



## FIENDISH ASPECTS II

### A Web Enhancement for *Fiendish Codex II: Tyrants of the Nine Hells*

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## INTRODUCTION

*Fiendish Codex II: Tyrants of the Nine Hells* is packed to the brim with information about the Nine Hells, devils, archdevils, harvesting souls, playing devils, and more. If you like using devils in your campaigns, you should get this book to help you flesh them out. It also includes updated versions of devils that saw publication in *Book of Vile Darkness* and the different *Monster Manual* tomes. At the end of the book you'll find aspects of the archdukes, the rulers of the layers of the Nine Hells. The aspects of the Lords of the Nine presented there are suitable for high-level campaigns. However, you might want your lower level player characters (PCs) to encounter appropriately challenging aspects of the Lords of the Nine. This web enhancement presents these mid-level aspects, along with a revised aspect of Tiamat (originally from *Miniatures Handbook*) and aspects of the kobold deity Kurtulmak and the sahuagin deity Sekolah.

As with the demonic aspects in *Fiendish Aspects I*, you can create different “versions” of the aspects than those presented here. Each archduke is complex and has many powers. If you want a version along different lines, just swap out the special abilities for the ones you want, using the high-level aspects presented in *Fiendish Codex II: Tyrants of the Nine Hells* as your template.

Since the Nine Hells are very orderly, the aspects are presented in order of planar home from first to ninth.

#### BAATEZU SUBTYPE

Many devils, including all of the archdevils, belong to the race of evil outsiders known as the baatezu.

**Traits:** A baatezu possesses the following traits (unless otherwise noted in a creature's entry).

—Immunity to fire and poison.

—Resistance to acid 10 and cold 10.

—**See in Darkness (Su):** All baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

—**Summon (Sp):** Baatezu share the ability to summon others of their kind (the success chance and type of baatezu summoned are noted in each monster description).

—Telepathy.

## ASPECT OF BEL

Crimson scales cover the fiend from head to toe, and its face twists into a picture of devilish bestiality. Great wings spread from its back, also crimson-colored. Hatred and calculated cruelty have left their marks on this fiend's features.

### ASPECT OF BEL

CR 9

LE Large outsider (lawful, evil, extraplanar, baatezu)

**Init** +6; **Senses** see in darkness; Listen +17, Spot +17

**Languages** Abyssal, Infernal, Common; telepathy 100 ft.

**AC** 25, touch 13, flat-footed 23

(-1 size, +2 Dex, +2 deflection, +12 natural)

**hp** 104 (11 HD); **DR** 10/good

**Immune** fire, poison

**Resist** acid 10, cold 10;

**SR** 18

**Fort** +12, **Ref** +9, **Will** +10

**Speed** 30 ft. (6 squares), fly 50 ft. (average)

**Melee** +1 *greatsword* +16/+11/+6 (3d6+7/19-20 plus 1d6 fire) and tail +9 (1d8+2)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +11;

**Grp** +19

**Atk Options** Cleave, Power Attack, constrict 1d8+6, improved grab

**Special Actions** *summon baatezu*

**Abilities** Str 18, Dex 14, Con 20, Int 15, Wis 16, Cha 17

**Feats** Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword)

**Skills** Bluff +17,

Diplomacy +23, Disguise +3 (+5 acting), Hide +11, Intimidate +19, Knowledge (nobility) +12, Knowledge (the planes) +12, Listen +17, Move Silently +15, Search +12, Sense Motive +17,

Spot +17, Survival +3 (+5 on other planes or following tracks, +7 following tracks on other planes)

**Possessions** +1 *flaming greatsword*, *ring of protection* +2, *cloak of Charisma* +2

**Constrict (Ex)** The aspect of Bel deals 1d8+6 points of damage with a successful grapple check, in addition to damage from his tail attack.

**Improved Grab (Ex)** To use this ability, the aspect of Bel must hit an opponent of up to Medium size with a tail attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

### Summon Baatezu

**(Sp)** Once per day an aspect of Bel can summon a bearded devil or a black abishai with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 11th).

This aspect of Bel is a mid-level manifestation of the archdevil of the same name. Bel, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

### STRATEGIES AND TACTICS

This aspect of Bel is more suited to melee than to anything else, and it prefers melee more than the more powerful version. It attempts to summon a bearded devil initially, and then it wades into combat. It makes the best use of its Power



Attack feat that it can, trying to strike a balance between more Power Attack damage and having its 3rd iterative attack hit. Because grappling and constricting are less favorable than striking with its +1 *flaming greatsword*, the aspect grapples and constricts enemy spellcasters only, hoping to prevent them from casting while it strikes at other foes.

## SAMPLE ENCOUNTERS

Aspects of Bel are comfortable leading troops of diabolic minions, and usually they are not encountered alone.

**EL 9:** An aspect of Bel has been dispatched to a cult meeting to rally the cultists against a cult of Orcus. The aspect may be an ally of the PCs at first, but eventually they may have to dispatch it.

**EL 12:** An aspect of Bel accompanied by two red abishai and three black abishai are meeting with a cult of Tiamat. Bel and Tiamat have an alliance of sorts in the Nine Hells, and this meeting should bring together the cult with other diabolic allies. Such a meeting must be prevented.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Bel creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Aspects of Bel live on the barren and sometimes crowded first layer of the Nine Hells, where their master rules. They can be found on other layers as emissaries or subversive agents, since Bel plays a great many games and uses a lot of pawns.

**Typical Physical Characteristics:** This aspect of Bel is the same size and appearance as Bel, with great batlike wings and crimson scales covering his body.

## ASPECT OF BEL LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Bel. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
21	This is an aspect of Bel, the lord of Avernus. This reveals all outsider and baatezu traits.
26	This aspect of Bel specializes in tail constricting attacks, and it decimates foes with its flaming greatsword.

## SOCIETY

Aspects of Bel suffer from Bel's reputation for treachery and double-dealing, so few devils trust one. Though these aspects are not designed for diplomacy and

subterfuge, they mingle in diabolical society easily enough, and could be found in almost any court in the Nine Hells.

**Alignment:** Aspects of Bel are always lawful evil.

## TYPICAL TREASURE

An aspect of Bel carries a flaming greatsword at all times, and it usually wears or carries other personal magic items. An aspect of Bel may have the treasure of downed foes, or something to offer a potential ally, but this is not always true.

## ASPECTS OF BEL IN EBERRON

Devils in the *EBERRON Campaign Setting* live on Shavarath, the Plane of Battle, and endlessly oppose the hordes of demons that live on that plane too. One rarely finds an aspect of Bel on Eberron proper, but this is not unheard of. Some cults of Bel, scattered though they are and usually populated by monstrous races, sometimes enjoy the favor of the presence of an aspect of Bel.

## ASPECTS OF BEL IN FAERÛN

On Faerûn, aspects of Bel appear wherever the forces of demonic cults gain power and prominence. Bel himself constantly battles the forces of the Abyss, and does so on the Material Plane as well as on the fiendish planes. Aspects of Bel oppose demonic cults, though with the same cruel and wicked means that the demons use to accomplish their objectives. Generally, the aspects of Bel are as little appreciated as the demons.

## ASPECT OF TIAMAT

*The five colored heads of this thick-bodied dragon glare at you from different angles. Each head resembles the head of one color of evil dragon: red, white, black, green, and blue. Its large body is striped in the matching colors that merge together into a brownish-black color.*

### ASPECT OF TIAMAT

**CR 13**

**LE** Huge dragon (lawful, evil, extraplanar, water, earth, air, fire, cold)

**Init** +4; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Listen +20, Spot +20

**Languages** Abyssal, Celestial, Common, Draconic, Infernal

**AC** 31, touch 8, flat-footed 31  
(-2 size, +23 natural)

**hp** 175 (14 HD)

**Immune** cold, fire, magic sleep effects, paralysis

**Fort** +15, **Ref** +11, **Will** +12

**Speed** 30 ft. (6 squares), fly 100 ft. (clumsy), swim 20 ft., burrow 20 ft.

**Melee** 5 bites +19 (2d6+7)

**Space** 15 ft.; **Reach** 15 ft.

**Base Atk** +14; **Grp** +29

**Atk Options** Power Attack

**Special Actions** breath weapon

**Abilities** Str 24, Dex 11, Con 22, Int 19, Wis 16, Cha 18

**Feats** Hover, Improved Initiative, Lightning Reflexes, Power Attack, Wingover

**Skills** Bluff +16, Climb +15, Diplomacy +20, Disguise +4 (+6 acting), Escape Artist +17, Intimidate +18, Knowledge (nature) +16, Knowledge (the planes) +16, Listen +20, Search +21, Sense Motive +17, Spellcraft +15 (+17 deciphering scrolls), Spot +20, Survival +3 (+5 on other planes or following tracks or in aboveground natural environments, +7 following tracks on other planes or in aboveground natural environments), Use Magic Device +21 (+23 scrolls)

**Breath Weapon (Su)** An aspect of Tiamat can breathe from each of its five heads, but can breathe from only one head per round. Each breath weapon does 10d6 points of damage, and the type depends on the head: acid for the black and green heads, fire for the red head, cold for the white head, and electricity for the blue head. The aspect must wait 1d4+1 rounds (always at least 1 round) before breathing again from any head once it has used its breath weapon. The Reflex save DC is 22 against all breath weapons. It can make bite attacks with heads that are not breathing in the same round that it uses a breath weapon.

This aspect of Tiamat is a mid-level manifestation of the queen of evil dragons. Tiamat is detailed in *Draconomicon*.

## STRATEGIES AND TACTICS

Because the aspect of Tiamat has more restricted use of its breath weapons than its mistress does, its combat tactics mirror those of true dragons. However, a hydra-like flair is mixed in, because each head can bite every round. Thus, the aspect does flyby breath attacks, or it uses all bite attacks on a single foe. If it knows it must fight, the aspect burrows underground to erupt with surprise amidst its foes.

