

Spirits of Heaven and Hell

Spirits of Heaven and Hell
An Account of the Angels
&
A Directory of Devils

Inspired by Folklore, Legend, Art, and Mythology

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Basic Text Edition

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Part I: An Account of the Angels

The Angels of Heaven

At the zenith of the Cosmos are seven realms of pure benevolence, known collectively as Heaven, the Seven Heavens, Paradise, or the Gardens of the Blessed. Inhabiting Heaven are the Blessed Souls of those who lived lives of virtue and goodness. Protecting and tending to the souls of the Blessed are the beings of light called Angels.

Each type of Angel is a perfect exemplar of a benevolent virtue: Kindness, Charity, Chastity, Patience, Mercy, Diligence, Humility, or Faith. So strong is an angel's devotion to virtue that it is visible as a shining light, sometimes emanating from the head as a halo, other times surrounding the being as a burning nimbus. Virtue provides the meaning and direction of an Angel's existence, and the Angels experience joy when they lead others to perfect happiness through its practice.

Angels embody the two complimentary strains of goodness: Righteousness and Mercy. Righteousness consists of strict devotion to the lawful forms of a well-ordered society, and willingness to take positive action to protect good and eliminate evil. Mercy consists of wholly benevolent intentions, commitment to help the less fortunate, and compassionate understanding and forgiveness of the limitations of imperfect creatures. Certain Angels, by reason of their associated virtue, lean more towards either Righteousness or Mercy. Cherubim, for example, are so Righteous that merely being near one will burn non-Angelic beings with the fire of holiness. The aptly-named Angels of Mercy, however, are so Merciful that they will even intercede on behalf of Devils, asking that the diabolical creatures be spared, and given the chance to redeem themselves. While the Angels may disagree amongst themselves about the best way to promote beneficence, they never fail to cooperate for the greater good.

The mission of the Angels in the Cosmos is to protect it from Chaos, save its inhabitants from evil, and restore all to perfect goodness. The Angels work tirelessly to guide mortals towards benevolent acts, to defend innocents from evil, and maintain the sanctity of holy places. In this work they come into constant conflict with the other kind of spirits. The Cosmic Archons try to impose destinies upon humanity, without regard for the moral qualities of their subjects. The Devils endlessly seek to corrupt souls and claim them for Hell. The Demons want to undo all of existence, and turn everything to mad Chaos. The Fairy Folk wish to enjoy and express themselves, without moral considerations. While there is no doubt that the Angels represent the single most powerful class of extra-planar beings, both individually and as a whole, it is also true that they are set against vast numbers of other spirits who constantly try to undermine the work of Virtue, Righteousness, and Mercy.

Fundamental to the way Angels see the Cosmos is the event that they term "The Fall". According to the Angels, all spirits were originally Angels. Because Virtue is meaningless unless freely chosen, the Angels had been granted free will by their creator. The most powerful of their kind, seeing that he was better in every quantifiable way than all other beings, lost the virtue of Humility. He thereafter decided that he deserved to rule the Cosmos. He corrupted many other Angels, promising to make them even more splendid and powerful if they followed him. Finally, he led the rebel Angels against their creator. The rebels failed, and their lack of virtue cause them to lose hold of Heaven. The worst fell with their leader into the Pits of Vice called Hell and became Devils, or else were lost to the madness of Chaos, and became Demons. Many of the Angels who had been involved in the creation of the Cosmos had lost their commitment to benevolence and joined the rebellion, hungering to exercise total control over mundane creatures. Those Angels fell to the Planetary Spheres, and

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became the Archons. Finally, the Angels who had tried to remain neutral in the conflict lost their Righteousness, and thus fell from Paradise and became the Fairy Folk. Similarly, according to the Angels, humans were meant to be a perfectly virtuous creation and automatically enjoy eternity in Heaven. By the malice of the other spirits, particularly the Devils, humanity was corrupted and turned from its intended destiny. Naturally, the other varieties of spirits generally deny the Angel's account of their origins, with the notable exception of the Luminous Devils.

Angels in general take a dim view of magic. They have seen too many innocent souls corrupted by the lure of sorcery to trust it. Nonetheless, there are indeed virtuous Theurgists and benevolent White Witches who endeavor to serve the will of Heaven. Such mortals must constantly resist the temptation to use their powers for selfish ends, however. Angels do not grant supernatural powers without very good reason, and careful consideration of the possible outcome. Although, like all spirits, Angels are theoretically capable of teaching the Arcane spells that correspond to their special abilities, they almost never do so.

Above all else, Angels love humanity. It is said that the Angels were commanded from their creation to regard human beings as their special concern. No other class of extra-planar beings will aid human beings as quickly, or without obvious reward. An Angel will willingly allow its material form to be destroyed in order to save a human life. Certain Angels will even go so far as to enter Hell in order to reclaim human souls whose vices dragged them to the infernal pits, but whose good actions in life ultimately merit Heaven's reward.

The Hierarchy of Angels

Angels are organized into groups called Choirs. There are seven regular Choirs, each corresponding to a Virtue and a particular Garden of Heaven, plus an eighth Choir consisting of the Guardian Angels that inhabit the whole of Paradise. Each Choir consists of common members, as well

as more powerful nobles who are even stronger in their virtues.

*The Noble **Angels of Death** are titled:
Dominions.*

*Noble **Angels of Mercy** are titled:
Virtues (not to be confused with virtue in general).*

*Noble **Chariot Angels** are titled:
Thrones.*

*Noble **Cherubim** are titled:
Holy Living Ones.*

*Noble **Herald Angels** are titled:
Principalities.*

*Noble **Seraphim** are titled:
Shining Ones.*

*Noble **Warrior Angels** are titled:
Powers.*

*Noble **Guardian Angels** are titled:
Lords.*

Each of the seven regular Choirs is headed by an Archangel (except for the Cherubim, who have four), beings utterly committed to serving the Lord of Hosts and promoting perfect Virtue. So strong is the virtue of the more powerful Angels that they are almost pinned to Heaven by it, unable to bear the evil and corruption in the mundane world for long. Angelic nobles will usually only appear in the mundane world when acts of great benevolence have been committed, on the anniversaries of such events, or on other days of holy significance. The awesome Archangels usually require difficult and exhausting rites, performed by the most virtuous of clergy, in order to come to the mundane world.

