warriors allied with a hobgoblin captain against an archlord's avatar ought to be pretty entertaining for everyone.

If things go too quickly and easily, threatening the tension and player satisfaction, you can also throw in a monkey wrench. Partway through the battle, as the players start seeing victory, the lord makes an offer to the old enemies that at least some of them can't resist, and they change sides! Or the former enemies turn on the heroes as soon as the lesser fiend lord is defeated, hoping to wipe them out and seize control over the homeland village and the fate of the fallen kingdom. This last bit of betrayal is emphatically optional—decide carefully whether you (and, by your best guess, your players) want it in your campaign.

## 3. The Heroes Strike Back (6–9 sessions)

Now the player characters have defeated a lesser fiend lord, established a haven, and are doubtless ready to move on the offensive.

### A. Behind Enemy Lines (4–6 sessions)

In this adventure, the heroes face the fiendish forces head-on, halt the forward push, or at the least get behind the front line. You can use the adventure **To Slay Leviation**, starting on page 72, for this section. This adventure will likely be long, offering a range of combat encounters atop a miles-long draconic flesh construct to help the party reach a higher level quickly. The narrative function of this adventure is to weaken the invasion in a major tactical sense, to prove that the approaching hordes can be turned back. Fiendish orders should mention the location of the true Archlord, the fact that fiends don't heal, and any other assumptions about the dangers of a *Planet Apocalypse* campaign that the players haven't learned yet.

If you want to invent your own adventure, consider reusing an open location known to the players, such as a major port city or trade hub on a major river. Players can set up a larger-scale version of the defenses in

**2A the Onslaught** to slow the destruction and even temporarily turn it back so that they can open a way to the Archlord's fortification. They should contend with several harrowing fights against organized fiends and gain levels quickly.

### B. The Archlord (2–3 sessions)

Once the fiends' forward line is broken, the heroes need to reach the citadel of evil that it has loosed it upon the world. It's not hard to find the enemy: the fiends don't bother trying to hide their actions. Moreover, getting close enough to the Archlord brings the heroes into the Archlord's Shadow, where time doesn't flow as it should and space twists, meaning that routes seem to twist impossibly to lead either directly to the Archlord or straight out the nearest edge of the Shadow. This location should be very badly warped by the fiendish presence, with only fragments of the mortal world intact.

Here you'll need a second dungeon complex, more challenging than the last one. Again, you can use one of your old complexes or use a commercial one. But this time there is a true Archlord at the end of the dungeon. You can use the old enemies as allies again if you want, depending on how it turned out in the last dungeon crawl.

Since the Archlord is going to be a real threat, the heroes would be well served to acquire some artifact in the ruins in order to have a chance at the fight. Perhaps there is a crystal whose light lowers the lord's Armor Class to a point that they can hit it with a reasonable chance, or there are six doses of antidote that each grant one-time immunity to poison or other damage from the Archlord. Pick what you think your player characters will need, give them hints to find it, and post a fourth-circle fiend to guard it.

Banishing the Archlord causes many of the fiends to vanish from the world. This is a good place to stop if the players are ready to be done with *Planet Apocalypse*, in which case the invasion ends and will not resume, at least for the moment. Otherwise, the defeated Archlord drops a clue or a key or a badge (like a *crown of the Underhell* on page 39) that enables the heroes to find the one remaining Doomgate that does not depend on the Archlord to keep it open.

## 4. The Doomgate (2–4 sessions)

Although the traditional campaign has ended, the fiends are not gone, and one or more Archlords remain interested in the world. The heroes find out that a greater evil yet exists, and maybe someday the fiends will return in force, unless they seal the Doomgate that started it all.

### A. Find the Gate (up to 1 session)

If the heroes can close the ultimate Doomgate, they can stop the invasion once and for all. Unless they do, the Archlord will eventually return. To achieve the final end, the heroes must first penetrate deep inside the fiend-haunted countryside to reach it. If your party has teleportation magic and knows the location of the Doomgate, they can travel quickly indeed.

The Doomgate is not hard to find, especially if the player characters have seen it earlier in the campaign, such as at the very beginning when the invasion started. The danger is that the player characters must wander across many miles of their former homeland, now distorted and changed into a parody of its former self and inhabited by fiends and their slaves. The Archlord's Shadow is gone until the Archlord returns, but the land remains ravaged and alien, with wailing features on fleshy terrain. You can play off how different everything is and use grim mockeries of what was once there. For example, if you had a tavern the players loved, now it is a perverse reflection of its former self: a pit of void maggots and underfiends soaking themselves in toxic mud, the old sign post still hanging over the monsters.

At the Doomgate, there is a small living fort holding powerful fiends who act as a defense force.

### B. Home of the Fiends (1–2 sessions)

The player characters must penetrate inside the fortress that the fiends set up to guard their Doomgate. (For an example of such an adventure, see **The Gate of Bone**, starting on page 106.) This shorter dungeon crawl need not be terribly complex but still dangerous. While fending off attacks from fiends, the heroes should need to place crystals in special holders or some other ritual act in order to weaken the Doomgate to the point it can be reversed and permanently closed from the other side.

After the heroes reverse the Doomgate, they find a terror inside! The player characters need to climb through the gate itself into the Underhell, which is raw nuclear chaos and horrendous. Clearly the PCs can't survive long here, but they must do so long enough to close the gate.

### C. The Ultimate Evil (1 session)

An Archlord lurks just inside the Doomgate, preparing to reopen even more gates on a wider scale. For variety, this might be a more potent mastermind Archlord than the one the players know about. The most iconic but most difficult choice would

be the Spider Mastermind, mightiest and cleverest of the Archlords. The heroes need to penetrate quickly through the hideous fiendish realm to get to this ultimate guard, near but not within view of the Doomgate, and defeat it.

This should be tailored to best show off the talents of your players and their characters. You might find the most outré and weird dungeons and use pieces of them for the basis of the fiend realm. The hardest part of this adventure is that the player characters can't leave the dungeon, heal, and return; they are stuck in the Underhell until they conquer or die. The other hard part for you, the GM, is that you want to time the adventuring so that they beat the ultimate horror with only a few hit points left. You can ensure this by having the Underhell slowly kill them (see **The Gate of Bone** for ideas on how it might do this), likely by exposing them to one of the poisons on page 129 or slowly reducing their hit point maximums while preventing long rests.

The Archlord you choose should be an epic challenge to your player characters. The villain should prove nearly impossible to destroy, but if the heroes falter, you should be prepared to offer them opportunities to ultimately win in the manner typically seen in adventure movies: for example, using a potent artifact (even one from this very lair), toppling a tower onto the villain, or tricking them into a vat of angel blood or other extraordinarily potent magical components, or something similar. This may involve self-sacrifice, after the tradition of horror stories. When the ultimate evil is defeated, the world begins to fade around them. Then they see something even worse and colossal rising before their misty eyes, but the Doomgate closes and they are expelled back to the mortal world. There, they can recover their health and rejoice, though they will be haunted by dark dreams of that fresh horror for the rest of their lives.

### Epilogue

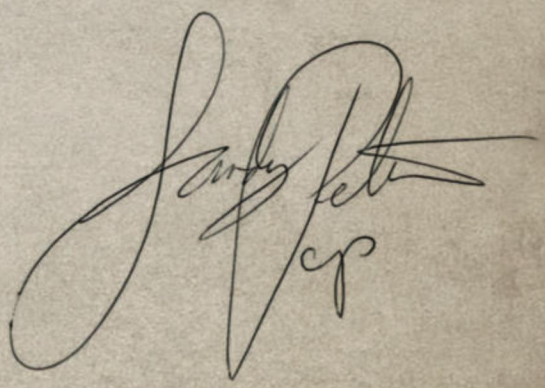
In the wake of a thwarted invasion, there are still plenty of leaderless fiends around, and rebuilding needs to take place, but that is another story. The players will need to take a breather before your next series of adventures takes place. Remember you can always bring back a small (or large) force of fiends for an adventure, on their own or as servants to another evil force now. Underhell fiends are accustomed to serving under generals, and with the loss of contact to the cosmically distant Underhell, they may seek new masters from among the heroes' old enemies.

## The Returning Apocalypse

If players really enjoy the style of apocalyptic threat and don't miss the old world all that much, you might break the campaign in two major parts across more sessions. Have player characters discover hints or get leering threats from fiends that the repelled invasion is just the beginning, as they were forced to slip only their weakest forces through a small crack reality ahead of a larger invasion to come.

In this longer campaign, all the weakest foes should be used at first, with only rumors and glimpses of stronger strains of underfiend, cacodaemon, or Archlords. The first time an Archlord is banished (**Part 3B** above), the Doomgate seems closed and it seems most or all the fiends are gone. At the campaign end, the heroes are all mighty and high level. Then, after a few months, you can launch the *second* Underhell invasion, but now the fiends display the full array of powers. The players are appalled when they go to fight a "puny" band of grylluses and discover how much deadlier they are and realize that the worst is yet to come. You can run a new, higher-level version of **Part 3** and finally the true end at **Part 4**.

## Happy gaming!



–Sandy Petersen





# CHARACTER OPTIONS

This chapter presents subclasses for the barbarian, fighter, monk, rogue, and sorcerer, as well as a variety of feats suitable for any character. These might represent powers gained in preparation for a desperate future you hoped would never come, or they might be choices you made in the face of a world gone mad.

The subclasses presented here are particularly apt for creating new characters to replace heroes that have already perished in a *Planet Apocalypse* campaign, but they can be taken early in the campaign as well. Because subclasses are chosen early in a character's career and the apocalypse generally strikes after heroes are established, we encourage GMs to allow heroes to choose these subclasses before the invasion as a form of preparation. Although even the gods cannot forewarn the world of an Underhell invasion, small groups knowledgeable about the Underhell may encourage a few heroes in each generation to be careful and prepare for potential calamity. Characters may experience terrible prophetic dreams that prompt them to choose these options. If the apocalypse does occur and the characters want to change their subclass, that's feasible as well. The cosmic upheaval caused by such an invasion might, for instance, cause a sorcerer's origin to change unexpectedly (with agreement of the player and GM). Be creative in coming up with ways a character might change subclasses.

If your campaign uses feats, the feats introduced in the second half of the chapter might represent surviving despite the horrific changes wrought by the Underhell, divine aid to help heroes fight back, or else a clever hero's way to use the techniques of the fiends against them.

# Subclasses

The following subclasses are particularly suited to survivors of the apocalypse and leaders who stand against the rising tide of terror and violence.

## Barbarian

In a world where the worst apocalyptic nightmares have come true, many barbarians become vicious wanderers who thirst only for combat. These fierce warriors crave the hunt and take great pride in terrifying their enemies. A barbarian feels most alive after a fresh kill or conquest.

### Path of the Trophy Hunter (Primal Path)

The Path of the Trophy Hunter exceeds the mere bloodlust of battle: it is the simmering rage, the festering hatred that drives one not only to kill but to dominate their foes in body and mind. Barbarians of this path take trophies from slain foes to commemorate their victories, and they wear these grisly totems to gain the strength of those they have conquered.

#### Experienced Hunter

When you choose this primal path at 3rd level, you become proficient in Intimidation and one other skill from the following list: Arcana, Insight, Nature, Performance, Religion, or Survival. If you are already proficient in Intimidation, choose a second skill from the list instead.

#### Spirit Carver

Beginning at 3rd level, when you take trophies from your slain foes, they feel the pain down to their very spirits, lingering at the place of their demise out of shock. When a celestial or a fiend dies and you have damaged it since the start of your last turn, its body doesn't disappear for 24 hours and you can harvest parts of it for indefinite preservation as if it were a mortal creature.

#### Necklace of Trophies

At 3rd level, you create your first trophy from an enemy you have slain and choose one of the following benefits. You can take a new necklace trophy and change the benefit at the end of any long rest if you have participated in slaying a foe with a challenge rating at least equal to your level since your last long rest. You can only have one necklace trophy at a time.

***Necklace of Teeth.*** You make a necklace of assorted teeth or spines pulled from your slain foes, inspiring you to greater ferocity. While raging, when you roll a 1 or a 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if it is a 1 or a 2.

***Grisly Necklace.*** You make a necklace of tongues, skin, or other grisly bits cut from your slain foes, which inspires horror and fear in those who look upon you. While raging, you can use your action to cause a creature you can see or hear that can see or hear you to become frightened of you until the end of your next turn unless it succeeds on a Wisdom saving throw. The save DC is 8 + your proficiency bonus + your Strength modifier. When the creature succeeds on its save or the frightened condition ends on it, it becomes immune to your Grisly Necklace for 24 hours. Using this action prevents your rage from ending early, as if you had made an attack.

***Necklace of Bones.*** You make a necklace of splintered bones, inspiring you to laugh at death. While raging, you have resistance to necrotic and poison damage and you have advantage on saving throws against being frightened or poisoned.

#### Prize Trophy

By 6th level, you have taken a great trophy from a powerful foe. Choose one of the following. You can take a new prize trophy and change the benefit at the end of any long rest if you have participated in slaying a foe with a challenge rating at least equal to your level since your last long rest. You can only have one prize trophy at a time.

***Inspiring Trophy.*** This trophy, typically a heart, reminds your allies of your mighty deeds and inspires them to greater action. When you reduce a hostile creature to 0 hit points, choose one friendly creature that can see or hear you. That creature gains advantage on its next attack roll, saving throw, or ability check. You cannot use this ability again until you have finished a short or long rest.

***Invigorating Trophy.*** This trophy, typically a scalp or set of horns, encourages you to persevere against hardship. When you reduce a hostile creature to 0 hit points, you can either regain lost hit points equal to your barbarian level or end one condition on yourself from the following list: charmed, frightened, or poisoned. You cannot use this ability again until you have completed a short or long rest.

***Enduring Trophy.*** This trophy, typically a skull, reminds you that you have outlasted mighty foes, instilling you with endurance. You have resistance to cold and fire damage, are unharmed by extreme heat and cold, and have advantage on saving throws against exhaustion.

## Flesh Carver

Beginning at 6th level, you can cast the *speak with dead* spell without expending a spell slot, targeting the corpse of a creature you damaged within 24 hours before its death.

In addition, you add double your proficiency bonus instead of your normal proficiency bonus to ability checks using the Intimidation skill while you are raging. Using Intimidation prevents your rage from ending early as if you had attacked.

## Spirit Interrogator

Starting at 10th level, you have advantage on ability checks made to gain information from celestials, elementals, fey, fiends, and undead. You can use Flesh Carver to cast *speak with dead* on any corpse with a mouth, regardless of whether you damaged it.

## Armor of Rites

At 14th level you craft a suit of armor of your choice from the remains of the celestials, fey, fiends, or undead you have slain. You are considered proficient in this armor. Only you may gain the benefits provided by this armor. You may conduct a 1-hour ritual on the corpse of a celestial, fey, fiend, or undead of at least your size category to make one of the following suits of armor. Performing the ritual destroys any other Armor of Rites you created previously; any such suit collapses into a moldering heap of dead flesh.



***Armor of Scars.*** You ritually scar yourself using the teeth and claws of your fallen enemies and lash the teeth and claws together with sinew. This is light armor that weighs 10 pounds. While wearing this armor, your Armor Class is 11 + your Dexterity modifier + your Constitution modifier. When you hit with a weapon attack on your turn while you are raging, you may use your bonus action to expend a use of rage; if you do so, you deal additional damage of the same type equal to your barbarian level.

***Armor of Skin.*** You cut armor from the leather of demon wings, shape a cloak stitched from the skin of distorted faces, or something else terrifying to behold. This is medium armor that weighs 20 pounds. While wearing this armor, your Armor Class is 14 + your Dexterity modifier (max 2) + your Constitution modifier. When you hit with a weapon attack on your turn while raging, you may use your bonus action to force a creature within 60 feet that can see or hear you and that you can see to make a Wisdom saving throw. The save DC is 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature is stunned until the end of its next turn. You can't use this feature again until you finish a short or long rest.

***Armor of Bones.*** You craft armor from the bones of those you kill, a skull mask and the clattering embrace of ribs. This is heavy armor that weighs 40 pounds and gives you disadvantage on Dexterity (Stealth) checks. You can rage while you are wearing this armor. While wearing this armor, your Armor Class is 17 + your Constitution modifier. When you take damage while wearing this armor while raging, you can use your reaction to reduce the damage by your barbarian level before applying resistance. If the attacker is within 5 feet of you when you use this reaction, you can also make a melee attack with disadvantage against it as part of the same reaction.

# Fighter

The Apocalypse has twisted the traditional concept of a fighter into a melee specialist who has embraced the darkness in order to conquer it. These fighters have paid a high price in order to become the ultimate weapon against the fiends.

## The Branded (Martial Archetype)

This accursed and corrupted warrior is barely more mortal than fiend, branded with a searing runic scar that taints their flesh. With this brand, acquired through torture and punishment, an Archfiend has marked them as quarry for other fiends. Bearers of the mark can tap into the fiends' own magic, linked by this brand, to harness fiendish spells and supernatural powers. Mutated and corrupted, the Branded wield dark powers to lash out in anger and in pain as the instruments of vengeance.



### Branded

Beginning at 3rd level, your brand manifests. You are marked, and fiends can sense your presence. Fiends have advantage on Wisdom (Perception) checks to detect you. The brand allows you to cast a limited number of spells meant for fiends.

***Cantrips.*** You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

***Spell Slots.*** The Branded table shows how many spell slots you have. The table also shows what the level each of those slots is; all of your spell slots are the same slot level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

***Spells Known of 1st Level and Higher.*** You know two 1st-level warlock spells of your choice. The Spells Known column of the Branded table shows when you learn more warlock spells of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Additionally, when you gain a fighter level, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots or lower.

***Spellcasting Ability.*** Charisma is your spellcasting ability for your warlock spells, since you learn your spells through pain and anguish. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with a warlock spell you cast.

**Spell DC** = 8 + your proficiency bonus + your Charisma modifier
**Spell attack modifier** = your proficiency bonus + your Charisma modifier

***Spellcasting Focus.*** The brand serves as a spellcasting focus for your warlock spells.

| Level | Cantrips | Spells Known | Spell Slots | Spell level |
|---|---|---|---|---|
| 3rd | 2 | 2 | 1 | 1 |
| 4th | 2 | 2 | 1 | 1 |
| 5th | 2 | 3 | 2 | 1 |
| 6th | 2 | 3 | 2 | 1 |
| 7th | 2 | 4 | 2 | 2 |
| 8th | 2 | 4 | 2 | 2 |
| 9th | 2 | 5 | 2 | 2 |
| 10th | 3 | 5 | 2 | 3 |
| 11th | 3 | 6 | 2 | 3 |
| 12th | 3 | 6 | 2 | 3 |
| 13th | 3 | 7 | 2 | 3 |
| 14th | 3 | 7 | 2 | 3 |
| 15th | 3 | 8 | 3 | 4 |
| 16th | 3 | 8 | 3 | 4 |
| 17th | 3 | 9 | 3 | 4 |
| 18th | 3 | 9 | 3 | 5 |
| 19th | 3 | 1 | 3 | 5 |
| 20th | 3 | 1 | 3 | 5 |

### Fiendish Insight

Starting at 7th level, you have advantage on Wisdom and Intelligence ability checks involving fiends. You also learn Abyssal or Infernal (your choice). If you already know both languages, you learn a different language of your choice.

Additionally, when you would roll a Wisdom (Survival) check to track fiends, you are considered proficient in Survival and if you roll a 14 or lower on the d20, you treat the result as a 15. When a fiend would track you with a Wisdom (Survival) check, it is considered proficient in this roll and if it would roll a 14 or lower on the d20, it treats the result as a 15.

### Searing Blows

At 10th level, you can learn to deftly mix spells and weapon attacks. When you cast a cantrip, you can make a single weapon attack as a bonus action.

In addition, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls if you are wielding a melee weapon.

### Fiendish Speed

Starting at 15th level, when you use your Action Surge and cast a spell in the same round, you can make a single melee weapon attack as a bonus action.

### Shared Mark

At 18th level, you have learned to control the dark energies inside you. As an action, you can make a weapon attack on a creature you can see within 60 feet. If you hit, you mark the creature. Whenever you take damage that does not exceed your current hit point total, the creature also takes half that damage. You gain advantage on all attack rolls to hit the marked creature and the marked creature has advantage on all attack rolls to hit you. The mark lasts until you or the marked creature drops to 0 hit points or falls unconscious. Once you successfully mark a creature, you must finish a short or long rest before marking another creature.

## Monk

In the absence of the old masters, presumably lost in the Apocalypse, monks are forced to stick to the fundamentals, what can be pieced together from texts, and what can be gleaned from lessons not yet mastered. This cobbled-together nature leads to a more pragmatic approach to combat. Monks of the Apocalypse most commonly follow the Way of the Open Hand or the Way of the Wastelands (see below). Practitioners of other styles often find it difficult to preserve the old ways, though a rare hero might rise who has the perseverance and creativity to master a style anew.

Monks who survive the Apocalypse often find a surprising amount of peace and enlightenment from the devastated world, while others may seek out ways to contact departed masters in search of their wisdom. Still others, ill-equipped to handle such a hostile world, often retreat into solitude in hidden, remote places. Adventurers know, however, that the Underhell will not simply go away or ever make things easier on them. It might not be wise to fight, but it would be foolish not to try.

### Way of the Wastelands (Monastic Tradition)

The Way of Wastelands has only two rules: survive and thrive.

The methodology of the Way of the Wastelands is as old as many other monastic orders, but largely forgotten. In these times of desperation, however, more and more monks turn to it out of necessity. Every lesson, meditation, chant, and word of wisdom from the traditions and masters of the Way of the Wastelands can fit within a few pages of a journal. Half the pages will remain blank, and even most of the filled pages are unnecessary. There are only two true mentors of the way: hardship and self-reflection. You must write your own path of wisdom and survival.



### Eagle's Eye Training

At 3rd level, you gain proficiency with all ranged martial weapons.

Additionally, you gain proficiency in Perception and Survival. If you were already proficient in one or both of these skills, you gain proficiency in one of the following skills for each of the skills you were already proficient in: Acrobatics, Athletics, Insight, Medicine, or Stealth. Instead of choosing one skill, you can choose to become proficient with the herbalism kit or all land vehicles.

### Reliable Talent

Starting at 6th level, before making an attack roll, you can spend a ki point to make the attack reliable. If the attack roll has disadvantage, you negate the disadvantage. If the attack roll doesn't have disadvantage, you instead gain a +2 bonus on the roll. You can use this feature multiple times a turn, but never more than once per attack.

Additionally, you can spend a ki point before making a Strength or Dexterity ability check to gain advantage on the check.

### Survivor's Spirit

Starting at 11th level, you can choose to use this feature when you are reduced to 0 hit points. If you do so, you do not fall unconscious. Instead, you gain 1 level of exhaustion and fall prone. You cannot stand up from prone until you have 1 or more hit points. You still make death saving throws as normal and damage to you has the usual effect it does while you are at 0 hit points. If you used this effect and subsequently reduce a creature to 0 hit points while you are also at 0 hit points, or if you regain at least 1 hit point when you were at 0 hit points, you regain hit points equal to 1d8 + your Wisdom modifier.

Once you use this feature, you can't use it again until you finish a short or long rest.

### Rapid Recovery

Starting at 17th level, you can spend 3 ki points and an action to target a creature you touch within 5 feet. The target regains hit points equal to half their hit point maximum and the target's level of exhaustion is reduced by one. You can't target that creature with this feature again until you finish a long rest.

When you reduce a creature to 0 hit points while you are at 0 hit points, you can use this feature to target yourself as a bonus action.

# Rogue

Rogues forced to survive the tribulations of the Apocalypse learn to avoid confrontation. Many choose to focus on the construction of traps and have quickly acquired a broad range of alchemical skills in order to combat fiends and other hellish creatures. These rogues can still disarm and create traps, but they specialize in the art of improvising alchemical devices and brewing potions. These monster hunters have the advantage of fighting their foes from afar since they benefit from hiding in the shadows.

## The Scrapper (Roguish Archetype)

The scrapper is a monster hunter who utilizes alchemical traps and tricks to defeat even the most powerful of foes. With no real magic to aid them, the scrapper turns their skills toward the vials, herbs, and strange concoctions of the potion maker's art. They are masters of preparation and improvisation, able to create potent elixirs and devastating explosives from almost nothing.

### Quick Fingers

Starting when you take this roguish archetype at 3rd level, you can take the Use an Object action (including using improvised gear) as a bonus action. You can also use tools or activate a common magic item as a bonus action if it would normally require an action.

### Tool Improvisation

Starting at 3rd level, you become proficient with alchemist's supplies. If you were already proficient with alchemist's supplies, you become proficient with any tool of your choice. When you make an ability check using a tool you aren't proficient with, you add half your proficiency bonus to the check.

### Improvised Gear

Starting at 3rd level, you gain the ability to spend 1 minute to use alchemist's supplies to create a piece of temporary adventuring gear from the following list that aids you in combat. Once you use this feature a number of times equal to your rogue level, you can't use it again until you finish a long rest.

You always apply your proficiency bonus to attack rolls with adventuring gear, including acid and alchemist's fire.

***Acid.*** You create a vial of temporary acid. It evaporates into harmless gas after 8 hours. The acid damage it deals on a hit increases to 3d6 at 5th level, 4d6 at 11th level, and 5d6 at 17th level.

***Alchemist's Fire.*** You create a vial of temporary alchemist's fire. The save DC is 8 + your proficiency bonus + your Intelligence modifier (minimum 10). The fire damage increases to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level. It congeals into harmless crust after 8 hours.

***Antitoxin.*** You create a vial of temporary antitoxin. It loses its potency after 8 hours.

***Ball Bearings.*** You produce a handful of spherical crystals that functions as a set of ball bearings. They crumble after 8 hours or after being walked on.

***Caltrops.*** You grow a handful of sharp crystals that functions as a set of caltrops. They crumble after 8 hours or after being walked on.

***Elixir of Climbing.*** For 1 hour, the drinker gains a climbing speed equal to their walking speed and has advantage on Strength (Athletics) checks to climb.

***Elixir of Healing.*** As an action, you may drink the elixir or administer it to a willing or unconscious creature within 5 feet. The elixir restores a number of hit points equal to 2d4 + your Intelligence modifier. This healing is increased to 4d4 at 5th level, 8d4 at 11th level, and 10d4 at 17th level. Elixirs lose their potency after 8 hours, becoming inert and useless.

***Elixir of Striding and Swimming.*** For 1 hour, the drinker gains a swimming speed equal to their walking speed and has advantage on Strength (Athletics) checks to swim. The drinker can breathe air as well as water. If the drinker already has a swimming speed greater than their walking speed (or no walking speed), they gain a walking speed equal to their swimming speed.

***Whitefire.*** You produce a vial of whitefire. As an action, you throw a vial of whitefire at a point you can see within 40 feet, which erupts with searing fire in a 10-foot-radius sphere centered on the vial. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. The DC is equal to 8 + your proficiency bonus + your Intelligence modifier. A creature takes 2d6 fire damage on a failed saving throw or half as much damage on a successful one. This damage increases to 3d6 at 5th level, 4d6 at 11th level, and 5d6 at 17th level. Whitefire loses its potency after 8 hours, becoming inert and useless.

### Alchemical Trap

Starting at 9th level, you can make a trap out of a flask of acid, alchemist's fire, or whitefire. This trap is sensitive to movement and lasts for 24 hours or until triggered. You can place it as an action or bonus

action. When triggered by a creature stepping on the concealed alchemical item, it exposes the creature to the item, using your attack roll or item save DC. Unless you purposefully made no attempt to hide the trap (in which case detection is automatic), a creature can notice the trap before triggering it with a successful Wisdom (Perception) or Intelligence (Investigation) check. The DC is equal to 8 + your proficiency bonus + your Intelligence modifier. Once you place an alchemical trap, you can't place another until you finish a long rest.

### Alchemical Improvisation

Beginning at 13th level, you have developed the ability to improvise at a moment's notice. You may use a bonus action to touch an elixir of healing you created, turning it into a vial of whitefire, though the damage dice are reduced from d6 to d4 and the damage type becomes acid. You may instead touch a vial of whitefire you created, turning it into an elixir of healing, but any creature that drinks it must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. At the end of each of the poisoned creature's turns, it can make a new saving throw, ending the condition on itself on a success.

### Magical Improvisation

Also at 13th level, you learn to improvise a potion with 10 minutes of effort using alchemist's supplies. Once you use this feature, you can't use it again until you finish a long rest. The potion loses its effectiveness after 8 hours.

***Potion of Invisibility.*** For 1 hour, the drinker becomes invisible. The invisibility ends when the drinker attacks, casts a spell, or forces a creature to make a saving throw.

***Potion of Resistance.*** When you brew this potion, choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The drinker gains resistance to the chosen type of damage for 1 hour.

***Potion of Strength.*** For 1 hour, the drinker's Strength score becomes 21, unless it was already 21 or higher. The granted Strength score increases to 23 at 17th level.

### Masterwork Gear

By 17th level you are a master of your craft. When you roll damage or healing for a piece of adventuring gear, including an item you created, you can reroll any number of dice. You must use the new rolls.

## Sorcerer

Sorcerous power is one of the rare forms of magic that has endured the Underhell invasion relatively unscathed. While some sorcerers do seek out instructors and teachers, many of them have no hesitations about developing their powers on their own. Indeed, some might even say a sorcerer's unorthodox magic thrives under the attempted oppression of the Underhell, bestowing challenges to face and overcome through their raw arcane power. Even a farmer with the distant blood of a dragon can become a threat when roused to anger.

### Blood of the Lost (Sorcerous Origin)

It is often the way of the multiverse that when a blow is struck for great evil, it leaves potential for a new hope. Those with the blood of the Lost have a blood connection, no matter how distant or weak, to one of the great figures who was transformed into a Doomgate or a vessel for an Archlord. For some, this connection manifests itself with sorcerous abilities. Those who step down this path bring out their connection to invoke the lost heroes and draw out a resistance to the fiendish influence of the Underhell.

### Scion of the Lost

When you select this origin at 1st level, you choose a way to embody those who have been corrupted. You gain one feature from the list below suiting your blood connection to a legendary figure.

***Strange Sorcery.*** Your powers from the sorcerer class are unorthodox, derived from the magical tradition of a masterful cleric, druid, warlock, wizard or other spellcaster. Learn one cantrip and one 1st-level spell from a different spellcasting class's spell list. Those spells are considered sorcerer spells for you and don't count against your limit for sorcerer spells known. Whenever you choose to replace one of those spells upon gaining a sorcerer level, the replacement spell must be chosen from the same class's list and must be of any spell level for which you can normally learn sorcerer spells.

***Warrior's Fervor.*** Your hit point maximum increases by 1, plus an additional 1 whenever you gain a sorcerer level. You gain proficiency with light armor and with four martial weapons of your choice. You also gain proficiency in one of the following skills: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, or Survival.

***Wisdom of the Elders.*** You learn one language of your choice and become proficient with one tool of your choice. You also gain proficiency in two of the following skills: Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, Performance, Persuasion, or Religion.

## Detect Fiends

Starting at 1st level, you can spend 1 sorcery point to cast *detect evil and good* as an action without expending a spell slot. You know whether each detected creature, object, or place is a fiend or desecrated object or place. For Doomgates and archfiends, the range is 6 miles; you learn the distance and direction to each Doomgate and archfiend within 6 miles and whether each is a Doomgate or an archfiend.

## Heir of the Lost

At 6th level, you gain another feature suiting the same legendary figure or hero you chose at 1st level.

***Strange Sorcery.*** You learn two additional spells of 3rd level or lower from your chosen class's list. Those spells are considered sorcerer spells for you. They don't count against your limited number of sorcerer spells known. Whenever you choose to replace one of those spells upon gaining a sorcerer level, the replacement spell must be chosen from the same class's list and must be of any spell level for which you can normally learn sorcerer spells.

***Warrior's Fervor.*** You can spend 1 sorcery point to make a weapon attack as a bonus action.

***Wisdom of the Elders.*** You choose any two skills you are proficient in or two tools you are proficient with or one skill and one tool. When you make an ability check using either the chosen skill or the chosen tool, you can spend 1 sorcery point to double your proficiency bonus for that check.

## Resist Evil and Good

Also starting at 6th level, whenever you make a saving throws triggered by aberrations, celestials, elementals, fey, fiends, or undead, you can spend 1 sorcery point to make the saving throw with advantage.



## Master's Order

Starting at 14th level, you can spend 2 sorcery points to cast the *suggestion* spell as an action without expending a spell slot. If a fiend of challenge rating 4 or less fails its saving throw against this spell three consecutive times, you can choose to make that fiend your persistent servitor. Your servitor is a fiend who will obey any order you it to the best of its ability. You must spend 1 sorcery point as a bonus action to order it in a dangerous situation, such as combat, or it ignores that order, and it doesn't follow obviously self-destructive orders. (Neither situation frees the fiend, however.) Any previous fiend servitor you had is freed when you trap a new one.

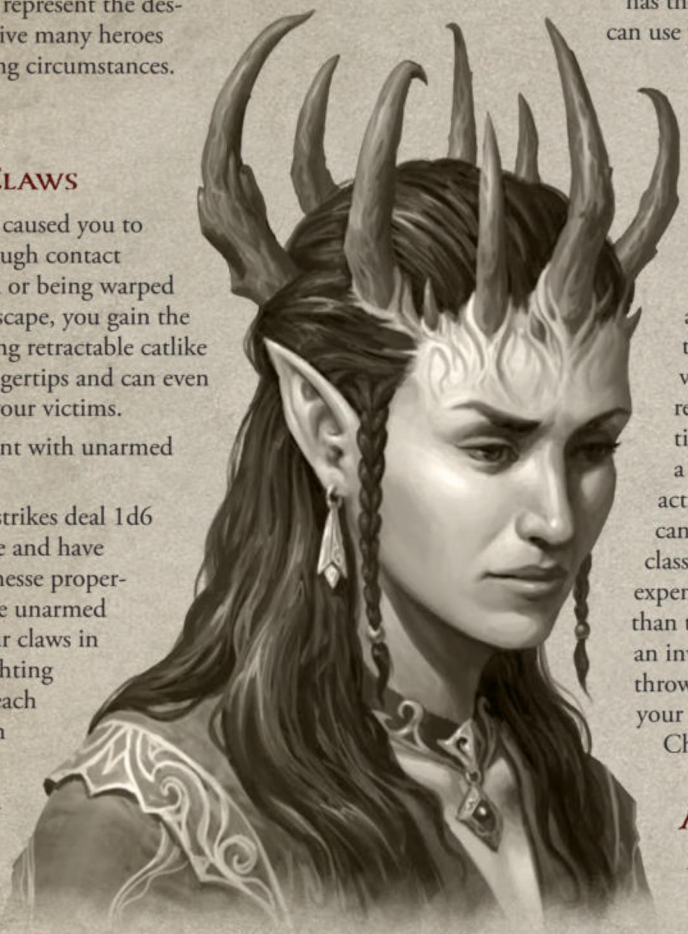
A servitor is released if it is reduced to 0 hit points, if you attack it (but not if you put it in harm's way), or if you bind a new servitor to you. A servitor is likely to plot to kill or enslave you, and a former servitor is very likely to become enraged at you and either attack you immediately or flee to await a more opportune moment.

### Armor of the Underhell

Starting at 18th level, you gain resistance to fire and necrotic damage. You also gain proficiency in Intelligence and Wisdom saving throws. As an action, you can spend 2 sorcery points to gain immunity to fire and necrotic damage and double your proficiency bonus to Intelligence, Wisdom, and Charisma saving throws for 1 minute.

# Feats

The following feats represent the desperate drive to survive many heroes develop in harrowing circumstances.



## Apocalyptic Mutation: Claws

The apocalypse has caused you to change. Either through contact with fiendish blood or being warped by the blasted landscape, you gain the ability to extend long retractable catlike claws from your fingertips and can even inject poison into your victims.

- You are proficient with unarmed strikes.
- Your unarmed strikes deal 1d6 slashing damage and have the light and finesse properties. You can use unarmed strikes with your claws in two-weapon fighting as if they were each weapons held in one hand.
- When you hit a creature with an unarmed strike, you can use your bonus action to force the target to make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. The target takes poison damage equal to your level on a failed save, or half as much damage on a successful one. Once you use this benefit, you can't use it again until you finish a short or long rest.

## Apocalyptic Mutation: Horns

Whether through surviving a fiend's magic or as a result of being warped by the blasted landscape, a crown of demonic horns sprouts from your head. You gain the following benefits.

- Your Charisma score increases by 1, to a maximum of 20.
- You are proficient with unarmed strikes.
- You can make an unarmed strike with your horns. When you do, it deals 1d4 piercing damage and has the finesse property. You can use your unarmed strike with your horns in two-weapon fighting as if they were a light weapon you held in one hand.
- You learn an Eldritch Invocation of your choice from among those available to the warlock class, provided you meet the level requirement of the invocation. If you must expend a warlock spell slot to activate the invocation, you can use a spell slot from any class, provided the spell slot expended is equal to or higher than the spell's actual level. If an invocation calls for a saving throw, the save DC equals 8 + your proficiency bonus + your Charisma modifier.

## Apocalyptic Mutation: Scales

Whether by contact with fiendish blood or being warped by the blasted landscape, your skin dries, cracks, and becomes scaly. You gain the following benefits.

- While you wear no armor, all bludgeoning, piercing, and slashing damage you take from nonmagical attacks is reduced by 1.
- When you finish a short or long rest, you gain temporary hit points equal to half your level (rounded down, minimum 1).

## Banishing Strike

You have learned the weaknesses of fiends and other extraplanar monsters through harrowing combat. You gain the following benefits.

- Your weapon attacks score a critical hit against celestials, fey, fiends, or undead on a roll of 19 or 20.
- When you score a critical hit on a creature not native to the plane of existence you are currently on and it is reduced to 50 or fewer hit points after the attack deals damage, the creature must succeed on a Charisma saving throw or be banished in a flash of blinding white light to its home plane. The creature does not automatically return, unless it has some independent means to do so. The save DC is 8 + your proficiency bonus + the highest modifier among your Intelligence, Wisdom, and Charisma scores.

## Beacon of Hope

*Prerequisite: Charisma 13 or higher*

The Apocalypse has brought out the best in you, revealing you as a natural leader.

You can spend 10 minutes encouraging up to ten friendly creatures (including yourself) within 60 feet of you who can see or hear you and who can understand you. For the next hour, each affected creature has advantage on saving throws to avoid becoming frightened or charmed or to end either condition. A creature can't benefit from this feat again until it has finished a short or long rest.

## Courage

You are courageous even in the face of otherworldly horror, and your courage inspires others.

You gain 2 courage dice, which are d4s. When you or an ally misses on an attack roll, you may use your reaction and spend a courage die to add the amount rolled to the attack roll, which can make the attack hit. If the attack hits, also add the amount rolled to the damage dealt by the attack. You regain all expended courage dice when you finish a short or long rest. You can take this feat up to three times. The second time you take it, both of your courage dice increase from 1d4 to 1d8; the third time, they increase from 1d8 to 1d12.

## Curse Bearer

Perhaps you were born cursed, unlucky, spurned by the gods: somehow, a shadow has always hung over you. Through magical practice or sheer force of will, you have bound this shadow to your service.

- You learn the *bestow curse* spell, which you can cast as a 3rd level spell without expending a spell slot once per day. Choose Intelligence, Wisdom, or Charisma to be your spellcasting ability for this spell; the save DC is 8 + your proficiency bonus + your spellcasting ability modifier. Being attuned to cursed magic items increases the power of your curse. If you are attuned to one cursed magic item when you use this benefit, you cast the spell as a 5th- level spell. If you are attuned to two cursed magic items, you cast the spell as if using a 7th-level slot. If you are attuned to three cursed magic items, you cast the spell as if using a 9th-level slot.
- Whenever you are hit by a nonmagical attack while wearing cursed armor you are attuned to, you can use your reaction to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the start of your next turn.
- If you are attuned to a cursed weapon, you gain a +1 bonus to attack and damage rolls you make with the weapon.

## Defiant

You never say die. You keep trying even when you fail in front of an enemy, which can sometimes turn failure into success.

Whenever you roll a 1 on an ability check, attack roll, or saving throw in combat, you can roll the d20 again. If the roll had advantage or disadvantage, you can reroll only one die and it must be one that rolled 1. You must keep the new roll, even if it is a 1.

## Eyes of the Watcher

Permanently altered by a dream or vision, you manifest an uncanny ability to perceive otherworldly forces. Your eyes change appearance, such as to solid black or tawny orange with cat like slits, granting you the following benefits.

- Increase either your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can see invisible and ethereal celestials, elementals, fey, fiends, and undead within 30 feet.
- You have advantage on ability checks and saving throws against visual illusions within 30 feet. When you first observe an illusion from within 30 feet, you instantly recognize it for what it is and become immune to its effects if its save DC or

ability check DC is less than or equal to 15 + your modifier on Intelligence (Investigation) checks.

- You perceive the original form of a celestial, elemental, fey, fiend, or undead within 30 feet that is transformed by magic.

## Fiendish Tongue

*Prerequisite: Charisma 13 or higher*

You have spent time studying fiends and their cruel hierarchy. You know their words and their names and gain the following benefits.

- You learn to speak, read, and write both Abyssal and Infernal. If you already speak one or both of these languages, choose other languages in their place.
- You have advantage on Charisma checks to interact with fiends.
- You learn the *command* spell, which does not count against your limit of spells known. If you cast it as a 1st level spell to target a fiend, it does not expend a spell slot. When you take this feat, choose Intelligence, Wisdom, or Charisma as your spellcasting ability for casting the spell in this way (the save DC is 8 + your proficiency bonus + your spellcasting ability modifier). You can cast it this way a number of times equal to your Charisma modifier. You regain all expended uses when you finish a long rest.



## Fiend Hunter

You are trained in the art of slaying fiends, either by a grizzled mentor or by harsh circumstance. You gain the following benefits.

- When a fiend within 5 feet of you casts a spell or attacks a creature other than you, you can use your reaction to make a melee weapon attack against that creature.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check to recall information about fiends or other planes of existence, you add double your proficiency bonus to the check, even if you are not normally proficient in that skill.

## Fiend-Marked

*Prerequisite: Non-tiefling race*

Your ancestors had fiendish blood in their veins, whether through breeding or a dark pact. You gain the following benefits.

- You have resistance to fire damage.
- You learn the *thaumaturgy* cantrip.
- You learn the *hellish rebuke* spell and can cast it once as a 1st-level spell without expending a spell slot. You regain the use of this benefit when you finish a long rest.

## Hellsmith

You master the art of forging fiend-slaying weapons, perhaps due to the mentorship of a master or the lost notes of someone who knew too much and died first in the fiendish invasion. You gain the following benefits.

- You gain proficiency with one set of artisan's tools.
- You gain proficiency in the Arcana skill. If you already have it, you instead gain proficiency in any skill of your choice.
- When you finish a long rest, you can touch one nonmagical simple or martial weapon. Until you next finish a long rest, the weapon becomes a magic weapon, granting its wielder a +1 bonus to attack rolls and damage rolls with it.

Once you use this benefit, you can't use it again until you finish a long rest.

* You learn the *mending* cantrip.

### Hellwalker

Your exposure to the magical hazards of a blasted, hellfire-wreathed landscape has forced you to develop supernatural resilience simply to survive. The ways of shadow and flame grant you the following benefits.

* Increase your Constitution score by 1, to a maximum of 20.
* Whenever you take fire damage, you can use your reaction to gain resistance to fire. This resistance lasts until the start of your next turn.
* You learn the *hellish rebuke* spell and you can cast it once as a 1st- level spell without expending a spell slot. You regain the ability to cast it in this way when you finish a long rest.

### Markings of the Order

You are ritually tattooed with magic wards. The strange symbols might be of your own design, or you might have copied them from runestone or even a corpse. You gain resistance to necrotic and poison damage.

### Survivor

Scraping by in an apocalyptic world forces you to develop endurance to survive the harsh environs. You gain the following benefits:

* Increase your Constitution score by 1, to a maximum of 20.
* Your hit point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 1 hit point.
* The amount of time you can go without food before suffering from hunger is doubled. You need only one gallon of water every two days instead of every day. It takes you only six hours to finish a long rest.

### Warder

You learn ancient protective magics from studying lost magic items or texts, granting you the following benefits.

* You learn the *detect magic* spell and can cast it at will, without expending a spell slot.
* You learn the *magic circle* spell, which you can cast as a ritual. This feat does not grant you the ability to cast it as a spell if you normally cast spells.

### Winged Guardian

*Prerequisite: 12th level*

Blessed by a deity or powerful extraplanar creature, you can use an action to magically sprout wings for 1 minute. If you are good or neutral, these wings appear feathered; if you are evil, they appear bat-like. The wings grant you a flying speed of 50 feet, though you cannot fly if you are exceeding your carrying capacity. You can't use this feat again until you finish a long rest.





# MAGIC

This chapter presents magic for all character classes as well as a variety of magic items that feature the strange and unique magic of the Underhell. It is a cruel and violent place, dedicated to magic that hurts and controls others, and many of its associated spells and items reflect this trend. Notably, flesh and soulstuff are valuable commodities. Most of its spells employ parts of fiends or other creatures as components; the spells section includes simple rules for harvesting fiend parts as spell components. Most fiendish items are at least partially alive, whether created from hapless souls or formed from the fleshy matter of the Underhell itself.

Some of the spells in this section come not from the fiends, but are, rather, intended to resist the Underhell. The deities and patrons of clerics, druids, rangers, paladins, and warlocks might make their mortal servants aware of these spells as soon as an invasion begins. In addition, bards, sorcerers, and wizards are likely to stumble upon these spells in the course of researching fiends, talking to survivors, or studying corpses.

Some of the items included here aren't appropriate for player character use, but are instead GM tools. The party should determine by mutual agreement whether the tools of pure evil are suitable and, if so, what consequences might unfold from their use. It might be possible to trick intelligent magic items into fighting evil, or using them might require becoming evil—determine what best suits the tone of game for the enjoyment of all.

## Spells

Magic infuses the inherent framework of all the multiverse. It forms part of the physics of mythical worlds and realms, even (especially) the Underhell and the worlds that the fiends invade.

These spells give heroes and monsters magic appropriate to the Underhell invasion. Some of them aid in sur-



viving in this unique situation, while some represent divine measures taken against the very worst of fiends. Still others are Underhell magic and the perverse techniques used by evil.

The GM determines what spells are available to the players and how. It is recommended that spells that don't require fiend parts are freely available as techniques players can know or develop based on their experiences; when a wizard gains a level by leveling up, for instance, they can select one of the listed spells without the necessity of seeing it cast or finding a scroll. Depending on game tone and difficulty, fiendish spells might have more restrictions upon them, especially those spells that require components or knowledge of fiends.

## Harvesting Fiend Parts

The nature of fiends is such that their essence can be turned against them. Rare occult spells were designed by bending the essence of fiends to serve the caster. Given the distant, alien nature of the Underhell, it's possible many of these spells were designed originally by servants of the Underhell and merely fell into the hands of mortals.

If a spell includes a harvest DC entry for a material component, that component can be gathered from the corpse of the fiend by making a successful Intelligence (Arcana) check as an action. Because fiend corpses rapidly degrade thanks to their spiritual nature, the attempt must be made within 1 minute of the fiend's death.

The component's entry also indicates how much you harvest. You only harvest as much as the highest listed ability check DC that you beat. If you fail to reach any of the listed DCs, you fail to harvest any of the component, although you can try again if the remains have not yet vanished. If you fail the lowest DC by 5 or more while trying to harvest parts, you take 1d6 psychic damage per point of the monster's challenge rating (minimum 1d6) and you are exposed to the timeless blood curse (chapter 5). At the GM's discretion, a player character can use an appropriate tool proficiency in place of Arcana for harvesting and may choose to implement a set of tools specific to fiendish harvesting. These tools should cost approximately 40 gp.

Knowledge of spells that require fiendish components might be rare or difficult to access. The GM determines if the spells using these components are freely available to player characters or can only be learned from special arcane tomes or by witnessing fiends using such magic. If the GM desires a

more social game, the parts or knowledge of these spells might tempt spellcasters into making pacts with the Underhell.

## Class Spell Lists

The following spell lists show which spells can be cast by characters of each class. Each spell has its school of magic noted in parentheses. If a spell can be cast as a ritual, that tag is listed after the spell's school. Spells that require fiend parts are marked with an asterisk.

### Bard Spells

**1st Level**
*Deadly bark** (evocation)

**2nd Level**
*Bottled dread* (illusion; ritual)
*Track creature* (divination; ritual)

**3rd Level**
*Blood chant** (enchantment)
*Imposter** (illusion)

### Cleric Spells

**1st Level**
*Halo of spines* (abjuration)
*Incantation of Raaaee* (evocation)

**2nd Level**
*Effortless march* (necromancy; ritual)
*Track creature* (divination; ritual)

**3rd Level**
*Angelic wrath* (evocation)
*Blood chant** (enchantment)
*Saaamaaa ritual* (abjuration; ritual)

**4th Level**
*Divine rescue* (abjuration)
*Maggot defenders** (conjuration)

**5th Level**
*Sun sphere* (evocation)

### Druid Spells

**1st Level**
*Deadly bark** (evocation)
*Halo of spines* (abjuration)

**2nd Level**
*Effortless march* (necromancy; ritual)
*Track creature* (divination; ritual)

**5th Level**
*Purify grounds* (abjuration)
*Sun sphere* (evocation)

### Paladin Spells

**1st Level**
*Incantation of Raaaee* (evocation)
*Sword of the spirit* (evocation)

**3rd Level**
*Angelic wrath* (evocation)
*Saaamaaa ritual* (abjuration; ritual)

**4th Level**
*Divine rescue* (abjuration)

### Ranger Spells

**1st Level**
*Halo of spines** (abjuration)

**2nd Level**
*Effortless march* (necromancy; ritual)
*Track creature* (divination; ritual)

**3rd Level**
*Bow of the spirit* (conjuration)

### Sorcerer Spells

**Cantrips (0 Level)**
*Fiendish investiture* (transmutation)

**1st Level**
*Deadly bark** (evocation)

**2nd Level**
*Bottled dread* (illusion; ritual)

**3rd Level**
*Imposter** (illusion)

**4th Level**
*Dark abyss* (conjuration)

**5th Level**
*Seeking hellfire** (evocation)
*Sun sphere* (evocation)

### Warlock Spells

**Cantrips (0 Level)**
*Fiendish investiture* (transmutation)

**1st Level**
*Deadly bark** (evocation)

**2nd Level**
*Bottled dread* (illusion; ritual)

**3rd Level**
*Imposter** (illusion)
*Saaamaaa ritual* (abjuration; ritual)

**4th Level**
*Dark abyss* (conjuration)
*Maggot defenders** (conjuration)

## Wizard Spells

**1st Level**
*Deadly bark** (evocation)

**2nd Level**
*Bottled dread* (illusion; ritual)
*Track creature* (divination; ritual)

**3rd Level**
*Imposter** (illusion)
*Saaamaaa ritual* (abjuration; ritual)

**4th Level**
*Dark abyss* (conjuration)
*Maggot defenders** (conjuration)

**5th Level**
*Seeking hellfire** (evocation)

# Spell Descriptions

The spells are presented in alphabetical order.

### Angelic Wrath

*3rd-level evocation*

**Casting Time:** 1 bonus action
**Range:** Touch
**Components:** V, S, M (a celestial's feather)
**Duration:** Concentration, up to 1 hour

You touch a creature and bless it with divine power. The target's weapons glint with celestial light when brandished or swung. When the target of this spell hits with a weapon attack, it deals an additional 1d4 radiant damage. If the attack hit an aberration, celestial, elemental, fey, fiend, or undead, that attack instead deals an additional 1d6 radiant damage.

***At Higher Levels.*** When you cast this spell using a spell slot of 6th level or higher, it deals an additional 1d4 or 1d6 damage (as appropriate for the attack) for every three slot levels above 3rd.

### Blood Chant

*3rd-level enchantment*

**Casting Time:** 1 action
**Range:** 60 feet
**Components:** V, S, M (underfiend or hortator skull or philter brass head worth 100 gp, which the spell consumes; harvest DC 15 for 1, or for 2 from a philter)
**Duration:** Concentration, up to 1 minute

You drive up to three targets of your choice within range to deadly bloodlust. Whenever a target attacks before the spell ends, the target can roll a d6 and add the number rolled to the attack roll and the damage roll. If a target of this spell is also affected by *bless* or a similar spell that adds a bonus die to attack and/or damage rolls, roll all bonus dice available, but the target adds only the highest of the numbers rolled to each attack roll.

***Optional Component.*** You can use a *skeletoy* as a material component, which the spell consumes (regardless of the spell slot level you used). If you do, the spell's duration doesn't require concentration.

***At Higher Levels.*** When you cast this spell using a spell slot of 5th level or higher, it doesn't consume the material component.

### Bottled Dread

*2nd-level illusion (ritual)*

**Casting Time:** 1 action
**Range:** Self (10-foot-radius)
**Components:** V, S, M (a bottle of vile materials worth 25 gp, which the spell consumes)
**Duration:** 10 minutes

You charge a bottle with magical energies and hold it forth. Each creature that starts its turn within a 10-foot-radius sphere centered on you or enters the area for the first time on a turn must make a Wisdom saving throw. On a failed save, the creature takes 1d6 psychic damage, is frightened of you until the end of its next turn, and must use its reaction to move up to its speed away from you and out of the area by the safest route available (if any).

***Optional Component.*** If you harvest ichor from a cacodaemon or gadarene (worth 250 gp; harvest DC 10 for 1 dose, 15 for 2 doses, 20 for 3 doses, or 25 for 4 doses) and use it as the spell's material component, the spell lasts until dispelled and the range increases to 30 feet. You can fling the bottle to a point you can see within range, and the 10-foot-radius sphere emanates from that point instead of from you. If an affected creature can't see you, it is instead frightened of the area's center point.

### Bow of the Spirit

*3rd-level conjuration*

**Casting Time:** 1 bonus action
**Range:** Self
**Components:** V
**Duration:** 1 minute

You summon to your hand a bow stylized in a manner befitting your inner spirit. This bow counts as a magical longbow and you are proficient with it.

You have a +2 bonus to attack and damage rolls with it.

Choose necrotic, psychic, or radiant when you cast the spell. You can draw the bowstring without an arrow as part of an attack with the bow to create an arrow of shimmering light that deals the chosen damage instead of piercing. When you release this weapon or the spell ends, the bow vanishes.

***At Higher Levels.*** When you cast this spell using a spell slot of 5th level or higher, the bonus increases to +3.

## Dark Abyss

*4th-level conjuration*

**Casting Time:** 1 action
**Range:** 60 feet
**Components:** V, S
**Duration:** 1 round

You force a creature within range to make a Charisma saving throw. On a failed save, the target is teleported to a demiplane that is a featureless black void, where it falls continually until the spell ends. When the spell ends, the target returns to the space it occupied before you cast the spell or, if the space is occupied, into the nearest unoccupied space. The creature lands prone as if it had fallen 50 feet, suffering 5d6 bludgeoning damage, unless the creature can fly and hover or can otherwise mitigate falling damage.

***At Higher Levels.*** When you cast this spell using a spell slot of 6th level or higher, it affects one additional creature for every two slot levels above 4th.

## Deadly Bark

*1st-level evocation*

**Casting Time:** 1 action
**Range:** 90 feet
**Components:** V, M (a gryllus's brass head worth 25 gp or a philter's brass head worth 100 gp, which the spell consumes; harvest DC 15 for 1, or for 2 from a philter)
**Duration:** Instantaneous

Make a ranged spell attack against a target you can see within range. On a hit, the target takes 3d10 thunder damage. The target and all creatures within 5 feet of the target must then make a Strength saving throw or be knocked prone, suffering 1d6 bludgeoning damage from the impact.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 per slot level above 1st. If you use a spell slot of at least 3rd level, the spell doesn't consume the material component.

## Divine Rescue

*4th-level abjuration*

**Casting Time:** 1 reaction, which you take when you would die or be reduced to 0 hit points
**Range:** Self
**Components:** V
**Duration:** Instantaneous

An angelic form or other omen representative of your deity intervenes to blunt the triggering source of harm. The target is instead reduced to 1 hit point and does not die.

***At Higher Levels.*** When you cast this spell using a spell slot of 5th level or higher, it can target a creature other than you, its range becomes 30 feet per slot level above 4th, the reaction can be taken when any creature in range would instantly die or be reduced to 0 hit points. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature per slot level above 5th.

## Effortless March

*2nd-level necromancy (ritual)*

**Casting Time:** 1 minute
**Range:** 30 feet
**Components:** V, S, M (a pair of well-worn boots)
**Duration:** 24 hours

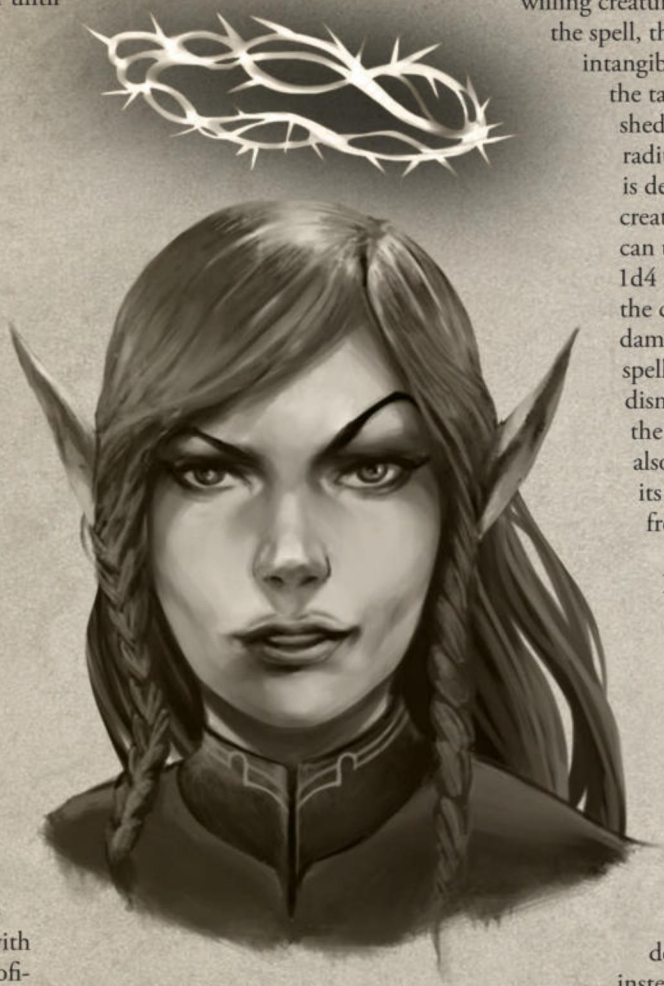
You enhance up to six allies, allowing them to continue marching for days on end. Until this spell ends, they can't gain levels of exhaustion from a forced march or from going without sleep. They can travel at a normal pace for the duration of this spell with no ill

effects. This spell does not obviate the need for food or water, nor does it affect the requirements of a long rest.

## Fiendish Investiture

*Transmutation cantrip*

**Casting Time:** 1 action
**Range:** Self
**Components:** S
**Duration:** 24 hours or until dispelled



You manifest a minor sign that gives you a more intimidating appearance. Whenever you cast this spell choose one of the following effects:

- You grow horns of your own design, which cannot be cumbersome. You are proficient with unarmed strikes with your horns and they deal 1d4 + your Strength modifier piercing damage.
- You manifest an arcane mark upon your body. If the mark is on exposed skin, you can use it as an arcane focus.
- Your legs shift into a goat-like shape with hooves. You are proficient with unarmed strikes with your hooves and they deal 1d4 + your Strength modifier bludgeoning damage.
- Your eyes shift to either become slitted cat-like eyes or colored orbs with no visible irises or pupils. As an action, you can cause them to glow with dim light in a 5-foot-radius that is clearly visible to others.

If you cast this spell again, you dispel the previous effect.

## Halo of Spines

*1st-level abjuration*

**Casting Time:** 1 action
**Range:** Touch
**Components:** V, M (a crown of spines worth at least 25 gp)
**Duration:** 1 minute

You place the crown upon the head of a willing creature. For the duration of the spell, the crown turns into an intangible halo that floats above the target's head. The halo sheds dim light in a 5-foot radius. Whenever the target is dealt damage by another creature it can see, the target can use its reaction to inflict 1d4 piercing damage on the creature that dealt the damage. You can end the spell by using your action to dismiss it while you can see the target. The target can also end the spell by using its action to grab the halo from above its head.

***Optional Component.*** If you harvest a ring of spikes from a cacodaemon (worth 250 gp; harvest DC 10 for 1, 15 for 2, 20 for 3), use it as the spell's material component, and allow the spell to consume it, you can choose cold, fire, or lightning when you cast the spell. The spell deals damage of that type instead of piercing.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for every slot level above 1st.

## Imposter

*3rd-level illusion*

**Casting Time:** 1 action
**Range:** Touch
**Components:** V, S, M (tooth or hand from a skin-cloak underfiend, shrieking cacodaemon, or

mandrake worth 100 gp; harvest DC 10 for 1, 15 for 2, 15 for 3, or 20 for 4)
**Duration:** 8 hours

You tie the material component to a willing creature in order to magically alter its appearance until the duration ends. You also change the target's magical auras and voice, as well as the appearance of any worn or carried objects. The new appearance need not resemble the old one in any way beyond occupying the same space (for instance, you can make a Small creature resemble a Medium creature, but you cannot make a Medium creature resemble a Large creature). You can invent any appearance that generally resembles a kind of creature with worn and carried objects you have seen before, or you can match the appearance of a specific creature, tailoring the apparel and other objects to what you saw that creature wearing and carrying . To choose a specific creature's appearance, you must either allow the spell to consume the material component or you must have an object that creature owns or part of that creature's body.

The illusory changes do not hold up to tactile inspection and might be made obvious if the target takes an action physically incongruous with its appearance (such as reaching through a cloak or moving a limb no one else sees. A creature paying close attention to the target can deduce it is disguised with a successful Intelligence (Investigation) check against your spell save DC as an action. When this spell ends, the target suffers one level of exhaustion. You can end the spell early as a bonus action.

## Incantation of Raaaee

*1st-level evocation*

**Casting Time:** 1 action
**Range:** 30 feet
**Components:** V
**Duration:** 1 round

You grant an ally you can see within range advantage on their next weapon attack against a creature also within range. The weapon becomes magic during that attack. If that weapon attack hits, it deals an additional 1d8 force damage.

***At Higher Levels.*** When you cast this spell using a spell slot of 3rd level or higher, the ally can apply the benefits of this spell to another attack before the spell ends for every two slot levels above 1st.

## Maggot Defenders

*4th-level conjuration*

**Casting Time:** 1 action
**Range:** 30 feet
**Components:** S, M (eye of a magdalene worth 1,000 gp; harvest DC 15 for 1, DC 20 for 2, DC 30 for 3)
**Duration:** Concentration, up to 1 hour

You cut off fragments of your soul, which take the form of three void maggots that appear in unoccupied spaces within range. Roll initiative for the maggots as a group, which has its own turns. These creatures use the broken maggot's statistics (chapter 6), except they are celestials if you are good and aberrations if you are neutral. You can mentally command the maggots (requiring no action from you), and they follow your orders to the best of their ability. Whenever you take damage from a spell or attack, if one or more maggots are within 30 feet, one uses its reaction to magically give you resistance to the damage; if it does, the maggot takes the same amount of damage. Multiple maggots can't share the same damage. If the maggot is reduced to 0 hit points or the spell ends, it vanishes.

When you cast this spell, you can choose for it to consume the material component. If you do, you create one additional maggot.

***Optional Component.*** You can use a *skeletoy* as a material component, which the spell consumes. If you do, you create an additional maggot.

***At Higher Levels.*** When you cast this spell using a spell slot of 5th level or higher, you create an additional maggot for every slot level above 4th. If you use a spell slot of 5th level or higher, the spell requires no material component, though you can still use one and allow the spell to consume it in order to create an additional maggot.

## Purify Grounds

*5th-level abjuration*

**Casting Time:** 24 hours
**Range:** Touch
**Components:** V, S, M (herbs, oils, and incense worth 500 gp, which the spell consumes)
**Duration:** Instantaneous

You touch a point and purify the terrain within a 120-foot-radius circle centered on that point. You disrupt the influence of other planes of existence upon these grounds, restoring the area and dispelling all spells in the area that have opened portals to other planes of existence. This does not close portals fixed by a magic item such as a Doomgate or a natural vortex. You become aware of the three nearest hazards or spells that are disruptive to nature (as determined by the GM for your campaign) within the area. For each one, you make an ability check using your spellcasting

ability, causing that hazard to vanish on a success. The DC equals 10 + level for a spell, or 15 for a hazard.

***At Higher Levels.*** When you cast this spell using a spell slot of 6th level or higher, you automatically succeed on the ability checks and affect a larger area. If you cast this spell using a 6th-level spell slot, the area's radius is 300 feet. If you cast this spell using a 7th-level spell slot, the area's radius is 500 feet. If you cast this spell using an 8th-level spell slot, the area's radius is 1 mile. If you cast this spell using a 9th-level spell slot, you dispel all spells and hazards in the area disruptive to nature.

## Blood Ritual

*3rd-level abjuration (ritual)*

**Casting Time:** 1 action
**Range:** Self (10-foot-radius sphere)
**Components:** V, S, M (silver dust worth 100 gp, which the spell consumes)
**Duration:** Concentration, up to 1 hour



You create a 10-foot-radius sphere that weakens the magical protections of celestials, elementals, fey, fiends, and undead. Until the duration ends, the sphere moves with you and is centered on you. Each creature of those types in the area when you cast the spell or that enters the area must make a Charisma saving throw. On a failed save, the creature's Magic Resistance trait doesn't function until it leaves the area or the duration ends and attacks that deal bludgeoning, piercing, or slashing damage to it count as magical for the purpose of damage resistance and immunity until it leaves the area or the duration ends.

## Seeking Hellfire

*5th-level evocation*

**Casting Time:** 1 action
**Range:** 1 mile
**Components:** V, S, M (a hell hound alpha's spleen worth 1,000 gp, which the spell consumes unless you used a spell slot of at least 7th level. Harvested by: DC 15 for 1; DC 20 for 2; DC 30 for 3.)
**Duration:** Instantaneous

Choose a creature that you have seen at least once; the creature must have been visible and within 30 feet at the time, but you do not have to see the creature when you cast the spell. If there is an unobstructed path to the creature and it is within range, you throw an ember that travels to the target in the most direct path, which can pass through gaps up to 1 inch wide but not through the spaces of creatures. The ember moves at a speed of 120 ft and cannot be attacked. Upon reaching the target, the ember creates an explosion centered upon the target. The target must make a Dexterity saving throw. It takes 4d6 fire damage and 4d6 necrotic damage on a failed saving throw, or half as much damage on a successful one. Other creatures within 20 feet of the center of the target's space must also make a Dexterity saving throw. Each creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

*At Higher Levels.* When you cast this spell using a spell slot of 6th level or higher, the fire damage to all targets increases by 1d6 per slot level above 5th. If you use a spell slot of 7th level or higher, you can choose either for the spell to not consume the material component or to increase the range to 5 miles per slot level above 6th. If you use a spell slot

of 8th level or higher, the spell requires no material component, but if you do provide the component, creatures other than the target caught in the blast also take 4d6 necrotic damage.

### Sun Sphere

*5th-level evocation*

**Casting Time:** 1 action
**Range:** 150 feet
**Components:** V, S
**Duration:** Concentration, up to 1 minute

A 10-foot-radius sphere of intangible light that blazes like the sun appears centered on any point you can see within range. It lasts for the duration.

The center of the sphere sheds bright light in a 60-foot radius and dim light for an additional 60 feet. This light is sunlight. The area inside the sphere is heavily obscured by the extraordinarily bright light.

Each creature that enters the sphere for the first time on a turn (including when you cast the spell or move the sphere through its space) or that ends its turn there must make a Constitution saving throw. On a failed saving throw, it takes 2d6 fire damage and 2d6 radiant damage and is blinded for the duration. On a successful saving throw, it takes half as much damage. At the end of each blinded creature's turn, it makes a new saving throw, ending the blinded condition on itself on a success. No creature can be affected by the sphere in this way more than once a turn.

As an action, you can move the sphere up to 30 feet in any direction that does not cause its center to pass through a solid object.

***At Higher Levels.*** When you cast this spell using a spell slot of 6th level or higher, the fire damage and radiant damage each increases by 1d6 per slot level above 5th.

### Sword of the Spirit

*1st-level evocation*

**Casting Time:** 1 bonus action
**Range:** Self
**Components:** V
**Duration:** 1 minute

You draw forth a shining sword stylized in a manner befitting your inner spirit. You choose one kind of sword and one type from necrotic, psychic, or radiant damage when you cast this spell. The sword is the chosen kind of sword and deals the chosen type of damage instead of its usual type. The sword disappears when you release it or the duration ends.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the sword has the thrown (20/60 feet) property and returns to your hand after dealing damage when thrown. When you cast this spell using a spell slot of 3rd level or higher, the sword's damage increases by 1d8 for every two slot levels above 1st.

### Track Creature

*2nd-level divination (ritual)*

**Casting Time:** 1 action
**Range:** 90 feet
**Components:** S
**Duration:** 1 hour

You choose a creature you can see within range. For the duration, you can use a bonus action to know how far that creature is from you and in what direction until the start of your next turn. While you know its location, it can't hide from you, you don't have disadvantage on attack rolls against the target for being unable to see it, and it likewise does not gain advantage on attack rolls to hit you as a result of being unseen by you. While the target is on to another plane of existence, this spell can tell you only which plane it is on.

***At Higher Levels.*** When you cast this spell using a spell slot of 3rd level or higher, the duration is 8 hours.

# Magic Items

Heroes find deadly items in the midst of an apocalypse, many which are best left forgotten. Most of these devices are cursed and truly evil items from the Underhell, intended for fiends to use and thankfully all but impossible for mortals to make. Some items, however, do prove useful against fiendish invaders. As always, the GM decides if any particular item is available to be crafted or purchased. The Single-Use Magic Items and Permanent Magic Items tables list these magic items by rarity.

### Magic Items

**Common**

*Scrapper's jar*
*Skelebrain* (cantrip)
*Skelenquin*

**Uncommon**

*Fiend's breath*
*Fiendish blood shard*
*Fleshbound tome* (gryllus-flesh)

*Girdle of truth*
*Imp's fingerbone*
*Sacred vial*
*Seed of the old forest*
*Skelebrain* (1st or 2nd level)
*Skelemirror*

**Rare**

*Fanged skulls*
*Fiendish gauntlets*
*Fleshbound tome* (underfiend-flesh)
*Helmet of salvation*
*Infernal shackles*
*Lash of hunger*
*Plague tower*
*Ritual dagger*
*Shattering weapon*
*Skelebrain* (3rd or 4th level)
*Skelemaul*

**Very Rare**

*Band of the leper*
*Banishing bell*
*Empyrean blade*
*Eye of the ice wizard*
*Fleshbound tome* (cacodemon-flesh)
*Skelebow*
*Skelebrain* (5th level)
*Skelemallet*
*Skeletongs*

**Legendary**

*Crown of the Underhell*
*Skelesphere*

## Band of the Leper

*Ring, very rare (requires attunement)*

This signet ring of the Cocytus legion bears a fiendish rune and has 3 charges. While you wear this ring, you have resistance to necrotic damage. Whenever you take damage of any sort, you can expend 1 charge as a reaction to gain resistance to that damage; this resistance only applies to that particular instance of taking damage. The ring regains 1d3 charges at dawn.

***Curse.*** This ring is cursed, a fact that is revealed only when an *identify* spell is cast on the ring or you attune to it. Attuning to the ring curses you until you are targeted by the *remove curse* spell or similar magic; all attempts to remove the ring while you remain attuned to it are futile short of severing the finger it was placed on, which breaks your attunement.

While you remain attuned to the ring, your skin rots. The rot starts from your finger, giving you disadvantage on Charisma (Deception, Performance, and Persuasion) checks. Every time you finish a long rest while attuned to the ring, you don't reduce your level of exhaustion and you must make a DC 17 Constitution saving throw against the ring's magical disease. On a failed saving throw, you also gain 1 level of exhaustion as the rot spreads further.

***Rotting Touch.*** While you are cursed by the ring, you may expend 1 charge from the ring to cast *contagion* (save DC 17).

## Banishing Bell

*Wondrous item, very rare*

This small silver bell has 3 charges. As an action, you can ring the bell and expend 1 charge to banish evil so long as the bell's note hangs in the air. Each creature within 90 feet native to a plane of existence other than the one you're on must make a DC 15 Charisma saving throw if it can hear the bell. If the creature fails, it is banished, returning to its home plane. At the start of each banished creature's turn, it makes another saving throw to shake the last echoes from its mind; on a success, it returns to the plane from which it was banished. Each creature that returns in this way reappears in the space it left or in the nearest unoccupied space if that space is occupied after 1 minute it if it has not succeeded on its saving throw yet. A *dispel magic* spell cast on the banished creature or the spot it departed from causes the creature to return immediately. When a creature succeeds on its saving throw against the bell or it returns from being banished by the bell, it is immune to the effects of the bell until the next dawn.

The bell regains 1d4 – 1 charges each day at dawn.

## Crown of the Underhell

*Wondrous item, legendary (requires attunement)*

This crown functions differently for each Archlord that wears it, but it always grants the same benefits to any mortal. While you wear this crown of bones, you have resistance to fire, necrotic, and poison damage and you have immunity to the exhaustion and paralyzed conditions. You also have the following powers while you wear it.

***Command Fiends.*** You can cast the *dominate monster* spell (save DC 19) on a fiend. This power can't be used again until the next dawn.

***Dimensional Lock.*** When one or more creatures you can see would teleport or travel to another plane of existence, you can use your reaction to force each one you choose to make a DC 19 Charisma saving throw. On a failed save, the creature remains in its present location. A creature can choose to fail this saving throw if it did not want to teleport or travel to another plane of existence. This power can't be used again until the next dawn.

## Empyrean Blade

*Weapon (any sword), very rare*

Few of these blades remain. They are rumored to have been left on mortal worlds, the weapons of celestial soldiers from some antediluvian war. You get a +1 bonus on attack and damage rolls with this magic sword. In addition, on a hit with the sword, you deal an additional 1d6 radiant damage.

***Final Invocation.*** As an action, you may speak the sword's command word, causing the blade to shatter and casting *banishment* (6th-level version, save DC 17).

## Eye of the Ice Wizard

*Wondrous item, very rare (requires attunement)*

This eye gleams with magical flame within its small preservative bottle. While you carry it, you have resistance to cold damage. While you hold it in hand, you can use it to cast *freezing sphere* (save DC 17). Once you use the eye to cast this spell, you cannot do so again until the next dawn.

## Fanged Skulls

*Wondrous item, rare (requires attunement)*

This grotesque device is an unnatural amalgam: the calcified skulls of two dogs seem fused at the neck, their jawbones frozen open in an eternal snarl. While attuned to the skulls, you can speak, read, and understand Abyssal and Infernal.

Additionally, you may use the *fanged skulls* to cast the *find familiar* spell. The familiar summoned this way is always a **death dog**. If your attunement to the skull breaks, the death dog vanishes. When the skulls are used to cast this spell, they can't be used again to do so until the next dawn.

## Fiendish Blood Shard

*Wondrous item, uncommon (requires attunement by a sorcerer)*

This deep red splinter of petrified blood is unpleasantly hot to the touch. When you finish a short rest while carrying this item, you may regain 1d4 + 1 expended sorcery points. Once used, the shard can't be used again until the next dawn.

## Fiendish Gauntlets

*Wondrous item, rare (requires attunement)*

These ancient clawed gauntlets were originally armor for a fiend. The bones and sinew that wrap around them sometimes whisper and laugh when you kill a creature while wearing them. While wearing them, you get a +1 bonus to AC. The gauntlets do not prevent you from using items or providing somatic components.

***Claws.*** The gauntlets turn unarmed strikes with your hands into magic weapons that deal slashing damage, with a +1 bonus to attack rolls and damage rolls and a damage die of 1d8.

***Curse.*** Once you attune to these gauntlets, they can't be removed unless they are targeted by the *remove curse* spell or similar magic. While wearing this item, you have disadvantage on attack rolls against fiends and on saving throws against fiends's effects.

## Fiend's Breath

*Potion, uncommon*

This round bottle contains swirling black smoke. Smashing the bottle releases the billowing sulfurous smoke as if *fog cloud* had been cast at its location (no concentration required). A non-fiend creature in the mist must succeed on a DC 13 Wisdom saving throw or suffer the effects of *bane* until the start of its next turn. You can throw the bottle at any point on a solid surface you can see within 60 feet with. The mist fills a 20-foot-radius sphere and lasts for 10 minutes.

## Fleshbound tome

*Wondrous item, rarity by book (requires attunement)*

While attuned to this book, you can cast spells written in it that have the ritual tag, but only as rituals. Spells cast from the book have a spell attack bonus, spell save DC, and maximum spell level depending on the book's rarity.

If you come across a written spell you may be able to add it to your tome. The spell's level can be no higher than half your level and it must have the ritual

tag. The process of copying the spell into your ritual book takes 2 hours per level of the spell, and costs 50 gp per level. Anyone who knows a spell can also scribe that spell into the book at the same cost.

***Gryllus-Flesh (Uncommon).*** You can only use this book to cast spells of 1st level or lower as a ritual. The spell attack bonus is +5 and the spell save DC is 13. When found, this book typically holds two 1st-level spells with the ritual tag of the GM's choice.

***Underfiend-Flesh (Rare).*** You can only use this book to cast a spell of 3rd level or lower as a ritual. The spell attack bonus is +7 and the spell save DC is 15. When found, this book typically holds four spells of 3rd level or lower with the ritual tag of the GM's choice.

***Cacodaemon-Flesh (Very Rare).*** You can use this book to cast any level of spell as a ritual. The spell attack bonus is +9 and the spell save DC is 17. When found, this book typically holds six spells with the ritual tag of the GM's choice, at least two of 4th level or higher.

## Girdle of Truth

*Wondrous item, uncommon*

This slimming sash depicts scenes of true friendship honored by selfless sacrifice. When you use the Help action to give an ally advantage on a d20 roll while you wear the sash, the ally you help adds half your proficiency bonus to the d20 roll. If you help on an attack roll and the attack hits, it deals an additional 1d8 damage of the same type.

## Helmet of Salvation

*Wondrous item, rare (requires attunement)*

While you wear this gleaming metal helm, when an enemy you can see hits an ally within 5 feet of you with a melee weapon attack, you can use your reaction to make your own melee weapon attack against the attacker, even if the attacker is not within your reach.

## Imp's Fingerbone

*Wondrous item, uncommon*

This small key, carved from a fiend's bone, counts as thieves' tools and grants advantage on Dexterity checks using it to pick locks. You have advantage on Dexterity (Sleight of Hand) checks to conceal the key.

## Infernal Shackles

*Wondrous item, rare*

As a bonus action while you hold them in hand, you can command these molten-red chains to bind a creature you can see within 120 feet. They fly to the target, who must succeed on a DC 15 Dexterity saving throw or be bound and briefly feel illusory pain as if from hellfire. This pain deals 2d6 psychic damage to the target unless it succeeds on a DC 15 Intelligence saving throw. The shackles can hold even a formless creature. While bound by these molten chains, a creature can't teleport or use magical portals, such as those created by the *gate* spell. The bound creature's movement speeds are each reduced by half and it has disadvantage on all attack rolls. Once chained, the target can pull free as an action by succeeding on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check, dropping the shackles. Once used, the shackles can't be activated again until the next dawn.

## Lash of Hunger

*Weapon (whip), rare (requires attunement)*

This seven-tailed whip is made of braided humanoid flesh, each tail capped with a humanoid tooth. When you hit with this magic weapon, you deal an additional 1d6 necrotic damage and gain temporary hit points equal to the necrotic damage you deal.

### Ritual Dagger

*Weapon (dagger), rare*

This wickedly curved blade is set with black sapphires. You get a +1 bonus on attack rolls and damage rolls with this magic weapon.

***Reviving Plunge.*** You can plunge the dagger into the heart of an unconscious creature at 0 hit points within 5 feet as an action; this causes no damage, but instead awakens the creature, who gains temporary hit points equal to half its hit point maximum. The pain of the dagger in the creature's heart gives the creature disadvantage on attack rolls and ability checks. If the creature is reduced to 0 hit points again while the dagger remains in its heart, it immediately suffers a death saving throw failure. If the dagger is removed (an action), the creature loses all its temporary hit points. The dagger can't grant temporary hit points again until the next dawn.

***Interrogating Plunge.*** The dagger can also be thrust into the heart of a corpse as an action. While the dagger is in the corpse, the corpse is animated as if by the *speak with dead* spell until the dagger is removed or it remains embedded for 10 minutes.

### Seed of the Old Forest

*Wondrous item, uncommon*

This preserved seed is a relic of an ancient elvish tree from before the world fell, meant as a way to revive the land. When you plant it as an action, the seed grows a sapling after 1 round. 8 hours later, the sapling bears 8d8 goodberries as the spell *goodberry*. Once the berries have been picked or after they lose their potency, if a Doomgate remains open in the same mortal world, the tree withers and dies unless strengthened by a spell such as *plant growth* or *awaken*. When the tree dies, roll a d20. On a 20, the withering sapling leaves behind another *seed of the old forest* which can be planted again.

### Sacred Vial

*Potion, uncommon*

This glimmering crystal vial contains holy water. The vial magically refills itself each dawn.

As an action, you can throw the full vial at a solid surface within 60 feet, shattering it and creating a fleeting pearlescent mist that forces all undead and fiends in a 20-foot-radius sphere centered on the vial to make a DC 15 Constitution saving throw. On a failed save, a creature takes 4d6 radiant damage. On a successful save, the creature takes half as much damage.

### Scrapper's Jar

*Wondrous item, common*

This alchemical jar is made of inert glass and has 4 charges. It can purify food and drink placed inside. As an action, you can spend 1 charge to purify either 5 pounds of food or 1 gallon of drink inside, making it safe for consumption and removing any disease or poison. This is generally enough to sustain one Medium creature for 1 day.

The jar regains 1d4 charges each day at dawn.

### Shattering Weapon

*Magic weapon (any that deals bludgeoning damage), rare (requires attunement)*

This magic weapon deals an additional 1d6 force damage on a hit, or an additional 6 force damage to a nonmagical object.

***Shatter Surface.*** In addition to its properties as a magic weapon, you can swing the weapon as an action at any surface, including a *wall of force* effect, and obliterate it as though you had struck it with the *disintegrate* spell. If you strike the ground, you create a cube-shaped pit 10 feet on a side centered on a point within your reach. Each creature on the surface where the pit appears must make a DC 15 Dexterity saving throw. On a failed save, the creature falls in (generally taking 1d6 bludgeoning damage from the fall); on a successful save, the creature can use a reaction to move up to its speed to a location off the pit before it appears. The pit's edges are rough and easy to climb, requiring only a DC 10 Strength (Athletics) check. The Shatter Surface function can't be used again until the next dawn.

## Skeletoys

Skeletoys are objects that Underhell fiends use as their monstrous tools. Most of them are made up primarily of spinal columns and skulls, but other configurations also occur. Generally, mortals can't use one of these items effectively unless they trick the skeletoy into believing they are fiends or acting under the direct orders of fiends; in such a case, the item will not oppose them until it realizes the truth. All skeletoys obey any fiend who commands them, or a minion acting on that fiend's behalf. In case of conflicting commands, the skeletoy obeys the highest-ranking individual to give a command. All skeletoys have the same special purpose: to further the fiendish invasion and protect all Archlords.



## Plague Tower

*Wondrous item (skeletoy), rare*

This tower of diseased bone and pustule-ridden flesh stands 60 to 100 feet tall. It can slowly walk, ignoring difficult terrain due to its size. To control the *plague tower*, you must touch it and speak a command word. Until another creature speaks the command word, you control it like a mount or command it if it can understand you (no action). The plague tower has a walking speed of 20 feet. Due to its Strength score of 20, it can carry up to 2,400 pounds without slowing. A creature riding atop it can use it as a mount, using the *plague tower's* speed instead of its own. The *plague tower* has three 10 ft. square platforms 20, 40, and 60 feet off the ground with ladders leading up to each. Each platform can accommodate one Large creature or four Medium or Small creatures.

The *plague tower* is a Gargantuan object with Armor Class 15, 200 hit points, and immunity to poison damage.

***Cloud of Contagion.*** At initiative count 20 each round (losing all ties except to lair actions), roll a d10. On a 1, the tower spews a cloud that exposes creatures within to one disease from the following list: cackle fever, gasp of fire (page 123), sight rot. The cloud is a 60-foot-radius sphere that moves 20 feet in the direction of the wind on initiative count 20 each round. The cloud vanishes when exposed to a strong wind or when it moves farther than 1 mile from the *plague tower*. You can change the disease the tower will produce by touching the *plague tower* while speaking the command word for the new disease; this does not change any existing clouds of contagion.

***Sign of Suffering.*** Five or more *plague towers* can be placed at key points in a gigantic pattern that impairs healing magic across a large region centered on the midpoint between the towers. The area is 1 mile in radius per tower in the pattern. In the area, each spell that would remove conditions or make a creature regain hit points is wasted (making the action useless but not expending the spell slot) unless the caster succeeds on a check using their spellcasting ability. The save DC equals 10 + the spell's level. A creature that fails this check automatically fails on subsequent attempts to cast that spell in the affected area for 8 hours.

***Sentience.*** The *plague tower* is a sentient neutral evil wondrous item with an Intelligence of 8, a Wisdom of 12, and a Charisma of 11. It has hearing and darkvision 120 ft.

The *plague tower* can communicate through emotional impulses with any creature touching it and can speak, read, and understand Abyssal and Infernal.

If the *plague tower* opposes you when you command it to move you, it moves with intentional clumsiness, forcing any creature atop it to succeed on a DC 17 Dexterity saving throw or fall off, landing prone at a point adjacent to the plague tower at any point during its movement.

***Personality.*** A *plague tower* is stupid and servile. A creature that the *plague tower* can understand can trick the *plague tower* into serving it without conflict until the next dawn with a successful DC 15 Charisma (Deception) or Intelligence (Arcana) check as an action so long as it is not obviously going against the *plague tower's* primary purpose. On a failed check, that creature can't make the attempt again until the next dawn and any other non-fiend has disadvantage on attempts to use the same skill to influence that *plague tower*.

## Skelebow

*Weapon (any bow, skeletoy), very rare (requires attunement)*

The *skelebow* is made from the bones of enslaved fiends who disobeyed their superiors. The arrows used for the bow are harvested from murderers and other vile fiendish criminals. On a hit, this magic bow deals an additional 2d6 necrotic damage and the wielder can use a bonus action to force the target to make a DC 15 Constitution saving throw. On a failed save, terrible pain gives the target disadvantage on attack rolls and ability checks until it regains hit points.

***Flaw.*** A creature attuned to the *skelebow* gains the Sadistic: I prefer to kill my enemies in horrifying and torturous ways that involve more arrows than necessary.

***Sentience.*** The *skelebow* is a sentient neutral evil weapon with an Intelligence of 10, a Wisdom of 15, and a Charisma of 13. It has hearing and darkvision 150 feet. Its passive Wisdom (Insight) and Wisdom (Perception) scores are each 17.

The *skelebow* can speak, read, and understand Abyssal and Infernal. It generally taunts in one of those languages when confronted with non-fiends.

If the *skelebow* opposes you, once per turn it can cause one arrow you fired from it to target a different target within range than the intended target (including you). Magical arrows not of fiendish make can't be redirected.

***Personality.*** A *skelebow* is extremely sadistic and loves to make cruel jokes about those it hurts. A creature that amuses the *skelebow* with a cruel prank or unnecessary injury to a non-fiend can use the bow without conflict for 1 hour or until it takes an action obviously opposing the skeletoy's primary objective.

## Skelebrain

*Wondrous item (skeletoy), rarity varies*

The *skelebrain* is a large skull containing a dried brain that has 3 charges. It is most often used by powerful grylluses. The *skelebrain* contains the knowledge of a single spell of up to 5th level. You can use your action and expend 1 charge to cast the spell from the *skelebrain*. The level of the spell in the *skelebrain* determines the spell's saving throw DC and attack bonus, as well as the *skelebrain*'s rarity, as shown in the Skelebrain table. The *skelebrain* regains all its expended charges at dawn.

***Sentience.*** The *skelebrain* is a sentient neutral evil wondrous item with an Intelligence of 15, a Wisdom of 13, and a Charisma of 15. It has hearing and darkvision 90 ft. It is proficient in the Arcana skill. It makes Intelligence (Arcana) checks with a +5 bonus.

The *skelebrain* can communicate telepathically with any creature within 90 feet and can speak, read, and understand Abyssal and Infernal.

If the *skelebrain* opposes you, it can choose a different target or area for a spell you cast from it (including choosing you).

***Personality.*** A *skelebrain* is narcissistic and egomaniacal. A creature that flatters the *skelebrain* thoroughly about its intellect and ruthlessness and succeeds on a DC 15 Charisma (Deception) check can use the *skelebrain* without conflict for 1 hour or until it takes an action obviously opposing the *skelebrain's* primary objective.

| Spell Level | Rarity | Save DC | Attack Bonus |
|---|---|---|---|
| Cantrip | Common | 13 | +5 |
| 1st | Uncommon | 14 | +6 |
| 2nd | Uncommon | 15 | +7 |
| 3rd | Rare | 16 | +8 |
| 4th | Rare | 17 | +9 |
| 5th | Very rare | 18 | +10 |

## Skelemaul

*Weapon (maul, skeletoy), rare*

This maul is made of a long spinal column with several skulls at one end. On a hit, this magic maul immediately makes a bite attack against the same target.

***Skelemaul Bite.*** When the *skelemaul* bites, you make an attack roll for it using +7 to hit rather than your own attack modifier. Cover doesn't apply against the *skelemaul's* bite. On a hit, the *skelemaul's* bite deals 1d8 piercing damage and you can use your bonus action to command the *skelemaul* to make a Strength (Athletics) check to grapple the target if the target is Medium or smaller. The *skelemaul* is proficient in the Athletics skill; its bonus on Strength (Athletics) checks is +5. The *skelemaul* must release the target before you can use the *skelemaul* to attack another target. The grappled creature can make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) to escape as an action. The grapple also ends if you command the maul to release the target. The *skelemaul* can also be attacked and destroyed (AC 15; hp 15; vulnerability to bludgeoning damage; immunity to fire and poison damage).

***Sentience.*** The *skelemaul* is a sentient neutral evil weapon with an Intelligence of 10, a Wisdom of 10, and a Charisma of 10. It has hearing and darkvision 90 ft. Its passive Wisdom (Insight) and Wisdom (Perception) scores are each 13.

The *skelemaul* can speak, read, and understand Abyssal and Infernal. It generally taunts in one of those languages when confronted with non-fiends.

If the *skelemaul* opposes you, it can't be commanded to stop grappling a target and once per turn after you make an attack with it, it makes a bite attack to hit you; if it hits you, it automatically grapples you.

***Personality.*** A *skelemaul* is extremely vindictive. It resists any non-fiend that dares not actively further its goals or that opposes any fiend.

## Skelemallet

*Weapon (mace, skeletoy), very rare (requires attunement)*

This mace is made of a short spinal column with a humanoid skull at one end. You deal an additional 2d6 thunder damage on a hit with this magic weapon, and you score a critical hit when you roll 18–20 on your attack roll with it. In addition, the *skelemallet* grants you advantage on any Charisma check made to play a drum with it.

***Sentience.*** The *skelemallet* is a sentient neutral evil weapon with an Intelligence of 10, a Wisdom of 10, and a Charisma of 15. It has hearing and darkvision 90 ft. It has proficiency in the Deception and Performance skills and its skill modifiers are Deception +7 and Performance +7.

The *skelemallet* can speak, read, and understand Abyssal and Infernal. It sings taunting songs in one of those languages when it can see non-fiends and isn't being used to play a drum.

***Curse.*** When you attune to the *skelemallet*, unless you are a fiend you become cursed until the curse is removed with *remove curse* or similar magic. All attempts to be rid of the *skelemallet* or break your attunement fail while you are cursed. While cursed, you have disadvantage on attack rolls to hit fiends and you are unable to wield any melee weapon other than *skelemallets*.

***Personality.*** A *skelemallet* is an eager helper in bloodshed, but also knows how to play to an audience. If the *skelemallet* opposes you, it pretends to be afraid of you and grudgingly willing to serve you in exchange for a promise not to banish it to the Underhell. It maintains the ruse just until its curse is laid, then gloats and mocks you.

## Skelemirror

*Wondrous item (skeletoy), uncommon (requires attunement)*

This flat shoulderblade or skull is framed in smaller bones and coated in a gleaming sheen of black ichor. It is primarily used to communicate with other bearers of *skelemirrors*, but can, in theory, contact anyone, whether they have a mirror or not. As an action, you can use the *skelemirror* to cast *sending*. Once the mirror is used to target a creature not also holding a *skelemirror* with this spell, the mirror can't be used to do so again until the next dawn.

***Sentience.*** The skelemirror is a sentient neutral evil wondrous item with an Intelligence of 13, a Wisdom of 15, and a Charisma of 11. It has hearing and darkvision 90 ft. Its passive Wisdom (Insight) and Wisdom (Perception) scores are each 15.

The *skelemirror* can communicate telepathically with any creature touching it and can speak, read, and understand Abyssal and Infernal as well as any language known by the creature it is currently attuned to.

***Cursed.*** If the *skelemirror* opposes you when you attune to or use it, it can choose to curse you. This reduces your hit point maximum by 1d10 immediately after you attune or your message is sent, as the *skelemirror* slowly drains away your soul. This reduction lasts until the curse is broken. All attempts to be rid of the mirror, break your attunement, or restore your hit point maximum fail while you are cursed. A *remove curse* spell or similar magic breaks the curse and ends your attunement. The *skelemirror* can reduce your hit point maximum by another 1d10 each time you use it. If your hit point maximum is reduced to 0, you die and your body becomes a void maggot at the next sunset. Once you are no longer attuned to the mirror, a *lesser restoration* spell, similar magic, or a long rest restores your maximum hit points.

***Personality.*** A *skelemirror* is sniveling and officious. If the *skelemirror* can understand its attempt, a creature can scare the *skelemirror* into serving it without conflict until the next dawn with a successful DC 15 Charisma (Deception or Intimidation) check as an action, so long as it is not obviously going against the *skelemirror's* primary purpose. On a failed check, that creature can't make the attempt again until the next dawn and any other non-fiend has disadvantage on attempts to use the same skill to influence that *skelemirror*.

## Skelenquin

*Wondrous item (skeletoy), common*

This narrow platform is composed of two 10-foot poles of spinal columns and femurs lashed together with wiggling sinew supporting a seat of cradling arms and shoulder blades, similar to a palanquin or sedan chair. From the front and back of each bar extends a pair of skeletal legs that allow the *skelenquin* to walk and carry riders. To control the *skelenquin*, you must touch it and speak a command word. Until another creature speaks the command word, you control it like a mount or command it if it can understand you (no action). The *skelenquin* has a walking speed of 50 feet and can carry up to 600 pounds without slowing. A creature riding atop it can use it as a mount, using the *skelenquin's* speed instead of its own.

You can send the *skelenquin* to travel alone to a destination within 1 mile of you if you speak the command word, name the location in a language the *skelenquin* understands, and are familiar with that place. Whenever the *skelenquin* is within 1 mile of you, when you speak another command word, the *skelenquin* travels at its walking speed to your location as though summoned.

The *skelenquin* is a Large object with Armor Class 15, 30 hit points, and immunity to poison damage.

***Sentience.*** The *skelenquin* is a sentient neutral evil wondrous item with an Intelligence of 5, a Wisdom of 10, and a Charisma of 5. It has hearing and darkvision out to a range of 90 feet.

The *skelenquin* can communicate through emotional impulses with any creature touching it and can speak, read, and understand Abyssal and Infernal.

If the *skelenquin* opposes you when you command it to move you, it moves with intentional clumsiness, forcing any creature atop it to succeed on a DC 13 Dexterity saving throw or fall off, landing prone adjacent to the *skelenquin* at any point during its movement.

***Personality.*** A *skelenquin* is stupid and servile. A creature that the *skelenquin* can understand can trick the *skelenquin* into serving it without conflict until the next dawn with a successful DC 12 Charisma (Deception) or Intelligence (Arcana) check as an action so long as it is not obviously going against the *skelenquin's* primary purpose. On a failed check, that creature can't make the attempt again until the next dawn and any other non-fiend has disadvantage on attempts to use the same skill to influence that *skelenquin*.

When not controlled, a *skelenquin* moves in search of the nearest fiend.

## Skelesphere

*Wondrous item (skeletoy), legendary*

This gigantic skull is composed of thousands of normal-sized skulls stitched together with indistinct fiendflesh. It never touches the ground, always levitating at least 6 inches up. To control it, you must climb inside it as if mounting a creature and use your action to speak its command word. The *skelesphere* can hold one Large or Huge rider or up to nine Medium or Small riders. A creature inside the *skelesphere* has half cover against attacks from outside the *skelesphere*.