## SAMPLE ENCOUNTERS

Aspects of Tiamat love allies, especially dragons, but are most used to working with spawn of Tiamat.

**EL 13:** An aspect of Tiamat has been affected by a mental disease and is randomly attacking a nearby town. The townspeople fear they have angered the goddess of evil dragons and seek to placate her rather than slay the aspect.

**EL 17:** An aspect of Tiamat leads a small army composed of itself, three bluespawn godslayers, a young adult red dragon, and an adult green dragon. This force is attacking the home of an enemy of Tiamat's on the Material Plane, and it will succeed in killing the occupants if the PCs don't intervene.

## ECOLOGY

Aspects of Tiamat eat and sleep. Tiamat creates them fully formed when she needs them, so they don't have an ecology.

**Environment:** Tiamat has her home on Avernus, the first layer of the Nine Hells. Aspects of Tiamat are comfortably at home in this bleak place, though they can also be quite at home in a swamp, or a desert, or even in snowy mountains.

**Typical Physical Characteristics:** This aspect of Tiamat is a smaller version of the goddess of evil dragons. It has five heads, one the color of each kind of chromatic dragon. Its body is larger than a dragon of its size, but it cannot use its claws or attack with its tail.

## ASPECT OF TIAMAT LORE

Characters with ranks in Knowledge (nature) can learn more about the aspect of Tiamat. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
24	This is an aspect of Tiamat, the queen of evil dragons. This reveals all dragon traits.
29	Each head of an aspect of Tiamat has the same breath weapon as a chromatic dragon of the same color. The aspect cannot use all of them at once, however.
34	The aspect of Tiamat has the same immunities as the dragon types that its heads represent.

## SOCIETY

Aspects of Tiamat can be found with other chromatic dragon types, with abishai allies, or with spawn of Tiamat minions. They rarely spend time in the company of other types of devils, and Tiamat never sends an aspect to the court of any archdevil.

**Alignment:** Aspects of Tiamat are always lawful evil.

## TYPICAL TREASURE

Aspects of Tiamat travel lightly, and therefore they don't hoard treasure like true dragons do. The aspects must be ready to serve their mistress at a moment's notice. They sometimes have allies with magic items or wealth.

## ASPECTS OF TIAMAT IN EBERRON

Aspects of Tiamat rarely leave the continent of Argonessen, but sometimes one operates on mysterious Xen'drik. When encountered, an aspect of Tiamat always has a mission.

## ASPECTS OF TIAMAT IN FAERÛN

Strangely enough, on Faerûn Tiamat is worshiped by humans as well as dragons. Members of the Cult of the Dragon hold her in reverence, as do some fringe cults. Tiamat sends aspects to her cultists when they request such a visit, and the aspect could be bringing a message or be commanded to take charge of the cult activities.



**Melee** +2 longspear +17/+12/+7 (2d6+8) and tail stinger +10 (1d8+2)  
**Space** 10 ft.; **Reach** 10 ft. (15 ft. with longspear)  
**Base Atk** +12 **Grp** +20  
**Atk Options** poison (injury, Fort save DC 21, 1d6 Con/1d6 Con)  
**Sorcerer Spells Known** (cast 6/8/8/8/7/6/4 per day, CL 12th)  
6th—*disintegrate* (DC 23)  
5th—*lesser dragon ally\**, *summon monster V*  
4th—*greater invisibility*, *polymorph*, *summon monster IV*

3rd—*dispel magic*, *fireball* (DC 20), *hailstones\** (+14 ranged touch), *lightning bolt* (DC 20)

2nd—*alter self*, *false life*, *Melf's acid arrow* (+14 ranged touch), *resist energy*, *scorching ray* (+14 ranged touch)

1st—*ebon eyes\**, *magic missile*, *ray of clumsiness* (+14 ranged touch), *ray of enfeeblement* (+14 ranged touch), *shield*

0—*acid splash* (+14 ranged touch), *arcane mark*, *dancing lights*, *daze*, *detect magic*,

*ghost sound*, *mage hand*, *ray of frost* (+14 ranged touch), *read magic*

\*Spells are from *Spell Compendium*

**Abilities** Str 19, Dex 17, Con 21, Int 16, Wis 15, Cha 24

**Feats** Combat Casting, Empower Spell, Extend Spell, Iron Will, Still Spell

**Skills** Bluff +13, Concentration +20 (+24 casting in threatened areas), Decipher Script +13, Diplomacy +26, Disguise +7 (+9 acting), Escape Artist +18, Intimidate +9, Knowledge (arcana) +17, Knowledge (religion) +13, Knowledge (the planes) +18, Listen +12, Sense Motive +17, Spellcraft +20 (+22 deciphering scrolls), Spot +12, Survival +2 (+4 on other planes), Use Magic Device +22 (+26 scrolls)

**Possessions** +2 longspear, cloak of Charisma +4, metamagic rod of extend spell

The aspect of Kurtulmak is a mid-level manifestation of the god of the kobolds. Kurtulmak is presented in *Races of the Dragon*.

## ASPECT OF KURTULMAK

This large reptilian humanoidlike creature wields a long spear but eschews armor. Its alligator-shaped head holds eyes that glow with a bright orange light, and its long tail whips back and forth showing its anger. The tail sports a wicked stinger.

### ASPECT OF KURTULMAK **CR 11**

LE Large outsider (lawful, evil, extraplanar, dragon-blood)

**Init** +3; **Senses** darkvision 60 ft.; Listen +12, Spot +12

**Languages** Celestial, Common, Draconic, Infernal

**AC** 27, touch 12, flat-footed 24  
(−1 size, +3 Dex, +15 natural)

**hp** 114 (12 HD); **DR** 10/chaotic

**SR** 21

**Fort** +13, **Ref** +11, **Will** +12

**Speed** 40 ft. (8 squares)

## STRATEGIES AND TACTICS

Aspects of Kurtulmak prefer to use sorcery than fight in melee, but they are comfortable in both roles. The aspect tries first to summon some help using *summon monster* spells, and then begins using destructive magic on its foes. When it runs out of spell options, or is pressed, it brandishes its spear and does as much damage as possible. Kurtulmak sees the aspects as disposable, so they never flee a battle when they are on a mission because the god would finish them off himself.

## SAMPLE ENCOUNTERS

Aspects of Kurtulmak embody the kobold idea of strength in numbers, and therefore they like to work in groups. The larger the group, the better.

**EL 13:** An aspect of Kurtulmak and two kobold bodyguards, a 7th-level fighter mummy, and an 8th-level cleric ghoul, emerge from a lost kobold temple and begin attacking the human archaeologists that found the site.

**EL 15:** An aspect of Kurtulmak, in company with an aspect of Tiamat (see above) and four red abishai, inspire a kobold community to militaristic activities against neighboring humanoids. The destabilization in the region threatens human communities, and the group behind it all must be eliminated to restore the balance.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Kurtulmak creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Kurtulmak's domain is on the first layer of the Nine Hells, and so the aspects are used to that barren and harsh environment. They prefer swampy locales, though.

**Typical Physical Characteristics:** An aspect of Kurtulmak looks like an 11-foot-tall kobold.

## ASPECT OF KURTULMAK LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Kurtulmak. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
22	This is an aspect of Kurtulmak, the diabolical god of the kobolds. This reveals all outsider traits.
27	This creature is a spellcaster of considerable power.

## SOCIETY

As one of the gods living in the Nine Hells, Kurtulmak has his own domain, a swampy paradise amidst a barren volcanic nightmarish land. The devils don't consort with Kurtulmak in general, though occasionally one visits with him for some purpose. Kurtulmak does not get involved in the politics of Hell; other than a dialogue with Tiamat he rarely speaks to any creatures outside his own domain. His aspects, therefore, are not seen in the Nine Hells outside of Kurtulmak's own domain. They are more often seen on Material Plane worlds advancing the cause of the god of the kobolds.

**Alignment:** Aspects of Kurtulmak are always lawful evil.

## TYPICAL TREASURE

Aspects of Kurtulmak always are armed with magic spears and items that enhance their sorcerous powers. These items can include metamagic rods, ability-enhancing items, and rods and staves. They rarely have wealth on them that is not in a useful form.

## ASPECTS OF KURTULMAK IN EBERRON

Aspects of Kurtulmak could appear anywhere in Khorvaire, but most beings encounter them in Darguun among the kobold populations. When found elsewhere, expect that kobolds have moved into the area.

## ASPECTS OF KURTULMAK IN FAERÛN

Aspects of Kurtulmak rarely appear in Faerûn, since Kurtulmak works mainly through priests.

## ASPECT OF DISPATER

*The dark-skinned humanoid before you carries himself as regally as the clothing that he wears. The small horns in his head and the glowing eyes betray his fiendish origin, and his disdainful expression shows that he thinks himself far superior to anyone around him. He carries a long macelike rod like a scepter of rulership.*

### ASPECT OF DISPATER

**CR 10**

LE Medium outsider (lawful, evil, extraplanar, baatezu)

**Init** +6; **Senses** see in darkness; Listen +18, Spot +18

**Languages** Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

**AC** 28, touch 12, flat-footed 26

(+2 Dex, +12 natural, +4 shield)

hp 110 (13 HD); DR 10/good  
Immune fire, poison  
Resist acid 10, cold 10; SR 20  
Fort +16, Ref +16, Will +14

Speed 40 ft. (8 squares)  
Melee lesser *Dispater's rod* +20/+15/+10 (1d8+6)  
Base Atk +13; Grp +17  
Atk Options Power Critical (heavy mace)  
Special Actions *summon baatezu*  
Combat Gear *potion of barkskin* +4

Abilities Str 18, Dex 14, Con 19, Int 16,  
Wis 14, Cha 16

Feats Improved Initiative, Lightning Reflexes, Negotiator, Power Critical (heavy mace), Weapon Focus (heavy mace)

Skills Appraise +16, Bluff +19, Concentration +15, Diplomacy +20, Disable Device +16, Disguise +3 (+5 acting), Intimidate +18, Jump +8, Knowledge (architecture) +13, Knowledge (the planes) +13, Listen +18, Open Lock +15, Search +19 (+21 secret doors), Sense Motive +18, Spot +18, Survival +2 (+4 on other planes or following tracks)

Possessions combat gear plus *lesser Dispater's rod*, +2 *heavy steel shield*, *cloak of resistance* +4, *boots of striding and springing*

**Rust (Ex)** If an aspect of Dispater succeeds on a touch attack, his touch causes the target metal to corrode, falling to pieces and becoming useless immediately. His touch can destroy a 5-foot cube of metal or any armor or weapon up to Large size instantly. Magic armor, weapons, and other magic items made of metal must succeed on a DC 20 Reflex save or be dissolved. The save DC is Constitution-based.