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The Angels of Death are ruled by:
The Archangel of Death.

The Angels of Mercy are ruled by:
The Archangel of Mercy.

The Chariot Angels are ruled by:
The Archangel of Secrets.

The Cherubim are ruled by:
The Four Archangels of the North, South, East, and West.

The Herald Angels are ruled by:
The Archangel of the Annunciation.

The Seraphim are ruled by:
The One Before the Throne.

The Warrior Angels are ruled by:
The Warrior Archangel.

The Guardian Angels have no single Archangel.

The Rulership of Heaven

The Angels claim to have been created by, and to faithfully serve, a divinity known as the Lord of Hosts. Many sages state that the Lord of Hosts is the most likely candidate to be the actual Ultimate God - the true First Cause of existence, and a power who wholly transcends lesser divinities. Other sages speculate that while the Lord of Hosts is not actually the Ultimate God, he is the most powerful emissary of the Ultimate God in the Cosmos, and the only divine power whose will is identical to that of the Ultimate God. Some account say that the natural shape of the Lord of Hosts is that of an enormous being like a man, whose upper body seems to be made of bright metal, whose lower body is made of fire, and whose whole being radiates searing white light that breaks into prismatic bands. The light from his body is supposed to shine so strongly, that no mundane being can safely look at him for more than a moment. The Lord of Hosts is pictured as sitting upon a throne seemingly made of glowing sapphire, but which is actually the

Archangel of Secrets. Also said to surround the Lord of Hosts at all times are four of the mightiest Chariot Angels, like whirling wheels of chrysolite filled with eyes, as well as the Four Archangels of the Cherubim.

The Angels are also said to have a Queen. She is considered by some sages to be the spouse of the Lord of Hosts, and to have once been the only mortal to have ever been free of all vices, and perfect in every virtue. Others propose that the Queen of the Angels is actually the feminine form of the Lord of Hosts himself, taken when he wishes for non-angelic beings to be graced with his Presence. Some sages speculate that the Lord of Hosts and the Queen of the Angels are actually the embodiments of Righteousness and Mercy, respectively. When she appears to mortals, the Queen of the Angels is said to resemble a young woman of perfect loveliness, beautifully but modestly dressed, whose body radiates soft light like that of a summer day, and who is almost always attended by numerous Angels of Mercy. Angels who are asked about the true nature of the Lord of Hosts and the Queen of the Angels generally reply that mortal beings should apply themselves to works of Righteousness and Mercy, and not confuse themselves with questions whose actual answers mere men can never comprehend.

Angelic Characteristics

All Angels share the following characteristics:

Extraplanar Type: Angels are native to Heaven, and can be affected by magic that targets extraplanar creatures. Angels can only be slain permanently if fought in Heaven itself. Usually, only the material body of the Angel can be destroyed, temporarily banishing the Angel back to Heaven. Wicked sorcerers who are so bold as to attempt to command Angels should be prepared to attract the notice of beings whose mere presence can burn a mortal body to cinders.

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Halo: All Angels emit light as the visible sign of their Virtue. This can range from a simple halo surrounding the head, to a burning cloud of pure sanctity that covers the whole body and renders the Angel extremely hazardous to all mundane creatures.

Odor of Sanctity: All Angels continually emit a lovely smell like the finest incense. An Angel can suppress this Odor of Sanctity if she wishes to be unrecognized.

Magic Weapons to Hit: The material forms of Angels can only be damaged by means of magic spells, or enchanted weapons. Unlike most other kinds of spirits, there is no mundane material that allows ordinary beings to damage Angels without the use of some kind of magic.

Covenant of Virtue: Each type of Angel can bestow certain powers and immunities upon humans, in return for a total commitment to practice and promote the Angel's favored Virtue. Such Covenants are never easy to uphold, and the Angels will expect extraordinary service in return for extraordinary power.

Perfect Vision: Angels can see perfectly regardless of illumination. In particular, they are immune to blindness, or any other debility, caused by extremely bright light. Angels retain the ability to distinguish colors in conditions of total darkness, and do not need time to adjust their eyes to changing light.

Spell Resistance: Like most spirits, all Angels have some measure of resistance to magic.

Spell-Like Abilities: All Angels can use *Improved Invisibility*, *Know Alignment*, create *Light*, *Polymorph Self*, perform feats of *Prestidigitation*, and *Teleport Without Error*. They can speak, write, and understand all languages and forms of communication. Angels can also roam the Ethereal and Astral planes. Individual Angels will also possess other spell-like abilities, many of which are quite fearsome.

Unless otherwise specified, activating a spell-like ability counts as an Angel's action for a round.

Summoning: Each type of Angel is able to *Summon* other Angels to come to their aid. Like all *Summoned* beings, *Summoned* Angels cannot themselves *Summon* others until after they have first returned to Heaven. An Angel who *Summons* others can take no other actions in that round.

Angelic Immunities: Angels are immune to all diseases (magical or mundane), all poisons, and all magic that influences minds or perceptions.

Immune to Electricity: All Angels are completely immune to attacks of an electrical nature.

The Common Angels

ANGEL OF DEATH

A terrible enforcer of Heaven's judgment

NO. ENCOUNTERED: 1

SIZE: Large (10' Tall)

HD: 13 (d8)

MOVE: 60', 120' (fly)

AC: 25

ATTACKS: 2 Long Knife (1d6+3, + Bitter Gall of Death), or 2 Great Scimitar (1d10+3 + Bitter Gall of Death), 1 Cord of Strangulation (2 points Constitution Damage per round)

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Electricity Resistance (Full), Immune to Poison and Emotion-affecting Magic, Total Perception, Bitter Gall of Death, Cord of Strangulation, Scroll of Life, Virtue of Kindness, Cannot Harm The Kindhearted, Covenant of Kindness, Enter Unhallowed Ground, Spell Resistance 15, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 13

XP: 11,000+13

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The Angels of Death are the Executioners of Heaven's Judgment upon mortals. They exist to claim the souls of the benevolent for Heaven, and to inflict the righteous punishment of death on the irredeemably wicked. They perform the latter task quickly and efficiently, despite their Good Alignment. The Angels of Death are happy to relieve their fellow Angels of such a horrible duty, and take satisfaction both from obeying the Will of Heaven, and the sure knowledge that they have protected innocent people from Evil.