The *skelesphere* is a Huge object with Armor Class 19, 100 hit points, and immunity to poison damage.

***Flight.*** Until you dismount or a fiend speaks the command word, you control the *skelesphere* like a mount. The *skelesphere* has a flying speed of 60 feet. It can carry up to 600 pounds without slowing. It can carry up to 1,200 pounds at a speed of 30 feet. It can carry up to 2,400 pounds at a speed of 5 feet. It is immobile while it contains more than 2,400 pounds, but it doesn't fall.



***Launch Skull.*** As an attack while you control the *skelesphere*, you can touch one of the skulls composing the *skelesphere* to launch it as a ranged weapon attack. You can launch multiple skulls if you have the Extra Attack feature or another way to make multiple attacks on a turn. A skull has a normal range of 150 feet and a long range of 600 feet. The magic skull deals bludgeoning damage equal to 4d6 + your Dexterity modifier.

***Skull Shrapnel.*** As an action while you control the *skelesphere*, you can touch five skulls in a pentagonal pattern to fire them at a point you can see within 150 feet. They instantly fly to that point and explode. Each creature within a 30-foot-radius sphere centered on that point must make a DC 19 Dexterity saving throw, taking 8d6 bludgeoning damage on a failed save, or half as much damage on a successful one. This attack is considered magical for the purposes of overcoming resistance. In addition, the ground below that sphere is covered in bone shards.

A creature that enters any 5-foot square of bone shards must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage from bone shards stuck in their feet or legs. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save. A creature can clear a 5-foot square area of bone shards as an action.

***Sentience.*** The *skelesphere* is a sentient neutral evil wondrous item with an Intelligence of 15, a Wisdom of 15, and a Charisma of 19. It has hearing and darkvision 120 ft.

The *skelesphere* can communicate telepathically with any creature within it and can speak, read, and understand Abyssal and Infernal.

If the *skelesphere* opposes you when you give it a command, it can choose a new target for the attack outside of itself within range.

***Personality.*** The very intelligent *skelesphere* is ambitious and competitive. A creature the *skelesphere* can understand can trick the *skelesphere* into serving it without conflict until the next dawn with a successful DC 18 Charisma (Persuasion) or Intelligence (Arcana) check as an action so long as it is not obviously going against the *skelesphere's* primary purpose. On a failed check, that creature can't make the attempt again until the next dawn and any other non-fiend has disadvantage on attempts to use the same skill to influence that *skelesphere*.

## Skeletong

*Weapon (skeletoy), very rare*

This unorthodox weapon has a torso-like handle ending in three or more arms, each ending in a grasping hand. The *skeletong's* damage on a hit equals 3d4 + your Strength modifier. It has the heavy, reach, and two-handed properties and weighs 18 pounds. On a hit, you can use a bonus action to have the *skeletong* grapple the target. Unless the target succeeds on a DC 15 Strength saving throw, the target is restrained until the grapple ends. You can't attack with the *skeletong* while it grapples a creature. The target can escape as an action by succeeding on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. The *skeletong* can be attacked and destroyed (AC 15; hp 15; immunity to fire and poison damage).

***Sentience.*** The *skeletong* is a sentient neutral evil weapon with an Intelligence of 10, a Wisdom of 10, and a Charisma of 10. It has hearing and darkvision 90 ft.

The *skeletong* can speak, read, and understand Abyssal and Infernal. It generally taunts in one of those languages when confronted with non-fiends.

If the *skeletong* opposes you, it releases any creature it is grappling at the end of each turn and whenever you miss on an attack with it, you trip and fall prone.

***Personality.*** A *skeletong* is extremely vindictive. It resists any non-fiend that doesn't actively further its goals or that opposes any fiend.





# PLANET APOCALYPSE ADVENTURES

The adventures in this chapter are intended to represent key points in your Planet Apocalypse campaign. They are not meant to played directly one to the next, but rather to be touchstones around which you place additional adventures, showing off more of your world in the throes of invasion. For advice on how to structure a whole campaign, see page 8. Below is a quick summary of how these adventures fit together.

If you don't want to create your own introductory adventure, **Among the Damned** is where you should begin. After some additional adventures (gaining a level or two), the player characters can pivot from defense to attacking the fiends with the beginning of **To Slay Leviathan**. After this, you should present an opportunity for the PCs to adventure to gain another level or two and eventually face the Archlord in a hellscape version of a previous important site. These adventures assume an invasion spearheaded by Lord Baphomet, who is best pitted against a group of four 11th- or 12th-level characters, five 10th-level characters, or six 9th- or 10th-level characters for a harrowing Archlord battle. When the PCs banish the Archlord, they banish many of the fiends as well, causing the invasion to stall, and the world is no longer in immediate danger. However, if you want to continue the campaign, the Doomgate remains open, waiting for an Archlord to return. Run a few adventures where impending doom remains a persistent threat, then run **The Gate of Bone**, which leads up to a final confrontation with the true mastermind of the invasion (as written, this is Lord Chthon).

***Among the Damned.*** *Among the Damned* assumes a party of four 6th-level characters or five or six 5th-level characters. If you run an entire *Planet Apocalypse* campaign, *Among the Damned* serves as a starting point. It's recommended you only run this once players have some familiarity with the setting, so that they can appreciate how the world changes when the invasion begins. Develop NPCs and settings the PCs have grown to respect and cherish, so that when those things are put in peril, it will elicit powerful emotional reactions that tune up the horror of the campaign. If you're putting together a game with players who already know your world, have them create new characters to start your *Planet Apocalypse* campaign immediately.

***To Slay Leviathan.*** Part 1 (optional) of *To Slay Leviathan* is best placed when players have a party of three 8th- or 9th-level characters, four 7th-level characters, five 6th-level characters, or six 5th-level characters. Its main portion, starting with Part 2, is best saved for when the player characters are at least three 10th-level characters, four 8th- or 9th-level characters, five 7th-level characters, or six 6th-level characters. They should gain a couple levels before they face an Archlord's avatar at the adventure's end. *To Slay Leviathan* is a good mid-point of a Planet Apocalypse campaign, showing all the invasion has to offer but providing characters with a chance to make tangible progress and giving them hope that the invasion can be stopped completely.

***The Gate of Bone.*** *The Gate of Bone* gives an example of how you can end the campaign or even continue the game after the initial invasion is quelled, by going to the Doomgate to ensure the invasion never resumes. As written, the adventure features the arrival of Lord Chthon after the PCs have banished Lord Baphomet, and it is most appropriate to challenge parties of at least three or four 12th-level characters, five 11th-level characters, or six 10th-level characters. However, if you change the Archlord that appears in the adventure, a different starting level probably works best. In that case, check the Archlord's challenge rating on the Finale Level table below.

## Scaling the Adventures

You should try to scale your campaign such that heroes are a suitable level for challenging the Archlord you want them to face at that point in the campaign. The Archlords are fully described in Chapter 7, but the summaries below should help you choose an appropriate climax or final fight for your group. The three adventures presented assume you're using the Lords Baphomet and Chthon, so if you want to use stronger Archlords, you should either run your heroes through more adventures before the final showdown, or else scale up the adventures by the number of levels difference between heroes.

The adventures presented in this book are intended as showcase moments, not as a skeleton for the whole campaign, and to inspire the tone and aesthetic of other adventures you will craft for your players. In a long campaign, you should leave the player characters time to go on other adventures and pursue various goals between the adventures presented here. They might try to consolidate a safe place, remove fiends

**Recommended Finale Level**

| | | Number of PCs | | | | |
|---|---|---|---|---|---|---|
| **Archlord** | **Challenge Rating** | **Three** | **Four** | **Five** | **Six** | **Seven** |
| Baphomet | 17 | 12 | 12 | 11 | 10 | 9 |
| Chthon, Scylla | 18 | 13 | 12 | 12 | 11 | 10 |
| Jabootu | 19 | 14 | 13 | 12 | 12 | 11 |
| Humbaba | 20 | 15 | 14 | 13 | 12 | 12 |
| Asmod | 21 | 16 | 15 | 14 | 13 | 12 |
| Tarasque | 22 | 17 | 16 | 15 | 14 | 13 |
| Stheno | 23 | 18 | 17 | 16 | 15 | 14 |
| Geryon | 24 | 19 | 18 | 17 | 16 | 15 |
| Argus | 25 | 20 | 19 | 18 | 17 | 16 |
| Pulgasaur | 26 | 20+ | 20 | 19 | 18 | 17 |
| Orobas | 27 | 20+ | 20+ | 20 | 19 | 18 |
| Procrustes | 28 | 20+ | 20+ | 20+ | 20 | 19 |
| Stroma | 29 | 20+ | 20+ | 20+ | 20+ | 20 |
| Spider Mastermind | 30 | 20+ | 20+ | 20+ | 20+ | 20+ |

from places of special importance, or expand a territory of safety against the invasion. They might also hunt for information about the fiends in lost libraries or ruined wizard towers, quest to unearth ancient relics that offer hope of defeating the fiends, or seek to gather allies from distant lands that may be facing corruption of their own.

### More Challenging Archlords

The recommended party level to face each Archlord when well-rested and without significant minion support for the Archlord is presented on the Recommended Finale Level table.

### A Shorter Campaign

To run a short campaign, you can use these three adventures back-to-back with relatively little in between them. This requires modifying the difficulty of each adventure to sync up well with the climax. Remember that the party will likely gain one level from the first adventure and at least one from the second. If you want a shorter campaign that concludes with a fight against an Archlord, it's best to begin no earlier than the level indicated on the Short Campaign Starting Level table.

## Adapting the Adventures

*Planet Apocalypse* offers you a chance to take your own world to the brink of destruction and give players a chance to save it. It is recommended you tailor the plot of the campaign to suit your players' interests in the world. A great way to set the tone is to have the fiends start off tearing up a safety net the player characters took for granted, such as by toppling a benevolent government or slaying a good dragon. Take care not to destroy *everything* the players care about, or they will have no motivation to continue the campaign. Instead, make clear that the things they care about are more vulnerable than ever. The campaign should feature fights in places that previously seemed safe or beyond the reach of chaos, such as in the capital of a stable and strong realm.

Specific key NPC roles and locations are presented in the adventures, for which you should pull characters and locales from the existing campaign setting. Pick characters and locations important to your players, particularly regarding the Herald, the Sage, and the Authority; the more invested they are with the story, the better the experience.

***The Herald.*** This character should be a well-known government agent, speaker, knight-errant, or other popular person. For example, this might be a herald who prepared the party for meeting with a queen or a knight-captain popular for helping stop attacks on the peasantry. The PCs rescue the Herald from the initial invasion in **Among the Damned**, and this character goes on to act as a quest-giver in **To Slay Leviathan**. The Herald can also serve as a proxy leader or face for the player characters when they want to send or keep refugees somewhere without escorting them personally.

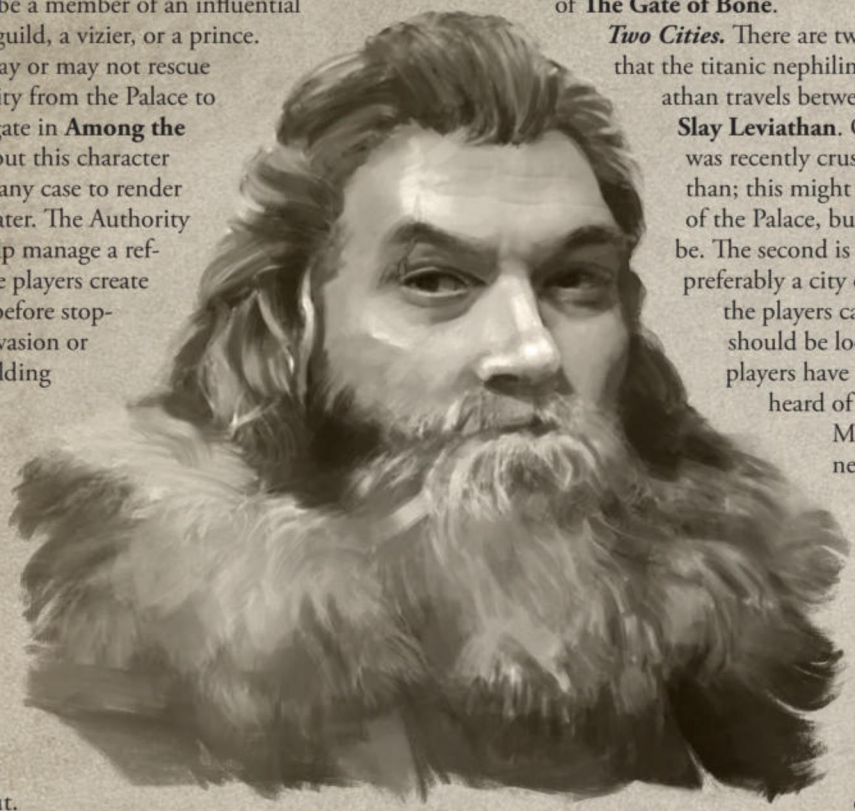
***The Sage.*** This character is knowledgeable (that is, should be proficient in the Arcana skill) but not powerful; think of a scholar or dealer in arcane oddities.

**Short Campaign Starting Level**

| Archlord Challenge Rating | Number of PCs Three | Four | Five | Six | Seven |
|---|---|---|---|---|---|
| 17 | 11 | 10 | 9 | 9 | 8 |
| 18 | 12 | 11 | 10 | 9 | 9 |
| 19 | 12 | 12 | 11 | 10 | 9 |
| 20 | 13 | 12 | 12 | 11 | 10 |
| 21 | 14 | 13 | 12 | 12 | 11 |
| 22 | 15 | 14 | 13 | 12 | 12 |
| 23 | 16 | 15 | 14 | 13 | 12 |
| 24 | 17 | 16 | 15 | 14 | 13 |
| 25 | 18 | 17 | 16 | 15 | 14 |
| 26 | 19 | 18 | 17 | 16 | 15 |
| 27 | 20 | 19 | 18 | 17 | 16 |
| 28 | 20+ | 20 | 19 | 18 | 17 |
| 29 | 20+ | 20+ | 20 | 19 | 18 |
| 30 | 20+ | 20+ | 20+ | 20 | 19 |

The PCs rescue the Sage from the initial invasion in **Among the Damned**, and this character goes on to act as a quest-giver in **The Gate of Bone**. The Sage can also serve as a resource for exposition or tactical ideas regarding how the monsters and magic of the Underhell work.

***The Authority.*** This character has some claim to authority in the setting of **Among the Damned**, but need not have an official position; think of a local leader or lieutenant the heroes like. This might also be a member of an influential council or guild, a vizier, or a prince. The PCs may or may not rescue the Authority from the Palace to the Doomgate in **Among the Damned**, but this character survives in any case to render assistance later. The Authority can also help manage a refuge that the players create or protect before stopping the invasion or while rebuilding afterward.



***The Wise One.*** This character is a vulnerable but insightful person that other NPCs worry about. Their primary role is to be rescued and then tell the players how to truly stop Leviathan in **To Slay Leviathan**. This should be someone who was picked up by the fiends earlier in hopes of using this person as leverage against others. Suitable characters for this role might be a young royal heir, an elderly lord or lady, a beloved cultural icon such as a playwright or actor, or an influential sage (though take care not to cross over too much with the Sage, see above); someone who has no fighting abilities to speak of. If the heroes failed to protect a key NPC in **Among the Damned** or subsequent adventures, that character can serve this role and give the characters a chance to redeem themselves to boot.

***The Tavern.*** This location should be a comfortable, social place near where the Doomgate opens but far enough not to be overrun immediately. The heroes are here at the start of **Among the Damned**.

***The Palace.*** This location should be the local seat of government in the settlement or a nearby one, close to the Tavern but not immediately adjacent. It might be a castle, sprawling manor, city hall, or other building. The various heads of state should have a good reason to be present when the Doomgate forms, killing all of them horribly. It is an important place in **Among the Damned** and also doubles as the setting of **The Gate of Bone**.

***Two Cities.*** There are two settlements that the titanic nephilim engine Leviathan travels between during **To Slay Leviathan**. One settlement was recently crushed by Leviathan; this might be the location of the Palace, but doesn't need to be. The second is its next target, preferably a city or settlement the players care about. These should be locations your players have visited or at least heard of before. Mountains aren't necessary in the space between the cities, but it's best if Leviathan can plausibly pass by cliffs (such as on a rough coast), dense forest canopies built upon by elves, or other high places with structures, to provide characters a panoramic view.

## As Stand-Alone Adventures

**To Slay Leviathan** and **The Gate of Bone** can be run as stand-alone adventures. If you don't want to slot them into an overarching story of world invasion, these can be presented as part of smaller-scale incursions and avenues to head off a larger invasion.



# Among the Damned

The fiends of the Underhell have begun their invasion, and the heroes are caught in their path!

If you are running an entire *Planet Apocalypse* campaign, **Among the Damned** serves as an excellent starting point—or, more accurately, an escalation point wherein a normal campaign becomes apocalyptic. You should kick off the campaign only once the players have some familiarity with the setting, such as after a few adventures where they have gained a few levels. The invasion might even come about because of their efforts, whether they know it or not. To really bring home the terror of *Planet Apocalypse*, they should be able to appreciate how the world changes when the invasion begins. This adventure should take place in a city the PCs consider safe and comfortable, such as one that has served as a home base for previous adventures.

Before the party is aware of what's going on, a Doomgate has opened up and allowed fiends to rush into the mortal world nearby. The waves of fiends have sent mortals scattering away from the epicenter. These waves reach the heroes only belatedly, meaning that by the time they are aware of danger, they must contend with hordes of fiends from all sides, not just from the Doomgate.

## Adapting This Adventure

This adventure works best when it incorporates familiar NPCs and places: characters the party has encountered before and likes or respects and locations to which they have an emotional tie. Familiar NPCs should appear at multiple points in the adventure, so you should review NPCs the PCs have met and consider how they might respond to the arrival of the Apocalypse right on their doorstep. Although it might seem easiest to simply litter the adventure with the corpses of well-liked NPCs to feed the party's desire for revenge, your players (to say nothing of their characters) will almost certainly remain most committed if some NPCs remain alive and able to encourage and help them. This also leaves you with the opportunity to put those NPCs in peril or kill them during the campaign.

## Scaling This Adventure

**Among the Damned** is intended for a party of five or six 5th-level characters, or else a party of four 6th-level characters.

This adventure assumes that at least one of the characters has the Sanguine Ward as described on page 118-9, or that you are playing without the special fiendish Underhell fiend traits (Corruption, Distant Evil, Hard to See, Murky Divinations, Sickening Appearance, and Timeless Nature) on page 201-2. If you choose to provide the fiends with the Underhell traits and no character has the Sanguine Ward, the party should consist of 7th-level or 8th-level characters instead.

To scale up the difficulty of this adventure by a level or two, you can generally replace one fiend in each combat with the next higher type of the same fiend (such as replacing bonestrike underfiends with flesheater underfiends) or add one or two wailing maggots to encounters with multiple foes. To scale up the difficulty by several levels, replace two fiends with the next higher type or one fiend of a type two steps higher (such as one bonestrike underfiend replaced with one skincloak underfiend), or else add one wailing maggot per level you wish to increase the difficulty.

The key exception, however, is for NPCs that are higher level or have significantly more authority than the characters. The *Planet Apocalypse* campaign works best when there isn't anyone else for the party to rely on—they are plainly the most powerful people able to confront the fiendish invasion. More powerful NPCs should die or otherwise be neutralized in the initial invasion, either as part of the magical confluence that creates the Doomgates that the invasion uses or during the initial chaos that immediately follows. This is no mere plot device: magical knowledge and personal power draws a Doomgate and causes it to open nearby. When it opens, it rips the very life from nearby creatures—particularly from powerful creatures—and uses their corpses as raw materials to build the mortal side of the Doomgate and material bodies for the fiends. Powerful NPCs that rush to contain the fiends during this initial push are overwhelmed, leaving the heroes as some of the most capable characters in the region, if not the world.

This adventure assumes the PCs operate out of a city. If the settlement you set the adventure in isn't a large city, consider framing the separate areas as closely-connected towns or noble estates.

**Among the Damned** includes three key NPCs and two key locations that you should pull from the campaign prior to the invasion in order to build PC attachment to them. They are listed below. Although the other NPCs in this adventure are less important to the plot, you are encouraged to replace as many of them as you like with suitable NPCs from your previous adventures.

***The Herald.*** This character should be a well-known government agent, speaker, knight-errant, or other popular person. For example, this might be a herald who prepared the party for meeting with a queen, or a knight-captain popular for helping stop attacks on the peasantry. If your players haven't met such a character, or if your setting doesn't have one, use Josserey Quinley, a human **spy**. She normally delivers government messages and makes public pronouncements and is exceptionally personable.

***The Sage.*** This character is knowledgeable (that is, should be proficient in the Arcana skill) and can help the party make sense of the chaos that is going on when the fiends attack. This character is good at producing plausible—and accurate—theories from scant information. Preferably, this character should not be an archmage or other particularly powerful character; their strength lies in knowledge, not magical prowess. If your players haven't met such a character, or if your setting doesn't have one, use Sylvianna Eldrendil, an elf **priest** with Arcana +5 and Religion +5. She is warm-hearted but known to be occasionally erratic, and she leads a prominent local temple dedicated to a good deity.

***The Authority.*** This character has some claim to authority in the region, but might not have an official position. This should ideally be a local leader or lieutenant that the player characters are on good terms with. This should be someone who would not have been front and center when the Doomgate formed in the palace, but who would have been nearby. This might also be a member of an influential council or guild, a vizier, or a princess. If your players haven't met such a character, or if your setting doesn't have one, use Aldoreth Pebblebrook, a human **noble**. She was chief adviser to the king and while she is not necessarily part of the normal succession, she is well-placed to take control of the overrun government. When the Doomgate opened, it slew a conclave of all her superiors and peers while she was tending to a minor emergency on the other side of the palace.

***The Tavern.*** This location should be a comfortable tavern in a busy part of town. It doesn't matter whether it is particularly seedy or upscale; the most significant feature is that the party should feel at ease there. If you haven't established such a location

in your setting, call the tavern the Red Flagon.

***The Palace***. This location should be the local seat of government in the settlement or a nearby one. It might be a castle, sprawling manor, city hall, or other building. The heads of state should have had a good reason to be present when the Doomgate opened, which slew all of them. If you haven't established one of these in your setting, call it Yeardley Palace. If you are not using an urban setting, the slain dignitaries might have come to this relatively remote area (perhaps to a king's or other noble's countryside estate) as a relatively safe, neutral spot away from spies, criminals, and other dangers in bigger cities, only for the Doomgate to open and consume them.

## Adventure Summary

The player characters must investigate the sudden chaos in the streets as the initial Underhell invasion strikes. The characters quickly become responsible for frightened and desperate townspeople and must find a safe refuge for them. Ultimately realizing that the city is lost and no truly safe haven exists, they must retreat from the city whilst saving the lives of as many civilians as possible.

### Fiendish Underhell Traits

Each fiend that appears in this adventure has a trait reflecting its legion. Unless indicated otherwise, all fiends in **Among the Damned** belong to the Phlegethon legion. If you want to focus on another legion, particularly if you want to use an Archlord that doesn't fit thematically with the Phlegethon legion, consider swapping out some of the hellscape details. For example, if using the Acheron or Tartarus legion, replace hellfire with dripping noxious slime.

### The Archlord's Shadow Falls

The entirety of **Among the Damned** takes place in a newly-formed Archlord's Shadow, which does not yet have all the effects noted on page 277-8. Apart from amplifying the hellfire, tortured screams, and other background effects that make it clear the city is becoming a warped hellscape, this means that a milder form of the Nether Hellscape effect afflicts many commoners with 1 level of exhaustion. The Timeless effect might impact a few of the characters' abilities (poison and fire do not progress, for instance), and characters regain no more than two Hit Dice from a long rest. This can make the game particularly challenging for groups that are accustomed to taking a long rest frequently; to make the difficulty more manageable, you can decide that the Archlord's Shadow is too new to interfere with resting and apply it only after the invasion has been underway for a few days.

## Introduction

The player characters begin this adventure with little warning about the invasion that will soon encompass their city.

Outside the game, you should talk with your players about their interest in contending with apocalyptic horror in your campaign. Players should know roughly what they are getting into and you should explicitly check on their limits as far as graphic horror goes before diving too deeply into the body horror and violence central to *Planet Apocalypse*. If a player's main enjoyment of the game comes from clear happy endings and bright futures, this isn't the right adventure for that player. Unless your group is well-acquainted with retreat as a sometimes-necessary tactical option, emphasize to them that overwhelming force is an element of this adventure, and they should not approach every encounter trusting that they can fight their way through to victory. In *Planet Apocalypse*, that is a recipe for doom.

## Part A: Chaos in the Streets

The party is relaxing in the tavern one evening when the city is invaded by the fiends of the Underhell. The map on page 58 presents the tavern and the area around it; although the party begins in **Area 1**, they're likely to rush from area to area during this part of the adventure. The townspeople grow increasingly afraid and uncertain; generally, they follow where the party directs, as long as it isn't into obvious danger, but you might require a character to succeed at a DC 10 Charisma (Intimidation or Persuasion) check as an action to get a group of townspeople moving in a particular direction. If the PCs try to send a group into obvious danger, the DC increases to 20.

### Steering the Heroes

Heroes who choose to rush away from the invasion before learning important details about what is going on should stumble upon important NPCs who can convey some information, especially the Herald (**Area A9**) and the Sage (**Area A6**). You can arrange this by modifying the map on the fly to have the PCs' course take them into the locations they skipped, or more

quickly by moving the key NPCs into locations the party picks. The Sage is best encountered first, the Herald second. If either NPC ends up in a situation where the only logical outcome is for them to die, choose a new NPC to fulfill their role in the adventure.

***The Sage's Observations.*** The Sage wants to see the fiends in order to determine what is going on. Upon watching the heroes fight Underhell fiends, the Sage quickly deduces each of the universal Underhell fiend traits and the effects of the Sanguine Ward, allowing the Sage to speculate about the causes.

***The Herald's Urging.*** The Herald can use their popularity to guide refugees that the heroes can't or don't guide themselves. The Herald also urges the heroes to seek out the source of the chaos at the palace without being seen. To facilitate this, the herald got a glimpse of the palace from a distance and can relate obvious details to the party.

## A1. Tavern

This is the tavern where the adventure begins. There are six people present other than the party, including the bartender and a server, who are all enjoying an ordinary evening. Read the following to get the adventure underway.

> The tavern's main door opens with a bang. Four sweaty people rush in, faces streaked as though with soot. When they see the crowd, they immediately seem unsure of themselves and stop. One of them grabs a nearby server by the arm and demands, "Hey, is there a back way out of here?" The server points to the tavern's alley entrance.
>
> Before the main door shuts, several strangled screams echo down the main street outside, and several figures sprint frantically past. The soot-stained newcomers rush for the alley door.

These newcomers are just the vanguard of the townspeople fleeing the Underhell invasion. They don't understand much of what's going on, only that people are yelling about demons in the streets and they want to get away. If necessary, use statistics for **commoners** for the fleeing townspeople and anyone else in the tavern.

## A2. Main Street

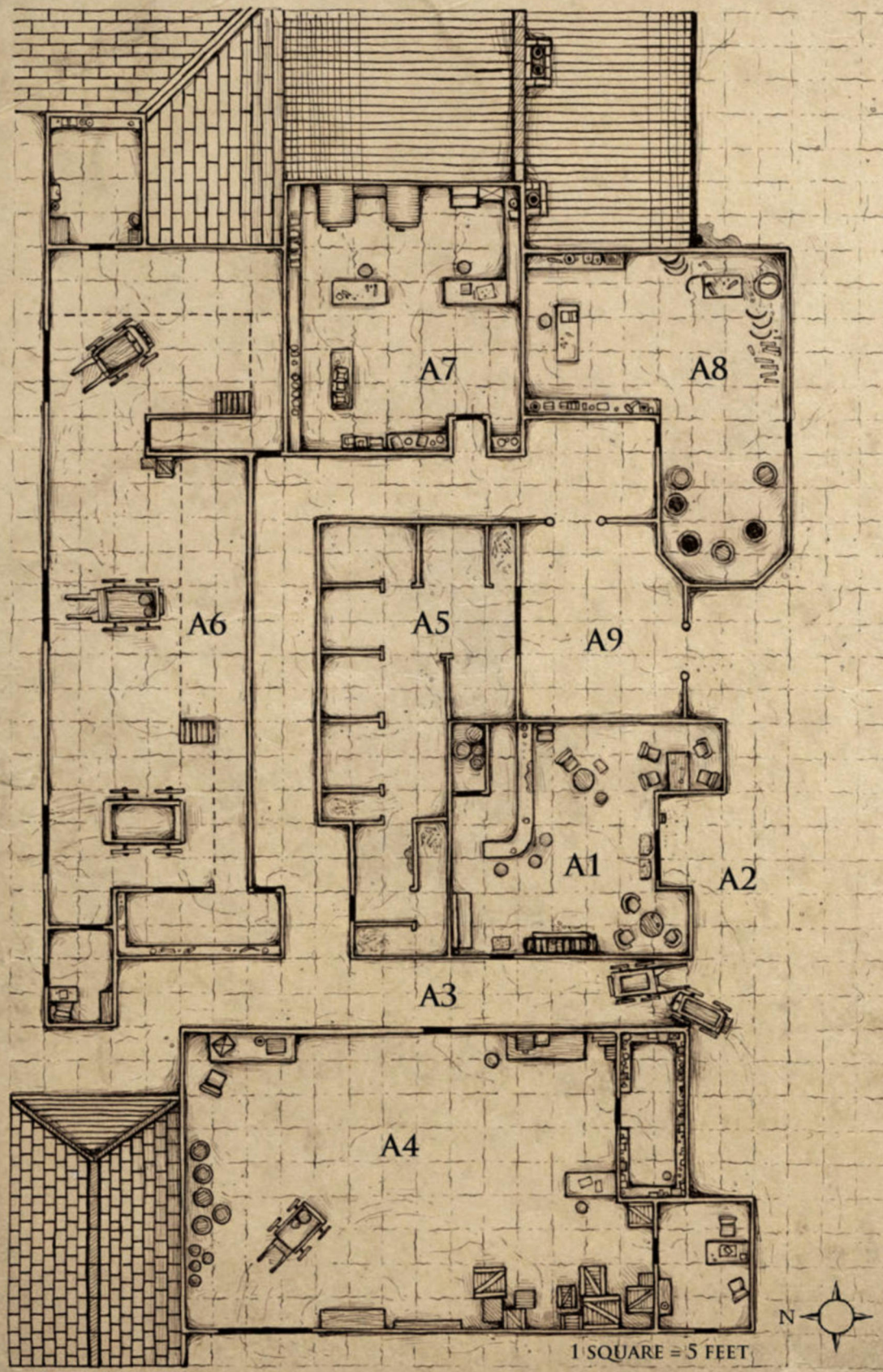
The PCs are likely to head out the main door to see what's going on; when they do, they see several fires burning throughout the city and several dozen townspeople of all ages rushing down the street. Pursuing them are two **leering grylluses** (page 215) and two **howling maggots** (page 207). These four fiends are from the Phlegethon legion and glow with evil-looking fires. This is likely the first opportunity the characters have to identify the effects of the Sanguine Ward: one of the characters (or more, as selected by the GM) has a distant blood relation or other tenuous connection to one of the people killed to create the Doomgate. As described on page 118-9, the Sanguine Ward suppresses the Hard to See and Sickening Appearance traits of all fiends within 90 feet; such fiends coalesce into greater clarity upon entering this aura. The character with the Sanguine Ward should feel something unique and special occur—a strange feeling, a burst of light, etc—and know that they are the locus of this newfound trait.

As the PCs not only seem the most competent defenders around but also possess an uncanny ability to perceive their reality-warping forms, the fiends attack the PCs to the exclusion of the other townspeople. If the party defeats these fiends, the fleeing townspeople shout that many more are coming, then look for a place to hide. Several of these townspeople rush into the tavern, adding to the confusion there.

From the main street, the party can go anywhere else in the city, though the fires, smoke, and screaming should keep them close at hand for now. None of the townspeople in the tavern want to follow them deeper into the city, resisting attempts to roust them from what they perceive as a relatively safe haven. From here, the party can go around the tavern to the west to the alley (**Area A3**) or to the east into the side yard (**Area A9**).

### Staying on the Main Street

If the party remains on the streets despite the urgent cries of the townspeople to seek cover, they soon see two more strange fiends; the leader of the pair is holding five twisted humanoids by long iron chains. The leader is a **bonestrike underfiend** (page 221), while its subordinate is a **preening gryllus** (page 213). The underfiend sets loose its five **howling maggots** (page 207) against the party. The shadows of other approaching underfiends marching around corners in the flickering firelight (their forms distorted in the distance by the Hard to See trait) should alert the characters that retreat is the better option. If the PCs don't realize how badly overmatched they are, townsfolk beg them not to charge against overwhelming numbers. These fiends don't pursue if the party flees, as they are focused on methodically securing a perimeter.


A7
A8
A6
A5
A9
A1
A2
A3
A4
N
1 SQUARE = 5 FEET

## A3. Alley

This brick alley has several sturdy wooden doors leading into local businesses. A large wagon stands near the alley entrance. Another wagon containing an enormous cage partially covered with canvas stands near it on broken wheels. Clouds of cinders sweep down the main street as though chasing after fleeing, screaming townspeople.



Anyone who has run out of the tavern into the alley is still lingering there, unsure where to go next. This alley is a temporary safe haven, but it's not likely to remain safe for long if the fiends spot anyone loitering. The main street (**Area A2**) is visible between the two wagons: one wagon, mostly emptied, holds a few errant turnips, and the large cage smells vaguely like a bear but is empty and lacks a lock. Neither of the wagons has working wheels, as they are due to be fixed by Clark and Able Wainwrights (**Area A4**).

The characters can block the alley and make it a bit safer by pushing the wagons together and, even better, by using the canvas tarp to obscure the alley further. Moving either wagon requires a successful DC 14 Strength (Athletics) check. Alternatively, a character can encourage townspeople to shove the wagons into place with a successful DC 12 Charisma (Persuasion) check.

If the party is still lingering in the alley after a few rounds and if they haven't blocked the view of the alley from the main street, a **livid damned soul swarm** (page 197) rounds the corner from the street carrying drifting embers. It slips between the wagons to attack and feed on anyone present in the alley, without much concern for its own safety. It tries to feed on the largest clump of creatures it senses.

## A4. Clark and Able Wainwrights

A once-prosperous wagon and wheel repair shop, Clark and Able Wainwrights has been closed for the past three days. The sole remaining proprietor, Ambrose Able, has left the place in mourning after the accidental death of his partner. It's clear that the shop doesn't make a good place to hole up, as the barn doors are flimsy and the windows broken. The building contains nothing of value and can't be reinforced in any meaningful way with the materials present.

## A5. Delmar's Stables

Delmar's Stables is a clean albeit old stable adjacent to the tavern. If any of the characters have horses or other mounts, they are likely stabled here. This stable is one large room subdivided into smaller areas by low walls. The western side of the building contains stores of hay and feed, while the larger eastern side contains several stalls. A small door to the north leads into the alley (**Area A3**), while the larger stable doors lead to the side yard (**Area A9**).

The only attendant on duty is Delmar's lazy niece, Telleve, a **commoner** who is currently sleeping on a hay pile. Frequently befuddled, Telleve doesn't understand what's happening to the city and eagerly follows anyone who seems confident or organized. Apart from any mounts belonging to the party, the stable currently houses three **warhorses** and two **draft horses**. The horses are agitated from the fires and chaos in the city,

and become obviously more agitated when anyone new enters the stable. If they aren't calmed with a successful DC 11 Wisdom (Animal Handling) check, they panic and burst through the stable doors into the side yard, alerting the creatures there to trouble.

## A6. Carter Guildhall

This enormous guildhall is decorated with several murals of horse-drawn wagons on country roads. Soot from fires in the city has marred the murals, making them seem shadowy and ominous rather than bucolic.

The murals appear both inside and outside of the building, and are the pride of the guild members that meet here to arrange deliveries of cargo across the city and beyond. The building is mostly an open area for loading cargo, with a few interior offices and storerooms. All of these have been pillaged by a **salamander** and a **magmin**, which are currently rampaging through the building. These creatures are allies of the fiends and delight in the opportunity to create mayhem and start fires, although they are currently occupied in wrecking the guildhall and haven't yet set the building ablaze. The heroes can hear them before seeing them. They don't pursue fleeing characters but prefer to laugh at the general panic.

The residents of the hall have all fled or been killed, with the exception of a pugnacious teamster named Tobber Cleech (use statistics for a **bandit**) and **the Sage**. Tobber was meeting with the Sage to deliver several valuable books when the elementals attacked. The Sage mentioned the creatures' vulnerability to cold, and Tobber remembered a recent shipment of sixteen flasks of alchemist's ice (a rare substance that functions as alchemist's fire but deals cold damage instead of fire damage) in the back. When the characters arrive, Tobber and the Sage are searching for the box, keeping out of sight of the fiends. They find the shipment at a dramatically appropriate moment, appearing in time to help the party against the elemental creatures.

## A7. Heavenly Bakery

Stick-figure angels with halos made of bread dough adorn the sign above the sturdy wooden door to this bakery.

Tucked back in the alley, Heavenly Bakery is a moderately successful business that delivers baked goods to patrons throughout town. It's closed at this time of the evening, although the latch on the door is simple and can be opened with a successful DC 15 Strength check or a successful DC 13 Dexterity (thieves' tools) check. The shop contains several ingredients for the next morning's baking, two ovens, and several boxes of day-old pastries, but it is otherwise empty of folk or valuables. The shop has only a single door and heavy racks that can be used to keep it tightly shut or to provide cover in a fight. This is the best place in the area for the party to leave the frightened refugees, particularly if they can barricade them in place.

If the Sage (from **Area A6**) or especially the Herald (from **Area A9**) are with the party, they assure the characters that they can keep the townspeople safe and quiet here for the time being, so long as the characters drive out the dangers from the surrounding buildings. They encourage the party to make their way to the palace to find out what's going on, and to discover any plans to reclaim (or, in the worst case, evacuate) the city.

If the party needs to take a short rest or long rest to recuperate, the bakery is a safe place to do so.

## A8. Daystar Cooper

This workshop has several large windows displaying barrels of various sizes hanging from rafters. A sign above the door reads "Cooper. Davin Daystar, Prop."

This large building is filled with several completed barrels and materials, and tools to make more, but its large windows and open layout make it a particularly poor place to hide out. Both of the doors to the cooper's shop are locked, requiring a successful DC 18 Strength check to force or a successful DC 16 Dexterity (thieves' tools) check to open. Breaking a window with a successful DC 15 Strength check or by attacking it (AC 13, 5 hp, vulnerability to slashing and thunder damage, immunity to poison and psychic damage) is the easiest way to gain entry. Most of the building's interior is visible from the side yard (area **A9**), and the characters must be stealthy to avoid being spotted by the underfiend and its attendant ogre (see below).

## A9. Side Yard

If the party heads right to the side yard at the first sign of the Underhell invasion, it's empty except for some churned mud and several tall posts to hang tack and other gear for the nearby stable (**Area A5**). A simple wooden fence separates the side yard from the main street (**Area A2**).

If the party arrives more than minutes or so into the Underhell invasion—even if they came here immediately, if they circled around through the alley,

that would still take a few minutes—a **flesheater underfiend** (page 223) and its lackey, a **Phlegeth-on-corrupted ogre** (page 181), spot the posts in this side yard and decide they'd make excellent racks upon which to hang captured people. The ogre gleefully hangs several struggling townspeople from the posts, while the underfiend slices open their bellies to drain their blood and viscera onto the muddy ground. Two townspeople are already dead, killed by the shock, and three others hang there, not yet disemboweled but doomed to a grisly death over several painful hours if not rescued. One of these hanging on the pole nearest the cooper's shop (**Area A8**) is the Herald, a government agent that the PCs should recognize. The Herald is particularly grateful if rescued and eager to help the PCs, despite being unarmed and injured (with only 10 hit points currently). The Herald knows that there is a watch house not far that might be safe and that is rumored to include some sort of secret escape route, but that it's locked and the only keys are with the captain of the guard in the palace.

The monstrous pair resents anyone intruding on their task and attacks immediately; the creatures do not pursue fleeing characters. If injured, the underfiend uses its Feast on the Fallen on the corpses here or upon the ogre, if it is slain.

### Conclusion

The party must determine their next move: either head to the source of the chaos in the palace or flee the city immediately. They must also decide what to do with any townsfolk they have saved so far.

***Hiding the Townsfolk.*** If the party tries to hide townsfolk before leaving, they can use a successful DC 15 Intelligence check to disguise the building as burned-out, bloody from already being massacred, empty, or otherwise unworthy of fiendish attention with 10 minutes of work. Artisan's tools might be appropriate for making such camouflage, at the GM's discretion.

***Sending the Townsfolk Away.*** If the townsfolk are sent to run ahead of the party, they have a good chance of getting away, but some will likely die and the party will have a hard time ever knowing what happened to them. The heroes might see some of them again after escaping the city. If they send the townsfolk through the sewers, they evade notice by the fiends and all survive. If sent via the main roads, half of the townsfolk are slain. If sent via back alleys, some get lost and are slain, but most escape. A character with a background involving crime or this city in particular or who succeeds at a DC 13 Intelligence (Investigation) or Wisdom (Survival) check can recommend a route that prevents any townsfolk sent via back alleys from getting lost and being killed. Townsfolk that are killed might be encountered later as void maggots, particularly if the PCs know any of them personally.

***Running with the Townsfolk.*** If the party declines to investigate the palace and chooses to run with the townsfolk, they go directly to **Part C**.

If the PCs escape, the Herald later receives a blood-stained letter from the Authority, found by another refugee in a broken bottle below a palace window, explaining what the Authority saw in the Fallen Palace after the group escapes the city.

## Part B: Fallen Palace

After the townspeople around the tavern are secure, the characters should make their way to the palace to find out what's going on; the Herald and the Sage both recommend this course of action. The most direct route leads to the palace's western wing. The party should strive to be quick and quiet, avoiding direct engagements with the invaders. The Sage asks to accompany the party and mostly observes from hiding, gives advice, and uses magic to help when possible.

### Sneaking Through the City

As the party sneaks through the city toward the palace, they catch sight of fiendish forces entrenching their position. Many buildings have crumbled, to be replaced with massive structures of iron and bleeding flesh. Entire city blocks are on fire, although the fiends don't seem concerned by the flames. Several townspeople are jammed into great iron cages, their fiendish slave-takers whipping them mercilessly. In each of these cases, the fiends are plainly too numerous for the characters to intervene. Remember also that fiends farther than 90 feet away from the character(s) bearing the Sanguine Ward appear as a jumble of terrifying shapes rather than as definitive creatures with clear powers and numbers.

Sneaking to the proximity of the palace takes approximately 10 minutes, depending on the size of the city. While the party sneaks through the city, they should make a DC 11 group Dexterity (Stealth) check. The Sage succeeds on this check if they are present.

On a successful group check (at least half succeed), the PCs make it to the palace without being spotted. If every character succeeds on the check, they are quiet enough to overhear fiends discussing their orders. A shining gryllus gloats to broken maggots that the city will soon be a defensible beachhead from which to conquer more of the mortal world, and the Doomgate will be safe from counterattacks.



If the group check fails (fewer than half succeed), it is spotted by a patrol of one **shining gryllus** (page 217) and **four broken maggots** (page 205) upon rounding a corner. The fiends fight to the death but, fortunately, their cries don't draw the attention of any other fiends so long as the characters hurry on their way after the fight. If any characters succeed on the Dexterity (Stealth) check, then all other creatures are surprised for the first round of combat, allowing those stealthy characters to act first.

## View of the Palace

A hill, bridge, elevated green, grand avenue, or tall building should give the heroes a view of the palace when they are very close to it. They can see that it is specked with flames and that angry red patches of strange flesh and metal appear to be growing out from it, bulging and shifting every minute or two.

## B1. West Hall

The ornate stone doors to the palace's opulent west hall hang open; one of the doors sits askew and won't close properly. Once the characters are inside, read or paraphrase the following:

> The west hall of the palace once allowed dignitaries and diplomats to be greeted in style. The room is now a shambles, its fancy furniture smashed and ornaments scorched and melted. The north side of the hall has collapsed, completely blocking the doors that once exited in that direction. The only exit is a marble door leading south. The east side of the room, which opened directly into the main palace chambers, hides behind a floor-to-ceiling opaque curtain of fire that spits drops of sizzling blood.

The curtain of fire and blood in this room is impassable, as it was created by the Archlord to shield the central rooms of the palace. Every 1d4 hours, the curtain spits out a roaring jet of flame as the **flame geyser hazard** (page 126), except the roaring pillar is horizontal rather than vertical. The first jet occurs 1d4 minutes after the party first enters this room. In addition, the curtain of flame automatically deals damage to any creature attempting to pass through it, as though such creatures were caught in the path of the flame geyser, and such creatures are pushed back into the room.

The door to the south leads to a short hall blocked by rubble and containing the door to the reception room (**Area 2**).

***Treasure.*** The ornamentation here, though scorched, is still fine, and six gold medallions worth 60 gp can be easily pulled from the walls.

## B2. Reception Room

This stately reception room is littered with chunks of stone from a collapse in the southwestern corner. Its small tables, stools, and sideboards are coated with a fine layer of grayish dust.

**The Authority** is the only person currently in the room. They are frantically searching through the sideboards and stuffing a knapsack with royal seals, records, and papers stored here. The Authority knows that the rest of the Palace is lost, and wants to preserve as many of the accoutrements of state as possible before departing the palace. Unfortunately, they don't know how best to leave: after a quick look into the west hall (**Area 1**), they were nearly roasted by the flame geyser and believe that exit isn't safe. They don't realize that the flame geyser only erupts sporadically. They know there are fiends in the nearby kitchen (**Area B4**) and can't leave that way. They are relieved at the characters' arrival and provide the party a quick overview of how the place was lost.

The Authority was in a meeting in the throne room with the region's ruler, other significant heads of state, and other authority figures in your campaign (such as high priests, generals, and so on). The group had convened in confidence to discuss non-specific but dire prophecies of some impending, widespread cataclysm. During the meeting, the ruler asked the Authority to fetch the captain of the guard, who was waiting in the guardroom (**Area B6**); thus, they had just left the throne room, escaping its cataclysmic destruction by mere heartbeats.

The Authority tells, with hollow-eyed horror, about how they looked back to see all of the dignitaries consumed by hellfire, their bodies warped and twisted to create a tear in space and an arch of stone, bone, and flesh through which legions of armed fiends rushed. The Authority can describe the greatest of these fiends, which you should describe as the Archlord you have selected for your *Planet Apocalypse* campaign. (Baphomet is suitable for the Phlegethon legion and among the easiest to defeat.) The Authority never made it to the guardroom to find the captain, but acted immediately to preserve as much of the government's papers and artifacts as possible; they have been in this room ever since.

A DC 12 Wisdom (Insight) check reveals that The Authority is deeply traumatized by the experience and is going through the motions of collecting mostly useless relics of the government in order to have something to do. The Authority's actions may or may not be at all useful in dealing with the invasion. The Authority asks the characters whether anywhere in the city is safe. The only place with a view to properly gauge the state of the city in this part of the palace is the guardroom. Upon hearing the party's experiences, the Authority concludes that the city center, if not the whole city, is lost and that retreat is the best option. They know of a watch station that is very defensible and near the edge of the city, connected to an escape route through the tunnels. However, the door to the watch station will be magically locked. The Authority knows that the captain of the guard had the key and was waiting in the nearby guardroom. The captain might still be there—or if not the captain, perhaps the key.

The Authority knows that at least two inhuman creatures are in the nearby kitchen (**Area B4**), but it's the only way to the guardroom since the hall is blocked. The Authority wants to accompany the party to the watch station, understanding that sticking with them offers their best chance of survival. The Authority helps out as much as possible without directly entering the fray. Later, the Authority and the government icons they carry can help the heroes appear as legitimate leaders to other refugees. In addition, once partly relieved of their trauma, the Authority is a reliable person to delegate management activities to when the heroes are ready to organize, rebuild, and fight back.

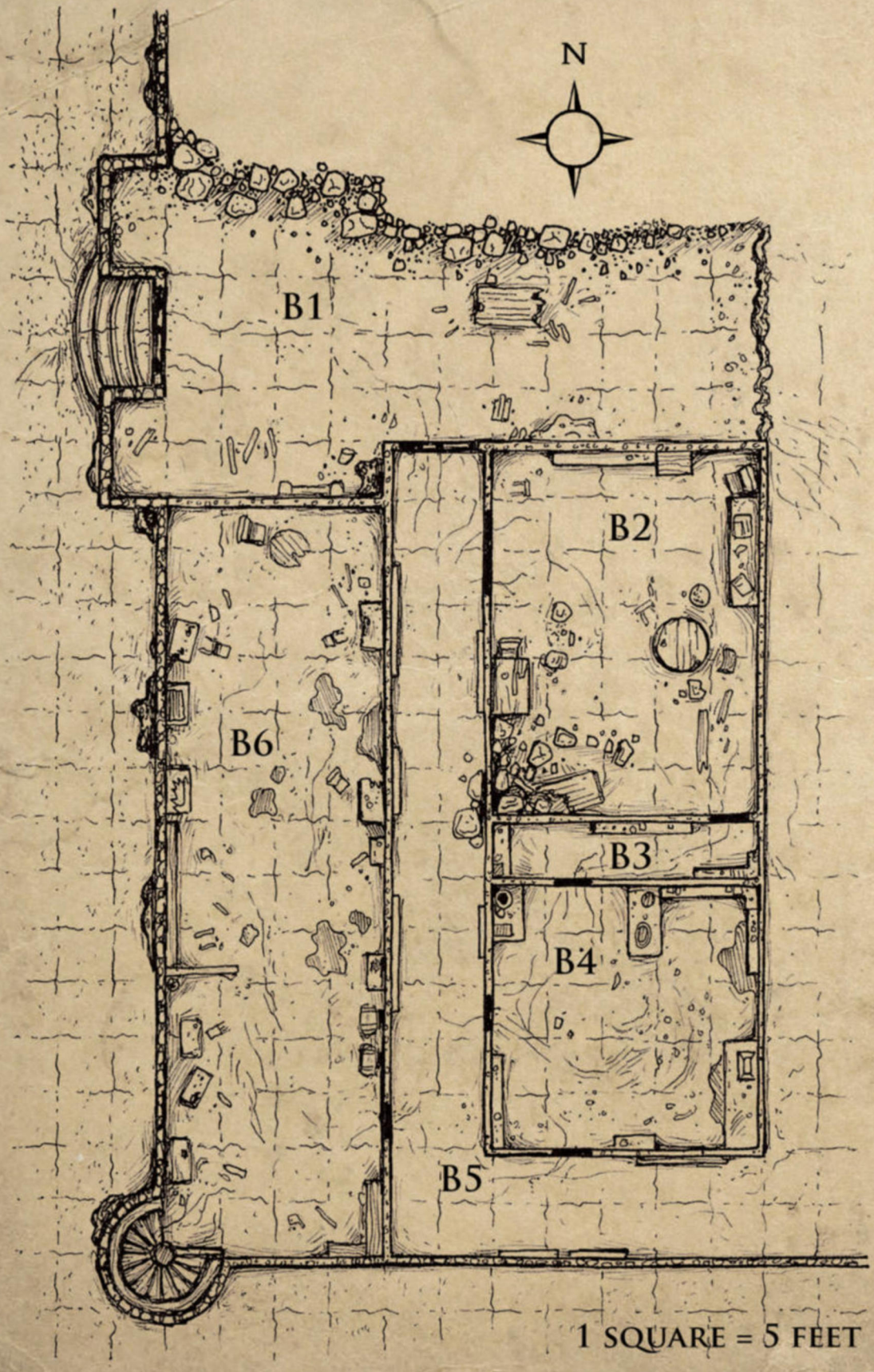
***Treasure.*** The Authority carries a *potion of greater healing* and a *potion of healing*, which were gifts from visiting dignitaries that were going to be passed on to the captain of the guard. The Authority offers them to anyone who looks injured.

## B3. Serving Hall

This short hall is lined with narrow shelves, decanters of water, and bottles of wine. The room connects the reception room (**Area B2**) and the west kitchen (**Area B4**). Servers providing food to dignitaries in the conference room would arrange meals here. The gluttonous gorging of the grylluses in the kitchen is plain to anyone that takes a moment to stop and listen.

## B4. West Kitchen

This kitchen is a disaster. Food has been pulled off shelves onto counters, where it congeals in a gelatinous mass. The utensils are scattered across the floor amid a slurry made from flour, broken bottles of wine, and pungent spices. Doors lead out to the north, west, and south.


N
B1
B2
B3
B4
B5
B6
1 SQUARE = 5 FEET

A **shining gryllus** (page 217) considers itself to be the exquisite gourmand of the unsavory mess here. It is served by two **simpering maggots** (page 209), that are objectively terrible chefs but are trying desperately to keep the gryllus happy with increasingly varied mixtures, such as plum sauce with spicy peppers, salt-and-cream custards, and loaves of bread jammed with lard. The gryllus is more interested in quantity than quality, and is messily wolfing down whatever horrid amalgamations the maggots create for it. Appalled at being interrupted in its "delectable repast," the gryllus attacks, sending the maggots into melee with the most dangerous-looking opponent. The creatures don't pursue fleeing characters, and combat doesn't draw attention from other rooms.

The north door leads into the serving hall (**Area B3**), while the other doors both lead into the portrait hall (**Area B5**).

***Treasure.*** A steel strongbox on a high shelf contains a *bag of beans* that the fiends haven't yet discovered.

## B5. Portrait Hall

This opulent hall is adorned with paintings of past rulers and dignitaries, each with a brass plaque listing their names and accomplishments. The influence of the Underhell is strong here, however, and each of the portraits shows the figure being tortured by fiends in a fiery hellscape. The accomplishments listed on the plaques writhe and squirm when read, shifting into listings of gruesome agonies instead. The doors in this hall lead to the guardroom (**Area B6**) and the kitchen (**Area B4**).

This portraits' evil transformations are stronger to the east, where the figures noticeably wail in their frames and their running blood drips out of the frames and down the walls. If the party continues to the east, the hall opens into the vast central area of the palace. The throne room is warped and elongated, appearing far too large to fit within even the impressive dimensions of the palace.

At the heart of the throne room stands the Doomgate: a massive rent in reality leading to the Underhell, resembling a high arch made of stone, bone, and pulsating flesh. The opening is flanked by glowering skeletal figures. A corpse's face or crest emerging from the Doomgate's pillars should feel horribly familiar to the character with the Sanguine Ward, even if they do not know the nature of the Sanguine Ward yet. This is the individual that has given them the ward. This is the Doomgate.

Several fiends cavort in and around the Doomgate, including underfiends paying obeisance to a **cackling cacodaemon** (page 231) and an enormous and powerful fourth-circle fiend such as the **hell hound alpha** (page 245). The terrible cacophony means that heroes can easily leave without being noticed, and any accompanying NPCs urgently insist upon this course of action. Even catching sight of the Doomgate forces a character to succeed on a DC 17 Wisdom saving throw or become frightened of the Doomgate until they can no longer see the Doomgate. The players should understand that their characters don't stand a chance of even reaching the Doomgate, much less affecting it, at this time.

## B6. Guardroom

No mere bunkroom or guard post, the western guardroom of the palace is where the elite members of the palace guard plan schedules, organize security, and store their most impressive armaments. The room resembles an office, containing a number of desks on the west side of the room near weapon racks and armor stands. Although the room was plainly once quite orderly, the desks are askew and badly scorched, and corpses of eight uniformed humans hang from the vaulted rafters with thick twine. One of these corpses was the captain of the city watch; the other seven were members of the palace guard.

The slaughter here was not without cost to the forces of the Archlord: the guards managed to defeat one of the two underfiends before being overwhelmed. The dead underfiend dissipated entirely, while the survivor hung up the vanquished guards and moved on elsewhere. The hanging corpses animate as eight **broken maggots** (page 205) as soon as any living creatures enter the room, writhing and struggling to break free. Each uses an action to snap its twine, landing on its feet, then moves freely. The maggots all fight until destroyed, pursuing creatures that flee from this room if necessary. Combat doesn't draw attention from other rooms.

The corner of the guardroom has a spiral stair to a high window that reveals a sweeping view of the city and nearby areas, meant for noting fires and for tracking the movements of armies in times of war. The city is plainly burning and broken, with waves of maggots visibly spreading outward from here toward the fringes of the city. Far off, a cacodaemon, briefly visible as a monstrous disembodied head, floats down a narrow street barely wide enough for its bulk and spits a *fireball* to incinerate a clump of guards. This is also a good time for the heroes to catch a glimpse of the Archlord the Authority described in its horrific majesty as it subjugates the far side of the city in spectacular fashion. None of the fiends can be clearly seen for more than a few seconds at a time due

to their Hard to See trait. The view also reveals that dangerous as their trek here was, it is plainly the least-burned and least-mutated area close to the palace.

***Treasure.*** The maggot that was once captain of the city watch, distinguishable by his showier uniform, bears a magical key (to the city watch stations) called the *watchmaster's badge*. In addition to its use in **Part C**, the bearer of the *watchmaster's badge* can use an action to cast the *knock* spell with it. Once used in this way, the *watchmaster's key* can't be used to cast *knock* until the following dawn.

In addition, the weapon racks in the room feature a looted display case with a satin pillow, the glass of which has been smashed. On the floor below is a *+1 weapon* of a sort suitable to a hero's fighting style (or a *+1 glaive* if no obvious choice presents itself). On an elevated armor stand is a suit of *mithral breastplate* armor.



## Part C: Retreat

Part C begins a little differently depending on whether the heroes are fleeing directly from the tavern neighborhood (**Part A**) or coming from the palace (**Part B**). Throughout the retreat, any NPCs with the party rush ahead when trouble arises, all the while urging characters not to stand and fight. Most fiends aren't fast enough to keep up with a group that keeps moving, especially with all the rubble and buildings around to provide cover.

### From the Tavern Neighborhood

As the party leaves the epicenter of the fiendish invasion, they find the fiends' lines have pinched in from both sides ahead of them. The Herald urges them onward to the watch station and out of the city, and not to engage the overwhelming forces if they can escape.

### From the Palace

With the information from the Authority, the characters now know that the palace has been overrun and safe places in the city are few and far between, so fleeing the city entirely is the best bet. This will be a dangerous run, as the main roads are crowded with fiends and fleeing refugees. However, the Herald believes—correctly—that an underground entrance beneath the watch station leads out of the city.

Because the fiends expect all resistance to come from the outer edges of the city, sneaking back to the Heavenly Bakery (**Area A7**) is easier than heading to the Palace was. The group Dexterity (Stealth) check to avoid fiends now is DC 8.

***Collecting the Hiding Townsfolk.*** If the party left the townsfolk in hiding while they went to the Palace, collecting the them is on the way to the watch station. If no effort was made to conceal the hiding place, the group has drawn the attention of a fiendish patrol unless they arranged a clever way of keeping fiends from investigating the hiding spot. If the group was discovered, a bossy **leering gryllus** (page 215) directing three **broken maggots** (page 205) to check storefronts and alleys barks down the door just as the party comes within view of the scene. Any hero who succeeds on a DC 10 Dexterity (Stealth) check can approach to within 30 feet before the fiends notice them, but this gives the fiends time to enter the shop (where they can find cover) and kill one of the townsfolk, whose horrified screams echo down the street.

#### The Rear Lines

Humanoids flee before the nauseatingly hard-to-see

maggots, grylluses, and underfiends in the distance along every major street. Fiends break, burn, and smash objects and parts of buildings. They bend any metal they can find into cages and shackles. Animals run in a panic, as do scattered mobs of people. Some mortals collapse in horror and exhaustion, only to be crushed or shackled or caged. Rather than beginning combat, this chaos is best handled in an abstract fashion. The heroes cannot win, just survive and escape. They might try to sneak slowly through back alleys or rush straight through.

***Sneaking.*** PCs who attempt to sneak through can avoid detection with a successful DC 13 group Dexterity (Stealth) check. Half of any accompanying NPCs succeed on their checks. If detected, the party encounters a **bonestrike underfiend** (page 221) and a **broken maggot** (page 205) emerging from a nearby building, who fight to the death but can't keep up with heroes who flee.

***Going Through.*** Navigating the panicking people and lunging fiends requires a series of DC 12 group ability checks. Unlike most group checks, each member of the group can make a different check. The check required depends on the tactic the character uses. To make it through, the group must succeed on three group checks. Half of any accompanying NPCs succeed on their checks. The group can turn back at any time, at which point they find their way back to the tavern and bakery, which have gone eerily quiet. For each hero beyond half that succeeds, one fleeing refugee can be pulled from harm's way as they go. Reward PCs who think of other clever ways to navigate the situation.



- Create a distraction to slip by: DC 12 Charisma (Deception) check
- Evade: DC 12 Dexterity (Acrobatics) check
- Follow behind another creature: DC 12 Dexterity (Stealth) check
- Push through the crowd or go over rubble slowing other creatures: DC 12 Strength (Athletics) check
- Ride around and over creatures: DC 12 Wisdom (Animal Handling) or using a vehicle
- Scare or trick fiends into targeting someone else: DC 12 Charisma (Deception or Intimidation) check
- Utter litanies that discourage fiends: DC 12 Intelligence (Arcana or Religion) check

Each time the group fails on a check, one member of the group (your choice, as makes sense for their tactics) is targeted momentarily by a fiend. If the group has townsfolk along, generally the fiend attacks one of the townsfolk. The attack is not the beginning of combat; instead, the fiend targets the fleeing creature in a manner similar to an opportunity attack but does not pursue the target, as other tasks distract them. The attacks become more serious for each check at least half of the group failed: first a slam by a wailing maggot (+3 to hit, 2d6 + 1 bludgeoning damage), then a bark by a preening gryllus (+4 to hit, 4d6 thunder damage), then a kick by a bonestrike underfiend (+6 to

hit, 2d6 + 3 bludgeoning damage), then the target is caught in the edge of a rampant cacodaemon's *fireball* (save DC 15 for half, 8d6 fire damage). If the group fails a fifth or subsequent time, alternate between an underfiend kick and a *fireball* just catching one character. You can also have townspeople die automatically without rolling.

On the third success, the group gets ahead of the fiends just in time to encounter the Parting Shot below.

## Parting Shot

As the party gets ahead of the fiendish lines and reaches streams of screaming refugees, they hear a whistling sound overhead, growing louder as the seconds pass. A flying boulder plated with metal and wriggling flesh soars from near the Palace to strike a nearby building, toppling it partially upon the heroes. Each creature in a 30-foot square area under the falling wall (which catches the forward-most of the group) must make a DC 15 Dexterity saving throw. On a successful save, the creature can use its reaction to move up to its speed to get out of the way. On a failed save or if the character cannot escape the affected area in a single move, the creature takes 2d6 bludgeoning damage and is restrained until another creature uses an action to succeed on a DC 15 Strength (Athletics) check. The rubble is difficult terrain. Each round that the group has not all gotten past the rubble, a **broken maggot** (page 205) stumbles out of the rubble to attack, preferring a trapped target. No matter how effective the PCs are in combat, broken maggots keep coming until the PCs either perish or flee.

## Outside the Watch Station

When the party reaches the watch station, read or paraphrase the following.

> Solid and blocky, the two-story watch station stands near the city wall. A wide plaza with three empty stocks stands near the watch station's stone door; one of the stocks is badly stained with fresh blood. The building's only windows are small, barred openings less than a foot square.

The watch station has a large, jagged hole in its roof, but as the roof is flat and isn't visible from the ground level, the characters are unlikely to realize the watch station has already been breached. Unless the PCs arrive here particularly quickly (see below), all the guard inside are dead, having murdered each other in the grip of Underhell magic.

***After a Hasty Retreat.*** If the heroes fled immediately rather than heading to the palace, they reach the watch station quickly and find the last guard inside, a dwarf named Rudia Thunderblade, bleeding out in a daze amongst a mass of guard corpses. If someone knocks on the door, she mumbles the password and it opens, but then dies within 1 round unless stabilized. Still caught in the lingering confusion effects of Underhell magic, she perceives the corpses as fiends, rather than her companions; she doesn't know why the barracks was filled with fiends, but she managed to take them all down with her. She is horrified if she learns she was tricked into killing her fellows, but quickly resolves to get revenge. (Most of the guard were affected by this confusion effect and attacked each other; Rudia did not necessarily kill each and every one of her companions.)

## C1. Watch Station Main Floor

The stone door of the watch station is shut tight, magically locked with *arcane lock*, and cannot be easily opened from the outside without magic or through destroying the door. A spell or effect that detects the presence of magic, such as *detect magic*, reveals an aura of abjuration magic on the door. The *watchmaster's key* opens the door easily; otherwise, a successful DC 26 Dexterity (thieves' tools) check is required to pick the lock or a successful DC 28 Strength check is required to break it down (these numbers include the +10 for the *arcane lock* spell).

> This large stone room has several benches with rings for manacles, a few desks and bookshelves, and two large empty cells at the rear. A stone staircase leads upwards. The room's only entrance is the stone door to the street while several small barred windows to admit light. The corpses of several members of the city watch litter the room, each with a weapon gripped in their lifeless hands.

This room stinks of death. A cacodaemon's *confusion* spell caused all the watch members stationed here to see each other as fiends, so they attacked one another with furious abandon until they had all killed each other. The watch station's main floor is littered with corpses of these city watch members. Discovering what happened to the bodies requires a successful DC 12 Wisdom (Medicine) or Intelligence (Investigation) check.

When the townspeople realize that the watch station isn't nearly as safe as expected—either because the characters discover the evidence of fiendish magic or the hole in the barracks roof—they ask the party to escort them out of the city. If the safest place in the

city isn't safe any longer, it's time to leave.

The stairs lead up to the watch station barracks (**Area C2**); the staircase also contains a sealed entrance to the sewers (**Area C3**). The Herald knows where the entrance is and that it leads through the sewers to an exit outside the city. Otherwise, identifying this seam in the wall as an exit requires a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. Alternatively, investigating the watch members' notes identifies it, as they all knew of the secret escape route but didn't have the opportunity to use it. If the PCs arrived quickly enough to save Rudia, she can point it out and suggest using it.

***Drawing Attention.*** If anyone on the main floor is particularly noisy—and any group of more than a dozen people is bound to be noisy unless they take great pains to stay quiet—the fiends in the barracks above come down the stairs to attack. A character can get the group's attention silently with a successful DC 15 Charisma (Persuasion) or Dexterity (Sleight of Hand) check.

***Treasure.*** If the party took the time to go to the palace, the last of the dead watch members to succumb was a rugged dwarf woman named Rudia Thunderblade who still wears her half plate armor, which is intact. She scrawled a final message on the floor in her own blood: "The gaping maw won't stop laughing..."

## C2. Watch Station Barracks

This low-ceilinged stone room contains rows of bunk beds and metal footlockers. A few curtains provide a modicum of privacy. A pile of rubble in the middle of the room lies beneath a large hole in the roof.

After the fiends poisoned the members of the watch, they still couldn't easily gain entrance to the watch station. Assuming there would be an entrance on the roof, a cackling cacodaemon (now gone) flew to the watch station's roof, carrying two **leering grylluses** (page 215). When they didn't find an entrance, they simply blasted their way in, creating the gaping hole in the ceiling. The cacodaemon flew off afterward, but the grylluses remain. One of the fiends casually searches through the footlockers for anything of interest and checks to make sure no one is hiding among the bunks. The other gryllus shouts advice from up top since it can't safely hop down. The fiends attack anyone they realize is present in the watch station, either here in the barracks or on the main floor below. The gryllus on the roof has half cover from anyone below the roof. As soon as the gryllus on the ground is defeated, the gryllus on the roof flees, shrieking for aid. It doesn't return for several minutes, but this should be enough time for the party to flee the watch station; staying put is clearly untenable.

### The Secret Passage

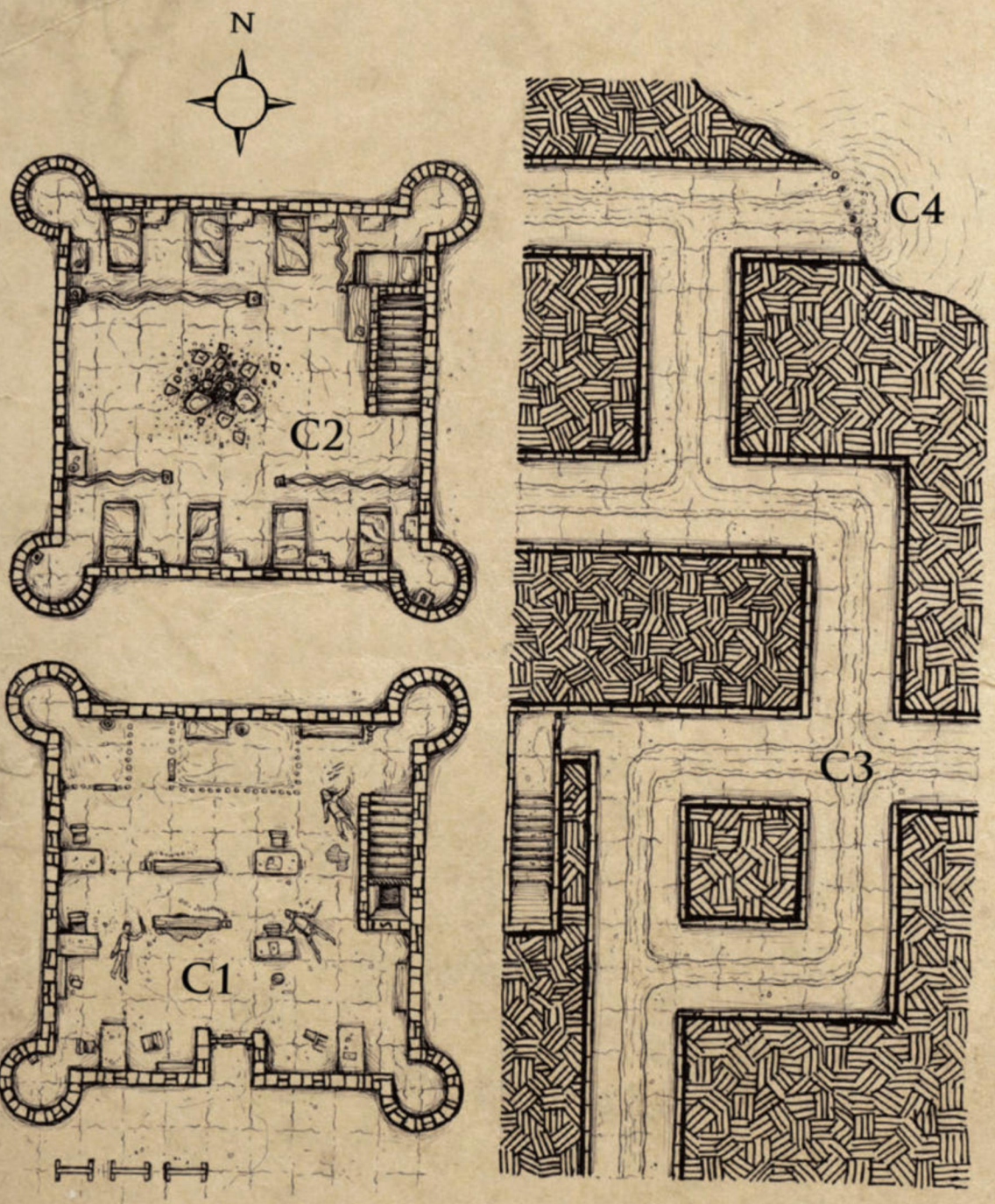
The secret entrance from the watch station staircase leads hundreds of feet through twisting passages. Most paths are bricked up, leaving one route almost straight toward the city edge through a dry former sewer that ends at stairs down into the current city sewers. Assuming the PCs seal the entrance above them, this dry stair can be used to take a short or long rest undisturbed.

## C3. Sewers

At the bottom of the stairs, offal running down a channel in the middle of the sewer tunnels is malodorous and can expose anyone immersed in it to the **sewer plague** disease. Luckily, there are sufficient dry ledges on either side of the channel of filth to avoid stepping in it. The effects of the Underhell invasion taint even these sewer passages, causing the filth in the central channel to occasionally lurch as though alive, and creating infestations of blind, wriggling parasites in corpses that float in the sewage.

Although the sewer tunnels sprawl under much of the city, by the time the party arrives here, the PCs are likely seeking the shortest path to leave the city. The sewer outflow is only a few hundred feet from the watch station entrance, but the passages twist and wind through the lair of two **otyughs**. One is injured and has only 54 hit points remaining, reducing its challenge rating to 3 (700 XP). Although not immediately violent, the otyughs attack creatures who attempt to pass through their lair without calming them with a successful DC 12 Charisma (Persuasion) check or other quick thinking. A character who the otyughs can't understand has disadvantage on the ability check. Healing the injured otyugh instantly makes them trust the characters. They don't pursue characters who flee around a corner beyond the lair.

The sewer opening to the outflow sump (**Area C4**) is protected by a rusted iron grate with bars only a few inches apart. Though locked, the grate is old and the lock is simple. Picking the lock requires a successful DC 12 Dexterity (thieves' tools) check, and forcing the grate open requires a successful DC 14 Strength check. Though these checks can be retried, failing either check causes enough noise to alert the skincloak underfiend in the outflow sump (see below), and it uses its flesh facade ability to disguise itself as a beggar to trick the characters when they arrive.




1 SQUARE = 5 FEET

### C4. Outflow Sump

A moist drainage bog sprawls outside the city walls, sheltered by twisted trees. The stone sewer opening deposits constant rivulets of filthy water. Flames dance in the air above the city, visible into the distance, and no part of the city seems untouched by the fiendish invasion.

The water here is deep enough to be difficult terrain and is heavily obscured by scum, giving Medium humanoids a significant mobility advantage over fiends. A **skincloak underfiend** (page 225) is currently investigating the outflow sump, looking for useful corpses it can use as disguises at a later time. As soon as it realizes that a group is escaping the city through the sewers, it investigates and attempts to carry off hurt or weak looking townsfolk if any are around. If no such victims seem likely, it simply attacks. The underfiend shrieks for aid against the escapees when it loses half its hit points but, fortunately for the refugees, the only nearby creatures are three **howling maggots** (page 207), which arrive in 5 rounds. They quickly give up chasing any fleeing characters once they make it to the trees at the edge of the pond 60 feet from the outflow, unless such characters attack them at range.

## Conclusion

As soon as the party is free of the city, they quickly escape the area initially claimed by the fiends (and, if you used the rules for the Archlord's Shadow, they escape the effects of the Shadow as well). Although the countryside isn't safe—rumors of fiendish invasions run rampant, and fiends and corrupted creatures have begun to plague the lands around the city—the player characters have earned a brief respite and have the chance to decide what to do with any townspeople they've saved.



# To Slay Leviathan

The fiends of the Underhell command titanic engines of destruction, and the largest is Leviathan: an artificially designed crocodilian beast the size of a mountain. The Leviathan is so large that legions of fiends—and, indeed, entire buildings—rest atop its back as it travels. But Leviathan is no mere transport; it is a hateful and destructive beast that crushes cities, levels hills, and demolishes armies.

As some of the most powerful heroes opposing the Underhell invasion, the characters must find a way to stop this titanic beast. The characters must discover the beast's power source: inside it, below the ominous cathedral on its back. Fighting their way through the cathedral, the characters discover a route through Leviathan's heart to its brain, as well as the ritual needed to kill it. Baphomet, the Archlord behind the invasion who directs Leviathan's rampage, sends an avatar of Chthon to stop the characters as they attempt to enact the ritual.

## Adapting This Adventure

This adventure works best when it incorporates NPCs and places that the party has encountered before and likes or respects. NPCs that the player characters have met before should appear at multiple points in this adventure, so you should review NPCs they have met and consider how they might fit into the roles here.

**To Slay Leviathan** includes one key NPC and two key locations that you should pull from your players' experience of your setting prior to the invasion. They are listed below. Although the other NPCs in this adventure are less important to the plot, you are encouraged to replace as many of them as you like with suitable NPCs from your previous adventures.

***The Wise One.*** This character is a vulnerable but insightful person that other NPCs worry about. Their primary role is to be a way for the players to learn how to stop Leviathan, not to participate in combat. Some time ago, fiends captured the Wise One in hopes of using this person as leverage. Suitable characters for this role might be a young royal heir; an elderly lord

## Scaling This Adventure

If you run this adventure soon after **Among the Damned** or when the party is at a lower level, beginning with **Part 1** provides a good way for players to gain more experience before facing the Archlord avatar. **To Slay Leviathan** is intended to begin with the Early Introduction for a party of four 7th-level characters, five 6th-level characters, or six 5th-level characters. They should gain a level in each part of this adventure.

If the party is higher level, skip directly to **Part 2** and use the Late Introduction. **To Slay Leviathan** is intended to begin with the Late Introduction for a party of roughly four 8th-level characters, five 7th-level characters, or six 6th-level characters. They should gain at least one level before facing the Archlord's avatar.

From either starting point, the party should reach 10th level (or 9th or 8th level, for larger groups) by the time they confront Chthon's avatar at the adventure's conclusion.

This adventure assumes that at least one of the characters has the Sanguine Ward as described on page 118-9, or that you are playing without the special fiendish Underhell fiend traits (Corruption, Distant Evil, Hard to See, Murky Divinations, Sickening Appearance, and Timeless Nature) on page 201-2. If you choose to provide the fiends with the Underhell traits and no character has the Sanguine Ward, the party should consist of characters of the next higher level.

To scale up the difficulty of this adventure by a level or two, you can generally replace one fiend in each combat with the next higher type of the same fiend (such as replacing bonestrike underfiends with flesheater underfiends) or add one or two wailing maggots to encounters with multiple foes. To scale up the difficulty by a few levels, replace two fiends with the next higher type or one fiend with a type two steps higher (such as one bonestrike underfiend replaced with one skincloak underfiend), or else add one simpering maggot per level you wish to increase the difficulty. Replacing the Archlords involved with mightier ones also increases the challenge; you might want to change the legions here to better reflect their personality and strategies in that case.

or lady; or a beloved cultural icon such as a playwright or actor, or an influential sage. If the heroes failed to protect a key NPC in **Among the Damned** or subsequent adventures, that character can serve this role and give the characters a chance to redeem themselves to boot.

If you have no suitable NPC, use Lord Khelber Hollis, the leader of the city demolished by Leviathan (lawful good human **noble**). He is just and kind, but as a human in his eighth decade, he is quite frail.

***Two Cities.*** The setting of this adventure is the back of Leviathan as it crawls across mountaintops between two cities, one destroyed recently and one it will soon reach. These should be cities your players have visited or at least heard of before, and the city Leviathan is approaching should be one in which they have a personal investment. The destroyed city might also be one they cared about, but less so than the endangered city; if they care about it more, its previous destruction might lead them to frustrated despair rather than a drive to fight.

Mountains aren't necessary in the space between the cities, but it's best if Leviathan can plausibly pass by cliffs (such as on a rough coast), dense forest canopies built upon by elves, or other high places with structures, in order both to give the PCs a panoramic view and means of getting on top of Leviathan. Leviathan's sheer size and destructive wake should instill a sense of massive threat; even buildings that have partly survived its attacks are utterly devastated. The Scattered Tower and Skypeak Observatory (below) should be adjusted in description to reflect places from your setting. For example, if Leviathan crushed through a dense forest, these might have been elven structures of strong magical wood (rather than stone) that Leviathan knocked off of treetops.

### As a Stand-Alone

You can run this adventure outside a wider *Planet Apocalypse* campaign. Simply frame Leviathan as the spearhead of a smaller-scale fiendish invasion that has struck but one city, and the heroes are simply the only characters suited to intercept it that are close enough.

# Part 1: On the Back of the Beast

Encounters on Leviathan's back outside the Sanguinary Cathedral are less challenging than those elsewhere, making them more appropriate for lower-level characters. This is a place unimportant

to most of the fiends and the invasion's logistics, as it presents relatively little risk to Leviathan or its mission. Characters can come here from the Cathedral if they wish to seek out all possible avenues against the fiends, but it is an unnecessary risk for little benefit once they are at the Cathedral.

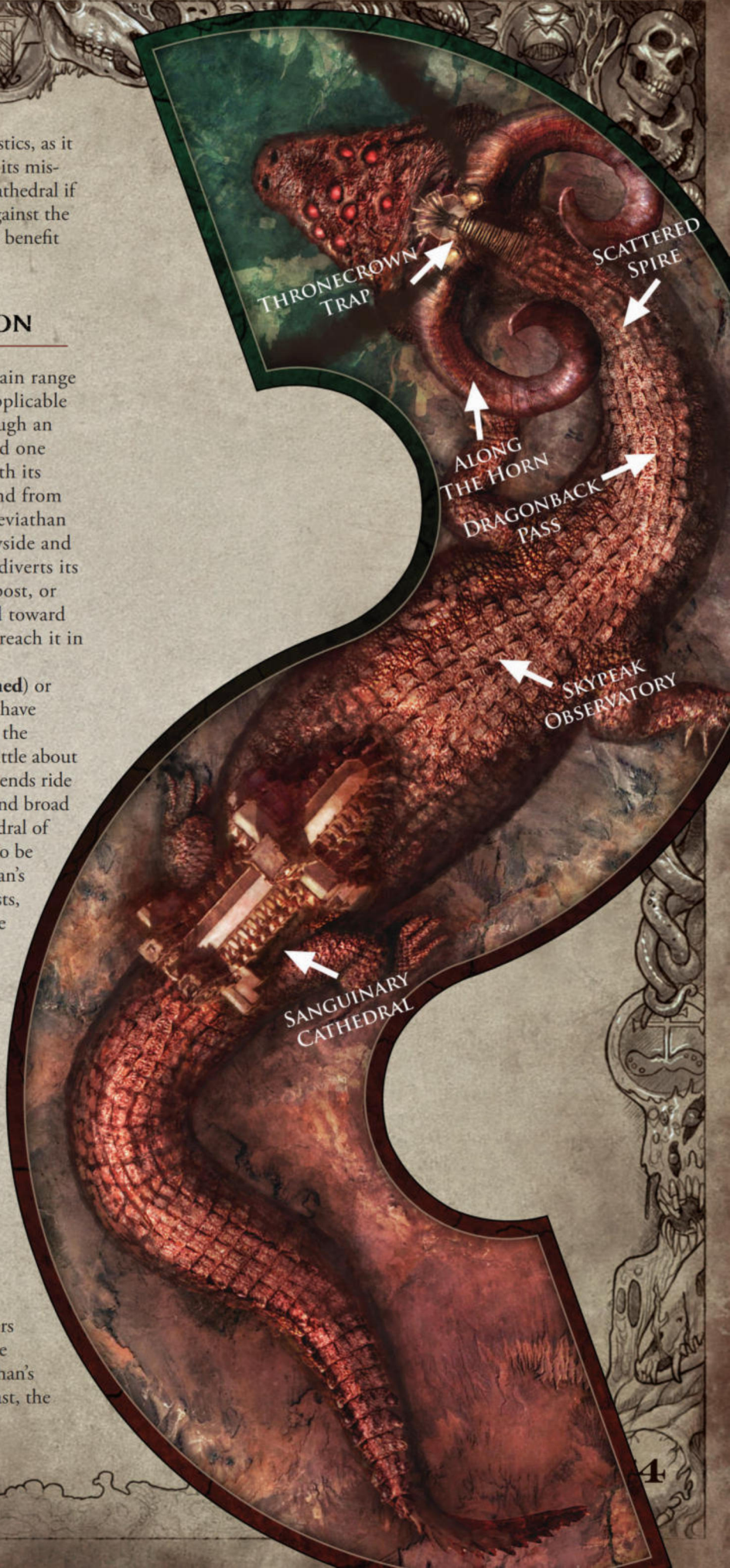
## Early Introduction

The characters are summoned to a mountain range separating two large cities; use any two applicable cities in your setting. Leviathan tore through an opening from the Underhell and destroyed one of the cities, crushing entire blocks beneath its bulk. Hundreds of fiends assaulted the land from Leviathan's back. After the devastation, Leviathan began crawling quickly across the countryside and over the mountains. Although Leviathan diverts its path to crush the occasional fortress, outpost, or shrine, its destination is clear: it is headed toward the city across the mountains, and it will reach it in a matter of days.

Either the Herald (see **Among the Damned**) or representatives from Leviathan's next target have enlisted the characters to find a way to stop the beast, preferably permanently. They know little about Leviathan, other than the fact that several fiends ride atop it and a few buildings adorn its head and broad back, the largest of which is a soaring cathedral of sorts. The most important structure seems to be an immense throne at the crown of Leviathan's head; if some way to defeat the creature exists, it seems most likely to be at this throne. The NPCs are well-intentioned, but wrong; Baphomet (or another Archlord you have chosen to use) has set the throne as a trap, and the beast's true weakness is its heart, which lies beneath the cathedral.

Further, neither the characters nor their patrons understand the power struggles occurring atop Leviathan. The mighty beast is under the control of the Archlord Baphomet, who controls fiends of the Cocytus legion, at least for now. But Cocytus fiends are prone to extravagant displays of vengeance and infighting. The characters' best hope to survive and reach Leviathan's heart is to set these vying factions against one another.

When this adventure begins, the characters have gathered at the top of a high cliff in the mountains or other high point near Leviathan's path. Ideally, when the beast travels past, the



characters can simply leap onto Leviathan's head, storm the throne, and stop the monster's rampage. From their clifftop vantage point, the characters can see Leviathan's approach.

Read or paraphrase the following to get the adventure underway.

> The immense monster crawls its way through the mountains like a titanic horned lizard, its claws digging canyons in the earth and the bulk of its body carelessly leveling hills. Entire buildings sit atop the beast's swaying back, writhing with armies of fiends. The largest of these buildings is an ominous cathedral made of pale stone veined with red, making it resemble a mass of bloody flesh, while the grandest structure is a mighty, stepped throne atop the beast's head, situated between two curving horns each a mile in length. The throne's occupant, a red-skinned humanoid the size of a cottage, is comparatively small on the gigantic throne. The seated figure is wrapped in blackened armor and bears a metal helm with curving horns just like the immense monster it rides.
>
> Wind whips the edge of the rocky cliff as the beast strides inexorably closer. The edge of the monster's head will pass just beneath the cliff—close enough for a simple jump—in mere minutes.

## Atop A Moving Mountain

Leviathan's movements cause its neck and back to sway as it lumbers across the land, making the ground heave under the heroes. In combat, this happens on initiative count 20 (losing all ties) 1d4 rounds after combat begins. The ground becomes difficult terrain until initiative count 20 on the following round and characters standing on the ground must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. Each creature on the ground that is concentrating must make a DC 10 Constitution saving throw; on a failed save, the creature's concentration is broken.

Only two locations on Leviathan do not experience this swaying: the Sanguinary Cathedral and Leviathan's interior.

### The Thronecrown Trap

The Herald stands with the PCs upon the cliff (or whatever their chosen vantage point), albeit further back from the edge. They remind the characters of their mission: to slay the fiend that seems to control Leviathan from the throne, then wrest control of the monster to turn it aside or, better yet, kill it. They give each character a *potion of jumping*, a frothy blue liquid that imparts the effects of the *jump* spell for 1 hour.

Leviathan's head indeed passes within 30 feet of the cliff, although it is 20 feet lower than the cliff's edge. A character with a Strength of at least 10 automatically clears the distance with a running jump, but takes 7 (2d6) bludgeoning damage from the fall, as normal; weaker characters must succeed on a DC 10 Strength (Athletics) check or land on bony spikes 30 feet below the crown of the beast's head, taking 17 (5d6) bludgeoning damage and 7 (2d6) piercing damage. Further, such characters must climb 30 feet up the beast's head. Heroes as experienced as the characters might have other ways to clear this distance, such as by flying or teleporting.

Once the characters are atop the crown of Leviathan's head, they can make their way to the throne between Leviathan's horns. The throne looks over a field of bumpy scales and large ridges. It is a massive structure of pale stone and metal, adorned with a fan of bone spikes. Sixteen steps, each sized for a giant, ascend to the throne.

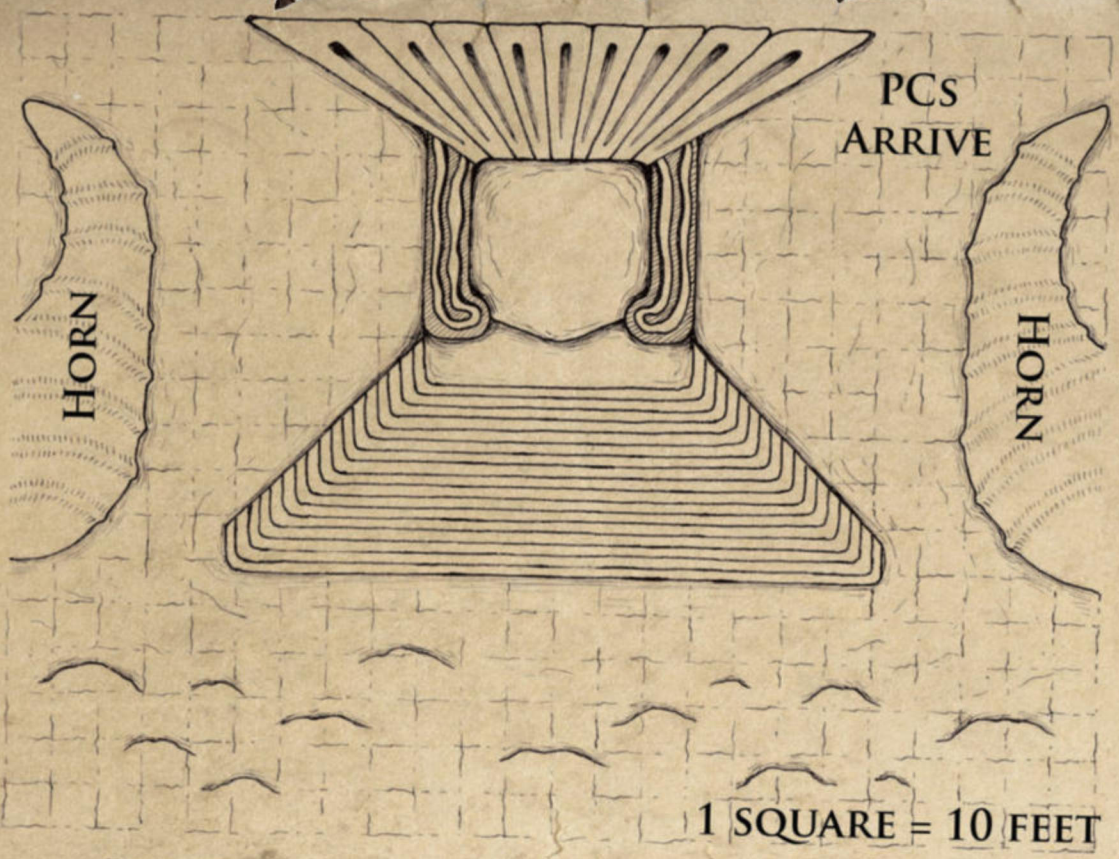
When the characters get closer, they can see that the immense figure seated upon the throne wrapped in chains and wearing a large closed-faced helmet. This is Gurgar (a **fire giant**), a prisoner of the fiends and bait for their trap. Gurgar is chained to the throne and can't see anything with the helmet on his head. The throne's magic keeps Gurgar alive, and as long as he's chained to it and has at least 1 hit point, he regains 10 hit points each turn. Driven mad with pain and terror, the giant attacks anyone who approaches, though he can be talked down with a DC 12 Charisma (Persuasion) check; if the PCs make it clear they intend to free him, they make this check with advantage.

As soon as the characters approach the throne, the fiends spring their trap. The steps of the throne rotate outward. Half of these steps shoot gouts of fire in all directions; all creatures within 100 feet of the steps must succeed on a DC 12 Dexterity saving throw or take 16 (3d10) fire damage. The other 8 steps release **howling maggots** (page 207), which shamble forth to attack anyone they see.

Magical or mundane investigation of the throne itself reveals that there isn't any way to direct or control Leviathan from there.

#### Freeing Gurgar

The chains anchoring Gurgar to the throne are easy to remove by unhooking a few key links (requiring an action but no ability check). Removing the metal helm over Gurgar's head is a more difficult affair, as it is welded shut. A successful DC 22 Strength




(Athletics) check is required to bend the metal enough to remove the helmet, or a successful DC 18 Dexterity check is necessary to wriggle it free. If the PCs manage to talk Gurgar down, he eagerly promises not to harm them if freed. Gurgar is cruel, but he keeps his word.

Gurgar is the last of a tribe of fire giants that opposed the fiends. Gurgar was imprisoned and brought before a hulking creature with many serrated jaws. The monster was clearly a leader among the fiends and emanated fearsome power. The lord called himself Chthon, and told Gurgar he had a special place: as bait. Chthon instructed the fiends to seal Gurgar in the helmet and retreated to the cathedral.

Gurgar is glad to be freed, but he doesn't help the heroes or do anything other than flee the area as soon as he can.

## The Fervent Fiend

The trap in the throne did more than simply eject some flame and howling maggots; it also alerted a nearby fiendish general, Thaxartis (a **flesheater underfiend** of the Cocytus legion; page 133). He flies on the back of his half-tamed **griffon**, who shares Thaxartis's taste for meat and has the Cocytus corruption trait (page 165). They take some time to arrive; the heroes should have enough time to examine the throne and deal with Gurgar before Thaxartis arrives.

Thaxartis leads several hundred fiends, but he wants to arrive first to secure the glory of capturing trespassers. Thaxartis soars in on his griffon, swooping low enough to engage the characters in melee. He comes from the field of lumpy scales; from the height of the throne or its steps, the characters can see the field contains dozens of void maggots, damned soul swarms, and underfiends, all rushing toward the throne. Other than Thaxartis and his mount, the fiends are still several minutes away, even though they are moving as fast as they can. Thaxartis roars as he attacks, taunting the characters telepathically. "Fools! Our trap is sprung! Armies stand between you and the cathedral!"

## Escaping the Trap

Once the heroes defeat Thaxartis, they realize that they can't hope to press through the army of fiends approaching their position. However, there is a one avenue of escape: Leviathan's curved, mile-long horns shake from side to side as the beast lumbers through the mountains, slamming into its body now and again. The characters can race along one of the horns and, as the horn touches its body, leap onto Leviathan's back far behind the onrushing fiends. Jumping to the monster's body would normally be particularly difficult (Strength [Athletics DC 20), but characters that still benefit from the *potions of jump* can make

such an impressive leap automatically, so long as they reach the end of the horn within the potion's 1-hour duration. This should give the party enough of a head start on the pursuing fiends that they can escape into the rough terrain on Leviathan's back.

### Along the Horn

The characters can climb onto Leviathan's horn fairly easily, as it sprouts from the crown of its head near the throne. The horn is large enough that moving along it poses little difficulty so long as the characters stay away from the curved edges. The horn's extreme swaying constantly imposes disadvantage on all Dexterity checks.

Even beasts like Leviathan have their parasites, and two bizarre elemental creatures feed on the bone inside Leviathan's horns. These two bonechewer parasites have the statistics of **xorns**, but their earth glide and stone camouflage abilities only function in bone or keratin. They emerge from the bone in front of and behind the characters, scenting their strange metals and bone. The parasites attack eagerly, but a parasite retreats if it acquires at least 10 pounds of metal or the amount of bone in a human femur. A parasite reduced to fewer than 30 hit points flees into the horn.

Once the heroes reach the end of the horn, Leviathan shakes it to within 20 feet of its body after 1d10 rounds. Although the pursuing fiends might come distressingly close in this time, once the heroes make the leap, the fiends can't follow except by taking the long way around, giving the heroes some breathing room and the freedom to approach the cathedral, still miles away, with caution.

### Along the Back

Once the heroes escape from the fiends and any other pursuers, they find themselves traveling miles along Leviathan's back. If the group doesn't keep moving or hide themselves well between spines, they encounter a random group of fiends (roll on the Level 5–8 encounter table; page XXX) after 1d4 hours and again every 1d12 + 10 hours thereafter. A successful DC 15 Wisdom (Survival) check or Intelligence (Investigation) check can locate a good hiding place.

## The Scattered Spire

One of the many marvels of civilization destroyed by Leviathan was a tall tower built in the high mountains. Historically used as a watch post, a hermitage for anchorites, or a signal tower, this sturdy spire has survived for over a thousand years. Most recently, it has been occupied by a coven of five wicked hags. These creatures learned of the impending invasion of the Underhell, but bickered about what to do about it, if anything. Three threw their lot in with the fiends and swore allegiance to the Pandemonium legion, while the other two remained isolated and unaffiliated. Shortly thereafter, Leviathan passed by and collapsed the tower, causing the upper spire levels to crumble across its broad back. One of the unaffiliated hags was killed in the collapse, and the Pandemonium hags took advantage of the disaster to blind and imprison their youngest sister—a cunning green hag named Katella—within their magic cauldron. The Pandemonium hags dislike the vindictive rages of the Cocytus fiends controlling Leviathan and have enacted damaged (but still effective) wards on the spire fragments to deter the fiends. They reached out to fiends of the Pandemonium legion, but they haven't yet received any response.