**Summon Baatezu (Sp)** Once per day an aspect of Dispater can summon a bearded devil or two

bone devils with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 13th).

This aspect of Dispater is a mid-level manifestation of the archdevil of the same name. Dispater, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

Aspects of Dispater are made for combat. However, they share their master's paranoia and don't like to expose themselves in combat. Thus, they hesitate to fulfill the real mission for which they are created. When pushed into combat, they usually have an escape or two planned. In a fight, they focus on the most deadly enemy, knowing that their safety and survival is dependent on eliminating as quickly as possible those who can cause their deaths.

## SAMPLE ENCOUNTERS

Aspects of Dispater are comfortable in command of a group of devils. They rarely command mortals, preferring to leave that disgusting duty to lesser devils. They can fight alone, but their paranoia prevents them from really committing to a fight.

EL 11: An aspect of Dispater and an erinyes carry a gift from Dispater to a loyal cult. The gift would bring suffering to many and must be apprehended.

EL 12: An aspect of Dispater and three harvester devils (see *Fiendish Codex II: Tyrants of the Nine Hells*) enter a city looking for mortals to bring to a state of anagnorisis (which means killing them). The harvesters are along to corrupt the mortals in the first place, if need be. This group can be found in any backalley or slum of the city.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Dispater creates them fully formed when he needs them, so they don't have an ecology.



### Environment:

Aspects of Dis live in the paranoia-driven Iron City of their master, and they worry constantly about their safety and that of their master. When they journey to the Material Plane, they are so unaccustomed to the lack of paranoia that they become even more paranoid until they can create around themselves an environment with the right amount of distrust.

### Typical Physical

**Characteristics:** An aspect of Dispater looks like Dispater himself, a humanoid-appearing creature with black skin and glowing red eyes.

### ASPECT OF DISPATER LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Bel. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
23	This is an aspect of Dispater, the Lord of Dis. This reveals all outsider and baatezu traits.
28	Aspects of Dispater can rust metal with but a touch.

### SOCIETY

Even with their paranoia, aspects of Dispater handle society very well—better than their master, certainly. Thus, they can be found in any city environment. The people around an aspect of Dispater are more paranoid and fearful than usual for their race. Aspects of Dispater are comfortable in command of small groups of devils, and that is where they spend their time.

**Alignment:** Aspects of Dispater are always lawful evil.

### TYPICAL TREASURE

Each aspect of Dispater carries a version of the Dispater's rod. This weapon acts as a +2 *heavy mace*. Aspects are

almost always dressed in a few thousand gold worth of jewels and clothing.

### ASPECTS OF DISPATER IN EBERRON

Aspects of Dispater are found on Shavarath, not on Eberon proper. There, they maintain defensive positions against demons and other devils alike. They usually have a fortress, or at least a large permanent camp.

### ASPECTS OF DISPATER IN FAERÛN

In Faerûn, aspects of Dispater spend their time finding souls that have been corrupted but can be brought to anagnorisis at the moment of their deaths. These souls are highly prized by Dispater. Thus, you

find them in any civilized area, and not usually associated with a cult of Dispater.

### ASPECT OF MAMMON

*This large fiend has the lower body of a brown snake and the upper body of a muscular humanoid. The creature's head is humanoid but with a pointed skull, and his white eyes narrow menacingly. The creature is yellow-brown and brown, and spiny bone spurs jut through his skin all along his arms and across his shoulders.*

### ASPECT OF MAMMON

**CR 10**

LE Large outsider (lawful, evil, extraplanar, baatezu)

**Init** +5; **Senses** see in darkness; Listen +15, Spot +16

**Languages** Abyssal, Common, Infernal; telepathy 100 ft.

**AC** 27, touch 10, flat-footed 26; Dodge, Mobility (–1 size, +1 Dex, +3 armor, +14 natural)

**hp** 115 (11 HD); **DR** 10/silver

**Immune** fire, poison



**Resist** acid 10, cold 10; **SR** 18  
**Fort** +13, **Ref** +8, **Will** +10

**Speed** 30 ft. (6 squares); Spring Attack  
**Melee** +2 *cold iron shortspear* +18/+13/+8 (1d8+8)  
and  
tail +11 (1d8+3)  
**Base Atk** +11; **Grp** +21  
**Atk Options** constrict 1d8+9, improved grab  
**Special Actions** *summon baatezu*  
**Combat Gear** *potion of haste, potion of greater magic fang* +2

**Abilities** Str 23, Dex 13, Con 22, Int 15, Wis 16, Cha 13

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack

**Skills** Appraise +12, Balance +3, Bluff +15, Diplomacy +5, Disguise +1 (+3 acting), Forgery +12, Hide +7, Intimidate +14, Jump +8, Knowledge (the planes) +13, Listen +15, Move Silently +12, Search +13, Sense Motive +14, Spot +16, Survival +8 (+10 on other planes or following tracks), Tumble +12

**Possessions** combat gear plus +2 *large cold iron shortspear, bracers of armor* +3

**Constrict (Ex)** The aspect of Mammon deals 1d8+9 points of damage with a successful grapple check, in addition to damage from his tail attack.

**Improved Grab (Ex)** To use this ability, the aspect of Mammon must hit an opponent of up to Medium size with a tail attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

**Summon Baatezu (Sp)** Once per day an aspect of Mammon can summon a bearded devil or a narzugon with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 11th).

This aspect of Mammon is a mid-level manifestation of the archdevil of the same name. Mammon, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

Aspects of Mammon love to take advantage of mobility in combat, even though they get fewer attacks. They make full use of Spring Attack when they can avoid having foes close on them. They are greedy, however, and love to kill as many foes personally as possible.

Thus, they eventually change tactics and go into close melee with foes.

## SAMPLE ENCOUNTERS

Aspects of Mammon fight alone. In a group, they have no concept of teamwork and their “me first” attitude impedes the effectiveness of minions.

**EL 10:** An aspect of Mammon tempts a merchant to even greater atrocities in the name of money, and the PCs must stop the aspect to save a number of innocents.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Mammon creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Aspects of Mammon are used to the oily rainy yuck that is Minauros, the second layer of the Nine Hells. They feel at home here, and find sunny and fair conditions hateful and uncomfortable.

**Typical Physical Characteristics:** Aspects of Mammon look somewhat like yuan-ti halfbloods, except that aspects looks a lot more muscular. Each one wields a shortspear like an extension of its own limbs. Its brown and yellow skin usually looks like swirled vomit.

## ASPECT OF MAMMON LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Mammon. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
21	This is an aspect of Mammon, lord of Minauros. This reveals all outsider and baatezu traits.
26	The aspect of Mammon is a fighting machine, capable of using its spear to full advantage and strangling foes within the grip of its tail.

## SOCIETY

Aspects of Mammon bring greed wherever they go, and they surround themselves with those who are ruled by greed (because it is easier to rule them). Aspects of Mammon might be found in the seedy parts of a city, but rarely in the wilderness.

**Alignment:** Aspects of Mammon are always lawful evil.

## TYPICAL TREASURE

Other than its gear, or special gear purchased for a particular task, an aspect of Mammon usually doesn't have treasure. All wealth it acquires it sends “home” to Mammon himself. That is the main reason that aspects

of Mammon are so greedy; they cannot keep any wealth that they acquire but they want wealth so badly.

### ASPECTS OF MAMMON IN EBERRON

In Eberron, aspects of Mammon are native outsiders that insinuate themselves into populous cities and stir up greed and corruption. They are especially effective amongst trodden-down races or monster races that they can easily convince to feel as if they are not getting their due.

### ASPECTS OF MAMMON IN FAERÛN

Aspects of Mammon are plentiful in Faerûn, egging on the powerful to even greater atrocities. They can be found in the byways of Waterdeep, in the streets of Sembia, in the halls of Zhentil Keep, and just about everywhere else. They often pass as yuan-ti halfbloods while they work their evils.

## ASPECT OF FIERNA

*A sensuous beauty, this humanlike creature has small horns that somehow enhance her sensuality. Her fine but scant clothing invites the eye to linger on her body, and her red eyes glow with a mysterious promise of pleasure.*

### ASPECT OF FIERNA

**CR 9**

**LE** Medium outsider (lawful, evil, extraplanar, baatezu)

**Init** +3; **Senses** see in darkness; Listen +17, Spot +17

**Languages** Celestial, Common, Infernal; telepathy 100 ft.

**AC** 27, touch 15, flat-footed 24; Dodge, Mobility (+3 Dex, +4 armor, +2 deflection, +8 natural)

**hp** 102 (12 HD);

**DR** 10/silver

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 21

**Fort** +14, **Ref** +13, **Will** +12

**Speed** 30 ft. (6 squares); Spring Attack

**Melee** 2 claws +16 (1d4+4)

**Base Atk** +12; **Grp** +16

**Atk Options** Mortalbane, Quicken Spell-Like Ability (*flame blade*)

**Special Actions** *summon baatezu*

**Spell-Like Abilities** (CL 12th):

At will—*flame blade* (+16 melee touch)

3/day—*dispel magic*, *fireball* (DC 18), *fire shield*

**Abilities** Str 18, Dex 16, Con 18, Int 15, Wis 15, Cha 20

**Feats** Dodge, Mobility, Mortalbane, Quicken Spell-Like Ability (*flame blade*), Spring Attack

**Skills** Appraise +10, Balance +5, Bluff +18, Diplomacy +20, Disguise +5 (+7 acting), Escape Artist +18, Intimidate +7, Jump +11, Knowledge (nobility) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +17, Sense Motive +17, Spellcraft +12, Spot +17, Survival +2 (+4 on other planes), Tumble +20, Use Rope +3

**Possessions** *bracers of armor* +4, *ring of protection* +2, *cloak of resistance* +2

**Summon Baatezu (Sp)** Once per day an aspect of Fierna can summon a bearded devil with a 45% chance of success. This is the equivalent of a 5th-level spell (CL 12th).