An Angel of Death in its natural form is an androgynous being with chalk white skin, and deep black hair. A nimbus of white light surrounds the Angel's head, making it difficult to see the being's face directly. The Angel's body is covered with human-like eyes, of every possible shade and hue. Attached to the back are glossy black wings that seem to be constantly and quickly moving, even when the Angel is at rest on the ground. The motion of these wings is such that it is impossible to tell whether they are a single pair of wings moving at great speed, or many pairs of wings moving in an intricate pattern. The Angel carries a long, curved knife from which droplets of greenish liquid seem to drop, disappearing before they reach the ground. In the being's other hand is what appears to be an ancient scroll. Around the waist is a loosely tied black cord. When the being speaks, the sound is like a chorus of voices, and anyone able to see inside the Angel's mouth will perceive a multitude of tongues. An Angel of Death seldom appears in its natural form, however, preferring to either remain *Invisible*, or else take the form of some enticing or attractive figure. They will also sometimes appear as ravens, as a rolling cloud, or may even assume a terrifying form (such as that of winged skeleton) when they are forced to parlay with Devils.

Of all the Angels, only the Angels of Death have direct peaceful dealings with the Devils of Hell and the Demons of the Outer Darkness. Sages speculate that there is a kinship between the Angels of Death and the Accuser Devils, proposing that the Accuser Devils were once Angels of Death who lost the Virtue of Kindness that buoyed them to heaven, and became weighed down by the Vice of Envy.

Perhaps it is for that reason that the Angels of Death consider Accuser Devils to be their particular opponents. Just as Accuser Devils will enter Heaven in an attempt to prosecute the righteous, Angels of Death will descend to Hell to rescue souls the Devils have unfairly damned. Some say that as a result of these harrowing expeditions the Angels of Death have come to certain arrangements with Hell, and will even direct the Devils to unrighteous souls who are deserving of torment.

Despite their duties as slayers, Angels of Death are actually among the kindest and most unselfish beings in Creation. They take no happiness from causing death, but rather from the happiness of the Blessed Souls in Heaven, and the joy of mortals relieved of the oppression of Evil men. The Angels of Death do not usually enter the Gardens of Heaven, usually dwelling in the area just outside the Gates of Pearl. Some sages say that in their kindness the Angels of Death do not wish to remind Blessed Souls of death and mortality, but want them to be able to enjoy the delights of Paradise without care. Others say that the Angels of Death are actually prohibited from entering Heaven by the Lord of Hosts himself, for the same reason. Certain savants speculate that on the Final Day, when death is no more, the Angels of Death will also be relieved of their terrible duty, and be able to rest in Heaven also.

Naturally, an Angel of Death will immediately attack and destroy any Undead encountered.

Combat: An Angel of Death never attacks randomly, but only as part of its mission. If one is foolishly attacked, Evil acts are committed in its presence, or any attempt is made to physically prevent the Angel from discharging its duty, then it becomes an awesome and implacable foe. The long knife that each carries is equal to a +3 short sword, and can be transformed at will into a great scimitar. The Angel can strike with either form of the weapon twice in a round. Additionally, the Angel can cause the cord from its waist to fly around the neck of Evil beings, strangling them without the need for any further direction. Worst of all for its

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opponents are the Angel's spell-like abilities. Angels of Death can attack unseen using *Improved Invisibility*, and will usually only show themselves if forced to by magic. A typical combat tactic is to *Hold* opponents motionless and thereafter slay them, either with a *Finger of Death*, or by dropping the Bitter Gall of Death into their mouths.

Once an Angel of Death is committed to a battle, it will ignore any attempt to bargain. In the creature's eyes, Good-Aligned opponents will simply enjoy the delights of Heaven if they are slain while opposing the Angel for righteous reasons, while the souls of other opponents will be flung to just punishment. There are tales of Angels of Death slaughtering entire generations of wicked nations, creeping methodically from house to house to smite those who have been judged irredeemable by the Lord of Hosts.

Total Perception: Regardless of an Angel of Death's current form, it enjoys constant *True Seeing* in all directions at once. Naturally, it is impossible to surprise the Angel.

Bitter Gall of Death: The blade carried by an Angel of Death drips a bitter, greenish liquid. Anyone struck by the Angel's blade (whether it is in knife or scimitar form) in combat must make a Charisma Saving Throw versus magical Death Attack. Failure means the character dies instantly. Anyone (except the truly Kindhearted) who tastes the Bitter Gall of Death by oral ingestion is automatically slain, without any Saving Throw, completely bypassing any and all magical protections.

Cord of Strangulation: Each Angel of Death carries a long black cord that is knotted at either end. This Cord of Strangulation is reserved for the execution of Evil-aligned opponents. This cord will fly through the air and attack independently, striking as a 13 HD creature. A successful attack deals 2 points of Constitution damage, plus an equal amount per round unless the cord is pried or cut off. Prying off the cord requires a Strength check with a Challenge Level of 13. To cut the cord off requires inflicting 30 points of damage against AC 20. If the

Cord is cut in two, the Angel of Death loses the use of it until a new one is acquired by revisiting Heaven. If the Angel is currently *Invisible*, the Cord of Strangulation is *Invisible* as well, even if it is not held by the Angel.

Scroll of Life: Every Angel of Death carries with it a scroll that contains the names of everyone the Angel will encounter in their journey away from the Gates of Heaven, indicates whether such people are marked for death, and reports the current destination of each person's soul. Although the scroll appears to be of no great length before it is read, it will unroll to far larger than initially looks possible. Characters who somehow manage to look at the scroll will be able to find their own names, of course, as well as an indication as to where their soul will reside after death.