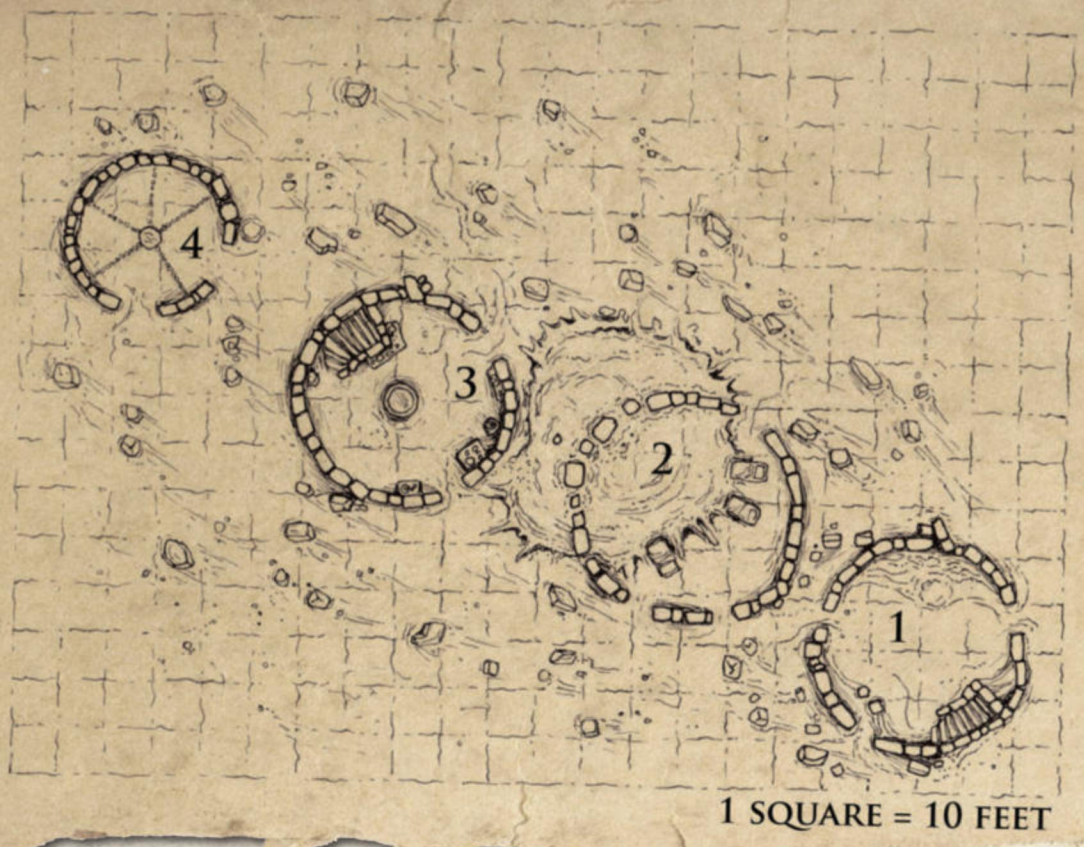
The stone of the spire now lies strewn across Leviathan's back, but entire chambers remain intact amid the rubble. These chambers are all made of sturdy stone reinforced by magic. The stairs between each chamber are part of the rubble, and gaps in the walls provide entrance to each room. Each surviving chamber is canted at a strange angle—although no two are angled the same—and each is therefore difficult terrain. The walls on the edge of each chamber can be used for cover.

### 1. Spider Lair

A tall tower tipped across the monstrous beast's broad back and broke up into large chunks. Each appears to have once been one of the rooms of the spire, but instead of stacked atop each other, they are scattered across Leviathan's back as a chain of rubble. Fragments of staircases leading nowhere jut from the now-separated rooms.

The hags kept three **phase spiders** in one of the lower rooms of their spire to ward off intruders. The hags all doted on the creatures, feeding them choice morsels from their victims. When the spire collapsed, the phase spiders simply shifted to the Ethereal Plane and then back again in their former lair. They are just starting to wonder what became of the hags that fed and coddled them, and they've grown hungry; eager for a meal, the spiders attack anyone that approaches. They shift to and from the Ethereal Plane to make their attacks, although the spiders don't coordinate their attacks with each other and simply lash out at the plumpest opponent.

***Hag Ward Eye.*** One of the knots of webbing contains a bloody eyeball. The characters can lo-




cate it with a successful DC 16 Wisdom (Perception) check; otherwise, it takes an hour of searching to find it. This is one of the eyes Katella can use to create the *hag ward* (**Area 3**).

## 2. The Boil Pit

This chamber slid sideways into an immense open boil on the beast's back. Acrid fumes rise from a pale fluid in the boil.

This suppurating boil on Leviathan's back is a boilpit (page 125). The room that fell halfway into the disgusting pit was once the hags' bedchamber. The noxious fluid in Leviathan's boil has soaked their already-filthy linens, which are now too soiled even for the hags to use. They have abandoned this room altogether, and don't yet know that a **Lethe-corrupted black pudding** (page 177) lurks in the festering pus of the boil and surges forth to consume any creature that approaches. If the black pudding critically hits a creature in combat, the target is treated as having stuck an appendage in a boilpit.

***Hag Ward Eye.*** One of the sodden pillows here contains a few of Katella's grisly keepsakes, including a pouch with a handful of teeth and a desiccated eyeball. Discovering this eyeball requires a successful DC 18 Intelligence (Investigation) or Wisdom (Perception) check, but an hour of nauseating searching also finds it automaticaly. This is one of the eyes Katella can use to create the *hag ward* (see area **3**).

## 3. Spirit in the Cauldron

This round room contains an enormous iron cauldron at its center. The cauldron is lined with runes and its interior glows with a soft green light. Several hooks drilled into the stone walls contain an assortment of wooden charms, dried woven reeds, and clumps of moldering herbs.

The spirit of the only unaffiliated hag, a green hag named Katella (see above), is trapped within the cauldron. Katella can't regain her physical form as long as the other hags of her coven live, although she can manifest as a spirit within this cauldron. Katella retains many of her powers of illusion, and she sings sweetly when she hears anyone approach and beseeches them to peer into the cauldron. Anyone looking into the cauldron sees a beautiful female elf trapped within, seen through a greenish haze. The elf's eyes are white orbs, and she is plainly blind.

Katella begs the heroes for help. She explains that she was trapped in the cauldron by three wicked

hags lairing in the spire; in the confusion of the tower's collapse, she doesn't know where they've gone. If the heroes can slay the surviving hags, Katella will be freed and able to aid them with her magic. Katella's tale is all technically true, but she neglects to mention that she is also a hag. A DC 21 Wisdom (Insight) check suggests that there's more she isn't saying, but everything she did say was true.

***Treasure.*** Although most of the materials lining the walls are valueless trinkets the hags use for their magic, one small pouch is a *rust bag of tricks*. Katella doesn't mind if the heroes take it, but she doesn't offer it to them if they don't ask.

## Liberating Katella

When the heroes return to this chamber after killing the hags in the spire belfry (**Area 4**), Katella rises from within the cauldron. She initially appears as the beautiful blind elf, but the process of restoring her form ends this illusion. Katella grimaces at the heroes, making her warty face particularly repulsive. Her eyes become scarred, empty sockets, as Katella is just as blind in this form as in her illusory one. Still, Katella is shrewd; she knows her illusion has failed, but she has an offer to make.



"Ah, so you know sweet Katella is more like her sisters than you expected. No matter—let's not fight, my honey doves. I owe you a favor, and I know what you little loveys need most. You're bothered by the Angry Ones, who chase and chase and rend and kill. There was powerful magic in this spire once, wards strong enough to keep even an army of fiends at bay for a time. I can rebuild the ward, but I need some eyes to do that. Three eyes, at least. One hangs in the webs of our dear pets, another around the neck of my sister, and the other in the soft pillow of my own dear bed. Or, you need not fetch all these eyes—some of your own will also suffice."

If the characters don't want to make this bargain—perhaps they find working with Katella distasteful or don't trust what she'll do with the eyes—they're free to go on their way. Katella doesn't fight them and merely cackles to herself as the heroes depart.

Katella's offer is genuine, however; she doesn't have any desire to let the fiends rampage through her fallen home. If the characters fetch the necessary eyeballs for her to create the *hag ward*, Katella remains here, muttering incantations over the cauldron. No matter how many eyeballs the characters bring back, Katella uses them to enact a shimmering magical ward that connects all the crumbled remains of the spire and prevents fiendish travel across this part of Leviathan's back. Katella isn't kidding about the PCs providing their own eyes; an eye that a PC plucks willingly from their own head functions for the *hag ward*. If the characters provide only a single eye, the hag ward lasts for a day. With two eyes, the hag ward lasts for 3 days. With three eyes (or more), it lasts for a week. Katella informs them how long the ward is likely to last, allowing the characters to plan their travel (and rest) accordingly.

## 4. Spire Belfry

This conical room was obviously once the very top of the spire, as its weather-beaten stone shingles still form a narrow point. Several chains hang from the interior beams, supporting a cloudy glass orb the size of a boulder. Mesmerizing clouds within the chained orb whirl and dance in a captivating manner.

The hags' greatest prize was this *crystal ball*. The fiendish taint over the world has befouled the *crystal ball*, however, and it no longer functions as it

once did; instead, it drains the souls of those who look too deeply into it. The hags now call it the *Eye of Pandemonium*. A creature that can see the *Eye of Pandemonium* that starts its turn within 30 feet of it must make a DC 15 Constitution saving throw. If the saving throw fails, the creature is restrained and suffers one level of exhaustion; if the saving throw fails by 5 or more, the creature is restrained and suffers two levels of exhaustion instead. A creature can choose to look away from the *Eye of Pandemonium* at the start of its turn, but then it can't see the *Eye of Pandemonium* or anything within 5 feet of it until the start of its next turn, when the viewer can look away again. If the creature looks at the *Eye of Pandemonium* in the meantime, it must immediately make the save. The *Eye of Pandemonium* is a particularly powerful and vile item. It can't be removed from the chains, and it can only be destroyed by dousing it with holy oil and striking it with a magic weapon or iron hammer.

Three **Pandemonium-corrupted green hags** (page 179) are using the *Eye of Pandemonium* to attempt to contact distant fiends of the Pandemonium legion, so far without success. They shriek if surprised by intruders and attack. They're open to negotiation, as they always want more power or ways to contact their fellow fiends, but not if the characters mention their imprisoned sister, Katella. The hags are immune to the crystal ball's effects, but they understand its power and attempt to remain next to it while they fight to ward off close attackers.

***Hag Ward Eye.*** Each of the hags wears a gruesome necklace made of humanoid body parts: finger bones, stitched lips, and withered eyes. The central eyeball on this latter necklace is the one Katella requires to create the *hag ward* (**Area 3**).

***Treasure.*** The hag's necklace of stitched lips is more than a gruesome adornment; it functions as a *necklace of adaptation*.

## Dragonback Pass

Where Leviathan's forelegs meet its body, two high ridges of scales create a single, wide valley. The fiends call this gap Dragonback Pass and they bring living victims here for torture and worse amusements. The area is shrouded by an unpleasantly warm mist, formed of sweat and other secretions from this particularly active area of Leviathan's body. The fog makes this area lightly obscured, imposing disadvantage on Wisdom (Perception) checks that rely on sight and preventing vision beyond 40 feet.

Although there are several tough fiends in Dragonback Pass, the characters aren't likely to have to fight them all at once. The fiends are used to wails and cries echoing through the pass, so they don't consider sounds of battle to warrant investigation. Unusual noises—such as the rusty squeal of the gates being closed or the roars of large beasts or explosions—bring the nearest group of creatures to investigate.

### 1. Forward Gate

High stone walls jut out from ridges of bone and flesh along the beast's back, framing a wide gate of metal and wood nearly 30 feet tall. The top of the gate is lined with skulls on spikes that flicker with orange fire.

Two gates protect Dragonback Pass in the event of slave revolt or Leviathan being set down for an extended period. As the fiends need to come and go quickly across the back of Leviathan during the current invasion, the gates stand open. Two **bonestrike underfiends** of the Cocytus legion guard the forward gates.

The stone walls and gates require successful DC 20 Strength (Athletics) checks to climb, made with disadvantage because they are slick with moisture from the pervasive fog. Applying flame to the stone dries it enough to avoid this disadvantage.

Closing a gate takes several minutes, and the rusting metal makes a grating and distinctive squealing sound. Once closed, the gates can be secured with large metal locking bars from the inside. If the characters want to jam the gates permanently closed—such as to slow the army of fiends pursuing them—a successful DC 13 Dexterity check does so by disabling the mechanism. This check can be made using thieves' tools, but doesn't require them.

The fiends pursuing the party are stopped for at least a day by a jammed gate. Even though some of the fiends can scramble over the wall, they need to get the gates open for the rest of the army to pass through.

### 2A. Guest Barracks

This stone building has reinforced metal corners. The doors are made of wood reinforced with iron bands and its roof is crenelated.

Although the fiends of the Underhell don't need sleep, they occasionally hire mercenaries or other special agents that do. This building is set aside as a barracks for such guests and contains three bunk beds and three chests. A small alcove in one corner contains a

badly stained commode. A trap door in the ceiling leads to the roof; anyone on the roof can duck behind the crenellations to get three-quarters cover from attacks originating from the ground. Two doors lead out of this building: one into the pass, and the other to the barracks prison (**Area 2B**).

The barracks contains only one guest at the moment: a vindictive human **assassin** named Elspeth Hanienner. Tall and stout, Elspeth has a wide, friendly face and looks more like an innkeeper or brewer than a killer. Elspeth startled the fiends with her thirst for murder, and they're letting her stay here until their superiors decide whether to commission her or make her a prisoner. Elspeth doesn't much care either way; if the fiends try to imprison her, she plans to escape and sell her services as a fiend hunter. For now, though, Elspeth defends Dragonback Pass from troublemaking intruders. Elspeth is currently resting on one of the bunks, sharpening her blades, but she's alert. If she suspects trouble, she climbs to the roof to scan the area and make sneak attacks with her light crossbow. Faced with tenacious enemies, she sneaks over to the Pit (**Area 3**) and releases the simpering maggots there to run amok. If reduced to fewer than 20 hit points, she flees to the Sanguinary Cathedral (**Part 2**). She also leaves if convinced helping the fiends is suicide with a successful DC 15 Charisma (Deception, Intimidation, or Persuasion) check. If she is convinced to leave, she tells the party about the layout of the pass and the elevators in the base of the cathedral, and she doesn't object to heroes following her route so long as it's not closely enough to give away her position if they are caught.

***Treasure.*** A thorough search of the bunks reveals a few items left behind by previous occupants: a pair of gold-rimmed spectacles worth 50 gp, a fine wooden pipe worth 75 gp, and a *circlet of blasting*.

## 2B. Barracks Cell

A barred cell juts from the blocky stone building, its only door leading into the building. Several shards of broken pottery litter the floor of the cell, surrounding a tan clay jar the size of a rain barrel. The jar's lid rattles slightly.

Designed to hold guests' prisoners, if any, the fiends use this cell to house prisoners that they don't need to access regularly. Several days ago, a stalwart dwarven knight named Farlisk Grimhammer died from his wounds in the nearby Pit. The fiends were unable to claim his soul as part of the damned soul swarms they produce here, and they thought Farlisk gone—until his spirit returned as a lawful neutral **ghost**. The fiends bound Farlisk's ghost into the clay jar, but did so inexpertly—the ghost rattles the lid because it has nearly broken free of the wards carved inside the jar. To keep the ghost contained, the fiends placed a **roiling damned soul swarm** (page 199) of the Cocytus legion in the cell. The swarm remains invisible while it guards the jar.

The situation in the cell is particularly tenuous, and any disturbance to the jar causes its lid to fly off and the dwarf's ghost to surge free. The angry ghost roars his rage at being trapped, saying, "You will pay for trapping me!" The ghost attacks unless calmed with a successful DC 13 Charisma (Persuasion) check, or by displays of holy symbols of lawful or good deities or other indications of noble intentions. The damned soul swarm also attacks, determined to get revenge on whomever denied it its charge. The ghost and the soul swarm aren't allies of each other, but they can't hurt each other, either. The ghost attacks until it sees a character dispatch the soul swarm (or any other fiend); at that point, it's certain the characters aren't working with the fiends. It raises its hands in a salute, bestows the effects of an *aid* spell on up to 3 characters it can see, and vanishes.

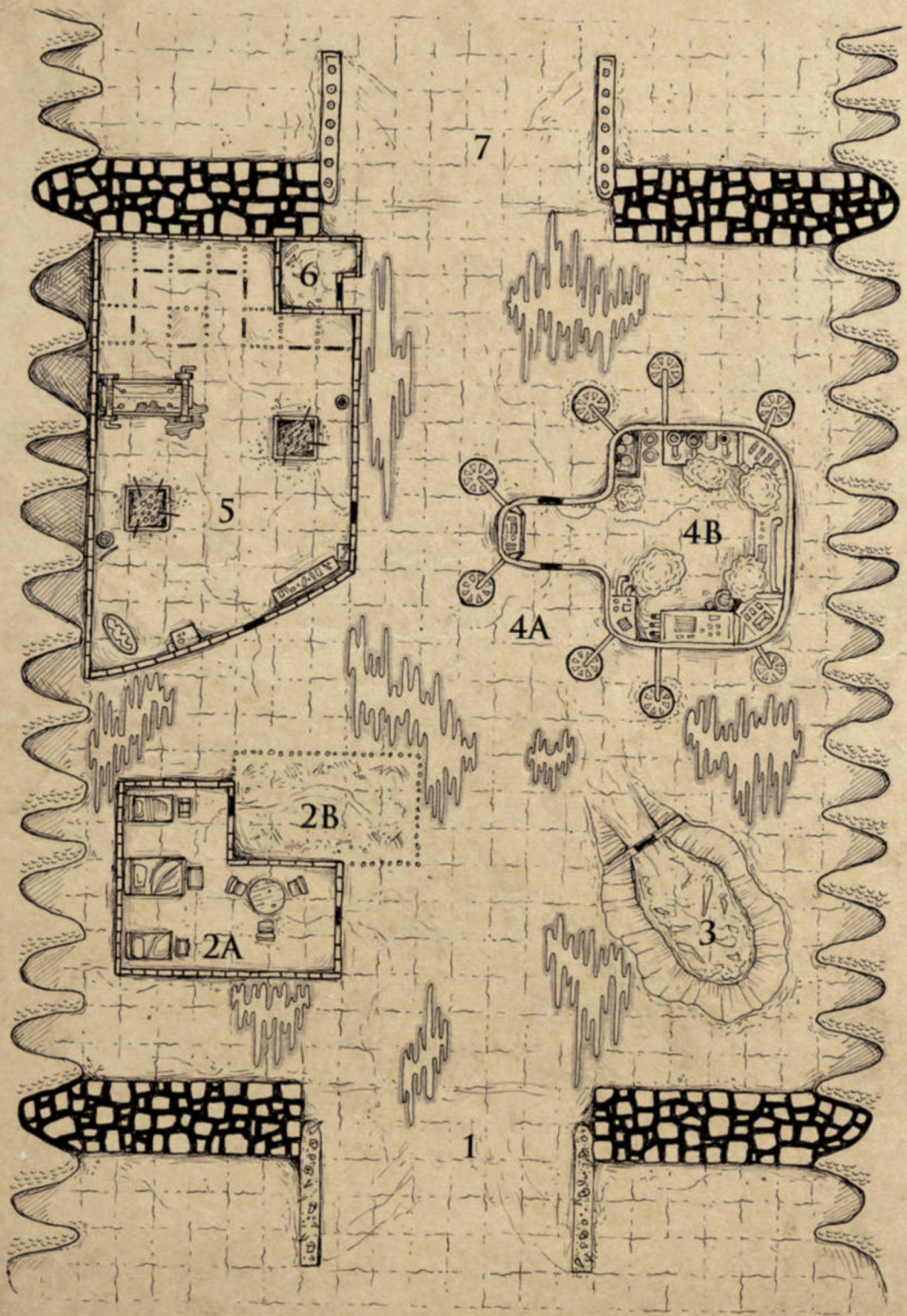
## 3. The Pit

A scar in the monster's back serves as a pit 15 feet deep. A shallow ramp into the pit ends at a wooden wall with a single narrow door. The pit is filled with bones sticking up from a thin layer of blood. Four humans hunch in the gore, their backs covered with scars. They whine piteously.

When the fiends can't rouse particular prisoners to consciousness for more tortures, they throw them into this horrid pit, where they expect them to die. Occasionally, souls that expire here find release, but the nearby Spider Engine (**Area 4**) normally captures them to create damned soul swarms. A few prisoners reawaken as maggots, such as these three **simpering maggots** (page 209). The fiends haven't released them yet; if the door to the Pit is opened (via a simple exterior latch), the maggots rush out and attack.

## 4A. Spider Engine Exterior

This metal building roars and chugs like some kind of great machine. Seven metal rods from its roof contain hanging iron cages large enough to hold a human. As the machine chugs, these cages raise and lower slightly. A rounded entrance under one of the cages has two metal doors.




1 SQUARE = 10 FEET

A mechanical marvel invented by a deranged halfling necromancer, this building contains machines that imprison the souls of the recently slain. The halfling offered this machine to a summoned fiend of the Underhell, who took the machine and made the halfling its first victim. Called the Spider Engine for its resemblance to a massive metal arachnid, the structure was brought from the Underhell to aid in the invasion.

The cages collect, separate, and recombine souls for formation into damned soul swarms. All of them churn with faint, spectral spirits. Three of the cages each currently contain a **livid damned soul swarm** (page 197) of the Cocytus legion. If intruders approach the Spider Engine, these souls pour forth from their cages to attack. Due to their incomplete state, the soul swarms can't yet remain outside a cage for long. Each time a soul swarm leaves its cage, roll 1d4; after that many rounds, the soul swarm must return to its cage for 1 round. If prevented from doing so for a full round after its time limit, the soul swarm is destroyed.

## 4B. Spider Engine Interior

An array of pistons and squat drums fills this room, clouds of steam reeking of oil mingling with the unpleasantly moist fog of the pass. The cacophony in this room consists of banging, grinding, and ghostly shrieks.

A **preening gryllus** of the Cocytus legion named Visionary Wit tends to the Spider Engine, fancying itself a skillful and intelligent mechanic and soul-collector. In fact, a female **drider** named Treivnazalla has learned the workings of the machine intimately and keeps it running. She pretends to be Visionary Wit's assistant—as she's well aware of the value in hiding behind a fiendish patron she can easily manipulate—while keeping the foolish gryllus convinced *he's* the genius, rather than her. Treivnazalla prefers to keep to the shadows if anyone approaches, but Visionary Wit struts out to intercept intruders, issue demands, and pick a fight. Treivnazalla likely finds herself drawn into a fight by the imprudent gryllus, whom she protects. Visionary Wit fights to the death, unable to consider his own defeat, and Treivnazalla flees or surrenders as soon as her "mentor" is slain. She doesn't mind working in the Spider Engine, although she gives up any of its secrets in exchange for her life. She knows about the exit in the Sanguinary Cathedral and that the nagas in the Sanguinary Cathedral know a ritual that the fiends are very worried about keeping safe. Visionary Wit and Treivnazalla don't pursue fleeing characters, but they do make ranged attacks from the exterior to drive attackers off and then collect the maggots from **Area 3** as guards.

The machinery involved in the Spider Engine is both complex and inherently wicked, as it captures and stitches souls together. Although the PCs don't have the time or ability to master the Spider Engine's operation, it's easy enough to destroy, particularly with Treivnazalla's help.

***Treasure.*** The only component of the Spider Engine that can be retrieved whole is an *eversmoking bottle* that emits unsettling shrieks for a moment whenever it is opened.

## 5. Torture Chamber

This room contains a rack, an iron maiden, finger screws, and other bloodstained implements of torture. Gobs of flesh litter the floor. The air here is stiflingly hot from two glowing fire pits in which the ends of metal pokers burn red-hot. Several prison cells line the back wall of this room, and doors lead out to the pass.

The imagination of fiends is legendary when it comes to torture, but they use this room for the old-fashioned techniques. As most fiends are out collecting mortal prisoners at the moment, the room appears empty. However, the fire pits contain the torturers' assistants: two **Hades-corrupted fire elementals** (page 175). When any non-fiend creature not already in chains crosses this room, the fire elementals burst from the fire pits and attack. If the characters call out first, the prisoner Wallick (see below) warns them that the fires in the pits are alive. The elementals don't pursue those who flee.

The cells at the back of the room are latched with hasps on metal plates that can be opened easily from the outside, but not from the inside. The cells contain only a single living prisoner, a lawful good human **scout** named Wallick. Still dressed in leather armor, Wallis is a slight, blond man with hopeful green eyes. The scout is both unreasonably brave and dedicated; he infiltrated Leviathan to find the Wise One (by default, his missing liege, Lord Khelber Hollis). Wallick believes the Wise One is being kept in the cathedral on Leviathan's back, along with two other dignitaries: General Arvennia and Lacey the Golden. Wallick hasn't received much harsh treatment from the fiends yet because he confuses them; they worry that he's more powerful than he appears, or that he's part of some mortal trick. In fact, Wallick is just as he appears: determined and inexperienced. He tells the party what he knows and asks them to free him so he can continue his mission. He asks to join the adventurers if he learns that they are also going to the cathedral, but he's also willing to go it alone.

## 6. Trapped Gatehouse

This stone gatehouse has a narrow door and an even smaller window. Its walls are scorched as though from a long-ago fire but also slick with moisture.

The fiends haven't used this gatehouse in a long time, preferring to guard the gates in person (**Area 7**). They instead rigged it as a trap to immolate escapees that try to hide out here. The trap has worked so well that the fiends occasionally allow prisoners to escape just long enough to see whether they'll set it off.

***Explosive Door:*** This trap is activated when the door is opened, releasing a magical gout of flame from inside the building. A successful DC 15 Intelligence (Investigation) check spots the trap on the door, as well as the pattern of scorching on the door frame. *Detect magic* or similar effects reveal an aura of evocation magic on the door. When opened, the door shoots a spray of fire. Each creature within 30 feet of the door must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save and half as much damage on a successful one. A successful *dispel magic* (DC 13) disables this trap. The trap isn't triggered by entering the gatehouse another way, such as through the window. Creatures larger than Small in size must succeed on a DC 15 Dexterity (Acrobatics) check to squeeze through the small window.

***Treasure.*** Anyone entering the gatehouse and looking around finds a *mace of terror* under some smelly rags. This weapon is left over from when guards actually used this building and its head is engraved to look like a laughing skull.

## 7. Hind Gates

Stone walls extend from either side of the pass, meeting at a wide metal gate 30 feet high. The metal bars of the gate are carved with several spiky runes and jagged lines.

This gate operates much like the forward gate in Dragonback Pass, except it is guarded by a **hazy damned soul swarm** (page 199) that conceals a **bonestrike underfiend** (page 221). Both serve the Cocytus legion.

Once closed and secured, the runes activate to charge the gate with electricity. A creature touching the gate thereafter—including to open it or to jam it shut—must succeed on a DC 14 Dexterity saving throw or take 21 (6d6) electricity damage. A successful *dispel magic* (DC 14) spell cast on the gates dispels this effect.

# Skypeak Observatory

Built high in the mountains to provide unparalleled access to the night sky, Skypeak Observatory was populated by astronomers, augurs, and prophets.

Key among them was a wise, ancient elf known only as Starwatcher. When Leviathan passed beneath the observatory, the site crashed onto its back. Only Starwatcher and a few others survived. Starwatcher consulted the star-charts and omens and declared that the survivors would be safe if they followed his teachings, and his frightened followers did so. After only a few days, their observations have become rituals, and their efforts to contact kindly spirits from among the stars have brought dangerous creatures to their doorstep.

Starwatcher is secretly the thrall of a skincloak underfiend named Grask. Grask slipped into the observatory and told the injured and desperate Starwatcher that he could be a hero to the survivors if he did as Grask commanded. Grask's current plan is to have Starwatcher appear to save his disciples from a pair of hapless grylluses only to compel the grateful disciples to surrender their souls.

When the characters arrive at Skypeak Observatory, read or paraphrase the following.

> A massive stone building sits askew on the beast's enormous back. The building's observation balconies and domed roof mark it as an observatory. Of the buildings scattered across Leviathan's broad back in its rampages, this one is the most intact.

## Gryllus Attack

Two **preening grylluses** (page 213) are currently converging on the entrance to Skypeak Observatory. Each is riding a **Tartarus-corrupted giant scorpion** (page 189). The giant scorpions can't fit through the entrance, and the grylluses don't want to get off of the scorpions because they believe they wouldn't look as impressive. As soon as this group becomes aware of the party, they turn to attack the newcomers.

While the characters fight the grylluses and corrupted scorpions, five people—three female humans, one male human, and one male dwarf, all followers of Skywatcher—appear on the balconies to cheer the characters on. The grylluses retort with rude faces.

## Strange Welcome

When the characters vanquish the grylluses and scorpions, the astronomers (all neutral **commoners**) welcome them quickly inside and tend to the heroes' wounds as best they can. One of the astronomers has a jar of *restorative ointment* with 5 doses remaining; after tending to any of the characters who have been poisoned, he gives the jar to them with his thanks.

The astronomers tell the heroes that their observatory slid off its crumbling peak and onto Leviathan's back. They mourn the loss of a dozen dead colleagues but are grateful that the observatory's greatest scholar, Starwatcher, survived with them. At this point, Starwatcher comes to meet the characters. An exceptionally old elf with long white hair, Starwatcher wears dirty but finely made white robes that display celestial signs in gold thread. Angered by their intrusion, Starwatcher insists that the characters leave immediately. The astronomers seem confused by Starwatcher's rudeness but don't contradict them. Characters can sense the old elf is also afraid with a successful DC 15 Wisdom (Insight) check.

If the characters leave, they're able to head to the cathedral without any further trouble. If they choose to confront Starwatcher or explore the observatory further, the elderly elf retreats to his private chamber. Characters looking around the observatory or pressing the astronomers for information discover that the astronomers have been making multiple revised star-charts and hanging them around the observatory's common areas. A successful DC 13 Wisdom (Survival) or Intelligence (Nature) check reveals that these charts aren't accurate; a successful DC 18 Intelligence (Arcana) or Intelligence (Religion) check reveals that the charts include symbols useful for conjuring fiends. The astronomers know that the charts aren't accurate, but they're ignorant of any other hidden meaning; they're only following Starwatcher's directions.

The characters might insist on meeting Starwatcher again, particularly after they notice the fiendish aspects of the revised star-charts. In Starwatcher's private room, the heroes find him even more wild-eyed than before, raving about how the characters have spoiled everything and how they'll take matters into their own hands. This raving creature isn't Starwatcher, but is instead Grask, the **skincloak underfiend** (page 225) who killed and replaced the elf when the grylluses were thwarted. Grask now tries to kill the characters one by one, rather than let them expose his trickery.

After dispatching the underfiend, the heroes can find Starwatcher's corpse near his desk, which contains notes on his communications with Grask. The astronomers are saddened to learn what has happened but remain just as trapped as before; they can't easily leave Leviathan on their own. Once the heroes liberate a more capable NPC—such as General Arvennia—that NPC can lead these astronomers to safety.

***Treasure.*** Starwatcher's dirty white robe is a *robe of stars*.



# Part 2: The Cathedral Investigation

Use the Late Introduction here for a shorter adventure that starts the PCs in the thick of things, preferably if they are at least four 8th-level characters, five 7th-level characters, or six 6th-level characters. If the adventure is already underway, skip directly to the **Sanguinary Cathedral** instead.

## Late Introduction

The characters are summoned to the ruins of a city that has recently been lost to the fiendish invaders, one not far from a similar city also vulnerable to attack; use the two cities from **Adapting this Adventure** (page 72). The descriptions assume the cities are separated by mountains, but a few tweaks can easily replace cliffs with trees or open water, as required. The Leviathan destroyed the ruined city, crushing entire blocks beneath its bulk while hundreds of fiends launched an assault from its back. After the devastation, Leviathan has been stopping at various points around the city to deploy troops before it heads to its next major target. Although Leviathan diverts its path to crush the occasional fortress, outpost, or shrine, its destination is clear: it is headed toward the city across the mountains, and it will reach its next target in a matter of days.

Survivors of the devastation, perhaps including the Herald (*Among the Damned*), have asked the characters to find a way to stop the beast; preferably, to kill it. They have intercepted fiendish orders about Leviathan, which offer some clues beyond the basics that any observer can pick up. Among the few buildings adorning Leviathan's head and broad back is a soaring, cathedral-like structure, which seems to be an active focal point of the fiendish armies. The orders indicate that Leviathan's means of control are in or below the cathedral.

However, neither the characters nor their patrons understand the power struggles occurring atop Leviathan. The massive creature is under control of the Archlord Baphomet, who commands fiends of the Cocytus legion, at least for now. But Cocytus fiends are prone to extravagant displays of vengeance and infighting. The characters' best hope to survive and reach Leviathan's heart is to set these vying factions against one another.

When this adventure begins, the characters have gathered at a hiding place near the only known

stopping point planned for Leviathan in this city from the stolen letters. Ideally, the characters can use a lift to slip onto Leviathan largely undetected, explore the cathedral, and stop the monster's rampage. From their vantage point between buildings, the characters can see Leviathan's approach. Read or paraphrase the following to get the adventure underway.

> The immense monster crawls its way over the ruined city like a titanic horned lizard, its claws digging canyons in the earth and the bulk of its body carelessly leveling hills and city blocks. Entire buildings sit atop the beast's swaying back, crawling with armies of fiends. The largest of these buildings is an ominous cathedral made of pale stone veined with red, like a growth of bloody flesh. A mighty stepped throne sits atop the beast's head, situated between two curving horns each a mile in length. Its belly looms hundreds of feet overhead as it stops. Chains jangle as four steel platforms descend and a retinue of six grylluses and void maggots debark from each, rushing away from you into the empty city.
>
> The chains fall slack and keep slowly piling up, as if unfurling without being watched. Then, three start rising again, leaving a little time to reach the nearest platform before it rises.

When the characters ride the lift, they find themselves in the Armory Exit (**Area 2**).

## The Sanguinary Cathedral

The cathedral on the back of Leviathan looks like pale stone veined with red because the stone is infused with the beast's pumping blood. The cathedral sits above Leviathan's heart, and its blood circulates through the stone of the cathedral, making the stone nearly impossible to damage. Few fiends actually use the cathedral for worship; for most fiends, the Sanguinary Cathedral is simply the most convenient way to ascend or descend from Leviathan's back via massive transport platforms (**Area 3**). The exceptions are the scheming grylluses, who pretend at priestly refinement and scheme against one another. At times, there are several hundred fiends and corrupted creatures in the Sanguinary Cathedral, but the vast majority of forces are out causing death and destruction.

The cathedral is made of stone that, if damaged, regains 1 hit point at initiative count 20 each round. The doors are made of a similar-looking stone, but they do not regenerate when damaged. None of the doors within the cathedral are locked. Flickering torches provide light throughout the cathedral but cast shadows that seem to cavort menacingly, particularly in corners of rooms.

Due to the fiends' combative nature, combat does not draw attention unless there are explosions or other signs of high-level magic. Even then, fiends are cautious, as such sounds have often presaged the arrival of an angry cacodaemon looking for something to kill. They listen for a few rounds before exposing themselves to danger, and then only if the sound is close by.

### Key Prisoners

The Sanguinary Cathedral is also where the fiends keep their most useful prisoners. Such prisoners aren't usually destined for base torture, but kept alive temporarily for use in (deceptive) offers of ransom to weaken and undermine those who value them, or, rarely, for corruption and recruitment if they prove to be exceptionally evil. There are currently three such prisoners in the Sanguinary Cathedral, dignitaries from a city destroyed by Leviathan.

Rescuing these prisoners isn't something the characters are required to do on their mission to slay Leviathan, but these figures can be useful in the war against the Underhell if freed. You should replace any or all of these NPCs with key NPCs from your own setting to provide greater motivation for the characters.

***The Wise One.*** See **Adapting the Adventure** on page 72. By default, this is the elderly, kind, and insightful Lord Hollis (lawful good human **noble**) of a destroyed city. General Arvennia is Lord Hollis's chief military advisor, and Lacey the Golden is his chief economic adviser. Lord Hollis respects them both deeply. Lord Hollis is currently being held in the Scriptorium (**Area 16**).

***General Helena Arvennia.*** The chief military officer of the ruined city, Arvennia (lawful neutral human **knight**) is an impatient woman with a stern glare. She would like to help the PCs fight, but her left leg and left arm were broken when she was captured, so she can't easily move around or carry a weapon. She is appalled by the devastation wrought by the fiends and wants them to pay. Arvennia is currently jailed in the Prison Tower (**Area 11**).

***Lacey the Golden.*** The demolished city's most influential merchant, Lacey the Golden (lawful good human **noble**) is clever and honorable. Not quite 50 years old, Lacey has spent her life carefully collecting influence and buying up smaller merchant houses with lucrative potential. Among the wealthiest people on the continent, at least before the invasion began, she is committed to philanthropy. Lacey is currently being tempted by fiends in the Tower of Delights (**Area 13**).

## Scheming Leaders

Power struggles are common among the fiendish legions. Although grylluses most commonly engage in political bickering, certain mortal creatures are just as scheming and far more intelligent. A wicked Cocytus-corrupted spirit naga and two cacodaemons, each working to gain influence in the Cocytus legion, vie for total control of the Sanguinary Cathedral and of Leviathan. Each leader plays the grylluses, the other fiends, and the cathedral's prisoners against each other. The leaders know that the *Authority Codex* in the cathedral's library (**Area 6**) contains a ritual with the power to direct—or to kill—Leviathan. Each has stolen some part of the ritual, so that none of the others can assume control. For the characters to obtain the ritual and put it to use, they must overcome each of the leaders.

***Azishath.*** This gold cackling cacodaemon considers arcane magic the best route to power. It occupies the hall containing magical chimes (**Area 18**), attempting to harness their power.

***Pathanasar.*** This black-speckled spirit naga is skilled at corruption and slow seduction to evil. Pathanasar currently occupies the Tower of Delights (**Area 13**), where he works to turn the mortal merchant Lacey the Golden to evil.

***Skelkie.*** Considered unhinged by the other leaders, this reddish rampant cacodaemon hides her shrewd mind behind her erratic behavior. She has recently forsaken the Sanguinary Cathedral entirely and is now consolidating her power among the fiends in Leviathan's heart (**Part 3**, **Area 7**).



## Entering the Cathedral

If the party approaches from the head, the Sanguinary Cathedral's main entrance is on the other side of the characters' approach, but they can see double doors on either side of the cathedral. These entrances aren't guarded on the outside—as the grylluses jockeying for position have stationed the guards elsewhere—and the characters can choose either. One entrance leads to the Mustering Station (**Area 1**), and the other leads to the Welcome Hall (**Area 20**).

If the party rises from the dangling platforms, they arrive in the Armory Exit (**Area 2**).

## 1. Mustering Station

This vaulted hall is mostly bare, although spiky runes carved into the walls are stained with red, as though the stone of the cathedral were bleeding.

This wide room is where the most martial of the fiends—particularly underfiends—muster for invasions. The fiends congregate here before moving into the Armory Exit (**Area 2**) to pick up their skeletoys and descend on the connecting invasion platform (**Area 3A**). The runes aren't magical but merely designators to help the fiends line up in organized rows. Opposite the Armory Exit is the access to the guard room (**Area 4**).

Although dozens of fiends can muster here, the only occupants of this room now are an officious **leering gryllus** (page 215) of the Cocytus legion with two **Cocytus-corrupted minotaurs** (page 165) as bodyguards. The leering gryllus orders the minotaurs to charge anyone that dares intrude upon the chamber, worried that it will get in trouble for allowing trespassers to enter the cathedral. The gryllus hangs back, supporting the minotaurs with its bark and spells such as *healing word* and *guiding bolt*.

## 2. Armory Exit

Several weapon racks, mostly empty, line the walls of this high hall. Double doors face each other across the width of the hall. The doors to one side are ajar, revealing a staggering vista from the top of the lumbering behemoth.

The fiends that muster in this part of the Sanguinary Cathedral are equipped with the most dangerous weaponry of the Underhell. As the fiends are out wreaking destruction, this room is unoccupied. The racks contain four skeletoys (page 42) that all pulse with evil power: two heavy *skelemauls*, a *skelemirror*, and a *skelebrain* (*fiendish investiture*; page 44).

The only entrance from the Cathedral is the mustering room (**Area 1**). The wide opening leads to the side of Leviathan where the invasion platform connects. As described in **Area 3**, that platform is currently hundreds of feet below, creating a vertiginous drop for characters foolish enough to step out.

***Treasure.*** The weapon racks here contain a few useful weapons stolen from slain mortals. These unwanted weapons include a *+1 longbow* made of dark red wood, a *greatsword of life stealing* that emits a sound like thunder whenever it draws blood, and seven finely crafted longswords embossed with the crossed quills emblem of some long-destroyed kingdom.

## 3. Invasion Platforms

The fiends use these four platforms (**Areas 3A**, **3B**, **3C**, and **3D**) to come and go from Leviathan's back. Each can be raised or lowered from the Assault Stations in Leviathan's heart (**Part 3**). As the fiends roam loose across the world, all the platforms are currently down except for the one at **3C**. Lowered platforms dangle from enormous chains that sweep near the ground as Leviathan crawls along. Anyone stepping out of the exits falls several hundred feet before smashing into the swinging platforms far below. Platform **3C**, however, is present: a sheet of metal and stretched sinew 90 feet wide. This platform is the best avenue for escape from Leviathan's back; as the beast trundles through the mountains, this platform scrapes the stone of rocky cliffs and jagged hills. Anyone on the platform can simply step off of it when Leviathan passes by a rise or scarp at the same level.

## 4. Guard Room

This small, unadorned room has exits to the mustering room (**Area 1**) and the narthex (**Area 5**). It's occupied by a single **preening gryllus** of the Cocytus legion. Startled to see the characters, the gryllus initially blusters about how trespassers are "improper" and "unacceptable" but quickly determines that the characters might be a good source of bribes. The gryllus insists on greater and greater payment, no matter how much the characters offer, and, ultimately overwhelmed with greed, attacks to take all the characters have. It can be distracted from attacking the characters if the bribe includes a vividly destructive effect it can try out (such as a scroll with the *fireball* spell or a devastating looking weapon) or if it includes or produces a large volume of food.

## 5. Narthex of Gibbets

This lofty narthex is lined with rows of pillars that stretch up to the ceiling 80 feet above. Several wooden beams cross the space high above and support hundreds of nooses. Humanoid corpses twist in the nooses, their feet 30 feet above the floor.

A curved stone wall 20 feet high blocks the rear of the narthex, with only a small gap to allow passage. The front of the narthex features a high podium, 20 feet above the floor. The view of the apse and altar is blocked with a shimmering, opaque curtain of swirling purple and red. Many stone doors lead off the narthex to either side.

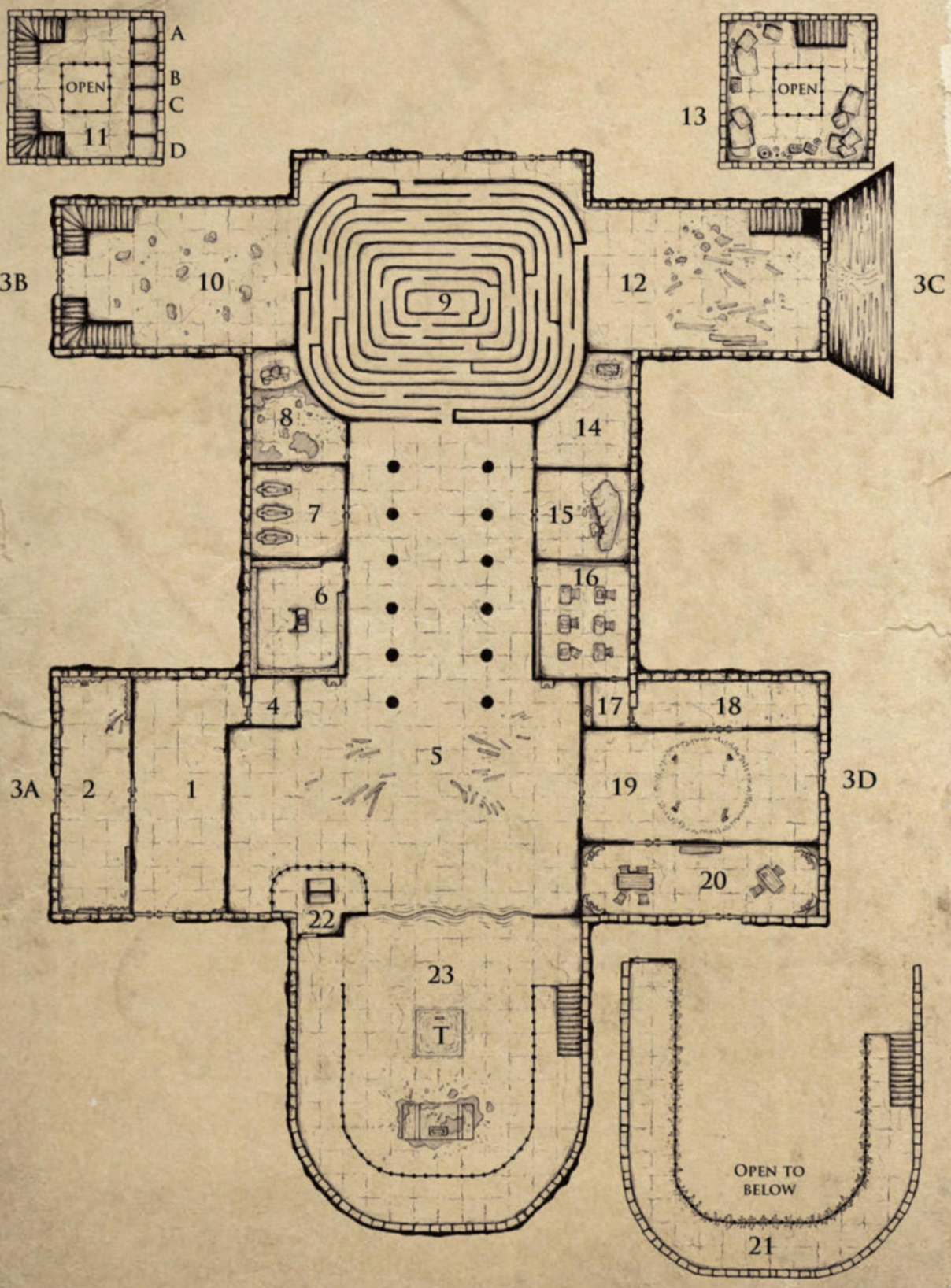
This large room is the heart of the Sanguinary Cathedral. The corpses hanging from the nooses are mortal warriors that fell in battle, and many are still dressed in their broken armor or dented helmets. Small pools of congealed blood underneath the corpses indicate that they've been hanging here for quite a while, and tracks through the blood lead in every direction. Doors in this hall lead to many rooms: the guard room (**Area 4**), the library (**6**), the saintly tomb (**7**), the blood chapel (**8**), the flame chapel (**14**), the broken tomb (**15**), the scriptorium (**16**), and the witches' exit (**19**).

The curved stone wall is the cathedral's maze (**Area 9**), and the gap in the wall is the only way to enter it from this direction (short of scaling the wall and entering the maze from above). The wall is smooth, requiring a successful DC 25 Strength (Athletics) check to climb.

The podium (**Area 22**) is a small balcony featuring a lectern where someone might deliver speeches to a gathered assembly. It can't be easily reached from the narthex as it's 20 feet above the floor. The fiends normally reach the balcony by circling through the choir loft but can't do so while the magical curtain is in place.

### The Curtain

The narthex normally provides access to the apse, but the shimmering curtain of deep purple and angry red energy blocks it from floor to the domed ceiling high above. The cacodaemon Skelkie erected this magical energy field before retreating to Leviathan's heart below. The curtain acts as a *wall of force*. The characters might come up with several ways to bypass this




1 SQUARE = 10 FEET

barrier, such as *dimension door* or similar effects, but the easiest way is to climb to the podium and enter through the choir loft; Skelkie didn't think to close it off. General Arvennia's magic maul *Wallbreaker* can also be used to remove the curtain.

## 6. Library

Stone shelves line the walls of this room, many containing old books bound in pale leather. A lectern in the center of the room contains a single large tome, open to torn pages.

Most of the books in this library were utterly drained by a strange visitor from the Lethe legion many months ago. The books on the shelves are all now totally blank except for a few fragments of letters to show where the text once was. The unaffected texts have been piled on one table. The library is the favored haunt of two **preening grylluses** (page 213) loyal to Azishath. They are served by two **broken maggots** (page 205), which hold books up for them to read, despite their pitiful comprehension. The grylluses attack intruders, snarling about how rude it is to make noise in a library. Any gryllus reduced below 20 hit points flees to the prison tower (**Area 11**). The only exit leads to the narthex (**Area 5**).



***Research.*** The surviving texts prove useful references on numerous arcane topics, but they also contain lore mortals were never intended to learn. They want to be read and change their characters to be legible to anyone who opens them that can read any language. Any reader can learn basic information about the traits of Underhell fiends, the nature of an Archlord and its Shadow, and how a Doomgate opens and depends on the presence of an Archlord to let fiends into the world. Unless the reader succeeds on a DC 15 Intelligence (Arcana) to parse the information quickly without reading in depth in 10 minutes, reading on each topic takes 1 hour and exposes the reader to one curse (page 122) of your choice from among the following: gaping thoughts, psychic inferno curse, or curse of torments. The reader learns the information either way.

The book on the lectern is the only one still completely intact, as its magic was too powerful for the knowledge-draining thief to absorb. Titled the *Authority Codex*, it provides detailed information about Leviathan, including a layout of the Sanguinary Cathedral and the arrangements of the organs within Leviathan (although the book doesn't contain a map of its heart's inner chambers). The book also details a ritual that, when performed in Leviathan's brain, allows those performing the ritual to control Leviathan or even deactivate its brain completely, killing it. Several key pages detailing this ritual have been torn out; without those missing pages, the characters cannot perform the ritual. The *Authority Codex* is magically legible to any reader but is not cursed like the other books.

The remainder of the *Authority Codex* is a lengthy listing of the Archlords and legions that have controlled Leviathan over the millennia, using it to wreck worlds and deliver armies against mortal realms and deep fiendish enemies. The book indicates who currently controls Leviathan. (This adventure assumes control currently rests with Chthon, serving Lord Baphomet, and the Cocytus legion.)

***Trap.*** The *Authority Codex* can be removed from the lectern; it weighs 18 pounds. A *symbol of*

*death* (spell save DC 16) is inscribed on the lectern beneath it and is revealed when the book is removed.

***Treasure.*** The *Authority Codex* is immune to damage. When its torn pages are restored, it functions as a *tome of leadership and influence*.

In addition, a search of the library yields one *gryllus-flesh fleshbound tome* (page 40), which contains the spells *bottled dread* (page 33) and *track creature* (page 38).

Finally, there is one spellbook to be found, mostly erased but still containing the following spells (from Chapter 3): *dark abyss*, *deadly bark*, *imposter*, *maggot defenders*, and *seeking hellfire*. Consider allowing spellcasting characters who do not use spellbooks to use this library to learn about the spells in Chapter 3, allowing them to choose from among these spells when they next gain the ability to learn spells.

## 7. Saintly Tomb

The three stone sarcophagi here are old and crumbling, but each depicts a reclining knight at rest.

The Sanguinary Cathedral overall is a place of evil, but a valorous saint martyred here sanctified this room. The shadows here do not shift or cavort as elsewhere in the cathedral. The fiends find this room uncomfortable at best, so it makes a good place for the PCs to rest. Other than a handful of bone dust, the sarcophagi are empty. A character that views the room can make a DC 14 Intelligence (Arcana or Religion) check, noticing on a success that the room lacks the signs of desecration everywhere else in the cathedral. The only exit leads to the narthex (**Area 5**).

## 8. Blood Chapel

Pools of blood, gristle, and gravel cover the floor of this room. Rising above the pools at the far end of the room is a dais containing a stone sculpture that resembles a crouching, blocky giant.

The blood and gravel make for uneven footing; treat this chamber as difficult terrain. In addition, the blood sucks at the feet of living creatures. A living creature that enters the room or starts its turn here must succeed on a DC 12 Dexterity saving throw or be restrained until the start of its next turn. The only exit leads to the narthex (**Area 5**).

A **clay golem** in this room went berserk long ago, smashing the altar into gravel and pulverizing any intruders. When no creatures are here, it crouches on the dais where the altar once stood, appearing as a statue. It remains motionless until attacked, or when the blood in this room restrains a living creature. At that point, the golem animates and attacks any living creatures it can see. A successful DC 20 Intelligence (Arcana or Investigation) check or Wisdom (Perception) check allows a character to deduce that the golem is not a mere statue before it moves.

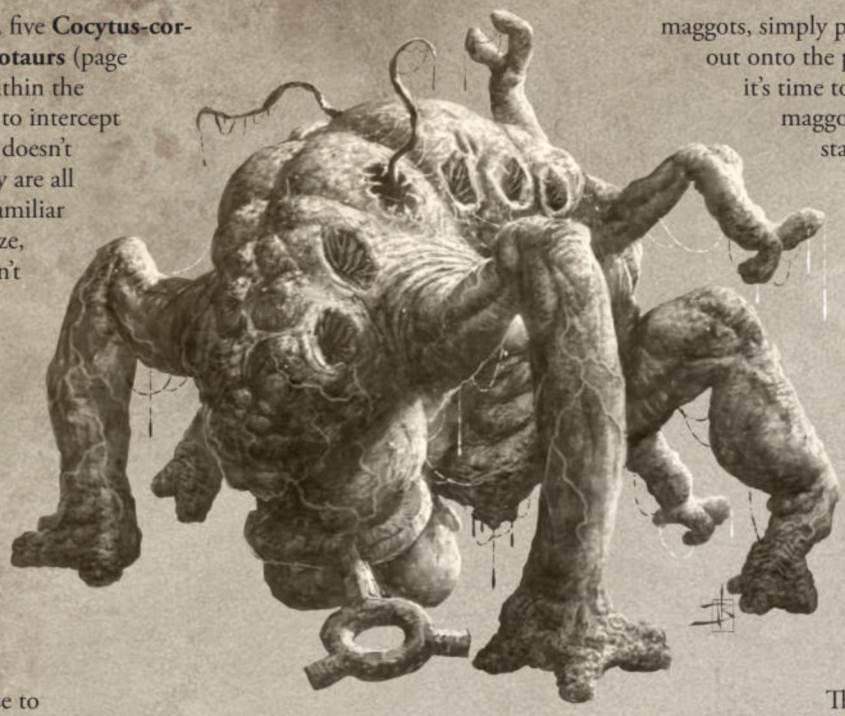
## 9. Maze

High stone walls curve around each other here, forming a massive maze with narrow passages.

Many cathedrals have labyrinth carvings on the floor near the main entry, and the Sanguinary Cathedral is no exception. However, when the spirit naga Skelkie realized that the corrupted minotaurs of the legion were becoming restless, she raised the labyrinth carving into a genuine maze, with walls 20 feet high and passages only 5 feet wide. The corrupted minotaurs were pleased to have it, although other denizens of the cathedral find it tedious and insist a minotaur guide them through it or simply fly above it.

**Maze Results**

| Check | Result |
|---|---|
| 1–7 | **Minotaur Attack.** The characters spend 10 minutes lost, and cannot find a way out without trying again. By the end of 10 minutes, 1d3 Cocytus-corrupted minotaurs (so long as at least that many remain) attack the characters from different directions in a wide intersection. |
| 8–11 | **Lost.** The characters spend 10 minutes lost, and cannot find a way out without trying again. They encounter minotaurs as above unless they succeed on a DC 11 group Dexterity (Stealth) check. |
| 12–15 | **Retraced Steps.** The characters can reach any entrance they've previously seen after 10 minutes. |
| 16–19 | **A New Solution.** The characters can reach any entrance in a direction they choose after 10 minutes. |
| 20+ | **Maze Master.** The characters can reach any entrance in a direction they choose after 2 minutes. |



Currently, five **Cocytus-corrupted minotaurs** (page 165) lurk within the maze, ready to intercept anyone that doesn't belong. They are all intimately familiar with the maze, and they don't take any penalty for fighting in its narrow passages.

As the maze doesn't extend to the vaulted ceiling above, the characters might choose to avoid it entirely by using magic (such as *fly*) or by climbing up the maze's walls and then down the other side. A successful DC 20 Strength (Athletics) check is required to climb up or down the stone walls of the maze. Any surviving minotaurs in the maze spot creatures that climb or fly atop the maze and move to intercept them together.

### In the Maze

Traversing a detailed maze isn't generally much fun during a game session, as mapping each twist and turn becomes tedious and the mystery of the maze isn't present for players who can see it from the top down. Rather than chart the maze as though it were a dungeon, have characters who enter the maze make Intelligence (Investigation) or Wisdom (Survival) checks and consult the table on page 92. The character leading the group should make the check; the characters should only roll separately if they are splitting up. Characters traveling together in the maze can Help one another on these checks as normal.

## 10. Maggot Exit

Twitching hunks of flesh and gore cover the stone floor in this vaulted chamber. A square hole 20 feet in diameter pierces the ceiling 40 feet above. A huge double door is smeared with bloody hand prints.

This area is where the fiends stage mobs of void maggots, simply pushing them out onto the platform when it's time to attack. Weaker maggots are often stampeded during this press, resulting in the gobs of flesh. The platform (**Area 3B**) outside the double door is currently lowered, so the door opens into empty space. Stairs lead up to the prison tower (**Area 11**).

The hall by the main exit toward Leviathan's hindquarters leads to the siege exit (**Area 12**). Near that hall is the entrance to the labyrinth (**Area 9**) that leads to the narthex (**Area 5**) and the rest of the cathedral.

The last time the doors were opened, two **Sheol-corrupted wyverns** (page 183) scented the meat and flew into this chamber. They now pick at the chunks of maggot flesh. They are eager for more substantive fare, however, and hungrily watch other creatures that come in before attacking. Although the wyverns are eating well, they aren't particularly happy in the cathedral's confines, as a successful DC 15 Wisdom (Animal Handling or Insight) or Intelligence (Arcana) check reveals. If a character opens the exterior doors here, the wyverns immediately break off hostilities and fly away.

## 11. Prison Tower

Two sets of wooden stairs ascend to this chamber. An opening in the chamber's center has a low bannister and looks down onto the cathedral's main floor, 40 feet below. A similar opening in this chamber's ceiling leads up to a bell tower high above. The large bells still hang there, but their cords are missing.

Small cells against one wall each bear a heavy iron door with a narrow grill in the door's center. Each door is fitted with a bolt. All of the locks are bolted except one; its cell door is open to reveal a pile of decaying, reeking corpses.

Occasionally used to hold prisoners, these cells are filthy, as the fiends don't clean them out between uses. Only four cells are of interest. They are guarded by four **simpering maggots** (page 209) under orders from Cunning Sophistication (**Area 20**).

***Cell 11A.*** When prisoners die in the tower, the fiends simply stack them in this open cell. Anyone disturbing the parasite-riddled bodies must succeed on a DC 14 Constitution saving throw or contract writhing flesh (page 125).

***Cell 11B.*** This cell contains General Arvennia (lawful neutral human **knight**), chief military officer of the ruined city and military advisor to Lord Hollis (if you are replacing this character, make sure the new NPC knows and cares about the Wise One in some capacity). Never one to succumb without a fight, Arvennia was badly injured during her capture; her left arm and left legs are broken, reducing her speed to 15 feet and giving her disadvantage on attack rolls. Still, she burns with a hatred for the fiends that destroyed her city, and she encourages the party to find and free Lord Hollis and Lacey the Golden.

***Cell 11C.*** This cell contains Arvennia's gear: a suit of ornamented half-plate with the heraldry of the destroyed city's army, a fine dagger, and a *shattering maul* (page 42) named *Wallbreaker*. Arvennia is happy to bequeath *Wallbreaker* to the characters, as she's in no condition to wield it at the moment.

***Cell 11D.*** Any character looking into this cell sees only a roiling purple cloud. This cell is inhabited by a failed contender for control of the cathedral, a **shining gryllus** (page 217) that calls itself Glorious Majesty and its jailer, a **livid damned soul swarm** (page 197). Both belong to the Cocytus legion, although they aren't allies. Glorious Majesty can't see or speak while the soul swarm surrounds it, but if the cell door is opened, the soul swarm rushes out to attack. (It can also pour out through the grill, but it is reluctant to do so unless it's attacked.) Glorious Majesty initially fights as well, though if it thinks the characters are powerful, it is willing to make a deal. Glorious Majesty wants nothing more than the death of its rival, the shining gryllus known as Cunning Sophistication that lairs in the Welcome Hall (**Area 20**). If the characters bring proof of Cunning Sophistication's death, Glorious Majesty gains greater aspirations; it wants the spirit nagas in the cathedral slain as well. Glorious Majesty explains who the nagas are and where they can be found (although it isn't quite sure where Skelkie has gone), and that each naga holds a piece of the ritual that controls Leviathan.

### Crucial Information

It's important for the characters to realize that they need to collect the ritual pieces missing from the *Authority Codex* to stop Leviathan. They can learn this from either shining gryllus (Glorious Majesty or Cunning Sophistication), who simply babble inanely about the nagas and their schemes, or from the Wise One (normally Lord Hollis). Alternatively, the characters might simply discover a ritual piece the first time they defeat a naga. This is very likely the case if the heroes find a way into the apse and descend into Leviathan's heart without exploring much of the cathedral, only to have to go back and explore it more fully.

## 12. Siege Exit

Massive logs and beams of metal litter the floor here amid great clods of earth. Several cords hang from a square hole in the ceiling 40 feet above.

The fiends sometimes use great siege engines in their invasion, and transporting such engines is often a difficult endeavor. The platform (**Area 3C**) accessed from this large hall is where these siege engines are stored. Stairs lead up to the Tower of Delights (**Area 13**). The hall by the main exit to Leviathan's hindquarters leads to the maggot exit (**Area 10**). Near that hall is the entrance to the labyrinth (**Area 9**) that leads to the narthex (**Area 5**) and the rest of the cathedral.

An **Annwn-corrupted treant** (page 159) named Firebough is responsible for the heavy lifting and movement of the siege engines, a task it enjoys performing. Firebough is a scorched redwood with blackened, peeling bark. The treant is occupied cleaning up the debris from a recent accident that demolished a catapult and a swinging ram. If it spots intruders, it attacks. Firebough can animate the logs here as though they were trees; they lurch to life like crude wooden dolls.

## 13. Tower of Delights

This chamber has a 20-foot square hole in the ceiling and the floor. Thick ropes hang through the squares, connected to enormous bells in a belfry high above. The room is littered with colorful pillows, brass hookahs, trays of delicacies, and silvery manacles.

Used to tempt mortals with carnal pleasures, this room is normally the domain of several leering grylluses. The **Cocytus-corrupted spirit naga** (page 169) Pathanasar chased them all out to focus on a recent arrival: the merchant Lacey the Golden (lawful good human **noble**). Pathanasar hopes to tempt Lacey to evil and thereby gain control of her extensive trade network for his own use in the inevitably short time before the fiendish invasion sweeps it away. The upright merchant is subject to the naga's *charm person* spell, but has otherwise resisted Pathanasar's temptations, mostly because she understands the danger the fiends pose. She also worries about the Wise One (by default, her liege, Lord Hollis).

Pathanasar rages at any interruption, lashing out with *lightning bolts* unless he is calmed with a successful DC 18 Charisma (Persuasion) check by characters who haven't fought back. Lacey begs intruders not to hurt her friend, who has protected her from the fiends. She hides from combat. If calmed, Pathanasar is eager to steer characters toward the others with the *Authority Codex* pages, which he asks heroes to retrieve for him, though he refuses to explain their significance. Confident in his ability to be reborn, the naga otherwise fights to the death.

***Treasure.*** Pathanasar wears a platinum amulet with a hinge. Inside, the naga keeps the pages it tore from the *Authority Codex*; these pages are necessary to perform the ritual to control or kill Leviathan. Pathanasar's platinum amulet is worth 250 gp. The rugs, pillows, and other adornments in this room are worth an additional 120 gp, but weigh 200 pounds in total.

## 14. Flame Chapel

The altar at the back of this shrine roars with fire, staining the walls with smoke.

A magical effect on the stone altar causes it to burn perpetually without being consumed. Creatures that aren't immune to fire find the heat particularly debilitating. At the end of each minute spent in this room, a character must succeed on a Constitution saving throw or suffer one level of exhaustion. The DC starts at 10 and increases by 1 for each subsequent check. Characters wearing heavy clothing or medium or heavy armor make these saving throws with disadvantage. The only exit leads to the narthex (**Area 5**).

Fiends that feel a particular kinship with fire enjoy this chapel and venerate the power of flame here. Currently, a **Hades-corrupted fire elemental** (page 175) and two **Phlegethon-corrupted ogres** (page 181) are basking in the heat from the altar. The fire elemental stands atop the altar, right in the flames. The ogres call to anyone opening the door to "Come, and love the fire!" The ogres don't want to fight until creatures get close enough to be identified as humanoids, rather than underfiends, at which point the brutes attempt to surround them. When intruders try to leave, the ogres and the elemental attack.

## 15. Broken Tomb

This room contains a stone sarcophagus large enough to hold a giant. The side of the sarcophagus is broken, as though whatever was inside smashed its way out. No clues about the sarcophagus's former occupant remain. Four **leering grylluses** (page 215) of the Cocytus legion are currently fuming here. They once inhabited the Tower of Delights (**Area 13**), but the naga Pathanasar drove them out. They now want revenge, and beseech the heroes to kill the naga on their behalf. The grylluses promise "delicious delights" and other treasures as a reward, but in truth they have nothing of the sort to offer. If the characters defeat Pathanasar and return here, the grylluses betray their bargain and attack. A gryllus reduced to fewer than 20 hit points flees to hide out elsewhere in the cathedral. The only exit leads to the narthex (**Area 5**).

***Prisoners.*** If asked about the prisoners, the grylluses point out that Panthanar is holding one (Lacey) and try to goad players into a rescue mission.

## 16. Scriptorium

Several desks fill this chamber, each stacked with books and loose papers. The walls are made of sheets of slate upon which several chalk diagrams sprawl. The chalk diagrams seem to be collections of letters that squirm and shift when viewed out of the corner of the eye.

This jumbled and long-neglected scriptorium contains writings plundered from several different worlds, nearly all on the topic of evil magic. Few fiends have the patience to carefully copy information from book to book, and the few mortal scribes they've used go mad after mere weeks of close connection with the disturbing and arcane secrets here. Characters can research texts here very much like in the library (**Area 6**). Exits lead to **Area 5** and **Area 16**.

The current prisoner is no mere scribe, but the Wise One; unless you are using your own NPC for this role, the heroes see the white-haired old Lord Khelber Hollis (lawful good human **noble**) chained to a desk. The fiends put Hollis here to keep him out of the way, but they didn't count on the

man's shrewd mind. He's been looking through all of the books and scrolls within reach to discern secrets of the fiendish invasion, starting with the short-term problem, Leviathan. Lord Hollis has learned that a book called the *Authority Codex* is somewhere in the cathedral (the Library, **Area 6**). This codex contains a ritual that, when performed in Leviathan's brain, allows the participants to control or even kill the titanic beast. Lord Hollis has also discovered a compendium of nephilim engines, which includes a sketch of Leviathan's body. This treatise reveals that the cathedral's apse is above Leviathan's many-chambered heart. Unlike mortal creatures, Leviathan's brain isn't in its head but rather just behind the heart. Fetch, the simpering maggot that sometimes picks up books for its cacodaemon master Azishath, has let it slip that its master has been fighting over the *Authority Codex* with a naga and another cacodaemon, each of whom has torn out some relevant piece of the ritual. Lord Hollis encourages the heroes to acquire the *Authority Codex* and these fragments, journey into Leviathan's brain, and kill it.

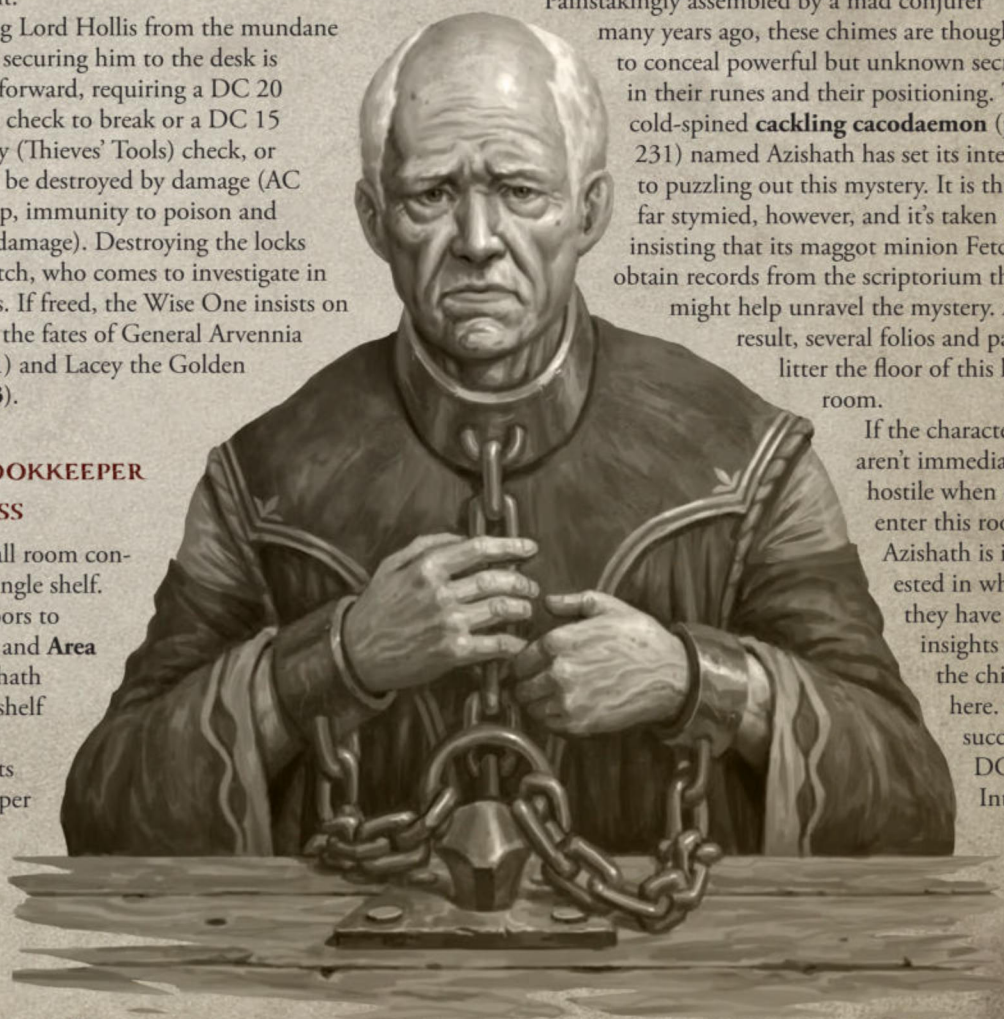
Freeing Lord Hollis from the mundane manacle securing him to the desk is straight-forward, requiring a DC 20 Strength check to break or a DC 15 Dexterity (Thieves' Tools) check, or they can be destroyed by damage (AC 19, 15 hp, immunity to poison and psychic damage). Destroying the locks alerts Fetch, who comes to investigate in 3 rounds. If freed, the Wise One insists on learning the fates of General Arvennia (**Area 11**) and Lacey the Golden (**Area 13**).

## 17. Bookkeeper Access

This small room contains a single shelf. It has doors to **Area 16** and **Area 18**. Azishath had the shelf brought here so its bookkeeper minion, a **simpering maggot** (page 209) it calls Fetch, can arrange texts it wants from the scriptorium. Fetch loiters in this room, waiting to be called for a task. If the characters open the door to this room from the scriptorium (**Area 16**), Fetch yelps and runs into the Hall of a Thousand Chimes (**Area 18**) to warn Azishath. If they come from the hall instead, Fetch retreats into the scriptorium to hide. If captured, Fetch can tell the characters what it has told the Wise One (page 72).

## 18. Hall of a Thousand Chimes

This tall room has several wooden crossbeams across its ceiling. Hundreds of delicate metal plates, each inscribed with a different rune, dangle from twine tied to the crossbeams. Some hang near the crossbeams, 60 feet overhead, while a few hang near the floor. These plates all make a soft tinkling, despite a lack of breeze in the room.



Painstakingly assembled by a mad conjurer many years ago, these chimes are thought to conceal powerful but unknown secrets in their runes and their positioning. The cold-spined **cackling cacodaemon** (page 231) named Azishath has set its intellect to puzzling out this mystery. It is thus far stymied, however, and it's taken to insisting that its maggot minion Fetch obtain records from the scriptorium that might help unravel the mystery. As a result, several folios and papers litter the floor of this large room.

If the characters aren't immediately hostile when they enter this room, Azishath is interested in whether they have any insights about the chimes here. On a successful DC 25 Intelli-



gence (Arcana) check, the PCs realize that the chimes are part of a larger structure that is missing, but they're unable to discern anything more. So long as they can keep Azishath convinced that they might know something, however, the fiend converses with them about its hatred for Pathanasar and Skelkie. This approach requires successful opposed Charisma (Deception) checks against Azishath's Wisdom (Insight), though each check gives the PCs a cumulative -2 penalty to subsequent checks. Azishath knows the three of them are in a stalemate, as each has taken pages from the *Authority Codex* in the library, and it hopes the chimes might provide some power, allowing it to tip this balance in its favor. If combat begins, Fetch the **simpering maggot** (page 209) comes to investigate from **Area 17**.

***The Wise One.*** If the heroes ask about the Wise One (Lord Hollis), Azishath attempts to goad them into ransoming the Wise One for whatever seems like the price most likely to impair their combat effectiveness (such as a distinctive magic weapon or other item). Once paid, Azishath escorts them to **Area 16**, collecting Fetch along the way. Once the group is together, the fiends attack, sparing the Wise One in hopes of continuing to use them as bait.

***The Authority Codex.*** Azishath won't tell the characters where its own stolen pages are, and it definitely won't give them to the characters, as it feels they're its best security against its rivals. The stolen pages of the *Authority Codex* are hidden among the papers on the floor here, which a character notices with a successful DC 17 Wisdom (Perception) or Intelligence (Arcana) check. Searching the room eventually turns them up in 1 hour, which can be reduced to 10 minutes with a successful DC 15 Intelligence (Arcana or Investigation) check.

## 19. Witches' Exit

A dragon with dull gold scales is chained in a circle of runes in the center of this vaulted hall, heavy links of metal connecting its back feet to rings in the floor. Plates of iron have been fused over the dragon's eyes as though to blind it, with each iron plate bearing the symbol of a fiery eye. Doors lead out in three directions, and the largest is a double door marked with spiky symbols that resemble flames and spears.

This hall is used as the staging area for fiends that rely heavily on magic to obliterate or subdue their foes, such as cacodaemons. The runes on the floor and on the door to the assault platform are often empowered before an invasion to grant the fiends additional protections. Like the platforms in most of the other exits, this platform (**Area 3D**) is lowered, and the symbol-marked door opens into empty space. Doors out of this room lead to the hall of chimes (**Area 18**), the welcome hall (**Area 20**), and the narthex (**Area 5**).

Urephexara, a **young gold dragon,** is a prisoner of the spirit naga Azishath in the adjacent room. Azishath is using the circle of runes to drain away the dragon's life-force and replace it with hellish energy to create the basis for a new nephilim engine. This process isn't quite complete, and to prevent anyone from easily freeing the dragon, Azishath bolted the enchanted iron plates over her eyes. These plates don't impair the dragon's vision, but it sees all creatures as leering, scaly fiends and therefore attacks anyone that enters this room. She calls her foes "vile devils" and "wicked fiends" as she attacks.

The characters might think to calm the dragon, such as by removing the magical iron plates from its eyes or persuading the dragon that she is being tricked. Convincing the dragon that she is being magically misled requires a successful DC 22 Intelligence (Arcana) or DC 20 Charisma (Deception or Persuasion) check. A character can use their action to remove a plate with a successful DC 16 Intelligence (Arcana) or Dexterity (thieves' tools) check, but only if the dragon has been restrained or is unconscious. With the plates removed, the dragon understands the deception and apologizes to the characters.

Breaking Urephexara's chain is particularly difficult, requiring a successful DC 28 Strength (Athletics) check. Their lock can be picked with a successful DC 20 Dexterity (thieves' tools) check. If the characters calm the dragon, she can eventually work herself free and flee the cathedral.

***Floor Symbols.*** The symbols on the door can be charged to empower the characters with fiendish power, though the true capabilities of the symbols are beyond the characters' ability to tap without extensive research. For now, a character who succeeds on a DC 18 Intelligence (Arcana) check can empower the symbols. When empowered, the flame symbols dance like fire and the spear symbols jab up and down. The first 6 creatures to touch the empowered symbols gain resistance to fire damage and piercing damage for 10 minutes. The symbols can't be activated again until the next dawn. If the check to empower the symbols is an 8 or less, the character instead is exposed to the soul seepage curse (page 123).

## 20. Welcome Hall

Functional yet battered tables and chairs adorn this narrow hall. Statues of fiends in flight stand in the room's corners.

This wide chamber is sometimes used to greet visitors who approach the cathedral from the rear. A **shining gryllus** (page 217) calling itself Cunning Sophistication lairs here along with its bodyguard, a **flesheater underfiend** (page 223). Though weaker, the gryllus negotiated for the underfiend's loyalty and it generally does as the gryllus demands. Cunning Sophistication is particularly loquacious in welcoming the party, although it firmly insists that the characters can go no further into the cathedral than this room. The gryllus offers a platter of charred beetles as hors-d'oeuvres and invites the characters to sit. It can be easily drawn into a conversation about the cathedral's inhabitants, including the three leaders that vie for power over the *Authority Codex*; Cunning Sophistication has a general sense of what the *Authority Codex* can do and where to find it, though it doesn't tell the PCs anything it thinks will let them use the ritual (such as telling them what it does). Cunning Sophistication can't help but crow about recently imprisoning its own greatest rival, the gryllus named Radiant Majesty, in the Prison Tower (**Area 11**), and will happily describe the habits of the three rival leaders in a supercilious, deprecating manner. Mostly, the gryllus wants to be entertained and tells characters the following: "We have some very important people imprisoned here, you know. If you don't want them all killed, you might want to be good guests and entertain me." A successful DC 16 Wisdom (Insight) check is sufficient for a character to realize the gryllus isn't confident in its threat, since only one of the prisoners (General Arvennia in the prison) is left in its power. It blusters at the characters' impudence if asked about prisoners other than the general.

The underfiend grows increasingly disturbed as

Cunning Sophistication babbles the secrets of the cathedral, and it attacks if the characters attempt to leave this room. Apologizing for its companion's "atrocious manners," Cunning Sophistication uses *mass healing word* to heal the underfiend as needed but doesn't attack the characters unless directly attacked itself. If the underfiend is defeated, Cunning Sophistication flees.

## 21. Choir Balcony

This wide semicircular balcony is 20 feet above the cathedral floor and altar below. A wrought iron railing about three feet high rings the balcony's edge. Stairs descend to the cathedral floor from one side of the balcony, while the other side ends at a door. Hundreds of bone fragments jammed into the gaps in the wrought iron railing all along its length give it the appearance of a spine or jaw of broken teeth.

Two **bonestrike underfiends** (page 221) of the Cocytus legion keep their collections of broken bones here. They shriek and attack anyone they see on the balcony, but they refuse to leave the balcony, as each is concerned that another fiend may steal its collection. Even if these underfiends hear combat in the apse below, they only look over the railing to observe the fight and don't participate in it.

In combat, one of these fiends charges at intruders while the other teleports behind intruders to attack from the rear. Both fight until slain.

## 22. Podium

This podium is 20 feet above the floor of the Narthex of Gibbets (**Area 5**) and positioned so that anyone standing at the lectern can be easily seen by anyone in the narthex. As a strange effect, any character standing at the podium sees each of the hanging corpses twist its face toward the podium, as though in anticipation of a speech.

The door at the rear of the podium leads to the choir loft that rings the apse, providing the easiest way to bypass the shimmering curtain that separates the narthex from the apse.

## 23. Apse

A cracked stone altar drenched in viscera stands near the rear of this apse, beneath an encircling balcony 20 feet above that is accessed by a single set of stairs. An area in front of the altar about 30 feet in diameter is cleared of stone to reveal the tough, scaled flesh of Leviathan beneath. Inset into this skin floor is a stone trapdoor 20 feet square. The trapdoor raises and lowers slightly, as though in time to a titanic creature's breathing.

A **skincloak underfiend** (page 225) of the Cocytus legion is idly playing with the viscera on the altar. Bored and cruel, this underfiend was assigned here as a guard by the rampant cacodaemon Skelkie when she descended through the trapdoor. Pleased with the opportunity for combat to break the monotony of its guard duty, the underfiend expresses its gratitude to the characters even as it attacks them.

If the party hasn't removed the magical curtain separating this space from the Narthex of Gibbets (**Area 5**), a shimmering purple-and-red curtain blocks the wide opening that would connect the apse and the narthex. In addition to the altar, trapdoor, and stairs, this chamber also contains two closets tucked discreetly beneath the balcony. One of the closets magically cleans any clothing or items placed within, and it contains pristine priestly vestments. The other contains a disemboweled dwarf corpse carrying 18 gp and 20 pp.

### Opening the Trapdoor

The stone trapdoor in the floor is particularly heavy but cleverly built so that even a weak character can open it. The fleshy passages beneath the trapdoor are home to one of Leviathan's many parasites, a hellfire lungworm (use statistics for a **remorhaz**), which recently burrowed into the passage below. A centipede-like beast with a red carapace, this voracious parasite emits waves of heat from the hellfire that burns inside it. As soon as the trapdoor is opened, the hellfire lungworm surges forth and attacks any creatures it can see, be they mortal or fiend. Like all things of the Underhell, this parasite can't regain hit points from rest and has immunity to exhaustion.

Once the hellfire lungworm is defeated, the party can descend into the fleshy body of Leviathan itself.

# Part 3: Within the Beast

The encounters within Leviathan are generally more challenging than those in **Part 2**. Characters can travel back and forth between the Sanguinary Cathedral and Leviathan's interior, and indeed might have to if they do not remove the *Authority Codex* from the library (**Area 6** of **Part 2**) or didn't yet find the codex and the ritual components held by Pathanasar (**Area 12**) and Azishath (**Area 18**). If they have any NPCs along but haven't found the prisoners, one NPC (or more) expresses concern about leaving the Cathe-



dral without checking for the prisoners thoroughly. If the Wise One (Lord Hollis) is present, he wants to find either of Pathanasar and Azishath that have not been defeated yet.

## Leviathan's Interior

The tunnels and passages within Leviathan's body are lined with a resilient, scaly flesh as hard as packed dirt. Damage to the body heals quickly, in the form of new flesh growing to cover over the wound, making Leviathan's "restored" sections resemble a disgusting cancerous mass. A concerted effort to tunnel through Leviathan's inner body causes involuntary contractions that force each creature within 60 feet of the injury to make a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. So long as the tunneling efforts continue, Leviathan deals this damage once per round, but the damage ceases as soon as the tunneling stops.

Leviathan is too large to circulate liquid blood effectively; its circulatory system is instead filled with timeless blood (page 123). A character who succeeds at a DC 14 Intelligence (Arcana) can identify the effects of timeless blood when it is first spotted.

### 1. Septum

The trapdoor in the floor leads to a long, fleshy passage that descends deeper into Leviathan's body. The scaly flesh of the walls pulses and heaves with occasional contractions, and small orifices too small for the characters to fit through lead to other parts of Leviathan's body. After only a few hundred yards, the passage drops into a shaft that descends into a wide area, like a vaulted hall, within the septum of Leviathan's heart.

Two stony polyps extrude from the ground here. These are two **Cocytus-corrupted ropers** (page 167), who serve the Cocytus legion by guarding several chambers within Leviathan's heart. The ropers conceal themselves as polyps until the characters come close enough to attack.

Exits at the far end of the entry hall to the north lead to the wide right ventricle (**Area 2**) and the left ventricle (**Area 3**). Fighting between the residents of these two sides of Leviathan's heart is sometimes flashy but never does serious harm to either side, let alone diminish their combat effectiveness. In any case, there has been a delicate stalemate for weeks now. Skelkie interrupted this balance when she arrived with a few fiends under her command, and both sides now watch carefully for intruders.

## 2. Stoneheart Halls

This series of chambers appears to be made from gray stone, rather than flesh. Grit floats in the hazy air.

The stony portion of Leviathan's heart is a resting place for corrupted elemental spirits that help animate this titanic flesh golem.

***Hazard: Dislodged Dust.*** When a creature within the Stoneheart Halls misses with an attack that deals bludgeoning or piercing damage, the miss dislodges some grit from the walls, which then floats in the air. The attacker and all creatures within 20 feet of it gain no benefit from being invisible and must succeed on a DC 14 Constitution saving throw or become blinded. The effects end if a target takes an action to wash off the grit with at least a gallon of liquid or brushes it off with 1 minute of effort.

### 2A. Giant Refuge

This wide chamber is nearly a hundred feet tall, and home to several corrupted stone giants. Hab and Larlo (two **Gehenna-corrupted stone giants**; page 173) are currently here. The giants frequently test their strength against each other and dislike visitors; both are still agitated from when the cacodaemon Skelkie passed this way recently. They insist any intruders immediately turn around and retreat, attacking if their command isn't followed. If badly injured, a giant flees to area 2B to enlist the aid of the Walking Ancestor.

Rocky pallets sufficient for five stone giants to sleep upon line the rear of this chamber, along with an enormous stone basin that contains rancid meat.

***Treasure.*** The giants each carry bags of rocks and valuables. Their treasure includes a total of 19 rubies worth 150 gp each, an *ioun stone of protection*, and a *fiendish blood shard* (page 40).

### 2B. The Walking Ancestor

A trough carved into the stone floor here is incongruously filled with clear water. The walls around it bear chiseled depictions of giants fleeing battle with fiends and entering the heart of a gigantic beast.

This trough is where the stone giants and the gorgons of this area get water; it comes from a *decanter of endless water* sealed into the petrified flesh of Leviathan's heart.

The worlds ravaged by Leviathan are varied, and one of these wasted worlds contained a society of inhuman golem-crafters whose works rival the most sophisticated golems on the characters' world. This race used their golems to attempt to fight back the fiends, and one found its way into Leviathan's body, where it has wandered ever since. The stone giants of this world discovered the golem and, although they didn't recognize its insect-like facial features, its hunched, humanoid shape brought to mind echoes of ancient stone giant elders. Possessing a rudimentary intelligence that most golems lack, this creature welcomed the giants' fawning attention and accepted their name of "Walking Ancestor."

The Walking Ancestor is a **stone golem** with an Intelligence of 6 (–2). It attacks anyone other than stone giants or gorgons who enter this area in a bid to keep the secret of the pristine water source secure. Injured stone giants might come to beseech the Walking Ancestor for aid, and the golem plods forth to protect its adopted people. It and the giants do not follow those who retreat.

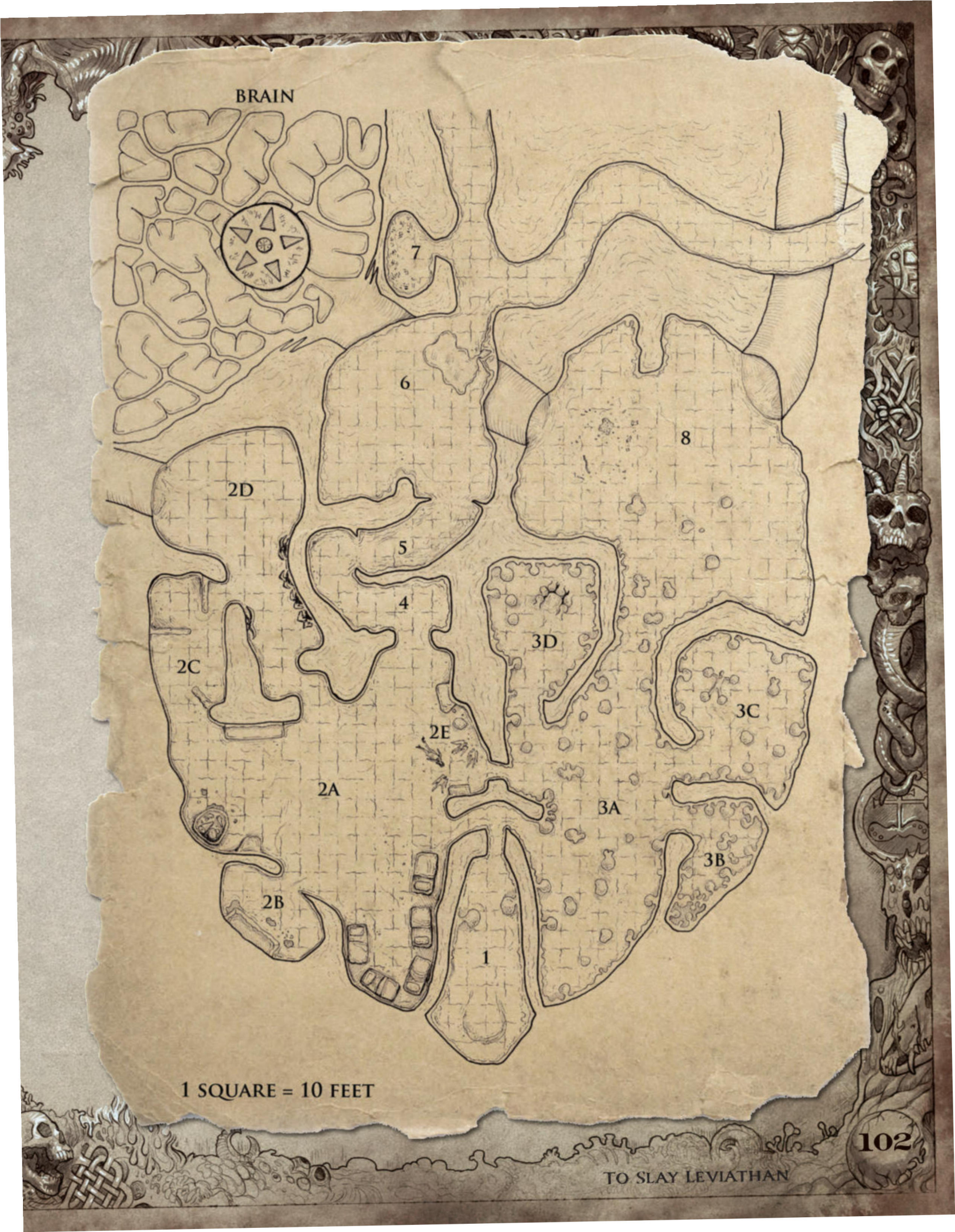
***Treasure.*** A character who succeeds on a DC 28 Strength check can wrest the *decanter of endless water* free from the stone in the bottom of the trough. Alternatively, 4 hours of chipping away with a metal implement or one good hit from an adamantine implement frees it.

### 2C. Gorgon Pen

Wedges of stone partition this passage into smaller areas that function as a stable. Here, the corrupted stone giants are working to domesticate the gorgons that share their stony realm. Ista (a **Gehenna-corrupted stone giant**; page 173) is working with a **Dis-corrupted gorgon** (page 171) in this area. When she sees intruders, she puts the gorgon's training to the test. In Giant, Ista commands the gorgon to "trample," "gore," and "breathe," in that order, and the gorgon complies if it can. Ista hangs back and throws rocks at whichever character seems to pose the greatest threat to her gorgon. She can be talked down with a DC 24 Charisma (Intimidation or Persuasion) check, unless the PCs destroy her gorgon, in which case she fights to the death.

### 2D. Gorgon Range

This stony bend contains lifelike statues of several fiends, all desperately clutching at the walls. These fiends were attempting a roundabout sneak attack on the stone giants in the Stoneheart Halls, but were petrified by a pair of wild **Dis-corrupted gorgons** (page 171) that roams this area. The gorgons once had a thriving population that lived off Leviathan's flesh since its last visit to conquer a mortal world, though their numbers are somewhat diminished of late. The fiends tried to stay out of the charging gorgons' path, but to no avail. The ill-tempered gorgons


BRAIN
7
6
8
2D
5
4
3D
2C
3C
2E
2A
3A
3B
2B
1
1 SQUARE = 10 FEET

rush the first character they see; one attempts to use trampling charge while the other uses its petrifying breath, and they both thereafter gore whichever foe is closest.

A wide passage leads out of this room, but this is a long artery that leads to other parts of Leviathan's body; the characters should quickly realize that going too far this way leaves the heart behind.

### 2E. Border Skirmish

The rocky walls of the Stoneheart Halls give way to flesh here at the site of the recent skirmish between the stone giants and the fiends. The corpses of a lanky stone giant and three petrified bonestrike underfiends are sprawled on the ground here. All have been dead for a few hours.

## 3. Malignant Chambers

Enormous polyps and other tumorous growths dot the walls, floors, and high ceilings of these chambers.



The cavernous left ventricle of Leviathan's heart has several tumors and polyps, residual effects of the magic that gives it life. These growths don't harm Leviathan in the short term, and provide excellent places for the defenders of Leviathan's heart to conceal themselves and attack intruders. The group is led by a skincloak underfiend that calls himself Bloodlord. He and his minions have clashed against the stone giants and gorgons of the Stoneheart Halls before but usually come out on the worse end of those fights; as Cocytus fiends, this drives them into a seething fury.

The malignant chambers have several growths to provide concealment. Creatures in the Malignant Chambers have advantage on Dexterity (Stealth) checks.

### 3A. Chamber of Fists

This large chamber is over a hundred feet wide and nearly a hundred feet high. Tumorous growths are abundant here and, due to some bizarre aspect of Leviathan's biology, all of the tumors here resemble enormous clenched fists. One **Cocytus-corrupted roper** (page 167) lurks among these growths and also resembles the clenched-fist tumors. It prefers to remain hidden unless intruders approach the entrances to the atrium (**Area 8**), but it pounces on characters that retreat from other adjacent chambers, particularly if they're badly wounded.

### 3B. Festering Growths

In this small chamber, the cancerous affliction has fallen to genuine rot. The walls dribble pus through weeping sores and the tumors spiral upwards like creeping vines.

Two aggressive parasites (use the statistics for **Tartarus-corrupted otyughs**; page 191) feast on the rot here and attack any creature that enters this room. The pus is disgusting but not harmful to the heroes.

### 3C. Torture Chamber

Several chains looped around the polyps in this chamber restrain the desiccated corpse of a stone giant.

Bloodlord captured this stone giant some time ago—one of the few successes he's had against the giants—and tortured it to death over many days. A Cocytus **bonestrike underfiend** (page 221) is attempting to remove the giant's skeleton, in case it proves useful later. A **Cocytus-corrupted roper** (page 167) accompanies the underfiend, though it resembles one of the immobile polyps. Both are eager to vent their frustrations on intruders.

***Treasure.*** The stone giant's bag, dashed against a wall, contains a large diamond worth 1,000 gp, which the fiends have no use for.

### 3D. Throne of Cysts

The polyps in this room have been carefully shaped to grow into the rough shape of a throne. Bloodlord (a **skincloak underfiend**, page 225) sulks on the throne, considering how best to overcome the giants of the Stoneheart Halls. He's surprised to see intruders, but decides to use them to his advantage. If the characters seem interested in talking, Bloodlord imperiously demands that the heroes butcher his rivals, the giants and gorgons; he knows there are three giants, but doesn't know how many gorgons there are. If they do so, Bloodlord promises to let them pass through his domain unharmed. This is a blatant lie, as Bloodlord intends to murder the characters as soon as they return, preferably weakened by the ordeal, whether or not they've been successful. If possible, Bloodlord relocates any surviving ropers to this chamber to help him overcome the characters. Any character can detect his lie with a successful DC 16 Wisdom (Insight) check.

## 4. Underfiend Guards

This chamber of the heart makes a sharp bend before widening into a small, fleshy room.

This area leads from the Stoneheart Halls to Leviathan's pulmonary arteries. When Skelkie passed this way to discover a good location for her alternate method of wresting control of Leviathan, she placed two of her strongest guards here: a pair of **flesheater underfiends** (page 223) of the Cocytus legion. To pass the time, they're delicately peeling strips of flesh from the walls and consuming them, as they know that Leviathan contracts quickly to smash those who dig too greedily into the flesh of the walls. These underfiends are under strict orders to let no one pass; although they expect stone giants or even rival fiends, they don't hesitate to attack the characters and fight to the death.

## 5. Hazy Passage

The haze in this short passage is thicker than in other parts of the heart.