This aspect of Fierna is a mid-level manifestation of the archdevil of the same name. Fierna, and a stronger aspect of her, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

### STRATEGIES AND TACTICS

Aspects of Fierna love combat, and they gleefully ignite their *flame blade* spells and wade into a melee. They rely on their Armor Class to protect them, and they know they are doing more damage to foes (usually) than the foe does in return. They use Mortalbane as often and as soon as they can, relying on the extra damage to whittle down foes. Since aspects of Fierna cannot teleport, they don't try to escape when things begin to go badly for them.

### SAMPLE ENCOUNTERS

Aspects of Fierna love company, both in combat and while doing other activities. They are almost always encountered with at least one diabolical bodyguard.

*EL 11:* An aspect of Fierna and two pain devils open a "pleasure shop" in a bustling city, luring in travelers and eventually slaying them.

*EL 14:* An aspect of Fierna in company with its pet hellcat, a narzugon, and a malebranche, are rumored to be meeting with members of a cult of Glasya in the secret cellar of a popular tavern.

### ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Fierna creates them fully formed when she needs them, so they don't have an ecology.

**Environment:** Phlegethos is the fiery layer of the Nine Hells, but aspects of Fierna are immune to fire so they don't really notice it. The landscape is bleak otherwise,

since anything not a devil is burned up by the flames. On other planes, they like to create fiery environments that match home, because their immunity to fire gives them a real advantage.

### Typical Physical

**Characteristics:** Aspects of Fierna are sensuous and exotic, and strongly attractive in a lustful sense. Though less charismatic than their mistress, they still evoke desire on sight. They are humanlike except for small horns on their heads and they have almost impossibly perfect features.

### ASPECT OF FIERNA LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Fierna. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
22	This is an aspect of Fierna, the archduchess of Phlegethos, the fourth layer of the Nine Hells. This reveals all outsider and baatezu traits.
27	Aspects of Fierna love to use flame blade spells, and they can enhance their damage significantly.

### SOCIETY

Aspects of Fierna sometimes appear in the court of Glasya, but only because their mistress is there. They don't yet appear in other courts of the Nine Hells because Fierna is still learning the diplomatic ropes of the Nine Hells. The few there are remain on Phlegethos in her citadel, and mix with (and take pleasure from) the devils that occupy Fierna's court. It is rumored that some spend time with Fierna's father, Belial, as stand-ins.

**Alignment:** Aspects of Fierna are always lawful evil.

### TYPICAL TREASURE

Aspects of Fierna typically have personal magic items for protection, since their main weapon is a spell. In

addition, they might have *metamagic rods of lesser quicken spell* if they anticipate using *flame blades* a lot. They typically wear a few thousand gold worth of jewelry, though.

### ASPECTS OF FIERNA IN EBERRON

Fierna is so new to her position as archdevil that she doesn't make many aspects yet. Thus, encountering mid-level aspects is very rare. One might be encountered on Khorvaire working with the leaders of a new cult dedicated to Fierna, but that's about it.

### ASPECTS OF FIERNA IN FAERÛN

Fierna doesn't make many aspects, so encountering them is rare in Faerûn unless you are part of a new cult dedicated to the archdevil. Even then, Fierna would probably send another devil, like an erinyes, rather than an aspect of herself. It is much more likely to meet an aspect of Fierna in the Nine Hells.

## ASPECT OF BELIAL

*This male humanlike figure is tall, dark, and almost oozing with sensuality. His small horns and glowing eyes don't take away from the mesmerizing effect of his personality and physical beauty, and his clothes complete a look that promises pleasure to the extreme.*

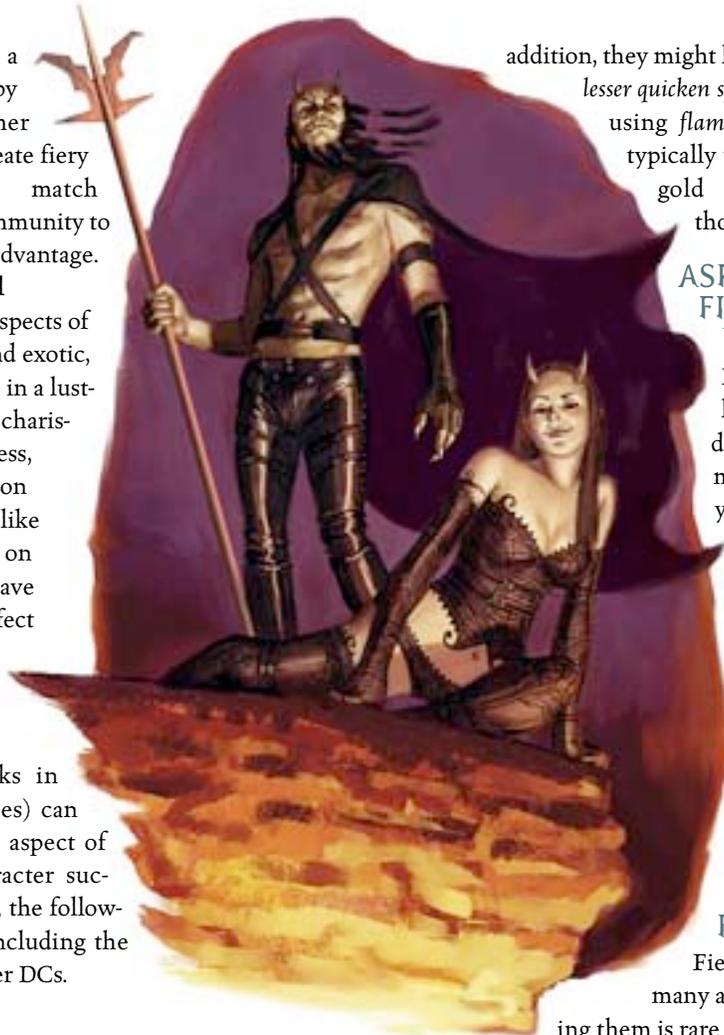
### ASPECT OF BELIAL

**CR 10**

LE Medium outsider (lawful, evil, extraplanar, baatezu)

**Init** +5; **Senses** see in darkness; Listen +18, Spot +18

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.



**AC** 27, touch 13, flat-footed 26  
(+1 Dex, +2 deflection, +14 natural)  
**hp** 114 (12 HD); **DR** 10/silver  
**Immune** fire, poison  
**Resist** acid 10, cold 10; **SR** 21  
**Fort** +13, **Ref** +9, **Will** +11

**Speed** 30 ft. (6 squares)  
**Melee** +1 vile cursespewing ranseur +18/+13/+8  
(2d4+7/×3 plus 1 vile plus curse) or  
**Melee** 2 claws +16 (1d8+4 plus 1 vile)  
**Base Atk** +12; **Grp** +16  
**Special Actions** *summon baatezu*  
**Spell-like Abilities** (CL 12th):  
At will—*suggestion* (DC 21)  
3/day—*charm monster* (DC 21)

**Abilities** Str 18, Dex 13, Con 20, Int 16, Wis 16,  
Cha 20

**Feats** Improved Initiative, Improved Natural Attack  
(claw) ×2, Vile Natural Attack (claw), Weapon  
Focus (ranseur)

**Skills** Balance +3, Bluff +20, Concentration +20,  
Diplomacy +26, Disguise +5 (+7 acting), Escape  
Artist +11, Intimidate +17, Jump +6, Knowledge  
(arcana) +13, Knowledge (nobility) +13,  
Knowledge (the planes) +13, Listen +18, Sense  
Motive +18, Spellcraft +15, Spot +18, Survival  
+3 (+5 on other planes), Tumble +16

**Possessions** +1 vile cursespewing\* ranseur, ring of  
*protection* +2

\***Cursespewing:** When this weapon deals damage, the victim  
must make a Will save (DC 15) or take a –4 morale penalty on  
attacks, saves, and ability and skill checks.

**Summon Baatezu (Sp)** Once per day an aspect  
of Belial can summon a bearded devil with a  
55% chance of success. This is the equivalent of  
a 5th-level spell (CL 12th).

This aspect of Belial is a mid-level manifestation of the  
archdevil of the same name. Belial, and a stronger  
aspect of him, are detailed in *Fiendish Codex II: Tyrants of  
the Nine Hells*.

## STRATEGIES AND TACTICS

Aspects of Belial don't in general like melee, but they  
are not good at anything else besides talking. They are  
armed well enough for combat and do vile damage on  
every attack form they have. Thus, in combat they move  
to where they can use their cursespewing vile spears to  
best effect. If they can curse a foe, they concentrate on  
that foe until it is down.

## SAMPLE ENCOUNTERS

Aspects of Belial are always encountered with some  
other kind of lustful devil or mortal in attendance, since  
their rapacious lusts must be satiated frequently.

**EL 11:** An aspect of Belial and an erinyes consort (in  
human guise) throw wild parties that result in corrup-  
tion and death among the young and wealthy of the city.

**EL 14:** An aspect of Belial leads an entourage of two  
pleasure devils and an orthon bodyguard, and they are  
investigating a new cult dedicated to Fierna. Reports of  
devils in the city spread quickly when they are seen.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep.  
Belial creates them fully formed when he needs them,  
so they don't have an ecology.