Virtue of Kindness: Angels of Death possess the Virtue of Kindness. When the Angel is in its true form the Virtue is visible as the halo, or nimbus of light around the head. Such is the power of their Virtue that the mere presence of an Angel of Death prevents any Accuser Devils within 300 feet from using their *Shame* Ability. Likewise, nobody within that area will be able to tell or write slanderous lies, spread gossip, or communicate hurtful insults of any kind. Those who try will find that no sound comes from their mouths, and if they try to write such things the instruments will always break, or the papers shred.

Cannot Harm The Kindhearted: An Angel of Death is completely unable to harm anyone who has committed an act of selfless kindness in the previous 24 hour period. Even the Bitter Gall of Death will have no effect on such people, and the Angel will not attack or molest them in any way.

Covenant of Kindness: Angels of Death are quite willing to enter into Covenants with individuals. In return for the Angel performing some service, or not taking a particular soul, a petitioner will be put under a *Geas* to perform selfless acts that help strangers achieve happiness. The nature and number of the acts will vary by the service requested, but they will always be very inconvenient to perform,

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and may involve depleting any excess resources or treasure possessed. Note that an Angel of Death cannot be selfishly dealt with, and anyone who attempts to make the Angel do anything unrighteous will be subject to the swift and terrible judgment of Heaven.

Enter Unhallowed Ground: Angel of Death are undeterred by *Unhallowed* Ground, and can freely ignore any evil clerical spell designed to exclude them from a location. They can be affected by Arcane spells which protect subjects or areas from spirits, however. A *Protection From Good* spell used by a magician or wizard will keep an Angel of Death out, but not the same effect created by an evil priest. Angels of Death can freely enter Hell or the Outer Darkness, and sometimes do so in order to rescue souls.

Spell-Like Abilities: *Detect Thoughts; Dream; Fear; Finger of Death; Hold Person, Animal, or Monster; Scrying.* In common with all Angels, Angels of Death can also use *Improved Invisibility, Know Alignment, create Light, Polymorph Self, perform feats of Prestidigitation, and Teleport Without Error.* They can become Ethereal; roam the Astral Plane; speak, write and understand all forms of communication; and see perfectly regardless of illumination.

Summoning: Once a day an Angel of Death can *Summon* another of its kind, a Warrior Angel, or three Guardian Angels (none of which will be able to *Summon* more Angels). At the CK's discretion, an Angel of Death may even be able to *Summon* three Tormentor Devils, who will be allowed to claim the souls of the Angel's Evil opponents.

Immune To Electricity: Like all Angels, an Angel of Death cannot be harmed by Lightning or Electricity.

ANGEL OF MERCY

A Heavenly comforter for those who suffer

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 10 (d8)

MOVE: 30', 60' (fly)

AC: 20

ATTACKS: No Physical Attacks (see below)

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Electricity Resistance (Full), Immune to Poison and Emotion-affecting Magic, Angelic Guardian, Clerical Spells, Profound Wisdom, Virtue of Temperance, Covenant of Temperance, Spell Resistance 17, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 11

XP: 4,800+10

It is said that if the Angels of Mercy had their way, all souls would eventually enjoy Paradise. Existing to administer miracles of healing, give comfort to the afflicted, and to end conflicts between mortals, the Angels of Mercy are perhaps the most compassionate creatures in Creation. They exemplify the belief that Righteousness needs to be tempered with Forgiveness. It is the Angels of Mercy who intercede for the souls of those who have indulged in vice, or been forced to break the law, but whose hearts nonetheless remain Good. Kindhearted prostitutes, thieves who steal from the wicked wealthy to support the virtuous poor, oppressed freedom fighters, and repentant addicts who try to prevent others from following their sorrowful path, all have advocates in the Angels of Mercy. Some say it is for that reason that the Angels of Mercy enjoy the particular favor of the Queen of Angels.

An Angel of Mercy in her natural form appears as a lovely young woman in a pure white, gown-like robe. The Angel possesses a pair of large, swan-like wings, also pure white in color. Her body constantly glows with white light, which becomes a

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particularly bright nimbus around the being's head. An Angel of Mercy can have any skin tone, hair color, and eye color possible for humans. These Angels will usually be encountered in a fully human form, frequently disguised as members of female religious orders. It is not unknown for an Angel of Mercy to take the disguise of one of society's outcasts, however, even seeming to be a common beggar or harlot.

In Heaven, the Angels of Mercy help to administer the pleasures of Paradise. To reward those who in life considered the good of others to be more important than their own enjoyment, the Angels create realms where Blessed Souls can indulge in endless play and sensory enjoyment. In the mundane world, Angels of Mercy will visit battlefields, places stricken by plague, or the scenes of atrocities, in order to bring hope, healing, and comfort. They sometimes take up residence in some natural feature, such as a grotto or spring, which may become a site of holy pilgrimage.

Angels of Mercy sometimes employ unorthodox methods to gain souls for Heaven. They are the particular opponents of the Corrupter Devils, who tempt mortals souls with forbidden and excessive indulges. Therefore, in order to counteract the pernicious influence of those Devils, the Angels are quite willing to lead souls to virtue through a path of apparent vice. The Angel may subvert the lust of a irreligious man by arranging a love affair with a beautiful but pious woman, who will ultimately bring him closer to Heaven. Another strategy would be to inspire the creation and distribution of delicious food and drink, with the profits befitting charity. Whenever they can, the Angels of Mercy will work to stop those who exploit the moral failings of humanity for profit, and will instead provide opportunities for those same weaknesses to actually lead people to a life of goodness.

It is said by some Sages that the Angels of Mercy are actually the original form of the Corrupter Devils, before the later lost the Virtue of Temperance, and became lost to Gluttony. According to these authorities, the Angels of Mercy

do not seek the destruction of the Corrupter Devils. Rather, the Angels want to convince the Devils to renounce their Vice, and reclaim the Virtue that will grant them a place back in Heaven. However, even the scholars who promote such a view cannot say that the Angels have ever been successful in bringing any Infernals back to Paradise.