This short passage acts as a valve to condense and circulate the timeless blood of Leviathan's body. Each end of this short hall contracts and expands regularly, spending three rounds open and one round closed. The area in between is thick with blood haze. The closing valves at either end of the passage don't cause damage when they shut, but the passageway becomes impassable and characters must decide which side of the valve to occupy.

The area in the passage between the valves is lightly obscured due to the thickness of the timeless blood.

A **roiling damned soul swarm** (page 199) lurks in this passage, concealing itself within the thickened haze. It hides a **bonestrike underfiend** (page 221) within its space. Both fiends belong to the Cocytus legion and hope to ambush intruders here. The swarm is hiding in the haze, but it becomes invisible as soon as it realizes the characters are in the area. The underfiend simply leaps into combat, attacking anyone within reach.

## 6. The Heart Wound

One end of this chamber opens into a wide, fleshy passage that leads off in two directions. A wind pulls along toward these passages. Near the passages, a long tear in the wall leaks a gelatinous goo. The substance oozes out of the tear and pools on the floor about a foot deep.

The passages that exit this room are enormous pulmonary arteries that lead away to Leviathan's lungs, where the timeless blood is oxygenated. Characters who look into the passage see the opening to Skelkie's chamber (**Area 8**) but should realize that these long passages quickly leave Leviathan's heart behind.

The pool in front of the tear is a combination of pus and other foul fluids as Leviathan's body attempts to heal this injury to its artery. The goo is slippery; creatures on foot treat the area as difficult terrain and have disadvantage on Dexterity checks while within it. Large or larger creatures aren't impeded by the goo.

The tear was made by a hellfire lungworm (use statistics for a **remorhaz**), which lurks out of sight just inside the tear, feeding on the pus. If the characters disturb the pus, the parasite lunges from the tear, intending to supplement its meal. If reduced to fewer than 30 hit points, the creature retreats through the tear and deeper into Leviathan's body.

## 7. Skelkie's Chamber

This chamber is a dead-end offshoot from the passage outside. Its walls, floors, and ceilings have been scorched with spiky runes. The smell of charred flesh is heavy in the air.

Skelkie (a **rampant cacodaemon**; page 229) and her **Cocytus-corrupted minotaur** (page 165) bodyguard retreated to this chamber when it became clear that the leaders in the Sanguinary Cathedral had reached a stalemate in attempting to wrest control of Leviathan with the sundered *Authority Codex*. Skelkie pretended madness and left the cathedral, but she has been planning a different method of controlling Leviathan and using it to collect enough souls to earn herself ascension to Fiend Lord status. In this chamber near Leviathan's brain, she hopes to find the right arcane sigils from her stolen pages to control Leviathan without needing the rest of the *Authority Codex*, or even entering the brain at all.

Skelkie knows that anyone penetrating this far has bypassed her entourage of fiends, so she immediately attacks. Skelkie and her bodyguard fight to the death. She keeps her stolen pages of the *Authority Codex* pinned to the fleshy walls of this chamber.

***Treasure.*** Skelkie is orbited by an *ioun stone of absorption*, which she uses if targeted by a spell.

## 8. Aerial Atrium

This vaulted cavern is airy and open, with only a few scattered polyps on the floor. Three wide tunnels exit this chamber. Only one is at ground level; the other two are tunnels 50 feet above the fleshy floor.

This is Leviathan's atrium, where oxygenated timeless blood from the lungs enters the heart. The area is infused with aerial magic, and all creatures in this chamber without a flying speed gain a flying speed of 10 feet.

The ground floor tunnel leads to the Malignant Chambers (**Area 3**). One of the higher tunnels is a long passage that leads to Leviathan's lungs. The other high tunnel leads to Leviathan's brain, where the characters can enact the ritual to kill it.

However, this chamber is not unguarded. A **Styx-corrupted behir** (page 185) lairs in the tunnel entrance to Leviathan's lungs. Whenever any creatures enter this chamber, the behir looks over the side of its tunnel to see whether it is Bloodlord, the only creature the behir gets along with. If it sees any other creatures, it soars out of its lair and attacks.

***Treasure.*** The behir keeps its hoard scattered around the floor of this chamber. It includes 670 gp; nine emeralds worth 120 gp each; a silver necklace worth 90 gp; a platinum scroll tube worth 400 gp that holds a *spell scroll of blood chant* (page 33) and a *spell scroll of Saaamaaa ritual* (page 37); and a *staff of withering* that resembles a crudely-carved walking stick.

# In the Brain

Once the heroes reach Leviathan's brain with the *Authority Codex* and its missing pages, they can begin the ritual to slay Leviathan. The ritual requires at least 3 participants and takes 10 minutes to perform. As soon as the characters begin, however, Chthon realizes that outside agents are attempting to wrest control of Leviathan away from him. Unless you have chosen a different controller for Leviathan, **Chthon's avatar** (page 289) appears in the brain, rising from the flesh, and attacks. It telepathically taunts the characters for thinking they could interfere with a beast that has crushed worlds before and promises that Lord Baphomet's servants will not let them get away with such impudence.

***The Authority Codex in Combat.*** Anyone that has read the complete ritual knows that a character can read aloud from the ritual as an action in an attempt to force Leviathan's brain to overwhelm Chthon's avatar with psychic impulses. The character must attempt a DC 15 Intelligence (Arcana), Wisdom (Insight), or Charisma (Intimidation) check. On a success, Chthon's avatar takes psychic damage equal to twice the result of the check. The *Authority Codex* may only be used in this way once each round.

# Conclusion

Once Chthon's avatar is defeated, the heroes can complete the ritual and kill Leviathan. After the 10-minute ritual, the body around them shudders, the organs beginning to decompose and collapse with startling speed. The heroes have just enough time to return to the Sanguinary Cathedral above before Leviathan finally lies still, forever dead.

The characters are hailed as heroes, but there is still much to do to thwart the Underhell invasion!



# The Gate of Bone

The heroes have vanquished the Archlord, but the Doomgate must be permanently closed or the Archlord may one day return! If you are running an entire *Planet Apocalypse* campaign, **The Gate of Bone** serves as an excellent conclusion for the campaign. This adventure takes place in the city where the invasion began in **Among the Damned**.

## Adapting This Adventure

As with the **Among the Damned** adventure, **The Gate of Bone** includes key NPCs and locations that should be drawn from the campaign prior to the invasion. They include the Sage, the Authority, and the palace, as described on pages 52-3.

This adventure presumes that the recently defeated Archlord is Lord Baphomet, and that all fiends belong to the Phlegethon legion unless listed otherwise. If you used a different Archlord or have focused your campaign on a different legion, adapt **The Gate of Bone** to reflect the change.

## Scaling This Adventure

**The Gate of Bone** is intended for a party of four 12th-level characters, five 11th-level characters, or six 10th-level characters.

This adventure assumes that at least one of the characters has the Sanguine Ward as described on page 118-9, or that you are playing without the special fiendish Underhell fiend traits (Corruption, Distant Evil, Hard to See, Murky Divinations, Sickening Appearance, and Timeless Nature) on page 201-2. If you choose to provide the fiends with the Underhell traits and no character has the Sanguine Ward, the party should consist of 13th-level characters instead (or 12th- or 11th-level characters, in larger groups).

To scale up the difficulty of this adventure by a level or two, you can generally replace one fiend in each combat with the next higher type of the same fiend (such as replacing one bonestrike underfiend with one flesheater underfiend) or add one or two leering grylluses to encounters with multiple foes. To scale up the difficulty by a few levels, replace two fiends with the next higher type of fiend or replace one fiend with a type two steps higher (such as replacing one bonestrike underfiend with one skincloak underfiend), or else add either one bonestrike underfiend or shining gryllus for every two levels you wish to increase the difficulty. For example, you might add a bonestrike underfiend and a shining gryllus to challenge a group of four 17th-level characters.

***Beyond the Doomgate.*** Passing through the Doomgate should place the heroes in a strange and horrific realm. If you wish to conclude the campaign immediately upon entering the Doomgate, use the optional ending for this adventure. If you want a full-fledged adventure on the far side without a chance for a reprieve, see the advice on the Ultimate Sacrifice (page 116).

### As a Stand-Alone

You can run this adventure outside a wider *Apocalypse* campaign by, for instance, explaining the devastation around the palace as the result of a smaller fiendish invasion or a preliminary strike. The heroes are asked to find and seal the portal before the Archlord can pass through or drive the recently arrived Archlord back through the Doomgate. For a more spectacular adventure, have the heroes face the Archlord in the city ruins before reaching the palace, with the understanding from the Sage that they have a limited amount of time to close the Doomgate before the Archlord simply returns again through it.

## Adventure Summary

The player characters have won many great victories, including a recent victory over the Archlord (Baphomet). The fiends are therefore leaderless, but they are not powerless; the Doomgate remains and Baphomet—or another Archlord—can use it again. Seeking to take advantage of this opportunity, the player characters return to the city where they Underhell invasion began, hoping to put it permanently to rest. After fighting their way into the city, the party must make its way to the palace where the Doomgate stands. Reaching the Doomgate through the fortified palace is only the beginning, however; the characters must venture through the Doomgate into the Underhell itself to close the gate forever.



*Planet*

## Introduction

The Sage and the Authority meet with the player characters in a safe haven to congratulate them on defeating the Archlord and determine the final task to be completed. The Sage explains that omens and reports from survivors hoping to reclaim the area indicate that the Doomgate in the palace is still open, and that Baphomet—or worse—could use it in the future to return to the world. The lack of fiendish expansion, however, suggests that they are getting fewer, if any, reinforcements through the portal since the Archlord was banished. To preserve their hard-fought victories, the party must close the Doomgate for good before the Archlord returns and resumes the campaign.

The Authority explains that the Doomgate is in the palace's central throne room. The fiends are in disarray throughout the city, but they have concentrated their forces in the palace. Even though the fiends are leaderless, the palace remains heavily guarded. The Authority has two suggestions for reaching the palace: either pushing through the main city gates and through the city to

the palace or sneaking through the sewers, entering at the same place the party exited the city in **Among the Damned** and following the tunnels to the palace's undercroft. The first option is more direct but requires a confrontation with fiends guarding the city gate, while the second option is subtler but opens the PCs up to unknown dangers in the sewers.

The Sage has studied the lore of the Doomgate and knows that it is well-protected by two impenetrable curtains of energy (the PCs might have seen one of these curtains of blood and fire in the palace in **Among the Damned**). While these curtains of energy are at full power, the Doomgate cannot be destroyed, so weakening the energy curtains should be the characters' first task. The palace chapel possesses two holy censers; placing a lit censer and invoking a short holy ritual—which the Sage shares—should weaken a curtain. Although the fiends have certainly taken over the chapel, the censers were well-hidden in a secret niche in the altar, where they have hopefully remained undiscovered by the fiends. Once the energy curtains are weakened, the Doomgate can be closed with the same ritual… but only from the other side of the gate. The PCs will have to venture through and enact the ritual from the Underhell; they might have enough time to escape through the closing Doomgate before it shuts, but there's a real possibility the party could be trapped in the Underhell forever. It's also possible the Doomgate might not allow any creatures, even mortals, through from the far side as long as the Archlord is banished. This is not a mission for the faint of heart.

The Authority and the Sage answer any questions the characters have before wishing them good luck in their quest to destroy the Doomgate.

# Part 1: Home of the Fiends

The player characters must infiltrate the city where the Underhell invasion began and reach the palace. The Authority recommended either entering by the city gates or sneaking through the sewers. The first option requires confronting or bypassing a vigilant group of three **flesheater underfiends** (page 223) at the city gate. The second option seems safer, but the corpses dumped into the sump at the sewer entrance have congealed and animated into two **crawling hordes** (page 147).

The city is unrecognizable, contorted to the fiends' evil vision. A horse stable has become a fiendish prison, a bath house offers festering pits of acidic pus, a sewer passage is now an enormous intestine heaving with irregular contractions, and so on. A number of fiends remain in the city—even in the sewers—but they are not many and not organized while they wait for a new Archlord to come forth from the Doomgate and lead them. Once the characters are in the city, the fiends show little interest in them as long as they don't cause trouble. Feel free to expand the trip through the city streets or the sewers with additional encounters, particularly if the characters have allies in the city that remain unaccounted for. The Archlord's Shadow has gone, which means that rest is now no trouble here.

## Entering the Palace

If the characters approached the palace through the city, they can enter through the east entrance (area **1**) or the west entrance (**Area 15**); the main entrance to the palace has totally collapsed and is impassable. If the characters came through the sewers, they enter through the undercroft (**Area 2**). In either case, the once-opulent palace is nightmarish. The marble walls run with rivulets of blood, staining everything a gruesome red. The regal ornaments of gold and platinum in each room have morphed into icons depicting leering fiends or ghastly acts of torture.

## 1. East Hall

The heavy stone doors leading from outside the palace into the east hall are closed, but they open with slight effort.

> This wide hall has three alcoves to the north; two contain narrow doorways and the third leads to descending stairs. The wide stone doors to the east are decorated with images of capering fiends holding barbed spears, which they use to push some heaving tentacled beast into a fiery pit. Another opening leads south to a long hallway. The western wall of the room has become an opaque sheet of frost that crackles with sporadic blasts of lightning.

This hall is normally guarded by underfiends, but they've recently lost a struggle with the Cocytus-corrupted creatures lairing in the salon (**Area 7**). A single body of a corrupted creature lies here: a twisted minotaur man with a bestial face and old scars all over his body. He still wears a breastplate, and his broken axe is still clutched in his lifeless hand. A DC 14 Wisdom (Perception) check finds the burned outlines of slain underfiends whose bodies crumbled to ash. The surviving underfiends retreated to the chapel (**Area 3**) and are currently pleading with the fourth-circle fiend there for its aid, leaving this room temporarily unguarded.

The rippling curtain of frost that crackles with lightning is opaque and impenetrable. Every 1d4 hours, beginning 1d4 minutes after the party first enters this area, the curtain emits a spray of jagged lightning. Four different random creatures in the room (or all creatures, if there are fewer than 4 creatures present; the lightning does not strike the same creature more than once at a time) are struck and must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful save. A creature that fails the Dexterity saving throw is also struck with bone-numbing cold and is paralyzed for 1 minute. In addition, the curtain automatically deals damage to and paralyzes any creature attempting to pass through it, as though such creature was struck by the frigid lightning (no saving throw), and the creature is pushed back into this room.

The north doorways lead to the undercroft (**Area 2**), the chapel (**Area 3**), and the collapsed hall (**Area 4**). The opening to the south leads to the sculpture hall (**Area 5**).

## 2. Undercroft

This low-ceilinged room extends underneath the chapel and the east hall. Several small alcoves with shelves and cabinets once held food and other supplies, but all have rotted away. A drain in the floor with a metal lid leads to the sewers. The lid isn't fastened down but, at just over 2 feet across, the drain is a tight fit for Medium characters. ***Trapped Stairs***: Stairs lead up to the east hall. One of the palace's defenders laid a trap in this area before fleeing out through the sewers weeks ago. A *symbol* spell on the stairs produces a death effect when stepped on or crossed over; its spell save DC is 18 (which is also the DC to notice it with an ability check).

## 3. Chapel

This chapel has been desecrated with hundreds of iron hooks driven into the walls, ceilings, and iconography. The wooden door from the room's only entrance rests atop the altar like a makeshift table stained with blood.

A **philter** (page 255) and two **bonestrike underfiends** (page 221) currently occupy this room. The philter led a congregation of grylluses here, but its subjects scattered when the Archlord fell. The philter moped moodily here for some time after, until the underfiends guarding the east hall came looking for its aid. The philter has been making promises of vengeance against the corrupted guards, but has drawn out its blessings and preparations to feed its desire to serve as a "high priest" once again. The underfiends are getting restless, but they don't want to take on the corrupted guards without aid. If the characters flee, the fiends don't follow. If the characters defeat the philter, the underfiends immediately surrender and offer to help the characters against the corrupted guards. The underfiends honestly explain that they want revenge for an earlier attack, but they don't share that they intend to betray and attack the characters once they are weakened by the corrupted guards. A successful DC 15 Wisdom (Insight) check senses the duplicity in their telepathic offer.

***Treasure.*** As the Sage mentioned, the altar contains a hidden niche bearing two censers and several sticks of blessed incense. The characters don't need to make a check to find this niche, as they're aware it exists, but they must move the heavy bloodstained door off the altar to access it, which requires a successful DC 15 Strength (Athletics) check. In addition to the censers and incense, the niche contains a *necklace of prayer beads* with one bead each of blessing, curing, favor, and smiting.

### The Censers

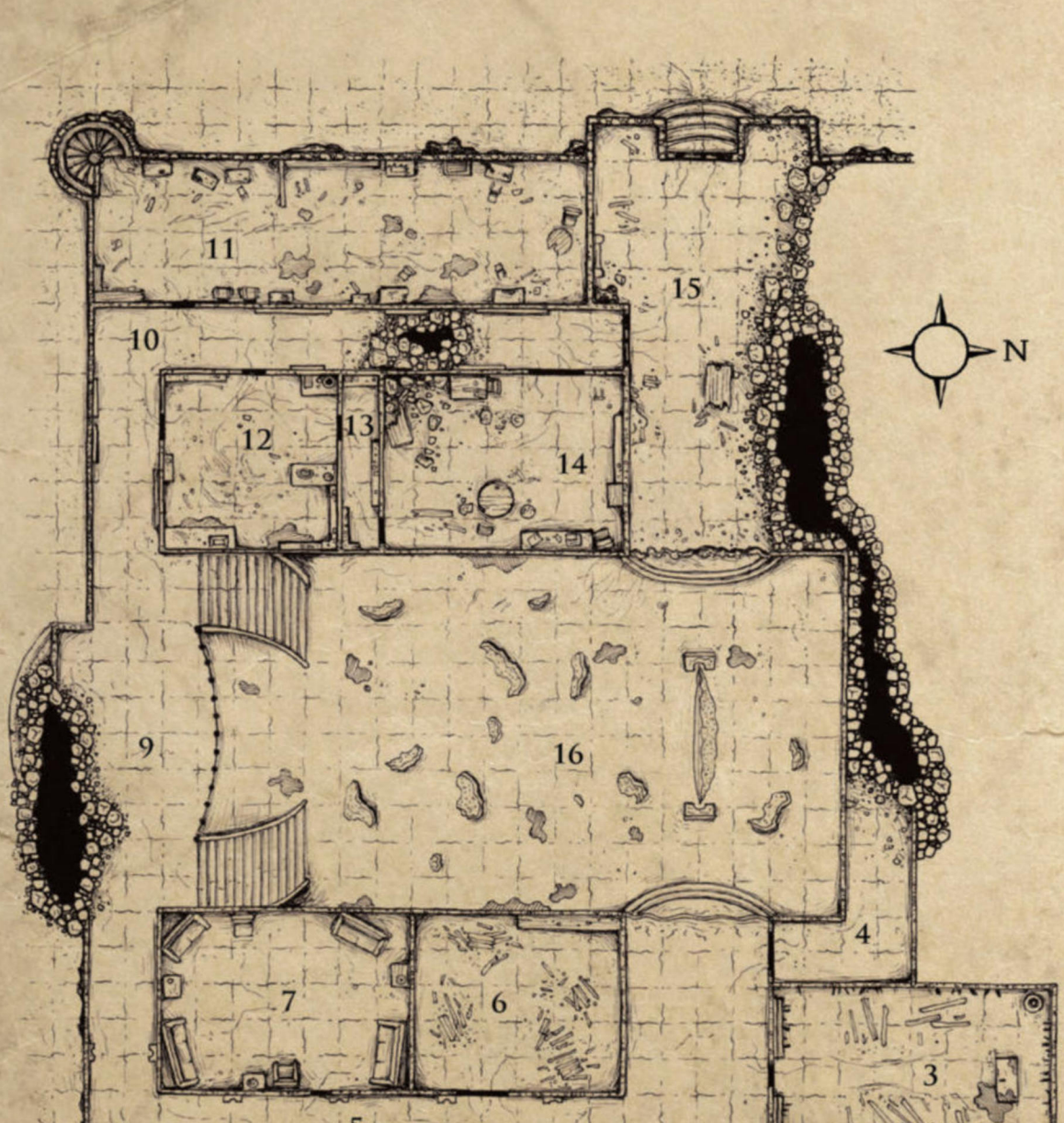
To have an effect, a censer must be lit and left burning within 5 feet of a curtain of energy in the east hall (**Area 1**) or the west hall (**Area 13**). While lighting the censer, a character must invoke a short ritual that takes 3 rounds to intone. After this time, the censer is sanctified for as long as it burns. A sanctified censer suppresses the curtain's energy blasts and weakens the Doomgate, as explained in **Area 14**. (The characters can also sanctify the censers on the other side of the energy curtains by lighting them both in **Area 14**.) There is enough blessed incense for each censer to burn for 8 hours. The curtain fires upon anyone invoking the ritual unless the ritual is completed before 1 minute has passed since the previous bolt erupted.

## 4. Collapsed Hall

This back hall once led to other rooms of the palace, including the stairs to its upper floors. The passage has collapsed, preventing access to the rest of the palace, and threatens to collapse further if a character pokes around in the rubble.

### Collapsing Ceiling

The ceiling within 10 feet of the collapse is in bad shape, and a character who succeeds at a DC 14 Wisdom (Perception) check or Intelligence (Investigation) check while looking it over realizes it's




1 SQUARE = 5 FEET

in danger of further collapse. As an action, a character who realizes the danger can intentionally prod the ceiling with a pole or weapon at a distance, triggering the trap. Otherwise, any attempt to move or search through the rubble at the end of the hall triggers the trap. When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must make a DC 15 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the entire hall is filled with rubble and becomes difficult terrain.

## 5. Sculpture Hall

Nooks in this hall contain stone sculptures depicting various animals, heroes, and gods. Each wears a look of abject terror, its hands or limbs in front of its face as though to shield it from something awful.

This hall once contained ten priceless works of art, but the fiendish influences leaking in from the Underhell have transformed each into a visage of terror. They are now worthless.

A creature that touches or attacks a sculpture sees an image of this supernatural terror and is subject to the *phantasmal killer* spell with a spell save DC of 15. A statue automatically concentrates on the spell each round for its duration unless it is destroyed (AC 17, 17 hp, resistance to slashing damage, immunity to poison and psychic damage).

If the party makes significant noise while in this hall, such as by destroying a statue, the corrupted guards from the salon (**Area 7**) come to investigate.

## 6. Storage

This storage room held tables, chairs, and other furnishings that could be moved into the ballroom or the throne room for special occasions. The fiends have smashed the furniture beyond repair. There is nothing of value here.

## 7. Salon

This sitting room has several low couches and small wooden tables. The room is in remarkably good repair compared to the rest of the palace, apart from some scorching. The room's only door leads east.

This salon was once used by dignitaries to rest and chat informally. It is now the lair of mortal creatures that the Archlord deigned to offer power in exchange for allegiance while he was working with the Cocytus legion. The fiends replaced these creatures' souls with hellfire but the creatures retain their skill at arms.

When the Archlord was defeated and the fiends fell to infighting, the corrupted creatures here decided to attack some of the underfiends that they deemed rivals, since they belonged to a legion that they felt had failed the Archlord. The battle occurred in the east hall very recently. Afterward, the underfiends fled to the chapel while the four **Cocytus-corrupted minotaurs** (page 165) retreated here to recover under the protection of two **Cocytus-corrupted ropers** (page 167). They attack any intruders and non-Cocytus underfiends they detect.

## 8. Ballroom

The once-elegant tapestries in this vaulted ballroom are in tatters and streaked with filth. A quartet of instruments on a raised stage in an alcove to the southeast are connected together with iron rods and sinew. As the sinew flexes and contracts on its own, the instruments play a cacophonous tune. Doors lead out to the north and west.

Believing themselves to be the height of courtly sophistication, five **shining grylluses** (page 217) dance in an ungainly parody of a stately gavotte. These grylluses once served as the philter's congregation in the chapel (**Area 3**), but once the Archlord fell, they abandoned their mockeries of worship for revelry here. The grylluses invite anyone entering this chamber to dance with them; while two grylluses make a show of inspecting the newcomers, the other three cast *glibness*. The glib grylluses then promise the characters that if they prove to be skillful dance partners, the grylluses will reward them with secrets of the Doomgate. These are lies, of course; the grylluses merely hope to separate and distract the characters before attacking them. Characters that fail on a DC 21 Wisdom (Insight) check are automatically surprised when the grylluses attack.

The instruments are connected by an intricate system of animated sinew and iron. The contraption is delicate and collapses if disturbed. A double door to the north leads to the east hall (**Area 1**), while both doors to the west lead to the sculpture hall (**Area 5**).

***Treasure.*** The instruments include a fine lute, a harp, a harpsichord, and *pipes of haunting*. The three non-magical instruments are finely made and worth 150 gp each.



## 9. Balcony

This wide balcony is the main entrance of the palace, although the entrance doors have collapsed. Wide halls lead off to the east and west, while two sets of curving stairs descend to the main floor of the throne room. Space is bent and skewed strangely, however; the throne room appears impossibly large and incredibly distant. The stairs seem to extend for hundreds of yards, rather than only a few feet.

The Doomgate warps space strangely here, making the large throne room appear significantly larger. Viewing anything in the throne room below from this balcony is difficult, as though trying to see a mirage through heat shimmers. Despite their skewed appearance, however, the staircases descend only 20 feet to the throne room holding the Doomgate (**Area 14**). The openings to the east and west lead to the sculpture hall (**Area 5**) and the portrait hall (**Area 10**), respectively.

The balcony initially appears unguarded, but that's because its guards are carefully hidden to ambush intruders. Two **roiling damned soul swarms** (page 199) are invisible here, and they conceal two **bonestrike underfiends** (page 221). These fiends attack any non-fiend that enters the balcony.

## 10. Portrait Hall

This hall is adorned with paintings of rulers and dignitaries, each suffering fiery torments, such as open flaps of skin packed with embers. Beneath each portrait is a brass plaque describing the tortures in startling detail.
Several doors lead from this hall, although the north part of the hall is totally blocked by a collapse.

Each of the portraits in this room wails in pain as a character passes it, but this gruesome hallway is otherwise harmless. The doors lead to the guardroom (**Area 11**) and the kitchen (**Area 12**). Because the collapse is impassable, this hallway no longer leads to the west hall.

## 11. Guardroom

This long room contains several overturned desks, weapon racks, and armor stands. Several short lengths of rope hang from rafters across the ceiling, as though whatever once hung here has been cut down.

The fiends hung several of the recalcitrant palace guard here—all those who didn't become the corrupted guard in the salon (**Area 7**)—before transforming them into maggots. The room is now unoccupied.

## 12. Kitchen

This kitchen is a mess of rotted food, scattered utensils, and broken cookware. Doors lead out to the north, west, and south.

No one has been in this ruined kitchen for quite some time. The north door leads into the serving hall (**Area 13**), while the other doors both lead into the portrait hall (**Area 10**).

## 13. Serving Hall

This short hall connects the kitchen (**Area 12**) and the reception room (**Area 14**). Servers providing food to dignitaries in the reception room would arrange meals here. It is empty now, its shelves coated with a glistening, smelly slime.

## 14. Reception Room

This stately reception room is littered with chunks of stone from a collapse in the southwestern corner. Its small tables, stools, and sideboards are coated with dust and ash.

With the defeat of the Archlord, some fiends have turned to outside allies to bolster their own position. Two **leering grylluses** (page 215) are negotiating with an **efreeti** named Aziza Al-Rasheet. Aziza pretends to haughty indifference, but she is currently an outcast from her clan and desperately needs the support the fiends can offer. If their negotiations are interrupted, Aziza imperiously insists that she will handle the intruders on her own. The grylluses are happy to let Aziza bear the brunt of combat, casting *cure wounds* and *guiding bolt* to assist her. Even if the grylluses are defeated, Aziza presses the attack, hoping to negotiate with someone higher in the fiendish hierarchy after she's proven her skill at defeating trespassers. The grylluses have so far prevented her from realizing that the Archlord is indefinitely banished to the Underhell, and heroes can convince her this isn't worth her trouble with a successful DC 17 Charisma (Deception or Persuasion) check. A successful DC 17 Wisdom (Insight) check allows anyone who listens to her words to deduce her motives, granting advantage on a Charisma check that takes advantage of this information.

## 15. West Hall

The large stone doors leading from outside the palace into the west hall hang loosely on their hinges; trying to open one causes that door to fall to the ground and splinter with a heavy crash.

The west hall of the palace holds charred wood and half-melted metal that looks to have once been fancy furniture. The north side of the hall is collapsed; the only exit is a marble door leading south. To the east stands a floor-to-ceiling opaque curtain of fire that occasionally spits drops of sizzling blood.

This room is guarded by a powerful fourth-circle fiend called the **hell hound alpha** (page 245). The alpha prefers the hunt to standing guard and is therefore restless; it relishes any opportunity for combat and eagerly pursues any foes that flee.

The curtain of fire and blood in this room is impassable, and it is one of two energy curtains that reinforce the Doomgate. Every 1d4 hours, starting 1d4 minutes after the party first enters the room, the curtain spits out a roaring jet of flame, as the **flame geyser** hazard (page 126), except the roaring pillar is horizontal rather than vertical. The curtain of fire and blood automatically deals damage to any creature attempting to pass through it, as though such creatures were caught in the path of the flame geyser, and such creatures are pushed back into the room.

The door to the south leads to a short hall blocked by rubble and containing the door to the reception room (**Area 14**).

## 16. Throne Room

The throne room is normally visible from the entry balcony (**Area 9**), but, due to spatial warping leaking in from the Underhell, the room's features are hard to discern until a character descends a staircase into the room. Creatures in the throne room can't be seen at all from outside it.

This enormous vaulted room has a smooth stone floor pocked with pools of congealed blood and littered with scraps of charred flesh. The north end of the room is dominated by a massive, freestanding archway of bone and rock constructed around a tear in space. Several tiny pale creatures, like larvae with feral humanoid faces, writhe around the arch. To the west of the arch stands an opaque curtain of fire that sizzles and spits drops of blood. To the east of the arch is another curtain of energy, this one made of swirling frost that crackles with lightning.

The open archway is the Doomgate, and it harbors the entrance to the Underhell. The Doomgate is protected by one of the most powerful of the fourth-circle fiends, the **cendiary** (page 241). The cendiary has appointed itself guardian of the Doomgate. It rolls endlessly around the throne room, prepared to crush anyone—mortal or fiend—that approaches the gate from this side. The cendiary fights to the death, but it has a hard time ascending the stairs and therefore doesn't pursue foes who flee. Once the cendiary is defeated so close to the Doomgate, its evil nature explodes outward; any mortals in the throne room when the cendiary is destroyed must succeed on a DC 17 Wisdom saving throw or gain the **psychic inferno curse** (page 122).

The pools of congealed blood and scraps of flesh come from previous victims the cendiary has smashed, as well as its own appendages that it continually crushes as it rolls along. The pools are toxic and the gore rises to seep into open wounds. Any creature injured while standing in one is immediately subject to **cendiary paste poison** (page 129).

## Approaching the Doomgate

The Doomgate itself actively resists mortal incursion. The disturbing larvae that squirm around it are each no bigger than a human hand and cannot be targeted by attacks or spell effects, but they work together with a single hive-mind. When a mortal approaches within 15 feet of the Doomgate or starts its turn within 15 feet of the Doomgate, multiple larvae reach out like grasping tendrils. The creature must make a DC 16 Dexterity saving throw. On a successful save, the creature can choose to be pushed back 15 feet from the Doomgate. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the larvae engulf the creature. The creature takes 22 (4d10) bludgeoning damage and 22 (4d10) acid damage, can't breathe, and takes 88 (16d10) acid damage at the start of each of its turns. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes.

The Doomgate draws strength from the curtains of energy on either side of it, but it is weakened if the characters place the sanctified censers near the energy curtains. If only one censer is in place and sanctified, the DCs of the Dexterity saving throw to avoid being engulfed and the Strength check to break free both decrease to 12. In addition, the damage dealt by the larvae are halved. If both censers are in place and sanctified, the larvae simply squirm disturbingly but don't attack.

Although the characters likely placed the censers in the east hall (**Area 1**) and the west hall (**Area 15**), they can also place the censers near this sides of the energy curtains to weaken them. However, the cendiary can't abide their presence; it rolls over the censers, knocking them aside and sending them skittering across the room. While the Archlord is banished, the Doomgate can't let more fiends into the mortal world.



## Beyond the Doomgate

After the characters have secured the palace and defeated or driven off the cendiary guarding it, they can work on closing the Doomgate for good. The tear in space at the gate's center is more than twenty feet wide. It shows a fiery hellscape with flickering shadows that conceal ominous shapes; as with the space-warping barrier concealing the throne room from the balcony, characters on the palace side of the Doomgate can't make out anything specific beyond it.

If they take over an hour, fiendish reinforcements eventually arrive from elsewhere in the city (roll on a Levels 14–16 encounter table), with more coming every 1d4 x 6 hours thereafter. Reinforcements that reach any placed censor knock it over, requiring a new ritual to reactivate it.

Once both energy curtains are weakened by sanctified censers, a character can enter the Underhell by stepping through the Doomgate. Only one mortal can enter the Doomgate each round, and doing so takes an action to touch the Doomgate. The first character to enter the Underhell is immediately subjected to the Underhell traits, described below; in particular, characters that enter the Underhell prior to the character with the Sanguine Ward must succeed on a DC 15 Charisma saving throw or gain 2 levels of exhaustion.



### Optional Underhell Rules

The Underhell is a domain entirely antithetical to mortal life. It follows the rules for being in an Archlord's shadow (page 227-8), although it doesn't require a particular Archlord to maintain it. In addition, the Underhell saps away mortal stamina. A creature that isn't a fiend, construct, or undead that starts its turn in the Underhell takes 5 (2d4) necrotic damage, and its hit point maximum is reduced by an amount equal to the damage taken. The creature dies if this damage reduces its hit point maximum to 0. While within 90 feet of a creature with the Sanguine Ward, this damage is reduced to only 2 (1d4) necrotic damage. Certain fiend-created rituals and unguents can protect from this pervasive loss of mortal essence, but none are available to the characters.

The Underhell consists of bleak terrain, mostly fleshy ground (page 126), with pits of boiling blood that vent fire like a **flame geyser** hazard (page 126). Although vertiginous cliffs and deep chasms are typical throughout the Underhell, the region where the Doomgate stands is fairly flat, as Baphomet needed to stage thousands of fiends near the gate for the invasion.

***An Underhell Adventure.*** If you are adapting another adventure to run briefly in the Underhell, you should adjust the Underhell traits to suit it and save the **Greater Evil** encounter for the ultimate climax. The terrain should be a

warped and evil exaggeration of your setting, and the rate at which the Underhell saps life from creatures should be slowed to suit the timeline of the adventure. So long as you maintain that long rests are impossible in the Underhell, but want to leave the option for short rests, we recommend that the necrotic damage and hit point maximum reduction should happen at the start of every hour.

### The Guardian Mob

The first mortal intruder draws the attention of a mob of fiends from the Underhell side. A **bonestrike underfiend** (page 221) and seven **simpering maggots** (page 209) rush toward the mortal intruders. They had been moving a hulking *plague tower* (page 43) 150 feet from the Doomgate when they notice the mortal arrival. The underfiend moves forward and uses its prey-seeking teleport to enter melee; the maggots simply have to run across the distance. This fight should be desperate for the first one or two characters to enter the gate, and if their companions wait too long, the first travelers might be overwhelmed.

### The Ultimate Sacrifice

A creature that passes through the Doomgate into the Underhell can't return to the mortal world now that there is no Archlord on the mortal side. The holy ritual that the Sage imparted can be used to stabilize the Doomgate long enough for mortal creatures to return through it, but then it can't be used to close the Doomgate. The characters must therefore choose between leaving the Underhell—and leaving the Doomgate open—or remaining in the Underhell to put a permanent end to the gate.

### The Greater Evil

Once the characters have a chance to recover from the mob's attack—and perhaps close the Doomgate—they spot a titanic form through the smoke several hundred feet away. Another Archlord lumbers toward the site of the Doomgate from beyond the *plague tower* to prepare its own invasion. If your group is 12th or 13th level, use **Chthon** (page 289). The Archlord's telepathic voice booms in their minds from across the blasted landscape; read or paraphrase the following.

> "Mortal fools! Your presence here means your death, and your victories are for nothing. I am preparing my own assault, to succeed where Baphomet failed. A closed gate cannot stop me; it can only delay my invasion. Your world will be mine, but your souls will be extinguished long before then."

The party's only options are to either seal the Doomgate despite the mockery or else defeat the Archlord here in the Underhell, which should be a truly epic challenge.

## Conclusion

Even if the characters neither closed the Doomgate nor defeated the new Archlord, they have stalled the invasion for now as the ritual has rendered the current Doomgate useless to the fiends as long as mortals keep it safe. If the characters managed to close the Doomgate before their defeat at the claws of Chthon, the Spider Mastermind, they have a major victory to celebrate nonetheless: any Archlord requires a great deal of time—perhaps centuries—to open a new Doomgate.

If the characters defeat the Spider Mastermind in combat, their victory is more obvious, and more dramatic; when the new Archlord dies, its powerful tears howl holes in the reality of the Underhell and a fog immediately descends over the characters' vision. When it clears, they are back in the throne room. A jumbled heap of bone and flesh stands nearby, the only evidence of the Doomgate that loosed such evil into the world. The invasion is finally over, its architects defeated, and the heroes are needed to rebuild their world.





# A World Torn Asunder

A *Planet Apocalypse* campaign is defined by disrupting the known order of the world with a fiendish invasion. It's up to the GM how dramatically the invasion breaks the world, as well as how quickly the invasion spreads before the player characters have a real chance to resist it. Within the area affected by the invasion, however large that is, the world is very much coming apart at the seams.

This chapter explains how the Underhell's fiendish denizens function and how they undermine the world they invade.

## Doomgates and the Sanguine Ward

Most of the time, a mortal's first experience of the Underhell is when one or more of its mighty Archlords begins a full-scale invasion. Underhell invasions enter the world through magical portals known as Doomgates. When an Archlord invades the material world, they must do that so through creatures or places of great, typically magical power. The most powerful folk in the proximity are killed, and their bodies are transformed into one or more Doomgates that allow fiends to physically enter the world en masse.

***The Sanguine Ward.*** The very method of an Underhell invasion includes a way to avoid the effects of malefic presences. An Underhell invasion always begins with the creation of one or more Doomgates from the bodies of slain mortals of great power and insight. The Doomgate's magic is required to allow fiends to enter and exist within the mortal world for long enough to invade, and it binds mortal flesh to the very essence of the Underhell to accomplish this task.

A side effect of this fusion of mortality and fiendish magic is easily overlooked by the fiends: mortals that have some blood or important symbolic connection to the bodies used to create the Doomgate are insulated from most of the invasion's malefic influence. Because blood seems to be important to the connection, some mortal scholars of this occult evil have taken to calling the protection a "Sanguine Ward." The manner of connection required to create a Sanguine Ward is not well understood but seems to extend at times to even very distant blood relations, sworn blood brothers, and connections through marriage or fraternal organizations.



The Sanguine Ward suppresses the Hard to See and Sickening Appearance traits of all fiends within 90 feet. Thus, one creature with the Sanguine Ward can protect many other creatures from the fiend's traits, even if those creatures lack the Sanguine Ward. In addition, the Sanguine Ward often helps with the cosmic rifts that accompany Underhell fiends.

A Planet Apocalypse campaign assumes one of the player characters in the party has the Sanguine Ward, though whether that character is aware of why they have this ability or any connection with one of the slain components of the Doomgate is up to you. Ignorance of the Ward or its source can heighten the mystery of the game, while a personal bond with one of the deceased can add to the drama of the campaign. Perhaps the player character is a bastard heir to the throne or a secret sibling of one of those bonded to the Doomgate, or perhaps a parent, sibling, or lover was subsumed by the Doomgate and the player strives to rescue or avenge them.

Another great option for your campaign is to have a key NPC inherit the Sanguine Ward—one who can't defend themselves, such as a child, infirm elder, or other relatively weak individual—whom the heroes must protect whilst also keeping the bearer of the Ward near enough to benefit from its power.

***A Campaign without the Sanguine Ward.*** The Sanguine Ward, whose special connection helps the heroes to stand and lead in the face of an otherwise overwhelming invasion, is pivotal to a *Planet Apocalypse* campaign. If they lack access to the powers of the Sanguine Ward, Underhell fiends should generally be treated as 1 challenge rating higher than normal, or else you should plan adventures and encounters as if your player characters were 1 level lower than they are.

## The Nature of the Underhell

The arrival of Underhell fiends has thrown the world into disarray, but where did they come from? The following presents two possible answers, each appropriate for a different sort of cosmology. The Archlords and their minions might be old and forgotten parts of the known fiendish order (that is, they are a subtype of demon lord or other recognized archfiend), or they might represent an entire lost plane of existence of primordial evil, remote from the Material Plane.

### Forgotten Fiends Returned

If the Archlords and their fiends are demons (or another known type of fiend), their Underhell home is simply a remote region of the Abyss or another existent evil plane. In this case, the fiends have long lurked secretly in remote parts of the plane in question, but now they have suddenly emerged with overwhelming force to claim the mortal world.

Perhaps they were once famous masters of the lower planes but were long ago defeated and have been biding their time ever since, growing their numbers while avoiding contact with other planar forces. Through it all, they have kept their eyes squarely on the prize of the mortal world. Through secret dealings and coordinated, violent overthrows of known archfiends, the Archlords and their fiendish legions have consolidated a force strong enough to breach the barriers between the spiritual and physical worlds.

In this campaign, the fiends are likely to have attracted allies from better-known fiendish factions. Demons in particular are likely to flock to serve among these fiendish legions, eager to exploit their obvious power and their access to the mortal world. Devils and other fiends are liable to form such alliances with the proper incentives and agreements, and their propensity for organization makes them useful additions to the legions.

### Underhell Sealed Away

In this cosmology, the Underhell that the fiendish invasion comes from is a distinct evil plane of existence long sealed away beneath the deepest, darkest pits of the known evil planes. Perhaps its denizens are progenitors of evil as it is currently known, or maybe they are evils that have survived after being driven away by the known fiends, fearful of their singular cruelty and nigh-unstoppable cohesion. Now, circumstances have unfolded to unlock their primeval prison: the stars are aligned or the Underhell fiends have simply consolidated their magical and military might to the point that they can force their way past whatever seals the fiends or the gods used to confine them.

In this campaign, the fiendish invasion is likely feared even by other fiends and consists mostly or completely of monsters from this book. The heroes might attract help from unexpected quarters as even some evil forces fall in to support them when things look worst. Most evil entities will simply try to stay out of the invasion's way, however.

## The Fiendish Invasion

Underhell fiends are exceptionally cruel and difficult to reason with, but they are not simply mindless engines of destruction. Rather, their evil is born of an utter willingness to exploit anyone and anything as a resource for their own power and gratification. Theirs is an old, basic evil of ruthlessness, callousness, and brazen negligence. Their numbers include some lawful and some chaotic fiends, but all are the purest of irredeemable evil.

Only the most manipulative of the Underhell fiends has any interest in negotiating, tempting, or bargaining with non-fiends. A gryllus might toy with a mortal that amuses it, but rarely will the interaction end with any result other than the gryllus eventually killing the mortal.

Underhell legions are built upon the strong exploiting the weak, while the weak struggle to find an opportunity to exploit their peers in a bid to rise above their station and overthrow those who have abused them.

## Cosmic Rifts

The appearance of an Archlord upon the Material Plane leaves a scar on the very fabric of reality. When Doomgates open, they allow the will and power of the Archlord to spread across the land. Rifts form around a region or even around the entire world, interfering with the function of several kinds of magic. Prophecy, summoning, and other interdimensional travel all become riskier or even outright impossible until the invasion is stopped. These effects also apply in the

#### Rifts Invalidating Player Choices

Regardless of the extent of the cosmic rifts surrounding an invasion, as the GM you should explain to your players that the presence of the rifts might cause their spells not to work as intended. You are encouraged to allow a player who has invested in a spell that does not work correctly to choose a different spell of the same or lower spell level in its place.

Underhell, even when an invasion is not underway.

**Sanguine Wards and Cosmic Rifts.** Because the cosmic rifts described here result from the Underhell forcing its nature on the Material Plane through the Doomgates, characters can bypass some of the cosmic rifts' effects if they have a blood connection to a Doomgate and thus a Sanguine Ward. Since Doomgates use mortal flesh as a conduit for Underhell magic, mortals connected to that flesh are naturally attuned to some degree to these cosmic rifts.

## Quashed Prophecy

Prophecy, including spells like *divination* and *commune*, relies upon direct contact with a deity or divine emissary. The cosmic rifts that accompany an Underhellish invasion make this contact difficult or impossible to maintain. Depending on the tone you want for your campaign, this might mean that characters other than the PCs struggle to learn anything useful from their patron deities or it might mean that no one, not even the PCs, can learn anything from spells like this. At your discretion as the GM, a character with a blood connection to the Doomgates might be able to get clearer information than other creatures using the same means.

As prophecies fall silent, spells to predict the future cease to function properly and provide vaguer information than usual. If it suits the campaign, the thoughts and goals of the Archlord might leak into the spells' results seemingly at random. You can use garbled divination spells and prophecies to provide glimpses of a far-distant Archlord antagonist long before the party is ready to face that foe. Although the deity might only be able to answer some questions or give unclear answers, consider having the Archlord's goals and tactical priorities (such as laying the Archlord's Shadow over sacred sites or spreading fiendish reinforcements farther from the Doomgate at the origin of the invasion) come through as if in the middle of a train of thought in place of one or more answers. Prophecy quashed in this manner can thus still serve to introduce important plot information in a way that nonetheless conveys that a deep spiritual intrusion is going on in addition to a physical one.

If you prefer the invasion to have silenced prophecy completely, the spells might yield nothing, they might provide a glimpse into the shrieking depths of the Underhell, or they might yield glimpses of the Archlord's power instead of any intentional information from the gods.

## Subverted Summoning

Conjurations and other magic effects that bring creatures to the Material Plane from other planes of existence are badly warped by the cosmic rifts surrounding an Archlord's invasion. If a spell would conjure a creature that is not a fiend, instead a fiend of similar challenge rating answers the summons. If your campaign uses the Sanguine Ward, characters with a blood connection to the Doomgates can avoid this misdirection by succeeding on a Charisma saving throw against the spell's save DC.

Fiends conjured this way must make a Charisma saving throw against the caster's spell save DC; on a success, they are not under the caster's control and act as they wish. On a failed save, a conjured fiend must obey its summoner until the start of its next turn, at which point it may attempt the saving throw again. On a successful save, a conjured fiend can act as it wills for as long as the original spell's duration, unless the spell's duration involves concentration, in which case the fiend may act freely for 1 hour. At the end of that time, the fiend vanishes. Generally, an uncontrolled fiend attacks non-fiends other than the summoner or prioritizes attacking the summoner, depending on whether the creature is opportunistic or was conjured away from some important task.

## Twisted Planar Traval

Cosmic rifts isolate the region of the invasion from planes of existence other than the Underhell itself. Anyone using magic to travel from the world to another plane of existence must succeed on a DC 15 Charisma saving throw or the spell sends the traveler to the far side of the Doomgate (in the Underhell) instead of the intended destination, where fiends or environmental hazards deal 5d6 fire, necrotic, or poison damage (GM's choice) to the creature before the spell fails and the creature returns to the location it departed from. A character with a blood connection to the Doomgates has advantage on the saving throw to avoid this misdirection, at the GM's discretion.

# Ravaged Lands

By their very nature, fiends of the Underhell warp reality in ways inimical to mortal life. These illnesses and mutations often spread in advance of the fiendish armies, taking a dire toll on mortal populations and making the world ripe for the fiends' grim harvest. Some of these maledictions plague the Underhell as well, afflicting anyone reckless enough to fight the fiends in their home realm.

## Curses

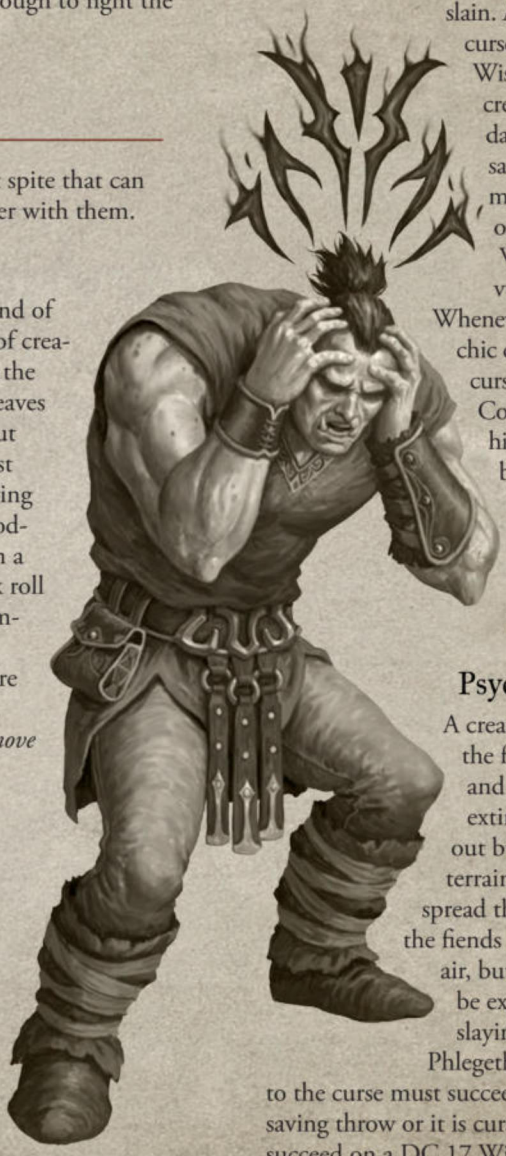
Underhell fiends carry an ancient spite that can cling to survivors of any encounter with them.

### Coward's Halo

Fiends of the Sheol Legion are fond of targeting the weakest in a group of creatures and of striking precisely for the greatest effect. When a creature leaves combat with a Sheol fiend without killing it, the fleeing creature must succeed on a DC 15 Wisdom saving throw or be illuminated by a blood-red nimbus that casts dim light in a 20-foot-radius sphere. Any attack roll against a creature bearing this nimbus has advantage if the attacker can see it, and the affected creature can't benefit from being invisible. The curse can be lifted with a *remove curse* spell or by killing the fiend that laid the curse.

### Curse of Torments

This curse settles on records of fiends, places where fiends have tortured mortals or void maggots, and skeletoys (page 42). A creature that touches or interacts with one of these things must succeed on a DC 15 Wisdom saving throw or be frightened of fiends. Each time the creature takes a long rest, it is beset by visions of fiendish torturers and must make another saving throw whenever it finishes the rest. On a failed save, it takes 14 (4d6) psychic damage and gains 1 level of exhaustion. If the frightened condition is removed, it returns when the creature is damaged by a fiend or fails a saving throw against a fiend. The curse can be lifted with a *remove curse* spell. Whenever the creature deals the killing blow to a fiend with a challenge rating higher than its level, the creature can make another saving throw, ending the curse on itself on a success.



### Gaping Thoughts

This curse settles on texts written by or about fiends, especially after the owner of the text has been slain. A creature that reads the cursed text must make a DC 14 Wisdom saving throw. The cursed creature takes 14 (4d6) psychic damage and is cursed on a failed saving throw, or takes half as much damage and is not cursed on a successful saving throw. While cursed, the creature has vulnerability to psychic damage. Whenever the cursed target takes psychic damage, including from this curse, it must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by the psychic damage it takes. The reduction lasts until the creature finishes a long rest after the curse is lifted. The curse can be lifted with a *remove curse* spell.

### Psychic Inferno

A creature burned by hellfire risks the fire continuing in its mind and soul long after the flame is extinguished. Hellfire burns without burning out, which means that terrain that catches on hellfire can spread the psychic inferno long after the fiends that lit it are gone; it needs air, but no fuel. A creature can also be exposed to psychic inferno by slaying or fleeing from a powerful Phlegethon fiend. A creature exposed to the curse must succeed on a DC 17 Wisdom saving throw or it is cursed. The cursed creature must succeed on a DC 17 Wisdom saving throw at the end of any round during which it took fire damage or was within 5 feet of a fire at least as large as a campfire, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. After three successful saves, the curse ends. The curse can be lifted by a *remove curse* or other spell that removes curses if cast using a spell slot of at least 5th level.

### Soul Seepage

This curse is a malady of the spirit, causing the cursed creature's soul to leak spiritual energy. This energy leakage can be sensed by fiends at a range of 6 miles, who are drawn to the infected creature like moths to flame. Soul seepage is transmitted by sharing energy; when an infected creature casts a spell that doesn't require an attack roll or saving throw on a creature, the target of the spell must succeed on a DC 16 Charisma saving throw or become infected with soul seepage unless it is a construct. Similarly, if an infected creature is targeted by a spell that doesn't require an attack roll or saving throw, the caster must succeed on a DC 16 Charisma saving throw or become infected unless it is a construct.

The symptoms of soul leakage manifest the next time the infected creature finishes a long rest. The creature feels strangely disassociated from its body, as though its animating spirit was only loosely tethered to its physical form. The infected creature takes a –1 penalty on attack rolls, saving throws, and ability checks. After each long rest, the infected creature must make a DC 16 Wisdom saving throw. On a failed save, the penalty worsens by 1. On a successful save, the penalty improves by 1; if the penalty becomes 0, the creature recovers from the curse. If the penalty reaches –5, the infected creature's soul slips free, and it dies. This curse can be lifted only by a spell that removes curses (such as *remove curse* or *greater restoration*) cast using a spell slot of at least 8th level.

### Timeless Blood

Slain Underhell fiends often emit a spray of blood that lingers in the air in the space where they had been standing for 1d10 days, hanging unaffected by gravity or wind. Timeless blood is rarely thick enough to impede vision, but it draws away the vitality of creatures within it. A creature that enters an area of timeless blood is cursed unless it succeeds on a DC 15 Constitution saving throw. It regains only half the normal number of hit points from spending Hit Dice and regains no hit points from finishing a long rest (although it still regains Hit Dice from a long rest). The curse can be lifted with a *remove curse* spell or by washing with one dose of holy water per point of the cursing creature's challenge rating.

## Diseases

The following diseases afflict those who enter lands controlled by the fiends, particularly those in the Acheron and Tartarus Legions. When these explorers retreat to places of safety, they risk bringing the disease with them and infecting an entire nation before a fiend even sets foot on its soil. These diseases can be ended by a *lesser restoration* spell.

### Gasp of Fire

Gasp of fire is a disease that strikes the lungs, spreading minuscule tumors that grow quickly and ultimately choke infected creatures to death. These tumors are particularly susceptible to flame and shrivel when the infected creature inhales air heated by a fire. This disease is airborne and particularly contagious; each minute a beast, giant, or humanoid breathes the air within 20 feet of an infected person, that creature must succeed on a DC 13 Constitution saving throw or contract the disease.

The disease's symptoms become noticeable 1d4 days after infection. The infected creature rarely knows it is infected, as the tumors in its lungs don't impede breathing until they fully blossom at the end of the incubation period. The creature's breathing is plagued by wheezing and gasping, and they become fixated on any source of flames nearby. The infected creature suffers one level of exhaustion and cannot reduce its level of exhaustion below 1 for as long as it has the disease. The infected creature can't breathe unless it is within 40 feet of an open flame at least as large as a Medium campfire or within 80 feet of a Large or larger open flame. If the creature is outside this radius, they are subject to suffocation. To obtain the fires necessary to survive, many infected creatures burn their belongings or turn to arson.

At the end of each long rest after symptoms appear, the distances from an open flame that the infected creature can still breathe are reduced by 10 feet; for instance, after a single rest, the creature can breathe within 30 feet of a campire or 70 feet of a bonfire. After four rests, when this distance to a campfire is reduced to 0 feet, the infected creature can only breathe when within 40 feet of a Large or larger open flame. After eight rests, when the bonfire distance is reduced to 0 feet, the infected creature cannot breathe at all, even if they are on fire (though sufferers usually try lighting themselves on fire to breathe).

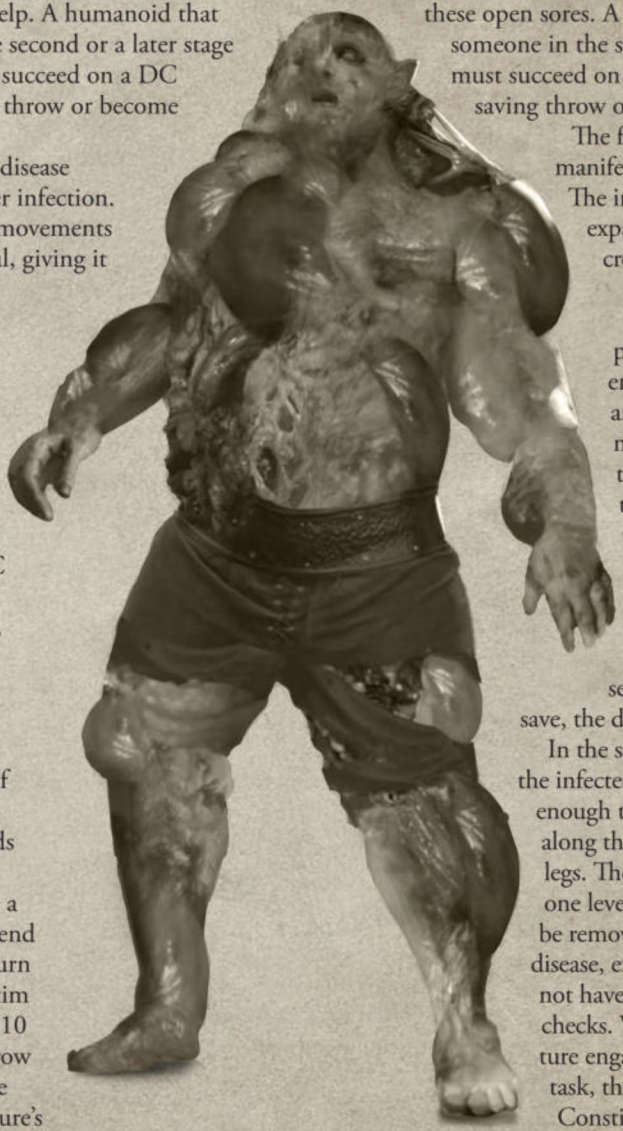
The only way to cure gasp of fire, other than magical effects such as the *lesser restoration* spell, is to inhale a significant amount of fire directly into the lungs to burn the tumors out. An infected creature doing so makes a DC 15 Constitution saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. In either case, upon inhaling the flames, the creature must succeed at a DC 13 Constitution saving throw to recover from the disease.

## Deathlike Rigor

This infection, generally contracted from undead such as damned soul swarms and those awakened by an invasion, causes the infected creature's sinews to turn stiff and solid, causing it to lurch when it tries to walk or run. It then begins to stink like death. Eventually, the creature is immobilized and can die of thirst or starvation without help. A humanoid that touches someone in the second or a later stage of deathlike rigor must succeed on a DC 13 Constitution saving throw or become infected.

The first stage of the disease manifests 1 minute after infection. The infected creature's movements become stiff and painful, giving it disadvantage on Dexterity ability checks, Dexterity saving throws, and attack rolls that use Dexterity. At the end of each long rest after the creature shows symptoms, the infected creature must make another DC 13 Constitution saving throw. On a failed save, the creature progresses to the second stage. On a successful save, the disease is cured.

In the second stage of deathlike rigor, all the infected creature's speeds are reduced by 10 feet and it emits a stink like a ripe corpse. Any non-fiend creature that starts its turn within 5 feet of the victim must succeed on a DC 10 Constitution saving throw or be poisoned until the start of the failing creature's next turn. At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failure, the creature's speeds are each reduced by another 10 feet, to a minimum of 0 feet. While the creature's speeds are 0 feet, it is also paralyzed. On a success, the speeds are each increased by 10 feet. When the reduction to the infected creature's speeds is completely reversed, the creature recovers from the disease.



## Skinshine

This infection causes the infected creature's muscles to swell beneath the skin, causing their skin to stretch into a characteristic smooth and shiny pallor. This period doesn't last long, as the skin splits and the swollen muscles quickly rot in the open air. The disease isn't infectious until the infected creature bears these open sores. A humanoid that touches someone in the second stage of skinshine must succeed on a DC 15 Constitution saving throw or become infected.

The first stage of the disease manifests 1d6 hours after infection. The infected creature's muscles expand noticeably and grant the creature advantage on Strength checks. Infected creatures in this stage of the disease feel particularly mighty and, rather than acknowledge that they are sick, become prone to making reckless decisions. At the end of each long rest after the creature shows symptoms, the infected creature must make another DC 15 Constitution saving throw. On a failed save, the creature progresses to the second stage. On a successful save, the disease is cured.

In the second stage of skinshine, the infected creature's muscles expand enough to burst the skin, particularly along the back, chest, arms, and legs. The infected creature gains one level of exhaustion that cannot be removed as long as they have the disease, except that the creature does not have disadvantage on Strength checks. Whenever the infected creature engages in a physically strenuous task, they must succeed on a DC 15 Constitution saving throw or take 9 (2d8) slashing damage. Strenuous tasks include making an attack in combat, making a forced march for 1 hour, moving at a fast pace for 1 hour, or making a Strength check or saving throw. At the end of each long rest, an infected creature must make a DC 15 Constitution saving throw. On a success, the saving throw DC to avoid taking slashing damage for physical activity decreases by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease.

### Writhing Flesh

The infected creature's skin writhes with fiendish parasites. Most of these parasites are too small to see, but they produce angry red traces across the skin and a distinctive itching that makes this disease easy to recognize. Writhing flesh is typically acquired in piles of rotting flesh or other areas of gore where flesh-devouring parasites swarm and lay their young. Living creatures in such environments must succeed on a DC 14 Constitution saving throw or contract writhing flesh.

The disease manifests 1 day after infection as squirming red traces spread across the skin. The infected creature's muscles tear and bruise easily, as they are riddled with tiny tunnels created by the burrowing parasites. The infected creature has vulnerability to bludgeoning damage.

At the end of each long rest after symptoms appear, the infected creature must make a DC 12 Constitution saving throw. On the first failed save, the character gains vulnerability to bludgeoning, piercing, and slashing damage. On the second failed save, the character becomes vulnerable to all damage except psychic damage. On the third and each subsequent failed save, a **swarm of insects** with a corruption trait (page 156) emerges from the creature's skin and attacks it and any nearby creatures. On a successful save, the infected creature is fighting off the disease and doesn't worsen, but must still make saving throws after each long rest. After three successful saving throws, the creature recovers from the disease.

## Hazards and Traps

The land twisted by the fiends sometimes creates the following hazards. These hazards are particularly common in the Underhell and areas where the fiends have had a longstanding presence. Anywhere an Archlord's Shadow has ever passed is sure to have hazards or traps such as these.

Each hazard or trap that presents a threat on its own provides a challenge rating for use if your game awards noncombat XP for traps or similar challenges.

### Bladed Thicket

When Cocytus fiends overtake a small wooded area, particularly one embedded in a cultivated landscape or lying along a well-traveled route, the plants grow small metal or obsidian blades and sprawl over nearby paths or roads. These plants bend in the way of the fiends' enemies. Bladed thickets count as difficult terrain for all creatures except fiends and creatures moving directly toward fiends they can see. A creature passing through a bladed thicket that treats the thicket as difficult terrain takes 5 (1d10) slashing damage for every 5 feet it moves. Each 5-foot square of bladed thicket can be attacked and destroyed (AC 13; hp 30; vulnerability to fire damage; immunity to piercing and psychic damage).

***Rusted.*** Some bladed thickets are rusty, making them hard to spot until a creature walks into them. Only a creature walking in the lead with a passive Perception score of at least 15 notices the blades 1d2 x 5 feet before walking into the thicket. A successful DC 15 Wisdom (Perception) check picks out the boundaries of the thicket.

### Boilpit

**Challenge:** 1 (200 XP)

A sore in the ground like an infected boil, a boilpit is normally 40 feet in diameter but might be much larger. It most often appears in fleshy ground (see below). A closed boilpit can appear to be an ordinary patch of ground, in which case it can be detected only with a successful DC 15 Wisdom (Perception) check or Intelligence (Investigation) check to note the slight bulge it creates above it. When 30 or more pounds of weight are applied to the closed boilpit, it bursts, dropping anything atop it inside and splashing anything within a distance of its edge equal to half its diameter. A boilpit is half as deep as it is wide and filled with a viscous, noisome pus that bubbles and splashes the area, draining vitality. Objects touched by the pus acquire its distinctive stench and are bleached of color; most such objects retain the smell forever. A creature splashed by or touching the pus of a boilpit must succeed at a DC 13 Constitution saving throw or gain one level of exhaustion; the creature must continue to make a saving throw at the start of each of its turns if it remains in contact with the boilpit. If a creature is immersed, it instead must make a DC 15 Constitution saving throw or it gains 2 levels of exhaustion on a failed save, or 1 level on a successful one. The flesh of a creature that suffers a level of exhaustion from a boilpit becomes a waxy, pale color until the creature is no longer exhausted. A *disintegrate*, *dispel evil and good*, or *lesser restoration* spell cast on the boilpit removes it. A closed boilpit has a challenge rating of 2 (450 XP).

### Field of Corpses

Most fiends care little what happens to the corpses of their victims, merely leaving them in heaps to rot. When entire fields lie covered with rotting corpses, they breed disease. A field of corpses can be of any size or shape, and many contain other terrain features, hazards, or carrion-eating monsters.

Any creature entering a field of corpses or finishing a rest there is exposed to sewer plague or an Underhell disease.

## Flame Geyser

**Challenge:** 5 (1,800 XP)

Areas that have been occupied by Phlegethon fiends for a substantial length of time can spontaneously develop geysers of flame. These geysers erupt in pillars of fire with a diameter of 5 to 10 feet and a height of 50 feet. These eruptions occur at random, at intervals of 1d4 hours, and last 1 round. A creature caught in a geyser of flame must make a DC 16 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one. Some Archlords and fourth-circle fiends develop a connection to areas containing flame geysers and can trigger their eruption as an action. A flame geyser cannot be triggered again in this manner for 1 hour.



## Fleshy Ground

In places where an Archfiend's shadow has passed or where Underhell fiends have died, the ground itself can become infused with living flesh that stretches for feet or for miles. The bulk of fleshy ground is tough and calloused, like firm earth, and pocked with weeping, pulsating sores between 5 and 50 feet across that are difficult terrain. Each creature that touches a sore must succeed on a DC 15 Strength saving throw or become restrained by the ground; constructs, fiends, and undead are immune to this effect. A restrained creature or a creature within 5 feet can attempt to free the restrained creature as an action with a successful DC 15 Strength (Athletics) check. Creatures can use a burrowing speed to move through fleshy ground as if it were firm soil.

## Fog of Fear

The Lethe Legion's devotion to terror can take palpable form. Wherever Lethe fiends have been particularly successful, they may leave behind a thick fog that clings to a specific spot. This fog is unaffected by weather and all but the strongest winds, remaining stubbornly in place. A fog of fear generally fills a specific area where Lethe fiends inflicted significant amounts of terror, such as a courtyard or a paddock, and can be of any size or shape, so long as it is contiguous. The fog obscures vision as an ordinary fog, making all creatures within it heavily obscured, but creatures within the fog see horrifying shapes. A creature that isn't a fiend that starts its turn within a fog of fear must succeed on a DC 15 Wisdom saving throw or be frightened of the fog. While frightened by the fog, the creature must use its movement to retreat to the nearest safe spot from which it can't see the fog and is at least 60 feet away from it. Once the creature is at least 60 feet away from the fog of fear and can't see the fog, it is no longer frightened.

## Gravity Cliff

*Magic trap*

**Challenge:** 2 (450 XP)

The Styx Legion uses malevolent, magical windstorms to defend their skies and to churn through mortal worlds. These windstorms encounter few barriers strong enough to curtail them but are sometimes stopped by



rocky cliffs. When they stall against such a cliff, they may infuse the cliff with an effect that reverses gravity within 5 feet of the cliff face. A typical gravity cliff is 60 feet tall, but it can be taller or shorter.

The cliff is difficult to identify as unusual, requiring a 20 Wisdom (Perception) check to detect the different feel of gravity in the split second before fuly entering the affected area or a successful DC 17 Intelligence (Arcana or Investigation) or Wisdom (Survival) check.

While the gravity cliff itself cannot be lifted into the clouds, any creature entering the area falls upward, as with the *reverse gravity* spell, and can attempt a DC 17 Dexterity saving throw to grab onto a fixed object within reach (such as the cliff face). If it fails this save, the creature is hurled up the height of the gravity cliff and flung over its edge, taking falling damage as though it had fallen the distance to the top of the cliff. The creature lands at the top of the gravity cliff, just beyond the area of reversed gravity.

## Isolating Oubliette

*Mechanical trap*
**Challenge:** 1 (200 XP)
This pit trap has a cover constructed from material identical to the floor around it.

A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to fall into the pit below. The door then silently swings closed again. The pit is usually 20 feet deep but can be deeper. The pit is a well of supernatural darkness that can't be brightened by light other than true sunlight. A creature that starts its turn in the darkness must succeed on a DC 15 Wisdom saving throw or be magically blinded and deafened for as long as it remains in the darkness and for 10 minutes thereafter. Exposure to sunlight ends these conditions immediately.

Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

## Mist of Degeneration

Fiends of the Dis Legion delight in regression and degeneration, using enslavement, forced mutation, and similar tactics to amplify the animalistic impulses of their victims. In some places, such as in a dark cavern or a warehouse employed as a prison, Dis fiends make long and intense use of these vile tactics. Even after Dis fiends abandon such places, these locations remain tainted by this evil and develop an atmospheric effect that echoes the fiends' tactics. This mist of degeneration can fill part or all of an enclosed area and can be of any size or shape, even forming small pockets within a large space or containing pockets of untainted space in the mist's interior. The mist is transparent and visible with a successful DC 13 Wisdom (Perception) check.

When a creature that isn't a construct, undead, or fiend enters the mist, it must succeed on a DC 15 Intelligence saving throw or lose all ability to use language (resorting to grunts and gestures to communicate) and to cast spells with verbal components until it leaves the mist. A creature that fails this save also despises being burdened; if it is wearing heavy armor or is encumbered, it takes whatever actions are necessary to doff its armor or drop items until it is no longer wearing heavy armor and is not encumbered.

## Noxious Acid Pool

*Mechanical trap*

**Challenge:** 4 (1,100 XP)

The impregnable fortifications of the Annwn Legion are much more memorable for their thick, spiked walls—especially those made of living, screaming flesh—than for the moats of acidic water that often surround such walls. Yet these moats sometimes acquire spiteful magical effects as they dwindle into acidic pools. Such pools can be of any shape, size, or depth, so long as they are contiguous; they may cover any terrain or contain other hazards.

Any creature or object that touches the acid of the pool takes 9 (2d8) acid damage. A creature that is completely submerged in the acid pool or starts its turn submerged within it takes 45 (10d8) acid damage. A non-magical object that isn't made of stone, metal, or another material resistant to acid is destroyed 1 round after being submerged in an acid pool, but magic items usually survive immersion much longer.

***Camouflaged Noxious Acid Pool.*** Some noxious acid pools are covered to make them harder to detect, as normal for a **pit trap** or isolating oubliette (above). A camouflaged noxious acid pool has a challenge rating of 5 (1,800 XP).

## Pool of Gloom

The Acheron Legion creates pools of lunging shadows to defend strategic locations. These pools can cover terrain of any kind (so long as the terrain is not exposed to regular direct sunlight, which burns away the shadows) and can be of any size or shape, so long as the spaces are contiguous. Nothing less than sunlight can raise the illumination of a pool above dim light. A creature that isn't a fiend that comes within 10 feet of a pool of gloom must succeed on a DC 16 Charisma saving throw or become overwhelmed with despair for as long as it is within 10 feet of a pool of gloom and for 1 hour thereafter. While a creature is overwhelmed with despair, it can't attack or cause any creature to make a saving throw and it has disadvantage on Intelligence, Wisdom, and Charisma saving throws. When the despairing creature is damaged or succeeds on a saving throw, the despair ends.

## Suffocating Ash Pit

*Mechanical trap*

**Challenge:** 1 (200 XP)

The continual fires of Phlegethon fiends generate plenty of ash as a natural byproduct. These fiends dig pits to fill with suffocating ash. The pits vary in size but are generally at least 15 feet deep. A creature can only distinguish the pit from the surrounding ash if it succeeds on a DC 18 Wisdom (Perception) check or Intelligence (Investigation) check to notice the slightly different way the ash settles or the loose surface below.

A creature entering a suffocating ash pit immediately sinks 1d4 feet, becomes restrained, and catches on fire. At the start of its turn, it sinks another 1d4 feet. The creature or another creature that can reach it can pull the restrained creature out by taking an action and succeeding on a Strength (Athletics) check with a DC of 8 plus the number of feet it has sunk. A creature not in the ash has advantage on this Strength (Athletics) check but the attempt causes it to catch on fire.

A creature on fire takes 5 (1d10) fire damage at the start of each of its turns until it is free from the suffocating ash and someone takes an action to douse the fire.

When a creature starts its turn submerged, it must hold its breath or make a DC 15 Constitution saving throw as the burning ash chokes it. On a failed save, it is stunned by terrible choking and loses 5 (1d10) hit points.

A beast, giant, or humanoid that comes within 20 feet of a disturbed suffocating ash pit is exposed to the gasp of fire disease (page 123).

### Vicious Halo

*Magic trap*

**Challenge:** 2 (450 XP)

Fiends of the Sheol Legion are fond of targeting the weakest in a group of creatures and of striking precisely for the greatest effect. Sheol fiends sometimes magically imbue a strategic spot—a tight twist in a staircase, for example, or a switchback along a steep ravine—with a vicious halo spun from powdered mortal souls. The halo fills a 20-foot cube and is invisible unless seen through magical means, such as the *detect magic* spell. A successful DC 17 Intelligence (Arcana) check also recognizes fiendish patterns in drifting motes of nearby dust.

Any creature entering a vicious halo must make a DC 17 Dexterity saving throw or take 27 (5d10) necrotic damage and shed gray light in a 10-foot radius from trailing streamers of its own blood being siphoned back to the halo for 8 hours. A creature that takes necrotic damage must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by the amount of necrotic damage it takes until it finishes a long rest. Any attack roll against a creature shedding this light has advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

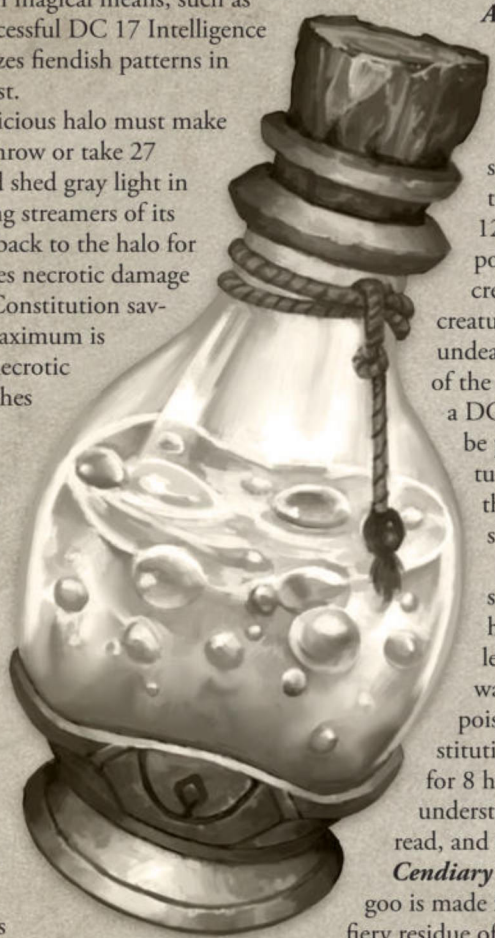
### Wriggling Water

Many fiends infest stagnant ponds or lakes with their corrupting presence, and even large swaths of fiend-infested oceans are subject to their taint. Water that shelters fiends takes on a measure of their boundless hatred and lust for destruction, spawning tiny, translucent globs of thickened water like miniscule eels. These swarming, wriggling pests occupy an underwater area and pose a danger to living creatures that venture within it. When a creature that isn't a construct, fiend, or undead enters an area of wriggling water for the first time or starts its turn there, that creature must make a DC 13 Constitution saving throw or become blinded and deafened until the start of its next turn, as the wriggling water attacks the creature's eyes and ears.

## Poisons

The fiends of the Underhell have no compunction against using poison against their foes, and many fiends or corrupted creatures are naturally venomous.

The following new poisons are only available for purchase from the most notorious black markets, whose proprietors don't mind trading in the substances used by creatures who would enslave and destroy them.



***Acheron Rot (Inhaled).*** The barren, gloomy lands inhabited by the Acheron Legion produce a dismal fog that can be captured and concentrated into this pale, poisonous gas. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 24 hours. The poisoned creature emits a decaying stench. Any creature other than a construct, fiend, or undead that starts its turn within 10 feet of the poisoned creature must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the poisoned creature's stench for 24 hours.

***Babble Slime (Contact).*** Massive, gibbering, slug-like creatures heave through the Underhell, leaving this poisonous slime in their wake. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or be poisoned for 8 hours. The poisoned creature can't understand what other creatures say, can't read, and speaks and writes only in gibberish.

***Cendiary Paste (Injury).*** This thick, pale goo is made from insect venom mixed with the fiery residue of smashed flesh that the cendiary (page 241) leaves behind as it rolls over its own appendages. A creature subject to this poison must make a DC 14 Constitution saving throw or take 10 (3d6) poison damage and 4 (1d8) fire damage and must repeat the saving throw at the end of each of its turns. On each successive failed saving throw, the creature takes 3 (1d6) poison damage and 4 (1d8) fire damage. After three successful saves, the poison ends.

***Debilitating Sludge (Contact).*** This chunky cream has gobs of rotted flesh suspended within it. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or be poisoned for

| Poison Name | Type | Price per Dose |
|---|---|---|
| Acheron rot | inhaled | 500 gp |
| Babble slime | contact | 200 gp |
| Cendiary paste | injury | 600 gp |
| Debilitating sludge | contact | 1,000 gp |
| Dull-thought draught | ingested | 150 gp |
| Fiend-blind ectoplasm | contact | 750 gp |
| Flesh-softening mucus | contact | 200 gp |
| Maggot spleen | injury | 80 gp |
| Majestic breath | inhaled | 250 gp |
| Sequestering poison | contact | 350 gp |
| Underfiend bile | injury | 5,000 gp |
| Wasting flesh | ingested | 50 gp |

1 hour. The poisoned creature has disadvantage on saving throws.

***Dull-Thought Draught (Ingested).*** Brewed from the blood of void maggots, this poison dulls the mind and slows reactions. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 8 hours. The poisoned creature can't take reactions.

***Fiend-Blind Ectoplasm (Contact).*** This cloudy poison drawn from the residue of damned soul swarms causes the victim to fail to see fiends at all. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 8 hours. Fiends are invisible to the poisoned creature. The poisoned creature's eyes become a roiling gray color.

***Flesh-Softening Mucus (Contact).*** This gelatinous mucus makes flesh weaker and more sensitive. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature gains vulnerability to bludgeoning, piercing, and slashing damage and has advantage on Wisdom (Perception) checks that rely on touch.

***Maggot Spleen (Injury).*** This poison must be harvested from the spleen of a void maggot from the Acheron or Tartarus Legion. A creature subjected to this poison must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save or half as much damage on a successful one.

***Majestic Breath (Inhaled).*** This foul-smelling poison is distilled from the fetid breath of grylluses. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. The poisoned creature must succeed on a DC 13 Intelligence saving throw each time it perceives a new creature or group of creatures, or it is charmed by those creatures and considers them to be the pinnacle of grace and sophistication. If the charming creature or its apparent allies attack the charmed creature or force the charmed creature to make a saving throw, the charmed creature is no longer charmed by the attacker or any of the attacker's apparent allies.

***Sequestering Poison (Contact).*** Magically created from the darkness inside fiendish oubliettes, this poison robs its victims of sensation. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is blinded and deafened.

***Underfiend Bile (Injury).*** This poison must be harvested from the bile of an Underfiend from the Acheron, Cocytus, Gehenna, or Tartarus Legions. A creature subjected to this poison must make a DC 17 Constitution saving throw. On a failed save, the creature takes 21 (6d6) poison damage and is poisoned for 1 hour. All attack rolls made to hit the poisoned creature have advantage, and it can't move away from an enemy within 60 feet that it can see. On a successful save, the creature takes half as much damage, is poisoned for 1 round, and creatures do not get advantage on attack rolls to hit it.

***Wasting Flesh (Ingested).*** This tasteless, odorless poison permeates the flesh of creatures corrupted by the Tartarus or Gehenna Legion, or by Humbaba's Shadow. One minute after exposure to this poison, the subject must succeed on a DC 15 Constitution saving throw or be poisoned. When the poisoned creature finishes a long rest, it can make a new saving throw, ending the condition on a success.

# Fiendish Legions

The fiends of the Underhell are grouped into factions known as legions. A fiendish legion is a difficult concept for most mortals to understand: it functions as a cross between a team, a religion, and a mutual philosophy of violence and self-satisfaction, especially in war. Many fiends consider their legion to be part of their identity, and nearly all fiends manifest different powers based on the legion to which they belong.

Jockeying for position within a circle is often intense, particularly among grylluses, and usually takes a form consistent with the legion's philosophy. Fiends in the Gehenna Legion often engage in bloody physical contests, for example, while fiends in the Lethe Legion try to dominate their peers through fear and isolation. The hierarchy of circles is consistent across legions, and most fiends defer to it even when they aren't in the same legion—a underfiend of the Lethe Legion knows better than to disobey a cacodaemon of the Gehenna Legion, for example.

Fiends of the same rank often feud between legions, however. There are constantly shifting tensions between the legions, as each one in turn takes offense at some action of another legion or some subjectively inferior aspect of that legion. A high-ranking fiend of one legion often orders lower-ranking fiends of another legion to act against the other legion's philosophy and strategy, sparking reprisals from the lower-ranking fiend's superiors within its own legion. These reprisals are set aside when major strategic goals are on the line, and more often take the form of personal violence and humiliation rather than large-scale conflict.

Legions under an Archlord operate with a moderate level of autonomy, but few legions act in complete isolation. Wise to Underhell politics, an Archlord evinces less prejudice against other legions and is quick to utilize the expertise from another legion when sensible and when it can do so quietly, careful not to alienate a larger legion by employing one of that legion's current rivals. It might quietly hire a unit of Styx underfiends to assault a mountaintop stronghold or a powerful Tartarus fiend to spread a contagion in a site of fierce resistance, most often physically apart from its units of other legions to minimize the risk of conflict.

## Catalog of Fiends

The following fiends make up the bulk of the fiendish legions.

***Void.*** Void maggots and damned soul swarms are beneath all of the other fiends and occupy a "zero circle" within the fiendish hierarchy, a negligible rank below all others. All other fiends can issue these pathetic creatures orders, but they rarely do so when these minions are undertaking specific orders for a higher-ranked fiend. The physical effects of a legion also apply to these minions, although in the case of void maggots, they tend to be physical transformations rather than a sense of personal identity or philosophy espoused by more powerful fiends. Void maggots serve as expendable infantry, servants, and bodyguards, and they make up the vast majority of the legions' forces. Those who fail the circled fiends are used as raw materials for structures, equipment, and magic items such as skeletoys (page 42). If the legion includes fiends from outside the Underhell, the unranked void might include dretches and lemures.

***First Circle.*** The lowest circle of true fiends is the haughty grylluses, who resent their inferior position and continually scheme to advance in power and prestige. If the legion includes fiends from outside the Underhell, the first circle might include imps, quasits, and bearded devils.

***Second Circle.*** Underfiends occupy the second circle, serving as shock troops, elite infantry, and squad leaders. If the legion includes fiends from outside the Underhell, the second circle might also include chain devils, hezrous, and vrocks.

***Third Circle.*** Cacodemons constitute the third circle, serving as field commanders, magical experts, and fiery artillery on the battlefield. They like to put their foes off-balance but prefer to leave the subsequent physical engagement to fiends of other legions. If the legion includes fiends from outside the Underhell, the third circle might include bone devils, glabrezus, and horned devils.

***Fourth Circle.*** In the Underhell, each legion is led by a loose cabal of potent and diverse fourth-circle fiends. This cabal sets the objectives for all the fiends within the legion. Fourth-circle fiends constantly search for new sources of magical power, which they can use to transcend their current forms and become lesser lords in their own right. If the legion includes fiends from outside the Underhell, the fourth circle might include erinyes, ice devils, and nalfeshnees.

***Lesser Lords and Archlords.*** Lesser lords and Archlords exist above the hierarchy of the legions, though some scholars assign them to theoretical fifth and sixth circles of authority, respectively. Each of these individuals is so powerful and so hard to truly destroy that it no longer has need of the legions to survive, so it generally strikes out on its own and uses legions only as mercenary tools. Legions readily seek lesser lords and especially Archlords to serve, if only so long as the arrangement remains profitable.

Archlords most often employ legions when they need invaded territory held, which they rarely require in the wastelands of the Underhell. Legions depend upon the magical power of an Archlord to invade mortal realms, so they are quick to offer their services when an invasion is being planned. Lesser lords are often picked off by Archlords as potential rivals, meaning there are fewer of them and they are rarely seen outside the Underhell. Balors, mariliths, and pit fiends might inject themselves into the politics of the Underhell as lesser lords.

### Changing Legions

For all a fiend's efficient service to its legion, the legions are surprisingly fluid. Any fiend might abandon its legion altogether to adopt a new legion, especially Archlords. When an Archlord changes the legion it associates with, it expects its servitor fiends to make the transition as well, so that they can continue gaining power from the association. This is particularly the case when a strategic objective requires a different philosophy; for instance, an Archlord might hurl hordes of expendable Hades minions at a castle for as long as necessary to overwhelm it, then switch to the Annwn Legion once entrenched within the fortification, the better to hold it.

A fiend's legion isn't something it considers a secret, and the names and general attitudes of each of the legions are something the heroes can typically discover by interrogating prisoners or eavesdropping on the invaders. The adventurers should generally be able to discover the nature of a legion they are facing—such as that fiends of the Styx Legion are agile and claim mastery of the air—within their first few encounters against the legion's forces. Rumors persist of other, smaller legions, although these are normally misattributions of factions within the 12 known legions.

***Individual Transformation.*** An individual fiend may also abandon one legion to defect to another, particularly to gain a higher position in the new legion than it had in its old one. A fiend who switches their loyalties often undergoes a physical transformation, losing the benefits of their prior legion and adopting the characteristics of the new legion. This switch isn't instantaneous, and for an interim period of up to 24 hours, the fiend has no benefits of either its old legion or its new one. Because a legion is part of a fiend's identity, this transformation is in part a sacrifice of self, scarring the fiend's soul and leaving it all the more violent and emotionless with each change. Powerful fiends have generally changed legions numerous times, leaving most of them little more than hollow masks playing out the personality deemed most useful by the fiend's current employers.

## List of Legions

The 12 legions are described in more detail below. Each legion provides a short overview of its strategies during an invasion, its most common client archfiends, and monsters that often align themselves with that legion. In addition to its fiends and monsters, each legion relies on other defenses—such as traps, hazards, and obstacles—that heroes must overcome to take the fight to the legion's fiends or to rescue captive prisoners.

### Acheron



The Acheron Legion exemplifies decay, desolation, and gloom. Lands controlled by this legion are barren; vegetation turns rotten and dies, and animals are sickly and bear only dead, misshapen offspring. The light is gray and everything in the region is washed out and void of color. A stomach-churning stench permeates the land, fouling the scarce food and water that remains. Even creatures who find something to eat in a land ravaged by this legion's touch often can't keep it down. Food and drink brought into the area quickly go bad, emitting the same ghastly stench as everything else there.

Acheron fiends are similarly decayed and sickly-looking, with skin hanging off their skeletal frames and sores all over their bodies. Despite this appearance, these fiends are just as tough as those from other legions; they are highly resistant to the illnesses they carry and have only the cosmetic effects of a wasting disease. Acheron fiends are often unwelcome in the lands claimed by other legions, precisely because of the desolation they bring.

***Strategies.*** Fiends of the Acheron Legion seek to choke out opposition by rendering the land a barren, lifeless wasteland. They stick to the long shadows cast by dead trees and gray cliffs, making quick harrying strikes against their foes while their desolation spreads.

Acheron fiends cluster together in camps in the middle of the blasted wastes, often forming fortifications of pale, broken bones that cast long shadows. They prefer to starve prisoners as a means of torture and sometimes pretend to allow prisoners to escape only to let them die in the lifeless wasteland. Although these fiends aren't the most numerous, they are careful and patient planners whose predations damn civiliza-

tions to agonizingly slow ruin from want and hunger. This patience is perhaps the legion's greatest weakness, as decisive action from desperate heroes can sometimes catch these slow-moving fiends off guard.

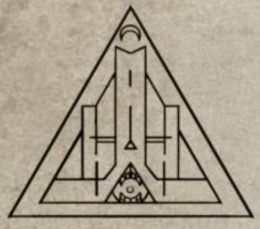
***Fourth-Circle Fiends.*** Catoblepas, cendiaries, gadarenes, mandrakes

***Fiend Lords.*** Baphomet, Humbaba, Jabootu, Spider Mastermind, Stroma

***Associated Monsters.*** Ettercaps, shadows, shambling mounds, and other creatures that despoil the land or lurk in shadows.

***Defenses.*** Lack of sustenance for living creatures; pools of hostile liquid shadow. Pools of gloom (page 128) are common in lands claimed by Acheron fiends, and many use Acheron rot poison (page 129).

## Annwn



Obsessive and paranoid masters of defense, Annwn fiends prefer to hunker down in impregnable fortifications to withstand attacks. Even when making sorties out from their defenses, these fiends demonstrate a phenomenal resilience unmatched by any other legion. Most Annwn fiends are incredibly resistant to blows from mundane weapons and can even shrug off damage from siege weapons, deadfalls, and other nonmagical dangers.

Proud and pugnacious, Annwn fiends see their resilience as a right and proper extension of their stubbornness. They spend any time they aren't actively defending a site upgrading its defenses, whether they are occupying a wooden shack, a hilltop rampart, or an ancient castle. Many Annwn fiends are tenacious veterans who have withstood sieges in uncounted campaigns and learned how best to defend a structure using materials at hand, expendable units of slaves or prisoners, or even their own bodies. Their leaders are just as obstinate and quick to punish subordinates who fail to measure up to the legion's reputation. They consider giving even an inch of ground to be an embarrassing loss, and most Annwn fiends that flee a battle defect to another legion in order to conceal their shame.

***Strategies.*** The ultimate defensive fighters, Annwn fiends are sometimes called upon to hold fortifications that other fiends capture during an invasion. They are particularly good at this task, and only a handful of these defensive-minded masters are needed to retain control of massive structures. Well aware of their physical durability and their reputation in the Underhell, Annwn fiends fight to the bitter end to defend the structures they hold.

Spellcasters in the legion are masters of abjuration magic, crafting intricate wards to blunt attacks and turn magical assaults back against attackers. Many Annwn fiends bear arcane symbols carved into their thick skin to ward their bodies against magic as much as they are resistant to physical blows.

***Fourth-Circle Fiends.*** Bellatrix, philters, raparee, secutors, tardigrades

***Fiend Lords.*** Argus, Baphomet, Orobas, Pulgasaur, Spider Mastermind

***Associated Monsters.*** Bulettes, duergars, gargoyles, gorgons, and other monsters with a reputation for resilience or invulnerability.

***Defenses.*** Thick walls topped with high spikes; vast moats filled with acid or fire; various traps; noxious acid pools (page 128). Victims of Annwn fiends serve only to refine and perfect the legion's defensive expertise. Void maggots might find their bones and flesh stitched together into walls or screens or mortared together in battlements of screaming flesh.

## Cocytus



Creatures of spite and malice, fiends of the Cocytus Legion believe no insult should go unpunished and revenge should be served a hundredfold. These fiends live their lives in extreme contrast, either acting with explosive anger or retreating in quiet, malevolent brooding over past injuries. They hold grudges with a near-religious fervor and scheme to heap revenge against any dissent or slight, whether real or imagined. Every Cocytus fiend has glowing, angry red scars upon its flesh representing the grudges it holds, and new injuries gleam brightest.

Cohesion within this unit is relatively weak, as fiends exact vengeance upon each other as much as they do their enemies. A powerful leader can compel groups of Cocytus fiends to work toward a specific goal in the short term, but infighting is inevitable under weaker leaders. Wise adventurers learn to prey upon this infighting, as it means squabbling bands of Cocytus fiends aren't likely to come to each other's aid.

***Strategies.*** Cocytus fiends don't engage in much advance planning. Leaders in the Cocytus Legion know their fiends react with swift and deadly retribution against enemy attacks rather than stick to

a predetermined plan, so they often keep the planning to a minimum. Cocytus fiends like to despoil and destroy their enemies' great architectural works and marvels, but only if they can take credit for the destruction as an act of spite or revenge. Their larger plans usually involve destruction such as toppling cities, flooding valleys, or burning down entire forests.

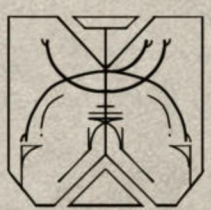
***Fourth-Circle Fiends.*** Nuckelavee, secutors, tardigrades, Underhell elementals

***Fiend Lords.*** Chthon, Scylla, Stroma, Tarasque

***Associated Monsters.*** Barbed devils, spirit nagas, specters, wights, wraiths, and other creatures that embody spite or thirst for revenge. Undead are particularly drawn to this legion, especially malevolent undead who were wronged in life but cannot rest. Cocytus fiends keep such troops in line with promises of ever greater acts of revenge and destruction.

***Defenses.*** Spiked pits, spiteful traps that often incorporate spikes or blades, bladed thickets (page 125). These fiends live in the ruins of their enemies' strongholds, taking a perverse glee in turning their foes out and using their fortifications against them. They spend a lot of their time despoiling the ruins, desecrating altars, befouling cisterns, and otherwise performing acts of petty spite.

## Dis



The Dis Legion focuses on mutation, degeneration, and regression to brute, animalistic impulses. Dis fiends are generally considered the most straightforward and stupid, as they do not prize thoughtfulness or foresight, but this stereotype often only proves true of maggots and the lowest ranking fiends. Other Dis fiends use brute stupidity as a weapon, inflicting it on their enemies to limit their effectiveness in battle. Other times, they overwhelm foes with anguish, reminding them of all that has been lost in order to prevent them thinking clearly. To the extent Dis fiends are straightforward, it is because this tactic has proven effective in invasion after invasion.

The Dis Legion is particularly attractive to grylluses, who are themselves not particularly bright but enjoy lording their abilities over lesser creatures. They like to present themselves as terrors to the brute idiots in the worlds they invade, and the regression and mutations of the Dis Legion allow the pretentious grylluses to seem like the height of sophistication and intelligence amid throngs of beasts. Although some legions are disgusted by the way Dis grylluses strut and preen, their magical abilities serve a valuable purpose in keeping the legion's many prisons in line and running smoothly.

***Strategies.*** Dis maintains larger prisons than most other legions, preferring to retrofit caverns or warehouses, where they keep prisoners in large iron cages like animal pens. There, they carefully inflict exquisitely painful mutations to increase their captives' suffering, and victims that have been too long in these prisons become wholly unrecognizable to their allies. The fiends delight in torments that lower their prisoners' intellect, such as forced lobotomies or other horrific surgical procedures. The fiends also use stupefying magic in battle so they can exploit their foes' animalistic intelligence by trapping or cowing them.

Dis is as much a legion of mutation as of regression: many of its fiends have extra limbs, duplicated facial features, or extra joints. These mutations may seem painful, but the fiends quickly adapt to them. In the areas controlled by the Dis Legion, spontaneous mutations are common, and the fiends don't give their enemies any time to adjust to their altered physical features before capturing or killing them.

***Fourth-Circle Fiends.*** Bellatrix, hortator, philters, raparee

***Fiend Lords.*** Asmod, Geryon, Scylla, Stroma, Tarasque

***Associated Monsters.*** Chimeras, hill giants, lycanthropes, and other creature that exemplify mutation or regression to a brutal, animalistic nature.

***Defenses.*** Poisons or diseases such as dull-thought draught (page 130) that impair higher-order thinking; alchemical slurries that cause mutations; magical traps that transform creatures into brute animals. Boilpits (page 125) are common in lands claimed by Dis fiends.

## Gehenna



The most brutal of the legions, Gehenna is synonymous among the fiends with raw strength and physical violence. Violence spreads like a contagion among these fiends and maggots and grylluses that survive eventually transform into underfiends as a reward for their brutality. These new underfiends in turn attack and torment weaker fiends. To the Gehenna fiends, no contest can truly determine who is superior other than a test of might. They simply take what they want from others and expect that mightier fiends will, in turn, take from them if they so choose.