**Environment:** Aspects of Belial live on  
Phlegethos, the fiery layer of the Nine Hells. They love  
flame, but they love the comforts of a fine fortress or  
mansion even more. On other planes, they surround  
themselves with beautiful minions and all the finery  
that they can afford or steal.

**Typical Physical Characteristics:** Aspects of  
Belial are humanlike near-perfect specimens but with  
small horns in their brows. They gaze lustfully on any  
female humanoid they see and carry themselves with  
an air of bravado. Their fine leather clothing is skin-  
tight, outlining the erotic force of their bodies.

## ASPECT OF BELIAL LORE

Characters with ranks in Knowledge (the planes) can  
learn more about the aspect of Belial. When a character  
succeeds on a skill check, the following lore is revealed,  
including the information from lower DCs.

DC	Result
22	This is an aspect of Belial, the former lord of Phlegethos. This reveals all outsider and baatezu traits.
27	Aspects of Belial deal vile damage with their claws as well any weapon they happen to be carrying.

## SOCIETY

Aspects of Bel love society—any society that offers  
pleasure to the extreme and a chance for their master to  
recoup his recent losses. You can find them anywhere  
in the Nine Hells, and on the Material Plane, too.

**Alignment:** Aspects of Belial are always lawful evil.

## TYPICAL TREASURE

Aspects of Belial always have some protection magic, as  
well as a vile weapon of some kind (usually a ranseur).

They dress with elegance and great expense. They also usually have some gold to pay mortals if needed.

## ASPECTS OF BELIAL IN EBERRON

In the *EBERRON Campaign Setting*, aspects of Belial live on Shavarath, where they really dislike being. All that fighting. They much prefer to make their way to Khorvaire or Xen'drik, and if they don't have a specific mission, they can be found amusing themselves (at someone's expense) in the civilized lands.

## ASPECTS OF BELIAL IN FAERÛN

Aspects of Belial are seen from time to time in the *FORGOTTEN REALMS* setting. They are usually encountered in populated areas, since the wilderness offers nothing for them. They are also usually keeping track of any cults dedicated to Fierna, so if a new cult of Fierna springs up, an aspect of Belial most likely lurks somewhere nearby. They like to foster cults of Belial as well, because the members are amenable to the aspects' lascivious natures.

## ASPECT OF LEVISTUS

*With pale skin and dripping clothing, this humanlike creature has an air of cold and ice around him. His goatee is neat and he looks almost elegant, but his coal-black eyes almost glow with blackness and his teeth come to sharp points, which some consider fiendish qualities.*

### ASPECT OF LEVISTUS

#### CR 10

LE Medium outsider (lawful, evil, extraplanar, baatezu)

**Init** +3; **Senses** see in darkness; Listen +18, Spot +3

**Languages** Celestial, Common, Infernal; telepathy 100 ft.

**AC** 28, touch 15, flat-footed 25; Dodge, Mobility (+3 Dex, +3 armor, +2 deflection, +10 natural)

**hp** 114 (12 HD); **DR** 10/good

**Immune** fire, poison

**Resist** acid 10, cold 10, evasion; **SR** 19

**Fort** +13, **Ref** +11, **Will** +11

**Speed** 30 ft. (6 squares); Spring Attack

**Melee** +2 *magebane cold iron rapier* +18/+13/+8 (1d6+5/15-20)

**Base Atk** +12; **Grp** +15

**Atk Options** elaborate parry, precise strike

**Special Actions** *summon baatezu*, *summon rejkar*

**Abilities** Str 16, Dex 16, Con 20, Int 14, Wis 17, Cha 15

**Feats** Dodge, Improved Critical (rapier), Mobility, Spring Attack, Weapon Focus (rapier)

**Skills** Balance +15, Bluff +17, Diplomacy +19, Disguise +2 (+4 acting), Escape Artist +13, Hide +18, Intimidate +19, Jump +15, Knowledge (the planes) +17, Listen +18, Move Silently +18, Spot +3, Survival +3 (+5 on other planes), Tumble +20, Use Rope +3

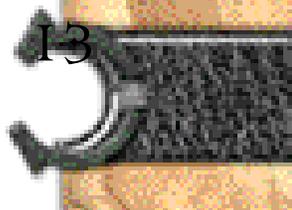
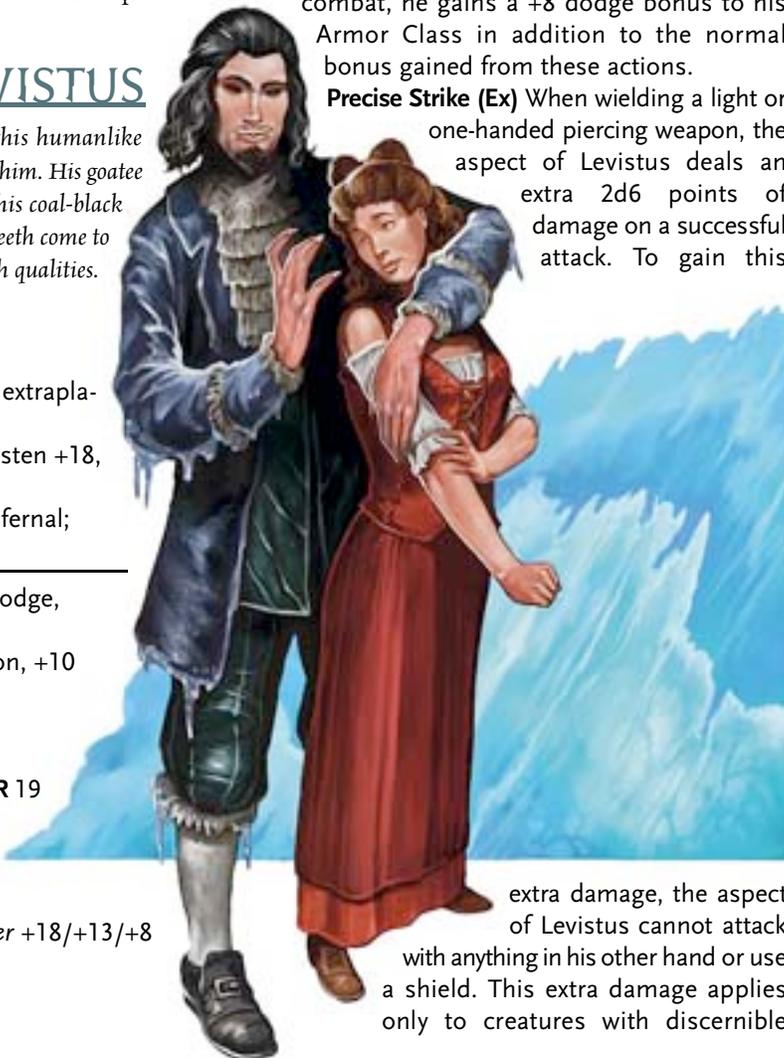
**Possessions** +2 *magebane cold iron rapier*, *bracers of armor* +3, *ring of protection* +2

\***Magebane:** Against creatures with prepared spells or available spell slots to cast spells without preparation, or those with arcane spell-like abilities that are not all used up for the day, this weapon has an additional +2 bonus on attack and damage and does an additional 2d6 points of damage.

**Elaborate Parry (Ex)** If the aspect of Levistus fights defensively or takes a total defense action in combat, he gains a +8 dodge bonus to his Armor Class in addition to the normal bonus gained from these actions.

**Precise Strike (Ex)** When wielding a light or one-handed piercing weapon, the aspect of Levistus deals an extra 2d6 points of damage on a successful attack. To gain this

extra damage, the aspect of Levistus cannot attack with anything in his other hand or use a shield. This extra damage applies only to creatures with discernible



anatomies (that is, creatures that are vulnerable to extra damage from critical hits).

**Summon Baatezu (Sp)** Once per day an aspect of Levistus can summon two bearded devils with a 40% chance of success. An aspect of Levistus can choose to use its *summon rejkar* ability in place of this ability. This is the equivalent of a 5th-level spell (CL 12th).

**Summon Rejkar (Sp)** Once per day an aspect of Levistus can summon two rejkar with a 40% chance of success. An aspect of Levistus can choose to use its *summon baatezu* ability in place of this ability. This is the equivalent of a 5th-level spell (CL 12th).

This aspect of Levistus is a mid-level manifestation of the archdevil of the same name. Levistus, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

The aspect of Levistus is a swashbuckling kind of fighter, and it fights to use its precise strike and elaborate parry abilities as much as possible. It always carries a weapon that suits its combat style and has some extra damage ability. The aspect of Levistus challenges opponents to single duels, both because it is honorable and because it probably has a better advantage in such situations. When summoning baatezu, it prefers rejkar because they hate baatezu and it is torture for one of them to have to obey a baatezu. If the fight turns bad for the aspect of Levistus, it retreats if possible.

## SAMPLE ENCOUNTERS

Aspects of Levistus are the only means by which the archdevil can rule his domain and act in the world, since he is trapped in ice at the bottom of Stygia. Thus, aspects of Levistus are very active and may be encountered with or without allies or minions.

**EL 10:** An aspect of Levistus, working alone, tries to provoke patrons in a tavern to acts of cruelty and corruption with bantering speech and challenges to duels.

**EL 13:** An aspect of Levistus travels with four mezzoloths and a nycaloth as bodyguards. The aspect is furthering some plan of Levistus's for his release from his icy prison, and it must be stopped. Possibly other devils try to enlist the PCs for this task.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Levistus creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Stygia is a watery and icy place, but the aspects are not that comfortable there as long as Levistus himself is trapped. They prefer other planes.

**Typical Physical Characteristics:** An aspect of Levistus looks a lot like a handsome human male swashbuckler with wet and frozen clothing. Since the icy water never leaves the creature's clothing, it always appears to be suffering from some curse.