Combat: Angels of Mercy carry no weapons, and embody a wholly pacifistic philosophy. They personally abhor all forms of violence, and refuse to even defend themselves. They prefer to lose their physical forms and be sent back to Heaven, than use any weapon or spell effect that causes actual damage to an opponent. It is usual for an Angel of Mercy who is engaged in healing to ignore successful attacks and continue their work, until their bodies are destroyed. The Angels can and will, however, use non-offensive spells to prevent opponents from harming others. In addition, Heaven takes a particularly dim view of anything that attacks an Angel of Mercy, and a Guardian Angel will always be sent to stop the attacker.

Angelic Guardian: Attacking an Angel of Mercy causes the instantaneous appearance of a Guardian Angel. Each opponent who launches an attack on an Angel of Mercy will have to deal with a separate Guardian Angel. The Guardian Angel will do everything in its power to stop the Angel of Mercy from being attacked, but once the attack ceases the Guardian Angel will stop its attacks as well. Only one such Guardian Angel will be sent per attacker, but once the Guardian Angel arrives it will remain with the Angel of Mercy for the remainder of the day.

Clerical Spells: An Angel of Mercy has the spell ability of a 12th Level Cleric. They gain the appropriate bonus spells for their Profound Wisdom.

Profound Wisdom: Angels of Mercy have Wisdom scores of 20. This grants a +4 bonus on all relevant Attribute checks and Saving throws.

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Virtue of Temperance: The mere presence of an Angel of Mercy suppresses hunger and thirst, automatically *Purifies Food and Drink*, *Neutralizes Poisons*, deactivates the harmful effects of all drugs, spoils **all** potions created by Arcane magic, and reveals all magically disguised substances within a 30' radius.

Covenant of Temperance: Angels of Mercy do not withhold their healing from anyone who suffers, but they are also able to bestow a special blessing upon those who are willing to completely abstain from intoxication. If a character agrees to a Covenant of Temperance, they are bound to never willingly become intoxicated by any means, or ever willingly consume a potion of Arcane origin. The character can still drink wine or beer, but must never willingly drink enough to experience actual intoxication. In return, the Angel blesses the character with total immunity to all diseases and disease-like effects, mundane or magical. The immunity lasts for as long as the character keeps to the Covenant. Naturally, anyone in a Covenant of Temperance should expect to be targeted for temptation by the powers of Hell.

Spell-Like Abilities: *Feather Fall (on others)*, *Suggestion*, *Major Creation*. Once a day an Angel of Mercy can use *Enhance Attribute* to benefit another, and raise a *Minor Globe of Invulnerability*. In common with all Angels, Angels of Mercy can also use *Improved Invisibility*, *Know Alignment*, create *Light*, *Polymorph Self*, perform feats of *Prestidigitation*, and *Teleport Without Error*. They can become Ethereal; roam the Astral Plane; speak, write and understand all forms of communication; and see perfectly regardless of illumination. All spell-like abilities have an effective caster level of 12, and are in addition to the Angel's Clerical spells.

Summoning: Once a day an Angel of Mercy can *Summon* another of its kind.

Immune To Electricity: Like all Angels, an Angel of Mercy cannot be harmed by Lightning or Electricity.

CHARIOT ANGEL (Whirling Wheel)

A strange Angel that can transform into objects

NO. ENCOUNTERED: 1-4

SIZE: Large (20' Tall)

HD: 15 (d8)

MOVE: 100' in all environments

AC: 25

ATTACKS: 1 Slam (2d6+6d6 *holy* fire damage)

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Electricity Resistance (Full), Fire Resistance (Full), Immune to Poison and Emotion-affecting Magic, Nimbus of Flame, Total Perception, Complete Transformation, Implement of Righteousness, Telepathic Bond, Virtue of Diligence, Covenant of Diligence, Cosmic Knowledge, Spell Resistance 15, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 15

XP: 22,900+15

A Chariot Angel in its natural form is a bizarre sight. The being is twenty feet tall, and resembles two vertically-intersecting wheels, set at right angles and made of glowing chrysolite surrounded with white fire. The rims of the wheels are set with unblinking, human-like eyes. No wings are apparent, but the creature seems nonetheless able to move in any direction. Because of the hazard their natural form poses to mundane creatures, Chariot Angels are apt to appear in other forms, which are not limited to those of living creatures. It is not unknown for a Chariot Angel to actually become a sword, shield, or even a building. They can also assume human form, of course, usually taking the shape of a common laborer, or someone involved in the transportation trades.

Chariot Angels are often found in the company of Cherubim. Four Whirling Wheels and four Cherubim often form the transport and bodyguard of high Celestial figures when they feel it necessary to visit the mundane world. The Chariot Angels' ability to create a Telepathic Bond with

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other Angels allows the team to move as a single unit. Often, such a unit is headed by one of the Chariot Angel nobles called Thrones, who form themselves into the actual royal seats of important figures in Heaven.

Chariot Angels are the natural opponents of the Craft Devils. Where the Craft Devils create Infernal Devices to tempt the unwary, Chariot Angels are themselves holy objects to aid the righteous. According to stories, the Craft Devils were once Chariot Angels who lost the Virtue of Diligence, and became obsessed with devising machines. Whatever the truth, Chariot Angels work constantly to undo the Craft Devils' schemes.

It is speculated that large portions of Heaven are actually composed of Chariot Angels in various forms. The great palaces of Heaven may be in fact many Chariot Angels held together by their total, diligent devotion to the glory of Righteousness.

Many Sages speculate that the Chariot Angels were intimately involved in the process of Creation, accounting for their profound knowledge of the properties of the Cosmos. Some wizards claim to have been told by Cosmic Archons that the Chariot Angels were once Archons themselves, whose devotion to Absolute Law became (in their view) corrupted by concern for the welfare of other beings. Of course, the powers of Heaven claim that the Archons are all actually fallen Angels, so the truth of the matter remains uncertain.

Combat: A Chariot Angel's ability to assume almost any form make them among the most dangerous combatants in all Creation. Nonetheless, they prefer to assume their natural shape when fighting, in order to underscore to opponents that they are fighting a representative of Heaven. The Chariot Angel in its natural form will slam into combatants and crush them, also subjecting enemies to horrible damage from its Nimbus of Holy Fire. The Angel will also use *Telekinesis* to drag opponents into the Holy Flame, or fling them against the the magical *Walls (of Fire, Force, Ice, Iron, or Stone)* it can create.