Gehenna fiends are the least likely to respect the byzantine Underhell hierarchies and simply ignore commands from leaders they don't think are strong. Gehenna fiends have explosive tempers and can shift from apathy to blind rage at a moment's notice. They enjoy brutal and bloody arena sports and often arrange these sorts of fights between prisoners or even among themselves when there isn't anything more interesting to capture their attention.

***Strategies.*** Pleased to serve as the foot troops of the fiendish legions, Gehenna fiends enjoy the brutal clash of melee on the battlefield and tearing down fortifications with their bare hands. As many Gehenna fiends will fight each other with little provocation, their leaders often aggressively extend their troops to ensure a steady diet of combat—or, in the event the troops are overextended, a timely culling of soldiers that would otherwise be prone to infighting.

Although Gehenna fiends respect strength, they are often cunning and understand how many mortals equate strength with stupidity. Such fiends often try to lure mortals into traps by feigning inattention or by making promises to someone that can best them in a display of raw might. Of course, the fiends rarely keep these hastily-made promises.

***Fourth-Circle Fiends.*** Bellatrix, hortator, secutors, tardigrades

***Fiend Lords.*** Geryon, Humbaba, Orobas, Pulgasaur, Tarasque

***Associated Monsters.*** Evil giants, gnolls, minotaurs, ogres, owlbears, trolls, and other creatures of great strength, feral aggression, and limited intellect. Gehenna fiends have a kinship with predatory animals that kill for sport, such as cats, dinosaurs, or dire animals, and they often train such beasts as guards.

***Defenses.*** Barricades that require great strength to push through; arenas for blood sports filled with vicious animals; rolling sphere traps; spiked pit traps smeared with underfiend bile poison (page 130). Gehenna fiends prefer thick walls around their fortifications rather than traps, magic, or concealment. Even their isolated outposts or minor prisons resemble stout fortresses, and they often test the strength of their fortresses personally.

## Hades



Far more than any other legion, the Hades Legion utilizes massive hordes of maggots and slaves to do its fighting. This isn't due to any cowardice or caution on the part of the fiends of this legion—who are proud and all too willing to prove themselves at least as mighty as their peers in other legions—but because of their fundamental philosophical view of subservience. To Hades fiends, submission to another creature relinquishes all rights of will and even existence. To be willing to serve any more or any longer than absolutely necessary is to deserve oblivion.

As a result of this philosophy, each Hades fiend amasses as many slaves and servile maggots as it can muster. The fiends learn to show strength and power as much as possible, knowing that any display of weakness invites domination. Most cultivate a cocky swagger or an imperious demeanor to discourage peers from calling them weak or ineffective, and the scheming grylluses are particularly skilled at adopting the right facade.

Although these fiends disdain subservience, they are nevertheless organized into the hierarchy of circles just like other fiends. Hades fiends each insist that they are acting independently, and that they obey those of higher circles because they choose to, not because they are forced to. To admit that they are forced to serve is tantamount to acknowledging defeat and worthlessness. These ambitious fiends are very quick to rebel against their superiors when they show weakness, and they eagerly seek the necessary power to transform into more powerful fiends.

***Strategies.*** The Hades Legion drives vast armies of maggots and slaves ahead of them in battle, thinking nothing of expending any number to kill even a single enemy. Hades fiends fight particularly hard when defeat seems imminent, as they fear capture and enslavement even above death, and many bands of these fiends can be counted on to snatch a desperate victory from the jaws of defeat.

Cruel torturers, the fiends of the Hades Legion bring fanaticism to their treatment of slaves and prisoners. They placidly insist that their diabolical torments don't occur because the fiends *want* it but because the slaves *deserve* it. Creatures that break and accept this reasoning, if they survive at all, become twisted evangelists of the legion's perverse domination-centric logic.

***Fourth-Circle Fiends.*** Gadarenes, hortator, magdalene, mandrakes, philters

***Fiend Lords.*** Geryon, Humbaba, Orobas, Procrustes, Stheno

***Associated Monsters.*** Goblins, dretches, kobolds, and other creatures that are easily dominated fill the ranks of this legion.

***Defenses.*** Hazards that trap or restrain foes to take them captive, such as nets, bear traps, or quicksand. Prisons or chapels in which they indoctrinate others with their perverse philosophy.



## Lethe



Despair and fear are useful tools, and the Lethe Legion puts them to their most effective use. Lethe fiends can instill such an overwhelming horror that onlookers are wholly unable to act. The careful craft of nurturing despair is not something every fiend has the patience or temperament to practice, so the number of Lethe fiends is low compared to other legions.

These fiends often bear multiple piercings or horrific scars, most of which the fiend inflicted on itself in the presence of a mortal to amplify the terror of the encounter. Few mortals have the mental fortitude to watch a underfiend peel back the skin of its face to reveal the muscle underneath. These connoisseurs of horror focus their skills on one of several horrifying areas: some instill so much terror that their victims become amnesiacs; others push mortals beyond the breaking point; and others coerce victims into giving up strategically valuable information or performing wicked acts of horrifying terror on their own.

***Strategies.*** The Lethe Legion most often acts as the forward strike force of an invasion from the Underhell, often operating hundreds of miles from the main focus of the invasion. They patiently sow terror among distant populations, sabotage defenses, and murder key individuals that could help coordinate an effective defense of mortal settlements.

Lethe fiends prefer to operate in urban areas when possible, and they excel at surreptitiously invading large enemy cities. During the initial days of a fiendish invasion, a distant city may experience a rash of unexplained serial murders. Most often, these are Lethe fiends laying the groundwork for a terrifying revelation of their presence once the fiendish invasion is in full swing. The resulting panics can deal more damage in a short period of time than the fiends themselves.

***Fourth-Circle Fiends.*** Catoblepas, cendiaries, gadarenes, hortator, raparee

***Fiend Lords.*** Asmod, Baphomet, Geryon, Jabootu, Stheno

***Associated Monsters.*** Nalfeshnee demons, ghosts, mummies, will-o'-wisps, and any creatures that cause despair or feed on fear.

***Defenses.*** Pit traps; hanging cages; magical traps that cause fear or panic, fog of fear (page 126), and isolating oubliettes (page 127). These oubliettes are sometimes filled with icy water or hot coals to enhance a prisoner's suffering.

## Phlegethon



Phlegethon fiends are ablaze in body and mind: their forms are always surrounded by hellfire, a wispy version of fire that casts strange, grasping shadows and provides no comfort. The least of the maggots and fiends in the Phlegethon Legion have fire that dances upon their shoulders and arms, but the most powerful fiends are surrounded by sheets of fire like an immolated cloak, and many have a crown of flame erupting from their brow. These fiends also have fire in their thoughts, as they constantly long to set beautiful or delicate things alight and watch them burn.

Many more intelligent Phlegethon fiends see their love of fire as an artistic appreciation for hunger and destruction: the two forces they claim drive all of existence. Some are extraordinary gluttons, shoving charred meats down their gullets with hedonistic abandon and demolishing structures of stone and iron with the same lust their lesser kin feel when burning a wooden building.

***Strategies.*** The Phlegethon Legion provides the primary artillery and demolitionists of the fiendish invasion force. The fiends start fires in key areas, either by daring advances in person or by summoning great storms of hellfire to plague the enemy lines. More than mere pyromaniacs, they understand the value of fire in war: cutting off supply lines, burning bridges, and melting weapons. Leaders of the Phlegethon Legion hope to see the entire world burn to ashes.

Although every legion sees maggots as expendable troops, the Phlegethon Legion takes this to an extreme: its fiends often set a group of maggots on fire and send them running in different directions to start blazes, unconcerned about the fate their immolated minions may meet.

As might be expected, Phlegethon fiends prefer to torture their victims with fire, branding them or locking them in small, fiery iron cages. The fiends' enthusiasm for fire often gets the better of them, and they kill most of their victims before too long—a small comfort to the legion's captives or the allies who hope to liberate them.

***Fourth-Circle Fiends.*** Catoblepas, cendiaries, hell hound alphas, tardigrades

***Fiend Lords.*** Asmod, Baphomet, Humbaba, Pulgasaur, Tarasque

***Associated Monsters.*** Balor demons, fire elementals, hell hounds, magmins, salamanders, and other creatures of fire or that love arson.

***Defenses.*** *Walls of fire*; pools of flammable oil; fire-breathing statues, suffocating ash (page 128), flame geysers (page 126).

## Pandemonium



Masters of magic and manipulation, Pandemonium fiends delight in spreading chaos from a distance. They like to see a distant fortress fall to the infighting their enchantments engender, watch an opposing army rout from their illusory forces, or simply shatter a city with a bombardment of lightning bolts. Most Pandemonium fiends take special care to have more information than their enemies and rivals, and they keep their sources of information secret even when such sources are mundane spies. Many Pandemonium fiends, and many practice martial arts or esoteric rituals that place the mind above the body, as a route to personal power or the subjugation of others.

Pandemonium fiends bear the rare distinction of luring mortals to corruption with some regularity, which most Underhell fiends don't even bother to attempt. They do so by promising hidden arcane secrets or the answers to cosmic mysteries; whether the fiends actually have such secrets is usually moot, as they string along their victims rather than provide any substantive answers, even after the mortal's corruption is complete.

***Strategies.*** Pandemonium fiends primarily provide magical support to the legions of the Underhell. Although often skilled with many types of magic, they favor enchantment, evocation, and illusion, from a distance most of all. In particular, Pandemonium fiends use enchantment to establish lengthy networks to pass along information. Such networks also allow them to pass along goods and luxuries in a kind of black network, and they therefore often live in substantially greater style or decadence than other fiends. Many Pandemonium fiends can't help but gloat when they've managed to trick an enemy, and this drive sometimes impedes an otherwise flawless intelligence-gathering mission. Many Pandemonium fiends have specific "calling cards" they like to use, such as arcane marks or distinctive wounds, to mark their presence and instill dread.

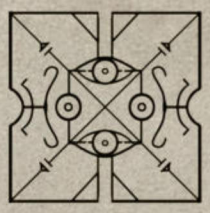
***Fourth-Circle Fiends.*** Hell hound alphas, magdalene, mandrakes, Underhell elementals

***Fiend Lords.*** Argus, Jabootu, Procrustes, Pulgasaur, Spider Mastermind

***Associated Monsters.*** Quasit demons, hags, lamias, rakshasas, vampires, and other creatures that prefer magical control over physical control or who use magic to maintain a decadent lifestyle.

***Defenses.*** Telekinetic traps, convoluted mazes, and illusory walls. Pandemonium fiends like to terrorize their victims in places that formerly felt safe, such as a temple or home; despoiling these locations brings the fiends particular delight.

## Sheol



Watchful and vicious opportunists, fiends of the Sheol Legion have a magical sight that comes in a variety of forms. This vision is always supernatural in origin and varies by fiend: some Sheol fiends can see magical auras, others can see thoughts of sentient creatures, and still others can sense hostile intentions. These gifts are irrelevant of hierarchy, and even lowly maggots might have phenomenal perceptive powers. If the masters of Sheol have any control over which fiends have stronger or weaker sight, they aren't explaining their capricious distribution strategy.

This legion's supernatural vision is used primarily to identify and cull the weak. Sheol fiends fanatically believe that the weakest in any group should be eliminated to improve the strength of all, and they apply this cold logic to their own forces as much as to their enemies. As a result, these fiends are grim fatalists and specters of doom.

***Strategies.*** Sheol fiends are, naturally, the best scouts and assassins of the Underhell. They occupy the tallest hills and towers in a region, keeping a careful eye on the terrain and warning their forces where opposition or other dangers can be found, as well as weak points in enemy lines. During an engagement, Sheol leaders deploy their fiends right where they need to be to inflict the most effective, crippling damage in a fight. Sheol masters are widely acknowledged to have prophetic insights in addition to supernatural vision.

Cunning and calculating, the fiends of this legion carefully analyze the factors of a battle well in advance, if possible. They strike decisively at the most opportune time and place. Their attacks, therefore, seem terrifyingly prescient to their enemies. Other legions sometimes accuse them of cowardice, as Sheol Legions simply retreat when they don't see a clear path to success. Sheol fiends maintain hordes of useful items in secret hiding places they can retreat to when possible, especially divination devices such as *crystal balls*.

***Fourth-Circle Fiends.*** Bellatrix, magdalene, man-

drakes, secutors, Underhell elementals

***Fiend Lords.*** Argus, Geryon, Procrustes, Scylla, Spider Mastermind

***Associated Monsters.*** Bugbears, goblins, giant vultures, hags, and other creatures that lurk patiently while awaiting the best time to strike.

***Defenses.*** Wards that pinpoint invisible or hidden creatures; magical fields that illuminate injured creatures, with greater injuries causing a stronger glow; vicious halo hazards (page 129). Sheol fiends don't spend a lot of time tormenting their prisoners and slaves because they don't have to; they can make a single well-placed incision or push a specific pressure point to cause hours or days of writhing agony. Most fiends enjoy practicing their skills with this type of torture and displaying their shrieking victims to discourage attackers.

## Styx



Nimble masters of the air, Styx fiends are gaunt and possess remarkable agility. Most can fly or glide through the air, at least for short jaunts, and they do not hesitate to engage airborne foes with vicious, tearing strikes. They are keen scouts and jealous thieves thanks to their easy speed and high vantage points.

Styx fiends have an uncanny communion with flying predators, and giant birds within their domains become irritable and aggressive. Many times, the fiends are lax about posting a watch or keeping an eye out for enemies, as the raucous cawing of giant crows or rocs alerts them to the presence of intruders. These birds are driven to feast upon the flesh of intruders, and this diet only serves to elevate their aggression and make them nearly suicidal in their drive to defend the legion's domain.

***Strategies.*** Though they style themselves as lords of the air, few Styx fiends can fly continuously. The Underhell has many cramped caverns, and true aeries are rare in that claustrophobic plane. To ensure their mastery of skies in the worlds they inhabit, Styx fiends construct massive airships made of burning iron called hellkites. Able to dart through the air with fiendish magic and a precise control of thermal currents, a hellkite can bear hundreds of maggots or dozens of more powerful fiends. A common tactic is to sail a hellkite high above an enemy fortification and drop a rain of maggots onto the unprepared defenders. Styx maggots can't fly but neither do they take damage from falling, so they land ready to fight.

When at war, the Styx Legion is most often called upon to scout and reach elevated objectives, such as castle towers or mountain fortresses. They also meet aerial forces in enemy armies head-on, taking the flight to them in their hellkites. Styx fiends also hunt down mortals who oppose them in order to and steal the most useful of magic items and other treasures used by mortals to oppose them, then escape thanks to their high mobility.

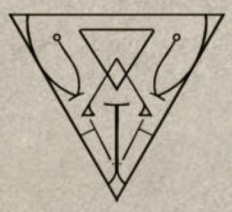
***Fourth-Circle Fiends.*** Hell hound alphas, nuckelavee, raparee, secutors, Underhell elementals

***Fiend Lords.*** Baphomet, Procrustes, Pulgasaur, Stheno

***Associated Monsters.*** Vrock demons, harpies, swarms of bats and birds, and other flying monsters.

***Defenses.*** Fortifications that cannot be reached except by flying; magical winds and storms; gravity cliffs (page 126). The Styx legion uses magically generated windstorms to defend their skies and to employ as weapons against mortal realms. Equal parts shrieking wind and malevolent hatred given ephemeral form, these storms tear through fields and farms and lift creatures bodily into their shredding funnels. The creatures that survive these storms can be forever changed, as the fragments of jealousy that shred their flesh also injure their souls.

## Tartarus



The Tartarus Legion promises only pestilence and poison. Its members are exceptionally cruel and hateful, obsessed with seeing anyone suffer constantly if they deserve it (that is, if they aren't useful to the legion). The legion's domains are disease-ridden morasses where bloated corpses float and venomous creatures lurk to ambush the unwary. Tartarus fiends often drip with poison or transmit virulent plagues. They are never subject to the diseases they carry, although they might become feverishly aggressive when infected.

Just as Tartarus fiends are masters of maladies, they also have a deep knowledge of antidotes and remedies. They normally keep this information to themselves, of course, and only use it to occasionally tempt desperate mortals who would trade anything to cure a loved one suffering from a plague or poison.

***Strategies.*** The Tartarus Legion torments souls just as other fiendish legions do, but their prisons are often empty. Instead of imprisoning captives and designing exquisite tortures, Tartarus fiends often infect their captives with a disease and then turn them

loose. If the prisoners survive long enough to return to their friends and family, they do so carrying a disease that scythes through the enemy population and makes subsequent subjugation by the fiendish legions that much easier. This tactic has led to draconian policies among mortal defenders to refuse to admit escaped victims from any legion—as any of them could carry a devastating plague. These cruel rejections, no matter how well-intentioned, engender animosity within the ranks of mortals and plant seeds for future corruption or weakening insurrection.

***Fourth-Circle Fiends.*** Catoblepas, cendiaries, nuckelavee, raparee

***Fiend Lords.*** Argus, Chthon, Humbaba, Scylla, Stroma

***Associated Monsters.*** Death dogs, otyughs, swarms of insects, other filthy creatures that impart disease or poison.

***Defenses.*** Banks of fog carrying various diseases; pits of stinging insects; fields of corpses (page 125); diseases such as writhing flesh (page 125) and skin-shine (page 124).

Tartarus fiends use maggots as slave labor to construct massive towers of diseased bone and pustule-ridden flesh called plague towers (page 43). These plague towers rise above forests and hills like foul smokestacks, belching out diseased air to blanket the countryside. The plague towers sometimes lurch and heave themselves across the landscape to spread their miasma. Although no mortal kingdom wants to see a plague tower slowly approaching its borders, the true significance of these movements is even worse: Tartarus leaders arrange five or more plague towers across the countryside in patterns with arcane significance that impair healing magic and strengthen their pestilential hold on the land.





# MONSTERS

Shaped of madness and horror from beyond the darkness of the hellscapes mortals fear, the Underhell sends forth an unstoppable wave of vile, disgusting monstrosities to subjugate worlds in devastating waves of carnage and torment.

The invading armies of the Underhell boast a variety of fiends as well as a horde of foul monsters. The reality-warping presence of the Archlords turns some monsters into possessed or corrupted caricatures of themselves, and living creatures killed by fiends run the risk of rising thereafter as undead horrors. This chapter is organized into families of creatures:

***Apocalypse Undead.*** Undead created by an Underhell invasion are horribly twisted by the energies of the Underhell. Such terrors include the ashen angel, crawling horde, leaping skin, restless, and shambling fragment.

***Corrupted Creatures.*** The most varied of monsters, corrupted creatures are more mundane beings altered by fiendish power, gaining corruption traits that match the fiendish legion that changed them. Almost any creature can become a corrupted creature, excepting fiends (who are already sufficiently corrupted) and undead (who may instead become apocalypse undead).

***Damned Soul Swarms.*** Damned soul swarms are undead souls bound into a horrific, incorporeal amalgam.

***Fiends.*** The primary soldiers of the Underhell, fiends are organized into circles: void, first, second, third, and fourth. They include void maggots, grylluses, underfiends, cacodaemons, and a number of fourth circle fiends: bellatrix, catoblepas, cendiary, gadarene, hell hound alpha, hortator, magdalene, mandrake, nuckelavee, philter, raparee, secutor, tardigrade, and Underhell elemental.

***Nephilim Engines.*** Fiends build titanic, horrifying constructs of flesh and bound spirit called nephilim engines for transportation and siege warfare, including such monstrosities as the animated Doomgate, the corpse mother, the racked seraph, and the siege dragon engine.

## Underhell Monsters

Consider the following guidelines for the behavior and abilities of most of the monsters in this chapter.

***Lumbering Hordes.*** Most of the monsters unleashed by the Underhell invasion are slow-moving but overwhelmingly tough. They also tend to originate from city centers and other bases of relative safety for them, where food and victims are plentiful. Finally, they do not tire or relent from destroying and killing and by the same token do not heal from injury. Taken all together, fighting these monsters likely feels like dealing with an army of somewhat intelligent zombies spreading across the world. All Underhell fiends with a speed of 25 feet or less can only move at a slow pace. Even Underhell fiends with a speed of 30 feet are notably slow, usually reaching that speed only because they have long legs or such appendages. Most PCs can outdistance them and will not be pursued if they get out of range (see below).

***Outpacing Wounded Fiends.*** The fiends, constructs, and undead in this book do not regain hit points from rest, so player characters are likely to figure out it is effective to strike hard at a too-dangerous foe, retreat quickly, rest, and hit them again. This way, the player characters get to recharge their hit points and possibly some abilities or spells while the fiends do not.

To get far enough ahead to manage a short rest, the party must move at a fast pace for 1 hour (a 2-mile lead) when fleeing slow-paced fiends, or for 3 hours (a 3-mile lead) when fleeing normal-paced fiends. To get far enough ahead to manage a long rest, the party must move at a fast pace for 8 hours (a 16-mile lead) when fleeing slow-paced fiends, or for 24 hours (a 24-mile lead) when fleeing normal-paced fiends. An hour galloping on a fresh mount counts as 2 hours of travel at a fast pace for this purpose.

If this makes fights too easy, remember that the hordes are also constantly being reinforced from one or more Doomgates, so there might be a few maggots reinforcing a wounded cacodemon when it catches up.

***Legion Traits.*** Many of the monsters in this book have sidebars containing Legion Traits, which are specific characteristics of a monster that represent its allegiance in, training with, and/or corruption by the corresponding fiendish legion. Each fiend should generally only have one Legion Trait. In addition to customizing these fiends, some of these traits can be used to customize more well-known fiends such as demons or devils to help round out the variety of fiends your player characters encounter. The Corrupted Creatures entry features a list of Legion Traits that can be added to non-fiend creatures to corrupt them.

# Apocalypse Undead

The Underhell roils with vile energies unlike anything found in the mortal realms. These wicked energies are something beyond the unnatural, and even the likes of devils and demons find them unnerving. One of the most revolting effects of an Underhell invasion is the unleashing of these energies upon unsuspecting mortals.

As the fiends move throughout the world, these energies swirl about them, coalescing into an invisible miasma that clings to the dead bodies of mortals left behind by the fiends' rampaging throughout the world. It is in the Underhell's nature to use all that it destroys in some way or another: as a result, contaminated corpses soon rise again, the power of the Underhell animating them once more. These undead are mockeries of the precious lives lost at the hands of the fiends of the Underhell, who are all too happy to allow the undead to consume and destroy as they wish.

***Timeless Undead.*** Undead created by the Underhell are little affected by the passage of time, positively or negatively. They do not regain hit points and are not susceptible to exhaustion. Like all undead, they require no food, drink, air, or sleep.



## Ashen Angel

While the rank and file fiends of the Underhell contentedly left the undead that rose in their wake to their own devices, the lords of the Underhell sought a way to turn this rampant power to a greater purpose. Initial attempts at harnessing these energies proved fruitless, however, leading most lords to abandon this goal for the time being. Only when the gods sent their angels to fight against the Underhell did the fiends find the opportunity they had been waiting for.

The first angels to arrive faced the forces of the Underhell shortly after the invasion began. These angels, recognizing an enemy unlike any other, fought valiantly and sacrificed their physical forms to slow down the Underhell. The angels fell quickly to the might of the fiends, but their souls returned to the good-aligned planes as normal after destruction on the Material Plane. One of these angels met its demise in an area saturated with the vile energies of the Underhell, but its soul did not cleanly escape the physical realm. A shell of the angel soon rose again: hollow, not truly solid, and without its full faculties. Only the scarred core of the angel's soul had escaped, leaving a withered and translucent echo behind. This development intrigued the fiend lords of the Underhell and shook the rest of the planes to their core. Never before had it been possible to raise an angel as an undead, for their bodies and souls are one, yet the unliving blasphemy was apparent.

The lords and their minions took the time to study these energies and eventually discovered a difficult and arduous way to replicate this effect. Even with these limitations, the Underhell has created several undead from the corpses of fallen celestials, beings they call "ashen angels" due to the pallid skin caused by the reanimation.

The ashen angel is an animated planetar whose healing powers the vile power of the Underhell has twisted into necrotic energies capable of restoring its fellow undead. Planetars make up the known ranks of the ashen angels and it is unclear if the lords of the Underhell can reanimate and command other types of angels. If so, the Underhell has chosen to wait to unleash these angels until some future time. Some fallen clerics claim their gods have abandoned their worlds and their people to prevent losing more angels to the ranks of the Underhell.

### Ashen Angel

*Large undead, neutral evil*

**Armor Class** 14 (natural armor)
**Hit Points** 114 (12d10 + 48)
**Speed** 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 16 (+3) | 18 (+4) | 15 (+2) | 18 (+4) | 10 (+0) |

**Saving Throws** Con +7, Wis +7
**Skills** Perception +7
**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, prone, poisoned
**Senses** passive Perception 17
**Languages** all
**Challenge** 6 (2,300 XP)

***Incorporeal Movement.*** The ashen angel can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

***Magic Resistance.*** The ashen angel has advantage on saving throws against spells and other magical effects.

#### Actions

***Multiattack.*** The ashen angel makes two melee attacks.

***Greatsword.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

***Decaying Touch (2/Day).*** The ashen angel touches another creature. The target must make a DC 15 Constitution saving throw, taking 21 (4d8 + 3) necrotic damage on a failed save, or half as much damage on a successful one. If the ashen angel touches an undead creature, that creature regains 21 (4d8 + 3) hit points.



## Crawling Horde

Entire towns meet their demise at the hands of the fiends of the Underhell, and any survivors have the unfortunate task of handling the burial of these dead. As the fiends of the Underhell slaughter countless mortals, finding enough graves to bury these dead frequently proves all but impossible, leading to most victims ending up in enormous, mass graves. Through the power of the Underhell's fell energies, many of these mass graves become the site of large, undead uprisings. In rare cases, these corpses rise in the same instant, creating a sort of hive-mind or shared consciousness. These corpses move in unison as large masses of undead known as "crawling hordes."

Crawling hordes move about like enormous snakes or ocean waves of undead. They seek any living creatures they can add to their constantly shifting mass. A crawling horde makes use of its endless corpses to move about, with each extremity used as part of its locomotion, either to crawl along the ground or to dig through the earth at an accelerated rate. The dozens of arms and legs allow a crawling horde a surprising amount of speed and mobility, making it difficult to escape the monstrosity's clutches. Victims caught in a crawling horde's grasp find themselves moved along the creature's form, passed from corpse to corpse.

The excessive energies required to animate a crawling horde grant it a formidable resistance to magical effects. Clerics and paladins have difficulty using their divinely charged abilities to turn or unmake a crawling horde, and due to the relative insignificance of a particular corpse, a crawling horde hardly reacts to attacks from weapons. As such, any who know of the terror that is a crawling horde prefer to run from the monstrosity rather than attempt to combat it. In many cases where a crawling horde is destroyed, its component corpses will continue to animate as shamblers.

This enormous mass of corpses writhes and undulates like a snake with each corpse grasping outward. The countless corpses and body parts intertwine, making it all but impossible to identify any individuals.

### Crawling Horde

*Gargantuan swarm of Medium undead, neutral evil*

**Armor Class** 9
**Hit Points** 155 (10d20 + 50)
**Speed** 40 ft., burrow 20 ft., climb 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 8 (−1) | 20 (+5) | 4 (−3) | 7 (−2) | 10 (+0) |

**Saving Throws** Str +9, Con +9
**Damage Vulnerabilities** bludgeoning, piercing, slashing
**Damage Immunities** poison
**Condition Immunities** blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 8
**Languages** —
**Challenge** 9 (5,000 XP)

***Grappler.*** The crawling horde has advantage on attack rolls against any creature grappled by it.

***Magic Resistance.*** The crawling horde has advantage on saving throws against spells and other magical effects.

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

***Undead Fortitude.*** If damage reduces the crawling horde to 0 hit points, it is entitled to make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the crawling horde drops to 1 hit point instead.

#### Actions

***Multiattack.*** The crawling horde makes five attacks: four with its slam and one to mob.

***Slam.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

***Mob.*** *Melee Weapon Attack:* +9 to hit, reach 0 ft., one Large or smaller creature in the horde's space. *Hit:* 19 (4d6 + 5) bludgeoning damage. Also, the target is grappled (escape DC 15). There is no limit to the number of creatures the crawling horde can mob.



## Leaping Skin

In extremely rare circumstances, the energies of the Underhell can animate only a portion of a corpse, such as a skeleton that erupts forth from the flesh. Other times, however, the corpse's skin will animate, tearing itself from the muscle of the corpse.

These animated skins constantly seep unique acids from their pores that allow a skin to break down the tissue of any creature it engulfs, effectively allowing a skin to "digest" a creature. The animated skin makes use of digested organic matter to reconstitute itself and repair damage to itself, unlike most undead created by the Underhell. Many tales of these animated skins detail a corpse walking about, only for the skin to jump off and attack a victim, hence the name "leaping skin."

A leaping skin resembles dead flesh and manifests any damage or decomposition it underwent before its reanimation, unless it has recently eaten the skin of a recently slain creature, in which case it looks mostly fresh and possibly alive. As such, anyone that sees a body engulfed by a leaping skin tends to confuse the body with an ordinary corpse or zombie. This common mistake allows a leaping skin to hide in plain sight, especially among the ranks of corpses or other undead. Only when the skin jumps from the body, leaving a partially digested corpse behind, does it become obvious that the skin is not what it seems.

A leaping skin is constantly on the search for more tissue to digest to maintain its own form, using its latest meals as transportation. The leaping skin can pull the body's skeleton along, partially mimicking the use of muscles and joints to move a body.

***Spies for Fiends.*** In rare cases, leaping skins are used for reconnaissance by fiends. They offer the leaping skin a steady supply of bodies in exchange for the skin using its ability to animate a fresh body and pilot it into a place where it can observe the actions of mortals fighting against the invasion.

This animated skin is the size of full-grown adult with a large tear running along its back. It quivers and shakes without the support of a body and digestive acids ooze from its internal surface.

### Leaping Skin

*Medium undead, neutral evil*

**Armor Class** 13
**Hit Points** 37 (5d8 + 15)
**Speed** 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 16 (+3) | 7 (–2) | 6 (–2) | 2 (–4) |

**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** Common
**Challenge** 3 (700 XP)

***Damage Transfer.*** While it is grappling a creature, the skin takes only half the damage dealt to it, and the creature grappled by the skin takes the other half.

***Puppet Corpse.*** As a bonus action, the leaping skin can wrap itself around a Medium or Small corpse or skeleton within 5 feet. Until it drops the corpse (including using its Smother attack), the leaping skin has a walking speed of 30 feet. The corpse can be attacked and destroyed (AC 12, 9 hit points, immunity to poison and psychic damage). While wrapped around a corpse, the leaping skin recovers 1 hit point at the beginning of its turn, up to its maximum hit points. Eventually (DM's discretion), it drains all the useful strength from a corpse, leaving a dissolved skeleton from which it can absorb no more hit points from but can still use as a puppet.

#### Actions

***Multiattack.*** The leaping skin makes three attacks: two slam attacks and one smother attack.

***Slam.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

***Smother.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 12). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the skin can't smother another target. In addition, at the start of each of the target's turns, the target takes 9 (2d8) acid damage.



## Restless

Even with the terrors brought about by the fiends of the Underhell, many mortals attempt to retain some sense of civility and respect when disposing of their dead, especially when the number of dead has not yet overwhelmed their abilities to dispose of the corpses. Unfortunately, even proper burial rites, blessings, and other traditions do not always defend from the energies of the Underhell. When fiendish energies seep into carefully tended bodies, the foul energies cause the corpses to grow strange protrusions of writhing flesh like small tendrils that grasp nearby creatures and interfere with enemy attacks. Due to how quickly these dead sometimes animate after their burial, many have come to refer to them as "the restless."

The restless constantly hunger for flesh and are constantly looking for something to consume. This can range from animals to humanoids or even other corpses. It is not uncommon for a restless to rise and immediately consume any others with which it was buried. Once they have fed on nearby corpses, restless move on in search of more flesh, never satiated by their meals. Many believe that restless retain a sense of their lives before death as most restless return to their homes or seek out loved ones as their first victims. Whether this is a mere coincidence, since many restless are buried near their homes, or based on fact is unknown.

Strangely, restless are aware of other undead and do not attempt to feed upon the likes of shambling fragments or zombies. Also unlike zombies, restless are completely independent and take orders from no one, not even the lords of the Underhell. Rumors have risen of unique restless that are capable of communicating with other restless, issuing commands to their fellow undead, though none have survived to confirm the validity of such claims.

This corpse is wrapped in what appear to be loose bandages or the shredded remains of a burial shroud. Writhing scraps of torn and rotting flesh are visible beneath these coverings. It moans with a low, guttural groan.

### Restless

*Medium undead, neutral evil*

**Armor Class** 12 (natural armor)
**Hit Points** 30 (4d8 + 12)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 11 (+0) | 17 (+3) | 7 (–2) | 10 (+0) | 11 (+0) |

**Saving Throws** Wis +2, Cha +2
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** understands the languages it knew in life but can't speak
**Challenge** 1 (200 XP)

***Undead Fortitude.*** If damage reduces the restless to 0 hit points, it is entitled to make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the restless drops to 1 hit point instead.

#### Actions

***Multiattack.*** The restless makes one bite attack and one slam attack.

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

***Slam.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained and the restless can't slam another target.



## Shambling Fragments

The fiends of the Underhell, in their endless depravity, find great enjoyment in tearing mortals limb from limb or severely mutilating their bodies, before or after death. Although these remnants are not complete corpses, the energies of the Underhell can still animate extremely damaged corpses, partial torsos, individual limbs, and other body parts to seek out others to tear apart as well, seemingly guided by some unnatural force. These remnants given undeath are known as "shambling fragments," after the discordant movement of their incomplete bodies.

Dozens of shambling fragments can rise from a single corpse, even if left intact. While a single shambler is rarely a danger, multiple shamblers can quickly overwhelm anyone caught unawares. A shambler is suffused with the energies of the Underhell, constantly radiating these same energies. Anyone struck by a shambler risks some of this energy entering their own body, increasing the risk of rising as undead themselves if killed, either under the assault of the shambler or even at a later date.

This mutilated corpse retains enough of its original form to continue moving about. It lumbers about with the use of its remaining extremities.

### Shambling Fragment

*Small undead, neutral evil*

**Armor Class** 7
**Hit Points** 16 (3d6 + 6)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 5 (–3) | 14 (+2) | 2 (–4) | 5 (–3) | 3 (–4) |

**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 7
**Languages** understands the languages it knew in life but can't speak
**Challenge** 1/8 (25 XP)

***Swarming Attack.*** The fragment has advantage on an attack roll against a creature if at least one of the fragment's allies is within 5 feet of the creature and the ally isn't incapacitated.

***Undead Fortitude.*** If damage reduces the fragment to 0 hit points, it is entitled to make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the fragment drops to 1 hit point instead.

#### Actions

***Slam.*** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage and 1 necrotic damage.





# Corrupted Creatures

Although the fiends of the Underhell stand opposed to all other creatures of the mortal world—even the most unnatural or evil—some canny fourth-circle fiends and Archlords seek to corrupt the native creatures to make the invasion easier. These fiendish generals imbue corrupted creatures with their legion's power, creating stronger and more wicked monsters to do their bidding or merely sow chaos and death.

Fiends usually consider corrupted creatures to be little more than expendable fodder, though some Archlords like to diversify their ranks with talent culled from the most powerful and wicked creatures native to the invaded planet. This is particularly the case when the corrupted creature fills a tactical or strategic gap during the invasion, such as an aquatic creature to assault an underwater fortress or an agile aerial creature to attack a flying castle or mountaintop redoubt. Corrupted creatures that prove particularly useful might be deployed in other invaded worlds and, ultimately, become a new rank of fiend entirely.

## Sources of Corruption

Underhell corruption occurs in one of three ways. These traits are intended to be applied to monsters or occasionally NPCs, and not to the adventurers; such a fate reflects a lasting (and, in some cases, entirely arbitrary or unwanted) affiliation with a legion.

***Soul-Selling.*** Most often, corruption occurs willingly: a desperate creature submits itself to the fiends and offers its loyalty in exchange for revenge, power, or even just survival. A fiend can be whimsical when entertaining such requests and might simply obliterate one prospective supplicant while corrupting another. In either case, the granted power is fleeting; when the corrupted creature dies, its soul is forfeit to the Underhell and, specifically, to the legion or Archlord that corrupted it.

***In the Shadow of Fiends.*** Sometimes, corruption occurs spontaneously when the forces of a particular legion infuse the land itself with their hellish power. An Archlord's Shadow almost always corrupts some of the creatures caught within it. These creatures give in to the darkest impulses within their hearts and gain powers associated with the relevant legion, without the direct intervention of any fiend at all. When a creature succumbs like this, its soul is permanently and irredeemably stained. Those

few corrupted creatures that aren't evil undergo an automatic alignment shift to evil as their worst impulses dominate their minds. Corrupted versions of good creatures almost always arise through indirect corruption, as treants, unicorns, and other such benevolent creatures rarely offer their allegiance to the Underhell.

***Underhell Possession.*** More rarely still, a fiend that has lost its physical form might possess another creature, feeding the creature's worst impulses and altering how it sees the world. Typically, possession happens after an unusually bitter fiend is slain but a Doomgate remains open and it is near a creature with violent or spiteful inclinations. The fiend is ethereal (and thus invisible and unable to affect or be affected by material creatures) and has a flying speed of 60 feet (and can hover) until it returns to the Underhell or it possesses a creature. Rather than crossing back to the Underhell to resume a physical form, the fiend lingers for a few hours or days, waiting for a creature to feel a strong pang of jealousy, anger, or hatred. Then, it can attempt to possess the creature, which can resist with a DC 15 Charisma saving throw.

On a successful save, the fiend is sent back directly to the Underhell. On a failed save, the creature gains a corruption trait and its alignment becomes evil until the possession ends. This corruption lasts as long as the creature is possessed. The possession can be ended by the *dispel evil and good* spell and similar magic. Whenever the creature takes an action that it would otherwise be strongly opposed to, it can repeat the saving throw, ending the possession on a success.

## Corruptions for Each Legion

Each legion corrupts native creatures in unique ways. A Tartarus leader, for example, might unleash a plague of corruption, while a Pandemonium-allied Archlord might cast a single, powerful spell to corrupt creatures in a wide area. A general of the Cocytus legion typically corrupts creatures by tempting them with power to hurt their own enemies. The following entries present examples of normal monsters corrupted by each legion.

### Adding Corruption Traits

Each corruption trait can usually be added to a creature without increasing its challenge rating, but if the trait plays directly into a creature's most effective attacks or traits, it might increase the creature's challenge rating by 1.

#### Corruption Trait Save DC

Many of the following corruptions grant additional special traits or actions that require a saving throw. The DC of this saving throw is 13 if the corrupted creature has a challenge rating of 4 or lower, 15 if the corrupting creature's challenge rating is at least 5 but not more than 10, 17 if its challenge rating is at least 11 but not more than 16, and 19 if its challenge rating is 17 or higher.

## Acheron Corruption

Acheron corruption is usually embraced by creatures living in the desolate, barren wastelands that the Acheron legion produces, if only as a means to survive. While this legion controls an area, live births from any creatures are rare and produce corrupted creatures that grow to maturity with supernatural speed. Creatures with an Acheron corruption seem sickly and pale, and most have vacant, hollow gazes.

Acheron corruption grants the following trait.

***Lifeless Aura.*** The Acheron-corrupted creature exudes an aura of deterioration and lifelessness that manifests as an unpleasant itching up to 20 feet from the creature. Creatures in the aura other than fiends and Acheron-corrupted creatures can't regain hit points or gain temporary hit points.

## Acheron-Corrupted Chuul

The Acheron legion doesn't limit its depredations to the land but also drains the seas of life and vitality. Chuuls that lurk in lightless depths often embrace this corruption not only to survive but because it grants them the opportunity to demonstrate unparalleled mastery of the waters. Corrupted chuuls usually serve as amphibious warriors in the armies of the fiends but some are guardians of underwater strongholds.

This monstrous crustacean is a sickly, sallow color, but its oversized claws clack together menacingly.

### Acheron-Corrupted Chuul

*Large aberration, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 93 (11d10 + 33)
**Speed** 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 10 (+0) | 16 (+3) | 5 (–3) | 11 (+0) | 5 (–3) |

**Skills** Perception +6
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 16
**Languages** understands Deep Speech but can't speak
**Challenge** 5 (1,800 XP)

***Amphibious.*** The chuul can breathe air and water.

***Lifeless Aura.*** The Acheron-corrupted chuul exudes an aura of deterioration and lifelessness that manifests as an unpleasant itching up to 20 feet from the chuul. Creatures in the aura other than fiends and Acheron-corrupted creatures can't regain hit points.

***Sense Magic.*** The chuul senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

#### Actions

***Multiattack.*** The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its necrotic tentacles once.

***Pincer.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

***Necrotic Tentacles.*** One creature grappled by the corrupted chuul takes 10 (3d6) necrotic damage and must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The chuul regains hit points equal to the necrotic damage it deals. Until this poison ends, the target is paralyzed and its hit point maximum is reduced by the amount of necrotic damage it takes. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## Acheron-Corrupted Treant

The desolation and barrenness that accompany the Acheron legion have warped this treant, imbuing the creature with the malevolent desire to spread its own decay. The forest creatures that once depended on the treant's guidance now suffer under its depredations, and the treant's former domain is now a blighted haven for evil. Fiends use corrupted treants as living siege engines, assaulting the fortifications of elves and other intractable creatures that seek shelter in the forest.

This lumbering tree looks badly diseased, with patches of rot on its trunk and decaying leaves clinging to its boughs.

## Acheron-Corrupted Treant

*Huge plant, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 102 (12d12 + 24)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 8 (–1) | 15 (+2) | 12 (+1) | 16 (+3) | 12 (+1) |

**Damage Resistances** bludgeoning, piercing
**Damage Vulnerabilities** fire
**Senses** passive Perception 13
**Languages** Common, Druidic, Elvish, Sylvan
**Challenge** 8 (3,900 XP)

***False Appearance.*** While the treant remains motionless, it is indistinguishable from a normal decaying tree.

***Lifeless Aura.*** The Acheron-corrupted treant exudes an aura of deterioration and lifelessness that manifests as an unpleasant itching up to 20 feet from the treant. Creatures in the aura other than fiends and Acheron-corrupted creatures can't regain hit points.

***Siege Monster.*** The treant deals double damage to objects and structures.

### Actions

***Multiattack.*** The treant makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

***Rock.*** *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

***Animate Trees (1/Day).*** The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as an Acheron-corrupted treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies, until the treant dies or is more than 120 feet from the tree, or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then falls over and dies.



## Annwn Corruption

The mighty defenses of the Annwn legion thrum with hellish power, maintaining the powerful magical protections that the fiends of the legion share. These magical energies can warp the physiology of nearby creatures, imparting the same remarkable durability of Annwn legion fiends but twisting and warping the corrupted creature's limbs in painful and debilitating ways. Although the defenses enjoyed by this legion seem like a blessing, corrupted creatures bear constant physical aches.

Annwn corruption grants the Heavy Skin trait and the Withstand reaction.

***Heavy Skin.*** Annwn corruption grants the corrupted creature thickened natural armor that provides a +1 to Armor Class. Reduce all speeds of the corrupted creature by 5 feet if they were at least 30 feet or by 10 feet otherwise, to a minimum of 10 feet.

***Withstand.*** When the corrupted creature takes damage from a source it can see, it can use its reaction to reduce the damage either by 1 + half the corrupted creature's challenge rating (round down) or by 3, whichever is greater (before applying resistance or vulnerability).

## Annwn-Corrupted Gargoyle

Gargoyles perched upon the walls of fortifications co-opted by the fiends of the Annwn legion sometimes become infused with the supernatural invulnerability of the Annwn corruption. This corruption imparts a particularly dense skin but makes the gargoyles lumpy and misshapen, as though fashioned from poorly molded clay. This malformed skin is painful and itchy, preventing a corrupted gargoyle from remaining motionless for very long; if the gargoyle had gone unnoticed prior to its corruption, it is soon discovered and must serve the legion or flee to some distant, inaccessible height.

This granite gargoyle bears knots of stone across its body that resemble boils or blisters made of chalky rock.

## Annwn-Corrupted Gargoyle

*Medium elemental, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 52 (7d8 + 21)
**Speed** 25 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 11 (+0) | 16 (+3) | 6 (–2) | 11 (+0) | 7 (–2) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Damage Immunities** poison
**Condition Immunities** exhaustion, petrified, poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Terran
**Challenge** 2 (450 XP)

***False Appearance.*** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue. The gargoyle cannot maintain this false appearance for more than 1 hour at a time before it needs to stretch cramping muscles and scratch its pained skin.

### Actions

***Multiattack.*** The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

### Reactions

***Withstand.*** When the gargoyle is dealt damage by a source it can see, the gargoyle reduces the damage dealt to itself by 3 (before applying resistance or vulnerability).



## Annwn-Corrupted Shield Guardian

Unlike most other corrupted creatures, corrupted shield guardians aren't converted from existing creatures; instead, they are manufactured by the magicians and engineers of the Annwn legion to guard their fortifications. Despite being a construct, a corrupted shield guardian is often malevolent in its outlook and subtly subverts commands given by a good creature that wears its amulet. Corrupted shield guardians sometimes appear pitted or badly rusted, but their metal plates are far more durable than they appear.

Flecks of rust and corroded pits mar the metal armor of this human-shaped automaton.

### Annwn-Corrupted Shield Guardian

*Large construct, neutral evil*

**Armor Class** 18 (natural armor)
**Hit Points** 127 (15d10 + 45)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 8 (–1) | 16 (+3) | 7 (–2) | 10 (+0) | 6 (–2) |

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
**Languages** understands commands given in any language but can't speak
**Challenge** 7 (2,900 XP)

***Bound.*** The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. When a creature first takes the amulet and every 24 hours that it keeps the amulet on its person, it must succeed on a DC 11 Wisdom saving throw or gain an indefinite madness. A good-aligned creature has disadvantage on this saving throw, and the shield guardian attempts to undermine or corrupt orders given by a good-aligned controller. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

***Regeneration.*** The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

***Spell Storing.*** A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

#### Actions

***Multiattack.*** The guardian makes two fist attacks.

***Fist.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

#### Reactions

***Shield.*** When a creature makes an attack against the wearer of the guardian's amulet while the guardian is within 5 feet of the wearer, the guardian grants a +2 bonus to the wearer's AC and reduces the damage by 4.

***Withstand.*** When the guardian is dealt damage by a source it can see, the guardian reduces the damage dealt to itself by 4.



## Cocytus Corruption

Focused on spite and retribution, the Cocytus legion's corruption takes root in the desire for revenge, turning creatures into twisted mockeries of their former selves. Ironically, the hatred of the legion itself often corrupts mundane creatures into joining it. In addition, many creatures are willing to sacrifice their wealth, slaves, or souls in exchange for the power to resolve a longstanding grudge or eliminate a bitter rival; petitioners for the Cocytus legion's favor are common enough that every fourth-circle fiend and Archlord devotes some of its own time to listen or assigns a trusted lieutenant (such as a cackling cacodaemon or shining gryllus) to hear them out. As a result, Cocytus corruptions are among the most common.

Although the fiends' enemies may think of this corruption as their punishment while supplicants may think the corruption as a necessary price to have vengeance, the fiends of the legion always force the corrupted creatures to serve the legion, insisting that the corruption includes an obligation to obey or else face even worse consequences. Like Cocytus fiends, a corrupted creature sprouts glowing, angry-red scars upon its flesh that represent the grudges it holds, of which new injuries gleam brightest.

Cocytus corruption grants the Vengeful Retaliation reaction.

***Vengeful Retaliation.*** When the Cocytus-corrupted creature is reduced to 0 hit points, it makes a weapon attack just before dying. If this attack is made against the creature that reduced the corrupted creature to 0 hit points, the corrupted creature makes this attack with advantage. The corrupted creature then dies.

## Cocytus-Corrupted Minotaur

Savage carnivores and vicious brutes, minotaurs prowl mazes or cavern networks, obsessively worried that another creature might learn the secret of the passages and trick or ambush them. Legends of an ancient hero foiling a minotaur's maze with a ball of string are, to minotaurs, distressingly common. Minotaurs who have been defeated or outsmarted in the past make ideal candidates for corruption by the Cocytus legion, as they burn with a desire for vengeance and fight to the death to avoid being bested again.

### Cocytus-Corrupted Minotaur

*Large monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)
**Hit Points** 76 (9d10 + 27)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 11 (+0) | 16 (+3) | 6 (–2) | 16 (+3) | 13 (+1) |

**Skills** Intimidation +3, Perception +7
**Senses** darkvision 60 ft., passive Perception 17
**Languages** Abyssal
**Challenge** 3 (700 XP)

***Charge.*** If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

***Reckless.*** At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

***Vengeful Recall.*** The minotaur can perfectly recall any path it has traveled and the appearance of any creature that has ever damaged it.

#### Actions

***Greataxe.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

***Gore.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

#### Reactions

***Vengeful Retaliation.*** When the Cocytus-corrupted minotaur is reduced to 0 hit points, it makes a weapon attack before dying. If this attack is made against the creature that reduced the minotaur to 0 hit points, the minotaur makes this attack with advantage. The minotaur then dies.



This muscular giant has the head of a black bull and heavy hooves. It grips its greataxe with eager fervor, causing the glowing scars on its arms to pulse with angry red light.

## Cocytus-Corrupted Roper

Patient hunters in caverns and caves, ropers rarely interact with other creatures except to ambush them with strength-draining tendrils. Fiends are generally impatient and rapacious, but canny leaders understand the value that a watchful guardian brings to their forces. Many legions therefore intentionally recruit ropers, promising an unending bounty of victims and treasure. The Cocytus legion typically corrupts ropers to watch over underground fortresses or even stranger domains, where the corrupted ropers surprise intruders with weakening tendrils that make other fiends better able to inflict their vengeance.

Several thin, stony tendrils unspool from this lump of misshapen stone, and a great maw gapes beneath a single staring eye. Its sides are cracked and scarred, letting out faint red light.

### Cocytus-Corrupted Roper

*Large monstrosity, neutral evil*

**Armor Class** 20 (natural armor)
**Hit Points** 110 (13d10 + 39)
**Speed** 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 8 (–1) | 17 (+3) | 7 (–2) | 16 (+3) | 10 (+0) |

**Skills** Perception +6, Stealth +5
**Senses** darkvision 60 ft., passive Perception 16
**Languages** —
**Challenge** 6 (2,300 XP)

***False Appearance.*** While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

***Grasping Tendrils.*** The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

***Spider Climb.*** The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### Actions

***Multiattack.*** The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

***Tendril.*** *Melee Weapon Attack:* +8 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

***Reel.*** The roper pulls each creature grappled by it up to 25 feet straight toward it.

#### Reactions

***Vengeful Retaliation.*** When the Cocytus-corrupted roper is reduced to 0 hit points, it makes a weapon attack before dying. If this attack is made against the creature that reduced the roper to 0 hit points, the roper makes this attack with advantage. The roper then dies.



## Cocytus-Corrupted Spirit Naga

Spiteful creatures that crave power, spirit nagas are quick to pretend to prostrate themselves before the fiends of the Cocytus legion as soon as they believe there are fiendish secrets and minions to be gained. Unfortunately for these ersatz devotees, the fiends are quick to corrupt and force the nagas into their service. Corrupted spirit nagas primarily serve the fiends as arcane support; when not actively serving their fiendish masters, they research how to escape their ill-advised bargain.

This large serpent has dark, mottled skin and a hateful glare. Its skin is marred with glowing red scars.

### Cocytus-Corrupted Spirit Naga

*Large monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)
**Hit Points** 75 (10d10 + 20)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 17 (+3) | 14 (+2) | 16 (+3) | 15 (+2) | 16 (+3) |

**Saving Throws** Dex +6, Con +5, Wis +5, Cha +6
**Damage Immunities** poison
**Condition Immunities** charmed, poisoned
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Abyssal, Common
**Challenge** 8 (3,900 XP)

***Spellcasting.*** The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

1st level (4 slots): *alarm*, *charm person*, *identify*

2nd level (3 slots): *detect thoughts*, *bottled dread* (page 33)

3rd level (3 slots): *dispel magic*, *lightning bolt*, *vampiric touch*

4th level (3 slots): *dark abyss* (page 34), *fire shield*

5th level (2 slots): *dominate person*, *planar binding*

***Spiteful Rejuvenation.*** If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning. It knows the distance and direction to the creature that last killed it.

#### Actions

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much on a successful save.

#### Reactions

***Vengeful Retaliation.*** When the naga is reduced to 0 hit points, it makes a weapon attack before dying. If this attack is made against the creature that reduced the naga to 0 hit points, the naga makes this attack with advantage. The naga then dies.



## Dis Corruption

Mutations and regression to brute, animalistic states afflict all creatures in an area that the Dis legion controls. Intelligent creatures feel their thoughts becoming muddled, social order breaks down, and bestial violence becomes the only rule victims of Dis corruption can understand. While highly intellectual creatures might resist this corruption for a time, creatures that are already prone to aggression and brute violence find their abilities magnified by this devolution.

Dis corruption grants the Regressing Blows trait.

***Regressing Blows (1/Turn).*** A creature hit by a melee attack from the corrupted creature must succeed on an Intelligence saving throw or suffer increasing ignorance. The target's Intelligence, Wisdom, and Charisma scores are each reduced by 2. This reduction is cumulative but cannot reduce any of the target's scores to less than 3. This reduction lasts until the target finishes a short rest or it is the target of a *greater restoration* spell or similar magic.

## Dis-Corrupted Gorgon

A clanking engine of metallic destruction, Dis-corrupted gorgons charge at their foes while petrifying vapor billows from their mouths. Not much more intelligent than a mundane bull but boasting a substantially worse temper, a corrupted gorgon grows enraged when it witnesses the use of magic and other esoteric abilities it doesn't understand, which are most such displays. These creatures have just enough brute cunning to realize their blows hinder their enemies' abilities, so most corrupted gorgons attempt to gore or trample spellcasters before unleashing their breath weapon. The hide of most corrupted gorgons is lumpy and misaligned, causing their metal plates to rub against each other in a raucous metallic squealing. This noise does nothing to ease the corrupted gorgon's temper.

### Dis-Corrupted Gorgon

*Large monstrosity, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 126 (12d10 + 60)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 9 (–1) | 20 (+5) | 2 (–4) | 12 (+1) | 7 (–2) |

**Skills** Perception +4
**Condition Immunities** petrified
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 5 (1,800 XP)

***Regressing Blows (1/Turn).*** A creature hit by a melee attack from the Dis-corrupted gorgon must succeed on a DC 15 Intelligence saving throw or revert to increasing ignorance. The target's Intelligence, Wisdom, and Charisma scores are each reduced by 2. This reduction is cumulative but cannot reduce any of the target's scores to less than 3. This reduction lasts until the target finishes a short rest or benefits from a *greater restoration* spell or similar magic.

***Trampling Charge.*** If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

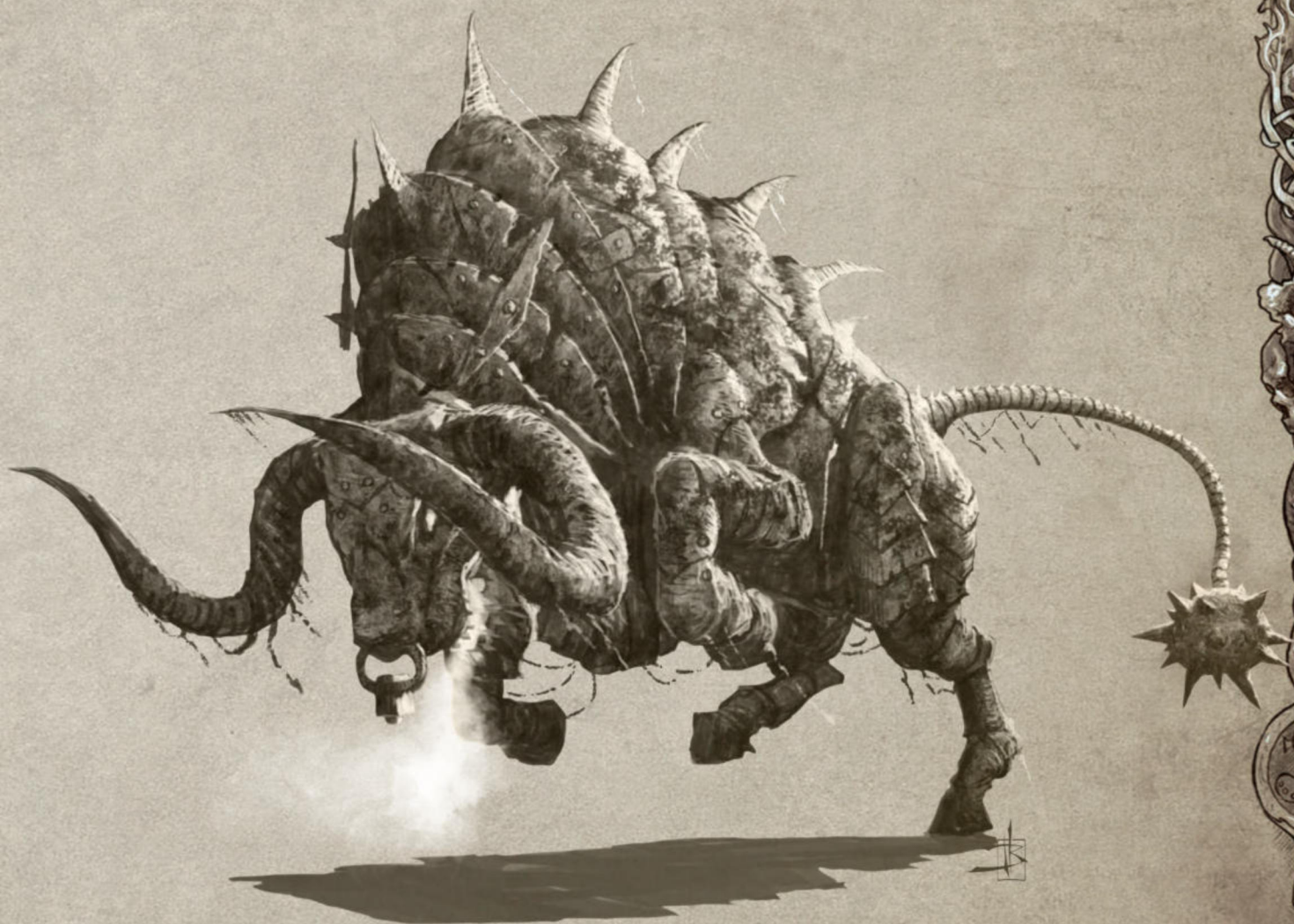
#### Actions

***Gore.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

***Hooves.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

***Petrifying Breath (Recharge 5–6).*** The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

This metal-skinned bull has a malevolent light in its eyes that hints at brute aggression. Green mist emanates from its mouth and nostrils and between the mismatched plates on its hide.



## Gehenna Corruption

Brute warriors of the Gehenna legion conquer by might and take what they choose from anyone they consider weaker than themselves. Mortal creatures subjugated by Gehenna fiends sometimes choose to continue this hierarchy of violence, subjugating yet weaker mortals in turn. These creatures are particularly prone to Gehenna corruption; their muscles swell to painful size and they bully others as they were bullied. The Gehenna legion doesn't generally consider corrupted mortals worth much more than maggots, and often places them on the front lines of battles to clear away weaker enemies and pave the way for mightier Gehenna fiends to test their mettle against worthy opponents.

Gehenna corruption grants the Crushing Blows trait.

***Crushing Blows.*** At the start of its turn, the corrupted creature can choose to make crushing blows until the start of its next turn. While it does, it has disadvantage on all melee attack rolls, but its melee attacks that deal bludgeoning, piercing, or slashing damage deal an additional 5 (1d10) damage.

## Gehenna-Corrupted Stone Giant

Giants often engage in feats of strength to determine leadership. Even stone giants—who are generally among the more introspective and artistic giants—might harbor a desire to demonstrate their great strength against lesser creatures. These stone giants are particularly prone to corruption by the Gehenna legion.

This tall, extraordinarily muscular woman appears to have skin of basalt. Each of her movements emits the deep grinding of stone on stone as her muscles bulge.

### Gehenna-Corrupted Stone Giant

*Huge giant, neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 126 (11d12 + 55)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 24 (+7) | 11 (+0) | 20 (+5) | 10 (+0) | 12 (+1) | 7 (–2) |

**Saving Throws** Dex +3, Con +8, Wis +4
**Skills** Athletics +13, Perception +4
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Giant
**Challenge** 7 (2,900 XP)

***Crushing Blows.*** At the start of its turn, the giant can choose to make crushing blows until the start of its next turn. While it does, it has disadvantage on all melee attack rolls, but its melee attacks that deal bludgeoning, piercing, or slashing damage deal an additional 5 (1d10) damage.

***Stone Camouflage.*** The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

#### Actions

***Multiattack.*** The giant makes two greatclub attacks.

***Greatclub.*** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

***Rock.*** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

#### Reactions

***Rock Catching.*** If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



## Hades Corruption

Fields of mewling, simpering minions cover the battlefields of the Hades legion, but few of these expendable hordes bear the corruption of the Hades legion. Only those creatures that have become truly desperate—who see subservience as a humiliation and an unfitness to exist—receive the corruption the Hades legion imparts. Creatures afflicted with the corruption becoming massively muscled, with thick hides and sharp bone spurs bursting from all over their bodies. This show of strength resembles the corruption of the Gehenna legion, but this appearance is deceiving: Hades corruption imparts a false sense of strength to avoid falling into the grip of weakness. Corrupted creatures cannot draw upon the corruption's powerful reserves until they are approaching defeat, at which time the corruption grows most active and essential to victory.

Hades corruption grants the creature the Eternal Warrior and Show of Might traits.

***Eternal Warrior.*** If damage reduces the corrupted creature to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the corrupted creature drops to 1 hit point instead.

***Show of Might.*** The corrupted creature has advantage on ability checks using the Intimidation skill due to its fearsome appearance.

### Hades-Corrupted Fire Elemental

Often conjured as a servant or brute minion, many elementals know the indignity of servitude and have experienced powerful masters casually extinguishing them when their tasks are complete. Fire elementals with a burning hatred for this treatment naturally

## Hades-Corrupted Fire Elemental

*Large elemental, neutral evil*

**Armor Class** 13
**Hit Points** 102 (12d10 + 36)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 17 (+3) | 16 (+3) | 6 (–2) | 10 (+0) | 10 (+0) |

**Skills** Intimidation +3
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire, poison
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Ignan
**Challenge** 5 (1,800 XP)

***Eternal Warrior.*** If damage reduces the elemental to 0 hit points, it is entitled to make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the elemental drops to 1 hit point instead.

***Hellfire Form.*** The elemental can move through a space as narrow as 1 inch wide without squeezing. A non-fiend creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage and 3 (1d6) necrotic damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a non-fiend creature's space on a turn, that creature takes 3 (1d6) fire damage and 3 (1d6) necrotic damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage and 3 (1d6) necrotic damage at the start of each of its turns.

***Illumination.*** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30-foot radius.

***Show of Might.*** The elemental has advantage on ability checks using the Intimidation skill.

***Water Susceptibility.*** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. Holy water deals 2d6 cold damage to the elemental.

### Actions

***Multiattack.*** The elemental makes two touch attacks.

***Touch.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage and 3 (1d6) necrotic damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage and 3 (1d6) necrotic damage at the start of each of its turns.

draw the attentions of the Hades legion, and their rage makes them apt candidates for corruption. Their fires burn brighter but no hotter, giving them more bark but no more bite. When an encounter turns against them, however, they gird themselves in hardy embers.



This raging flame rises in the shape of a powerful humanoid, its fires blazing brightly.

## Lethe Corruption

Fiends of the Lethe legion often inflict stunning strikes in combat, but when free to torment their foes over a longer period of time, they enjoy inflicting feelings of isolation and despair. Creatures left behind by friends or family in lands controlled by the Lethe legion are particularly susceptible to corruption, as the self-destructive feelings of desperate loneliness already echo inside their minds. Once a corrupted creature has given way to these feelings and its descent into evil is complete, it passes those same feelings along to other creatures it attacks. Lethe-corrupted creatures are most often encountered alone and emanate a palpable sense of loneliness.

Lethe corruption grants the Isolating Strikes trait.

***Isolating Strikes (1/Turn).*** A living creature hit by an attack from the corrupted creature must make a Charisma saving throw or become supernaturally isolated. If the target fails this save by 5 or more, it is also stunned until the start of the corrupted creature's next turn. An isolated target cannot take the Help action and is not considered an ally of any other creature. This isolation lasts until the target finishes a short rest.

### Lethe-Corrupted Black Pudding

Arising from befouled, desolate swamps favored by the Lethe legion, Lethe-corrupted black puddings

### Lethe-Corrupted Black Pudding

*Large ooze, neutral evil*

**Armor Class** 8
**Hit Points** 75 (10d10 + 20)
**Speed** 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 7 (–2) | 15 (+2) | 1 (–5) | 8 (–1) | 1 (–5) |

**Damage Immunities** acid, cold, lightning, slashing
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9
**Languages** —
**Challenge** 4 (1,100 XP)

***Amorphous.*** The pudding can move through a space as narrow as 1 inch wide without squeezing.

***Corrosive Form.*** A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

***Spider Climb.*** The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### Actions

***Pseudopod.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) acid damage, and the target must make a DC 13 Charisma saving throw or become supernaturally isolated. If the target fails its save by 5 or more, it is also stunned until the start of the pudding's next turn. An isolated target cannot take the Help action and is not considered an ally of any other creature. This isolation lasts until the target finishes a short rest. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

#### Reactions

***Failed Split.*** When the pudding is subjected to lightning or slashing damage, it moves up to 10 feet if it has at least 10 hit points. This movement doesn't provoke opportunity attacks.

are mindless creatures that resemble a tarry sludge. Dissolving all materials other than stone, corrupted black puddings leave nothing in their wake. Their strikes similarly dissolve happy memories of friendship and camaraderie.

This wide patch of tarry sludge appears to be a lonely shadow cast by no particular object.



## Pandemonium Corruption

Pandemonium is the legion of warped magic, the imposition of will over matter, and the wickedness born of decadent impulses. Its corruptions most often are intentionally inflicted upon creatures, come about through debauched excesses, or linger behind after fiendish possession as a horrid psychic residue. Latent psychic power blossoms in the corrupted, and many naïve creatures experiencing this corruption believe they can keep the resulting dark impulses in check. Ultimately, though, Pandemonium-corrupted creatures seek out others of their kind or other fiends of the Pandemonium legion, which echo each other's power and expand their abilities to new, wicked heights. Pandemonium-corrupted creatures usually have a violet glow to their eyes that grows brighter when they cast spells.

Pandemonium corruption grants the Resilient Mind trait, including a degree of psionic ability.

***Resilient Mind.*** The creature gains immunity to the charmed and frightened conditions. Its Wisdom score increases to 14 + half its challenge rating (rounded down) unless it was already at least that high. If it already has Innate Spellcasting, it can also innately cast *fiendish investiture* (page 35) and *mage hand* at will, and *deadly bark* (page 34; level equals 1 + half challenge rating) and *telekinesis* each 3 times per day. If the corrupted creature has a challenge rating of 2 or lower, it can only use its *telekinesis* to target objects that aren't being worn or carried. If the creature does not already have the Innate Spellcasting racial trait, it gains the Innate Spellcasting trait below.

## Pandemonium-Corrupted Green Hag

*Medium fey, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 82 (11d8 + 33)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 16 (+3) | 14 (+2) | 15 (+2) | 14 (+2) |

**Skills** Arcana +4, Deception +4, Perception +4, Stealth +3
**Condition Immunities** charmed, frightened
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Common, Draconic, Sylvan
**Challenge** 3 (700 XP)

***Amphibious.*** The hag can breathe air and water.

***Innate Spellcasting.*** The hag's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She can innately cast the following spells, with no material components.

At will: *dancing lights*, *fiendish investiture* (page 35), *mage hand*, *minor illusion*, *vicious mockery*

3/day each: *deadly bark* (2nd level), *telekinesis*

***Mimicry.*** The hag can mimic animal sounds and humanoid voices. A creature that hears the sound can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### Actions

***Claws.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

***Illusory Appearance.*** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

***Invisible Passage.*** The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

***Innate Spellcasting (Psionics).*** The corrupted creature's spellcasting ability is its highest among Intelligence, Wisdom, and Charisma. To quickly determine a new spell attack bonus for a creature, you can use the bonus to hit for one of its attacks. The corrupted creature can innately cast the following spells, requiring no components:

At will: *fiendish investiture* (page 35), *mage hand*

3/day each: *deadly bark* (page 34; level equals 1 + half challenge rating), *telekinesis*. If the corrupted creature has a challenge rating of 2 or lower, it can only target objects that aren't being worn or carried with *telekinesis*.

## Pandemonium-Corrupted Green Hag

Already apt to use magic to solve their problems, green hags are only a short step away from corruption by the Pandemonium legion. These hags subvert swamp and frontier settlements on behalf of their fiendish masters, reveling in the chaos and tragedy they bring. Corrupted green hags love sneaking around and causing fatal accidents with *mage hand* or *telekinesis*, while they remain safely out of physical danger.



Long, stringy hair almost conceals this old woman's hideous features, but the violet light of her eyes illumines them in sinister shadows. She has greenish, blotchy skin and walks with a hunched gait beneath her dirty, tattered rags.

## Phlegethon Corruption

Scorched remnants are usually all that remain when fiends of the Phlegethon legion gain control of an area. Their wanton love of fire and their hunger to destroy leave little behind other than ashes. Creatures that survive these fiery purges are often infused with a spark of hellfire, which serves as a seed to develop into a full corruption as soon as the creature experiences strong pangs of hunger or longing for destruction. Phlegethon corruption manifests as wispy flames across the corrupted creature's body, which it can focus into an immolating breath. This flame carries a small spark of the corrupted creature's newfound fascination with fire, and the burning creature feels some of the same compulsion to experience fire dancing on its skin. Phlegethon corrupted creatures often wander far, inflicting fires everywhere they go.

Phlegethon corruption grants the Blazing Soul trait, which includes the Spit Fire attack.

***Blazing Soul.*** The creature has immunity to fire damage, isn't harmed or ignited by hellfire, and gains the Spit Fire attack. It can't use the Spit Fire attack with the Multiattack action.

***Spit Fire.*** *Ranged Spell Attack:* The bonus to hit equals the corrupted creature's best attack bonus, range 60 ft., one target. *Hit:* 3 (1d6) fire damage if the corrupted creature has a challenge rating less than 1; otherwise, 1d10 fire damage per point of the creature's challenge rating. In addition, the target ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

## Phlegethon-Corrupted Ogre

At the best of times, ogres are brutes who like to smash all things within the reach of their clubs. When subjected to the Phlegethon corruption, an ogre becomes an insatiable pyromaniac, setting fires with its touch whenever it can immolate a pretty structure, person, or item. Corrupted ogres think little of their former valuables or members of their band and often watch their treasures or allies go up in flames with a huge grin on their stupid faces. They fly into a rage whenever anyone tries to stop them at their "fun," including any fiends—even the denizens of the Underhell have learned how unreliable ogre minions can be.

### Phlegethon-Corrupted Ogre

*Large giant, chaotic evil*

**Armor Class** 11 (hide armor)
**Hit Points** 52 (7d10 + 14)
**Speed** 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 8 (−1) | 15 (+2) | 5 (−3) | 8 (−1) | 9 (−1) |

**Damage Immunities** fire
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Common, Giant
**Challenge** 2 (450 XP)

***Blazing Soul.*** The corrupted ogre isn't harmed or ignited by hellfire.

#### Actions

***Greatclub.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

***Javelin.*** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

***Spit Fire.*** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 11 (2d10) fire damage and the target ignites unless it is a fiend. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.



This muscled giant gives a bellowing roar as flames dance in her eyes and across her thick, scarred skin.

## Sheol Corruption

Fiends of the Sheol legion are grim harvesters, seeking out the weakest creatures and slaughtering them. Stronger creatures don't evade the depredations of these fiends for long; each of them will, soon enough, become the weakest in the area. But even before the fiends turn their attentions to these stronger creatures, the dread inevitability of their eventual culling infects them with a malicious urge to be part of this great system of winnowing. Darkness clings near these creatures' faces and their eyes glow with the magical insights they gain from watching the fiends at their work. This is the Sheol corruption, and it compels the corrupted creature to take part in the inexorable sifting and, ultimately, to turn themselves over to the fiends when their time is due.

Sheol corruption grants the Cull the Weak trait.

***Cull the Weak.*** The corrupted creature always knows which creature it can see within 90 feet has the lowest current hit points; its attack rolls against that creature have advantage. If the corrupted creature has the lowest current hit points of all creatures within 60 feet of it, all attack rolls against it have advantage.

## Sheol-Corrupted Wyvern

Even dim-witted predators who rule the skies can be subject to the psychic infection of Sheol corruption. A corrupted wyvern serves the Sheol legion by identifying prey, then herding that prey into the clutches of the fiends. A corrupted wyvern prefers to remain airborne as much as possible, darting in to sting the weakest creature it can see.



### Sheol-Corrupted Wyvern

*Large dragon, neutral evil*

**Armor Class** 12 (natural armor)
**Hit Points** 123 (13d10 + 52)
**Speed** 20 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 9 (–1) | 18 (+4) | 5 (–3) | 14 (+2) | 6 (–2) |

**Skills** Arcana +3, Perception +5
**Senses** darkvision 60 ft., passive Perception 15
**Languages** —
**Challenge** 6 (2,300 XP)

***Cull the Weak.*** The wyvern always knows which creature it can see within 90 feet has the lowest current hit points; its attack rolls against that creature have advantage. If the wyvern has the lowest current hit points of all creatures within 60 feet of it, all attack rolls against it have advantage.

#### Actions

***Multiattack.*** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

***Claws.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

***Stinger.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 16 Constitution saving throw, taking 24 (7d6) points of damage on a failed save, or half as much damage on a successful one.



This winged, dragon-like creature has dull green skin, a fearsome stinger at the end of its tail, and a dark shadow around its head like a cowl.

## Styx Corruption

Masters of flight and tempests, fiends of the Styx legion attack their foes from the air. Creatures caught in the ferocious windstorms created by the legion find themselves hurled helplessly about, and those that survive might be seduced by the corruption of Styx. Such creatures become particularly agile and invariably sprout wings of some variety, such as leathery, bat-like wings or the membranous wings of giant insects. Feathered wings are rare in creatures subject to the Styx corruption, and are generally a nauseating green-black in color.

Styx corruption grants the Styxian Agility trait.

***Stygian Agility.*** Styx corruption grants a fly speed of 30 ft. or increases a corrupted creature's existing fly speed by 30 ft. The corrupted creature has advantage on Dexterity ability checks and Dexterity saving throws.

## Syx-Corrupted Behir

Dim-witted behirs have an ancient feud with dragonkind, and silver-tongued fiends sometimes stoke this hatred. Promising the power to fight against their draconic enemies in the skies and the agility to dodge draconic breath weapons, these fiends tempt behirs into sacrificing their hoards and their souls to the legion.

This multi-legged serpentine horror flaps a set of membranous insectoid wings as it curls its sinuous body in ever-tightening coils.

## Styx-Corrupted Behir

*Huge monstrosity, neutral evil*

**Armor Class** 18 (natural armor)
**Hit Points** 168 (16d12 + 64)
**Speed** 50 ft., climb 40 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 18 (+4) | 18 (+4) | 7 (–2) | 14 (+2) | 12 (+1) |

**Skills** Perception +6, Stealth +8
**Damage Immunities** lightning
**Senses** darkvision 90 ft., passive Perception 16
**Languages** Draconic
**Challenge** 12 (8,400 XP)

***Stygian Agility.*** The behir has advantage on Dexterity ability checks and Dexterity saving throws.

### Actions

***Multiattack.*** The behir makes two attacks: one with its bite and one to constrict.

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

***Constrict.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

***Hellish Lightning Breath (Recharge 5–6).*** The Styx-corrupted behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each non-fiend creature in that line must make a DC 16 Dexterity saving throw, taking 38 (7d10) lightning damage and 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one.

***Swallow.*** The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



## Styx-Corrupted Dire Wolf

When their lairs and hunting grounds are torn asunder by the devastating winds of the Styx legion, predators such as dire wolves find themselves exposed and become the prey of hunting fiends. Instinctively trained to submit to strong pack leaders, these dire wolves yield to the fiends and find themselves corrupted by the Styx legion. The fiends gleefully mistreat these once-formidable hunters, and the dire wolves succumb to the vicious hatred this treatment engenders. Corrupted dire wolves become painfully thin and have large, furry wings covered in mange.

This enormous wolf is painfully thin. Large wings covered in sickly patches of fur sprout from its back.



### Styx-Corrupted Dire Wolf

*Large beast, neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 32 (5d10 + 5)
**Speed** 50 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 16 (+3) | 13 (+1) | 3 (–4) | 12 (+1) | 5 (–3) |

**Skills** Perception +3, Stealth +5
**Senses** passive Perception 13
**Languages** —
**Challenge** 1 (200 XP)

***Stygian Agility.*** The wolf has advantage on Dexterity ability check and Dexterity saving throws.

***Keen Hearing and Smell.*** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Pack Tactics.*** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### Actions

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the creature must succeed on a DC 13 Strength saving throw or be knocked prone.



## Tartarus Corruption

Disease and poison are hallmarks of the Tartarus corruption. Plagues sweep the land and infected corpses litter the countryside. In this pestilential environment, any creature might become subject to this corruption, the infection taking hold in their souls like a malignant tumor that consumes the creature's thoughts and desires. Creatures that rely on poison or infections to defeat their enemies most easily succumb to this lust for spreading sickness.Tartarus corruption grants the following trait.

***Poisonous Flesh.*** The creature gains immunity to the poisoned condition and to poison damage. Anyone that hits a Tartarus Corrupted creature with a natural melee weapon (such as a bite or claw), grapples the corrupted creature, or otherwise comes into direct contact with the corrupted creature's skin must succeed on a Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The corrupted creature's natural attacks do not deliver this poison unless it grapples a target with a natural melee weapon.

## Corrupted Giant Scorpion

The fiendish corruption assaulted this monstrous scorpion from within, transforming its virulent poison into a conduit for possession by fiendish entities. Now a vessel for evil, the corrupted giant scorpion roams the countryside looking for victims to grab and sting to death.

This scorpion is larger than a horse. Its claws click together angrily and its tail drips a poisonous ichor across its mottled carapace.

### Tartarus-Corrupted Giant Scorpion

*Large beast, neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 45 (7d10 + 7)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 13 (+1) | 13 (+1) | 1 (–5) | 9 (–1) | 3 (–4) |

**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** blindsight 60 ft., passive Perception 9
**Languages** —
**Challenge** 3 (700 XP)

***Poisonous Flesh.*** A creature that hits the scorpion with a natural melee weapon (such as a bite or claw), grapples the giant scorpion, or otherwise comes into direct contact with the scorpion's skin must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The scorpion's natural attacks do not deliver this poison unless it grapples a target with a claw attack.

#### Actions

***Multiattack.*** The scorpion makes three attacks: two with its claws and one with its sting.

***Claw.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12) and exposed to the scorpion's Poisonous Flesh. The scorpion has two claws, each of which can grapple only one target.

***Sting.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.



## Tartarus-Corrupted Otyugh

The Tartarus legion often focuses its efforts to undermine a city in the sewers, where they enhance sewer plagues and other foul diseases transmitted through filth. Otyughs lair in such places and are particularly susceptible to whispered promises that the delights of the surface world can be theirs for the taking in exchange for spreading their foul diseases. The Tartarus legion uses corrupted otyughs as expendable guards for their mighty plague towers.

A nauseating mass of tentacles and jaws atop elephantine legs, this creature is coated with filth and wriggling, raw sewage.

## Tartarus-Corrupted Otyugh

*Large aberration, neutral evil*

**Armor Class** 14 (natural armor)
**Hit Points** 102 (12d10 + 36)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 11 (+0) | 16 (+3) | 6 (–2) | 13 (+1) | 6 (–2) |

**Saving Throws** Con +6
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 120 ft., passive Perception 11
**Languages** Otyugh
**Challenge** 5 (1,800 XP)

***Poisonous Flesh.*** A creature that hits the otyugh with a natural melee weapon (such as a bite or claw), grapples the otyugh, or otherwise comes into direct contact with the otyugh's skin must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The otyugh's natural attacks do not deliver this poison unless it grapples a target with a tentacle attack.

***Limited Telepathy.*** The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

### Actions

***Multiattack.*** The otyugh makes three attacks: one with its bite and two with its tentacles.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

***Tentacle.*** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends, and exposed to the otyugh's Poisonous Flesh. The otyugh has two tentacles, each of which can grapple one target.

***Tentacle Slam.*** The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



# Damned Soul Swarms

Freedom is impossible in the Underhell, but souls of damned mortals don't realize this. Suffering under the lashes and claws of their fiendish tormentors, damned souls long for escape and desperately clutch at any opportunity for liberation from their suffering. Among the damned, rumors persist of souls that have exploited a lapse in their fiendish overseers' attention to slip through a crack in the hellish prison. A few lucky souls can relate first or secondhand accounts of witnessing a soul's unexplained disappearance, leading to memorably destructive punishment, as the fiends have no recourse except to vent their rage upon those that remain. And yet, the spark of hope lives on, spread through these tales.

These rumors are lies.

Many Archlords believe that a spark of hope ultimately engenders greater suffering, so they carefully allow word to spread in the deepest pits of the Underhell. Some damned souls do indeed disappear but not to freedom—instead, they are secretly collected, combined, and unleashed as a throng of wailing, clutching souls called a "damned soul swarm."

***Creations of Chaos.*** The Archlords or lesser lords stitch and weave the damned together, binding individual identities to create a single-minded aggregation of souls. Damned soul swarms are useful to the fiends because their raucous, chaotic presence on the battlefield serves as a useful distraction. Further, because of their origin as tormented souls who instinctively flinch from fiends, these swarms do not harm fiends, which makes them useful allies or cover in a fight.

***Accidental Atrocities.*** Not all damned soul swarms are carefully collected by Archlords into a mewling, clutching swarm. Some fiend-inflicted tragedies that create a sudden and traumatic loss of life can cause damned soul swarms to arise spontaneously; this is particularly likely to occur during the world-shaking upheavals of Underhell invasions. These rogue, unplanned damned soul swarms serve under the command or control of no fiend, and, unlike those under the control of a fiendish legion, they can actually harm fiends.

***Freedom Only in Destruction.*** The souls that make up a damned soul swarms are irrevocably tied together. These souls are only free to pass on to their eternal reward when the damned soul swarm is destroyed.

***Timeless Undead.*** A damned soul swarm isn't subject to exhaustion, can't regain hit points, and requires no air, food, drink, or sleep.

## Encountering Damned Soul Swarms with Fiends

When a fiend is encountered with a damned soul swarm under its command, the fiend's effective challenge rating increases by 1. The fiend typically takes advantage of the swarm's natural ability to hide fiends coupled with its inability to attack them.

### Legion Traits

Damned soul swarms often ally with the legion of the fiend that created them and gain an additional trait from among those below. **Note:** Rogue damned soul swarms don't gain any of these traits, but can affect fiends with their attacks.

**Acheron:** ***Cloud of Rot.*** The swarm emits a noxious scent that causes creatures and objects within it to rot away. A creature or object hit by the swarm's claws attack takes an additional 3 (1d6) necrotic damage and is exposed to the curse of torments (page 122).

**Annwn:** ***Energy Inured.*** The souls in the swarm have been tortured with energies for so long they have gained some measure of defense against them. The swarm has resistance to acid, cold, fire, and lightning.

**Cocytus:** ***Explosive Dissipation.*** The swarm looks increasingly unstable as it takes damage. When reduced to 0 hit points, the swarm is torn apart in a spiritual explosion and each creature within a 10-foot-radius sphere centered on the swarm must succeed on a DC 13 Constitution saving throw or take 7 (2d6) necrotic damage.

**Dis:** ***Distracting Strikes.*** The swarm's foes find intellectual focus difficult. The Constitution saving throw DC to maintain concentration when damaged by the swarm's claws attack equals 20 (instead of 10) or half the damage the creature takes, whichever number is higher.

**Gehenna:** ***Infernal Wounds.*** The swarm's claws rip flesh, making its foes more susceptible to damage. When the swarm hits a creature other than an undead or a construct, the target is afflicted with an infernal wound; while wounded the creature must succeed on a DC 13 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns. Each time the swarm hits an infernally wounded creature with its claws attack, the damage dealt by the infernal wound increases by 5 (1d10). Any creature can take an action to stanch the infernal wound with a successful DC 13 Wisdom (Medicine) check. The infernal wound also closes if the target receives magical healing.

**Hades:** ***Fiend Friend.*** The souls in the swarm don't just avoid harming fiends, but actively bolster them to curry favor. A fiend that starts its turn in the swarm's space regains a number of hit points equal to the swarm's challenge rating.

**Lethe:** ***Panicked Shrieks.*** The swarm's shrieking souls terrify its victims. A creature that starts its turn in the swarm must succeed on a DC 13 Wisdom saving throw or be frightened of the swarm until the end of the swarm's next turn. If a creature's saving throw is successful, the creature is immune to this trait for the next 24 hours.

**Pandemonium:** ***Reaching Claws.*** The swarm can extend its claws to an impossible distance to make attacks. The range of the swarm's claws attack increases to match its flying speed, but this range remains 0 feet for opportunity attacks.

**Phlegethon:** ***Coal-Imbued.*** Embers swirl within the swarm. A creature or object hit by the hazy damned soul swarm's claws attack takes an additional 3 (1d6) fire damage.

**Sheol:** ***Misery Sense.*** The swarm can detect living creatures that are suffering. The swarm automatically knows whether a creature it senses with Life Sense is poisoned or diseased and how many hit points it has. In addition, a creature leaving combat with the swarm before the swarm is destroyed is exposed to the coward's halo curse (page 122).

**Styx:** ***Aerial Speed.*** The swarm's flying speed increases by 20 feet.

**Tartarus:** ***Rigor Mortis.*** The swarm's claws inflict a debilitating disease. A creature hit by the swarm's claws attack is exposed to deathlike rigor (page 124). If the creature becomes infected, it feels the effects immediately upon being hit again by the swarm's claws attack.

## Hazy Damned Soul Swarm

The least cohesive and least threatening of the damned soul swarms are those formed of few souls, or whose soul-stuff has been so damaged in previous engagements that it is merely a wispy, fog-like apparition. Despite their smaller size and weaker attacks, even these swarms present a significant threat. Between their resistance to physical weapons and fervent desire to consume life, they are quite dangerous, especially to those who underestimate them. Hazy damned soul swarms cause those caught within their forms to choke and cough.

Shapes like grasping hands and screaming faces fade in and out of this hazy gray apparition.

### Hazy Damned Soul Swarm

*Medium swarm of Tiny undead, chaotic evil*

**Armor Class** 12
**Hit Points** 26 (4d8 + 8)
**Speed** 0 ft, fly 20 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (–4) | 15 (+2) | 14 (+2) | 8 (–1) | 10 (+0) | 8 (–1) |

**Damage Vulnerabilities** radiant
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** necrotic, poison
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 10
**Languages** Abyssal, Common
**Challenge** 1/2 (100 XP)

***Fiend Shroud.*** A fiend wholly within the swarm's space is invisible.

***Incorporeal Movement.*** The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

***Life Sense.*** The swarm can only detect creatures other than constructs and undead with its blindsight ability. If blinded, it can't detect anything other than these creatures within the range of its blindsight.

***Swarm.*** The swarm can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

#### Actions

***Claws.*** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one non-fiend target in the swarm's space. *Hit:* 7 (2d6) slashing damage. The target must succeed on a DC 10 Constitution saving throw or choke and cough until the start of the swarm's next turn or until it leaves the swarm's space (whichever comes first). While it chokes, the creature can't regain hit points, can't be stabilized, can't speak, and is at risk of suffocation.



## Livid Damned Soul Swarm

The spirits in a damned soul swarm are bodiless, but that doesn't assuage their hunger for their lost mortality. Some damned soul swarms draw blood from wounded enemies, causing ribbons of blood to pour out from wounds. The spirits howl in frustration as they derive no real sustenance from this process, meaning they never even partly sate their hunger for their lost vitality. These damned soul swarms are a livid purple in color, like an angry bruise. This coloration fades if the swarm hasn't feasted on blood within the past several days.

This thin fog is filled with fanged faces and clawed fingers. The fog is the deep purple color of a bad bruise.

### Livid Damned Soul Swarm

*Medium swarm of Tiny undead, chaotic evil*

**Armor Class** 14
**Hit Points** 65 (10d8 + 20)
**Speed** 0 ft, fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (–4) | 18 (+4) | 14 (+2) | 10 (+0) | 10 (+0) | 8 (–1) |

**Damage Vulnerabilities** radiant
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** necrotic, poison
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 10
**Languages** Abyssal, Common
**Challenge** 4 (1,100 XP)

***Fiend Shroud.*** A fiend wholly within the swarm's space is invisible.

***Incorporeal Movement.*** The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

***Life Sense.*** The swarm can only detect creatures other than constructs and undead with its blindsight ability. If blinded, it can't detect anything other than these creatures within the range of its blindsight.

***Swarm.*** The swarm can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

***Timeless Blood.*** The swarm roils with fiendish and mortal blood. A creature that starts its turn in the swarm is exposed to the timeless blood curse (page 123).

#### Actions

***Claws.*** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one non-fiend target in the swarm's space. *Hit:* 21 (6d6) slashing damage and 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage it takes. The reduction lasts until the target finishes a long rest. The targets dies if this reduces its hit point maximum to 0.



# Roiling Damned Soul Swarm

Damned soul swarms that have fed on the vitality of many mortals, or whose constituent souls retain a strong sense of self, become large and cunning predators. These horrors resemble a churning cloud of scowling faces in a variety of colors that flicker through a numerous hues, allowing them to blend in with their surroundings or become altogether invisible. They enjoy engulfing several opponents at once, and can overwhelm the senses of those they rake with their spectral claws.

This large cloud of ghostly claws and screaming faces shimmers in a variety of colors, like a swirl of oil on a rain puddle.

## Roiling Damned Soul Swarm

*Large swarm of Tiny undead, chaotic evil*

**Armor Class** 14
**Hit Points** 85 (10d10 + 30)
**Speed** 0 ft, fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (–4) | 18 (+4) | 16 (+3) | 10 (+0) | 12 (+1) | 13 (+1) |

**Damage Vulnerabilities** radiant
**Damage Resistances** bludgeoning, piercing, slashing
**Damage Immunities** necrotic, poison
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 11
**Languages** Abyssal, Common
**Challenge** 6 (2,300 XP)

***Fiend Shroud.*** A fiend wholly within the swarm's space is invisible.

***Incorporeal Movement.*** The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

***Life Sense.*** The swarm can only detect creatures other than constructs and undead with its blindsight ability. If blinded, it can't detect anything other than these creatures within the range of its blindsight.

***Sneak Attack (1/turn).*** The swarm deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the swarm that isn't incapacitated and the swarm doesn't have disadvantage on the attack roll.

***Swarm.*** The swarm can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

### Actions

***Claws.*** *Melee Weapon Attack:* +7 to hit, reach 0 ft., one non-fiend target in the swarm's space. *Hit:* 36 (8d8) slashing damage.

***Invisibility.*** The swarm magically becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).



# Fiends of the Underhell

Spawned from alien reaches of the cosmos, Underhell fiends are composed of ancient, raw, primordial evil that is utterly antithetical to ordinary, mortal life. As a result, these creatures are difficult, even dangerous, for most mortals to even perceive. The following rules apply to all Underhell fiends except as noted, but there are ways for mortals to avoid the worst of these effects.

**Ordered by Circles.** Fiends defer to leaders according to their rank in ordered circles: fourth-circle fiends give orders to third-circle cacodaemons, who in turn command second-circle underfiends, commanders supported by first-circle grylluses. The weakest grylluses can only order around the pathetic void maggots, who are not assigned a circle at all.

**Underhell Demons.** In your game, you might decide the fiends are actually demons, in which case they are all chaotic evil and have immunity to cold, fire, and lightning damage, immunity to poison damage, and immunity to the poisoned condition. Be careful, though, as this can frustrate players who rely on elemental damage spells such as *fireball* or *lightning bolt*. Adventurers may have to devise new tactics to deal with fiends of the Underhell.

## Corruption

Evil non-fiends whose vices align with the interests of a fiendish legion or Archlord might be offered the chance to serve the legion on pain of death. If the non-fiend accepts, it becomes corrupted by the legion and gains the appropriate corruption trait (page 155).

Corruption can also happen when a creature with suitable vices finishes a short rest inside an Archlord's Shadow. Player characters and creatures within 90 feet of a creature with a Sanguine Ward are not normally subject to corruption; corruption should generally only fall upon a player character as part of that character becoming an NPC, such as if the player wants to make a new character or is leaving the game group.

## Distant Evil

The Underhell represents primordial evil long separated from the Material Plane. Underhell fiends can't persist in the realm of mortals without the anchoring of an Archlord or other powerful magical force. Those remaining after all Archlords are banished from their current world are instantly sent back to the Underhell as well.

At the same time, fiends can't be truly killed outside the Underhell. They seem to die and their bodies unravel into empty skin and bones, which quickly vanish. Sometimes the fiends linger, like incorporeal spirits, and attempt to possess or corrupt nearby creatures, but usually they almost immediately return to the Underhell. Fiends banished to the Underhell resume physical form soon afterward, and if a Doomgate remains open to the world, they can simply pass through again to resume their role in the invasion.

## Hard to See

Underhell fiends other than maggots strain the very fabric of the Material Plane with their extradimensional forms. In the Underhell, they exist as expressions of evil not confined by three dimensions or by material physics. When forced to operate by the rules of the Material Plane, they occupy physical bodies that push those rules to the breaking point and defy all conventions of biology. These factors together make these fiends hard to perceive or attack. A creature with a Sanguine Ward against Underhell fiends negates the Nauseating Form of Underhell fiends within 90 feet.

Any creature other than an aberration, celestial, construct, fey, or fiend that sees an Underhell fiend has difficulty focusing on the Underhell fiend. Although the observer can locate the Underhell fiend, it has disadvantage on attack rolls against the fiend and the fiend has advantage on attack rolls against the observer. Rather than clearly seeing the fiend, the observer sees a confusing array of disjointed body parts in the same approximate position as the fiend, as if perceiving the creature through a warped and shattered mirror. When not taking actions in combat, these disjointed body parts seem to participate in momentary visions of pain and horror, as if miming actions the observer fears or hates.

## Murky Divinations

Spells of the divination school aimed at an Underhell fiend have their usual effects but also expose the caster to terrible visions of the Underhell and its intentions for the mortal world. A caster is exposed to the visions when a divination spell they cast is first aimed at each fiend. Repeatedly casting the same spell on the same target calls for a new saving throw with each casting.

When exposed in this way, a spellcaster must make a DC 15 saving throw using their spellcasting ability. On a failed save, the spellcaster is overwhelmed by horrific visions of the Underhell; the overwhelmed spellcaster learns vague hints about what the



Underhell fiends are and what they intend to do but also becomes frightened of all fiends until they finish a short rest. On a successful save, the spellcaster has advantage on Intelligence (Arcana) checks to deduce information about the Underhell fiends until finishing a short rest.

If this is the first time that divination spell has been successfully used on that kind of fiend, the character should generally also glean a useful and specific clue about the fiends' methods and plans, such as where an important fiend or Doomgate is, any unknown rules about Underhell fiends, or what the target fiend's orders are.

## Sickening Appearance

In close combat with an Underhell fiend other than a maggot, its nauseating form threatens to overwhelm the minds of mortal creatures. A creature with a Sanguine Ward against Underhell fiends negates the Sickening Appearance of Underhell fiends within 90 feet.

A humanoid that touches an Underhell fiend or sees it from within 30 feet must succeed on a DC 15 Wisdom saving throw or have disadvantage on attack rolls and ability checks until the humanoid can no longer see any fiend and is at least 30 feet away from any fiend. On a successful saving throw, the humanoid is immune to that fiend's Sickening Appearance for 24 hours. A humanoid that has encountered a given kind of fiend before (such as a gryllus) has advantage on this saving throw. An Underhell fiend's Sickening Appearance is suppressed within 90 feet of a creature with the Sanguine Ward; humanoids previously sickened by the sight of the fiend instantly cease to be sickened, although they can be sickened again if the fiend moves outside the range of the Sanguine Ward.

## Timeless Nature

Underhell fiends are little changed by the passage of time, even compared to other immortal beings. They do not need to eat, drink, sleep, or breathe. In addition, all Underhell fiends are immune to exhaustion. Finally, they do not regain hit points from finishing a short or long rest.

# Void Maggot

Souls who fall under the sway of the Underhell face a horrifying fate. Hung up to cure like meat, these souls are tormented, twisted, and reshaped until virtually nothing of the soul's original thoughts or purpose remains. The shattered souls take on a physical form shaped from the final vestiges of the soul's sense of self. Called "void maggots," these broken soul-things exist only to serve other fiends. Maggots are humanoid in general shape, but bear hideous deformities that are unique to each individual maggot. A maggot might have an oversized jaw with additional hinges, vestigial limbs jutting from its spine or hips, or blunt stubs where its fingers or facial features used to be. In addition to these deformities, maggots are badly scarred from their tortures at the hands of the fiends that shaped them. A maggot might be recognizable as the mortal it once was, but those who seek a spark of former friendship or kindness find none; a maggot is little more than a tool, a blunt instrument to enact the will of its fiendish masters.