## ASPECT OF LEVISTUS LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Levistus. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
22	This is an aspect of Levistus, the ruler of Stygia. Stygia is the fifth layer of the Nine Hells. This reveals all outsider and baatezu traits.
27	Aspects of Levistus fight like swashbucklers, and they can do extra damage when using only a one-handed piercing weapon.

## SOCIETY

Aspects of Levistus mix in any diabolic society, even though the other archdevils mostly mock and deride Levistus himself. They make friends with all different kinds of devils, yugoloths, and other creatures that might be of use to their master.

**Alignment:** Aspects of Levistus are always lawful evil.

## TYPICAL TREASURE

An aspect of Levistus prefers defensive magic, but it always arms itself with a magic rapier that has some surprising property. An aspect might have some treasure with which to buy an ally or make a deal, but that would not exceed double its standard treasure amount of 6,000 gp.

## ASPECTS OF LEVISTUS IN EBERRON

Levistus's realm of Stygia is located on Risia, the Plain of Ice, and aspects of Levistus exist on the frozen plains with ice devils and other creatures. Risia is coterminous with Eberron once every five years, so the appearance of aspects of Levistus is rare. Once they arrive, they never leave. Instead, they go about their business forming alliances and preparing for Levistus's eventual release.

## ASPECTS OF LEVISTUS IN FAERÛN

Levistus isn't very well known on Faerûn, though the archduke is working to change that. Aspects of Levistus, therefore, are rare. Consider sending your PCs to Gehenna or the Nine Hells if you want to introduce them to an aspect of Levistus.

## ASPECT OF SEKOLAH

*This huge shark is striped with red markings, and blood drips from its mouth constantly. The glowing eyes hint at its fiendish origin, and its expression of hatred and aggression proclaim its intent to devour anything it pleases.*

### ASPECT OF SEKOLAH **CR 13**

LE Gargantuan outsider (lawful, evil, extraplanar, aquatic)

**Init** +3; **Senses** darkvision 60 ft.; Listen +23, Spot +23

**Languages** Common, Infernal

**AC** 25, touch 9, flat-footed 22  
(-4 size, +3 Dex, +16 natural)

**hp** 153 (18 HD); **DR** 10/good

**Immune** poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

**Fort** +15, **Ref** +14, **Will** +13

**Speed** swim 60 ft. (10 squares)

**Melee** bite +23 (4d6+13/19–20 plus 1 vile)



**Base Atk** +18; **Grp** +39

**Space** 20 ft.; **Reach** 20 ft.

**Atk Options** Power Attack, improved grab, swallow whole

**Spell-Like Abilities** (CL 18th):

1/day—*horrid wilting* (DC 20), *unholy aura*, *unholy blight* (DC 16)

**Abilities** Str 29, Dex 16, Con 19, Int 16, Wis 15, Cha 14

**Feats** Cleave, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Sahuagin Flip, Swim-By Attack, Vile Natural Attack (bite)

**Skills** Escape Artist +24, Hide +12, Intimidate +23, Listen +23, Move Silently +24, Search +24, Spellcraft +24, Spot +23, Survival +23 (+25 following tracks), Swim +38

**Improved Grab (Ex)** To use this ability, the aspect of Sekolah must hit an opponent of up to Huge size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can swallow whole on the next round.

**Swallow Whole (Ex)** An aspect of Sekolah can try to swallow a grabbed opponent of up to Huge size by making a successful grapple check. Once inside, the opponent takes 2d6+9 points of bludgeoning damage each round plus 1d8+4 points of acid damage from the aspect's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the aspect of Sekolah's digestive tract (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The aspect of Sekolah's gullet can hold 12 huge, 8 large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

This aspect of Sekolah is a mid-level manifestation of the god of the sahuagin. Sekolah is presented in the water deities sidebar in *Stormwrack*. Sekolah's domain is described briefly in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

Aspects of Sekolah fight like sharks, though with cunning and intelligence. An aspect of Sekolah uses *unholy blight* or *horrid wilting* to soften up a group of foes, and then charges to snatch one and swim away. It makes full use of its feats, especially sahuagin flip combined with grappling.

## SAMPLE ENCOUNTERS

It is rare to meet an aspect of Sekolah at all, since Sekolah has little to do with his worshipers. When one does, the aspect is usually in the company of sahuagin and/or sharks.

**EL 14:** A summoned aspect of Sekolah and three sahuagin 6th-level fighters or barbarians travel to take revenge on a port city or sea elf community.

**EL 17:** An aspect of Sekolah and three advanced (33 HD) dire sharks devastate trade in a region, and they attack a ship carrying the PCs.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Sekolah creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Aspects of Sekolah live underwater.

**Typical Physical Characteristics:** Aspects of Sekolah look like really big great white dire sharks.

## ASPECT OF SEKOLAH LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Sekolah. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
28	This is an aspect of Sekolah, god of the sahuagin. This reveals all outsider traits.
33	Aspects of Sekolah swallow prey whole as they swim by.
38	Aspects of Sekolah can use <i>unholy blight</i> , <i>unholy aura</i> , and <i>horrid wilting</i> once per day each.

## SOCIETY

Aspects of Sekolah associate only with sharks and sahuagin, and even that is rare.

**Alignment:** Aspects of Sekolah are always lawful evil.

## TYPICAL TREASURE

Aspects of Sekolah have no treasure. Where would they put it?

## ASPECTS OF SEKOLAH IN EBERRON

Aspects of Sekolah appear only in the sahuagin-filled seas near Xen'drik, if they appear at all.

## ASPECTS OF SEKOLAH IN FAERÛN

Aspects of Sekolah almost never appear in Faerûn, though they are not unheard-of. Sekolah rarely interacts with his worshipers, but if he does he sends an aspect rather than coming himself.

## ASPECT OF GLASYA

*The coppery skin, wings, and horns on this devil don't detract in any way from her unearthly beauty. She is adorned in priceless clothing and jewelry, and she looks upon her surroundings with an imperiousness that fits someone of royal blood.*

### ASPECT OF GLASYA

**CR 11**

**LE** Large outsider (lawful, evil, extraplanar, baatezu)

**Init** +8; **Senses** see in darkness; Listen +20, Spot +20

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**AC** 30, touch 16, flat-footed 26; Dodge (-1 size, +4 Dex, +3 deflection, +14 natural)

**hp** 97 (13 HD); **DR** 10/good

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 23

**Fort** +13, **Ref** +14, **Will** +14

**Speed** 40 ft. (8 squares), fly 60 ft. (average)

**Melee** +1 *keen scourge* +17/+12/+7 (1d8+4/19-20) or

**Melee** touch +15 (1d6 Wisdom damage)

**Base Atk** +13; **Grp** +20

**Space** 10 ft.; **Reach** 10 ft.

**Atk Options** Combat Reflexes, Flyby Attack

**Special Actions** *summon baatezu*

**Combat Gear** 2 *potions of invisibility*

**Abilities** Str 17, Dex 19, Con 17, Int 17, Wis 19, Cha 22

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Bluff +22, Diplomacy +26, Disguise +6 (+8 acting), Escape Artist +12, Hide +13, Intimidate +8, Knowledge (nobility) +16, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +20, Move Silently +17, Search +16, Spellcraft +16, Spot +20, Survival +17 (+19 on other planes), Use Rope +4

**Possessions** combat gear plus +1 *keen scourge*, *ring of protection* +3, *cloak of resistance* +2, 4,000 gp worth of jewelry and baubles

**Wisdom Damage (Ex)** The aspect of Glasya's touch does 1d6 points of Wisdom damage on a successful hit. On each successful attack, it gains 5 temporary hit points. Temporary hit points last 1 hour, and it can only gain temporary hit points from this ability equal to its full normal hit point total.

**Summon Baatezu (Sp)** Once per day, an aspect of Glasya can summon four kalabons or one erinyes with a 55% chance of success. This is the equivalent of a 5th-level spell (CL 13th).

This aspect of Glasya is a mid-level manifestation of the arch-devil of the same name. Glasya, and a stronger aspect of her, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

The aspect of Glasya is prepared for combat, but it prefers to use other means before melee. It first tries to summon help, and then uses a flyby attack combined with a Wisdom damaging touch to wear down opponents. The aspect is cruel and delights in tormenting foes, though, so it cannot resist eventually using its scourge.

## SAMPLE ENCOUNTERS

Aspects of Glasya are sent out only at Glasya's specific bidding, either to further her plans or find mortals to corrupt and bring back to Malbolge, the sixth layer of the Nine Hells.

**EL 11:** An aspect of Glasya and an erinyes have just tempted a paladin to evil, and they are about to escort his soul to its final "reward" when the PCs come across them.

**EL 15:** An aspect of Glasya leads a group of five narzugons to secure something of value to Glasya—something that would be better off not in her hands.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Glasya creates them fully formed when she needs them, so they don't have an ecology.

### **Environment:**

Malbolge, the home of Glasya's aspects, is a bloated and cancerous place. Aspects of Glasya are accustomed to disease and decay. On Material Plane worlds, aspects of Glasya eschew the disease and decay of their home and embrace luxury and finery.

### **Typical Physical Characteristics:**

Aspects of Glasya look humanoid except for the large leathery wings and horns. The copper-hued skin could belong to a humanoid race, except it is more metallic than any humanoid's should be. Aspects of

Glasya have humanlike facial features and are very beautiful by human standards.

## ASPECT OF GLASYA LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Glasya. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.



DC	Result
23	This is an aspect of Glasya, ruler of the sixth layer of the Nine Hells. This reveals all outsider and baatezu traits.
28	The touch of an aspect of Glasya eats away at the mind and soul.

## SOCIETY

Aspects of Glasya mingle in any society easily. Only a few of them exist, but they can be encountered anywhere in the Nine Hells or on the Material Plane. Aspects of Glasya associate frequently with erinyes, pleasure devils, and pain devils, and use narzugons and bone devils as bodyguards.