Nimbus of Holy Flame: Any mundane creature standing within 60 feet of a Chariot Angel in its natural form must save versus Constitution (Challenge Level 15) each round or receives 1d6 points of damage per round. This increases by 1d6 per every 10 feet nearer the mundane creature comes to the Angel, to a maximum of 6d6 points of fire damage per round for creatures within melee range. Evil-aligned or Undead creatures take double damage. Creatures slammed by the Chariot Angel in its natural form therefore suffer 6d6 (or 6d6 x 2) points of fire damage, in addition to the damage from the slam. A Chariot Angel only possesses its Nimbus of Holy Flame when in its natural form, and the Angel cannot make the Nimbus appear when the being is in a different shape.

Total Perception: A Chariot Angel enjoys constant *True Seeing* in all directions at once. Naturally, it is impossible to surprise the Angel.

Complete Transformation: A Chariot Angel's ability to Shapechange is not limited to the forms of creatures, but can be used by the Angel to become anything whatsoever that is not more than 100 feet high and 100 feet wide. The Chariot Angels acquires all the special characteristics of whatever it changes into. It may even acquire new immunities in this way. For example, a Chariot Angel in the form of a castle of ice is immune to cold attacks.

Implement of Righteousness: Chariot Angels sometimes transform themselves into weapons and armor to be used for the cause of Good. A Chariot Angel who assumes the form of a weapon is effectively a +3 *Holy* magical item that does double damage against Evil creatures. Likewise, a Chariot Angel in the shape of armor effectively becomes +3 magical armor. The Angel can resume its true form, or any other form, at any time.

Telepathic Bond: All Angels within 300 feet of a Chariot Angel are automatically linked by a *Telepathic Bond*, as the spell. The Chariot Angel can opt to include Good-aligned mortals in this Bond.

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Virtue of Diligence: The mere presence of a Chariot Angel within 300 feet instantly cures exhaustion; dispels any magically induced despair; restores all broken, corroded or tarnished items of metal, stone or wood to wholeness; and restores any construction previously ruined by a Craft Devil's ability to *Curse Mortal Work*.

Covenant of Diligence: A Good-aligned character is able to enter into a Covenant of Diligence with a Chariot Angel. The Angel can provide petitioners with magical items or treasures that will be used for Good causes. The maximum value of such items will not exceed 20,000 gp. The recipient must then agree to undertake 1 week of unpaid labor for every 1,000 gp value of items received. The work must be undertaken on behalf of the cause of Good. Building temples or orphanages, clearing away rubble after a storm, working a farm for a widow, or crafting free goods for distribution to the poor are all examples of the kind of work the Angel may demand. The character can accept food, water, and shelter for their labor, but no monetary compensation of any kind.

Cosmic Knowledge: Chariot Angels have near total knowledge of the structure and properties of the physical Cosmos and spiritual realms. They are 95% likely to know the answer to any question relating to cosmology, astronomy, astrology, or the properties of material, magical, and spiritual substances. This includes being able to identify potions by sight, for example. Chariot Angels are sometimes *Summoned* for their knowledge. The Angels cannot, however, be induced by any means to share their knowledge with Evilly Aligned creatures.

Spell-Like Abilities: *Discern Location, Fly (on others), Haste, Identify, Major Creation, Produce Flame, Slow, Telekinesis, Wall of Fire.* Once per day they can perform each of the following: *Wall of Force, Wall of Ice, Wall of Iron, Wall of Stone,* In common with all Angels, Chariot Angels can also use *Improved Invisibility, Know Alignment,* create *Light, Polymorph Self,* perform feats of *Prestidigitation,* and *Teleport Without Error.* They can become Ethereal; roam the Astral Plane; speak,

write and understand all forms of communication; and see perfectly regardless of illumination. All spell-like abilities have an effective caster level of 15.

Summoning: Once per day a Chariot Angel can *Summon* either another Chariot Angel, or a Cherub (who, like all *Summoned* creatures, cannot *Summon* more Angels themselves)

Immune To Electricity and Fire: Like all Angels, a Chariot Angel cannot be harmed by Lightning or Electricity. Additionally, they are immune to damage from Fire.

CHERUB

A mighty guardian of sacred places

NO. ENCOUNTERED: 1-4

SIZE: Large (18' Tall)

HD: 16 (d8)

MOVE: 100' in all environments

AC: 26

ATTACKS: 4 Sword of Holy Flame (3d8+4, +3d6 Holy Fire [x 2 total damage vs. Evil])

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Elemental Immunity, Immune to Poison and Emotion-affecting Magic, Sword of Holy Flame, Nimbus of Holy Fire and Lightning, Total Perception, Awful Presence, Thunderous Tumult, Telepathic Bond, Virtue of Chastity, Covenant of Chastity, Spell Resistance 15, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 16

XP: 30,400+16

A Cherub (the plural form is *Cherubim*) in its true shape is an awe-inspiring sight, standing fully 18 feet tall. It is hard to look directly at the creature, however, because its body is surrounded by white flame from which small bolts of lightning seem to constantly erupt. The Angel has four faces: one like a bull, another like a man, the third like a

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lion, and the fourth like an eagle, all together on a single head. The being is capable of rotating its head completely, so any of the faces might be facing forward. The Angel's body, arms, and legs are man-like, but the being usually shrouds its torso with one pair of its large, eagle-like wings. A second pair of wings seems to be used for actual flight. The Angel's feet are like a calf's, with brazen hooves. The being's body and wings are covered with eyes, of kinds resembling those of the creature's four faces. In the Angel's hand is a strange, flaming sword whose blade seems to be in constant motion, shifting back and forth into various jagged, zig-zag like configurations. Whenever the being moves, its wings make a sound like storm winds, crashing thunder and rushing water. Usually, however, a Cherub does not show its true form unless it wishes to impress a viewer. They often therefore assume the form of a robed human figure with four wings, although still holding a smaller form of their distinctive sword. Sometimes, a Cherub will even assume the form of a human child, with or without wings. The Angel's natural voice is thunderous and overwhelming, but the being can modulate it to appropriate levels.