Void maggots stand outside and beneath the standard circles of fiends, as they did not arise from beings native to the Underhell. They generally began existence as mortals and retain some small sliver of mortal soul in their psyche. Like most fiends, however, maggots are divided into ranks based on their temperament and power. Observers have identified three primary ranks of void maggots, though others may exist.

***Loyal Servants.*** Void maggots exist to serve and are, in essence, a "zero circle" in the hierarchy of fiends. They obey the whims of higher-circle fiends, and even the weakest gryllus might have several maggots to do its bidding. Maggots instinctively and unhesitatingly obey their masters' orders, hurling themselves into dangerous or even suicidal tasks when commanded. They have little individual initiative, which suits their fiendish masters just fine. Many maggots wear emblems or tokens to show their loyalties. For most maggots, this is a large, painful brand seared upon the chest, back, or forehead. For others, the signifier is an unwieldy metal yoke soldered around the maggot's neck.

***Blunt Implements.*** No matter how intelligent their mortal selves may have been, void maggots are dim-witted at best and sometimes of remarkably low intelligence. Maggots are fairly easy to trick, but the conditioning instilled in them during their creation renders them immune to effects that would charm them. Maggots are also nearly fearless and undertake their commanded tasks with a stubborn tenacity, even in the face of overwhelming opposition.

***Raucous Mobs.*** Almost never encountered alone, void maggots normally appear in large groups. Fiends hurl maggots in large numbers to assault fortifications, hunt down fleeing victims, or even to engineer a distraction for more important endeavors. Shrieking and roaring, a mob of maggots surges forward, individual members clawing at one another in their haste to serve their masters' goals. Maggots encountered singly or in pairs are likely to be survivors of an ill-fated mob, but might also be members of a group that became lost or separated from the larger host. In any case, maggots are distinctly uncomfortable when out of earshot of their masters or other maggots and are more prone to lash out with violence at the slightest provocation.

### Legion Traits

Void maggots aren't normally recognized as members of any legion; their loyalty is to their masters, not to any particular group. The statblocks provided represent maggots encountered in nearly any circumstance, with the exception of those serving the Hades legion. Certain fiends of all legions instill additional abilities into their maggots, to pass along their own legion loyalties or tactics and to make the maggots more useful. Void maggots not of the Hades legion don't need to have a trait based on a legion, but they may have gained one, whether or not they directly serve that legion. All Hades maggots have the Eternal Warrior trait.

***Acheron: Ghost-Colored.*** The maggot is drained of color, appearing in shades of muted gray. When not in direct sunlight, the maggot has advantage on Dexterity checks and Dexterity saving throws.

***Annwn: Ward against the Mundane.*** When hit by a nonmagical attack, the maggot can use its reaction to momentarily gain resistance to bludgeoning, piercing, and slashing damage from that attack. This resistance lasts until the beginning of the maggot's next turn.

***Cocytus: Spiteful Retaliation.*** The maggot makes a spiteful attack when destroyed. When a creature reduces the maggot to 0 hit points with a melee attack, the maggot can use its reaction to make a melee attack against the attacker before it dies.

***Dis: Reckless.*** The maggot has an atavistic rage like that of a caged animal. It has advantage on all melee attack rolls, but all attack rolls against it have advantage.

***Gehenna: Wild Fists.*** The maggot is a hulking, clumsy brute. The maggot can make a slam attack as a bonus action before it uses its action each round, but if it does, all attacks against it are made with advantage until the start of its next turn.

***Hades: Eternal Warrior.*** The maggot has a fiendish fortitude that allows it to withstand blows that would fell far mightier foes When reduced to 0 hit points, the maggot must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the maggot drops to 1 hit point instead.

***Lethe: Disorienting Blows.*** The maggot can make a strike to disorient its foe. A creature hit by the maggot's slam attack must succeed on a DC 13 Constitution saving throw or have disadvantage on attack rolls and ability checks until the end of the maggot's next turn. If the maggot's attack was a critical hit, the creature is instead stunned until the end of the maggot's next turn.

***Pandemonium: Magic Resistance.*** The maggot has advantage on saving throws against spells and other magical effects.

***Phlegethon: Incendiary Fists.*** The maggot ignites foes with the flames dancing on its fists. A creature hit by the maggot's slam attack catches on fire. Until a creature takes an action to douse the fire, a burning creature takes 3 (1d6) fire damage at the start of each of its turns.

***Styx: Unnervingly Flexible.*** The maggot's jumping distance is tripled, it has advantage on Strength (Athletics) and Dexterity (Acrobatics) checks, it does not take falling damage, and it always lands on its feet at the end of a fall. In addition, its movement treats difficult terrain as normal terrain.

***Sheol: Mage Sight.*** The maggot has glowing eyes that grant keen senses, particularly for the presence of magic. It has advantage on all Wisdom (Perception) checks and can sense the presence of magic within 30 feet. It can cast the spell *detect magic* at will without expending a spell slot.

***Tartarus: Enfeebling Ailment.*** The maggot's pus-covered fists inflict an enervating disease. A creature hit by the maggot's slam attack must make a DC 13 Constitution saving throw or become diseased for 1 day. The disease has no effect for 1 minute. After 1 minute, the creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

## Broken Maggot

Souls that are nearly extinguished when being forged into void maggots make meager servants, yet the fiends have use for even these wretches. Although their limbs are disjointed and often broken, these maggots retain the stubborn will to serve that presses them forward. Broken maggots are often grouped into shambling hordes, winning only through superior numbers. Fiends consider broken maggots to be even more expendable than other types, and most fiends are surprised when a broken maggot survives a simple or straightforward assault. Broken maggots know little other than how to surge ahead and tear things apart with their fists.

This shambling, distorted humanoid wears only tatters. Its scarred limbs are twisted and disjointed, yet it stumbles forward with grim determination.

### Broken Maggot

*Medium fiend, neutral evil*

**Armor Class** 12 (natural armor)
**Hit Points** 38 (7d8 + 7)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 8 (–1) | 12 (+1) | 5 (–3) | 8 (–1) | 6 (–2) |

**Condition Immunities** exhaustion
**Senses** darkvision 60 ft., passive Perception 9
**Languages** Abyssal, Common, Infernal
**Challenge** 1/4 (50 XP)

***Surge Forward.*** When it reduces a creature to 0 hit points with a melee attack on its turn, the maggot can use a bonus action to take the Dash action.

#### Actions

***Slam.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



## Howling Maggot

For many souls, the pain of transformation into a void maggot never ends, even after being returned to a physical body. These maggots howl and roar in ceaseless agony, obtaining relief only through bloody combat. They eagerly follow their masters' orders to attack, even when injured or dramatically outnumbered. Most howling maggots have distended mouths or torn jaws from their endless howling. Although they might dampen their wails to feeble hoots when directly commanded by their masters, howling maggots are never truly silent (which means that in quiet areas their locations can always be deduced from the noise they make). Howling maggots tend to make good guards, as their terrible howls increase in volume when they detect intruders. Other maggots that hear this howling come loping forward, eager for a fight, and anyone that encounters a howling maggot guard can be quickly overwhelmed by a horde of shrieking enemies.

This howling, distorted humanoid has wounds and scars all over its body. Its muscled arms end in heavy, bloody fists.

### Howling Maggot

*Medium fiend, neutral evil*

**Armor Class** 13 (natural armor)
**Hit Points** 52 (8d8 + 16)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 10 (+0) | 15 (+2) | 6 (–2) | 10 (+0) | 7 (–2) |

**Condition Immunities** exhaustion
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Abyssal, Common, Infernal
**Challenge** 1 (200 XP)

***Surge Forward.*** When it reduces a creature to 0 hit points with a melee attack on its turn, the maggot can use a bonus action to take the Dash action.

#### Actions

***Multiattack.*** The howling maggot makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.



## Simpering Maggot

The most powerful void maggots come from those mortals that retain a shred of intelligence throughout the horrifying reforging process. These maggots are still mentally broken down to become subservient creatures, but they can plan ahead better than other maggots and can learn from their experiences. Despite their greater intellect and power, they constantly fawn for their masters' favor and compete against each other for their master's scraps or compliments. Some fiends use simpering maggots to lead other teams of lesser maggots in endeavors that require a modicum of tactical thinking, while others deploy mobs made entirely of simpering maggots for missions that require greater stealth or flexible planning. Many fiends won't use simpering maggots at all, however, as they find the incessant groveling irritating.

This distorted humanoid bears layers of gruesome scars and stands with a hunched posture, as though to shield itself from a beating.

### Simpering Maggot

*Medium fiend, neutral evil*

**Armor Class** 13 (natural armor)
**Hit Points** 65 (10d8 + 20)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 10 (+0) | 14 (+2) | 7 (–2) | 12 (+1) | 8 (–1) |

**Skills** Perception +3
**Condition Immunities** exhaustion
**Senses** darkvision 60 ft., passive Perception 13
**Languages** Abyssal, Common, Infernal
**Challenge** 2 (450 XP)

***Surge Forward.*** When it reduces a creature to 0 hit points with a melee attack on its turn, the maggot can use a bonus action to take the Dash action.

#### Actions

***Multiattack.*** The maggot makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

#### Reactions

***Flinch and Hunker.*** The maggot gains a +2 bonus to its AC against one melee attack that would hit it. To do so, the maggot must see the attacker.





# First Circle: Gryllus

Repulsive, scheming monsters, grylluses occupy the lowest circle of true fiends in the Underhell yet consider themselves to be aristocrats and gourmands. A gryllus resembles an unnatural union between a bloated humanoid and a wingless bird, with oversized legs and short arms with tiny hands. A gryllus always walks with a stoop, its enormous, toothy face thrust grotesquely forward. Gyrlluses wear eclectic clothing and accessories, including a life-sized human head made of brass (or sometimes other materials) atop their hunched backs. In combat, they rely on their magical abilities and supernatural, barking shouts. Grylluses pretend to sophistication and intelligence, but they are merely vicious, brute bullies who inflict cruelties out of maliciousness and their deep insecurities.

***Outsized Egos.*** Grylluses are lower than all other fiends in station as well as size; even with the height added by their brass heads, a gryllus is rarely as tall as an adult human. Their ego vastly outstrips their physical size, however, and even the lowliest gryllus considers itself to be a noble creature of the highest order. They measure themselves against other grylluses in a byzantine ranking of personal politics. Grylluses consider themselves to be clever conversationalists with enviable wit, but for these dim-witted creatures, their "cunning bon mots" are merely blunt insults and their "sophisticated wit" is nothing more than mean-spirited pranks. Ceaseless gluttons, grylluses purport to have a refined palate but instead merely gobble up any food or drink put before them while smacking their lips and muttering about "fragrant notes" and "exquisite piquancy."

***A Head for Fashion.*** Grylluses prefer to clothe themselves in what they consider to be high fashion, favoring bright colors and exotic fabrics jumbled together. The one piece of fashion that all grylluses wear is a human-sized brass head across the stump of their back. They secure this bronze head to their back with an elaborate series of straps and trusses to ensure it stays in place and rises above the gryllus, making the creature seem taller. These heads are carved with noble, heroic humanoid features, and they often bear a serious or dour expression. When grylluses need to interact with others in a diplomatic way, they prefer to draw a cloak over their deformed faces and pretend that the brass head is doing

the speaking. This ruse is ridiculously easy to spot, as the mouth of the brass head doesn't move and the speaking plainly comes from the gryllus's covered face, but the best way to enrage the gryllus is to call out this ploy as a sham. Although grylluses are jealously possessive of their brass heads, they are constantly on the lookout for one with greater gravitas or more noble features. They plunder museums and churches, lopping heads from the statues of saints or rulers to upgrade the head they wear.

### Legion Traits

Every gryllus belongs to one of the fiendish legions, and the creatures argue endlessly about which is superior in refinement, leadership, and sophistication. Each gryllus has a specific trait matching the legion it belongs to (see below).

***Acheron: Rot-skin.*** The gryllus emits a horrid stench of decay. Any creature other than a fiend that starts its turn within 10 feet of the gryllus must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the gryllus's stench for 24 hours.

***Annwn: Unnatural Vitality.*** The gryllus can innately cast *false life* at will.

***Cocytus: Rolling Echoes.*** The gryllus's bark carries spiteful echoes. The gryllus can trigger these echoes as a bonus action on its turn after it uses its bark. Each creature that succeeded on a saving throw to avoid being knocked prone by the gryllus's bark takes 4 (1d8) thunder damage.

***Dis: Disturbing Demeanor.*** The gryllus can innately cast *bane* once per day.

***Gehenna: Brutish.*** Few grylluses join this legion; those that do can innately cast *enlarge/reduce* at will.

***Hades: Ward of Pride.*** The gryllus can innately cast *shield of faith* three times per day.

***Lethe: Hard Fall.*** A creature knocked prone by the gryllus's bark has trouble recovering its feet and must spend all its movement, rather than half its movement, to stand up.

***Pandemonium: Supercilious.*** The gryllus's force of personality is supernaturally bolstered and it knows far-reaching magic. The gryllus has advantage on Charisma checks and Charisma saving throws and it innately knows the *eldritch blast* cantrip with a range of 300 feet. Its caster level is 1st.

***Phlegethon: Fire Finger.*** The gryllus can innately cast *scorching ray* once per day.

***Sheol: Mind Reader.*** The gryllus can innately cast *detect thoughts* three times per day.

***Styx: Cloak of Air.*** The gryllus can innately cast *fly* once per day.

***Tartarus: Envenomed Bite.*** The gryllus has a poisonous bite and drools a sickly green venom. A creature hit by the gryllus's bite must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

## Preening Gryllus

The lowest class of gryllus are those that have few minions and no prestige among their kin. These grylluses attempt to remedy this lack with increased attention to their appearance. They wear the most opulent clothing they can find, even if it's torn or bloodstained. Preening grylluses possess less power and less magic than grylluses of higher castes, and they are acutely aware of their deficiencies. This leads them to plan particularly inventive atrocities in the hopes of gaining more attention and higher status, but their plans often go awry due to their lack of foresight and poor impulse control. Their furious rages at their own failure to advance make preening grylluses poor leaders and dangerous allies.

This horridly deformed creature walks on thick human legs sprouting from the side of an arched torso. Its face is a toothy maw beneath piggish eyes. The creature is draped in a bizarre collection of fine fabrics, beneath a brass humanoid head strapped to its humped back.

### Preening Gryllus

*Medium fiend, neutral evil*

**Armor Class** 13 (natural armor)
**Hit Points** 45 (7d8 + 14)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 8 (−1) | 15 (+2) | 9 (−1) | 10 (+0) | 15 (+2) |

**Damage Resistances** thunder; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** exhaustion
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Abyssal, Common, telepathy 120 ft.
**Challenge** 2 (450 XP)

***Brass Head.*** A gryllus requires its brass head as a focus for its innate spells. If this brass head is removed or destroyed, the gryllus cannot use its innate spellcasting until it acquires a new one and mounts it on its back. A gryllus generally keeps its brass head strapped to its back so tightly that any ability check to remove it is made with disadvantage.

***Innate Spellcasting.*** The preening gryllus's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The gryllus can innately cast the following spells, requiring its brass head as the only material component.

At will: *detect magic*, *sanctuary*

1/day each: *command*, *healing word* (2nd level)

#### Actions

***Bite.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and the target must succeed on a DC 12 Constitution saving throw or contract skinshine (page 124).

***Bark.*** *Ranged Spell Attack:* +4 to hit, range 50 ft., one target. *Hit:* 14 (4d6) thunder damage and each creature within 5 feet of the target (including the target) must succeed on a DC 12 Strength saving throw or be knocked prone.



## Leering Gryllus

The most common of grylluses, leering grylluses seek position and power just as vigorously as the rest of their kin, but also prioritize hedonistic pleasures along the way. They have a voracious appetite for rare wines, fine food, and powerful drugs, which they consume almost as quickly as they can get them.

The leering eyes and slobbering mouth of this deformed creature twitch unpleasantly. It wears robes of exotic materials and bears a highly polished brass head atop its back.

### Leering Gryllus

*Medium fiend, neutral evil*

**Armor Class** 14 (natural armor)
**Hit Points** 52 (8d8 + 16)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 10 (+0) | 15 (+2) | 13 (+1) | 12 (+1) | 17 (+3) |

**Damage Resistances** thunder; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** exhaustion
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Abyssal, Common, telepathy 120 ft.
**Challenge** 3 (700 XP)

***Brass Head.*** A gryllus requires its brass head as a focus for its innate spells. If this brass head is removed or destroyed, the gryllus cannot use its innate spellcasting until it acquires a new one and mounts it on its back. A gryllus generally keeps its brass head strapped to its back so tightly that any ability check to remove it is made with disadvantage.

***Innate Spellcasting.*** The gryllus's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The gryllus can innately cast the following spells, requiring its brass head as the only material component.

At will: *detect magic*, *command*

3/day: *guiding bolt*

1/day: *healing word* (3rd level)

#### Actions

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or contract skinshine (page 124).

***Bark.*** *Ranged Spell Attack:* +5 to hit, range 50 ft., one target. *Hit:* 17 (5d6) thunder damage and each creature within 5 feet of the target (including the target) must succeed on a DC 13 Strength saving throw or be knocked prone.



## Shining Gryllus

As a sign of their power and prestige, the most accomplished grylluses keep the brass heads strapped to their back shined to a dazzling polish. Although their clothing is as mismatched as that of any other gryllus, they prefer to wear colors of white and gold. Shining grylluses usually have bodyguards nearby, even if those "bodyguards" are lesser grylluses who would betray their superior in an instant. Even in their lofty stations above their kin, shining grylluses constantly scheme to acquire more prestige or the subservience of fiends from higher circles. Shining grylluses are more inclined to consider their natural faces exceptionally handsome and keep them exposed when speaking with others. They continue this practice no matter how often derogatory comments about their appearance send them into a frothing rage.

This deformed figure wears clothing of white and gold, as well as a life-size brass head mounted on the hump of its back. Its tiny arms are practically invisible beneath its draped clothing. Its hideous, toothy face bears a smug grin.

### Shining Gryllus

*Medium fiend, neutral evil*

**Armor Class** 14 (natural armor; 16 with *shield of faith*)
**Hit Points** 58 (9d8 + 18)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 10 (+0) | 15 (+2) | 12 (+1) | 12 (+1) | 18 (+4) |

**Damage Resistances** thunder; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** exhaustion
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Abyssal, Common, telepathy 120 ft.
**Challenge** 4 (1,100 XP)

***Brass Head.*** A gryllus requires its brass head as a focus for its innate spells. If this brass head is removed or destroyed, the gryllus cannot use its innate spellcasting until it acquires a new one and mounts it on its back. A gryllus generally keeps its brass head strapped to its back so tightly that any ability check to remove it is made with disadvantage.

***Innate Spellcasting.*** The gryllus's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The gryllus can innately cast the following spells, requiring its brass head as the only material component.

At will: *detect magic*, *command* (2nd level)

3/day each: *guiding bolt* (2nd level), *shield of faith*

1/day each: *dispel magic*, *glibness*, *mass healing word*

#### Actions

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 12 Constitution saving throw or contract skinshine (page 124).

***Bark.*** *Ranged Spell Attack:* +6 to hit, range 50 ft., one target. *Hit:* 14 (4d6) thunder damage and each creature within 5 feet of the target (including the target) must succeed on a DC 14 Strength saving throw or be knocked prone and take 3 (1d6) bludgeoning damage from the impact of the fall.





# Second Circle: Underfiend

To many mortals, underfiends epitomize the forces of the Underhell: tall, muscular humanoids with horned heads, a bloodthirsty drive to slaughter, and a love of suffering. Underfiends have cloven hooves at the end of their powerful legs and strong, clawed hands capable of tearing a human in half with ease. Their horrific faces resemble a minotaur's skull with wide, sharp horns and a vacant, staring gaze. Underfiends are ferocious combatants without any weapons, but they prefer the *skeletoys* brought from the Underhell by the fiendish legions. Most underfiends carry a skelemaul enchanted specifically for their use and theirs alone; other creatures find a claimed skelemaul unresponsive or downright hostile (page 45).

***Soldiers of the Underhell.*** Underfiends are among the most numerous fiends in the Underhell, and their lust for making war is legendary. Underfiends frequently train singly and in fighting units to better overwhelm the defenses of the worlds their leaders designate for conquest. Though they may be skilled at fighting in groups, underfiends are fractious and competitive, and strive to outdo each other. Despite this internal competition, underfiends are good at following orders that allow them to slake their bloodlust and expand the amount of suffering across the planes of existence. Underfiends are even more powerful than their imposing forms suggest, as they are resistant to ordinary weapons, can shrug off hostile magic, and can produce a flurry of activity on the battlefield. Although most underfiends prefer straightforward melee combat to magic or guile, each knows a few spells to discover hidden enemies, pursue foes, or obscure wicked activities.

Underfiends consider themselves soldiers first and foremost. They rarely waste time tempting mortals or engaging in the infernal politics favored by the gryl-luses and many of the Archlords. Underfiends chafe at being commanded to serve in any idle position, such as guard duty, though they enjoy serving as prison wardens and gain a revolting delight in inventing and practicing new techniques of torture.

***Adaptable Evil.*** Creatures of insight and experience, underfiends are hard to fool and almost never fall for the same trick twice. Although many focus on weapons training to become better warriors, other underfiends develop specific techniques to aid them on the battlefield, such as deception, stealth, or a knowledge of combat tactics.

***Scheming Servants.*** Each underfiend aims to improve its own station by earning the loyalty of lesser fiends and the respect of greater ones. Entirely amoral, they think nothing of betraying allies, destroying other people's property, or sabotaging relationships with others—these acts are simply stepping-stones in an underfiend's lust for advancement. Greater fiends acknowledge that underfiends make skilled leaders of void maggot mobs, and many underfiends excel at missions where their unique magical abilities and bold enthusiasm prove an advantage. Some Archlords motivate groups of underfiends they send on tasks by hinting that the most ruthless or successful of them might earn special favor or privileges, which sparks their motivation and encourages backstabbing both subtle and overt.

## Legion Traits

Underfiends profess loyalty to their legions, but most keep a careful eye for any personal advantage they could attain from switching legion allegiances. All underfiends have a special trait based on their legion.

**Acheron:** ***Withering Stench.*** The underfiend exudes a toxic stench within 30 feet. In this area, plants that aren't creatures wither and die. Any creature that ends its turn in the area must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage. A creature that makes this saving throw cannot be affected by that underfiend's Withering Stench for 24 hours.

**Annwn:** ***Thickened Skin.*** The underfiend's skin can turn aside nonmagical attacks. As a reaction, the underfiend gains a +2 bonus to its AC against one attack from a nonmagical weapon that would hit it. To use this reaction, the underfiend must be able to see the attacker.

**Cocytus:** ***Retributive Swipe.*** The underfiend lashes out when violently struck. The underfiend can use its reaction to make a melee attack with its horns against a creature within range that it can see that scores a critical hit on a fiend.

**Dis:** ***Hollow Claws.*** The underfiend's hollow claws drain blood and life energy from foes. A creature hit by the underfiend's claw must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the slashing damage it takes until it finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

**Gehenna:** ***Pack Hunter.*** Underfiends of this legion respond to prey in greater numbers. When the underfiend uses its Prey-Seeking Teleport, up to three other underfiends within 120 feet may use their Prey-Seeking Teleport as a reaction (if available), teleporting to a different unoccupied space within 5 feet of the hostile creature.

**Hades:** ***Fiendish Grit.*** Underfiends of this legion learn to display incredible fortitude, particularly in desperate situations. The underfiend has advantage on Constitution checks and on Constitution saving throws.

**Lethe:** ***Stunning Charge.*** The underfiend posseses oversized horns capable of inflicting powerful attacks. If it moves at least 20 feet in a straight line before hitting a creature with an attack, the hit creature is stunned until the end of the underfiend's next turn unless it succeeds on a DC 15 Constitution saving throw.

**Pandemonium:** ***Greater Eldritch Spear.*** The underfiend innately knows the *eldritch blast* cantrip with a range of 500 feet. Its caster level is 5th.

**Phlegethon:** ***Immolated.*** The underfiend is constantly on fire. It sheds bright light in a 10-foot radius and dim light for an additional 10 feet. A creature that touches the underfiend or hits it with a melee attack while within 5 feet of it takes 5 fire damage.

**Sheol:** ***Foe Sight.*** The underfiend has green glowing eyes that grant it an unerring sense regarding its foes. The underfiend always knows the direction of the nearest creature hostile to it within 60 feet, but not its exact position. The underfiend can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight.

**Styx:** ***Sky Master.*** The underfiend can cast *fly* at will with its innate spellcasting.

**Tartarus:** ***Blinding Pus.*** Weeping sores at the base of the underfiend's claws inflict a magical blinding sickness. If the underfiend hits a creature with its claw attack, that creature must make a DC 15 Constitution saving throw or become diseased until it finishes a long rest. While diseased, the creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

## Bonestrike Underfiend

Bonestrike underfiends serve as elite infantry of the fiendish invasion. Whether leading a paltry handful of void maggots or forming elite strike teams to spearhead an army, bonestrike underfiends are tireless warriors. Bonestrike underfiends generally work together better than other underfiends, and the characteristic infighting among underfiend units tends to be less severe among these serious soldiers. Well aware that a frightened foe is a less effective foe, bonestrike underfiends work to instill fear into their opponents before the battle starts. They order maggots and grylluses to announce their presence, exaggerating their numbers and abilities so that even hardened, skeptical foes second-guess an upcoming engagement. They often paint arcane sigils upon their skulls to unnerve and distract their opponents. Bonestrike underfiends earn their name from their skill at cracking bone.

### Bonestrike Underfiend

*Large fiend, neutral evil*

**Armor Class** 14 (natural armor)
**Hit Points** 90 (12d10 + 24)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 12 (+1) | 15 (+2) | 9 (−1) | 14 (+2) | 12 (+1) |

**Saving Throws** Con +5
**Skills** Athletics +6, Intimidation +4
**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire
**Condition Immunities** charmed, frightened
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Abyssal, telepathy 120 ft.
**Challenge** 5 (1,800 XP)

***Bonebreaker (1/Turn).*** The underfiend breaks the bones of a creature it hits with a melee attack. The creature must succeed on a DC 15 Constitution saving throw or its speed is halved and it has disadvantage on Strength and Dexterity ability checks, Strength and Dexterity saving throws, and attack rolls that use Strength or Dexterity. A creature can repeat the saving throw whenever it regains hit points, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that underfiend's Bonebreaker trait for the next 24 hours. Creatures without an internal skeleton or an exoskeleton are immune to this effect.

***Innate Spellcasting.*** The underfiend's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The underfiend can innately cast the following spells, requiring no material components.

At will: *detect magic, magic weapon, see invisibility*

1/day: *fear*

#### Actions

***Multiattack.*** The underfiend makes three attacks: one with its bite or horns, and two which can be with a skelemaul, claw, or kick.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

***Claw.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

***Horns.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. The target creature must succeed on a DC 14 Strength saving throw or be knocked prone.

***Kick.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. The target creature must succeed on a DC 14 Strength saving throw or be pushed 5 feet away from the underfiend.

***Skelemaul.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the skelemaul makes a Skelemaul Bite attack at the target.

**Skelemaul Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., target hit by the underfiend's skelemaul. Cover doesn't apply against this attack. *Hit:* 4 (1d8) piercing damage and a Medium or smaller target creature is grappled by the skelemaul (escape DC 13). The skelemaul releases the grappled creature it if is used to attack a different target. The skelemaul can be attacked and destroyed (AC 15; hp 15; vulnerability to bludgeoning damage; immunity to fire and poison damage).

***Prey-Seeking Teleport (1/Day).*** The underfiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space adjacent to a hostile creature it can see.



This massive, muscled humanoid has a horned skull as a head and carries a reinforced spinal column as a weapon.

## Flesheater Underfiend

Flesheater underfiends engage in gruesome ritual eating of the dead, and often do so while in the middle of battle to unnerve the allies of fallen victims. With a mouth and chest caked with dried blood and gore, the horrid diet of the flesheater underfiend is impossible to hide. Although these underfiends are no more cruel or brutal than other fiends, their spontaneous cannibalism gives them a grim reputation. Rumors among fiends—and particularly among the loquacious grylluses—insist that flesheater underfiends are unreliable allies because they kill and eat other fiends when the Archlords aren't paying attention. Flesheater underfiends don't respond to these accusations other than to lick their lips hungrily.

## Flesheater Underfiend

*Large fiend, neutral evil*

**Armor Class** 14 (natural armor)
**Hit Points** 97 (13d10 + 26)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 15 (+2) | 11 (+0) | 14 (+2) | 12 (+1) |

**Saving Throws** Con +5
**Skills** Athletics +7, Intimidation +4
**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire
**Condition Immunities** charmed, frightened
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Abyssal, telepathy 120 ft.
**Challenge** 7 (2,900 XP)

***Feast of the Fallen.*** As a bonus action, the underfiend can consume the flesh of a single dead creature within 5 feet of it. If the underfiend hasn't eaten from this creature's body before, it regains 10 hit points unless it was dealt acid or radiant damage since its last turn.

***Innate Spellcasting.*** The underfiend's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The underfiend can innately cast the following spells, requiring no material components.

At will: *detect magic*, *magic weapon, fog cloud*

1/day: *dispel magic*

### Actions

***Multiattack.*** The underfiend makes three attacks: one with its bite or horns, and two which can be with a skelemaul, claw, or kick.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or its current and maximum hit points are reduced by the damage it takes and the underfiend magically regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

***Claw.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

***Horns.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. The target creature must succeed on a DC 15 Strength saving throw or be knocked prone.

***Kick.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The target creature must succeed on a DC 15 Strength saving throw or be pushed 5 feet away from the underfiend.

***Skelemaul.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the skelemaul makes a Skelemaul Bite.

**Skelemaul Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., target hit by the underfiend's skelemaul. Cover doesn't apply against this attack. *Hit:* 4 (1d8) piercing damage and a Medium or smaller target creature is grappled by the skelemaul (escape DC 13). The skelemaul releases the grappled creature it if is used to attack a different target. The skelemaul can be attacked and destroyed (AC 15; hp 15; vulnerability to bludgeoning damage; immunity to fire and poison damage).

***Prey-Seeking Teleport (1/Day).*** The underfiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space adjacent to a hostile creature it can see.



Dried blood cakes the skull-like jaw and chest of this muscular, horned humanoid. Its tongue lolls grotesquely from its mouth.

## Skincloak Underfiend

With their towering, muscular forms, skeletal mauls, and skull-like faces, underfiends are rarely expected to be subtle or sneaky combatants. Skincloak underfiends are no less vicious than their kin, but they possess the supernatural ability to tear the flesh from their humanoid foes and wear it as a disguise. This ploy rarely works for long, as underfiends do not have a flair for deception and the magical disguise fades quickly, leaving the skincloak underfiend covered in tattered flaps of mundane skin. However, as skincloak underfiends are among the most sturdy and powerful of the underfiends, their flesh facade is frequently enough to get them past guards or front lines, where they can revel in the slaughter of the innocent and unprepared. Experienced in psychological warfare as much as physical warfare, skincloak underfiends earn their name not only for their magical ability, but for their preference for tearing apart their victims to make them unrecognizable to their friends and family.

### Skincloak Underfiend

*Large fiend (shapechanger), neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 136 (16d10 + 48)
**Speed** 30 ft.

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

**Saving Throws** Con +7
**Skills** Athletics +7, Deception +6, Intimidation +6
**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire
**Condition Immunities** charmed, frightened
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Abyssal, telepathy 120 ft.
**Challenge** 9 (5,000 XP)

***Innate Spellcasting.*** The underfiend's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The underfiend can innately cast the following spells, requiring no material components.

At will: *detect magic*, *detect thoughts*

1/day: *dispel magic*, *fear*

#### Actions

***Multiattack.*** The underfiend makes four attacks: one with its bite or horns, and three which can be with a skelemaul, claw, or kick.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

***Claw.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

***Horns.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. The target creature must succeed on a DC 15 Strength saving throw or be knocked prone.

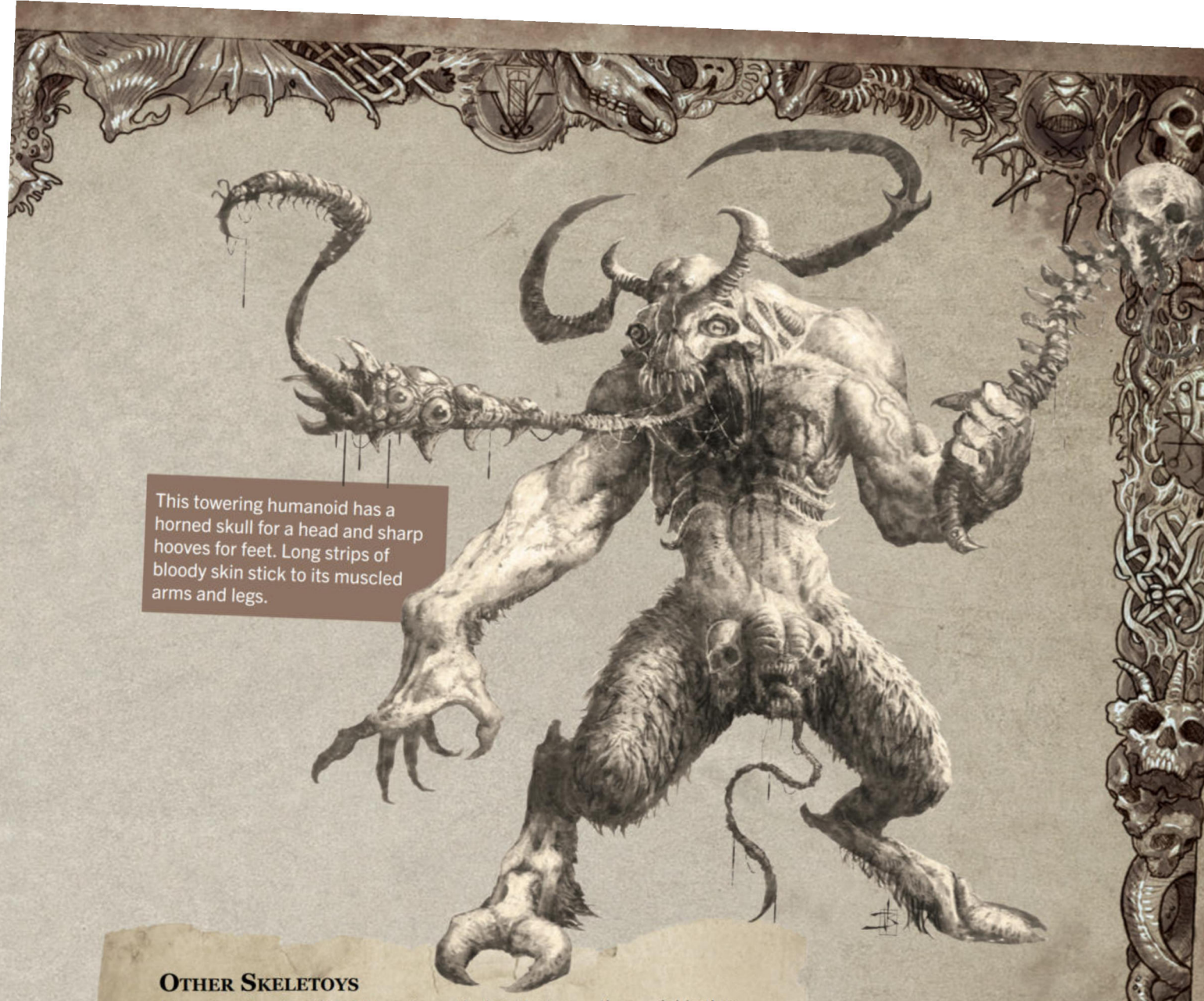
***Kick.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. The target creature must succeed on a DC 15 Strength saving throw or be pushed 5 feet away from the underfiend.

***Skelemaul.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the skelemaul makes a Skelemaul Bite.

**Skelemaul Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., target hit by the underfiend's skelemaul. Cover doesn't apply against this attack. *Hit:* 4 (1d8) piercing damage and a Medium or smaller target creature is grappled by the skelemaul (escape DC 13). The skelemaul releases the grappled creature it if is used to attack a different target. The skelemaul can be attacked and destroyed (AC 15; hp 15; vulnerability to bludgeoning damage; immunity to fire and poison damage).

***Flesh Facade.*** The underfiend magically tears free the flesh of a dead Medium or Large humanoid within 5 feet of it and polymorphs itself into the creature. The humanoid must have been dead for less than 1 day, and cannot already have been used for an underfiend's Flesh Facade ability. The underfiend's statistics, other than its size, are the same in the new form. Any equipment it is carrying or wearing isn't transformed. The underfiend reverts to its true form after 10 minutes, or if it dies.

***Prey-Seeking Teleport (1/Day).*** The underfiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space adjacent to a hostile creature it can see.



This towering humanoid has a horned skull for a head and sharp hooves for feet. Long strips of bloody skin stick to its muscled arms and legs.

### Other Skeletoys

Underfiends primarily wield skelemauls, but they sometimes wield other dangerous skeletoys (described in more detail on page 42), giving them the appropriate attack or trait below in place of their skelemaul attack. These statistics assume a flesheater underfiend wielder, but are close enough to be used for other underfiends.

***Skelebow.*** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) necrotic damage. A creature hit must succeed on a DC 15 Constitution saving throw or suffer ongoing terrible pain, giving it disadvantage on attack rolls and ability checks until it regains hit points.

***Skelenquin.*** The skelenquin carries the underfiend faster than it can walk. The underfiend uses the skelenquin's walking speed of 50 feet.

***Skeletong.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (3d4 + 3) bludgeoning damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, the underfiend can't attack with the skeletong, and the underfiend's first attack that hits the restrained creature each round is automatically a critical hit.



# Third Circle: Cacodaemon

Primordial spirits of terror and chaos, cacodaemons are rare among the endless hordes of the Underhell, typically encountered alone or in groups no larger than pairs. Their power and third-circle rank entitle them to command over groups of weaker fiends, who they frequently set against each other for their own amusement when they lack mortals to torment. In combat, most lesser fiends are happy to see a cacodaemon perish to avoid suffering under its wanton moods, and as a result they tend to focus their attacks on foes who are not directly attacking the cacodaemon.

Cacodaemons use magic to terrorize and scatter enemy armies. They favor spells that affect a large area, the more destructive, the better.

## Legion Traits

Each cacodaemon gains a trait from the legion it follows, as listed below.

***Acheron: Despair (1/Turn).*** When the cacodaemon uses the Dodge action in an area of darkness, a 10-foot cube centered on the cacodaemon becomes a pool of gloom (page 128).

In addition, when the cacodaemon damages a creature, the target must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. Once a creature fails on this saving throw against the cacodaemon's Despair effect, it becomes immune to that cacodaemon's Despair effect for the next 24 hours.

***Annwn: Invulnerability.*** As a reaction to taking bludgeoning, piercing, and slashing damage from a nonmagical attack, the cacodaemon gains immunity to the damage from that attack.

***Cocytus: Death Blast.*** When the cacodaemon is reduced to 0 hit points, it dies and explodes. Each creature within 20 feet of it must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

***Dis: Aura of Decay.*** The cacodaemon emanates an aura that drains the life of certain nearby creatures. Each non-construct, non-fiend, and non-undead creature that starts its turn within 90 feet of the cacodaemon that can see it takes 5 (2d4) necrotic damage and must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage it takes until it finishes a long rest. If this reduces a creature's hit point maximum to 0, it dies.

***Gehenna: Thick Hide.*** The cacodaemon is covered in armor plates and has a +2 bonus to its Armor Class.

***Hades: Pack Spells.*** Each enemy of the cacodaemon within 5 feet of an ally of the cacodaemon that isn't incapacitated has disadvantage on saving throws against the cacodaemon's spells.

***Lethe: Disorienting Spells.*** Whenever a creature fails on its saving throw against one of the cacodaemon's spell, it can't take reactions or bonus actions until the start of the cacodaemon's next turn.

***Pandemonium: Soaring Spells.*** The range of any spell the cacodaemon casts is tripled.

***Phlegethon: Weeping Hellfire.*** The cacodaemon weeps hellfire from its many eyes and mouth. A 10-foot-wide trail of hellfire forms on the ground below it as it moves. A creature that starts its turn in the hellfire or enters the hellfire for the first time on its turn takes 2 (1d4) fire damage and 2 (1d4) necrotic damage.

***Sheol: Lifesense.*** The cacodaemon knows the current hit points and damage immunities, resistances, and vulnerabilities of each creature it can see.

***Styx: Fiendish Speed.*** The cacodaemon's flying speed is increased by 30 feet.

***Tartarus: Underhell Contamination.*** The cacodaemon exposes any creature that it bites or that damages it with a melee weapon to writhing flesh (page 125; save DC 15). Any creature that fails a save against one of its spells is afflicted with soul seepage (page 123).

## Rampant Cacodaemon

A rampant cacodaemon is an unrestrained force of destruction that revels in watching others run in fear. The most common and least potent of cacodaemons, they are nonetheless extremely dangerous magic-users and deadly artillery on the battlefield. Grylluses flock to serve less-potent and easily-distracted rampant cacodaemons, hoping to learn their magical secrets and eventually become cacodaemons themselves.

Although rampant cacodaemons are cunning strategists, they like to attempt risky maneuvers to see if they can pull them off, prioritizing the entertainment value of an engagement just as highly as progress toward strategic goals. These cacodaemons are also intensely curious about mortal magic and might disregard more useful prizes in order to capture practitioners or records of powerful and distinctive discoveries.

This towering abomination resembles little more than a flying fanged mouth below leering eyes. Its red hide emanates palpable heat, causing the air above it to waver visibly.

### Rampant Cacodaemon

*Large fiend, chaotic evil*

**Armor Class** 17 (natural armor)
**Hit Points** 93 (11d10 + 33)
**Speed** 0 ft., fly 20 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 10 (+0) | 16 (+3) | 16 (+3) | 15 (+2) | 18 (+4) |

**Saving Throws** Wis +5
**Skills** Arcana +6
**Damage Immunities** fire
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, exhaustion, prone
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 8 (3,900 XP)

***Innate Spellcasting.*** The cacodaemon's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The cacodaemon can innately cast the following spells, requiring no somatic or material components:

At will: *burning hands* (3rd level), *scorching ray* (3rd level)

3/day: *fireball*

1/day: *chain lightning*

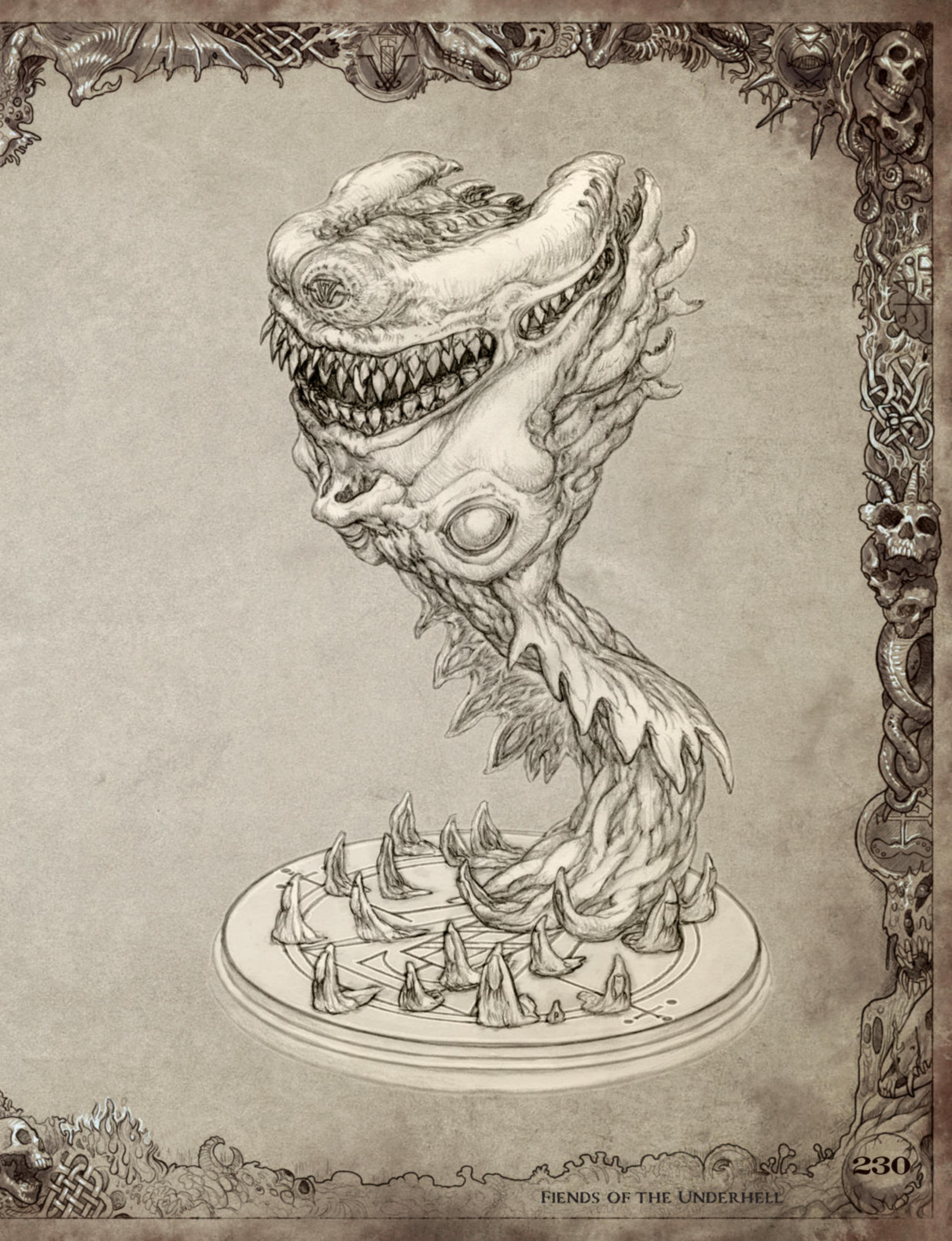
***Magic Resistance.*** The cacodaemon has advantage on saving throws against spells and other magical effects.

#### Actions

***Multiattack.*** The cacodaemon can use its Frightful Presence. It then either makes a bite attack or casts *scorching ray*.

***Bite.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage and 22 (4d10) psychic damage. If it takes psychic damage, the target can't take reactions until the end of its next turn.

***Frightful Presence.*** Each creature of the cacodaemon's choice that is within 120 feet of the cacodaemon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that cacodaemon's Frightful Presence for the next 24 hours.



## Cackling Cacodaemon

A cackling cacodaemon chafes in the presences of its peers, so it seeks out bands of weaker fiends to bully into serving it at all times, including as its shields in battle. Cackling cacodaemons also often take the initiative to consult with Archlords and other potent fiends, so a cackling cacodaemon might well be an adviser, court mage, or jester to an even worse fiend.

When expecting battle, cackling cacodaemons tend to favor void maggot minions they can use as laborers or performers, alongside one or a few underfiend bodyguards. They have a fondness for tormenting grylluses in what they consider to be amusing ways, including forcing them to face too-powerful adversaries, so grylluses avoid these sort of cacodaemons whenever possible.

This towering abomination resembles little more than a flying, fanged mouth below leering eyes. Glinting, sparking spines protrude from the quivering hide on its barrel-sized cheeks.

### Cackling Cacodaemon

*Large fiend, chaotic evil*

**Armor Class** 17 (natural armor)
**Hit Points** 110 (13d10 + 39)
**Speed** 0 ft., fly 20 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 10 (+0) | 17 (+3) | 16 (+3) | 15 (+2) | 18 (+4) |

**Saving Throws** Wis +6
**Skills** Arcana +7
**Damage Immunities** lightning
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, exhaustion, prone
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 10 (5,900 XP)

***Innate Spellcasting.*** The cacodaemon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The cacodaemon can innately cast the following spells, requiring no somatic or material components:

At will: *call lightning*, *flaming sphere* (3rd level)

3/day: *lightning bolt* (4th level)

1/day: *chain lightning*, *confusion*

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

#### Actions

***Multiattack.*** The cacodaemon can use its Frightful Presence. It then either makes a bite attack or uses *call lightning*.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage and 22 (4d10) psychic damage. If it takes psychic damage, the target can't take reactions until the end of its next turn.

***Frightful Presence.*** Each creature of the cacodaemon's choice that is within 120 feet of the cacodaemon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that cacodaemon's Frightful Presence for the next 24 hours.

#### Reactions

***Spell Spit.*** When the cacodaemon takes damage from a spell, it can spit some of the spell's magic back at the caster as a reaction. The cacodaemon momentarily gains resistance to the damage dealt by that spell and makes a ranged spell attack (with a +8 bonus) to hit the caster. On a hit, the caster takes damage equal to the damage the cacodaemon took from the spell.



## Shrieking Cacodaemon

A shrieking cacodaemon most often serves as leader of an elite squad of shock troops deployed at the personal command of an Archlord or other unique fiend, sowing chaos to make the attacks of its allies all the deadlier. Although they are eerily quiet outside combat, once engaged, shrieking cacodaemons loose resounding battle cries that echo for miles. The unearthly sound draws fiends from far away eager to watch the carnage.

When a mortal dares challenge a shrieking cacodaemon in melee or the cacodaemon wants to loose a devastating surprise attack, it can force its soul into the body of a mortal creature. It can be surprisingly clever about impersonating its victim when it knows the strategic stakes are high, but most of the time it maintains its habitual silence until it is in position to lay waste to all the mortals nearby. The shrieking cacodaemon knows its control is easier to break than a ghost's possession, such as by damaging the host, so it favors possessing targets with effective ranged attacks that can stay far away from allies.

### Shrieking Cacodaemon

*Large fiend, chaotic evil*

**Armor Class** 17 (natural armor)
**Hit Points** 133 (14d10 + 56)
**Speed** 0 ft., fly 20 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 10 (+0) | 18 (+4) | 16 (+3) | 15 (+2) | 18 (+4) |

**Saving Throws** Wis +6
**Skills** Arcana +7
**Damage Immunities** cold
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, exhaustion, prone
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 12 (8,400 XP)

***Innate Spellcasting.*** The cacodaemon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The cacodaemon can innately cast the following spells, requiring no somatic or material components:

At will: *blight*, *ice storm*

3/day: *cone of cold*

1/day: *freezing sphere* (8th level)

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

#### Actions

***Multiattack.*** The cacodaemon can use its Frightful Presence. It then either makes a bite attack or casts *blight*.

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage and 33 (6d10) psychic damage. If it takes psychic damage, the target can't take reactions until the end of its next turn.

***Frightful Presence.*** Each creature of the cacodaemon's choice that is within 120 feet of the cacodaemon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that cacodaemon's Frightful Presence for the next 24 hours.

***Limited Possession (Recharge 6).*** One creature other than a construct that the cacodaemon can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by the cacodaemon; the cacodaemon then disappears, and the target is incapacitated and loses control of its body. The cacodaemon now controls the body but doesn't deprive the target of awareness. The cacodaemon can't be targeted by any attack, spell, or other effect, except ones that banish fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body takes damage and is left with half its maximum hit points (if it was already below half maximum hit points, the possession ends after any amount of damage), the cacodaemon ends it as a bonus action, or the cacodaemon is banished or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the cacodaemon reappears in an unoccupied space within 5 feet of the body. The target is immune to that cacodaemon's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

This towering abomination resembles little more than a flying, fanged mouth below leering eyes. Smoke flecked with glowing embers billows from its shrieking mouth and frost glints on its spiny cheeks.





# Fourth-Circle Fiends

In the Underhell, the very rare and dangerous fourth-circle fiends form the cabals that lead entire legions. Some invasions, usually small or localized, have only one fourth-circle fiend as a vanguard general representing the interests of an Archlord. Larger-scale invasions might feature several, each deployed to different high-stakes objectives.

Fourth-circle fiends are cunning and more dangerous than all but the rarest mortals. Confident in their potency, they have little fear of individual mortals.

Fiends of the fourth circle are far more varied than those of lower circles. These creatures have unlocked some of the secrets of true power through their legions. Their budding power allows each of these fiends to take on a specialized form to more precisely reflect the evil that they are.

Rarely are multiple fourth-circle fiends encountered at the same time, though an individual fiend might command dozens, hundreds, or even thousands of lesser fiends. These paragons of fiendishness are each encountered so rarely that some believe each one to be a unique fiend; for example, scholars debate whether there is one Cendiary or if this is a whole kind of fiends, each devastatingly potent.

### Legion Traits

Each fourth-circle fiend gains a trait from the legion it leads, as listed below.

***Acheron: Stench of Death.*** Every surface the fiend touches exudes Acheron rot poison (page 129) until the fiend is slain or banished. Any creature that starts its turn within 5 feet of the fiend is exposed to the poison.

***Annwn: Invulnerability.*** The fiend has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

***Cocytus: Death Curse.*** When the fiend is reduced to 0 hit points, it dies and curses all non-fiends within 90 feet. Each target must succeed on a DC 17 Wisdom saving throw or take 21 (6d6) necrotic damage and its hit point maximum is reduced by the damage it takes until the target benefits from a *remove curse* spell or similar magic. The hit point maximum can't be restored by magic until the curse is broken.

***Dis: Aura of Decay.*** The fiend emanates an aura that drains the life of nearby creatures, sometimes at an unbelievable distance. When a creature other than a construct, fiend, or undead finishes a short or long rest within 6 miles of the fiend or when such a creature starts its turn within 120 feet of the fiend, it must succeed on a DC 17 Constitution saving throw or gain 1 level of exhaustion.

***Gehenna: Promotion (1/Day).*** As an action, the fiend transforms a gryllus it can see within 90 feet into a bonestrike underfiend (page 221).

***Hades: Pack Ferocity (1/Turn).*** The fiend deals an additional 7 (2d6) damage to a creature it hits with an attack if at least one of the fiend's allies is within 5 feet of the creature and the ally isn't incapacitated.

***Lethe: Stunning Strike (1/Turn).*** When the fiend hits a creature and didn't have disadvantage on the attack roll, or causes a creature to fail a saving throw that didn't have advantage, that creature must make a DC 17 Constitution saving throw. On a failed save, it is stunned until the end of the fiend's next turn. On a successful save, it is stunned until the start of its own turn.

***Pandemonium: Innate Spellcasting.*** The fiend's spellcasting ability is the highest among its Intelligence, Wisdom, and Charisma; regardless of its spellcasting ability modifier, it uses spell save DC 17 and has +9 to hit with spells. The fiend can innately cast the following spells, requiring no material components.

At will: *dispel magic*, *identify*, *fireball*

1/day each: *circle of death* (range 450 feet), *dream*, *scrying*

***Phlegethon: Hellfire Aura.*** At the start of each of the fiend's turns, each non-fiend creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the fiend or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

***Sheol: Truesight.*** The fiend has truesight to a radius of 90 feet and knows the current hit points and damage immunities, resistances, and vulnerabilities of each creature it can see.

***Styx: Soar Between Spaces.*** The fiend gains a flying speed of 30 feet and it can use its action to teleport to any unoccupied location it can see within 120 feet.

***Tartarus: Nether Breath (1/Turn).*** When the fiend hits with a weapon attack or causes a creature to fail a saving throw against its spell, the creature must succeed on a DC 17 Constitution saving throw or take 10 (3d6) poison damage.

# Bellatrix

The first bellatrix shaped her visage to something she believed would be pleasing to mortal eyes in order to trick or beguile them. Failing in this, she became a horrific abomination whose presence horrifies and repulses those who encounter her. When a fiend becomes a bellatrix, she becomes a quick and fearsome monster, one that roams the country side like a wolf able to move with incredible speed and travel long distances. A bellatrix kills beasts, humanoids, and any other lesser creatures alike that are unfortunate enough or slow enough to be caught in the clutches of her terrible claws.

For maximum effectiveness, a bellatrix prefers to regroup with nearby fiends before striking at an important or dangerous target.

***Legions.*** Bellatrix fiends typically serve as generals of the Annwn, Dis, Gehenna, and Sheol legions.

This large, sinuous creature has a lithe and gaunt body, hooves, and claws the size of spades. Down her back, a worm-like ridge culminates in a long, barbed tail. More hideous still is that in place of a head, atop a spiked collar, rises the torso of a woman like a puppet made from a perfect corpse. Pale and beautiful as a statue, the partial body bears no head nor limbs of its own, but rather staring eyes where the stumps terminate.

## Bellatrix

*Large fiend, chaotic evil*

**Armor Class** 17 (natural armor)
**Hit Points** 142 (15d10 + 60)
**Speed** 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 20 (+5) | 18 (+4) | 16 (+3) | 16 (+3) | 20 (+5) |

**Skills** Athletics +7, Deception +9, Intimidation +9, Perception +7
**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** exhaustion
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 17
**Languages** Abyssal, Common, Infernal, telepathy 120 ft.
**Challenge** 12 (8,400 XP)

***Limited Magic Immunity.*** The bellatrix can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

***Magic Weapons.*** The bellatrix's weapon attacks are magical.

***Pack Tactics.*** The bellatrix has advantage on an attack roll against a creature if at least one of the bellatrix's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

***Multiattack.*** The bellatrix makes three melee attacks: two with its claws and one with its tail. It can use Shred in place of two attacks.

***Claw.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

***Tail.*** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 7 (2d6) acid damage. The target must succeed on a DC 17 Dexterity or Strength saving throw or be knocked prone.

***Shred.*** The bellatrix makes a melee attack against any number of creatures within 10 feet, with a separate attack roll for each target.



## Catoblepas

A catoblepas fiend is a physical embodiment of rot. It spreads pestilence wherever it goes, enjoying the process of living mortal flesh eroding over time. To facilitate this, a catoblepas orders weaker fiends to harry, delay, and grapple creatures within range of its Aura of Pestilence while it breathes poison over them all.

When a creature survives the attention of a catoblepas, the fiend redoubles its interest in trapping the creature. If it can, it imprisons the survivor in the hope of tempting it to accept the power of the legion and become a corrupted creature (page 155).

***Wasted Lands.*** The catoblepas slowly crumbles as it moves, dropping bits of flesh and ichor behind it. This toxic residue saturates the regions it passes through with a variety of diseases and poisons that infect mortals. The poisons and diseases described in Ravaged Lands starting on page 122 appear more and more often where the catoblepas has passed until the catoblepas is slain, which allows the land to recover.

***Toxic Time Bomb.*** A catoblepas can rarely keep itself together in the mortal world for the full length of an invasion, as its unnatural form simply isn't physically stable enough. This is obvious to all who see the fiend, as its flesh visibly peels and its muscles wobble to release plumes of noxious gas that surround it. When it finally falls apart completely, it unleashes a toxic wave that fills the region for miles around with poisons and diseases, quickly killing most plants and wildlife and leaving a persistent stain on the land.

***Legions.*** Catoblepas fiends typically serve as generals of the Acheron, Lethe, Phlegethon, and Tartarus legions.

This monster resembles a squirming rack with a huge gaping mouth below pillars of flesh and protruding bone spines. Its barrel-wide arms splay sideways and its long, hooved legs struggle to heave its ungainly bulk forward.

### Catoblepas

*Huge fiend, neutral evil*

**Armor Class** 16 (natural armor)
**Hit Points** 161 (14d12 + 70)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 10 (+0) | 20 (+5) | 9 (−1) | 18 (+4) | 12 (+1) |

**Skills** Perception +8
**Damage Vulnerabilities** fire
**Damage Resistances** acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 120 ft., passive Perception 18
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 11 (7,200 XP)

***Aura of Pestilence.*** Whenever a creature starts its turn within 120 feet of the catoblepas, it is exposed to writhing flesh (page 125; save DC 17).

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

***Magic Weapons.*** The catoblepas's weapon attacks are magical.

#### Actions

***Multiattack.*** The catoblepas makes three attacks: one to bite and either two with its claws or two with its hooves.

***Bite.*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage and 11 (2d10) poison damage. The target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. At the end of each of the poisoned creature's turns, it must make another Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or ending the condition on itself on a successful one.

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage and the target is pushed up to 5 feet in the direction of the catoblepas's choice.

***Hoof.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

***Poison Breath (Recharge 5–6).*** The catoblepas breathes poison in a 60-foot cone. Each creature in the area must make a DC 17 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.



## Cendiary

The cendiary takes the form of a great fiery wheel made of thick, rune-carved stone in which demonic arms and legs constantly appear and disappear, propelling the wheel forward. When these limbs don't retreat within the wheel quickly enough, they are pulverized beneath the cendiary's rolling weight, but the cendiary seems to feel no pain or concern at this loss and simply generates more appendages to push itself forward.

***Endless Arson.*** Hellfire pours from the cendiary as it rolls, igniting anything it touches and providing a shimmering nimbus around it. This hellfire harms neither the cendiary's rune-marked stone nor its flesh engines nor any nearby fiends. Since things of the mortal world share no such invulnerability, the cendiary leaves a trail of wildfires and ruin in its wake.

***Constant Motion.*** The cendiary never stays in one place for long, rolling back and forth over the same scorched piece of ground if it needs to speak to others. Its communications are always disjointed, as its thought processes are several iterations ahead.

## Cendiary

*Huge fiend, chaotic evil*

**Armor Class** 19 (natural armor)
**Hit Points** 133 (14d12 + 42)
**Speed** 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 16 (+3) | 17 (+3) | 14 (+2) | 13 (+1) | 14 (+2) |

**Saving Throws** Str +11, Dex +8, Wis +6
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire, necrotic, poison
**Condition Immunities** blinded, exhaustion, petrified, poisoned
**Senses** darkvision 120 ft., passive Perception 11
**Languages** Abyssal, telepathy 120 ft.
**Challenge** 15 (13,000 XP)

***Hellfire Touch.*** A non-fiend creature that touches the cendiary or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage and 4 (1d8) necrotic damage. With a touch, the cendiary can ignite flammable objects that aren't worn or carried (no action required).

***Illumination.*** The cendiary sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

***Legendary Resistance (3/day).*** If the cendiary fails a saving throw, it can choose to succeed instead.

***Legion Focus.*** If the cendiary is affiliated with the Phlegethon legion, instead of the usual trait, the fire damage from its Fiery Touch and from targets set on fire by its crush and Rolling Flame are increased to 9 (2d8) fire damage and 5 (1d10) necrotic damage.

***Magic Weapons.*** The cendiary's weapon attacks are magical.

***Wheeled Form.*** The cendiary treats any incline greater than 45 degrees as difficult terrain.

### Actions

***Multiattack.*** The cendiary makes one crush attack and one claw attack.

***Crush.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage, 11 (2d10) fire damage, and 9 (2d8) necrotic damage. If the target is a non-fiend creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage and 4 (1d8) necrotic damage. The target must also succeed on a DC 19 Strength saving throw or be knocked prone.

***Claw.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

### Legendary Actions

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

**Claw.** The cendiary makes a claw attack.

**Rolling Flame (Costs 2 Actions).** The cendiary moves up to half its speed and flares with bright flame. The first time the cendiary comes within 10 feet of a non-fiend creature during this movement, that creature must succeed on a DC 16 Dexterity saving throw or ignite and be blinded until the end of the cendiary's next turn. Until a creature uses its action to douse the fire, the ignited creature takes 5 (1d10) fire damage and 4 (1d8) necrotic damage at the start of each of its turns.

The cendiary is impulsive and darts off whenever a thought enters its head.

***Legions.*** The cendiary typically leads fiends of the Phlegethon legion, or sometimes of the Acheron, Lethe, or Tartarus legions.

This massive stone wheel is alight with flickering flames and carved with many runes. Fiendish claws, hooves, and blank faces appear within its center, pushing the great wheel along with inhuman vigor.



## Gadarene

Nearly matching the magical might of lesser Archlords in some ways, the dreaded gadarene exudes the palpable presence of final death. Merely glimpsing or hearing its movements fills all living things with existential terror. The gadarene is not just a mindless force of despair; it is cunning about its movements to make the most brutal use of its effect on mortal creatures. It moves to herd victims into waiting ambushes of fiends, especially bloodthirsty maggots led by disciplined underfiends.

***Silenced Lands.*** A gadarene loping about during an invasion quickly empties miles-wide regions of dogs, cats, herds of cattle, flocks of birds, even fish and insects. It leaves only a quivering silence or shrieking fear in its wake.

***Legions.*** The typical gadarene leads fiends of the Acheron, Hades, Lethe, and Dis legions.

## Gadarene

*Large fiend, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 161 (19d10 + 57)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 19 (+4) | 17 (+3) | 13 (+1) | 16 (+3) | 19 (+4) |

**Saving Throws** Con +8
**Skills** Insight +8, Perception +8
**Damage Vulnerabilities** radiant
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, exhaustion, frightened
**Senses** darkvision 120 ft., passive Perception 18
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 15 (13,000 XP)

***Existential Dread.*** Each creature that can see the gadarene from within 500 feet must make a DC 17 Wisdom saving throw. Constructs, fiends, and undead automatically succeed on this saving throw. On a failed save, the creature becomes frightened of the gadarene until it finishes a short or long rest or until it sees the gadarene damaged or fail on a saving throw. When a creature succeeds on its saving throw or the effect ends on it, it becomes immune to that gadarene's Existential Dread for 24 hours.

***Legendary Resistance (2/day).*** If the gadarene fails a saving throw, it can choose to succeed instead.

***Magic Weapons.*** The gadarene's weapon attacks are magical.

### Actions

***Multiattack.*** The gadarene makes either two ranged attacks or three melee attacks: two with its claws and one with its tusks.

***Claw.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage and the target is shoved 5 feet in any direction.

***Tusks.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 11 (2d10) hit points from blood loss at the start of each of its turns. Each time the gadarene hits the wounded target with this attack, the blood loss from the wound increases by 11 (2d10). The wound closes if the target magically regains at least 1 hit point or if a creature uses an action to make a successful DC 17 Wisdom (Medicine) check.

***Necrotic Bile.*** *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., one target. *Hit:* 22 (4d6 + 8) necrotic damage.

***Panic (Recharge 6).*** Each creature within 120 feet of the gadarene's choice that it can see or hear and that is frightened of it must succeed on a DC 17 Wisdom saving throw or it must use its action and movement on each of turns to get out of sight of the gadarene (or as close to leaving line of sight as possible) by the safest available route. When a target starts its turn unable to see the gadarene, it makes a new saving throw, ending the effect on itself on a success. When a creature succeeds on its saving throw or the effect ends on it, it becomes immune to that gadarene's Panic for 24 hours.

### Legendary Actions

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

**Silence of the Grave.** The gadarene casts *silence* without expending a spell slot. Its spellcasting ability is Charisma (save DC 17).

**Claw.** The gadarene makes a claw attack.

**Deathly Maw (Costs 2 Actions).** The gadarene makes a tusks or necrotic bile attack.



This vaguely humanoid, boar-like monster walks on two forelegs and swings two 10-foot-long arms above its strange head about where the giant creature's gut should be.

## Hell Hound Alpha

An implacable and swift-moving fiend, the rare hell hound alpha is far more cunning than a mere canine and possesses a pyromaniac's heart. The hell hound alpha generally resembles a monstrously large wolf in its lean, quadrupedal posture. Up close, the creature possesses an unusually inverted biology: its bones protrude from its skin and its head is disturbingly fleshy.

***Beast of Fire.*** The hell hound alpha possesses a mastery of fire that few creatures can match. In addition to creating a burst of fire every time it steps—which either scorches the ground or allows it to step into open air as easily as climbing a set of stairs—the hell hound alpha can emit a cone of fire from its jaws. Alternatively, the skulls that serve the creature for eyes can distend their bony jaws, revealing the raging furnace in the hell hound's interior. This produces a dart of hellfire that pursues any creature the hell hound has recently seen—even bending around corners—and explodes in a ball of soul-killing flame. The hell hound enjoys watching creatures writhe in its hellfire, and only fiends are safe from its incendiary predilections.

***Legions.*** The hell hound alpha usually leads a Pandemonium, Phlegethon, or Styx legion.

### Hell Hound Alpha

*Huge fiend, lawful evil*

**Armor Class** 16 (natural armor)
**Hit Points** 126 (12d12 + 48)
**Speed** 40 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 14 (+2) | 18 (+4) | 12 (+1) | 16 (+3) | 11 (+0) |

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire, necrotic
**Condition Immunities** exhaustion
**Senses** darkvision 120 ft., passive Perception 13
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 13 (10,000 XP)

***Illumination.*** The hound sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

***Keen Hearing and Smell.*** The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Legendary Resistance (3/day).*** If the hound fails a saving throw, it can choose to succeed instead.

***Magic Weapons.*** The hound's weapon attacks are magical.

#### Actions

***Multiattack.*** The hell hound alpha makes one bite and one claw attack.

***Bite.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, 5 (1d10) fire damage, and 4 (1d8) necrotic damage.

***Claw.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

***Hellbreath (Recharge 5–6).*** The hell hound alpha exhales a blast of hellfire in a 60-foot cone. Each non-fiend creature in the area must make a DC 16 Dexterity saving throw, taking 22 (4d10) fire damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

***Pursuing Hellbreath (1/Day).*** The hell hound alpha chooses a non-fiend creature it has seen before. If the target is within 6 miles and there is an unobstructed path (with any number of corners) to it from the hound, a streak of fire follows the path to the target and explodes into a ball of hellfire. The target and each non-fiend creature within 20 feet must make a DC 16 Dexterity saving throw, taking 22 (4d10) fire damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

#### Legendary Actions

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

**Claw.** The hell hound alpha makes a claw attack.

**Kick Off (Costs 2 Actions).** The hound makes a claw attack. On a hit, the target must succeed on a DC 18 Strength saving throw or fall prone. The hound can then move up to half its flying speed.

This enormous, loping canine has barbed bones protruding from its flesh. Bursts of hellish fire surround its feet and flare behind the gibbering humanoid skulls that serve as its eyes. It never quite touches the ground.



# Hortator

Hortators are infernal drummers that inspire groups of lesser fiends to ruin and fight with all their might. The quick drumbeat resonates and quickens the pulse of all fiends while stilling the blood of mortals. These natural leaders are never found alone. Indeed, when they can manage it, they prefer to march at the head of a legion of lesser fiends.

***Strategic Leaders.*** A hortator leads from the front only until the enemy is near, at which point it strategically holds back as its inspired minions rush forward to sate their bloodlust. Each of these rare fiendish leaders knows that the most effective tactic is to let its lackeys shield it from enemy's attacks.

***Jealous Generals.*** When not leading a major invasion force, a hortator usually seeks to entertain Archlords and other powerful patrons with songs of the Underhell's most horrific wars and ego-stoking celebrations of the patron's own achievements. By currying favor with an Archlord, each hortator hopes to become a colonel or general or trusted adviser. The more influence the hortator can get, the more glory it can earn on the battlefield and the more power it can glean over its master's shoulder. In their ploys for power, no hortator can abide another near its position, as it fears its skills will no longer be vaunted as unique.

***Legions.*** A hortator typically leads Dis, Gehenna, Hades, and Lethe invasions.

## Encountering a Hortator

Hortators make their fellow fiends dramatically more dangerous, even at a great distance. In an encounter in which a hortator's Fiendflesh Drum can be heard, each other fiend has its challenge rating increased by 1.

This large, goat-legged monster has a face that is a caricature of madness, its features warped like a tusked mask. In each hand, it holds a spinal column capped with a cluster of skulls: instruments to beat its terrible, flesh-wrapped drum. The more you look, the more terrible the drum becomes, its skin that of a distorted face, stretched flat from the abdomen of the frenzied drummer itself.

## Hortator

*Large fiend, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 136 (16d10 + 48)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 13 (+1) | 16 (+3) | 12 (+1) | 15 (+2) | 18 (+4) |

**Skills** History +5, Intimidation +8
**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** thunder, poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Abyssal, Common, Infernal; telepathy 120 ft.
**Challenge** 10 (5,900 XP)

***Fiendflesh Drum.*** As long as the hortator is not incapacitated, its incessant drumming grants all other fiends within 1 mile that can hear it advantage on all attack rolls and an additional 1d6 thunder damage with weapons.

***Innate Spellcasting.*** The hortator's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The hortator can innately cast the following spells, requiring no material components:

At will: *thunderwave, vicious mockery*

3/day each: *fear, shatter*

1/day each: *compulsion*, *confusion*, *dominate person*, *eyebite*

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

### Actions

***Multiattack.*** The horator makes four attacks: two with each of its skelemallets.

***Skelemallet.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and 7 (2d6) thunder damage. The *skelemallet* scores a critical hit on the roll of 18–20.



## Magdalene

A magdalene is little more than a mobile gateway for the spawning of void maggots. It roams anywhere its legions or Archlord needs it, leaving maggots in its wake like a festering plague. It seeks to sate its incredible hunger by devouring all those who stand in its path so it can conjure more maggots to blanket the earth. This fourth-circle fiend generally prefers to lead from the rear, keeping as many minions between it and enemies as possible.

***Surrogate Doomgate.*** The magdalene functions like a supplemental Doomgate, limited to allowing void maggots and similarly minor fiends to travel through it. This magic makes it extremely dangerous if left unchecked, because it can swell an invading fiend army's common infantry quickly.

***Sanguine Sense.*** Because of the magdalene's exceptional similarity and connection to its Doomgate, it can detect any creature with a Sanguine Ward within 6 miles.

***Legions.*** Magdalene fiends typically serve as generals of the Hades, Pandemonium, and Sheol legions.

This creature resembles an immense, grotesque human woman. Mutated, writhing flesh sags from her body and arms hang almost to the ground around her cracked hooves.

## Magdalene

*Large fiend, neutral evil*

**Armor Class** 14 (natural armor)
**Hit Points** 202 (15d10 + 120)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 8 (–1) | 27 (+8) | 10 (+0) | 10 (+0) | 13 (+1) |

**Saving Throws** Cha +6
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire
**Condition Immunities** exhaustion, petrified
**Senses** darkvision 90 ft., passive Perception 10
**Languages** Abyssal, Common, Infernal, telepathy 120 ft.
**Challenge** 14 (11,500 XP)

***Limited Magic Immunity.*** The magdalene can't be affected or detected by spells of 5th level or lower unless it wishes to be. If also can't be sent to another plane of existence or teleported unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

***Magic Weapons.*** The magdalene's weapon attacks are magical.

### Actions

***Multiattack.*** The magdalene makes three melee attacks: two with its fists and one to crush.

***Crush.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage and the target must succeed on a DC 19 Strength saving throw or fall prone. Then, each maggot within 5 feet of the target can use its reaction to make a melee attack to hit the target. If at least one maggot hits and at least three maggots used their reactions (whether more than one hit or not), the target is grappled by all the maggots that used their reactions. The DC to escape the grapple equals 13 + number of grappling maggots; success on the ability check to escape the grapple frees the target from all maggots. Until the grapple ends, the target is restrained and blinded, and the grappling maggots can't attack other targets.

***Fist.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

***Thrown Maggot.*** There must be a void maggot within 5 feet of the magdalene for it to use this attack. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage and the thrown maggot lands in the nearest unoccupied space to the target.

***Conjure Maggots (Recharge 6).*** The magdalene magically summons 6 howling maggots (page 207) that appear in unoccupied spaces within 30 feet. Roll initiative for the maggots as a group, which has its own turns.

### Reactions

***Maggot Ward.*** When the magdalene is hit by an attack from a creature it can see, it chooses a void maggot within 5 feet to be hit instead. The magdalene can use this reaction even if it has already used its reaction this round.



## Mandrake

Although the mandrake might be the most humanoid-looking of the fourth-circle fiends, its motives are more alien and malevolent than those of overtly inhuman fiends. A mandrake finds solace in mimicry, wearing the tattered fashion of the civilizations it destroys and adopting many of the civilization's mannerisms. Although its knowledge bares strange gaps when pressed, this fiend has a remarkable knack for picking up the surface facts of the fashions it mimics.

The mandrake has an affinity with creatures that mimic others, such as crows. The mandrake rarely speaks except to repeat back words spoken to it, but it is an exceptionally cunning fiend and its schemes are often set in motion with bizarre or inscrutable acts that promote corruption or wickedness weeks or years in the future.

***Malevolent Mimics.*** The mandrake's cloak conceals wads of protoplasm that it emits from sores along its legs. The mandrake can form these wads into copies of people to work its evil will in the world. Unlike the mandrake, which has a twisted and incomplete understanding of humanoid society, these mimics can duplicate the original creature's mannerisms precisely. Despite their independent appearance, they are inextricably tied to the mandrake and just as wicked in their outlook as their creator. Hostages rescued from a legion led by a mandrake may have one or more duplicates among their midst, intentionally sent back to undermine the legion's next targets. These duplicates typically serve as saboteurs, framing leaders and significant individuals in as-yet unconquered cities for various acts and infiltrating their homes for information, blackmail, and eventually assassination.

***Legions.*** The mandrake often leads fiends of the Acheron, Hades, Pandemonium, and Sheol legion.

## Mandrake

*Huge fiend, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 138 (12d12 + 60)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 17 (+3) | 20 (+5) | 15 (+2) | 18 (+4) | 11 (+0) |

**Saving Throws** Int +6, Wis +8
**Skills** Deception +4, History +6, Insight +8, Perception +8
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** exhaustion, frightened
**Senses** darkvision 120 ft., passive Perception 18
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 11 (7,200 XP)

***Keen Sight.*** The mandrake has advantage on Wisdom (Perception) checks that rely on vision. In addition, it can see invisible creatures and objects as if they were visible and can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent to it.

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

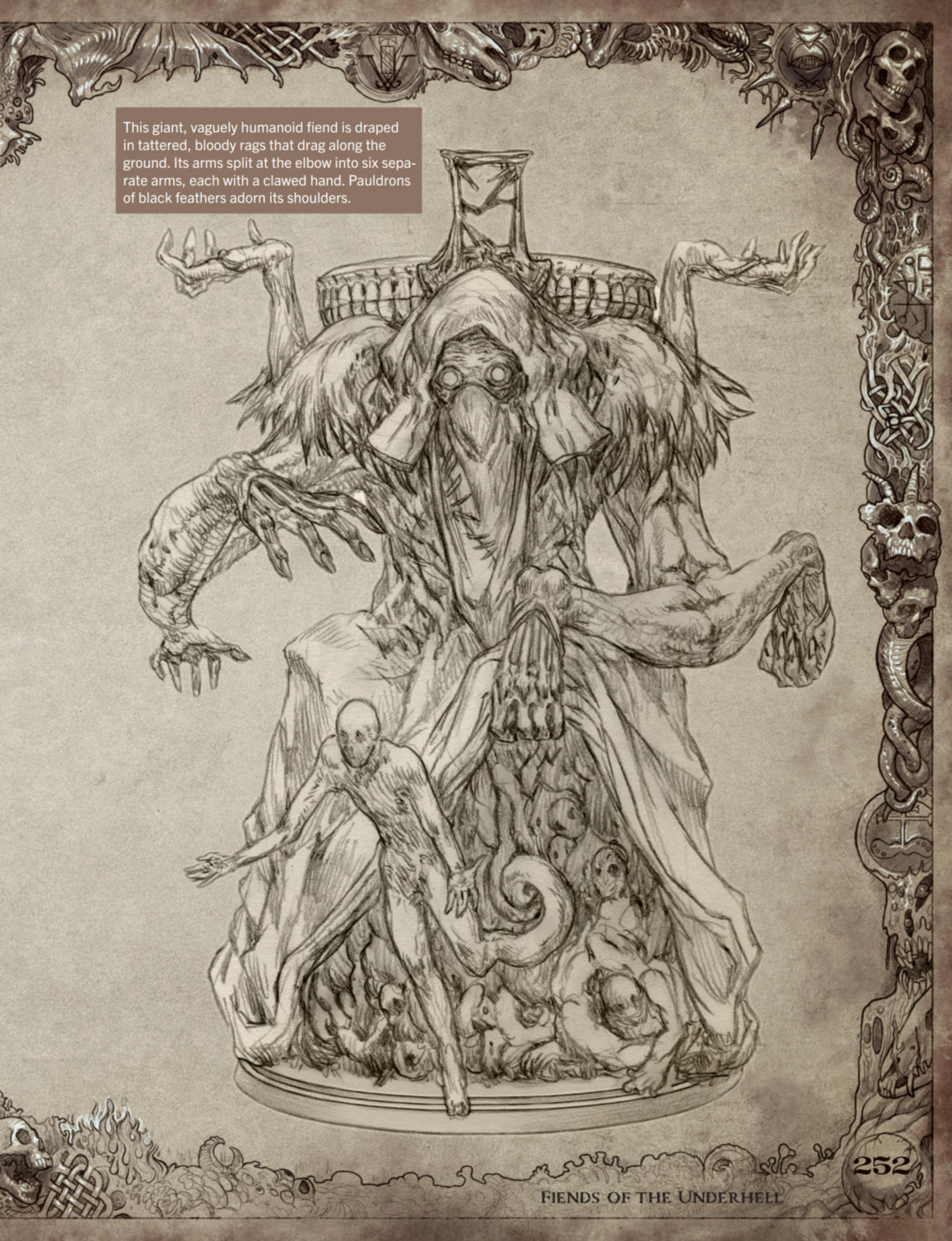
***Magic Weapons.*** The mandrake's weapon attacks are magical.

### Actions

***Multiattack.*** The mandrake makes four claw attacks.

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

***Wicked Duplicate.*** The mandrake chooses a humanoid within 120 feet that it can see and ejects a duplicate of the target into an unoccupied space within 30 feet of the mandrake. The duplicate is a creature formed of protoplasm, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the target, but it has half the target's hit point maximum, is neutral evil, and is formed with nonmagical versions of any equipment the target wears and carries. The duplicated items dissolve into mud 1 round after being separated from the duplicate. Otherwise, the duplicate uses all the statistics of the target. While the mandrake has no mental control over the duplicate, the duplicate is friendly to the mandrake and obeys its commands, acting on its turn in combat. The duplicate lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots. The duplicate lasts until it or the mandrake is reduced to 0 hit points, at which point it reverts to a wad of protoplasm and melts away instantly. After the mandrake has duplicated a creature, it cannot duplicate that creature again for 10 days.



This giant, vaguely humanoid fiend is draped in tattered, bloody rags that drag along the ground. Its arms split at the elbow into six separate arms, each with a clawed hand. Pauldrons of black feathers adorn its shoulders.

## Nuckelavee

Each nuckelavee is a greedy fiend, eager to collect any magic item or resource it can use to further its eventual ascension into a fiend lord. It is not above stealing the good luck of its allies to fuel its own continued rampage. For this reason, other fiends tend to dislike the nuckelavee, and thus it is usually encountered alone.

***Fate Stealer.*** Although magic items interest a nuckelavee greatly, it is just as intrigued by the fate and destiny of mortal creatures, which it can steal even more easily. When it steals the luck of a creature with an influential destiny, the nuckelavee learns more about the movings of the cosmos and comes one step closer to its apotheosis. It also gets vague glimpses of the great and terrible things that a creature it has sto-

## Nuckelavee

*Large fiend, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 157 (21d10 + 42)
**Speed** 60 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 16 (+3) | 15 (+2) | 12 (+1) | 16 (+3) | 20 (+5) |

**Saving Throws** Wis +8
**Damage Resistances** necrotic
**Condition Immunities** blinded, exhaustion, petrified
**Senses** darkvision 120 ft., passive Perception 13
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 13 (10,000 XP)

***Charge.*** If the nuckelavee moves at least 30 feet straight toward a target and then hits it with a bite attack on the same turn, the attack deals an extra 16 (3d10) piercing damage.

***Glimpse Destiny.*** The nuckelavee can innately cast *divination* at will while it has stolen a creature's luck.

***Magic Weapons.*** The nuckelavee's weapon attacks are magical.

### Actions

***Multiattack.*** The nuckelavee makes three attacks: one with its bite and two with its claws. If both claws hit the same target, the target must make a DC 17 Strength or Dexterity saving throw or the nuckelavee steals a worn or carried item from the creature other than a magic weapon. If a creature could start a grapple with the nuckelavee, it can choose to retrieve an item instead.

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

***Claw.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

***Hoof.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

***Overrun.*** The nuckelavee moves up to its speed. It can move through the spaces of Medium and smaller creatures during this movement; each time it does, it can make a hoof attack against that creature. If it uses its movement later on the same turn, it can also overrun creatures in this way during that movement. The nuckelavee can't attack the same creature more than once on the same turn this way.

### Reactions

***Stolen Destiny.*** When the nuckelavee is hit by an attack or fails a saving throw, it can end its Steal Luck legendary action on one creature within 120 feet that it can see as a reaction. If it does, instead the attack misses or the nuckelavee succeeds on the saving throw.

### Legendary Actions

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

**Kick.** The nuckelavee makes a hoof attack.

**Slashing Lunge (Costs 2 Actions).** The nuckelavee makes two claw attacks on a single target. If both hit, the target must make a DC 17 Strength or Dexterity saving throw or the nuckelavee steals a worn or carried item from the creature other than a magic weapon. If a creature could start a grapple with the nuckelavee, it can choose to retrieve an item instead.

**Steal Luck.** The nuckelavee steals the luck of a creature it can see within 120 feet. The creature must succeed on a DC 18 Wisdom saving throw or it is cursed with bad luck. For as long as it remains cursed, attack rolls against the creature are made with advantage and the target has disadvantage on attack rolls to hit the nuckelavee. The curse ends when the nuckelavee ends the effect or dies or when the target receives a *remove curse* spell.

len from might accomplish, and can use these visions to set into motion complex schemes to get power that its victim would have rightfully earned were it not for the nuckelavee's interference.

***Despoiler of Waters.*** An incarnation of rot, ruin, despair, and waste, the nuckelavee wallows in the waters of lands its legions have despoiled, tainting them with fiendish diseases, hazards, and poisons (see Ravaged Lands on page 122).

***Legions.*** Nuckelavees typically serve as generals and elite scouts for the Cocytus, Styx, and Tartarus legions.

This towering quadruped has two clawed, gangly arms dangling down below its equine maw. A cloud of wet stink follows it.



## Philter

The annals of the Underhell don't provide details on the apotheosis of the gryllus that became the first philter, but its origin as one of those deformed creatures is obvious. Although the heads on its back aren't animated and don't move, they continually emit a low, plaintive dirge that echoes for miles across the countryside. The philter is more aware of its intellectual shortcomings than most grylluses and isn't inclined to conceal its face or engage in diplomatic pretensions. It knows its best purpose is to support other fiends in battle.

***Call to Grylluses.*** The brass heads of any grylluses within a mile of the philter echo the dirge emanating from the philter's heads like an infernal choir. Although this makes it easier to locate grylluses in the area, it also emboldens the grylluses considerably, encouraging them to take extraordinary risks on the mistaken belief that the echoing dirge gives them greater powers.

***Legions.*** The philter typically leads fiends of the Annwn, Dis, and Hades legions.

### Encountering Regenerating Fiends

Fiends healed by the philter are much more resilient than normal. If a fiend benefits from a philter's healing abilities, increase that fiend's effective challenge rating by 1 and note that lingering injuries will heal between combats.

## Philter

*Large fiend, neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 144 (17d10 + 51)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 13 (+1) | 16 (+3) | 11 (+0) | 15 (+2) | 16 (+3) |

**Saving Throws** Con +7, Wis +6, Cha +7
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** darkvision 120 ft., passive Perception 12
**Languages** Abyssal, Common, telepathy 120 ft.
**Challenge** 11 (7,200 XP)

***Brass Heads.*** The philter requires two brass heads to utilize its healing abilities. If either brass head is removed or destroyed, the philter loses its Catholicon Dirge and its Innate Spellcasting until it acquires new brass heads and mounts them on its back. The philter keeps its brass heads strapped to its back so tightly that any ability check made to remove them is made with disadvantage.

***Catholicon Dirge.*** The philter and each of its allies within 500 feet that can hear it regain 10 hit points at the start of their turns.

***Innate Spellcasting.*** The philter's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks) and its caster level is 17th. The philter can innately cast the following spells, requiring only verbal components.

At will: *detect magic*, *eldritch blast* (pushes target back 10 feet), *sanctuary*, *shocking grasp*

3/day each: *dispel magic*, *haste*

1/day: *mass cure wounds* (5th level), *revivify*

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

***Magic Weapons.*** The philter's weapon attacks are magical.

### Actions

***Multiattack.*** The philter makes one attack and casts either *eldritch blast* or *shocking grasp*.

***Bite.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

***Bark.*** *Ranged Spell Attack:* +7 to hit, range 100 ft., one target. *Hit:* 31 (9d6) thunder damage and each creature within 5 feet of the target (including the target) must succeed on a DC 15 Strength saving throw or be knocked prone and take an additional 7 (2d6) bludgeoning damage.

A giant's head and torso walk on its long-fingered hands, its entire lower body absent. Its massive head has dull eyes and a mouthful of blunt teeth. Bands of metal across its torso hold two wide-mouthed brass heads strapped back-to-back that emit a low, grating tune.



## Raparee

The raparee is a scuttling, covetous horror. It is a consummate thief, plucking valuables from its victims with supernatural agility. What the raparee considers "valuable," however, is rarely gold or magic items; instead, it prizes more ephemeral items, such as its victim's memories of their children, sense of taste, or ability to see the color red. The raparee can magically steal such mental impressions, hoarding them in its own mind like shiny baubles. Although their loss is rarely debilitating to the victim, the missing memories are both distracting and unnerving as well as emotionally painful, all of which please the fiend. The raparee rarely leads groups of fiends in battle; instead, it orchestrates elaborate heists and ambushes designed to humiliate mortals and steal their greatest treasures from them.

***Burbling Thorax.*** The raparee can inject poison from the paired stingers at the ends of its body, but the most disturbing feature of its thorax is the leering face adorning the underside. This face constantly smacks its lips and gnaws at its tongue, making a wet burbling sound that unsettles the raparee's enemies.

## Raparee

*Huge fiend, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 133 (14d12 + 42)
**Speed** 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 17 (+3) | 16 (+3) | 13 (+1) | 17 (+3) | 8 (–1) |

**Skills** Arcana +6, Perception +8, Sleight of Hand +8, Stealth +8
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** exhaustion, grappled, poisoned, restrained
**Senses** darkvision 120 ft., passive Perception 17
**Languages** Abyssal, Common, telepathy 120 ft.
**Challenge** 13 (10,000 XP)

***Dimensional Compression.*** The raparee can move through a space as narrow as 1 inch wide without squeezing.

***Legendary Resistance (3/day).*** If the raparee fails a saving throw, it can choose to succeed instead.

***Magic Weapons.*** The raparee's weapon attacks are magical.

***Unsettling Burbling.*** Each creature within 5 feet of the raparee that isn't a fiend makes saving throws with disadvantage.

### Actions

***Multiattack.*** The raparee makes three attacks, although only one of these attacks may be with its stinger.

***Bite.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage

***Claw.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target must make a DC 18 Charisma saving throw or lose a valuable mental impression, such as a minor sense or personally significant memory. If the target has inspiration, the raparee takes that from the creature in addition to this effect; the rapparee can't spend stolen inspiration. While this mental impression is missing, the target is frightened of the raparee, can't take reactions, and can't gain inspiration. When the raparee dies or is banished, all stolen inspiration, memories, and senses are returned.

***Tail Stinger.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must make a DC 18 Constitution save or take 17 (5d6) poison damage on a failed save, or half as much on a successful one.

### Legendary Actions

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

**Claw.** The raparee makes a claw attack.

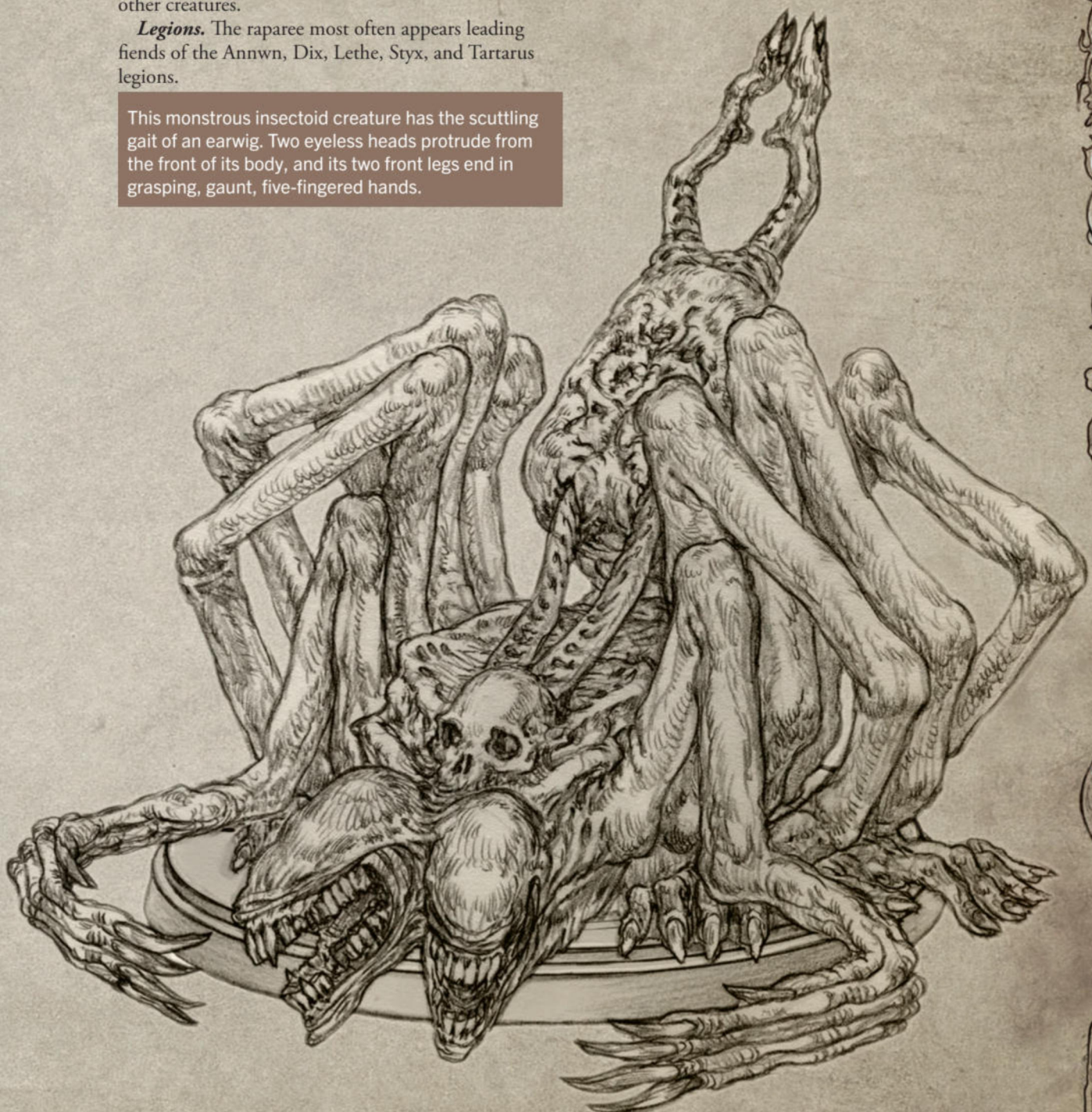
**Scuttle (Costs 2 Actions).** The raparee moves up to half its speed and can use the Hide action.

**Steal Magic.** The raparee casts *dispel magic* without expending a spell slot. Its spellcasting ability is Wisdom. If it dispels a spell, it chooses either to regain 10 hit points or to gain a flying speed of 60 feet until the end of its next turn.

***Dimensional Folding.*** The raparee can contort and fold its body along lines unknown to ordinary geometry. This allows it to enter spaces significantly smaller than its massive form, slip away from effects that would restrain it, and evade being grabbed by other creatures.

***Legions.*** The raparee most often appears leading fiends of the Annwn, Dix, Lethe, Styx, and Tartarus legions.

This monstrous insectoid creature has the scuttling gait of an earwig. Two eyeless heads protrude from the front of its body, and its two front legs end in grasping, gaunt, five-fingered hands.



## Secutor

Secutors are the most elite of fiendish warriors in an entire invasion army. Each can often be found wandering the shattered landscape alone seeking worthy champions to slay. A secutor does not concern itself with armies or lesser warriors but seeks out the strongest heroes to defeat. Secutors are almost always encountered alone, either seeking out threats to its Archlord's interests or guarding a place of extreme importance. Underfiends often tell tales of secutors and hope to become powerful enough to match their abilities or become secutors themselves one day.

***Effortless Killers.*** When a secutor comes upon lesser mortals, a simple glare from it kills them where they stand, and it continues onward. If it must travel far to find a worthy foe, countless innocents might die along the way.