**Alignment:** Aspects of Glasya are always lawful evil.

## TYPICAL TREASURE

Aspects of Glasya dress in jewels and finery, and they carry mostly defensive magic items. They usually have a magic scourge of some kind, and don't use any other weapon.

## ASPECTS OF GLASYA IN EBERRON

Glasya's realm is on the plane of Shavarath, and that is where most aspects of Glasya are encountered. Glasya has some cults on Khorvaire, and aspects of Glasya could be encountered where one is based.

## ASPECTS OF GLASYA IN FAERÛN

Glasya has been very active in the *FORGOTTEN REALMS Campaign Setting* for years, long before she became Archduchess of Malbolge. She made a concerted effort to corrupt Ravens Bluff (in the Vast). Thus, aspects of Glasya appear frequently in Faerûn, especially now that Glasya herself cannot visit just to tempt mortals. Aspects of Glasya in Faerûn are primarily concerned with corrupting individual mortals, especially highly moral ones, or with fostering cults of Glasya to increase her power.

## ASPECT OF BAALZEBUL

*This large creature looks like a bloated slug. Streaked in brown and black, and covered in a glistening slime, its very appearance evokes disgust and horror. Its bloated and twisted humanlike face sneers with contempt upon its surroundings, and a cloud of flies buzzes constantly about the creature.*

### ASPECT OF BAALZEBUL

**CR 11**

LE Large outsider (lawful, evil, extraplanar, baatezu)

**Init** +5; **Senses** see in darkness; Listen +19, Spot +19

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**AC** 28, touch 10, flat-footed 27

(-1 size, +1 Dex, +18 natural)

**hp** 136 (13 HD); **DR** 10/silver

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 21

**Fort** +14, **Ref** +11, **Will** +11

**Speed** 20 ft. (4 squares), burrow 20 ft., climb 20 ft.

**Melee** 2 slams +19 (1d6+6 plus 1 vile)

**Base Atk** +13; **Grp** +23

**Space** 10 ft.; **Reach** 10 ft.

**Special Actions** cloud of flies, disgorge insects, *summon baatezu*

**Abilities** Str 22, Dex 13, Con 22, Int 17, Wis 16, Cha 14

**Feats** Ability Focus (disgorge insects), Improved Initiative, Lightning Reflexes, Vile Natural Attack (slam), Weapon Focus (slam)

**Skills** Appraise +16, Bluff +18, Diplomacy +19, Disguise +2 (+4 acting), Escape Artist +17, Gather Information +4, Intimidate +17,



Knowledge (the planes) +16, Listen +19, Search +19, Sense Motive +19, Spellcraft +16, Spot +19, Survival +3 (+5 on other planes), Swim +19, Use Rope +1 (+3 bindings)

**Disgorge Insects (Su)** 60-ft. cone, once every 1d6 rounds, damage 15d6, Reflex DC 24 half.

**Cloud of Flies (Su)** As a use of his disgorge insects ability, the aspect of Baalzebul can surround himself with a cloud of flies. The flies remain until the aspect of Baalzebul next uses his disgorge insects ability. As long as they swarm around him, he has concealment (20% miss chance). *Gust of wind* or similar spells disperse the cloud.

**Summon Baatezu (Sp)** Once per day, an aspect of Baalzebul can summon a marrash or a bearded devil with a 50% chance of success. This is the equivalent of a 5th-level spell (CL 13th).

This aspect of Baalzebul is a mid-level manifestation of the archdevil of the same name. Baalzebul, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

The bloated aspects of Baalzebul can hold their own in melee, but they don't have the range of attacks that Baalzebul once had. They prefer to use their disgorge insects ability as often as possible, and they make slam attacks the remaining rounds. They always begin a combat with a cloud of flies, since they always have a cloud of flies about themselves. They summon help if hard pressed and if the flies are not getting the job done.

## SAMPLE ENCOUNTERS

Aspects of Baalzebul enjoy the support of other devils despite their horrid appearance, simply because Baalzebul himself is so influential even after the Reckoning. Thus, aspects of Baalzebul could be found alone but are most likely leading a group of devils (especially because the aspects have trouble moving around). However, aspects of Baalzebul are never encountered with erinyes or pleasure devils.

**EL 12:** An aspect of Baalzebul and his bodyguard of four narzugons are on a diplomatic mission to cement an alliance between a cult of Baalzebul and the cult of Belial.

**EL 14:** An aspect of Baalzebul and four bone devils seek a lost artifact that may help Baalzebul regain his true form. They are desperate to get their hands on it.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Baalzebul creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Maladomini, the home of Baalzebul, is a toxic wasteland of pollution and decay. Sluglike aspects of Baalzebul are very much at home here.

**Typical Physical Characteristics:** An aspect of Baalzebul looks like a 12-foot-long slug with a distorted humanlike face at one end and a couple of arms near its face.

## ASPECT OF BAALZEBUL LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Baalzebul. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
23	This is an aspect of Baalzebul, the Lord of Lies and ruler of the seventh of the Nine Hells. This reveals all outsider and baatezu traits.
28	Aspects of Baalzebul, like their master, can spew biting flies at enemies almost at will.

## SOCIETY

Baalzebul himself still commands respect and attention from other devils, but not so the lesser aspects of Baalzebul. They are shunned by diabolic society, though on important matters they command the respect of devils. The devils just don't want to hang out with a bloated slug when more pleasant options are available.

**Alignment:** Aspects of Baalzebul are always lawful evil.

## TYPICAL TREASURE

Aspects of Baalzebul generally don't have any treasure, but minions or allies with them do. Minions or allies have additional treasure to make up the average amount for the encounter level.

## ASPECTS OF BAALZEBUL IN EBERRON

Baalzebul's decaying and polluted realm is located on Shavarath, which is where aspects of Baalzebul are likely to be encountered. During a coterminus phase one might come across to Eberron as part of a diabolic military force, or one might be summoned by a cult of the Lord of Lies. Aspects summoned to Eberron return home as soon as they can.

## ASPECTS OF BAALZEBUL IN FAERÛN

The Lord of Lies is as popular in Faerûn as any other deity, and cults to Baalzebul abound (though in secret). However, aspects of Baalzebul are rare on Faerûn because Baalzebul uses other agents. They are more properly encountered in the Nine Hells.

## ASPECT OF MEPHISTOPHELES

*This fiend is the prototypical vision of evil. He has bright crimson skin, large crimson leathery wings, large curling horns, and black hair. His smile of superiority is disconcertingly charming.*

### ASPECT OF MEPHISTOPHELES CR 11

LE Large outsider (lawful, evil, extraplanar, baatezu)

**Init** +8; **Senses** see in darkness; Listen +22, Spot +22

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**AC** 28, touch 15, flat-footed 24  
(-1 size, +4 Dex, +3 armor, +2 deflection, +10 natural)

**hp** 97 (15 HD); **DR** 10/silver

**Immune** fire, poison, cold

**Resist** acid 10; **SR** 22

**Fort** +14, **Ref** +16, **Will** +16

**Speed** 40 ft. (8 squares), fly 60 ft. (average)

**Melee** +2 *flaming burst ranseur* +19/+14/+9 (2d6+5/19-20/×3 plus 1d6 fire [2d10 fire on critical hit])

**Base Atk** +15; **Grp** +21

**Space** 10 ft.; **Reach** 10 ft.

**Atk Options** Power Attack, Quicken Spell-Like Ability (*summon baatezu*)

**Special Actions** evoke hellfire, *summon baatezu*

**Abilities** Str 15, Dex 18, Con 15, Int 16, Wis 18, Cha 17

**SA** evoke hellfire, flames of hell, *summon baatezu*

**Feats** Improved Critical (*ranseur*), Improved Initiative, Negotiator, Power Attack, Quicken Spell-Like Ability (*summon baatezu*), Weapon Focus (*ranseur*)

**Skills** Appraise +18, Bluff +21, Diplomacy +29, Disguise +3 (+5 acting), Intimidate +23, Jump +8, Knowledge (history)

+8, Knowledge (nobility) +8, Knowledge (religion) +8, Knowledge (the planes) +21, Listen +22, Search +21, Sense Motive +24, Spot +22, Survival +13 (+15 on other planes, +15 following tracks), Tumble +19

**Possessions** +2 *flaming burst ranseur*, *ring of protection* +2, *bracers of armor* +3, *cloak of resistance* +3

**Evoke Hellfire (Su)** An aspect of Mephistopheles can create a burst of hellfire as a standard action at will. Any creature within 5 feet must succeed on a DC 20 Reflex save or take 2d6 points of damage. A successful save results in half damage. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Flames of Hell (Su)** The body of the aspect of Mephistopheles is swathed in dark flames. Any creature that strikes or touches the aspect of Mephistopheles with its body, or that grapples the aspect of Mephistopheles, automatically takes 2d6 points of damage. A creature takes



damage from this ability only once per turn. The aspect of Mephistopheles can suppress or resume its flames of hell ability as a free action.

**Summon Baatezu (Sp)** Once per day, an aspect of Baalzebul can summon two bearded devils with a 70% chance of success. This is the equivalent of a 5th-level spell (CL 15th).

This aspect of Mephistopheles is a mid-level manifestation of the archdevil of the same name. Mephistopheles, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

This aspect of Mephistopheles has the ability to use hellfire, and thus its whole combat strategy is based around fire and hellfire. It uses its flaming aura to keep foes away while it uses its ranseur. Aspects of Mephistopheles engage readily in combat, and they don't worry about retreat or think about saving themselves. Mephistopheles recreates them if they are destroyed.

## SAMPLE ENCOUNTERS

Aspects of Mephistopheles rarely leave the Nine Hells at all. At least one other devil, but usually a few, accompany an aspect of Mephistopheles.