Cherubim are the guardians and sentinels of holy places, and the personal bodyguard of important figures in Heaven. They stand at the Gates of Pearl, as well as guard the various Gardens of the Blessed. They are frequently found in company with Chariot Angels, especially when Heaven's rulers visit the mundane world. When encountered alone, they will be standing watch over some site of extreme holiness or importance. Unlike some other Angels, Cherubim never wander the mundane world. They always have some specific charge or purpose, from which they never move.

Those who have encountered Cherubim (and lived to tell) report that the Angels have a strange tendency to move only in straight lines. They will turn their faces or pivot their bodies, but will almost always move in perfectly straight lines from north to south or east to west, as if on a grid. Any Chariot Angels found in company with Cherubim will also move in precisely the same manner.

The Cherubim are the particular opponents of the Seducer Devils, who the Angels view as defilers of the holy temple of the body. It is thought by some that the Seducer Devils once were Cherubim themselves, who became victims of Lust, and lost their place in Heaven.

Many Sages speculate regarding the relationship between Cherubim and such creatures as Lammasus, Shedus, and Androsphinxes. Naturally, information from the Cherubim themselves is not forthcoming, and Lammasus and Androsphinxes who are asked only smile and give no other indication of an answer. It is known that Lammasus have reportedly been seen serving Cherubs, but whether this indicates a shared heritage, or some other kind of relationship, remains obscure.

Combat: Engaging a Cherub in combat is extremely foolish for all but the most powerful beings. Merely seeing one in its true form will *Stun* most opponents into inaction, and simply being within melee range subjects opponents to terrible damage from the being's Nimbus of Holy Fire and Lightning. A Cherub is capable of striking up to four times a round with its terrible Sword of Holy Flame. Worst of all, the Angel will also use its powerful Spell-like Abilities to *Slow* opponents and subject them to a barrage of elemental damage (to which the Angel is itself immune). Cherubim will always *Summon* other powerful beings to combat, whether other Angels or Lammasus. For most beings, the best combat tactic against a Cherub is to beg for mercy, and swear to ever after devote one's life to the cause of Righteousness.

Sword of Holy Flame: A Cherub's sword is a strange and terrible weapon, with a blade that not only constantly flames, but seems to be constantly changing from one jagged, lightning bolt-like shape to another. The Sword is magical +4 Holy Weapon (and confers this bonus upon the Cherub's to-hit roll), that does double damage (both for the blade and the fire) against Evil beings. At its natural size the sword does a base of 3d8 points of damage (+ 4 points for its enchantment, and an additional 3d6 points of Holy fire damage). If the Cherub is in a

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human form, however, it will shift the sword into a smaller size, with a base 1d8 damage (plus the magical bonuses). Any creature but a Cherub who attempts to wield this sword will be attacked by the blade itself, which will shift and twist to strike exactly as if wielded by a Cherub (four times a round as a 16 hit dice creature).

Total Perception: A Cherub enjoys constant *True Seeing* in all directions at once. Naturally, it is impossible to surprise the Angel.

Awful Presence: Any mundane creature (not Elemental or Extraplanar in type) who first beholds a Cherub's true form must Save versus Charisma (Challenge Level 16) or be *Stunned* and unable to act for 1d6 rounds.

Nimbus of Holy Fire and Lightning: Any mundane creature standing within 60 feet of a Cherub in its natural form must save versus Constitution (Challenge Level 16) each round or receive 1d6 points of fire and lightning damage per round. This increases by 1d6 per every 10 feet nearer the mundane creature comes to the Angel, to a maximum of 6d6 points of fire damage per round for creatures within melee range. Evil-aligned or Undead creatures take double damage. Mundane creatures usually immune to either fire or lightning damage will still take full damage from the Nimbus, unless they are immune to both kinds of energy. A Cherub only possesses its Nimbus of Holy Fire and Lightning when in its natural form, and the Angel cannot make the Nimbus appear when the being is in a different shape.

Thunderous Tumult: When a Cherub flaps its wings, it creates a thunderous noise that overwhelms all other sound in 300' radius. No creature that relies upon spoken communications can do so while the Cherub is creating its Thunderous Tumult. CKs should not allow players within 300' of the Cherub to verbally coordinate actions during the Tumult, unless their characters can employ Telepathic means to do so.

Telepathic Bond: All Angels within 300 feet of a Cherub are automatically linked by a *Telepathic Bond*, as the spell. The Cherub can opt to include Good-aligned mortals in this Bond.

Virtue of Chastity: The presence of a Cherub within 300 feet automatically and permanently dispels all magical *Charms*, *Suggestions*, or *Dominations*, permanently dispels such spells as *Sympathy* and *Antipathy*, and destroys any effect that causes artificial desire. True, natural love and affections are not altered in any way. A Cherub's presence also prevents a Seducer Devil's ability to *Enter Dreams*, and automatically forces such Devils into their true form (no Saving Throw).

Covenant of Chastity: A Cherub can grant a character total immunity from all mind and emotion affecting spells and spell-like effects, including such things as *Charm*, *Suggestion*, and *Fear*. In return the character is *Geased* to never engage in any intimate act outside of matrimony, or to tolerate such acts being committed. Characters in a Covenant of Chastity will be expected to disrupt brothels, expose celibate clergy who keep secret mistresses, and actively prevent acts of adultery. Naturally, such behavior is bound to bring the character no end of trouble. The sole exception to the need to actively enforce Chastity is when the apparently unchaste act is actually part of an Angel of Mercy's unorthodox scheme of salvation. In that case, the person will hear a voice telling him not to disturb the proceedings. Of course, the Cherub will not tolerate evil acts being committed in the name of enforcing Chastity. Any character in a Covenant of Chastity should expect to be targeted not only by Seducer Devils, but also by any other supernatural power that promotes or enjoys unfettered intimate expression.