***Legions.*** A secutor typically champions the Cocytus, Gehenna, Sheol, Styx, and especially Annwn legions.

## Secutor

*Large fiend, lawful evil*

**Armor Class** 19 (natural armor)
**Hit Points** 171 (18d10 + 72)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 17 (+3) | 19 (+4) | 14 (+2) | 14 (+2) | 16 (+3) |

**Saving Throws** Str +10, Con +9, Wis +7
**Skills** Athletics +10, Intimidation +8
**Damage Resistances** fire, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** exhaustion, petrified, poisoned
**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 12
**Languages** Abyssal, Common, Infernal, telepathy 120 ft.
**Challenge** 14 (11,500 XP)

***Fear Aura.*** Any creature hostile to the secutor that starts its turn within 20 feet of the secutor must make a DC 16 Wisdom saving throw, unless the secutor 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 that secutor's Fear Aura for the next 24 hours.

***Limited Magic Immunity.*** The secutor can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

***Magic Weapons.*** The secutor's weapon attacks are magical.

### Actions

***Multiattack.*** The secutor can use its Challenge. It then makes two attacks: one with its claw and one with its hook.

***Claw.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

***Hook.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage and the target must succeed on a DC 18 Strength saving throw or fall prone.

***Challenge.*** A creature of the secutor's choice that it can see within 90 feet and that can see or hear the secutor must make a DC 16 Charisma saving throw. On a failed save, it can't willingly move away from the secutor and it has disadvantage on attack rolls to hit targets other than the secutor until the start of the secutor's next turn.

### Reactions

***Block.*** The secutor adds 4 to its AC against one melee attack that would hit it. To do so, the secutor must see the attacker.

### Legendary Actions

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

**Catching Hook (Costs 2 Actions).** The secutor moves up to half its speed and makes a hook attack.

**Claw.** The secutor makes a claw attack.

**Cull the Weak.** The secutor glares at a creature that it can see within 60 feet. The target must make a DC 16 Wisdom saving throw. On a failed save, the target takes 14 (4d6) psychic damage and, if it then has 10 or fewer hit points and is frightened of the secutor, it dies.

Standing twice the height of a man, this lanky, hooved creature is clad in rusted plates of gladiatorial armor. It is hard to discern where the armor ends and the creature's flesh begins. Its very skull resembles a mockery of a gladiator's helm, crowned in a plumelike line of cloven hooves. One of its long arms plumes out into a chitinous shield, while the other ends in a wicked hook that scrapes along the ground.



## Tardigrade

A monstrously large version of the mundane, pond-dwelling micro-animal, the tardigrade is known for its incredible resilience. Loping along on six clawed limbs, the tardigrade's headless neck roils with the screaming faces of the damned. These faces also push outward from inside the creature's rubbery skin, wailing desperately for release. The tardigrade collects these souls from victims slain by its razor-sharp claws.

***Endless Return.*** The tardigrade draws sustenance from the souls imprisoned within it to restore its physical form whenever it is destroyed. When the tardigrade is slain, these souls are thrown outward, injuring the tardigrade's foes in a final, spiteful attack. The souls don't dissipate but rather wait, immaterial and powerless, for the tardigrade to be reborn. The physical form of the tardigrade collapses into a stony cyst that is immune to harm and, within only a few days, hatches into a new tardigrade. This period of dormancy is the only opportunity for the souls of those slain by the tardigrade to be reclaimed.

## Tardigrade

*Huge fiend, neutral evil*

**Armor Class** 16 (natural armor)
**Hit Points** 126 (11d12 + 55)
**Speed** 40 ft., burrow 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 11 (+0) | 21 (+5) | 10 (+0) | 13 (+1) | 11 (+0) |

**Saving Throws** Str +8, Dex +4, Con +9
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** blinded, exhaustion
**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 11
**Languages** Abyssal, telepathy 120 ft.
**Challenge** 11 (7,200 XP)

***Legendary Resistance (3/day).*** If the tardigrade fails a saving throw, it can choose to succeed instead.

***Magic Weapons.*** The tardigrade's weapon attacks are magical.

***Necromantic Death and Rebirth.*** When the tardigrade dies, the souls trapped within it explode outward. Each creature within 20 feet of it must make a DC 16 Constitution saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one. Each creature is also exposed to the soul seepage curse (page 123). This explosion destroys the tardigrade's body and leaves behind a rocky cyst 2 feet across that weighs 1,000 pounds. The cyst is immune to all damage and, after 1d10 days, it hatches into a new tardigrade with all of the dead tardigrade's imprisoned souls, excepting souls that have been freed or restored in the interim.

### Actions

***Multiattack.*** The tardigrade attacks with its claws three times.

***Claw.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

***Soul Dart.*** The tardigrade targets one creature it can see within 120 feet of it. The target must make a DC 16 Constitution saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

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

**Capture Soul.** The tardigrade chooses a dead body within 60 feet. If the creature died in the past 1 minute, the tardigrade pulls in the creature's soul, which thereafter presses visibly out from the tardigrade's side, and regains 10 hit points. If magic attempts to return the creature to life while the soul is trapped in the tardigrade, the creature must succeed on a DC 17 Charisma saving throw or it fails to return to life (the soul is not trapped while the tardigrade is a cyst).

**Claw.** The tardigrade makes a claw attack.

**Soul Dart (Costs 3 Actions).** The tardigrade uses its Soul Dart.

***Relentless.*** The tardigrade is as relentless as it is resilient. When it sets its mind on a particular task, it proceeds doggedly with its plan, even if it is slain over and over in the attempt. The tardigrade is not a mindless brute, however, and it learns from its past mistakes, changing its plans to improve its chances of achieving its goal. Its typical approach is to doggedly fight its way into important defensive locations or redoubts.

***Legions.*** The tardigrade most often appears in invasions with Annwn, Cocytus, Gehenna, and Phelegethon fiends.

This six-legged creature has a rounded, rubbery body with no head. Each of the creature's feet ends in scythe-like claws. Screaming faces press outward from the creature's flesh.



## Underhell Elemental

Rather than the common elements of air, earth, fire, and water, fiendish elementals consist of far more horrifying building blocks: bone, gristle, hellfire, iron, and others. The Underhell elemental is a horrid combination of these: a towering figure with a lower body like a soggy flood of dripping gore and an upper body that resembles a hunched humanoid with gangly arms and enormous, fleshy wings. These wings part across the Underhell elemental's upper back to reveal rows of shiny, perfect teeth in a leering smile: these are no ordinary wings but massive lips that burden the creature with their ungainly size and weight. Although the Underhell elemental's protruding face can express rudimentary emotion—such as menace or grim amusement—it speaks from the enormous lips on its back.

***Nightmare Whispers.*** The Underhell elemental's massive mouth can hum tuneless noises that captivate mortals, or else utter words that distort reality and physically unmake itself or other allies for a short time. Creatures that are unmade become invisible and can pass through solid objects and creatures with effort, but can still be heard. While the Underhell elemental is unmade, it compulsively emits a shushing noise. The fiends often use this invisibility to stage ambushes and to gather information they can exploit to bring down enemy leaders.

***Legions.*** An Underhell elemental is usually part of the leadership of the Cocytus, Pandemonium, Sheol, or Styx legions.

### Underhell Elemental

*Huge fiend, lawful evil*

**Armor Class** 17 (natural armor)
**Hit Points** 170 (20d12 + 40)
**Speed** 40 ft., fly 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 18 (+4) | 14 (+2) | 15 (+2) | 12 (+1) | 19 (+4) |

**Skills** Arcana +7, Deception +9, Persuasion +9
**Saving Throws** Con +7, Wis +6
**Damage Resistances** lightning; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 120 ft., passive Perception 11
**Languages** Abyssal, Common, telepathy 120 ft.
**Challenge** 14 (11,500 XP)

***Limited Magic Immunity.*** The Underhell elemental can't be detected or located by spells of 5th level or lower unless it wishes to be. It can be affected otherwise by spells of any level, but it has advantage on saving throws against all spells and magical effects.

***Magic Weapons.*** The Underhell elemental's weapon attacks are magical.

***Whispers of Unmaking.*** As a bonus action, the Underhell elemental targets up to three willin creatures it can see within 90 feet (which can include itself). Each target becomes magically invisible for as long as the elemental concentrates (as if concentrating on a spell), up to 1 hour, although the elemental's whispers reveal its own location. The invisibility ends on that creature if the creature attacks. While invisible, the target can move through other creatures and objects as though they were difficult terrain. The target takes 5 (1d10) force damage if it ends its turn inside an object.

#### Actions

***Multiattack.*** The Underhell elemental makes two claw attacks. It then uses either Kiss or Entrancing Hum.

***Claw.*** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. The target is grappled (escape DC 13) if it is a Large or smaller creature and the Underhell elemental doesn't already have two other creatures grappled.

***Entrancing Hum.*** The Underhell elemental hums a magical tune. Non-fiend creatures within 500 feet of the Underhell elemental that can hear the hum must each succeed on a DC 17 Wisdom saving throw or be charmed until the hum ends. The hum continues only as long as the elemental concentrates (as if concentrating on a spell). A charmed target is incapacitated and can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. The charm ends when the target is damaged or an ally uses an action to shake the target. A target that successfully saves is immune to the Underhell elemental's hum for 24 hours.

***Kiss.*** The Underhell elemental kisses a creature charmed by it or that it has grappled. The target must make a DC 17 Charisma saving throw against this magical kiss, taking 59 (10d10 + 4) psychic damage on a failed save, or half as much damage on a successful one.

## Encountering Invisible Fiends

If a fiend made invisible by the Underhell elemental is encountered separately from the elemental, the invisible fiend's effective challenge rating is typically increased by 1 if it can substantially contribute to combat without attacking (such as by casting spells that don't require attack rolls that would break the invisibility).

Enormous flesh lips top a pillar of gore and gristle. A skull-like face peeks out from underneath the lips above long, clawed hands.



# Nephilim Engines

While the Fiend Lords of the Underhell and their lieutenants issue orders as they see fit and command the infinite forces of the Underhell, they rarely have the time or interest to micromanage their forces. The chaos and catastrophe these forces cause require little oversight, so long as they are pointed in the right direction; to this end, the Lords of the Underhell created the Nephilim Engines. The Engines serve to create and deliver the endless masses of the Underhell to wherever their destructive force is required.

***Timeless Constructs.*** Nephilim engines are constructs; they do not need to eat, drink, sleep, or breathe. Beyond that, they don't experience the passage of time like most works of mortal hands, and will never erode or degrade.

## Animated Doomgate

The countless forces of the Underhell are difficult to transport. In addition to sheer logistics and contending with the chaotic impulses of many legion leaders, the interdimensional void between the mortal world and the Underhell resists their transit even by spells such as *gate*. Only once an Archlord has arrived in the world can the fiends enter in numbers. To bridge the gap between planes, the Fiend Lords of the Underhell created the Doomgates.

***Unique.*** Every Doomgate is unique, with defenses reflecting the differing circumstances of its creation. The most common Doomgate is a passive structure of bone and stone that is essentially indestructible and requires obscure magic to reliably close. Such Doomgates are more like puzzles than creatures.

### Animated Doomgate

*Huge construct, neutral evil*

**Armor Class** 17 (natural armor)
**Hit Points** 248 (16d12 + 144)
**Speed** 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 (+7) | 1 (−5) | 29 (+9) | 16 (+3) | 18 (+4) | 21 (+5) |

**Damage Resistances** damage from spells
**Damage Immunities** fire, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 120 ft., tremorsense 60 ft., truesight 120 ft., passive Perception 14
**Languages** Abyssal, Infernal, telepathy 120 ft.
**Challenge** 20 (25,000 XP)

***Immutable Form.*** The Doomgate is immune to any spell or effect that would alter its form.

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

***Magic Weapons.*** The Doomgate's weapon attacks are magical.

***Grasping Hordes.*** A creature that comes within within 5 feet of the Doomgate for the first time on a turn or ends its turn there must succeed on a DC 21 Strength saving throw or be grappled (escape DC 17).

#### Actions

***Multiattack.*** The Doomgate makes two claw attacks.

***Claw.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 46 (6d12 + 7) slashing damage.

***Eruption (Recharge 6).*** The Doomgate collapses, releasing any grappled creatures, and rises from the ground in an area within 60 feet. All creatures in the area must make a DC 21 Dexterity saving throw, taking 63 (10d10 + 8) bludgeoning damage on a failed save, or half as much damage on a successful one.

***Radiate Malignancy (Recharge 5–6).*** The Doomgate releases energy from the Underhell in a 60-foot radius. Each non-fiend creature in the area must make a DC 19 Constitution saving throw, taking 21 (6d6) necrotic plus 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw has its hit point maximum reduced by the amount of necrotic damage it takes.

***Summon Fiends (3/day).*** The Doomgate pulls forth its choice of a rampant cacodaemon (page 229) or a flesheater underfiend (page 223) or three leering grylluses (page 215) or five simpering maggots (page 209) of any legion in the nearest unoccupied space. Roll initiative for summoned fiends separate from the gate.

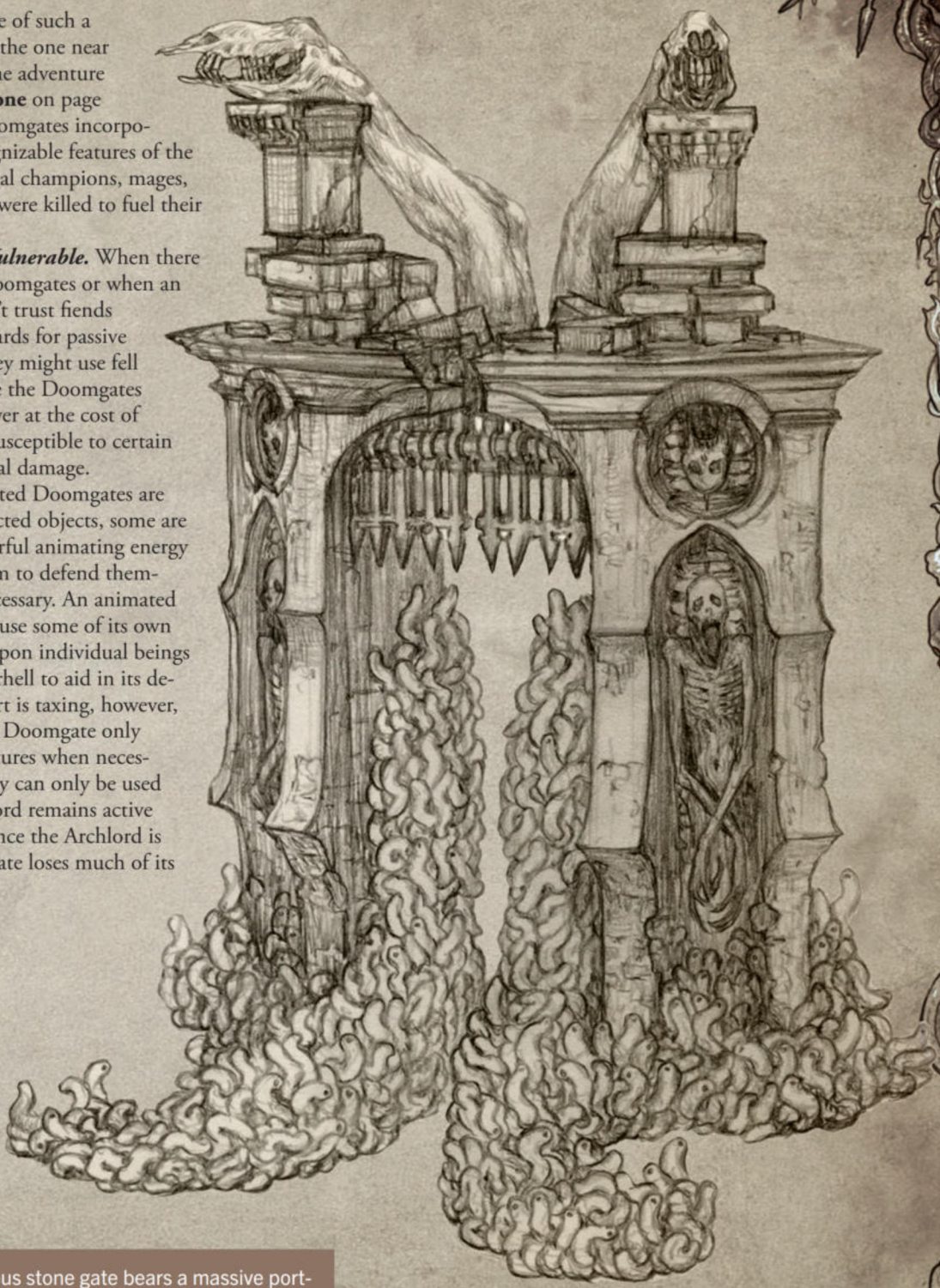
#### Reactions

***Summon Fodder.*** The Doomgate conjures a broken maggot (page 205) and adds 4 to its own AC against one attack that would hit it. To do so, the Doomgate must see the attacker. If this makes the attack miss, it hits the maggot instead.

(For an example of such a Doomgate, see the one near the climax of the adventure **The Gate of Bone** on page 114.) Most Doomgates incorporate a few recognizable features of the corpses of mortal champions, mages, or leaders who were killed to fuel their creation.

***Active but Vulnerable.*** When there are multiple Doomgates or when an Archlord doesn't trust fiends as sufficient guards for passive Doomgates, they might use fell magic to imbue the Doomgates with active power at the cost of making them susceptible to certain kinds of physical damage.

While animated Doomgates are mostly constructed objects, some are granted a powerful animating energy that allows them to defend themselves when necessary. An animated Doomgate can use some of its own energy to call upon individual beings from the Underhell to aid in its defense. This effort is taxing, however, so an animated Doomgate only calls other creatures when necessary. This energy can only be used while an Archlord remains active in the world; once the Archlord is banished, the gate loses much of its power.



This enormous stone gate bears a massive portcullis open to a portal of energy. The gate is covered in writhing bodies and maggots with a pair of emaciated arms looming from atop the gate.

## Corpse Mother

The forces of the Underhell always seek to increase their numbers. The Fiend Lords created the corpse mother, a unique construct made from hundreds of corpses, to traverse battlefields left ravaged by the armies of the Underhell. The constructs collects the slain bodies of the Underhell and its enemies alike, adding them to its own body as it gathers the dead. These gathered dead are filled with an animating energy from the Underhell and used as additional minions in the Underhell's tireless crusade. Corpse mothers are not intelligent creatures: they mindlessly travel in the wake of the forces of the Underhell to fulfill their appointed duties, but they defend themselves with deadly force when their work might be interrupted.

A large mass of corpses collected into the shape of a humanoid. Bodies and body parts drop off the collected mass every few seconds.

## Corpse Mother

*Gargantuan construct, neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 162 (12d12 + 84)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 24 (+7) | 9 (–1) | 25 (+7) | 1 (–5) | 1 (–5) | 10 (+0) |

**Damage Immunities** lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
**Senses** darkvision 90 ft.
**Languages** understands telepathic commands but can't speak
**Challenge** 11 (7,200 XP)

***Immutable Form.*** The corpse mother is immune to any spell or effect that would alter its form.

***Lightning Absorption.*** Whenever the corpse mother is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

***Magic Weapons.*** The corpse mother's weapon attacks are magical.

### Actions

***Slam.*** *Melee Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

***Spawn Undead.*** The corpse mother produces its choice of one restless (page 151) or three human **zombies** or six shambling fragments (page 153) in unoccupied locations within 15 feet of the corpse mother.

### Legendary Actions

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

**Hurl Forth (Costs 3 Actions).** The corpse mother moves up to its speed and uses Spawn Undead.

**Slam.** The corpse mother makes a slam attack.

**Spawn Undead (Costs 2 actions).** The corpse mother uses Spawn Undead.



## Racked Seraph

To get around their limited capacity for reanimating celestials, Fiend Lords have taken to constructing golem-like monstrosities that use their feathers as a focusing core. Many celestials leave their feathers to mortals as symbols of hope, which fiends delight in subverting. Collected in great enough numbers, these feathers can be used to form a spiritual lattice to catch celestial power and turn it to fiendish purposes as a titanic engine of magical destruction. The necessary core to activate the lattice and make the monstrosity active is a pair of ashen angels (page 145) stretched across a rack of bones and celestial wings.

The Fiend Lords looked upon these semi-living engines of pure energy and found them a perfect means of clearing the leftovers of a battlefield, where lone heroes may rise or survivors may warn others of the oncoming destruction of the Underhell. Although no true celestial is bound within, the engine can use power not unlike theirs to eradicate lingering mortals

### Racked Seraph

*Gargantuan construct, unaligned*

**Armor Class** 17 (natural armor)
**Hit Points** 203 (14d20 + 56)
**Speed** 20 ft., fly 90 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 18 (+4) | 19 (+4) | 2 (–4) | 21 (+5) | 22 (+6) |

**Damage Resistances** fire, radiant
**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, exhaustion, frightened, poisoned, prone
**Senses** blindsight 120 ft., truesight 120 ft., passive Perception 15
**Languages** understands all languages but can't speak
**Challenge** 16 (15,000 XP)

***Burning Gaze.*** As a bonus action, the racked seraph can target one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 19 Constitution saving throw or catch fire. Until a creature takes an action to douse the fire, the target takes 16 (3d10) fire damage at the start of each of its turns.

***Cleansing Burst (Recharge 5–6).*** As a bonus action, the racked seraph can emit magical, divine energy it has trapped. Each creature within 10 feet of the seraph not in its Soul Rack must make a DC 19 Constitution saving throw. The creature takes 18 (4d8) radiant damage and is blinded until the start of the seraph's next turn on a failed save, or takes half as much damage and isn't blinded on a successful one.

***Cleansing Weapons.*** The racked seraph's weapon attacks are magical. When the racked seraph hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

***Immutable Form.*** The racked seraph is immune to any spell or effect that would alter its form.

***Innate Spellcasting.*** The racked seraph's spellcasting ability is Charisma (spell save DC 19). The racked seraph can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only)

3/day each: *dispel magic*, *flame strike*

1/day each: *disintegrate*, *fire storm*

***Magic Resistance.*** The racked seraph has advantage on saving throws against spells and other magical effects.

***Soul Rack.*** When the racked seraph kills a creature, the creature must succeed on a DC 19 Charisma saving throw or its soul is trapped in the racked seraph until the racked seraph releases it as a bonus action or is destroyed.

When a creature uses Incorporeal Movement to enter the racked seraph's space, that creature must succeed on a DC 19 Charisma saving throw or be incapacitated and have its speed reduced to 0 until it is damaged or the racked seraph releases it as a bonus action. The trapped creature moves with the racked seraph.

#### Actions

***Multiattack.*** The racked seraph makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage plus 18 (4d8) radiant damage.

***Radiant Flame.*** *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 27 (6d8) fire damage plus 27 (6d8) radiant damage.

***Teleport (1/Day).*** The racked seraph magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

after a fiendish army has moved on. They are unfeeling constructs, destroying all creatures they see in an area, be they mortal or fiendish.

***Incorporeal Transport.*** Racked seraphs can carry incorporeal undead to support fiendish efforts, including damned soul swarms and ashen angels. They also carry trapped mortal souls meant to be used for the creation of damned soul swarms, wicked magic items, or other horrific ends.

***Rampant Scouring.*** Once it is engaged in combat, only a fourth-circle fiend or Fiend Lord can command a racked seraph; it simply burns away all other creatures it encounters. Tragically, the awe-inspiring forms of the racked seraphs lead many mortals to believe they may have encountered salvation, only to find utter destruction. The Fiend Lords, of course, revel in the cruel irony.

A ring of dozens of large wings hangs in the air. Inside the ring, a mass of bones and skulls are fused into a lattice around a flaming, glaring eye.



## Siege Dragon Engine

The Underhell understands that any world it invades is likely to attempt the foolish act of defending itself. In order to both break the ranks of its enemies and also minimize their own losses, the Fiend Lords created siege engine dragons. These dragons are golems built from the collected corpses of dragons slain by the forces of the Underhell. These creatures are stripped of any free will and forced to serve the Underhell directly. Once the Underhell has forged these creatures, they provide the foundation for semi-living fortresses.

***Mobile Fortresses.*** The minions of the Underhell build simple battlements, towers, and walls on the backs of dragon engines, allowing these same minions to travel securely across a battlefield. From their defensive position, the forces are able to strike against their enemies with ease. These constant attacks from these forces are already a serious threat, and defending against the Underhell becomes all but an impossibility once an engine attacks directly.

This large, wingless, gray dragon has battlements and siege weapons bristling across its back. Dozens of little fiends crawl about up there, aiming the weapons and taking defensive positions among the battlements.

# Siege Dragon Engine

*Gargantuan construct, neutral evil*

**Armor Class** 18 (natural armor)
**Hit Points** 390 (20d20 + 180)
**Speed** 50 ft., climb 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 30 (+10) | 12 (+1) | 28 (+9) | 9 (–1) | 20 (+5) | 26 (+8) |

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 15
**Languages** understands telepathic commands but can't speak
**Challenge** 22 (41,000 XP)

***Battlements.*** Maggots and grylluses fight from the narrow battlements on the siege dragon engine's back, mostly behind arrow slits and other forms of cover that render attacking them directly ineffective until the engine is reduced to 0 hit points and destroyed. At that point, most of the fortifications collapse and any remaining uses of the engine's Deploy Troops action determine what creatures remain on the dragon's back; these survivors have only half cover atop the engine's ruins.

***Immutable Form.*** The siege dragon engine is immune to any spell or effect that would alter its form.

***Legendary Resistance (3/day).*** If the engine fails a saving throw, it can choose to succeed instead.

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

***Magic Weapons.*** The engine's weapon attacks are magical.

***Siege Monster.*** The engine deals double damage to objects.

## Actions

***Multiattack.*** The siege dragon engine makes three attacks: one bite attack and two claw attacks.

***Bite.*** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage.

***Claw.*** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

***Tail.*** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage.

***Deploy Troops (3/Day).*** The engine kneels, depositing one shining gryllus (page 217) and two simpering maggots (page 209) at an unoccupied location within 20 feet. Roll initiative (+0 modifier) for the group, which has its own turns.

***Poison Breath (Recharge 6).*** The engine exhales poison gas in a 120-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 66 (19d6) poison damage on a failed save, or half as much damage on a successful one.

***Trample.*** The engine moves up to its speed. It can move through the spaces of Huge and smaller creatures. It can make one claw attack against each creature whose space it enters during this movement. It cannot attack a particular creature more than once during this movement.

## Legendary Actions

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

**Ballista Barrage.** The engine's crew fire mast-sized bolts upon all enemies in a 20-foot-radius sphere centered on a point the engine can see within 120 feet. Each creature in that area must make a DC 16 Dexterity saving throw, taking 16 (3d10) piercing damage on a failed save, or half as much damage on a successful one.

**Bark Volley.** Gryllus crew bark at all creatures in a 10-foot-radius sphere centered on a point the engine can see within 120 feet. Each creature in the area must succeed on a DC 16 Strength saving throw or take 14 (4d6) thunder damage and be knocked prone.

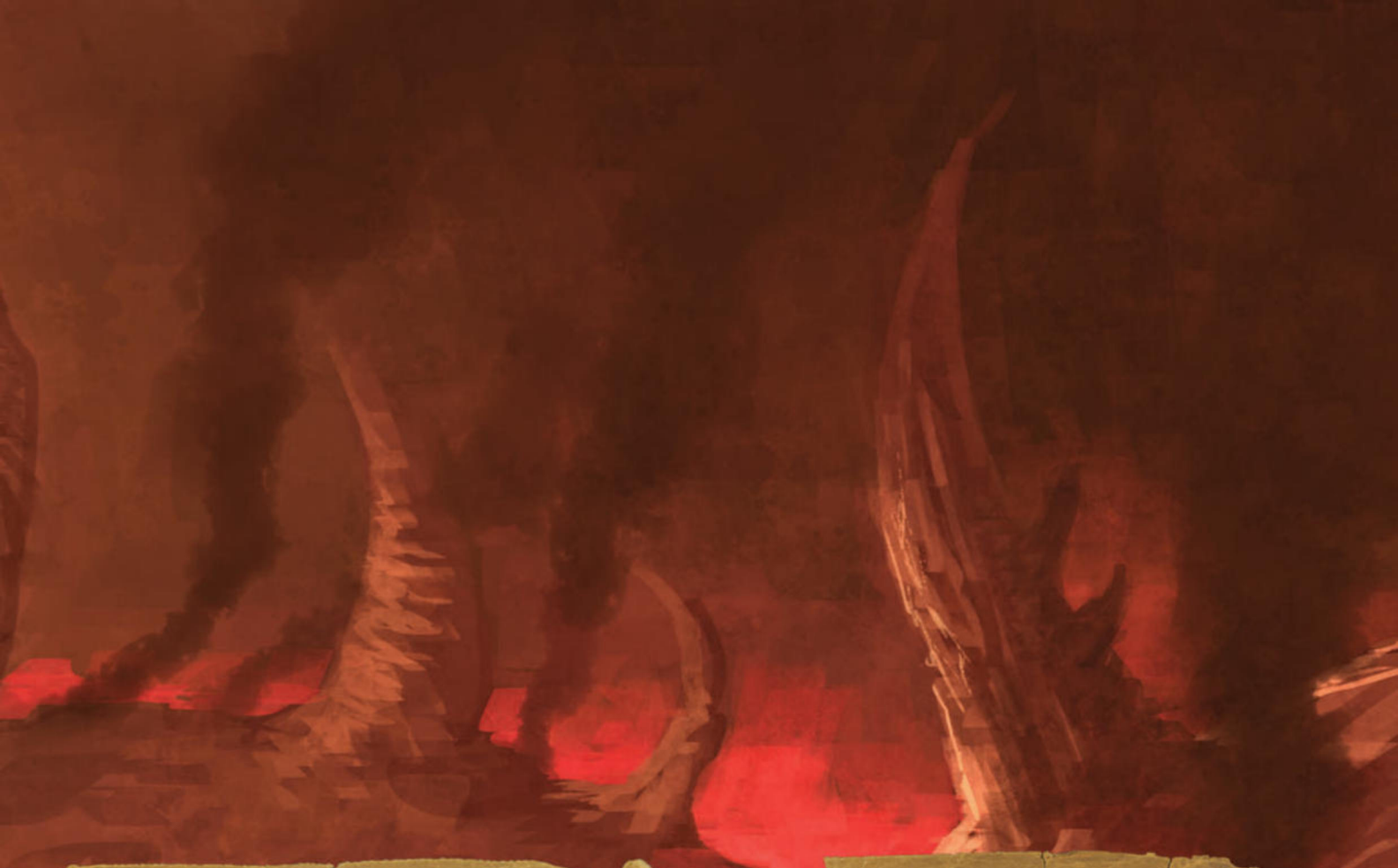
**Cage Drop.** The engine's crew drop iron cages on up to two Medium or smaller creatures within 10 feet of the engine. Each creature must succeed on a DC 16 Dexterity saving throw or be restrained by the cage until the cage is opened or lifted. A creature can lift the cage with a successful DC 16 Strength (Athletics) check as an action. The cage's lock can be opened as an action with a successful DC 16 Dexterity (thieves' tools) check. The cage door can be attacked and destroyed (AC 19, 18 hp, immunity to poison and psychic damage, resistance to acid damage).

**Tail Attack.** The engine makes a tail attack.









# FIEND LORDS

The hordes of the Underhell obey ancient fiends called fiend lords, of which there are two tiers: lesser fiend lords and Archlords. The Archlords are archfiends in their own right, while lesser lords are rarely seen but potent generals above the might of fourth-circle fiends. The fiends serve out of slavish devotion to the fiend lords' perfect evil and out of desperate fear of their power.

***Force of Utter Destruction.*** A fiend lord is not a passive figurehead during an invasion. It brings the horrific reality of the Underhell into the mortal realm, distorting reality and ravaging the land. During an invasion, most fiend lords move about, consolidating power so that the beachhead of the Doomgate can ultimately be used to drag the whole world into the Underhell and all its spoils and souls can be claimed.

***The Climactic Battle.*** For many reasons, an Archlord is a climactic encounter of a *Planet Apocalypse* campaign, always fought at the end of a harrowing adventure and usually as the final fight. However, the archfiend's presence should be felt earlier, as its aura influences the terrors that spread with the invasion and its orders are echoed by its many servitors.

As GM, you will probably be best served by choosing an Archlord that will be of a challenge rating about five higher than the level at which you intend the campaign to end. However, if your group proves unusually effective in fights that you expected to be deadly based on challenge rating, you should adjust the difficulty of the Archlord accordingly or give the Archlord a few minions to make it more dangerous. You could also accelerate your plans and have the PCs face the Archlord before they have reached a level where they will win handily, then later send them against an even more powerful Archlord who was behind the invasion all along.

***Client of a Fiendish Legion.*** Fiend lords do not directly maintain fiendish legions; instead, each lord makes temporary alliances with a fiendish legion to serve it during a specific invasion or for a specific purpose in the Underhell. The legion serves any given lord only so long as its members fear the lord and receive rewards for

service (such as access to mortal worlds to pillage). Legions constantly feud with each other, so a lord generally uses only one on any given mission or in a particular area during an invasion and might occasionally use only one for an entire invasion.

A lord is more than willing to break its arrangement with one legion in order to recruit another in response to fiendish political strife, a better offer by another legion, or simply recognizing when a particular legion has failed to deal with pesky adventurers. Usually, when a lord breaks its arrangement with one legion to make a pact with another in the midst of an invasion, most of the old legion's members must either turn their allegiance to the new legion or be immediately banished and replaced by similar fiends from the new legion in the same approximate locations.

***Recurring Foe.*** Some fiend lords can be taken down with hit-and-run tactics when heroes damage the lord, then depart to rest and engage again later. With this approach, consider offering the party a chance to face the lord with minimal minions. This should occur when the party's average level is about six to eight levels lower than the lord's challenge rating, and the PCs should be aware both that it is possible to flee and where they must go to do so.

A good way to set this expectation is for a scholar of the occult, discovered text, or divine messenger to ask the party to retrieve an item guarded by the fiend lord, explaining that staying to fight would be tantamount to suicide. The players may uncover the key lore about the fiends that they don't heal in the mortal world: emphasizing this fact can help players make informed strategic choices.

Treat a damaged lord as 1 challenge rating weaker for every 90 hit points it is missing when building an encounter.

***XP Upon Retreat.*** Like all denizens of the Underhell, a fiend lord doesn't regain hit points on its own. If the party retreats after significantly damaging a fiend lord but without killing it, award them partial XP: one fifth of its XP total when the PCs reduce its hit points by 90, another fifth when they reduce it to half its maximum or below, and the remainder when they finally defeat it.

## Archlords

The most dangerous fiends of all are the Archlords. An Underhell invasion usually boasts a single Archlord at its head, but the most terrible fiendish invasions might be led by more than one. The power of an Archlord is necessary to anchor Underhell armies in the material world, so an invasion must keep the Archlord safe from those few attackers able to hurt it. If this Archfiend is slain or banished, the magic holding the armies in the material world weakens, and most of the invading force is instantly banished.

***Doomgates.*** Each Archlord requires its own Doomgate to enter the material world. As long as the gate exists, the Archlord can't be banished from the Material Plane by magic. Only the utter destruction of its physical form can banish the Archlord while its gate exists. Destroying the gate makes the Archlord susceptible to magic like the *banishment* spell but doesn't otherwise weaken it.

***Banishment.*** Reducing an Archlord on the material plane to 0 hit points destroys its physical form but does not truly end its existence. Its physical form unravels into loose ribbons of flesh and stray bones that quickly dissolve, leaving behind anything it was wearing or carrying. The Archlord is truly banished to the Underhell, where it will eventually reconstitute into a physical fiend again and potentially be able to return to the world through another Doomgate. Only by slaying an Archlord in the Underhell can the fiend be finally and truly destroyed.

Banishing the physical form of an Archlord unhinges from reality the entire legion that followed it. The bulk of the fiendish legion is instantly banished along with the Archlord.

***Crowns of the Underhell.*** Most Archlords wear one or more *Crowns of the Underhell* (page 39) which levitate above their heads and help them maintain the interdimensional anchor required to allow an entire invading fiendish army into the mortal world. A crown can't be removed from an Archlord with 1 or more hit points, because its magic is fused into the Archlord's being as part of that Archlord's unique capabilities. Additionally, the Archlord can't employ the crown's typical powers while using it this way.

### The Archlord's Shadow

An Archlord casts a pall over the whole region it occupies, the effects of which can vary depending on which Archlord is present. This is similar to the regional effects of other legendary creatures, but an Archlord's Shadow takes effect instantly. The Archlord's Shadow typically extends at least 6 miles from the Archlord and lingers for at least 1 day after the Archlord moves on, depending on the specific Archlord involved.

***Nether Hellscape.*** The essence of the Underhell bleeds into the world around an Archlord. When a beast or humanoid starts its turn inside the Shadow for the first time, it must succeed on a DC 15 Charisma saving throw or gain 2 levels of exhaustion from the shock of being exposed to corrosive



evil energies. Such creatures are usually quickly picked off by the Archlord or its minions. The corpse of any humanoid that dies in the Shadow transforms into a void maggot (page 203) 1d10 days later. A creature within 90 feet of a creature with the Sanguine Ward (page 118-9) need not attempt the saving throw until they are farther than 90 feet from the Sanguine Ward and within the Archlord's Shadow.

***Ravaged Lands.*** Each Archlord's Shadow twists the material plane to resemble the horrible Underhell realm from which the Archlord came. Traps, hazards, diseases, and curses permeate the area of an Archlord's Shadow (see the *Ravaged Lands* section on page 122). Lands remain ravaged after the Archlord's Shadow leaves, with the effects on the environment ending only after the Archlord leaves the world or is banished.

***Timeless.*** Since the physical passage of time is muted in the Underhell, bodies do not feel time pass in the Archlord's Shadow. Diseases and poisons don't progress more than once while within an Archlord's Shadow; subsequent saving throws are made against them and time does not accrue toward their fixed durations or milestones. Similarly, creatures don't regain or lose hit points at regular intervals (such as from fiendish wounds or catching on fire). Such effects have their initial effect and can take hold, but they get no worse or better from the passage of time until their target is removed from the Archlord's Shadow. For example, a creature that catches fire still takes the initial damage and is wreathed in flames, but the flames do not substantially harm it again until it leaves the area. Although it rarely comes up during the frenzy of an invasion, living creatures don't need sleep and don't age in the Archlord's Shadow either. The effect of this timelessness on objects is minimal. All other spells and effects dependent on the passage of time work normally.

***Temporal Boundary.*** Time passes differently within the Archlord's Shadow. When a creature leaves, they find that only 1 round has passed for every 1 minute they were within the Shadow. Attacks and spells—even spells of unlimited range such as *dream* and *teleport*—can't pass through the edge unless they can normally travel between planes of existence. *Gate*, *sending*, and *plane shift* work into and out of the Archlord's Shadow as if it were its own plane. This boundary limits the Archlord, its fiends, and other creatures.

***No Long Rest.*** The timeless nature of the shadow also means that finishing a long rest grants no benefit beyond what is typical for a short rest. A creature must spend the entire long rest outside the Archlord's Shadow to gain its full benefits.

## Shadow Actions

In a manner similar to lair actions, an Archlord can draw upon its Shadow to take shadow actions. On initiative count 20 (losing all ties), it can use one of its shadow action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

# Lesser Fiend Lords and Avatars

Lesser fiend lords and avatars are powerful fiends who serve as favored generals, second-in-command, decoys for would-be heroes, and defenders of an Archlord's greatest treasures. Lesser fiend lords do not rely on the organization of legions to protect themselves. However, they lack the power to breach the walls of reality or cast an Archlord's Shadow the way an Archlord can. No more common than true Archlords, lesser fiend lords are rare enough that some Underhell invasions include none at all.

Independent lesser lords generally work for Archlords in a bid to learn their secrets and ascend to Archlord status as well. While betrayal does happen, such as lesser lords stealing from and backstabbing each other and Archlords who slip up by trusting their advisers too much, it is almost never during an invasion. Invasion is a unique circumstance where all fiends depend on the Archlord for the continued ability to pillage the mortal world, so nearly all archfiends show absolute loyalty to the Archlord.

***Avatars.*** Archlords sometimes create avatars, which are temporary, separate creatures with the same desires and goals as the Archlord. Such a creature is similar to the Archlord's own self, but has power akin to a lesser fiend lord. These avatars allow Archlords to be in multiple places at once and engage dangerous foes in battle without risking their own physical forms. Creating an avatar is a taxing process, so typically an Archlord can only create one during an invasion.

***Avatars as Lesser Fiend Lords.*** All fiend lords in this book are presented alongside modification to use them as lesser lords or avatars. You can simply take the avatar of one of the Archlords in this text and introduce it as a lesser lord without the full Archlord version involved in the story.

***Creating an Avatar.*** An avatar has much the same stats as the Archlord that created it, with the following changes. They can also have other differences, at your discretion.

## Archlord's Shadow

The avatar has no Archlord's Shadow and can't take shadow actions.

## Hit Points

The avatar has fewer Hit Dice and fewer hit points than the Archlord.

## Saving Throws

The avatar is not proficient in any saving throws. It makes saving throws using only the appropriate ability modifier.

## Skills

Use the avatar's skill modifiers, not those listed under the Archlord.

## Challenge Rating

The avatar's challenge rating is always lower than the Archlord's, although how much lower varies.

## Attack Rolls

The avatar's attacks, including all weapon attacks and spell attacks, have a lower modifier than the Archlord's have. The attacks deal the same damage and have the same effects unless noted otherwise.

## Save DCs and Check DCs

The avatar's spells and actions that allow a saving throw or ability check generally have a lower save DC than the Archlord's have, as appropriate for its lower proficiency bonus.

## Legendary Actions

The avatar can take only two legendary actions, rather than three.

# Argus

Lord Argus the Omniscient draws his power from that evil which is performed without reservation. He bides his time and watches eagerly to gather as much information as possible before acting against an enemy. He sells to other Archlords information that he doesn't think can be used against him.

Lord Argus finds holes into reality near acts of utter depravity. He also discovers them in proximity to those who choose to perform great acts of selfish cruelty without even a hint of regret. As a result, he often creates Doomgates to consume evil rulers, generals, mass murderers, slavers, and other infamous individuals, typically near a seat of great of government or other location where all mortal leadership in a region can be immediately wiped out. Then Argus uses all the means of information gathering at his disposal to slowly and methodically eradicate potential points of resistance or reprisal from the most dangerous threat to the least. He enjoys using blackmail to control particularly tenacious mortals.

***Crowns.*** Lord Argus wears three *crowns of the Underhell.*

***Legions.*** Lord Argus typically allies with the Annwn, Pandemonium, Sheol, or Tartarus legions.

## Argus's Shadow

Argus's presence causes the world to become brittle, violent, and ever more dangerous.

### Regional Effects

Argus's presence causes all the following magical effects when he comes within 6 miles.

- **Eyes Everywhere.** Fleshy ground (page 126) spreads across the land and remains indefinitely after Argus's departure, fading only after he is banished from the world completely. Every patch features an eye of varying size and origin. As a bonus action, Argus can see through one of these eyes until the start of his next turn.
- **Horrific Revelations.** Overwhelming truths crowd into the minds of spellcasters. Whenever a non-fiend creature casts a divination spell in the region, it must succeed on a DC 15 Wisdom saving throw to shut out these glimpses or take 11 (2d10) psychic damage and become frightened of fiends until it finishes a short or long rest.
- **Spies.** Basilisks, medusas, and other creatures with ocular powers are drawn to Argus's Shadow and corrupted, gaining a corruption trait matching the legion he leads. As long as they are within the Shadow, Argus can use a bonus action to see what they see until the start of his next turn.

If Argus moves farther than 6 miles away, these effects disappear over the course of 1d10 days. Eyes Everywhere ends only 1d10 days after he dies or is banished.

## Argus in Combat

Argus uses his magical insight and telepathy to coordinate his minions in brutally efficient strikes more precisely choreographed than any dance. Argus is rarely encountered without at least one underfiend to defend him. To make best use of his Omniscient Decree trait, he readily conjures underfiends to replace any that die.

## Argus's Avatar

Argus's avatar has no Archlord's Shadow and no shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Argus.

**Hit Points** 172 (15d12 + 75)
**Saving Throws** —
**Skills** Arcana +12, Perception +11
**Senses** truesight 300 ft., passive Perception 21
**Challenge** 18 (20,000 XP)

***Innate Spellcasting.*** Spell save DC 20

### Actions

***Multiattack.*** Argus's avatar makes two attacks.

*Melee Weapon Attack:* +13 to hit; save DC 21

*Ranged Spell Attack:* +12 to hit

### Legendary Actions

Argus's avatar can take only 2 legendary actions.

# Lord Argus

*Huge fiend, neutral evil*

**Armor Class** 16 (natural armor; 21 with *shield*)
**Hit Points** 264 (23d12 + 115)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 25 (+7) | 20 (+5) | 21 (+5) | 23 (+6) | 20 (+5) | 17 (+3) |

**Saving Throws** Con +13, Int +14, Wis +13, Cha +11
**Skills** Arcana +14, Perception +13
**Damage Vulnerabilities** radiant
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** blinded, charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, stunned, unconscious
**Senses** truesight 300 ft., passive Perception 23
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 25 (75,000 XP)

***All-Knowing.*** Argus can't be surprised and has advantage on initiative rolls.

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

At will: *eyebite*, *scrying*, *sending*, *shield*

***Legendary Resistance (3/day).*** If Argus fails a saving throw, he can choose to succeed instead.

***Numerous Eyes.*** Argus has advantage on Wisdom (Perception) checks that rely on sight.

***Omniscient Decree.*** Argus and fiends communicating with him telepathically have advantage on attack rolls to hit creatures within 5 feet of any of them and don't provoke opportunity attacks for leaving the reach of creatures Argus can see.

## Actions

***Multiattack.*** Argus makes three attacks: either one kick and two claws or three oppressive glares.

***Claw.*** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

***Kick.*** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage and the target must succeed on a DC 23 Strength saving throw or be moved up to 10 feet in the direction of Argus's choice.

***Oppressive Glare.*** *Ranged Spell Attack:* +14 to hit, range 90 ft., one target. *Hit:* 16 (3d6 + 6) psychic damage.

## Reactions

***Shield.*** Argus can innately cast *shield*.

## Legendary Actions

Argus 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. Argus regains spent legendary actions at the start of his turn.

**Claw.** Argus makes a claw attack.

**Oppressive Glare.** Argus makes an oppressive glare attack.

**Cast a Spell (Costs 2 Actions).** Argus casts a spell from his Innate Spellcasting list.

**Conjure Underfiend (Costs 2 Actions).** Argus summons a bonestrike underfiend (page 221) at a point he can see within 60 feet. Roll initiative for the underfiend, which has its own turns. The underfiend disappears when reduced to 0 hit points, or when Argus dies or uses this action again.

## Shadow Actions

On initiative count 20 (losing initiative ties), Argus takes a Shadow action to cause one of the following effects.

**Blurred Flesh.** All surfaces within a 30-foot-radius sphere centered on a point Argus can see become fleshy ground (page 126). While Argus is within 5 feet of such a surface, he melds partially into the surface and has half cover. He can move into the squares of enemies as long as the path he follows is along the fleshy ground. While melded into the fleshy ground, he can make kick attacks as if he were at any location within the same patch of fleshy ground. He can make a kick attack immediately after using this action. The surface reverts when Argus dies or uses this action again.

**Smoke-Veiled Fiends.** A plume of smoke heavily obscures a 20-foot cube centered on a point Argus can see within 150 feet. One bonestrike underfiend (page 221), three preening grylluses (page 213), or six howling maggots (page 207) appear inside. Roll initiative for the fiends as a group, which has

its own turns. The smoke vanishes at that initiative count. The fiends disappear only when reduced to 0 hit points.

**The Walls have Eyes.** Eyes open across all surfaces in a 30-foot cube centered on a point Argus can see within 150 feet. The surfaces count as allied creatures for the purpose of his Omniscient Decree. When the eyes appear, one makes an Oppressive Glare attack as if it were Argus. Argus can see from these eyes and can use his Oppressive Glare and *eyebite* as if he was at any point on the surface. The eyes disappear when Argus dies or uses this action again.



This towering, hooved fiend has eyes all over his body and bulging from a growth on his chest. One protruding eye, far too large for his giant head, is skewered upon his long, forked tongue.

# Asmod

Lord Asmod embodies careless overindulgence, willful negligence, and use of pleasure as a weapon of evil. His domain in the Underhell is filled with all sorts of hedonistic pleasures twisted to evil and cruelty. Other Archfiends pay him in souls and magic artifacts to give them access to his pleasure palaces for even short spans of time.

This Archlord's invasion most likely erupts from societies overrun with gambling or other forms of reckless hedonism, especially pleasures derived from or despite the suffering it causes others. Lord Asmod sends his forces to collect all the sights and sounds and pleasant distractions of the mortal world, which he locks away in horrific vaults for the amusement of fiends.

***Crowns.*** Lord Asmod wears two *crowns of the Underhell.*

***Legions.*** Asmod typically allies with the Dis, Lethe, and Phlegethon legions.

## Asmod's Shadow

Asmod's presence causes the world to become unpredictable but not obviously corrupted.

### Regional Effects

Asmod's presence causes all of the following magical effects when he comes within 6 miles.

- **Fog of Fear.** Fog of fear (page 126) floats through the region.
- **Hedonists.** Goblins, wereboars, evil satyrs, evil bards, and other evil creatures who love to gamble and carouse are drawn to Asmod's Shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Wasting Beneath Illusions.** The world twists and erodes under Asmod's influence, but illusions make it seem like nothing is amiss after Asmod's departure, fading only after he is banished from the world completely. Food gathered from the area offers no nourishment but tastes delicious. Anyone who tastes it must succeed on a DC 15 Charisma saving throw or be overwhelmed by its flavor, becoming poisoned upon eating other food until finishing a long rest. This is a curse that ends only when the creature is subjected to *remove curse* or similar magic.

If Asmod moves farther than 6 miles, these effects disappear over the course of 1d10 days. The Fog of Fear ends only 1d10 days after he dies or is banished.

## Asmod in Combat

Lord Asmod prefers not to fight his own fights. He seizes control of any potential minion as soon as combat begins and uses that creature to get in the way of and dispatch attackers as quickly as possible.

## Asmod's Avatar

Asmod's avatar has no Archlord's Shadow and no shadow actions. He has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Asmod.

**Hit Points** 147 (14d10 + 70)
**Saving Throws** —
**Skills** Arcana +8, Perception +10
**Senses** darkvision 300 ft., truesight 120 ft., passive Perception 20
**Challenge** 16 (15,000 XP)

***Gaze of Temptation.*** Save DC 18

***Innate Spellcasting.*** Spell save DC 18, +10 to hit with spell attacks

### Actions

*Melee Weapon Attack:* +10 to hit

***Lightning Breath (Recharge 5–6).*** save DC 18

### Legendary Actions

Asmod's avatar can take only 2 legendary actions.

This bull-like monster has ten, tusked, crocodile-like heads emerging from his shoulders on either side of a human-like mouth the size of a small wagon. High atop the tower of heads on each shoulder sits a grinning humanoid head, each with a tall brass crown. He reeks of cheap swill.

# Lord Asmod

*Large fiend, chaotic evil*

**Armor Class** 18 (natural armor)
**Hit Points** 231 (22d10 + 110)
**Speed** 30 ft., climb 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 14 (+2) | 21 (+5) | 17 (+3) | 21 (+5) | 20 (+5) |

**Saving Throws** Con +12, Wis +12, Cha +12
**Skills** Arcana +10, Perception +12
**Damage Resistances** fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, stunned
**Senses** darkvision 300 ft., truesight 120 ft., passive Perception 22
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 21 (33,000 XP)

***Gaze of Temptation.*** Asmod's crowned heads can each see into the minds of creatures and offer them their hearts' desires. As a bonus action, Asmod peers at all enemy creatures within 150 feet that he can see. Each target must make a DC 20 Wisdom saving throw. On a failed save, they cannot make opportunity attacks against Asmod until the start of Asmod's next turn. In addition, the creature that had the lowest result (breaking ties randomly) is charmed by Asmod until the start of Asmod's next turn. While charmed, the creature must follow Asmod's orders to the best of its ability (aside from orders simply to harm itself). If the lowest result still exceeds the DC, the creature is instead incapacitated until the start of Asmod's next turn instead of charmed.

***Innate Spellcasting.*** Asmod's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Asmod can innately cast the following spells as an 18th-level caster, requiring no somatic or material components:

At will: *charm person, dispel magic, vicious mockery*

3/day each: *hypnotic pattern, mirage arcane*

1/day: *prismatic spray*

***Legendary Resistance (3/day).*** If Asmod fails a saving throw, he can choose to succeed instead.

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

## Actions

***Multiattack.*** Asmod makes four attacks: one bite, one kick, and two with his horns.

***Bite.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and Asmod can't bite another target.

***Horn.*** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

***Kick.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

***Lightning Breath (Recharge 5–6).*** Asmod exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

## Legendary Actions

Asmod 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. Asmod regains spent legendary actions at the start of his turn.

**Cast an Effortless Spell.** Asmod casts a spell from his Innate Spellcasting list that is available at will.

**Horn.** Asmod makes a horn attack.

**Cast an Illusion (Costs 3 Actions).** Asmod casts *hypnotic pattern* or *mirage arcane*, expending a use as normal.

## Shadow Actions

On initiative count 20 (losing initiative ties), Asmod takes a Shadow action to cause one of the following effects.

**Fog of Fear.** Fog of fear (page 126; save DC 18) appears, filling a 20-foot cube centered on a point Asmod can see within 120 feet. The fog disappears when Asmod dies or uses this action again.

**Rain of Wine.** Wine falls in a 20-foot-radius, 90-foot-high cylinder rising from a point Asmod can see within 120 feet. The area is lightly obscured difficult terrain. A non-fiend creature that starts its turn inside or enters for the first time on a turn must succeed on a

DC 18 Constitution saving throw or be poisoned until it leaves Asmod's Shadow. While it is poisoned, it has disadvantage on Intelligence and Wisdom saving throws. The rain disappears when Asmod dies or uses this action again.

**Storm of Souls.** Intangible damned souls howl and shriek through a 20-foot-radius sphere centered on a point Asmod can see. Hiding creatures can't be located by sound in the area. A non-fiend creature that starts its turn in the area or enters the area for the first time on a turn is exposed to soul seepage (page 123; save DC 18) and feels the effects immediately if it fails its save. The souls vanish when Asmod dies or uses this action again.



# Baphomet

Lord Baphomet is a creature of extraordinary paranoia and possessiveness. He vacillates between brooding in well-defended fortifications for years on end and recklessly lashing out at perceived threats to his power. Of all Archlords, he most eagerly seizes upon any opening into the mortal world, for he is convinced that mortals will come to assault him in the Underhell if he does not conquer them first. This paranoia has won him many battles, but his mistrust of allies has also resulted in him being defeated and banished from mortal worlds more often than any other Archlord. He is, at heart, a thief, usurper, and jealous tyrant.

Anyone who allows their fear and anxiety to overwhelm their morality can become a vessel for Lord Baphomet's influence. He takes a special perverse joy in creating a Doomgate out of those who learn the nuances of evil magic in order to fight evil. During an invasion, he hoards the treasures of mortals, especially items capable of thwarting him, and seeks the most impressive fortifications to hold in between violent and sudden expansions of the front lines.

***Crowns.*** Lord Baphomet wears one *crown of the Underhell.*

***Legions.*** Baphomet typically allies with the Acheron, Dis, Styx, and especially Annwn and Phlegethon legions.

## Baphomet's Shadow

Baphomet's presence causes the world to seethe with hellfire and grow fleshy like the Underhell.

### Regional Effects

Baphomet's presence causes all of the following magical effects when he comes within 6 miles.

- **Pall of Possessiveness.** Creatures in the region have the flaw "I don't share resources that could help me, however unlikely it is that I should need them."
- **Ravaged by Hellfire.** Hellfire spreads across the land and remains indefinitely after Baphomet's departure. Flammable structures and plants in the area remain aflame indefinitely, crumbling but never burning up. A non-fiend creature that comes within 5 feet of the hellfire for the first time on a turn or starts its turn there must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) fire damage and 4 (1d8) necrotic damage and catch fire. Although painful, being on fire doesn't deal further damage if the creature is in Baphomet's Shadow. When not in the Shadow, until a creature uses its action to douse the flames, the burning creature takes 1d10 fire damage at the start of each of its turns. A creature that catches hellfire is exposed to the psychic inferno curse (page 122).
- **Underhell on Earth.** Fleshy ground (page 126) slowly replaces the mortal terrain, pocked with boilpits, flame geysers, and suffocating ash pits.

If Baphomet moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The hellfire ends only 1d10 days after he dies or is banished.

## Baphomet in Combat

Lord Baphomet is partially embedded in a magically mobile wall that serves as a conduit for fiendish power. The wall can be attacked separately, and clever heroes may determine that destroying the wall weakens Baphomet.

## Baphomet's Avatar

Baphomet's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Baphomet.

**Hit Points** 184 (16d12 + 80)
**Saving Throws** —
**Skills** Arcana +9, Perception +8
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 18
**Challenge** 14 (11,500 XP)

***Innate Spellcasting.*** Spell save DC 17, +9 to hit with spell attacks

***Wall.*** 45 hit points

### Actions

*Melee Weapon Attack:* +10 to hit

***Hellfire Breath (Recharge 4–6).*** Save DC 18

### Legendary Actions

Baphomet's avatar can take only 2 legendary actions.

# Lord Baphomet

*Huge fiend, lawful evil*

**Armor Class** 17 (natural armor)
**Hit Points** 218 (19d12 + 95)
**Speed** 25 ft., burrow 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 18 (+4) | 21 (+5) | 18 (+4) | 16 (+3) | 19 (+4) |

**Saving Throws** Str +11, Wis +9, Cha +10
**Skills** Arcana +10, Perception +9
**Damage Immunities** fire
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, stunned
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 19
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 17 (18,000 XP)

***Innate Spellcasting.*** Baphomet's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Baphomet can innately cast the following spells as a 17th-level caster, requiring no somatic or material components, so long as he has his wall:

At will: *sacred flame* (half the damage is necrotic)

3/day each: *flame strike*, *wall of fire*

1/day: *incendiary cloud*

***Legendary Resistance (3/day).*** If Baphomet fails a saving throw, he can choose to succeed instead.

***Wall.*** Baphomet's body is embedded in a magical wall that moves with him. While Baphomet has his wall, he can't be moved, grappled, poisoned, or knocked prone by any other creature or force.

Upon hitting Baphomet with an attack, an attacker can choose to hit the wall instead. The wall has 90 hit points and immunity to fire, poison, and psychic damage. When Baphomet is included in a spell or effect that deals damage in an area, he can choose to apply the damage to himself or to his wall. If the wall is destroyed, Baphomet's attacks deal less damage and he can no longer cast innate spells.

## Actions

***Multiattack.*** Baphomet casts *sacred flame* twice or makes two melee attacks: one to bite and one with his hooves.

***Bite.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage and, unless Baphomet's wall has been destroyed, 5 (1d10) fire damage. If the target is a creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained.

***Hooves.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage and, unless Baphomet's wall has been destroyed, 5 (1d10) fire damage and the target catches fire (as described in Ravaged by Hellfire). If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

***Hellfire Breath (Recharge 4–6).*** Baphomet exhales infernal fire in a 60-foot line that is 5 feet wide. Each non-fiend creature in that line catches fire (as described in Ravaged by Hellfire) and must make a DC 19 Dexterity saving throw, taking 26 (4d12) fire damage and 26 (4d12) necrotic damage on a failed save, or half as much damage on a successful one. If Baphomet's wall is destroyed, this attack deals 18 (4d8) fire damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

## Legendary Actions

Baphomet 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. Baphomet regains spent legendary actions at the start of his turn.

**Cantrip.** Baphomet casts *sacred flame*.

**Kick.** Baphomet makes an attack with his hooves.

**Cast a Spell (Costs 2 Actions).** Baphomet casts a spell from his Innate Spellcasting list, expending a use as normal.

## Shadow Actions

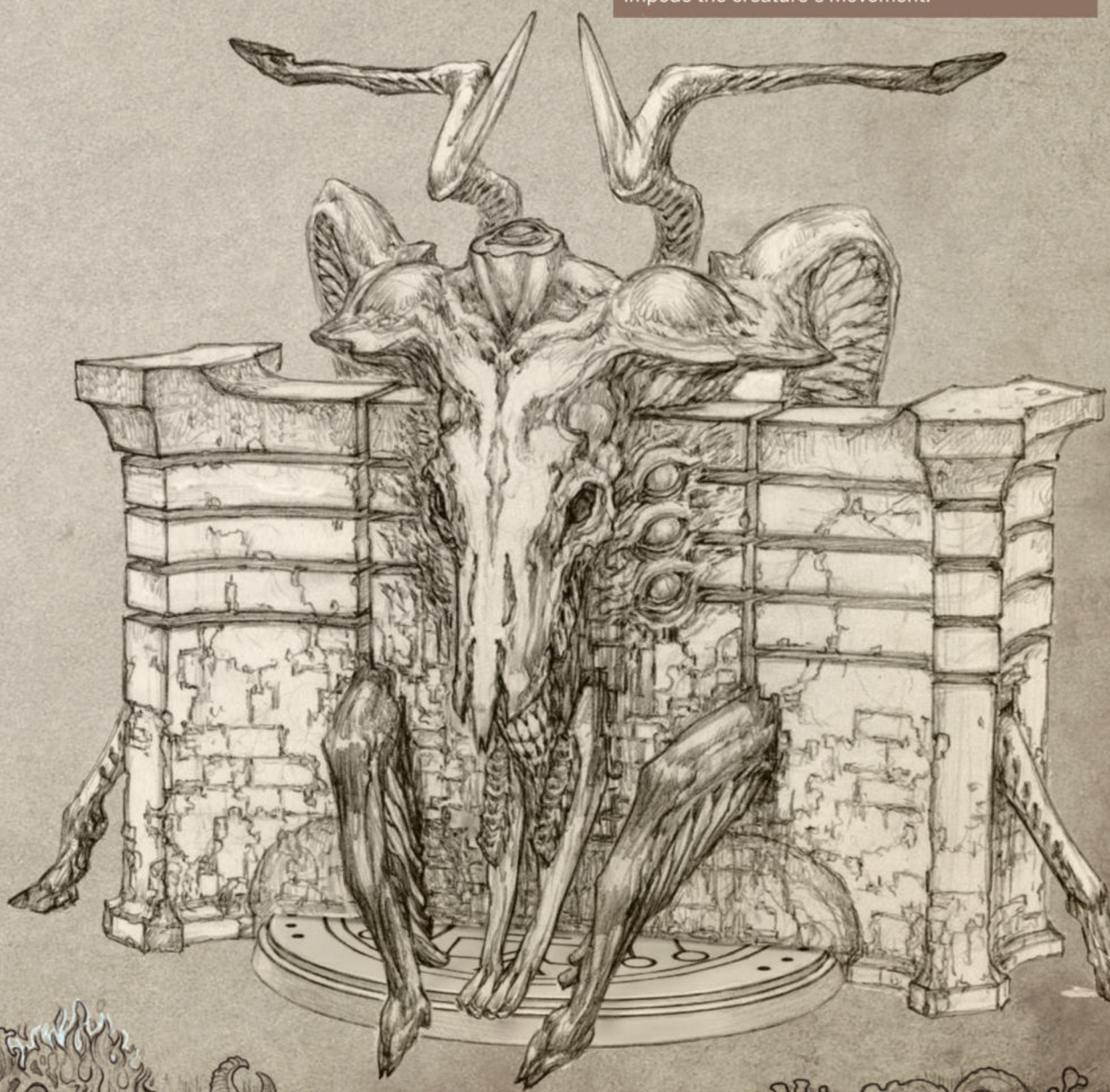
On initiative count 20 (losing initiative ties), Baphomet takes a Shadow action to cause one of the following effects.

**Land of Paranoia.** A 20-foot-radius area becomes fleshy ground (page 126) that radiates hellish thoughts. Whenever a creature moves through an ally's space on the fleshy ground, that ally must succeed on a DC 18 Wisdom saving throw or make an opportunity attack against that creature. Whenever a creature on the fleshy ground tries to use the Help action, it must succeed on a DC 18 Wisdom saving throw or choose another action. The area reverts when Baphomet dies or uses this action again.

**Living Walls.** Up to four walls of flesh and stone 10 feet by up to 10 feet rise from the ground at locations Baphomet can see. Baphomet can reach around or over the walls to attack but has half cover against Medium or smaller creatures on the other side. If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a DC 18 Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed. Each 10-foot square panel of the wall can be attacked and destroyed (AC 15, 30 hp, resistance to necrotic damage, immunity to fire and psychic damage). The walls disappear when Baphomet dies or uses this action again.

**Tempting Text.** Arcane writings appear over a 10-foot-square span of any surface Baphomet can see. A creature that can see the writing within 30 feet must make a DC 18 Intelligence saving throw. On a failed save, it is blinded until initiative count 20 of the next round. On a successful save, it is immune to Baphomet's Tempting Text for 24 hours and it can use its action to attempt a DC 18 Intelligence (Arcana) check while within 10 feet of the text. On a successful check, the creature regains an expended spell slot of up to 4th level and the text disappears. The text also disappears when Baphomet dies or uses this action again.

A huge skull protrudes from a stone wall that seems to blend into the ground around it even as it lurches forward. Bone, horn, and hoofed limbs spiral in and out of the stone, which does surprisingly little to impede the creature's movement.



# Chthon

Lord Chthon is white-hot hatred and jealousy embodied. He rages against all the beauty of the mortal world that he cannot have. He rages at the fiends who dare defy him. He rages endlessly. This makes him exceptionally deadly to cross but also short-sighted.

Lord Chthon is a rampant force of destruction on the Material Plane. His invasion is a chaotic tide of blood and flame with little direction other than toward whatever gleams most brightly on the horizon. His Doomgates most often manifest through mortals who let their tempers override their morality and sense of self. Suitable vessels include many legendary warriors and mages, priests to most gods of battle, and sovereigns who make war on a whim.

***Crowns.*** Lord Chthon wears two *crowns of the Underhell.*

***Legions.*** Lord Chthon typically allies with the Cocytus, Gehenna, Styx, or Tartarus legions.

## Chthon's Shadow

Chthon's presence causes the world to become chaotic, violent, and spiteful.

### Regional Effects

Chthon's presence causes all of the following magical effects when he comes within 6 miles.

- **Blessing of Rage.** Whenever a creature in the region takes damage, it is tempted to become reckless until the end of its next turn. While it is reckless, all attacks by and against it have advantage.
- **Rampaging Monsters.** Ogres, minotaurs, evil wereboars, evil berserkers, and other creatures prone to violent tempers are drawn to Chthon's Shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Ravaged by Poison and Blades.** Bladed thickets (page 125) grow all over the region and remain indefinitely after Chthon's departure. The thickets expose creatures they damage to underfiend bile (page 130) or wereboar lycanthropy.

If Chthon moves farther away than 6 miles, these effects disappear over the course of 1d10 days. The ravages end only 1d10 days after he dies or is banished.

## Chthon in Combat

Each time Lord Chthon is injured, his ferocity increases. This is an indefinite effect, so if the heroes fight Chthon, then go off and do something else for a few months before facing him again, he is still ferocious. This can be a surprisingly serious problem if, for example, someone else besides the heroes fights Chthon and further agitates him.

## Chthon's Avatar

Chthon's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Chthon.

**Hit Points** 187 (15d10 + 105)
**Saving Throws** —
**Skills** Arcana +8, Perception +8
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 18
**Challenge** 14 (11,500 XP)

***Innate Spellcasting.*** Spell save DC 18, +10 to hit with spell attacks

### Actions

*Melee Weapon Attack:* +9 to hit

*Ranged Weapon Attack:* +9 to hit; save DC 17

### Legendary Actions

Chthon's avatar can take only 2 legendary actions.

This giant humanoid has disproportionately large claws, a mass of entrails ending in a fanged mouth extending from its stomach, an eyeless head that is almost entirely oversized jaws, and disconcertingly out-of-place hooved limbs emerging from its shoulders.

# Lord Chthon

*Large fiend, chaotic evil*

**Armor Class** 17 (natural armor)
**Hit Points** 250 (20d10 + 140)
**Speed** 30 ft., burrow 25 ft., climb 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 18 (+4) | 25 (+7) | 16 (+3) | 17 (+3) | 20 (+5) |

**Saving Throws** Str +10, Con +13, Wis +9, Cha +11
**Skills** Arcana +9, Perception +9
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks
**Damage Immunities** acid
**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, stunned
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 19
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 18 (20,000 XP)

***Innate Spellcasting.*** Chthon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Chthon can innately cast the following spells as an 18th-level caster, requiring no material components:

At will: *acid splash, dispel magic, stone shape, thunderwave*

3/day each: *compulsion, move earth*

1/day: *earthquake*

***Legendary Resistance (3/day).*** If Chthon fails a saving throw, he can choose to succeed instead.

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

## Actions

***Multiattack.*** Chthon makes three attacks: one with his lower bite and two with his claws.

***Upper Bite.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

***Lower Bite.*** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 14).

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

***Thrown Rock.*** *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 30 (4d12 + 4) bludgeoning damage. The target creature must succeed on a DC 18 Strength saving throw or be knocked prone.

## Reactions

***Chthonic Rage.*** When Chthon is damaged by an enemy's attack while he is touching the ground, he howls with rage and his muscles bulge with infernal strength. He gains a d4 Increasing Rage die until he is reduced to 0 hit points or leaves the current plane of existence. Each time he makes a weapon attack, he rolls his Increasing Rage die and adds it to the attack roll and the damage roll. If Chthon already had an Increasing Rage die, instead it increases by one step as follows: d4, d6, d8, d10, d12, d20. If Chthon's Increasing Rage die is a d20, it can't increase further.

## Legendary Actions

Chthon 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. Chthon regains spent legendary actions at the start of his turn.

**Cast a Minor Spell.** Chthon casts a spell from his Innate Spellcasting list available at will.

**Chew.** Chthon makes an upper bite attack with advantage against a creature he is grappling.

**Rabid Lunge (Costs 2 Actions).** Chthon moves up to half his speed directly toward an enemy that damaged him since his last turn and makes two claw attacks against that creature if it is within reach. If either hits, the target is knocked prone.

## Shadow Actions

On initiative count 20 (losing initiative ties), Chthon takes a Shadow action to cause one of the following effects. He can't take the same action two rounds in a row.

**Erupting Blades.** A bladed thicket (page 125) erupts from all surfaces in a 60-foot-radius circle centered in a point Chthon can see. Each creature within 5 feet of such a surface when the blades appear must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) slashing damage. The thicket lasts until Chthon dies or uses this action again.

**Might of Earth.** Chthon regains 33 (6d10) hit points and the use of his *earthquake* spell if he is touching the ground.

**Roaring Earth.** A loud tremor rips through a 100-foot-radius circle centered on a point on the ground that Chthon can see within 300 feet. The area becomes difficult terrain and each creature on the ground must succeed on a DC 18 Strength saving throw or fall prone. Any creature on the ground in the area concentrating on a spell must succeed on a DC 18 Constitution saving throw or lose concentration.



# Geryon

Geryon is a primordial force of duplicity and betrayal. Each of his three aspects is both psychically linked and intent on different goals, willing and able to betray the others to see Lord Geryon become the Archlord that aspect desires. One wants to become master of illusion magic and pretty falsehoods; another wants to form an alliance of fiends to storm the good planes of existence; and the third wants to become a dark god of murder and secrets worshiped across the many mortal worlds. All are eager to seize the spoils of an Underhell invasion.

When Lord Geryon's lieutenants go against his orders, he is surprisingly disinterested. Indeed, he is adept at situating his minions such that when they dare oppose his interests, they find that they have accidentally ruined their own goals or unwittingly helped Geryon more than themselves. This can be confusing for all involved, since sometimes a minion's plan involves furthering the schemes of one of Geryon's aspects at the expense of another.

Lord Geryon's strategy in the mortal world is similarly tripartite: he seeks enough power to split into three Archlords, requiring a tremendous number of souls and evil magic items; he searches for mortal pawns to help flush out all the remaining threats to the invasion; and he acquires tools useful in slaying other Archlords, including potential allies and possibly even other aspects of himself. Lord Geryon delights in taking useful resources from mortals and turning them against their intended users.

***Crowns.*** Lord Geryon wears two *crowns of the Underhell*.

***Legions.*** Geryon typically allies with the Gehenna, Hades, Lethe, Pandemonium, and Sheol legions.

## Geryon's Shadow

Geryon's presence causes the world to change in subtler ways than most Archlords, sometimes catching travelers unawares.

### Regional Effects

Geryon's presence causes all of the following magical effects when he comes within 6 miles.

- **Blessing of Betrayal.** Creatures in the region gain the flaw "I betray those who trust me and eagerly help traitors in exchange for any cut of the spoils."
- **Liars.** Harpies, lycanthropes, rakshasas, evil shapechangers, and other duplicitous creatures are drawn to Geryon's Shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Ravaged by Poison.** Pools of gloom (page 128) and poisons (page 129) like majestic breath and sequestering poison appear in seemingly safe places across the land and remain indefinitely after Geryon's departure, fading only after he is banished from the world completely.

If Geryon moves farther than 6 miles, these effects disappear over the course of 1d10 days. The ravages end only 1d10 days after he dies or is banished.

## Geryon in Combat

Geryon has three connected bodies, which must each be slain to destroy the fiend.

***Traitor Aspect.*** One aspect of this partially-united mind and body hopes to slay the others in order to gain total control over their shared form. The traitor (typically the lower body) telepathically offers to go easy on the party in exchange for only attacking the other two bodies. At the start of Geryon's turn, if the traitor body has not been harmed since Geryon's last turn and at least one of the other bodies has, the traitor replaces his attack for that round with a slam attack.

This giant creature combines three humanoid frames into one conglomerate: two humanoid beings shoulder-to-shoulder, each wielding a massive jawbone club and snarling with inhuman jaws like hungry piranhas, and a third form lurching forward below them with overlong arms and a gaping maw. Their entrails fuse together between the fiend's two legs and below the hoofed limb that joins the nearest shoulders of the upper bodies.

# Lord Geryon

*Large fiend, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 350 (28d10 + 196), divided among three bodies (see below)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 16 (+3) | 24 (+7) | 19 (+4) | 18 (+4) | 21 (+5) |

**Saving Throws** Con +14, Int +11, Wis +11, Cha +12
**Skills** Arcana +11, Deception +12, Perception +18, Stealth +10
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** necrotic
**Condition Immunities** charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
**Senses** darkvision 300 ft., truesight 120 ft., passive Perception 28
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 24 (62,000 XP)

***Innate Spellcasting.*** Geryon's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Geryon can innately cast the following spells as a 20th-level caster, requiring no material components:

At will: *dispel magic*, *magic missile* (2nd level), *major image*, *misty step*, *shocking grasp*

***Legendary Resistance (3/day).*** If Geryon fails a saving throw, he can choose to succeed instead.

***Three Bodies.*** Geryon has three bodies. When a body is slain, Geryon can no longer make the attack corresponding to that body. Geryon can always make slam attacks. An attacker that hits Geryon with an attack or targets him with a spell or effect decides which body to target. Damage dealt to an area including Geryon is split evenly between the surviving bodies.

**Right-Armed Body.** 130 hp, wields Withering Club.

**Left-Armed Body.** 100 hp, wields Necrotic Club.

**Lower Body.** 120 hp, makes bite attacks.

## Actions

***Multiattack.*** Geryon casts a spell from his Innate Spellcasting list and makes three attacks: up to one bite and one attack with each of his two clubs, provided the appropriate bodies have not yet been slain. For each slain body, Geryon instead makes a slam attack.

***Bite.*** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and the target must make a DC 20 saving throw using the ability score of its choice. On a failed save, that ability score is reduced by 1d6 until restored by *greater restoration* or similar magic.

***Necrotic Club.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and 10 (3d6) necrotic damage. Unless the target succeeds on a DC 20 Constitution saving throw, its hit point maximum is reduced by the amount of necrotic damage it takes until restored by *greater restoration* or similar magic.

***Withering Club.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target must succeed on a DC 20 Constitution saving throw or gain 1 level of exhaustion.

***Slam.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and if the target is Medium or smaller, it is pushed up to 5 feet in the direction of Geryon's choice.

## Legendary Actions

Geryon 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. Geryon regains spent legendary actions at the start of his turn.

**Scramble.** Geryon moves up to 10 feet and makes a slam attack.

**Cast a Spell.** Geryon casts a spell from his Innate Spellcasting list.

## Shadow Actions

On initiative count 20 (losing initiative ties), Geryon takes a Shadow action to cause one of the following effects. He can't choose the same action twice in a row.

**Behind You.** Geryon becomes invisible and teleports to a location he can see within 60 feet. The invisibility ends when he attacks or casts a



spell.

**Horrifying Illusion.** Geryon creates an illusion of a terrible danger (such as a pit filled with grasping zombies or rains of boiling oil) from the mind of a creature he is communicating with telepathically. It fills a 30-foot cube centered on a point Geryon can see. Each enemy that starts its turn in the area or enters the area for the first time on a turn must succeed on a DC 20 Intelligence saving throw or take 16 (3d10) psychic damage. The area is difficult terrain and lightly obscured for creatures that have failed this saving throw. Creatures who succeed on the saving throw or who succeed on a DC 20 Intelligence (Investigation) check as an action can see through the area and automatically succeed on saving throws against the illusion. The illusion lasts until Geryon dies or uses this action again.

**Rain of Bones.** Bones fall briefly in a 30-foot-radius, 120-foot-tall cylinder over a point Geryon can see within 90 feet. Creatures in the area must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) bludgeoning damage, fall prone, and drop any objects held in hand. The surface below becomes difficult terrain.

## Geryon's Avatar

Geryon's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Geryon.

**Hit Points** 250 (20d10 + 140)
**Saving Throws** —
**Skills** Arcana +10, Deception +11, Perception +16
**Senses** darkvision 300 ft., truesight 120 ft., passive Perception 26
**Challenge** 17 (18,000 XP)

***Innate Spellcasting.*** Spell save DC 19, +11 to hit with spell attacks

**Right-Armed Body.** 100 hp, wields Withering Club.

**Left-Armed Body.** 70 hp, wields Necrotic Club.

**Lower Body.** 80 hp, makes bite attacks.

### Actions

***Multiattack.*** Geryon's avatar makes three attacks (but doesn't cast a spell): up to one bite and one attack with each club, provided the appropriate bodies have not yet been slain. For each slain body, Geryon's avatar instead makes a slam attack.

*Melee Weapon Attack:* +12 to hit; save DC 19

### Legendary Actions

Geryon's avatar can take only 2 legendary actions.

# Humbaba

Lord Humbaba is a patron of disease, decay, poison, warmongering, inciting hatred, and all malicious acts centered around creating violence and chaos beyond one's control. He stokes the rage and frustration of fiends (especially void maggots) and mortals alike to turn them to war for his benefit and amusement. Humbaba favors underfiend minions, which he considers aspects of his greatness.

Lord Humbaba's favored mortal vessels are crusaders, warlords, weapon-sellers, those who destabilize good governments, and hatemongers. His invasions lead off with arson, pillaging, despoiling water sources, and utter destruction of all infrastructure.

***Crowns.*** Lord Humbaba wears two *crowns of the Underhell.*

***Legions.*** Humbaba usually allies with fiends of the Acheron, Gehenna, Hades, Phlegethon, and Tartarus legions.

## Humbaba's Shadow

Humbaba's presence generates pestilence and turns the world's bounty into deadly poisons.

### Regional Effects

Humbaba's presence within 6 miles might cause any of the following magical effects in the region.

- **Carriers.** Diseased creatures proliferate in the region, many of them with a corruption trait matching a legion Humbaba leads. Aboleths, lycathropes, otyughs, rats, and other creatures that happen to carry diseases appear often. Even a creature that isn't corrupted that carries a communicable disease must make a DC 15 Wisdom saving throw upon entering the region or finishing a short or long rest there. On a failed save, it is magically compelled to expose another creature to the disease as quickly as possible.
- **Pestilence.** Pestilence spreads across the land and remains indefinitely after Humbaba's departure, fading only after he is banished from the world completely. All the diseases of the Underhells (starting on page 123) are common in the region. At the least, whenever a creature finishes a short or long rest in the region, it is exposed to the deathlike rigor disease (page 124), except the save DC is 15.
- **Poisonous Bounty.** Plants and beasts become poisonous to eat, even to each other. A creature that eats one must succeed on a DC 15 Constitution saving throw or be poisoned. At the end of each long rest outside the Shadow, the creature can make another saving throw, ending the condition on itself on a success.

If Humbaba dies or moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The pestilence lasts until Humbaba is banished.

## Humbaba in Combat

Lord Humbaba seeks to take on as many of his foes at once as possible, letting none rest or stay back from the fray. He leaps into melee, biting every creature he can. When he can't reach all his foes in the same turn, he shoots poison spikes at those too far away in order to keep them off-balance.

This singular beast has six hooved legs, three heads, and a long, scorpion-like tail. His central head has a leering, humanoid visage, but the head on each side is a grinning equine skull.

## Humbaba's Avatar

Humbaba's avatar has no Archlord's Shadow and no Shadow actions. He has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Humbaba.

**Hit Points** 195 (17d12 + 85)
**Saving Throws** —
**Skills** Insight +9, Perception +9
**Senses** darkvision 300 ft., truesight 60 ft., passive Perception 19
**Challenge** 15 (13,000 XP)

***Innate Spellcasting.*** Spell save DC 17, +9 to hit with spell attacks

### Actions

***Bite.*** *Melee Weapon Attack:* +11 to hit; save DC 19

***Poison Spike.*** *Ranged Weapon Attack:* +10 to hit; save DC 18

***Tongue.*** *Melee Weapon Attack:* +11 to hit; save DC 18

### Legendary Actions

Humbaba's avatar can take only 2 legendary actions.

# Lord Humbaba

*Huge fiend, chaotic evil*

**Armor Class** 18 (natural armor)
**Hit Points** 241 (21d12 + 105)
**Speed** 50 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 20 (+5) | 21 (+5) | 18 (+4) | 19 (+4) | 19 (+4) |

**Saving Throws** Str +12, Con +11, Wis +10, Cha +10
**Skills** Insight +10, Perception +10
**Damage Immunities** necrotic, poison
**Condition Immunities** incapacitated, petrified, poisoned
**Senses** darkvision 300 ft., truesight 60 ft., passive Perception 20
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 20 (25,000 XP)

***Innate Spellcasting.*** Humbaba's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Humbaba can innately cast the following spells, requiring no somatic or material components:

At will: *blight*, *contagion*, *dispel magic*

3/day: *cloudkill*

1/day: *incendiary cloud*

***Legendary Resistance (3/day).*** If Humbaba fails a saving throw, he can choose to succeed instead.

***Three Heads.*** Humbaba has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

## Actions

***Multiattack.*** Humbaba makes either two poison spike attacks or three melee attacks: one tongue attack and two bite attacks.

***Bite.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage and the target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is infected with a disease or poison, it must also make a saving throw against the disease or poison, suffering the usual consequences for failure but gaining no benefit for success. Until the prone condition ends, Humbaba's ranged attacks don't gain disadvantage from the target being within 5 feet.

***Poison Spike.*** *Ranged Weapon Attack:* +11 to hit, range 100/300 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the target must succeed on a DC 19 Constitution saving throw or take 11 (2d10) poison damage and be poisoned for 1 minute (which doesn't take effect inside Humbaba's shadow). At the end of each of the poisoned target's turns outside Humbaba's Shadow, the target must make another saving throw, taking 11 (2d10) poison damage on a failed save, or ending the condition on itself on a success.

***Tongue.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage, 10 (3d6) necrotic damage, and the target is grappled (escape DC 16). The target is exposed to deathlike rigor (page 124; save DC 19). Until the grapple ends, Humbaba's ranged attacks don't gain disadvantage from the target being within 5 feet.

## Legendary Actions

Humbaba 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. Humbaba regains spent legendary actions at the start of his turn.

**Bite.** Humbaba makes a bite attack.

**Cast An Effortless Spell (Costs 2 Actions).** Humbaba casts a spell from his list of innate spells available at will.

**Poison Spike.** Humbaba makes a poison spike attack.

**Promote Gryllus (Costs 2 Actions).** Humbaba kills a gryllus he can see within 90 feet, transforming its essence into a bonestrike underfiend (page 221) at a location within 30 feet of the gryllus.

## Shadow Actions

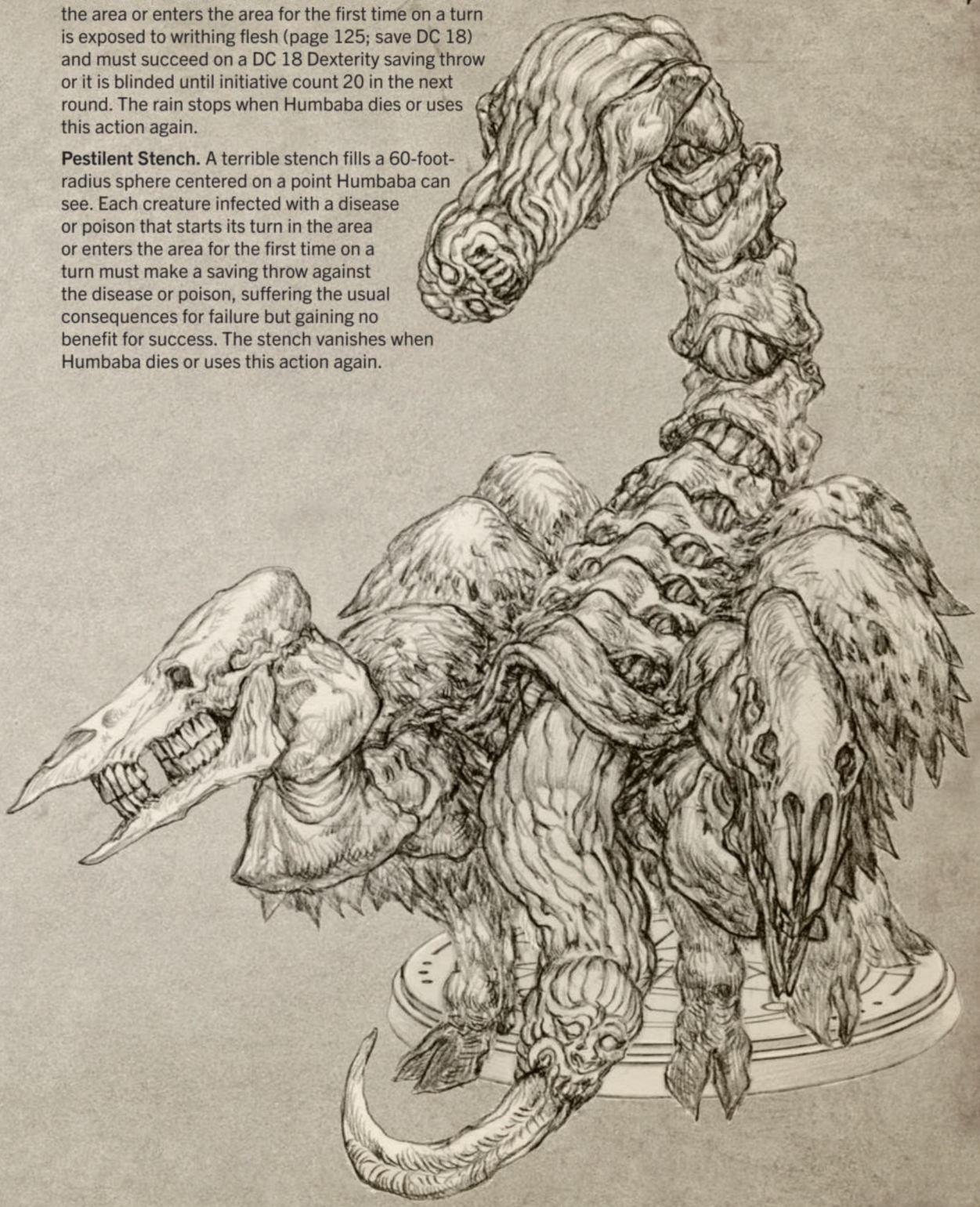
On initiative count 20 (losing initiative ties), Humbaba takes a Shadow action to cause one of the following effects.

**Conjure Gryllus.** Humbaba summons a shining gryllus (page 217) at an unoccupied location he can see within 90 feet. Roll initiative for the gryllus, which has its own turns. The gryllus vanishes when reduced to 0 hit points.

**Infectious Slime.** Toxic slime rains down in a 30-foot-radius cylinder extended up from a surface to

the sky or surface above. The area is lightly obscured and difficult terrain. A creature that starts its turn in the area or enters the area for the first time on a turn is exposed to writhing flesh (page 125; save DC 18) and must succeed on a DC 18 Dexterity saving throw or it is blinded until initiative count 20 in the next round. The rain stops when Humbaba dies or uses this action again.

**Pestilent Stench.** A terrible stench fills a 60-foot-radius sphere centered on a point Humbaba can see. Each creature infected with a disease or poison that starts its turn in the area or enters the area for the first time on a turn must make a saving throw against the disease or poison, suffering the usual consequences for failure but gaining no benefit for success. The stench vanishes when Humbaba dies or uses this action again.



# Jabootu

Lord Jabootu is an embodiment of despair, especially soul-weakening art and stories that spread panic, anxiety, and hopelessness. Wherever he goes, he saps the willpower and vitality from all things. When he has time, he is a forge and smith of the living protomatter that composes the Underhell. He crafted several evil artifacts and magic items. The most famous of his works are the *crowns of the Underhell* used by many Archfiends, who paid him handsomely in souls and magical secrets for the items.

Lord Jabootu's invasions tend to originate with creatures who have the callousness to cultivate or exploit despair in others. Once in the mortal realm, he prioritizes psychological warfare: spectacular displays of devastation centered on monuments, great works of art, and other cultural touchstones of the mortals he is subjugating.

***Crowns.*** Lord Jabootu wears two *crowns of the Underhell*.

***Legions.*** Lord Jabootu typically allies with the Acheron, Lethe, and Pandemonium legions.

## Jabootu's Shadow

Jabootu's presence causes the world to become dreary, colorless, and hopeless.

### Regional Effects

Jabootu's presence causes all of the following magical effects when he comes within 6 miles.

- **Blessing of Despair.** Creatures in the area feel compelled to give themselves up to be killed by Jabootu and his minions. Whenever a creature is attacked by a more powerful foe in the region, the target can choose to give the attack roll advantage. If the attack deals at least 25 damage, the target gains a boon. This boon can be used as a reaction to negate one exposure to Degradation or to regain 20 hit points after taking damage.
- **Foul Art.** Artists and creative monsters are inspired to create works of horrific and despair-inducing song and art. Hags, harpies, evil satyrs, and other monsters that create or distort art or music are drawn to Jabootu's Shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Degradation.** Despair and weakness spread across the land and remain indefinitely after Jabootu's departure from the area. A creature that enters where his Shadow has been has its Strength score and each spellcasting ability score it has reduced by 1d4 until restored by a *greater restoration* spell or similar magic.
- **Fleshy Terrain.** Fleshy terrain (page 126) appears across the region and lingers indefinitely after Jabootu's departure, forming into leering faces and occult patterns. Architecture and art become fleshy exaggerations of themselves.

If Jabootu moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The degradation and fleshy terrain end only 1d10 days after he dies or is banished.

## Jabootu in Combat

Jabootu revels in the weakness he causes, and he focuses on further demoralizing any creatures he encounters before finally finishing them off. He knows better than to let his foes rally or stay back and support each other. He does his best to ensure all foes are continually in danger (at least via his Deadly Tedium).

## Jabootu's Avatar

Jabootu's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Jabootu.

**Hit Points** 147 (14d10 + 70)
**Saving Throws** —
**Skills** Arcana +9, Perception +8
**Senses** blindsight 60 ft., truesight 120 ft., passive Perception 18
**Challenge** 15 (10,000 XP)

***Deadly Tedium.*** Save DC 17; 7 (2d6) psychic damage

***Innate Spellcasting.*** Spell save DC 17, +9 to hit with spell attacks

### Actions

*Melee Weapon Attack:* +10 to hit; save DC 18

***Agonizing Note.*** +9 to hit

### Legendary Actions

Jabootu's avatar can take only 2 legendary actions.

# Lord Jabootu

*Large fiend, lawful evil*

**Armor Class** 17 (natural armor)
**Hit Points** 220 (21d10 + 105)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 18 (+4) | 21 (+5) | 18 (+4) | 17 (+3) | 19 (+4) |

**Saving Throws** Dex +10, Wis +9, Cha +10
**Skills** Arcana +10, Perception +9
**Damage Resistances** psychic, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
**Damage Immunities** necrotic, poison
**Condition Immunities** exhaustion, frightened, paralyzed, petrified, poisoned, stunned
**Senses** blindsight 60 ft., truesight 120 ft., passive Perception 19
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 19 (22,000 XP)

***Innate Spellcasting.*** Jabootu's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Jabootu can innately cast the following spells as a 17th-level caster, requiring his totem (which is never consumed) in place of any material components:

At will: *calm emotions*, *dispel magic*, *phantasmal killer*, *shatter*, *vicious mockery*

1/day each: *circle of death* (6th level), *hypnotic pattern* (3rd level), *sleep* (5th level)

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

***Deadly Tedium.*** As a bonus action, Jabootu plays a cripplingly tedious song in the minds of all conscious creatures of his choice that he can see within 150 feet. Each must succeed on a DC 18 Intelligence saving throw or take 10 (3d6) psychic damage.

## Actions

***Multiattack.*** Jabootu makes either two ranged attacks or three melee attacks: a bite with his upper head and two slap attacks.

***Bite.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

***Slap.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage and 6 (1d12) thunder damage. If the target is Medium or smaller it is moved up to 10 feet in the direction of Jabootu's choice unless it succeeds on a DC 19 Strength saving throw.

***Agonizing Note.*** *Ranged Spell Attack:* +10 to hit, range 150 ft., one target. *Hit:* 19 (3d12) thunder damage. The target's hit point maximum is reduced by the amount of thunder damage it takes until it finishes a long rest.

## Reactions

***Contain Spell (3/Day).*** Jabootu absorbs a spell that targets or includes him into the totem he carries. The spell has no effect. If the spell was cast at a slot level equal to or greater than one or more of Jabootu's expended innate spells, he regains the use of one such spell.

## Legendary Actions

Jabootu 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. Jabootu regains spent legendary actions at the start of his turn.

**Slap.** Jabootu makes a slap attack.

**Agonizing Note.** Jabootu makes an Agonizing Note attack.

**Cast an Effortless Spell.** Jabootu casts a spell from his Innate Spellcasting list available at will.

## Shadow Actions

On initiative count 20 (losing initiative ties), Jabootu takes a Shadow action to cause one of the following effects. He can't choose the same action two rounds in a row.

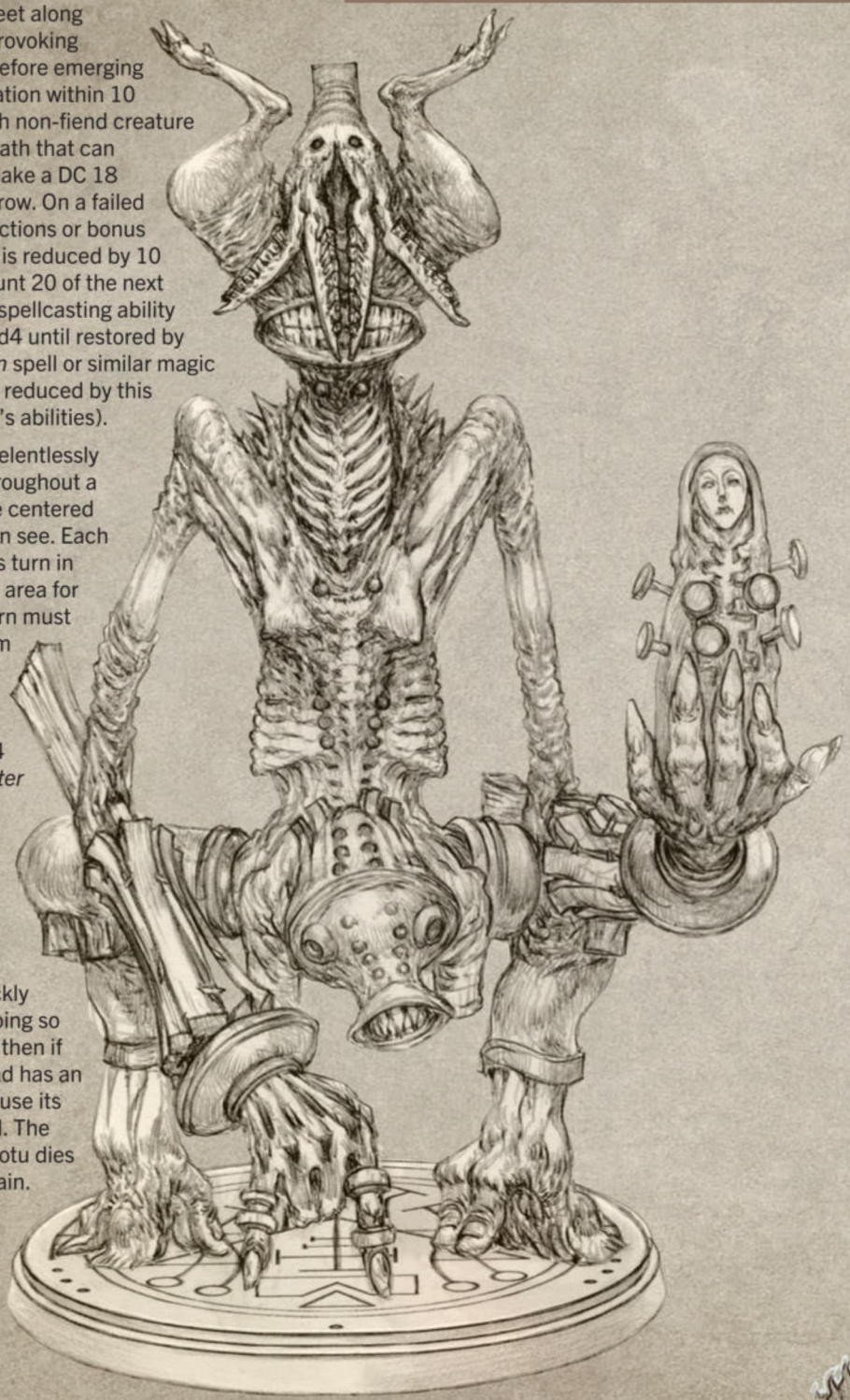
**Cruel Caricature.** Jabootu molds a part of the fleshy terrain into the likeness of a creature he can see within 90 feet. It becomes a *simulacrum* (as the spell) of the creature except its alignment is chaotic evil, it is obsessed with destroying the original, and its appearance is an unflattering exaggeration of the real creature's. Roll initiative for the simulacrum, which has its own turns. The simulacrum is charmed by Jabootu, can't use bonus actions or reactions, can't use spell slots of the highest two levels the target has, and has no equipment other than nonmagical versions of the original's weapons and scraps of clothing. It falls

apart when Jabootu dies or uses this action again. Its equipment vanishes 1 round after being separated from it.