**EL 11:** An aspect of Mephistopheles, alone, is seeking new converts to a cult in a populated city.

**EL 16:** An aspect of Mephistopheles, two ice devils, and a Cania-native barbed devil are corrupting a tribe of frost giants and teaching them mastery of hellfire.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Mephistopheles creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Cania, the home of the aspects of Mephistopheles, is even colder than Stygia. It is a vast frozen wasteland with nothing but ice and snow as far as the eye can see. Aspects of Mephistopheles are native to this layer of the Nine Hells (and thus have cold immunity).

**Typical Physical Characteristics:** Aspects of Mephistopheles look like prototypical devils, with red skin, curved horns, and wings.

## ASPECT OF MEPHISTOPHELES LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Mephistopheles. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC	Result
25	This is an aspect of Mephistopheles, the ruler of Cania (the eighth layer of the Nine Hells). This reveals all outsider and baatezu traits.
30	The aspect of Mephistopheles is immune to cold, since it comes from one of the coldest places in all existence.
35	The aspect of Mephistopheles is a master of hellfire, a new kind of fire energy tainted with evil.

## SOCIETY

Aspects of Mephistopheles mix in any society since they are comfortable in the power and reputation of their master. They often work with any devils, with Tiamat's followers, and with mortals. Aspects of Mephistopheles even venture onto the battlefields of the Blood War from time to time.

**Alignment:** Aspects of Mephistopheles are always lawful evil.

## TYPICAL TREASURE

Aspects of Mephistopheles typically have treasure equal to an NPC of their HD plus class levels (59,000 for just the HD). This is in the form of defensive magic items, a magic ranseur, and some token jewelry.

## ASPECTS OF MEPHISTOPHELES IN EBERRON

Aspects of Mephistopheles are rarely encountered in Eberron. If you want to use one, consider moving your adventure to Shavarath.

## ASPECTS OF MEPHISTOPHELES IN FAERÛN

Aspects of Mephistopheles don't appear on Faerûn very often, but when they do, they bring a number of other devils with them. Rumors insist that Mephistopheles, or an aspect of him, is trapped in Undermountain, but no one has ever found it.

## ASPECT OF ASMODEUS

*This handsome fiend stands close to 13 feet tall, with dark skin that almost glows and ebon hair. A pair of small curved horns juts from its dark brow. Garbed in red and black, it carries a staff that appears to be carved from a single ruby.*

## ASPECT OF ASMODEUS

**CR 12**

**LE** Large outsider (lawful, evil, extraplanar, baatezu)  
**Init** +7; **Senses** see in darkness; Listen +22, Spot +22

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**AC** 30, touch 15, flat-footed 27  
(-1 size, +3 Dex, +3 armor, +3 deflection, +12 natural)  
**hp** 142 (15 HD); **DR** 10/good  
**Immune** fire, poison  
**Resist** acid 10, cold 10; **SR** 24  
**Fort** +14, **Ref** +12, **Will** +13

**Speed** 40 ft. (8 squares), fly 80 ft. (good)  
**Melee** *ruby rod* +21/+16/+11 (2d6+8 plus 2d6 damage against good creatures)

**Base Atk** +15; **Grp** +23  
**Space** 10 ft.; **Reach** 10 ft.

**Atk Options** Combat Reflexes, Power Attack, Quicken Spell-Like Ability (*mirror image*), Violate Spell-Like Ability

**Special Actions** *summon baatezu*

**Spell-Like Abilities** (CL 15th):

3/day—*chain lightning* (DC 19), *hellfire storm*\* (DC 20), *magic circle against good*, *mirror image*  
1/day—*true seeing*

\* Spell from *Fiendish Codex II: Tyrants of the Nine Hells*

**Abilities** Str 19, Dex 17, Con 21, Int 16, Wis 18, Cha 17

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*mirror image*), Violate Spell-Like Ability, Weapon Focus (*ruby rod*)

**Skills** Bluff +21, Concentration +23, Diplomacy +25, Disguise +3 (+5 acting), Escape Artist +15, Intimidate +20, Jump +8, Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +22, Search +21, Sense Motive +22, Spellcraft +20, Spot +22, Survival +4 (+6 on other planes), Use Rope +3 (+5 bindings)

**Possessions** *ruby rod* (this lesser version of Asmodeus's own weapon acts as +2 *unholy heavy mace*), *bracers of armor* +3, *ring of protection* +3

**Summon Baatezu (Sp)** Once per day, an aspect of Asmodeus can summon an amnizu with a 45% chance of success or a Nessian warhound (advanced hell hound, see *Monster Manual*) with a 95% chance of success. This is the equivalent of a 7th-level spell (CL 15th).

This aspect of Asmodeus is a mid-level manifestation of the archdevil of the same name. Asmodeus, and a stronger aspect of him, are detailed in *Fiendish Codex II: Tyrants of the Nine Hells*.

## STRATEGIES AND TACTICS

This aspect of Asmodeus fights in the same style as the archdevil: from the back. The aspect sends allies forward, and then it uses spell-like abilities on foes until either it is rushed and must melee or it runs out of spell-like abilities. It violates the first two uses of each damaging spell-like ability using Violate Spell-Like Ability, inflicting a lot of vile damage that the foes probably cannot cure during combat. When it goes into combat, it uses its *ruby rod* and full attack sequence to best effect, fighting in concert with remaining allies. If allies are getting low, it summons something to cover its retreat. Asmodeus doesn't like to lose aspects.

## SAMPLE ENCOUNTERS

Servitor devils, bodyguards, and Nessian warhounds always accompany aspects of Asmodeus. They never travel alone, and they are rarely encountered on the Material Plane. Asmodeus pays attention to the Abyss and the celestial realms, not the Material Plane.

**EL 15:** An aspect of Asmodeus, a pleasure devil, two bone devils, and two Nessian warhounds scout the fields of the Blood War to assess the current state of progress against the demons.

**EL 18:** An aspect of Asmodeus, two horned devils, and a malebranche make a foray into the Material Plane seeking intelligence about cults of Mephistopheles. They plan to eliminate the cults and any witnesses to their presence.

## ECOLOGY

As outsiders, the aspects don't need to eat or sleep. Asmodeus creates them fully formed when he needs them, so they don't have an ecology.

**Environment:** Nessus, the home of the aspects of Asmodeus, is a blasted plain. Beings live in huge crevasses, or in caves in the walls of these crevasses. Aspects of Asmodeus, though, are at home in any terrain except the utter cold of Cania.

**Typical Physical Characteristics:** Aspects of Asmodeus look like dark-skinned giants with fiendish horns.

## ASPECT OF ASMODEUS LORE

Characters with ranks in Knowledge (the planes) can learn more about the aspect of Asmodeus. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.



DC	Result
25	This is an aspect of Asmodeus, the lord of Nessus and ruler of the Nine Hells. This reveals all outsider and baatezu traits.
30	The aspect of Asmodeus has spell-like abilities that it uses to defeat foes, including <i>chain lightning</i> and <i>hellfire storm</i> .
35	The ruby rod that it carries is a version of the weapon that Asmodeus carries, a weapon filled with the evil of the Nine Hells.

## SOCIETY

The aspect of Asmodeus evokes the same fear that its master does, and other devils are extremely cautious about associating with an aspect of Asmodeus on a personal level.

**Alignment:** Aspects of Asmodeus are always lawful evil.

## TYPICAL TREASURE

The *ruby rod* that the aspect of Asmodeus carries is a lesser version of Asmodeus's own weapon. It is carved from a single ruby and worth a fortune (at least 50,000 gp) to the right people. It carries the taint of evil, though, and is very hard to sell in normal channels. Anyone the PCs approach with it can recognize it on a DC 10 Knowledge (religion) check. The aspect has other defensive magic items appropriate to its Challenge Rating.

## ASPECTS OF ASMODEUS IN EBERRON

Aspects of Asmodeus are native to Shavarath in the *EBERRON Campaign Setting*, and they never come to Eberron proper unless summoned somehow. Move your PCs to Shavarath to have them encounter one.

## ASPECTS OF ASMODEUS IN FAERÛN

Aspects of Asmodeus never appear in Faerûn unless called via *planar ally* or *planar binding* spells.

If you want to use these aspects in your FORGOTTEN REALMS campaign, move the action to the Outer Planes. Aspects of Asmodeus could be found anywhere in the planes where they advance Asmodeus's main goals of toppling the celestial beings and eliminating the demons.

## ADDITIONAL FEATS USED IN THIS FEATURE

These feats are not presented in the *Player's Handbook* or *Monster Manual*.

### **Mortalbane (from *Book of Vile Darkness*):**

Mortalbane is a damaging spell-like ability that deals an extra 2d6 points of damage to living nonoutsiders, but only half damage to outsiders, constructs, and undead. Mortalbane can be applied to the creature's spell-like abilities a total of five times per day, but it can be



applied to any of a creature's spell-like abilities. This feat does not allow a creature to exceed its daily uses of any spell-like ability.

**Sahuagin Flip (from *Stormwrack*):** After making a single melee attack, you can use the withdraw action (moving up to twice your swim speed) as a move action. You can use this feat only while swimming.

**Swim-By Attack (from *Stormwrack*):** When swimming, you can take a move action and another standard action (such as an attack) at any point during the move. You cannot take a second move action during a round when you make a swim-by attack.

**Vile Natural Attack (from *Book of Vile Darkness*):** Your natural attack does 1 point of vile damage in addition to its normal damage.

**Violate Spell-Like Ability (from *Book of Vile Darkness*):** This feat adds the evil descriptor to a spell-like ability. Furthermore, if the spell-like ability deals damage, half that damage (rounded down) is vile

damage. Each of the creature's spell-like abilities can be violated twice per day, though the feat does not allow the creature to exceed the normal daily uses of a spell-like ability.

## ABOUT THE AUTHOR

**Robert Wiese** entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA® Network for almost seven years, overseeing the creation of the LIVING GREYHAWK™ and LIVING FORCE™ campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife Rhonda and his son Owen. He is still involved in writing, organizing conventions, and playing LIVING GREYHAWK, and he studies mouse foot muscles for the Pharmacology Department of the University of Nevada, Reno.