**Maddening Mural.** Jabootu enters a surface within 10 feet, becoming a 2-dimensional image of himself as part of a horrific fiendish mural, and moves up to 30 feet along the surface without provoking opportunity attacks before emerging in an unoccupied location within 10 feet of his image. Each non-fiend creature within 60 feet of his path that can see his image must make a DC 18 Intelligence saving throw. On a failed save, it can't take reactions or bonus actions and its speed is reduced by 10 feet until initiative count 20 of the next turn. In addition, any spellcasting ability it has is reduced by 1d4 until restored by the *greater restoration* spell or similar magic (unless it was already reduced by this or another of Jabootu's abilities).

**Unbearable Tune.** A relentlessly terrible song plays throughout a 30-foot-radius sphere centered on a point Jabootu can see. Each creature that starts its turn in the area or enters the area for the first time on its turn must make a DC 18 Wisdom saving throw. On a failed save, each spellcasting ability it has is reduced by 1d4 until restored by *greater restoration* or similar magic (unless it was already reduced by this or another of Jabootu's abilities). The creature must use its movement to leave the area as quickly as possible, even if doing so puts it in danger, and then if it still is in the area and has an action to use, it must use its action to leave as well. The song ends when Jabootu dies or uses this action again.

This towering, emaciated fiend seems more like an effigy than a living monster. It walks on two squat arm-like hooves and has a strange mask-like head on its stomach as well as a grinning, eyeless head atop its ribbed neck. Its long, skinny arms easily touch the ground while it stands.



# Orobas

Lord Orobas is fiendish master of temptation and pride. Certain of his strength and invulnerability, he toys blatantly with other creatures, daring them to strike. He obsesses over displaying his accumulated power, strength, and the magic items he has created. Lord Orobas knows the secret of creating *crowns of the Underhell* (page 39) and wears three. He bribes the fiends of his legions into exceptional loyalty with magic items, especially skeletoys (page 42).

Not unlike Lady Stheno (whom he condescends to ally with often), Lord Orobas tends to begin his invasions by exploiting creatures who believe themselves infallible, who are too proud ever to doubt their own skill and righteousness. His victims might be archmages, high priests, or even mighty heroes who have earned their great confidence. Once in the mortal world, Orobas is eager to destroy the works of mighty beings. His forces watch for signs of worthy mortal heroes, who would make ideal targets for Orobas' obsession.

***Crowns.*** Lord Orobas wears three *crowns of the Underhell.*

***Legions.*** Orobas typically allies with the Annwn, Gehenna, and Hades legions.

## Orobas's Shadow

Orobas's presence causes the world to fill with cryptic clues and cruelly inaccessible weapons.

### Regional Effects

Orobas's presence causes all of the following magical effects when he comes within 6 miles.

- **Masterminds.** Nagas, rakshasas, hags, evil mages, and other creatures of exceptional self-importance and cleverness are drawn to Orobas's Shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Ravaged by Curses.** Curses, especially the gaping thoughts curse (page 122), spread across the land and remain indefinitely after Orobas's departure, fading only after he is banished from the world completely. Unattended magic items left in the region for 10 days might become cursed magic items of a similar type.
- **Trapped Treasures.** Traps such as pools of gloom and suffocating ash pits (page 128) appear near useful items and defensible positions, especially weapons that can hurt fiends.

If Orobas moves farther away than 6 miles, these effects disappear over the course of 1d10 days. The curses end only 1d10 days after he dies or is banished.

## Orobas in Combat

Orobas is so certain of his own indestructibility and so pleased with his obvious superiority over mere mortals that he constantly wants to show off his boundless resources and powers. He doesn't consider the possibility that he might lose, and he will never retreat. If he is winning too easily, he taunts foes with courses of action they haven't thought of, even if that information might prove useful to them.

## Orobas's Avatar

Orobas's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Orobas.

**Hit Points** 184 (16d12 + 80)
**Saving Throws** —
**Skills** Arcana +12, Perception +15
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 25
**Challenge** 19 (22,000 XP)

***Innate Spellcasting.*** Spell save DC 20, +12 to hit with spell attacks, all spells cast at minimum slot level

### Actions

***Multiattack.*** Orobas makes a bite with his lower head and one Royal Medallion attack.

***Bite.*** *Melee Weapon Attack:* +12 to hit; save DC 19

***Royal Medallion.*** *Melee or Ranged Weapon Attack:* +12 to hit; save DC 20

### Legendary Actions

Orobas's avatar can take only 2 legendary actions.

This creature could pass for two, with an ogre-like fiend at first appearing to carry a smaller fiend on a throne on its shoulders. On closer inspection, the seated figure, with a skull-like face and hooves instead of hands or feet, visibly shares its spine with the larger body underneath.

# Lord Orobas

*Huge fiend, neutral evil*

**Armor Class** 22 (natural armor)
**Hit Points** 299 (26d12 + 130)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 22 (+6) | 21 (+5) | 23 (+6) | 17 (+3) | 22 (+6) |

**Saving Throws** Dex +14, Int +14, Wis +11, Cha +14
**Skills** Arcana +14, Perception +19
**Damage Resistances** psychic
**Damage Immunities** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 29
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 27 (105,000 XP)

***Innate Spellcasting.*** Orobas's spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Orobas can innately cast the following spells as a 20th-level caster, requiring no material components:

At will: *call lightning* (6th level), *dispel magic* (5th level), *eldritch blast*, *phantasmal killer* (9th level)

1/day each: *feeblemind*, *mass suggestion*, *power word stun*, *prismatic wall*

***Legendary Resistance (3/day).*** If Orobas fails a saving throw, he can choose to succeed instead.

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

## Actions

***Multiattack.*** Orobas makes three attacks: a bite with his lower head and two Royal Medallion attacks.

***Bite.*** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage and 11 (2d10) poison damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned until the start of Orobas's next turn.

***Royal Medallion.*** *Melee or Ranged Weapon Attack:* +14 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage and 17 (5d6) psychic damage. The Royal Medallion is left embedded in the target, who magically knows how it can be used. A creature holding one can break it as a bonus action. The next time the creature makes an attack roll against Orobas, the magic makes it more effective. If the attack missed, the user gets a +5 bonus on the attack roll (which can make the attack hit). If the attack hit, Orobas loses his damage immunities against that attack and until the start of his next turn. It does not know beforehand, but after using the medallion the creature must succeed on a DC 22 Wisdom saving throw or gain an indefinite madness. While it has this madness, the creature has disadvantage on saving throws against Orobas's spells. If the creature dies while it has this madness, it becomes a void maggot and can't be returned to life until the void maggot is slain.

## Legendary Actions

Orobas 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. Orobas regains spent legendary actions at the start of his turn.

**Bite.** Orobas makes a bite attack.

**Cast an Effortless Spell.** Orobas casts a spell from his Innate Spellcasting list available at will.

**Cast a Spell (Costs 2 Actions).** Orobas casts a spell from his Innate Spellcasting list, expending a use as normal.

## Shadow Actions

On initiative count 20 (losing initiative ties), Orobas takes a Shadow action to cause one of the following effects. He can't choose the same option two rounds in a row.

**Generous Trap.** A 5-foot-wide pillar up to 60 feet wide rises from the ground with a *sun blade* atop it. A creature standing in the location where it appears must make a DC 20 Dexterity saving throw. On a failed save, it takes 14 (1d8 + 10) radiant damage as it is cut by the blade and falls to the ground (typically taking 6d6 bludgeoning damage from the fall) unless it can hover. On a successful save, it is still cut by the sword but can choose to rise with it. The base of the pillar is surrounded on all sides by isolating oubliettes (page 127), which a creature

falling from the pillar falls into without another saving throw. The sword, pillar, and traps vanish if Orobas dies or uses this action again. Creatures on the pillar when it vanishes fall; creatures in the oubliettes reappear prone where they fell from (or in the nearest unoccupied location, if that space is occupied).

**Horde of Admirers.** Orobas summons five simpering maggots (page 209), three leering grylluses (page 215), one flesheater underfiend (page 223), or one rampant cacodaemon (page 229) at a location he can see within 60 feet. Roll initiative for the fiends as a group, who have their own turn. The fiends vanish if Orobas dies or uses this action again.

**Whispers of Glory.** Disembodied voices murmur about Orobas's achievements, omnipotence, and invulnerability in a 60-foot-radius sphere centered on a point Orobas can see within 300 feet. Each creature that enters the area for the first time or starts its turn in the area must succeed on a DC 20 Wisdom saving throw or use its all its movement to approach Orobas and fall prone (as quickly as possible without taking damage, if flying).



# Procrustes

Lord Procrustes is an especially alien entity to the Material Plane, even for a fiend of the Underhell. He is a skilled creator of magic items and is often approached by fiend lords eager to access his creations and arcane knowledge, as well as his help in planning invasions into other planes of existence.

Lord Procrustes ably exploits creatures smart enough to learn about him but too arrogant to acknowledge he might be too dangerous for them to handle. He usually invades the mortal world through arcane redoubts held by potent archmages who know too many dangerous arcane secrets. His invaders have orders to locate and secure sites, items, and creatures of magical power—especially unusual ones. When seizing magical creatures, they also seize any relations and allies nearby that might prove useful leverage over the creature.

***Crowns.*** Lord Procrustes wears three *crowns of the Underhell*.

***Legions.*** Procrustes typically allies with the Hades, Pandemonium, Sheol, or Styx legions.

## Procrustes's Shadow

Procrustes's presence causes the world to become utterly alien to mortal life.

### Regional Effects

Procrustes's presence causes all of the following magical effects when he comes within 6 miles.

- **Horrors.** Aboleths, cloakers, gibbering mouthers, evil mimics, and other strange and callous aberrations and monstrosities are drawn to Procrustes's shadow and corrupted, gaining a corruption trait matching the legion he leads. Local plants and animals become corrupted, noxious, and otherworldly.
- **Ravaged by Curses.** Curses (page 122) settle on objects, especially texts, in Procrustes's wake. Fleshy ground, fog of fear, and vicious halos (page 129) appear throughout the region and remain indefinitely after Procrustes's departure, fading only after he is banished from the world completely.
- **Ravaged by Fiendish Geometries.** Space stretches and twists even more than usual for an Archlord's Shadow, and remains warped indefinitely after Procrustes's departure. No direct sunlight ever reaches the ground. Ever-shifting optical illusions limit useful visual range to 150 feet, even in the air. Wisdom (Survival) checks made to live off the land, navigate the region, or track creatures have disadvantage and the DC is never less than 20. Failing the check by 5 or more results in traveling in the wrong direction at double speed or instantly transporting far to the other side of the destination.

If Procrustes moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The curses and fiendish geometries revert only 1d10 days after he dies or is banished.

## Procrustes in Combat

Procrustes is little interested in combat but enjoys studying the effects his magic has on mortals. He rips apart the normal laws of space, exposing mortals to alien geometries their bodies are not designed to interact with.

## Procrustes's Avatar

Procrustes's avatar has no Archlord's Shadow, no Magical Claw legendary action, and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Procrustes.

**Hit Points** 231 (22d10 + 110)
**Saving Throws** —
**Skills** Arcana +13, Perception +12
**Senses** blindsense 300 ft., truesight 120 ft., passive Perception 22
**Challenge** 19 (22,000 XP)

***Innate Spellcasting.*** Spell save DC 21

### Actions

***Multiattack.*** Procrustes makes three attacks: one bite and two claws.

*Melee Weapon Attack:* +13 to hit

***Extradimensional Intrusion.*** Save DC 21

### Legendary Actions

Procrustes's avatar can take only 2 legendary actions.

**Hungry Flight.** save DC 18

# Lord Procrustes

*Large fiend, chaotic evil*

**Armor Class** 17 (22 with *shield*)
**Hit Points** 357 (34d10 + 170)
**Speed** 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 25 (+7) | 20 (+5) | 25 (+7) | 22 (+6) | 21 (+5) |

**Saving Throws** Dex +15, Int +15, Wis +14, Cha +13
**Skills** Arcana +15, Perception +14
**Damage Immunities** force; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** incapacitated, paralyzed, petrified, stunned, unconscious
**Senses** blindsense 300 ft., truesight 120 ft., passive Perception 24
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 28 (120,000 XP)

***Innate Spellcasting (Psionics).*** Procrustes's spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). Procrustes can innately cast the following spells, requiring no components:

At will: *arcane hand* (8th level), *dispel magic* (8th level), *shield*

1/day each: *disintegrate*, *maze*, *prismatic spray*, *weird*

***Legendary Resistance (3/day).*** If Procrustes fails a saving throw, he can choose to succeed instead.

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

***Reactive.*** Procrustes can take one reaction on every turn in a combat.

## Actions

***Multiattack.*** Procrustes either uses Extradimensional Intrusion and makes a bite attack or makes four attacks: one bite and three claws.

***Bite.*** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage and 11 (2d10) psychic damage.

***Claw.*** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage and 7 (2d6) force damage.

***Extradimensional Intrusion.*** Procrustes draws a many-faceted three-dimensional diagram of glowing lines, which flies in the blink of an eye to envelop a creature he can see within 150 feet. The diagram rips open a vortex to a random Underhell dimension, exposing the target to its dangerous properties. Roll 1d100. If the result is less than the target's hit point total, the target's body and soul are crushed and its hit point total is reduced to that number unless it succeeds on a DC 23 Charisma saving throw. If the result is more than the target's hit point total, the target's body and soul are stretched beyond their limits and the target must make a DC 23 Charisma saving throw, taking 61 (6d6 + 40) force damage on a failed save, or half as much damage on a successful one. If the result exactly matches the target's hit point total, it is perfectly in tune with the space it is exposed to, and rather than any harm, it gains inspiration.

## Reactions

***Shield.*** Procrustes can innately cast *shield*.

## Legendary Actions

Procrustes 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. Procrustes regains spent legendary actions at the start of his turn.

**Claw.** Procrustes makes a claw attack.

**Hungry Flight (Costs 2 Actions).** Procrustes flies up to half his flying speed and makes a bite attack at any point during that movement. On a hit, the target must succeed on a DC 20 Strength saving throw or be knocked prone.

**Magical Claw (Costs 3 Actions).** Procrustes makes a claw attack. On a hit, he can cast a spell from his Innate Spellcasting list, expending a use as normal. If the spell has a target, he must choose the target he hit.

**Teleport (Costs 2 Actions).** Procrustes teleports to an unoccupied space he can see within 60 feet.

## Shadow Actions

On initiative count 20 (losing initiative ties), Procrustes takes a shadow action to cause one of the following effects.

**Cosmic Disruption.** Procrustes creates a transparent 50-foot cube centered on a point he can see within 150 feet. Whenever a creature passes through a face

of the cube, even by teleporting, it must succeed on a DC 20 Charisma saving throw or disappear through the Underhell for a brief moment and reappear in an unoccupied space of Procrustes's choice within 10 feet of its original destination. Traveling through the Underhell deals 22 (4d10) psychic damage to the creature. The cube disappears when Procrustes dies or uses this action again.

**Magical Rift.** Procrustes creates a field of swirling energy in a 60-foot-radius sphere centered on a point he can see within 90 feet. Whenever a non-fiend creature starts its turn in the sphere, it can feel the rift tear at its mind and body unless stalled by magical energy. The creature can expend a spell slot as a reaction to mitigate the effects of the sphere. It takes 27 (6d8) force damage reduced by 1d8 per level of the expended spell slot. If the spell slot is at least 6th level, the creature takes no damage at all. The rift disappears when Procrustes dies or uses this action again.

**Pervert Gravity.** Procrustes chooses a point he can see within 90 feet. Gravity is reversed in a 20-foot radius, 10-foot high cylinder centered on that point. All creatures and objects that aren't somehow anchored to the ground in the area fall upward. A creature that succeeds on a DC 20 Dexterity saving throw can grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly. When Procrustes dies or uses this action again, affected objects and creatures fall back down.



This gigantic, winged, wasp-like fiend has humanoid legs and six long, insectile claws. His face is a trio of skulls.

# Pulgasaur

Lord Pulgasaur exemplifies exploitation and greed. His Underhell vaults, built of rusted metal fused with quivering flesh, are legendary for their troves of artifacts from a dozen worlds. He rarely entrusts his magic items to his servants and pays legions in his employ only the bare minimum to ensure obedience.

Lord Pulgasaur most easily invades through mortals who live off those they exploit, such as robber barons and vampire lords, but he might just as easily subvert the protectors of a city ruled by colonialists or greedy merchants. He is not as reckless as most Archlords, since he obsessively collects rare novelties from among the ruins of the mortal world (and other worlds). Once he has amassed treasures, he guards them with extreme paranoia.

***Crowns.*** Lord Pulgasaur wears three *crowns of the Underhell*.

***Legions.*** Lord Pulgasaur typically allies with the Annwn, Gehenna, Pandemonium, and Styx legion.

## Pulgasaur's Shadow

Lord Pulgasaur's presence causes the world to corrode, leaving only its rarest treasures unharmed.

### Regional Effects

Pulgasaur's presence causes the following magical effects after he comes within 6 miles:

- **Blessing of Greed.** A creature approaching an incapacitated, paralyzed, unconscious, or dead creature feels a foreign impulse to steal from it. Whenever a creature in the shadow steals from a dead, incapacitated, paralyzed, or unconscious creature, the thief gains 10 temporary hit points that last until the stolen object is returned. If the stolen item requires attunement, the thieving creature can attune to it as a bonus action. Recovering items after slaying Pulgasaur himself (any of the times he dies) triggers this blessing.
- **Thieves.** Vampires, evil rogues, wererats, hags, lamias, medusas, doppelgangers, and other creatures prone to stealing are drawn to Pulgasaur's shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Ravaged by Rust.** Rust and corrosion spread across the land and remain indefinitely after Pulgasaur's departure, fading only after he is banished from the world completely. Hazards such as rusted bladed thickets, fog of fear, and isolating oublilettes (page 127) appear throughout the region.

If Pulgasaur moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The rust ends 1d10 days after he dies or is banished.

## Pulgasaur in Combat

Pulgasaur is reborn from his own corpse when he is killed. He must be defeated three times to be truly banished, and he can only be truly killed if he dies three times in the Underhell. Though paranoid, Pulgasaur believes his elaborate rebirth is enough to protect him from most foes. Only in his final form does he contemplate caution, and even then, caution for him usually involves quickly killing the most dangerous threats before moving on to others who would dare plunder his hoard.

***Breaking up the Fight.*** If heroes engage Pulgasaur and retreat so they can regroup between facing his multiple forms, treat Pulgasaur's first (bronze) form as challenge rating 17 (18,000 XP), his second (mithral) form as challenge rating 20 (25,000 XP), and his third (adamantine) form as challenge rating 22 (41,000 XP).

This lizard-like humanoid giant has corroded bronze scissors longer than a human is tall in place of each arm. His joints are covered in bronze plates, exposing a grimacing face on his belly.

# Lord Pulgasaur

*Large fiend, lawful evil*

**Armor Class** 14 (breastplate)
**Hit Points** 180 (19d10 + 76)
**Speed** 30 ft., climb 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 11 (+0) | 19 (+4) | 20 (+5) | 17 (+3) | 18 (+4) |

**Saving Throws** Str +12, Con +12, Wis +11, Cha +12
**Skills** Arcana +13, Perception +11
**Damage Vulnerabilities** lightning
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** acid
**Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, petrified, stunned
**Senses** blindsight 300 ft., truesight 120 ft., passive Perception 21
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 26 (90,000 XP)

***Legendary Resistance (3/day).*** If Pulgasaur fails a saving throw, he can choose to succeed instead.

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

***Magic Weapons.*** Pulgasaur's weapon attacks are magical.

***Violent Rebirth.*** When Pulgasaur is reduced to 0 hit points, he dies and his old armor and weapons fall off him, but his body glows with fiendish power. His discarded armor becomes two rare magic shields (such as *+2 shields* or *arrow-catching shields*) made of bronze, while his two discarded scissors become four rare magic swords (such as *vicious longswords*) made of bronze. At the end of his next turn, he is reborn with new mithral equipment and regains all his hit points. His Armor Class increases to 17 (*+2 half plate*) and the damage from his scissors and from his boomerang blade increase to 26 (4d10 + 4).

The second time Pulgasaur is reborn, his Armor Class increases to 20 (*+2 adamantine plate*), and the damage from his now-adamantine scissors and boomerang blade each increase to 42 (7d10 + 4). His discarded armor becomes two very rare magic shields (such as *+3 shields* or *spellguard shields*) made of mithral and his two discarded scissors become four very rare magic swords (such as *greatswords of sharpness*) made of mithral.

If Pulgasaur dies a third time, he is defeated as normal for an Archlord. His discarded armor becomes two very rare magic shields (such as *+3 shields* or *spellguard shields*) made of adamantine or a legendary set of armor (such as *armor of invulnerability*) made of adamantine and his two discarded scissors become four legendary magic swords (such as *vorpal greatswords* or *defenders*) made of adamantine.

## Actions

***Multiattack.*** Pulgasaur makes either two ranged attacks or three melee attacks: one with Rusting Tongue and two with his scissors.

***Bite.*** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 7 (2d6) acid damage.

***Scissors.*** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. If Pulgasaur rolled a 20, one of the target's limbs (not its head) is lopped off. A lost leg reduces the target's speed by 10 feet.

***Boomerang Blade.*** *Ranged Weapon Attack:* +12 to hit, range 80/240 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. The blade magically returns to Pulgasaur.

***Rusting Tongue.*** Pulgasaur makes a bite attack. On a miss, if the target is wearing metal armor, its Armor Class is reduced by 3 until repaired by a *mending* spell. If the armor's AC is reduced to 10 or less, it is destroyed unless it is magical.

## Reactions

***Eat Weapon.*** When Pulgasaur is hit by a metal weapon, he bites it after it deals damage to him. If the weapon is nonmagical, it is instantly destroyed. If it is magical, it takes a cumulative −1 penalty to damage rolls until repaired by the *mending* spell or a similar effect.

## Legendary Actions

Pulgasaur 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. Pulgasaur regains spent legendary actions at the start of his turn.

**Slice.** Pulgasaur attacks with his scissors.



**Steal Magic.** Pulgasaur casts *dispel magic*, using Intelligence as his spellcasting ability. If he dispels a spell, he gains a flying speed of 60 feet and advantage on his next attack roll until the end of his next turn.

**Hungry Rush (Costs 2 Actions).** Pulgasaur moves up to half his speed and can use Rusting Tongue once on each creature that he is within 5 feet of at any point during the movement.

## Shadow Actions

On initiative count 20 (losing initiative ties), Pulgasaur takes a shadow action to cause one of the following effects; he can't choose the same option two rounds in a row:

**Erupting Blades.** Shards of rusty metal explode from all surfaces in a 30-foot-radius circle centered on a point Pulgasaur can see within 120 feet. The area becomes difficult terrain and each creature in the area must succeed on a DC 20 Dexterity saving throw or

take 10 (3d6) slashing damage. A creature can treat any 5-foot square of the area as normal terrain but takes 3 (1d6) slashing damage for each such square that it enters. Upon being damaged by the blades for the first time, a creature also has its speed reduced by 10 feet until it regains at least 1 hit point. If the creature is damaged by the blades again after being healed, it is subject to the speed reduction again. The blades remain until Pulgasaur dies or uses this action again.

**Hellish Vault.** A 10-foot cube of flesh and metal panels matching Pulgasaur's armor erupts from a surface Pulgasaur can see within 120 feet. It swallows all Large or smaller unattended objects in its area as it appears. A creature in its space must make a DC 20 Dexterity saving throw, becoming trapped inside on a failed save and moving to the nearest unoccupied space on a successful one. Anything trapped inside is blinded and has total cover against anything outside and takes 17 (5d6) acid damage at initiative count 20 each turn. Creatures outside the cube also have cover against creatures inside it. The door can be forced open with a successful DC 20 Strength (Athletics) check as an action and its lock can be picked with a successful DC 20 Dexterity (thieves' tools) check as an action. The vault door can be attacked and destroyed (AC 18, 25 hp, vulnerability to lightning damage, immunity to acid and psychic damage). The vault opens and disappears if Pulgasaur dies or uses this action again.

**Tempting Treasure.** A 5-foot-wide mound of glittering coins, gems, and weapons appears at a point Pulgasaur can see within 120 feet. A creature that can see the treasure at the start of its turn must succeed on a DC 20 Intelligence saving throw or use its action and movement for the turn trying to reach and take the treasure by as direct a route as possible. The treasure is a magical visual illusion that vanishes if touched or if a *dispel magic* spell is cast on it. The treasure also vanishes if Pulgasaur dies or uses this action again.

## Pulgasaur's Avatar

Pulgasaur's avatar has no Archlord's Shadow and no shadow actions. It has the following changed statistics; all other statistics, traits, actions, reactions, and legendary actions not listed are the same as Pulgasaur's.

***Breaking up the Fight.*** If heroes engage Pulgasaur's avatar and retreat so that they can regroup between facing its multiple forms, treat the avatar's first (bronze) form as challenge rating 12 (8,400 XP), his second (mithral) form as challenge rating 14 (11,500 XP), and his third (adamantine) form as challenge rating 16 (15,000 XP).

**Hit Points** 133 (14d10 + 56)
**Saving Throws** —
**Skills** Arcana +11, Perception +9
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 19
**Challenge** 19 (22,000 XP)

***Violent Rebirth.*** When Pulgasaur's avatar is reduced to 0 hit points, it dies and its old armor and weapons fall off, but its body glows with fiendish power. Its discarded armor becomes two uncommon magic shields (such as *+1 shields*) made of bronze and his two discarded scissors become four uncommon magic swords (such as *+1 longswords*) made of bronze. At the end of its next turn, the avatar is reborn with new mithral equipment and regains all its hit points. Its Armor Class increases to 17 (*+2 half plate*) and the damage from its scissors and from boomerang blade increases to 20 (3d10 + 4).

The second time Pulgasaur's avatar is reborn, its Armor Class increases to 20 (*+2 adamantine plate*), and the damage from its now-adamantine scissors and from boomerang blade increases to 26 (4d10 + 4). Its discarded armor becomes two rare magic shields (such as *+2 shields* or *arrow-catching shields*) made of mithral and its two discarded scissors become four rare magic swords (such as *scimitars of wounds*) made of mithral.

If Pulgasaur's avatar dies a third time, it is defeated as normal for a lesser lord. Its discarded armor becomes two rare magic shields (such as *+2 shields* or *arrow-catching shields*) made of adamantine or a very rare set of armor (such as *demon armor*) and its two discarded scissors become two very rare magic swords (such as *greatswords of sharpness*) made of adamantine.

### Actions

*Melee Weapon Attack:* +10 to hit

*Ranged Weapon Attack:* +10 to hit

### Legendary Actions

Pulgasaur's avatar can take only 2 legendary actions.

# Scylla

Lady Scylla is the Archlord of preying on the weak. Hers is an evil of convenience, cruelty, and fragile pride. She hunts down anyone who knows how she ascended to Archlord status to destroy any trace of her origins. Most of the time, she brutalizes weaker fiends, especially those serving her, to discourage rebellion.

Lady Scylla most easily exploits those who exploit scapegoats and underclasses. Her invasion erupts from the palaces of unjust rulers, vampire lords, slaver kingpins, and supposedly benevolent autocrats. During invasions, she prioritizes pockets of vulnerable and highly influential or sympathetic targets. These she uses as hostages to slow down resistance while she conquers durable outposts to expand her influence farther and farther afield.

***Crowns.*** Lady Scylla wears one *crown of the Underhell*.

***Legions.*** Lady Scylla typically allies with the Cocytus, Dis, Tartarus, or Sheol legions.

## Scylla's Shadow

Scylla's presence causes the world to become bloody, decaying, and cruel.

### Regional Effects

Scylla's presence causes all of the following magical effects when she comes within 6 miles.

- **Blessing of Cruelty.** Creatures near an incapacitated, paralyzed, or unconscious creature feel a foreign impulse to kill the vulnerable creature. Whenever a creature in the Shadow kills an incapacitated, paralyzed, or unconscious creature, it gains 10 temporary hit points.
- **Opportunists.** Lone wolves, maggots, hags, poisonous snakes, and other creatures prone to preying on the weak are drawn to Scylla's shadow and corrupted, gaining a corruption trait matching the legion she leads.
- **Ravaged by Pestilence.** Pestilence spreads across the land and remains indefinitely after Scylla's departure, fading only after she is banished from the world completely. Pools of putrid water grow across the region. The field of corpses hazard (page 125) and wasting flesh poison (page 130) apply everywhere her Shadow has touched.

If Scylla moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The pestilence ends only 1d10 days after she dies or is banished.

## Scylla in Combat

Scylla has five serpentine heads in addition to her humanoid main head. Removing the snake heads is the best way to keep her attacks in check, but doing so is dangerous because of the infectious gore that sprays all over.

## Scylla's Avatar

Scylla's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Scylla.

**Hit Points** 199 (19d10 + 95)
**Saving Throws** —
**Skills** Arcana +9, Perception +8
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 18
**Challenge** 14 (11,500 XP)

***Innate Spellcasting.*** Spell save DC 17, +9 to hit with spell attacks

### Actions

*Melee Weapon Attack:* +10 to hit

*Ranged Weapon Attack:* +9 to hit

***Bile Breath (Recharge 4–6).*** Save DC 18

### Reactions

***Noxious Beheading.*** Save DC 18

### Legendary Actions

Scylla's avatar can take only 2 legendary actions.

This towering humanoid fiend has two monstrous serpents instead of arms and three more writhing snakes erupting from her legs. A fan of serpentine tails spreads behind her.

# Lady Scylla

*Large fiend, lawful evil*

**Armor Class** 17 (natural armor)
**Hit Points** 231 (22d10 + 110)
**Speed** 25 ft., climb 25 ft., swim 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 18 (+4) | 21 (+5) | 18 (+4) | 16 (+3) | 19 (+4) |

**Saving Throws** Dex +10, Wis +9, Cha +10
**Skills** Arcana +10, Perception +9
**Damage Resistances** acid, fire, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, stunned
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 19
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 18 (20,000 XP)

***Innate Spellcasting.*** Scylla's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Scylla can innately cast the following spells as an 18th-level caster, requiring no somatic or material components:

At will: *acid splash*, *sacred flame*

3/day each: *contagion*, *insect plague*

1/day: *regenerate*

***Legendary Resistance (2/day).*** If Scylla fails a saving throw, she can choose to succeed instead.

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

***Reactive Heads.*** For each snake head Scylla has, she gets an extra reaction that can be used only for opportunity attacks or Noxious Beheading.

***Rotting Glance.*** A creature that starts its turn able to see Scylla must make a saving throw against each disease it is affected by as if it had fulfilled the normal mechanism of the disease's escalation; if they fail this saving throw, the disease progresses. This saving throw cannot cause the disease to improve.

***Snake Heads.*** Scylla has five snake heads in addition to her humanoid main head.

Whenever Scylla takes 50 or more damage in a single turn, one of her snake heads dies; lower heads die before upper snake heads can die. Beheading Scylla with a *vorpal sword* likewise removes one of her snake heads in the same order; all her snake heads must be removed before such an attack can remove her main head.

At the end of her turn, Scylla regrows one dead snake head, requiring no action on her part. She regains 10 hit points for each head regrown in this way.

## Actions

***Multiattack.*** Scylla attacks with up to three heads. Her main head can use Bile Breath (if available), Spit Venom, or cast a cantrip she knows. Her two upper snake heads can each use Upper Bite or Spit Venom. Her three lower snake heads can use Lower Bite or Spit Venom.

***Upper Bite.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and 5 (1d10) poison damage.

***Lower Bite.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and 5 (1d10) poison damage.

***Spit Venom.*** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 5 (1d10) poison damage.

***Bile Breath (Recharge 4–6).*** Scylla exhales diseased acid in a 60-foot line that is 5 feet wide. Each creature in that line is exposed to writhing flesh (page 125; save DC 19) and must make a DC 19 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

## Reactions

***Noxious Beheading.*** When one of Scylla's snake heads dies, Scylla sprays diseased ichor in a 30-foot cone in the direction of her choice. Each creature in the cone must succeed on a DC 19 Dexterity saving throw or take 13 (3d8) acid damage and become infected with writhing flesh ( page 125; save DC 19).

## Legendary Actions

Scylla 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. Scylla regains spent legendary actions at the start of her turn.

**Leg Bite.** Scylla makes a Lower Bite attack.



**Revive Head.** One of Scylla's severed heads grows into a giant constrictor snake. Roll initiative for it; it has its own turns.

**Spit Venom.** Scylla makes a Spit Venom attack.

**Cast a Spell (Costs 2 Actions).** Scylla casts a spell from her Innate Spellcasting list, expending a use as normal.

## Shadow Actions

On initiative count 20 (losing initiative ties), Scylla takes a Shadow action to cause one of the following effects:

**Revolting Sinkhole.** A 10-foot radius circular pit of stinking acid opens in the ground centered on a point Scylla can see. Each creature atop the area when it appears must succeed on a DC 19 Dexterity saving throw or fall in. A creature that starts its turn in the pit takes 18 (4d8) acid damage. The thick, acidic mud in the pit requires a successful DC 19 Strength (Athletics) check to swim through or climb out of.

**Swarming Snakes.** A swarm of poisonous snakes appears at a location Scylla can see. Roll initiative for it; it has its own turns.

# Spider Mastermind

The most potent active Archlord is known only as the Spider Mastermind. His true name is a closely guarded secret recorded only in lost and cursed tomes remote from the known world. He draws upon the ancient evil of true selfishness and the conviction that one is simply better, more important, or beyond other sentient beings.

Infinitely patient, the Spider Mastermind invades only once he has many contingencies in place to gain something even in defeat. He prefers to invade realms of exceptional security, with famous and powerful protectors he can strike down all at once. In the mortal realm, his ambitions include stealing holy artifacts for corruption, using mortal worlds as beachheads for invading other worlds, and finding weak points to invade the good-aligned planes.

***Master Manipulator.*** One or more lesser fiend lords usually work for the Spider Mastermind at any given time, each executing different parts of his complex plans. He has even been known to manipulate other Archlords to steal things for him during their own invasions. Thus, his designs can move forward even after another Archlord is defeated. When he leads an invasion, the Spider Mastermind often makes it appear another Archlord is responsible. To truly end the threat, heroes must deduce the Spider Mastermind's involvement from clues.

***Insidious Collector.*** An invasion is the Spider Mastermind's opportunity to collect means of increasing his own power. His minions seek out worthy heroes, whose hearts he can use for profane rituals. The minions seize citadels whose locations can form points in a nation-spanning fiendish glyph to enhance his power and control over the world. They collect sacred relics, artifacts, and legendary magic items to fuel his power and weaken his enemies.

***Increasing Threat.*** If the Spider Mastermind is left to his own devices for too long, he can collect items that provide practical or magical leverage against specific heroes or all heroes in that world, which increase his Insightful Attack damage.

***Crowns.*** The Spider Mastermind wears four *crowns of the Underhell*.

***Legions.*** The Spider Mastermind typically allies with the Annwn, Acheron, Pandemonium, and Sheol legions.

## The Spider Mastermind's Shadow

The Spider Mastermind's presence transforms the world around him into tools and traps for his own obscure goals.

### Regional Effects

The Spider Mastermind's presence causes all of the following magical effects when he comes within 6 miles.

- **Blessing of Cowardice.** Creatures in the area rally at the thought of not having to face their fears. Whenever a creature flees from a fight, it loses 1 level of exhaustion. It also gains advantage on Charisma checks until it finishes a long rest or willingly engages a significant threat to its life without retreating.
- **Schemers.** Oni, rakshasa, hags, evil archmages, and other creatures prone to hubris and manipulating others are drawn to the Spider Mastermind's Shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Traps Everywhere.** Infernal structures and traps spread across the land and remain indefinitely after the Spider Mastermind's departure, fading only after he is banished from the world completely. These devices resemble common traps (including noxious acid pits, vicious halos, boilpits, bladed thickets, and other hazards starting on page 125), implements of torture, and items useful for the logistics of the fiendish invasion. These provide his fiends with metal and flesh fortifications and cause traps to magically appear near pockets of mortal survivors.

If the Spider Mastermind moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The traps disappear 1d10 days after he dies or is banished.

## The Spider Mastermind in Combat

The Spider Mastermind plays the long game, studying foes to learn exactly how to exploit their weaknesses. He is happy to let foes flee, knowing that time only favors his meticulous plans.

An armored metal construct with spidery legs carries a scowling fiend whose human-sized body looks puny in comparison to its pulsating brain the size of a large shed.

## Spider Mastermind

*Huge fiend, lawful evil*

**Armor Class** 17 (natural armor)
**Hit Points** 495 (30d12 + 300)
**Speed** 40 ft., climb 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 20 (+5) | 30 (+10) | 29 (+9) | 20 (+5) | 22 (+6) |

**Saving Throws** Con +19, Wis +14, Cha +15
**Skills** Arcana +18, Perception +14
**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire, poison
**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 24
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 30 (155,000 XP)

***Infernal Armaments.*** The Spider Mastermind's weapon attacks are magical.

***Innate Spellcasting (Psionics).*** The Spider Mastermind's spellcasting ability is Intelligence (spell save DC 26). The Spider Mastermind can innately cast the following spells, requiring no components:

At will: *dispel magic*, *fly*, *shatter, telekinesis*, *wall of fire*

3/day each: *cloudkill*, *flame strike*, *phantasmal killer* (7th level), *sending*, *scrying*

***Insightful Attack (1/Turn).*** The Spider Mastermind deals an additional 35 (10d6) damage, called Insight dice, when he hits a target with a weapon attack if he didn't have disadvantage on the attack roll.

***Legendary Resistance (3/day).*** If the Spider Mastermind fails a saving throw, he can choose to succeed instead.

***Magic Resistance.*** The Spider Mastermind has advantage on saving throws against spells and other magical effects.

***Tactical Analysis.*** The Spider Mastermind automatically learns the damage immunities, resistances, and vulnerabilities of each creature that attacks him or casts a spell while he can see that creature with his truesight. If the creature flees combat afterward, the Spider Mastermind gains 3d6 Insight dice linked to that creature, which improve his Insightful Attack against that creature (by 10 [3d6] damage), provided he hasn't already gained Insight dice for that creature in the past 24 hours.

### Actions

***Multiattack.*** The Spider Mastermind makes either two melee attacks or four ranged attacks. Then, he can use Feed on Anxiety.

***Impale.*** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 16).

***Dart.*** *Ranged Weapon Attack:* +14 to hit, range 150/600 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

***Dart Spray.*** The Spider Mastermind makes two dart attacks against each creature in a 90-foot cone.

***Feed on Anxiety.*** The Spider Mastermind siphons psychic energy from up to four creatures it can see within 120 feet. Each target can feel the Spider Mastermind in its mind and knows that remaining nearby will feed the fiend's power. The target must succeed on a DC 26 Wisdom saving throw or be frightened until the start of the Spider Mastermind's next turn, and at the end of the target's next turn, the Spider Mastermind regains 20 hit points unless the target used its movement (and action, if necessary) to move or teleport out of line of sight of him as directly as possible.

### Legendary Actions

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



**Cast a Middling Spell (Costs 2 Actions).** The Spider Mastermind casts a spell from his Innate Spellcasting list that is available thrice per day, expending a use as normal.

**Cast a Minor Spell.** The Spider Mastermind casts a spell from his Innate Spellcasting list available at will.

**Dart.** The Spider Mastermind makes a dart attack.

**Scurry (Costs 2 Actions).** The Spider Mastermind moves up to half his speed. During this movement, he can move through Large or smaller creature's spaces. He can make up to one attack to impale each creature whose space he enters.

### Shadow Actions

On initiative count 20 (losing initiative ties), the Spider Mastermind takes a Shadow action to cause one of the following effects. He can't choose the same option two rounds in a row.

**Crushing Walls.** The Spider Mastermind chooses a point he can see within 90 feet. Each creature in the area within 5 feet of two or more walls must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be restrained as the walls close in. The creature can escape or be freed as an action with a successful DC 20 Strength (Athletics) or Dexterity (Acrobatics) check. The walls release when the Spider Mastermind dies or uses this action again.

**Living Maze.** Up to six walls of flesh and metal 10 feet by up to 120 feet rise from the ground at locations the Spider Mastermind can see. They can be vertical or horizontal. If one appears within 5 feet of the Spider Mastermind, he can ride along as it rises, requiring no action. The Spider Mastermind can reach around or over the walls to attack and has half cover against Medium or smaller creatures on the other side. If a creature would be surrounded on all sides by a wall (or the wall and another solid surface), that creature can make a DC 20 Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed. Each 10-foot square panel of the wall can be attacked and destroyed (AC 19, 60 hp, resistance to fire damage, immunity to psychic damage). The walls disappear when the Spider Mastermind dies or uses this action again.

**Vicious Halos.** Up to three vicious halos (page 129) appear at unoccupied locations the Spider Mastermind can see within 120 feet. The halos disappear when the Spider Mastermind dies or uses this action again.

## The Spider Mastermind's Avatar

The Spider Mastermind's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of the Spider Mastermind.

**Hit Points** 264 (16d12 + 160)
**Saving Throws** —
**Skills** Arcana +16, Perception +12
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 22
**Challenge** 21 (33,000 XP)

***Innate Spellcasting.*** Spell save DC 24

***Insightful Attack (1/Turn).*** 14 (4d6) damage

### Actions

*Melee Weapon Attack:* +13 to hit

*Ranged Weapon Attack:* +12 to hit

***Feed on Anxiety.*** Save DC 24; regains 10 hit points

### Legendary Actions

The Spider Mastermind's avatar can take only 2 legendary actions.

# Stheno

Lady Stheno is the Archlord of false hope, flattery, and callous complacency. She often makes overtures of alliance to various archfiends, feigning a need for support she does not truly require. Her goals include tricking other archfiends (and if possibly even archcelestials) into a false sense of security that will allow her to conquer their realms unexpectedly.

When great leaders grow complacent, overly relying on a single linchpin or a few individuals, Lady Stheno launches her invasion. Regardless of whether the leaders assume they are safe due to the force of tradition, a legendary hero, or an interventionist deity, Stheno's arrival proves their confidence to be nothing but pathetic hubris.

Mortal emotions are Lady Stheno's playthings when she invades. She is liable to fall back at first, to tinge the horror of invasion with an air of false hope that her threat might not be as bad as it first appeared. Then, when the mortals rally for what they think is the final push to drive Stheno back, she crushes their remaining heroes in a catastrophic display.

***Crowns.*** Lady Stheno wears two *crowns of the Underhell.*

***Legions.*** Lady Stheno usually allies with the Hades, Lethe, and Styx legions. When facing foes without obvious weaknesses, she hires Sheol spies to find something for her to exploit.

## Stheno's Shadow

Stheno's presence causes life to ossify, turning flesh to bone and eventually to rock.

### Regional Effects

Stheno's presence might cause any of the following magical effects in the region when she comes within 6 miles.

- **Acid Rain.** Squalls of acid rain strike every 1d4 hours. The rain dissolves armor, reducing the AC of each creature exposed to it by 2 the first time that creature is exposed to that squall. If the armor's AC is reduced to 10 and it is nonmagical, it is destroyed. A *mending* spell removes this penalty.
- **Complacency.** Non-fiends that rest in the area become complacent unless they succeed on a DC 15 Charisma saving throw. Until they finish a long rest outside the area or are reduced to 0 hit points, they neglect to cast spells or make similar preparations before the need for it is present.
- **Rapid Erosion.** The area is indefinitely shot through with howling winds that carry blasting grit or corrosive salt air. Objects in the area become brittle. The AC of each object in the area is reduced by 2 so long as it is exposed to the winds.

If Stheno dies or moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The rapid erosion lasts until Stheno is banished or slain.

## Stheno in Combat

Lady Stheno is a patient combatant. She views victory as inevitable, since she need not slay her opponents to win. If she can hit them effectively, she can pummel them to death; if she cannot, she can quickly turn them to stone. Either approach is fine with her.

## Stheno's Avatar

Stheno's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Stheno.

**Hit Points** 247 (15d12 + 150)
**Saving Throws** —
**Skills** Perception +10
**Senses** darkvision 300 ft., tremorsense 300 ft., truesight 120 ft., passive Perception 20
**Challenge** 18 (20,000 XP)

***Bone Dust Wake (1/Turn).*** Save DC 20

### Actions

***Multiattack.*** Stheno makes two attacks.

*Melee Weapon Attack:* +12 to hit

*Ranged Weapon Attack:* +9 to hit

### Legendary Actions

Stheno's avatar can take only 2 legendary actions.

# Lady Stheno

*Huge fiend, lawful evil*

**Armor Class** 14 (natural armor)
**Hit Points** 478 (29d12 + 290)
**Speed** 30 ft., burrow 20 ft., climb 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 16 (+3) | 30 (+10) | 23 (+6) | 18 (+4) | 20 (+5) |

**Saving Throws** Str +13, Int +13, Cha +12
**Skills** Perception +11
**Damage Vulnerabilities** acid, cold, fire, necrotic, thunder
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, unconscious
**Senses** darkvision 300 ft., tremorsense 300 ft., truesight 120 ft., passive Perception 21
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 23 (50,000 XP)

***Legendary Resistance (3/day).*** If Stheno fails a saving throw, she can choose to succeed instead.

***Reactive.*** Stheno can take one reaction on every turn in a combat.

## Actions

***Multiattack.*** Stheno makes three bone dart attacks or three melee attacks: two with her claws and one to constrict.

***Claw.*** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

***Constrict.*** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage and the target is grappled (escape DC 16) unless Stheno is already grappling two creatures. Until the grapple ends, the target is restrained.

***Bone Dart.*** *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

## Reactions

***Bone Dust Wake (1/Turn).*** Stheno is shrouded by a cloud of bone dust and other debris that mostly follows after her like an afterimage. When she misses on an attack roll, the dust clings to the missed creature and incrementally fossilizes it unless the creature succeeds on a DC 21 Constitution saving throw. On a failed save, the creature gains 1 level of exhaustion and its Armor Class increases by 2 as its flesh gradually turns to a mix of spiky bone and stone. When its Armor Class reaches 30 or it has at least 5 levels of exhaustion, the creature is petrified. If the creature's AC drops below 30 and/or its exhaustion reduces below 5 levels, the petrification ends. Any spell that removes the petrified condition undoes this AC increase.

***Crumble.*** When a creature moves farther than 90 feet away from Stheno, even by teleportation, her bone dust cloud erodes its armor. The creature's Armor Class increase from Bone Dust Wake is reduced by 2. If it had no such increase and it wears armor, instead the Armor Class of the armor is reduced by 2 until it is repaired by a *mending* spell or similar magic. Nonmagical armor that has its AC reduced to 10 or less is destroyed. A creature that is neither wearing armor nor affected by Stheno's Bone Dust Wake isn't affected by Crumble.

***Feign Death (1/Day).*** When Stheno takes damage, she can choose to fall prone and seem dead. At the start of her next turn, the ground swallows her. She can then use her burrowing speed without it being obvious she is still active.

## Legendary Actions

Stheno 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. Stheno regains spent legendary actions at the start of her turn.

**Bone Dust Armor.** Stheno moves up to half her speed and crafts a facsimile of the armor worn by an enemy within 60 feet from her bone dust wake. Unless her Armor Class is higher, her AC increases to match that creature's AC at the moment she used this action for 1 minute.

**Bone Dart.** Stheno makes a bone dart attack.

**Claw.** Stheno makes a claw attack.

## Shadow Actions

On initiative count 20 (losing initiative ties), Stheno takes a Shadow action to cause one of the following effects. She can't choose the same effect two rounds in a row.

**Acid Squall.** Stinging acid rain pours down in a 30-foot-radius circle centered on a point Stheno can see. The rain doesn't fall on Stheno if she is in the area, creating gaps for her. The area is heavily obscured and difficult terrain. A creature that starts its turn in the area or enters the area for the first time on a turn takes 10 (3d6) acid damage.

**Grasping Bones.** Skeletal hands reach from the ground in a 60-foot-radius circle. A non-fiend creature that starts its turn in the area or that enters the area for the first time on a turn must succeed on a DC 20 Strength saving throw or be restrained. A restrained creature can be freed as an action with a successful DC 15 Strength (Athletics) check. The area reverts to normal when Stheno dies or uses this action again.

**Exalted Pillars.** Up to two 10-foot-diameter pillars of limestone and twisted bone erupt from the ground to a height of up to 120 feet. A creature lifted by the pillar can choose to make a DC 20 Dexterity saving throw. On a success, the creature jumps aside to the nearest unoccupied space. If the creature fails, it is lifted by the pillar; if the pillar pinches a creature against a hard surface (such as a ceiling), the creature takes 17 (5d6) bludgeoning damage, falls prone, and is restrained between the pillar and the hard surface. A restrained creature can be freed as an action with a successful DC 15 Strength (Athletics) check. The pillars collapse when Stheno dies or uses this action again.

A cloud of white dust and salt surrounds this towering serpentine fiend. Her distended head stretches far back from a face framed above by a larger skeletal visage. A worm-like tongue emerges from her lower mouth. She has two arms as long as she is tall, each with far too many joints. Below, her body winds as a curling reptile with grabbing hands instead of scutes.

# Stroma

Lady Stroma is obsessive spite personified. She watches constantly for any slight against her, real or imagined, and then plots disproportionately grand retribution to ensure none who witness it ever considers standing against her again.

Mighty mortals with vengeful streaks are Lady Stroma's typical route into the mortal world. Her Doomgates are often created from vigilantes, warlords, crusaders, and criminal masterminds. When she invades, Lady Stroma drives her forces first to destroy anyone connected to good-aligned religions and other guardians who have been known to fight against fiends in the past. They are ordered to watch for information about leaders of mortal resistance, learning what her enemies care about so as to most exquisitely punish and coerce them.

***Crowns.*** Lady Stroma wears three *crowns of the Underhell*.

***Legions.*** Stroma typically allies with the Cocytus, Dis, or Tartarus legions.

## Stroma's Shadow

Stroma's presence twists the world, making pain and offense sting like never before.

### Regional Effects

Stroma's presence causes all of the following magical effects when she comes within 6 miles.

- **Ambushers.** Bugbears, grimlocks, gricks, lycanthropes, vampire spawn, and other creatures prone to surprise attacks are drawn to Stroma's Shadow and corrupted, gaining a corruption trait matching the legion she leads.
- **Blessing of Vengeance.** Pain, frustration, and offense cut deeper in the region. Creatures in the region gain the flaw "I take foolish risks to harm those who have wronged me."
- **Hellscape Hazards.** Fleshy terrain, sealed boilpits, camouflaged noxious acid pits, isolating oublilettes, and other deceptive hazards form across the land and remain indefinitely after Stroma's departure, fading only after she is banished from the world completely.

If Stroma moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The hellscape hazards end only 1d10 days after she dies or is banished.

## Stroma in Combat

Lady Stroma is insatiably hungry for those who dare confront her. She focuses first and foremost on punishing whatever creature most recently or more grievously harmed her and will not release that creature until it is dead.

## Stroma's Avatar

Stroma's avatar has no Archlord's Shadow and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Stroma.

**Hit Points** 275 (19d12 + 152)
**Saving Throws** —
**Skills** Arcana +10, Stealth +6
**Challenge** 19 (22,000 XP)

***Innate Spellcasting.*** Spell save DC 21, +13 to hit with spell attacks

### Actions

***Multiattack.*** Stroma makes two eye ray attacks.

***Bite.*** *Melee Weapon Attack:* +16 to hit; save DC 24; swallowed creature takes 33 (6d10) acid damage at the start of each of Stroma's turns

*Ranged Spell Attack:* +13 to hit

### Legendary Actions

Stroma's avatar can take only 2 legendary actions.

**Tunnel Dodge.** Save DC 24

# Stroma

*Huge fiend, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 435 (30d12 + 240)
**Speed** 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 30 (+10) | 10 (+0) | 27 (+8) | 18 (+4) | 24 (+7) | 23 (+6) |

**Saving Throws** Str +19, Con +17, Wis +16, Cha +15
**Skills** Arcana +13, Stealth +9
**Damage Resistances** thunder
**Damage Immunities** acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** blinded, exhaustion, grappled, incapacitated, paralyzed, petrified, prone, stunned, unconscious
**Senses** tremorsense 300 ft., blindsight 120 ft. (blind beyond this radius), passive Perception 17
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 29 (135,000 XP)

***Earth Glide.*** Stroma can burrow through nonmagical, unworked earth and stone. While doing so, she doesn't disturb the material she moves through.

***Innate Spellcasting.*** Stroma's spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). Stroma can innately cast the following spells, requiring no verbal or material components:

At will: *bestow curse* (9th level), *flesh to stone*, *move earth*, *reverse gravity*, *wall of stone*

***Legendary Resistance (3/day).*** If Stroma fails a saving throw, she can choose to succeed instead.

***Lurker.*** Stroma can always take the Hide action as long as she is at least lightly obscured.

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

## Actions

***Multiattack.*** Stroma makes three attacks: one to bite and two with her eye rays.

***Bite.*** *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage and if the target is Large or smaller and Stroma doesn't have a swallowed creature, the target is swallowed by Stroma unless it succeeds on a DC 27 Dexterity saving throw. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside Stroma, and it takes 55 (10d10) acid damage at the start of each of Stroma's turns. While restrained, the creature can't be teleported.

If Stroma takes 60 damage or more on a single turn from a creature inside her, Stroma must succeed on a DC 27 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of her. If Stroma dies, a swallowed creature is no longer restrained by her and emerges prone as her physical form unravels and dissolves.

***Eye Ray.*** *Ranged Spell Attack:* +16 to hit, range 90 ft., one target. *Hit:* 24 (5d6 + 7) force damage and the target can't teleport or use a magical flying speed until the start of Stroma's next turn. If the creature is magically flying and has no nonmagical flying speed, it falls.

## Legendary Actions

Stroma 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. Stroma regains spent legendary actions at the start of her turn.

**Cast a Spell (Costs 2 Actions).** Stroma casts a spell from her Innate Spellcasting list, expending a use as normal.

**Spiteful Glare.** Stroma makes an eye ray attack. She has advantage on the attack roll if the target attacked her, cast a spell on her, or forced her to make a saving throw since the start of her last turn.

**Tunnel Dodge (Costs 2 Actions).** Any creature on the ground within 20 feet of Stroma must succeed on a DC 27 Strength saving throw or fall prone. Then, she burrows up to her speed and can take the Hide action. Her movement doesn't provoke opportunity attacks.

## Shadow Actions

On initiative count 20 (losing initiative ties), Stroma takes a Shadow action to cause one of the following effects. She can't choose the same action twice in a row.

**Eroding Vapors.** A 30-foot-radius plume of noxious yellow gas erupts from a point on a surface Stroma can see within 120 feet. The gas lightly obscures the area. Each creature that enters the cloud for the first time on a turn or starts its turn there takes 7 (2d6)

acid damage. The gas persists until Stroma dies or uses this action again.

**Oil Geyser.** A geyser of boiling oil erupts from a point on the ground Stroma can see within 120 feet. A 30-foot-radius circle centered on that point becomes difficult terrain. Creatures in a 15-foot-wide line extending 60 feet up from that point must succeed on a DC 20 Dexterity saving throw or take 17 (5d6) fire damage and become coated in oil. Until scraped free of oil as an action, the creature's speed is reduced by 10 feet, it has disadvantage on Strength and Dexterity checks except for checks to escape from grapples, and it takes 5 (1d10) fire damage at the start of each of its turns.

**Wretched Earth.** Closed or open boilpits (page 125) up to 40 feet across appear at up to three locations of Stroma's choice that she can see within 120 feet. The boilpits persist until Stroma dies or uses this action again.

This howling vortex of teeth and giant hands emerges directly from the earth. A titanic face looms in the tornado, distorted by whirling fangs and spinning debris.



# Tarasque

Tarasque embodies one of the most basic evils: destruction for its own sake. He is a force of chaos and violence and takes joy in wrecking whatever has been built. On the evil planes of existence, he constantly harasses other fiends, destroying their works and fortifications to prove his own dominance.

Lord Tarasque most readily enters the material world through paragons of physical violence. Although powerful champions of evil succumb to Tarasque's power easily, any mighty creature that has destroyed something unnecessarily might fall to Tarasque's power. His primary goals during an invasion are finding the most grand and built-up of mortal cities and citadels as well as the lushest of wilds and rolling through their burning ruins.

***Crowns.*** Lord Tarasque wears two *crowns of the Underhell*.

***Legions.*** Lord Tarasque typically allies with the Cocytus, Dis, Gehenna, or Phlegethon legions.

## Tarasque's Shadow

Tarasque's presence causes the world's structure and vitality to come burning down.

### Regional Effects

Tarasque's presence causes all of the following magical effects when he comes within 6 miles.

- **Blessing of Violence.** Whenever a creature takes damage that it could have prevented (such as from being on fire in Tarasque's Hellfire Gaze and not taking an action to extinguish it), it gets advantage on its next attack roll.
- **Brutes.** Ogres, hills giants, gnolls, and other creatures prone to senseless violence are drawn to Tarasque's Shadow and corrupted, gaining a corruption trait matching the legion he leads.
- **Ravaged by Hellfire.** Hellfire spreads across the land and remains indefinitely after Tarasque's departure. Flammable structures and plants in the area remain aflame indefinitely, crumbling but never burning up. A non-fiend creature that comes within 5 feet of the hellfire for the first time on a turn or starts its turn there must succeed on a DC 15 Dexterity saving throw or take 5 (1d10) fire damage and 4 (1d8) necrotic damage and catches fire. Although painful, being on fire doesn't deal further damage in Tarasque's Shadow. Outside, until a creature uses its action to douse the flames, the burning creature takes 1d10 fire damage at the start of each of its turns. A creature that catches hellfire is exposed to the psychic inferno curse (page 122).

If Tarasque moves farther than 6 miles away, these effects disappear over the course of 1d10 days. The hellfire ends only 1d10 days after he dies or is banished.

## Tarasque in Combat

Lord Tarasque is covered in flaming spines and obscuring smoke that makes him all but impossible to harm at range and dangerous to harm in melee. He eagerly rushes into melee, especially with creatures wearing flashy magic items. If ranged attackers manage to seriously harm him through his cloak of smoke, he shrugs them off with legendary actions, *counterspells*, and his Fire Breath so he can focus on the fun of melee.

# Tarasque's Avatar

Tarasque's avatar has no Archlord's Shadow, no Hellfire Curse, and no Shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Tarasque.

**Hit Points** 207 (18d10 + 108)
**Saving Throws** —
**Skills** Arcana +10, Perception +9
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 19
**Challenge** 17 (18,000 XP)

***Innate Spellcasting.*** Spell save DC 19

***Smoke.*** Until a creature uses its action to douse the flames, the burning creature takes 1d10 fire damage at the start of each of its turns.

***Spines.*** 5 piercing damage

## Actions

*Melee Weapon Attack:* +12 to hit; save DC 20

*Ranged Weapon Attack:* +12 to hit

***Hellfire Breath (Recharge 5–6).*** Each creature in a 60-foot cone must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage and 18 (4d8) necrotic damage on a failed save, or half as much on a successful one. Creatures are not ignited by the breath.

## Legendary Actions

Tarasque's avatar can take only 2 legendary actions.

# Lord Tarasque

*Large fiend, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 287 (25d10 + 150)
**Speed** 30 ft., swim 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 23 (+6) | 16 (+3) | 22 (+6) | 19 (+4) | 16 (+3) | 21 (+5) |

**Saving Throws** Con +13, Wis +10, Cha +12
**Skills** Arcana +11, Perception +10
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire, necrotic
**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned
**Senses** tremorsense 300 ft., truesight 120 ft., passive Perception 20
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 22 (41,000 XP)

***Innate Spellcasting.*** Tarasque's spellcasting ability is Charisma (spell save DC 20). Tarasque can innately cast the following spells, requiring no material components:

At will: *counterspell* (5th level), *flame strike, misty step, shatter* (5th level), *wall of fire*

***Legendary Resistance (2/day).*** If Tarasque fails a saving throw, he can choose to succeed instead.

***Hellfire Curse.*** As a bonus action, Tarasque curses all creatures that he can see within 90 feet that are on fire. Each takes 9 (2d8) necrotic damage.

***Smoke.*** Tarasque emits a cloud of burning smoke that fills a 20-foot-radius sphere centered on him. Anything in the smoke is heavily obscured from creatures farther than 10 feet away and lightly obscured from closer creatures. The flames shed dim illumination in a 40-foot-radius sphere. Tarasque's truesight is not impeded by the smoke. A creature that enters the smoke for the first time on a turn or starts its turn there catches fire (as Ravaged by Hellfire).

***Spines.*** The second time during a creature's turn that it damages Tarasque, if the creature is within 10 feet, Tarasque's concealed spines erupt to spear the attacker; that creature takes 10 piercing damage.

## Actions

***Multiattack.*** Tarasque makes two ranged attacks or three melee attacks: one bite and either two claws or two kicks.

***Bite.*** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage.

***Claw.*** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

***Kick.*** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and if the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

***Spine Throw.*** *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage and the target is knocked prone. If the target falls prone, its space becomes difficult terrain and it is restrained until the spine is destroyed or a creature uses its action to pull the spine out with a successful DC 16 Strength (Athletics) check. The spine can be attacked and destroyed (AC 17; hp 20; resistance to piercing damage; immunity to fire, poison, and psychic damage).

***Hellfire Breath (Recharge 5–6).*** Tarasque breathes a gout of flame in a 90-foot cone. Each creature in the area catches fire and must make a DC 21 Dexterity saving throw, taking 33 (6d10) fire damage and 27 (6d8) necrotic damage and catching fire (as Ravaged by Hellfire) on a failed save, or half as much damage and not catching fire on a successful one.

## Reactions

***Counterspell.*** Tarasque can innately cast *counterspell* as if using a 5th-level slot.

## Legendary Actions

Tarasque 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. Tarasque regains spent legendary actions at the start of his turn.

**Claw.** Tarasque makes a claw attack.

**Cast a Spell (Costs 3 Actions).** Tarasque casts a spell from his Innate Spellcasting list.

**Trampling Charge (Costs 2 Actions).** Tarasque moves up to half his speed. During this movement, he can move through the spaces of Medium or smaller creatures. The first time he enters each creature's space during this action, he can make a kick attack against that creature.

## Shadow Actions

On initiative count 20 (losing initiative ties), Tarasque takes a Shadow action to cause one of the following effects. He can't choose the same action twice in a row.

**Blazing Destruction.** Hellfire spreads from a point Tarasque can see within 120 feet. All difficult terrain within 60 feet of that point bursts into hellish flames (as Ravaged by Hellfire).

**Choking Smoke.** Noxious smoke heavily obscures a 20-foot-radius sphere centered on a point Tarasque can see within 120 feet. It doesn't impede Tarasque's truesight. Each creature that starts its turn in the smoke must succeed on a DC 18 Constitution saving throw or become poisoned until the start of its next turn. The smoke lasts until Tarasque dies or uses this action again.

**Ruination.** A structure or section of the terrain collapses upon a point Tarasque can see within 120 feet. The area within 30 feet becomes difficult terrain. Each creature in the area must succeed on a DC 18 Strength saving throw or be knocked prone and take 10 (3d6) bludgeoning damage.

Waves of heat emanate from the thick, noxious smoke glowing with red-violet flames that almost obscure this giant quadruped. A snarling mouth big enough to swallow an orc appears for a moment in a gap in the smoke, and wicked spines glint in the flame's reflective glare.



# The Mantispid – Filudo

The insectile entity Filudo has long been associated with the Underhell, but no one knows why. It is known that Filudo did not originate there, but traveled from elsewhere, perhaps a different timeline, and was somehow adopted. As such, it remains somewhat alien to the other fiends and their arch lords.

Filudo's raw power and deadliness means that it has carved out a position in the Underhell for itself. Even more importantly, its ability to spawn hordes of fiends and minions out of the bodies of hapless mortals has made it a key player in the Underhell's plots and plans.

We know that Filudo came from millions of years ago, and possibly a different world or dimension. One theory is that Filudo comes from the mythical Forever Well—the source of all the multiverse. Presumably, it was either created as a universe itself, though a sentient one, or else it crawled through the well from a DIFFERENT multiverse—a concept outside the understanding of most mortal minds.

Unfortunately, the lack of information about Filudo and the havoc it creates make it hard to study. It is known that it causes weird time rifts, dropping artifacts out of the blue as it travels. It also, of course, leaves havoc in its wake, as the mortals it passes by become monstrous fiends and maggots.

***Crowns.*** Lord Filudo wears three *crowns of the Underhell.*

## Filudo's Shadow

### Regional Effects

Filudo's presence causes all of the following magical effects when he comes within 6 miles.

- **Breeding Pools.** Thick swarms of insects plague waters throughout the region, becoming wriggling water (page 129).
- **Hivemind.** Ankhegs, carrion crawlers, stirges, thri-kreen, and other insectoid monsters are drawn to Filudo's Shadow and corrupted, gaining the corruption trait matching the legion it leads. Smaller insects become more ravenous, attacking and rapidly consuming weak animals, as well as spawning their young in the leftovers.
- **Necrogestation.** Corpses of warm-blooded non-fiend animals, humanoids, and monsters within Filudo's Shadow become infested with fiendish parasites. Infected corpses spawn 1d4 maggots after 1d6 days within the Shadow.

If Filudo moves farther than 6 miles, these effects disappear over the course of 1d10 days.

## Filudo in Combat

Filudo's biggest threat to its opponents is its Psychic Parasite aura, which attempts to transform potential host creatures into demons that fight for Filudo. When engaged in a fight, Filudo will use its speed, flight, and teleportation to stay at range as its aura takes effect and the heroes deal with its minions. However, creatures that manage to get into melee range fall prey to Filudo's claws and ravenous appetite.

## Filudo's Avatar

Filudo's Avatar has no Archlord's Shadow and no shadow actions. It has the following changed statistics; all statistics, traits, actions, reactions, and legendary actions not listed are the same as those of Filudo.

**Hit Points** 332 (19d20 + 133)
**Saving Throws** —
**Skills** Arcana +11, Perception +12
**Senses** darkvision 300 ft., truesight 120 ft., passive Perception 22
**Challenge** 19 (200 XP)

***Innate Spellcasting.*** Spell save DC 20, +12 to hit with spell attacks.

***Psychic Parasite.*** Constitution saving throw DC 22.

### Actions

***Multiattack.*** Escape from grapple is 22 DC.

*Melee Weapon Attack:* +14 to hit.

### Legendary Actions

Filudo's Avatar can only take 2 legendary actions.

### Shadow Actions

***Tear Through Space.*** Constitution saving throw DC 22.

# The Mantispid

*Gargantuan fiend, neutral evil*

**Armor Class** 23 (natural armor)
**Hit Points** 455 (26d20 + 182)
**Speed** 45 ft., fly 45 ft.

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

**Saving Throws** Str +16, Dex +15, Con +15, Wis +14
**Skills** Arcana +13, Perception +14
**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks
**Condition Immunities** blinded, charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
**Senses** darkvision 300 ft., truesight 120 ft., passive Perception 24
**Languages** Abyssal, Infernal, telepathy 300 ft.
**Challenge** 26 (90,000 XP)

***Immunity to Parasite.*** A creature grappled by Filudo as a result of its raptorial claw attack is immune to the effects of Psychic Parasite for the duration of the grapple, and therefore, will not need to make saving throws against it. This effect ends when the grappled creature escapes.

***Innate Spellcasting.*** Filudo's innate spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *dimension door, misty step, planeshift*

***Legendary Resistance (3/day).*** If Filudo fails a saving throw, it can choose to succeed instead.

***Psychic Parasite.*** Semi-invisible, intangible parasites swarm out of Filudo, seeking out hosts within 300 feet of the Archlord. All creatures other than fiends, constructs, or undead, while within this range, must make a Constitution saving throw (DC 22) at the start of each of their turns. Creatures that fail their saving throws show signs of transformation. If a creature fails one saving throw, its bones and muscles ache as the change sets in, imposing disadvantage on all Strength-based saving throws and ability checks until a successful saving throw. If a creature fails two saving throws in a row, its mind is beset by hellish whispers from Filudo, imposing disadvantage on Wisdom-based saving throws and ability checks. If a creature fails three saving throws in a row, its transformation is complete, turning it into one of the following fiends depending on maximum hit dice: 0-2 max hit dice: **maggot**, 2-4 max hit dice: **gryllus**, 5-7 max hit dice: **underfiend**, 8-10 max hit dice: **cacodemon**, 10+ max hit dice: **Fourth Circle Demon**. The transformed creature rolls a new initiative and fights on the side of Filudo. If Filudo is banished before the transformation is complete, all creatures gradually transform back to their normal form over the course of 24 hours. A creature that moves more than 300 feet away from Filudo stops making saving throws and all signs of transformation fade. If they reenter the 300-foot radius, any failed saving throws will not carry over. Creatures that are fully transformed cannot revert back in this manner, however, a *wish* spell might completely remove the transformation. Casting *dispel magic* or *remove curse* won't reverse the transformation entirely, but starts the process over again, requiring the infected creature to fail or succeed three saving throws in a row again. When Filudo enters a town or village, all applicable NPCs at Challenge 1 or lower are instantly transformed into **maggots** by this effect.

## Actions

***Multiattack.*** Filudo makes two raptorial claw attacks against one target. The target is grappled (escape DC 24) if both attacks hit and if it is a Gargantuan or smaller creature. If Filudo takes 30 or more damage from one creature in a single turn, any creature grappled by it automatically escapes. A target also can escape by means of a teleportation spell (such as *dimension door, misty step,* etc.).

***Raptorial Claw.*** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage. Filudo cannot use this attack if it has a creature grappled.

***Bite.*** At the start of each of its turns, Filudo bites a creature it is grappling in its claws, automatically dealing 21 (3d8 + 8) piercing damage. A creature reduced to or below 0 hit points by this attack is instantly killed as Filudo decapitates its victim, consuming the head.

## Legendary Actions

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

***Raptorial Claw.*** Filudo makes a raptorial claw attack.

***Cast a Spell (Costs 2 Actions).*** Filudo casts a spell from its Innate Spellcasting list.

***Force Metamorphosis (Costs 3 Actions).*** Filudo attempts to force the transformation of a creature affected by Psychic Parasite it can see within 60 feet. The target creature must have already failed two saving throws against the effect. When Filudo uses this action, the target makes a third saving throw against Psychic Parasite with disadvantage. If it fails, it transforms into a fiend according to its maximum hit dice as per the Psychic Parasite effect.

## SHADOW ACTIONS

On initiative count 20 (losing initiative ties), Filudo takes a Shadow action to cause one of the following effects. It can't take the same action two rounds in a row.

***Command the Hive.*** Filudo commands one or more fiends within 90 feet it transformed with Psychic Parasite to attack its enemies. The number of fiends Filudo can use this action upon depends on the type of fiends under its control: **maggots**: up to five can attack, **grylluses**: up to three can attack, **underfiends**: up to two can attack, **cacodemons**: up to two can attack, **Fourth Circle Demons**: only one can attack.

***Swarming Spawn.*** Filudo sends a swarm of its spawn into an unoccupied location it can see within 90 feet, creating a 30-foot-radius sphere. The area is lightly obscured and difficult terrain. A creature that starts its turn in the area makes its Psychic Parasite saving throw at disadvantage. The swarm disperses when Filudo dies or uses this action again.

***Tear Through Space.*** Filudo teleports to a location it can see within 300 feet of it. Creatures grappled by Filudo teleport along with it, but must make a Constitution saving throw (DC 22) or take 10 (3d6) force damage.



# Encounter Tables

This appendix provides lists of monsters likely to be encountered together. While you can roll randomly on the tables, they are also useful as templates for building encounters for your campaign using groups of thematically related monsters. Each table is broken down into groups by average party level, assuming a party of four characters. For epic fights in which characters face a serious risk of death unless they flee or are well-prepared, increase the party's average level by an amount appropriate for their actual average level: an increase of one if they are low-level, of four if they are between 5th level and 8th level, of five if they are between 9th and 11th level, or of six if they are at least 12th level. Note that encounters with individual creatures that aren't legendary tend to be easier than their challenge rating suggests. If the party has five or more members, treat the group as one level higher per member they have beyond four. If the party has three members, treat the group as one level lower.

New monsters are found in Chapter 6. Hazards are in Chapter 5. Fiend Lord avatars are in Chapter 7. A few encounters include standard monsters or NPCs, which are in bold text. These entries assume either you are using both the Underhell fiend traits and the Sanguine Ward or you are using neither.

**Invasion Encounters (Levels 1–4)**

| d100 | Average for Level | Epic for Level | Encounter |
|---|---|---|---|
| 01–04 | 1 | – | 1 howling maggot |
| 05–07 | 1 | – | 1d4 + 2 shambling fragments |
| 08–10 | 1 | – | 1d2 + 1 broken maggots |
| 11–13 | 1 | – | 1 Styx-corrupted dire wolf |
| 14–16 | 1 | – | Boilpit, covered |
| 17–19 | 1 | – | 1 restless |
| 20–22 | 1 | – | 2 hazy damned soul swarms |
| 23–25 | 1 | – | Suffocating ash pit |
| 26–27 | 2 | 1 | 1 preening gryllus and 1 shambling fragment |
| 28–30 | 2 | 1 | 1 preening gryllus and 1 broken maggot |
| 31–33 | 2 | 1 | 1d4 + 3 broken maggots |
| 34–36 | 2 | 1 | 1d4 + 6 shambling fragments |
| 37–39 | 2 | 1 | Vicious halo |
| 40–41 | 2 | 1 | Gravity cliff |
| 42–45 | 2 | 1 | 2 howling maggots |
| 46–47 | 2 | 1 | 1 Annwn-corrupted gargoyle |
| 48–50 | 2 | 1 | 1 Phlegethon-corrupted ogre and 1 broken maggot |
| 51–53 | 3 | 2 | 1 leering gryllus and 1 broken maggot |
| 54–56 | 3 | 2 | 1 preening gryllus and 1 howling maggot |
| 57–59 | 3 | 2 | 1d4 + 2 hazy damned soul swarms |
| 60–62 | 3 | 2 | 1 leaping skin and 1 shambling fragment |
| 63–65 | 3 | 2 | 2 restless |
| 66–67 | 3 | 2 | 2 Styx-corrupted dire wolves |
| 68–69 | 3 | 2 | 1 Cocytus-corrupted minotaur and 1 broken maggot |
| 70–72 | 3 | 2 | 1 preening gryllus and 1d3 + 1 broken maggots |
| 73 | 3 | 2 | 1 Tartarus-corrupted giant scorpion |
| 74–75 | 3 | 2 | 1 Pandemonium-corrupted green hag and 1 broken maggot |
| 76–78 | 4 | 3 | 1 leering gryllus and 1 howling maggot |
| 79–81 | 4 | 3 | 1d3 + 7 broken maggots |
| 82–84 | 4 | 3 | 3 howling maggots |
| 85 | 4 | 3 | 3 Styx-corrupted dire wolves |
| 86–87 | 4 | 3 | 2 Annwn-corrupted gargoyles |
| 88–90 | 4 | 3 | Noxious acid pool |
| 91–92 | 4 | 3 | 2 Phlegethon-corrupted ogres |
| 93 | 4 | 3 | 1 Lethe-corrupted black pudding |
| 94–95 | 4 | 3 | 1 shining gryllus and 2 broken maggots |

| | | | |
|---|---|---|---|
| 96–97 | 4 | 3 | 3 restless |
| 98–00 | 4 | 3 | 2 hazy damned soul swarms hiding 1 preening gryllus and 1 broken maggot |

**Invasion Encounters (Levels 5–7)**

| d100 | Average for Level | Epic for Level | Encounter |
|---|---|---|---|
| 01–05 | 5 | 4 | 1 bonestrike underfiend and 1 broken maggot |
| 06–10 | 5 | 4 | 2 preening grylluses and 2d4 + 2 broken maggots |
| 11–15 | 5 | 4 | 2 hazy damned soul swarms hiding 1 leering gryllus and 1 howling maggot |
| 16–18 | 5 | 4 | 2 leaping skins, each puppeting a corpse |
| 19–20 | 5 | 4 | 2 simpering maggots |
| 21–23 | 5 | 4 | Noxious acid pool, camouflaged |
| 24–26 | 5 | 4 | Flame geyser |
| 27–28 | 5 | 4 | 2 Tartarus-corrupted giant scorpions |
| 29–30 | 5 | 4 | 1d3 + 3 Styx-corrupted dire wolves |
| 31–34 | 5 | 4 | 2 Cocytus-corrupted minotaurs |
| 35–36 | 6 | 4 | 1 Tartarus-corrupted otyugh and 1 howling maggot |
| 37–40 | 6 | 4 | 1 livid damned soul swarm and 1d3 howling maggots |
| 41–46 | 6 | 4 | 3 preening grylluses and 3 broken maggots |
| 47–50 | 6 | 4 | 1 roiling damned soul swarm and 1 howling maggot |
| 51–52 | 6 | 4 | 1 Cocytus-corrupted roper |
| 53–54 | 6 | 4 | 1 shining gryllus and 1d4 +2 broken maggots |
| 54–56 | 6 | 4 | 3 Annwn-corrupted gargoyles |
| 57–58 | 6 | 4 | 3 Phlegethon-corrupted ogres |
| 59–60 | 6 | 4 | 1 Hades-corrupted fire elemental and 1 broken maggot |
| 61–62 | 6 | 4 | 1 Sheol-corrupted wyvern |
| 63–67 | 6 | 4 | 1 bonestrike underfiend and 1 howling maggot |
| 68–72 | 7 | 5 | 1 flesheater underfiend and 1 howling maggot |
| 73–75 | 7 | 5 | 1 leering gryllus and 1d4 simpering maggots |
| 76–79 | 7 | 5 | 2 livid damned soul swarms |
| 80–81 | 7 | 5 | 1 Dis-corrupted gorgon and 1d2 howling maggots |
| 82–85 | 7 | 5 | 2 hazy damned soul swarms hiding 1 bonestrike underfiend and 1 broken maggot |
| 86 | 7 | 5 | 1 Annwn-corrupted shield guardian guarding 1 preening gryllus |
| 87–88 | 7 | 5 | 1 Gehenna-corrupted stone giant and 1d4 broken maggots |
| 89–95 | 7 | 5 | 1 shining gryllus and 1d4 + 1 howling maggots |
| 96–00 | 7 | 5 | 1 bonestrike underfiend, 1 preening gryllus, and 1d4 + 1 broken maggots |

**Invasion Encounters (Levels 8–10)**

| d100 | Average for Level | Epic for Level | Encounter |
|---|---|---|---|
| 01–06 | 8 | 5 | 1 rampant cacodaemon and 1 howling maggot |
| 07–10 | 8 | 5 | 2 shining grylluses and 1d4 broken maggots |
| 11–15 | 8 | 5 | 2 leering grylluses and 2 howling maggots |
| 16–21 | 8 | 5 | 1 bonestrike underfiend, 1 leering gryllus, and 2 howling maggots |

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|---|---|---|---|
| 22–25 | 8 | 5 | 2 hazy damned soul swarms hiding 1 flesheater underfiend and 1 broken maggot |
| 26–28 | 8 | 5 | 1 Acheron-corrupted treant |
| 29–30 | 8 | 5 | 1d3 + 3 Annwn-corrupted gargoyles |
| 31–32 | 8 | 5 | 3 Cocytus-corrupted minotaurs |
| 33–34 | 8 | 5 | 1d3 + 1 Phlegethon-corrupted ogres and 2 preening grylluses |
| 35–39 | 9 | 5 | 1 crawling horde and 1d6 shambling fragments |
| 40–45 | 9 | 5 | 1 skincloak underfiend and 1 howling maggot |
| 46–49 | 9 | 5 | 1 rampant cacodaemon and 1 preening gryllus |
| 50–54 | 9 | 5 | 1 flesheater underfiend, 1 leering gryllus, and 1 broken maggot |
| 55–58 | 9 | 5 | 1 shining gryllus and 1d4 + 4 howling maggots |
| 59–61 | 9 | 5 | 1 Cocytus-corrupted spirit naga and 1d4 + 1 howling maggots |
| 62–63 | 9 | 5 | 2 Tartarus-corrupted otyughs |
| 64–65 | 9 | 5 | 2 Hades-corrupted fire elementals |
| 66–67 | 9 | 5 | 2 Acheron-corrupted chuuls |
| 68–70 | 10 | 6 | 1 hortator and 1d4 + 2 broken maggots |
| 71–73 | 10 | 6 | 2 bonestrike underfiends and 1d4 + 1 howling maggots |
| 74–76 | 10 | 6 | 1 bonestrike underfiend, 1d4 preening grylluses, and 2d4 broken maggots |
| 77–81 | 10 | 6 | 2 shining grylluses and 2 simpering maggots |
| 82–84 | 10 | 6 | 2 leering grylluses, each riding a Tartarus-corrupted giant scorpion |
| 85–88 | 10 | 6 | 1 flesheater underfiend, 1 preening gryllus, and 1d4 howling maggots |
| 89–91 | 10 | 6 | 1d3 + 3 preening grylluses and 1d4 + 2 broken maggots |
| 92–95 | 10 | 6 | 1 cackling cacodaemon and 1 simpering maggot |
| 96–98 | 10 | 6 | 2 hazy damned soul swarms hiding 1 bonestrike underfiend and 1 shining gryllus |
| 99–00 | 10 | 6 | 2 Cocytus-corrupted ropers |

**Invasion Encounters (Levels 11–13)**

| d100 | Average for Level | Epic for Level | Encounter |
|---|---|---|---|
| 01–03 | 11 | 7 | 1 catoblepas and 2 simpering maggots |
| 04–06 | 11 | 7 | 1 tardigrade |
| 07–08 | 11 | 7 | 2 ashen angels |
| 09–10 | 11 | 7 | 1d3 + 3 leering grylluses and 1d4 + 2 broken maggots |
| 11–13 | 11 | 7 | 1 rampant cacodaemon and 1 bonestrike underfiend |
| 14–16 | 11 | 7 | 1 cackling cacodaemon and 1d4 + 1 howling maggots |
| 17–19 | 11 | 7 | 1 flesheater underfiend, 1 shining gryllus, and 1d4 howling maggots |
| 20–22 | 11 | 7 | 2 roiling damned soul swarms |
| 23–25 | 11 | 7 | 1d3 + 1 Cocytus-corrupted minotaurs and 1 shining gryllus |
| 26–27 | 11 | 7 | 2 Sheol-corrupted wyverns |
| 28–29 | 11 | 7 | 1 Styx-corrupted behir |

| | | | |
|---|---|---|---|
| 30–34 | 11 | 7 | 1 corpse mother and 1d4 – 1 restless |
| 35–38 | 12 | 8 | 1 bellatrix and 1 simpering maggot |
| 39–42 | 12 | 8 | 1 mandrake and 1d4 duplicate **berserkers** (33 hp, challenge rating 1, worth 200 XP each) |
| 43–45 | 12 | 8 | 2 shining grylluses and 1d4 + 2 simpering maggots |
| 46–49 | 12 | 8 | 1 skincloak underfiend, 1 leering gryllus, and 1 howling maggot |
| 50–53 | 12 | 8 | 2 flesheater underfiends and 1d4 broken maggots |
| 54–58 | 12 | 8 | 1 shrieking cacaodaemon and 1d2 simpering maggots |
| 59–62 | 12 | 8 | 3 hazy damned soul swarms hiding 2 bonestrike underfiends and 1 howling maggot |
| 63–64 | 12 | 8 | 1 Cocytus-corrupted spirit naga and 1 bonestrike underfiend |
| 65–66 | 12 | 8 | 2 Gehenna-corrupted stone giants |
| 67 | 12 | 8 | 2 Acheron-corrupted treants |
| 68–70 | 13 | 8 | 1 hell hound alpha |
| 71–73 | 13 | 8 | 1 nuckelavee |
| 74 | 13 | 8 | 1 philter and 1d4 preening grylluses |
| 75–77 | 13 | 8 | 1 raparee |
| 78–79 | 13 | 8 | 2 hazy damned soul swarms hiding 1 rampant cacodaemon and 1 preening gryllus |
| 80–83 | 13 | 8 | 2 bonestrike underfiends, 2 preening grylluses, and 1d6 howling maggots |
| 84–87 | 13 | 8 | 1 flesheater underfiend, 1d4 leering grylluses, and 1d4 + 1 howling maggots |
| 88–90 | 13 | 8 | 3 Acheron-corrupted chuuls |
| 91–92 | 13 | 8 | 3 Hades-corrupted fire elementals |
| 93–96 | 13 | 8 | 3 Pandemonium-corrupted green hags and 1d4 + 1 howling maggots |
| 97–98 | 13 | 8 | 1d4 + 2 Phlegethon-corrupted ogres and 1 flesheater underfiend |
| 99–00 | 13 | 8 | 1d4 + 4 Annwn-corrupted gargoyles and 1 shining gryllus |

**Invasion Encounters (Levels 14–16)**

| d100 | Average for Level | Epic for Level | Encounter |
|---|---|---|---|
| 01–03 | 14 | 9 | 1 hortator and 1d3 + 2 simpering maggots |
| 04–09 | 14 | 9 | 1 secutor |
| 10–15 | 14 | 9 | 1 Underhell elemental and 1d3 simpering maggots |
| 16–19 | 14 | 9 | 1d3 + 3 leering grylluses and 1d4 + 2 howling maggots |
| 20–23 | 14 | 9 | 2 rampant cacodaemons and 1d8 + 2 broken maggots |
| 24–27 | 14 | 9 | 3 bonestrike underfiends and 1d8 + 2 broken maggots |
| 28–31 | 14 | 9 | 1 flesheater underfiend, 2 preening grylluses, and 1d4 + 2 howling maggots |
| 32 | 14 | 9 | Baphomet's avatar |
| 33 | 14 | 9 | Chthon's avatar |
| 34 | 14 | 9 | Scylla's avatar |
| 35–38 | 15 | 10 | 1 cendiary |
| 39–41 | 15 | 10 | 1 magdalene and 1 howling maggot |

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|---|---|---|---|
| 42–45 | 15 | 10 | 1 gadarene |
| 46 | 15 | 10 | 3 ashen angels |
| 47–50 | 15 | 10 | 2 crawling hordes |
| 51–53 | 15 | 10 | 1 rampant cacodaemon, 1 bonestrike underfiend, 1 preening gryllus, and 1d10 broken maggots |
| 54–57 | 15 | 10 | 1 skincloak underfiend, 1 shining gryllus, and 1d4 simpering maggots |
| 58–62 | 15 | 10 | 1 cackling cacodaemon and 2 shining grylluses |
| 63–64 | 15 | 10 | 2 livid damned soul swarms hiding 2 bonestrike underfiends |
| 65 | 15 | 10 | 3 Sheol-corrupted wyverns |
| 66 | 15 | 10 | Humbaba's avatar |
| 67 | 15 | 10 | Jabootu's avatar |
| 68–70 | 16 | 11 | 1 bellatrix and 1 bonestrike underfiend |
| 71–73 | 16 | 11 | 1 philter and 1d4 + 2 simpering maggots |
| 74–78 | 16 | 11 | 1 raparee and 1 Annwn-corrupted shield guardian |
| 79–82 | 16 | 11 | 4 bonestrike underfiends and 1d8 + 2 broken maggots |
| 83–86 | 16 | 11 | 2 cackling cacodaemons |
| 87–89 | 16 | 11 | 2 flesheater underfiends, 1d4 leering grylluses, and 1d4 howling maggots |
| 90–92 | 16 | 11 | 1 skincloak underfiend and 2 shining grylluses |
| 93–95 | 16 | 11 | 2 skincloak underfiends |
| 96–98 | 16 | 11 | 1 racked seraph and 1d4 hazy damned soul swarms |
| 99 | 16 | 11 | Tarasque's avatar |
| 00 | 16 | 11 | Asmod's avatar |

**Invasion Encounters (Levels 17–20)**

| d100 | Average for Level | Epic for Level | Encounter |
|---|---|---|---|
| 01–03 | 17 | 11 | 1 catoblepas and 1d4 shining grylluses |
| 04–06 | 17 | 11 | 1 roiling damned soul swarm hiding 4 shining grylluses |
| 07–11 | 17 | 11 | 3 flesheater underfiends |
| 12–14 | 17 | 11 | 1 rampant cacodaemon, 1d3 bonestrike underfiends, and 1d10 broken maggots |
| 13–17 | 17 | 11 | 1 skincloak underfiend, 2 shining grylluses, and 1d4 + 1 simpering maggots |
| 18–19 | 17 | 11 | 1 cackling cacodaemon, 1d3 + 1 leering grylluses, and 1d4 howling maggots |
| 20–21 | 17 | 11 | 2 flesheater underfiends and 1d4 + 2 Phlegethon-corrupted ogres |
| 22 | 17 | 11 | 3 Gehenna-corrupted stone giants |
| 23–24 | 17 | 11 | 1 racked seraph and 1 ashen angel |
| 25 | 17 | 11 | Geryon's avatar |
| 26–29 | 18 | 12 | 1 hell hound alpha and 1d4 + 1 **hell hounds** |
| 30–31 | 18 | 12 | 1 hortator, 1 shining gryllus, and 1d6 + 2 simpering maggots |
| 32–34 | 18 | 12 | 1 tardigrade and 1d3 bonestrike underfiends |
| 35 | 18 | 12 | 1d3 + 3 ashen angels |
| 36–38 | 18 | 12 | 1 shrieking cacodaemon possessing a **knight** and 1 skincloak underfiend disguised as a squire |

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|---|---|---|---|
| 39–42 | 18 | 12 | 1 cackling cacodaemon, 1 flesheater underfiend, and 1 leering gryllus |
| 43–45 | 18 | 12 | 1 skincloak underfiend and 1d4 + 2 shining grylluses |
| 46–47 | 18 | 12 | 1d3 bonestrike underfiends and 1d3 Cocytus-corrupted ropers |
| 48 | 18 | 12 | 1 cackling cacodaemon and 2 Sheol-corrupted wyverns |
| 49 | 18 | 12 | Argus's avatar |
| 50 | 18 | 12 | Stheno's avatar |
| 51–53 | 19 | 13 | 1 mandrake, 1 duplicate **mage** (20 hp, challenge rating 5, worth 1,800 XP), and 1d6 duplicate **gladiators** (56 hp, challenge rating 3, worth 700 XP) |
| 54–56 | 19 | 13 | 1 secutor and 1 rampant cacodaemon |
| 57–61 | 19 | 13 | 4 flesheater underfiends |
| 62–65 | 19 | 13 | 1d3 + 3 shining grylluses and 1d4 + 2 howling maggots |
| 66–69 | 19 | 13 | 2 livid damned soul swarms hiding 2 rampant cacodaemons |
| 70 | 19 | 13 | 4 Gehenna-corrupted stone giants |
| 71–72 | 19 | 13 | 2 Styx-corrupted behirs |
| 73 | 19 | 13 | Orobas's avatar |
| 74 | 19 | 13 | Procrustes's avatar |
| 75 | 19 | 13 | Pulgasaur's avatar (all forms) |
| 76–78 | 20 | 14 | 1 gadarene and 1 rampant cacodaemon |
| 79–80 | 20 | 14 | 1 hortator and 3 bonestrike underfiends |
| 81–82 | 20 | 14 | 1 philter and 1d4 + 2 leering grylluses |
| 83–85 | 20 | 14 | 1 Underhell elemental and 1 cackling cacodaemon |
| 86–89 | 20 | 14 | 2 shrieking cacodaemons and 2 simpering maggots |
| 90–93 | 20 | 14 | 2 skincloak underfiends and 1d4 shining grylluse |
| 94–97 | 20 | 14 | 1 cackling cacodaemon and 2 flesheater underfiends |
| 98 | 20 | 14 | 1 animated Doomgate |
| 99 | 20 | 14 | 1 racked seraph and 2 livid damned soul swarms |
| 00 | 20 | 14 | Stroma's avatar |

**Invasion Encounters (Epic Fights for Levels 15–17)**

| d100 | Epic for Level | Encounter |
|---|---|---|
| 01–04 | 15 | 1 bellatrix and 1 secutor |
| 05–08 | 15 | 1 hortator and 4 bonestrike underfiends |
| 09–12 | 15 | 1 philter and 1d4 + 2 shining grylluses |
| 13–19 | 15 | 3 crawling hordes |
| 20–26 | 15 | 2 rampant cacodaemons and 2d4 + 2 simpering maggots |
| 27–33 | 15 | 3 skincloak underfiends and 1d4 howling maggots |
| 34 | 15 | Spider Mastermind's avatar |
| 35–38 | 16 | 1 philter and 4 bonestrike underfiends |
| 39–45 | 16 | 2 rampant cacodaemons and 4 bonestrike underfiends |
| 46–52 | 16 | 1 shrieking cacodaemon, 1 skincloak underfiend, 1 shining gryllus, and 1d4 simpering maggots |
| 53–59 | 16 | 2 skincloak underfiends and 1d3 + 3 shining grylluses |
| 60–63 | 16 | 2 Styx-corrupted behirs and 1 rampant cacodaemon |
| 64–67 | 16 | 1 siege dragon engine |
| 68–70 | 17 | 1 hortator, 1 philter, and 1d3 + 1 bonestrike underfiends |

| | | |
|---|---|---|
| 71–75 | 17 | 1 mandrake, 3 duplicate **assassins** (39 hp, challenge 7, worth 2,900 XP each), and 1 duplicate **archmage** (49 hp, challenge 10, worth 5,900 XP) |
| 76–81 | 17 | 4 crawling hordes |
| 82–87 | 17 | 4 skincloak underfiends |
| 88–93 | 17 | 2 cackling cacodaemons and 1d3 + 1 flesheater underfiends |
| 94–97 | 17 | 2 shrieking cacodaemons and 1d6 shining grylluses |
| 98–00 | 17 | 2 racked seraphs |

| Invasion Encounters (Epic Fights for Levels 18–20) | | |
|---|---|---|
| **d100** | **Epic for Level** | **Encounter** |
| 01–06 | 18 | 1 hortator and 4 flesheater underfiends |
| 07–10 | 18 | 1d4 + 6 ashen angels |
| 11–20 | 18 | 4 skincloak underfiends and 1d6 shining grylluses |
| 21–30 | 18 | 2 shrieking cacodaemons and 1d4 flesheater underfiends |
| 31–34 | 18 | 1d4 + 6 Sheol-corrupted wyverns |
| 35–40 | 19 | 1 catoblepas, 1 nuckelavee, and 1d3 bonestrike underfiends |
| 41–54 | 19 | 2 cackling cacodaemons and 4 flesheater underfiends |
| 55–61 | 19 | 3 Styx-corrupted behirs |
| 62–67 | 19 | 2 racked seraphs and 1d3 ashen angels |
| 68–72 | 20 | 1 bellatrix, 1 hortator, and 1 secutor |
| 73–77 | 20 | 1 hortator and 4 skincloak underfiends |
| 78–84 | 20 | 1 philter, 1 raparee, and 1 Underhell elemental |
| 85–94 | 20 | 2 shrieking cacodaemons and 1d3 + 1 skincloak underfiends |
| 95–00 | 20 | 1 siege dragon engine and 1 shrieking cacodaemon |