Spell-Like Abilities: *Cone of Cold* (10d6), *Fireball* (10d6), *Gust of Wind*, *Lightning Bolt* (10d6), *Slow*. Once per day a Cherub can perform each of the following: *Ice Storm*, *Meteor Swarm*, *Wall of Fire*, *Wall of Force*, *Wall of Ice*, *Wall of Stone*. In common with all Angels, Cherubs can also use *Improved Invisibility*, *Know Alignment*, create *Light*, *Polymorph Self*, perform feats of

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Prestidigitation, and *Teleport Without Error*. They can become Ethereal; roam the Astral Plane; speak, write and understand all forms of communication; and see perfectly regardless of illumination. Unless otherwise noted, all spell-like abilities have an effective caster level of 16.

Summoning: Once per day a Cherub can *Summon* either another Cherub, a Chariot Angel (who, like all *Summoned* creatures, cannot *Summon* more Angels themselves), or four Lammasus.

Elemental Immunity: Cherubim are immune to all forms of Elemental damage from any source, including fire, cold, wind, electricity and acid.

GUARDIAN ANGEL

An Angelic protector

NO. ENCOUNTERED: 1-7

SIZE: Medium

HD: 7 (d8)

MOVE: 30', 90' (fly)

AC: 21

ATTACKS: 1 Weapon (+1)

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Electricity Resistance (Full), Immune to Poison and Emotion-affecting Magic, Battle Skill, Virtue of Faith, Alert to Evil, Encouraging Touch, Gift of Faith, Spell Resistance 7, Spell-like Abilities, Summoning

SAVES: M+P

INT: Average to Superior

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 7

XP: 1,575+7

Guardian Angels are the most numerous type of Angel. Their natural forms resemble ordinary humans of either gender, and any ethnicity. They always appear to be dressed in pure white clothing of the type commonly worn by clergy, but each viewer will perceive the exact type differently, according to their native culture. For example, a knight from a feudal society may see the Guardian Angel wearing a long white robe, while a tribesman

sees the Angel wearing a white loincloth. Surrounding the Angel's head is nimbus of golden light. A Guardian Angel always bears some kind of weapon, which will always be typical of the nation or area where the Angel manifests. Thus, a Guardian Angel could bear anything from a staff to a sword, or even such things as blowgun or stone ax! Like all Angels, however, Guardian Angels can actually appear in almost any form. They are fond of appearing like the most ordinary people, with no outward sign of supernatural power. Sometimes, they even disguise themselves in animal forms, particularly those of well-built guard dogs.

Many Guardian Angels appear to be mortals elevated to Angelic status after death. Such Angels retain the basic recognizable appearance they had in life, but without any physical blemishes, imperfections, or disabilities they once possessed. Other Guardian Angels seem to have always been Angels. Because time works in a strange and often non-linear fashion in the spiritual realms, some sages even claim that certain Guardian Angels are actually the future selves of righteous people who have not yet died!

As well as being the most common Angel, Guardian Angels are also the type most frequently dispatched to the mundane world. Very often a Guardian Angel's mission will consist of *Invisibly* guarding a person from evil, and whispering encouragements to perform righteous deeds. Guardian Angels possess unique abilities to shield their charges from the most common types of wickedness and danger. These Angels frequently come into conflict with other spiritual beings, particularly Tormentor Devils and Possessor Demons. There are stories of people visited by both a Guardian Angel and Tormentor Devil, who would constantly whisper opposing advice, and battle each other. Guardian Angels will also fight the Cosmic Archons on behalf of their wards, especially when the Archons determine that a righteous person must suffer or die before Heaven wants them to. Some sages speculate that every Good creature is, in fact, assigned a Guardian Angel, and that is only due to the constant assault of other spiritual beings (and subsequent distraction or banishment of the Angel)

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that any Good person comes to harm.

Guardian Angels form the bulk of the military Hosts of Heaven. While they possess their own Lords, armies of Guardian Angels are also often led by Warrior Angels in cosmic struggles against powerful forces of Evil. In fact, Guardian Angels stand ready to assist all the other choirs in the work of Heaven. When Guardian Angels are encountered with other Angels they will usually appear to be in a subservient role. The Guardian Angels are happy to further righteousness by whatever means they can, however, and do not resent their status. Neither do the other Choirs of Angels ever treat Guardian Angels with anything but respect and appreciation.

Some sages speculate concerning the exact relationship between Guardian Angels and Tormentor Devils. Guardian Angels are not known to claim any such relationship at all, which leaves the question of the Tormentor Devils' origin unclear.

Combat: Guardian Angels are neither bellicose nor pacifistic, engaging in combat only when necessary, but always taking all steps necessary to eliminate enemies who refuse to surrender. They fight with finely made weapons, the exact type always being the one that is most typical of the cultural region where the Angel is currently manifested. If encountered in Heaven itself, Guardian Angels bear long swords. When they fight alongside mortals, Guardian Angels will typically use their special abilities to first protect and bolster the defenses of their allies, only thereafter committing themselves to combat.

Battle Skill: Their great fighting skill allows Guardian Angels to inflict an additional point of damage, regardless of the weapon used.

Alert to Evil: A Guardian Angel is instantly alerted whenever an Evil-aligned creature approaches within 100 feet. *Invisibility* offers Evil creatures no protection against this ability, although such spells (or spell-like powers) as *Sequester* or *Mind Blank* will defeat it.

Encouraging Touch: With a touch, a Guardian Angel can *Remove Fear* (as the spell) from any Good-aligned creature.

Virtue of Faith: A Guardian Angel can Turn Undead as a 7th Level Good Cleric. Additionally, no Undead Creature (including such things as Dhampirs) can actually touch a Guardian Angel, voiding all attacks that require physical contact. The Guardian Angel can freely attack the Undead, however.

Gift of Faith: A Guardian Angel is able to bestow the ability to Turn Undead (as a 7th-level Good Cleric) upon any creature, regardless of Alignment. The creature so gifted only receives the ability to Turn or Destroy Undead - never to command them. The Gift lasts until the next sunrise. If a recipient of the Gift of Faith somehow manages to use it for Evil or purely selfish purposes, they can expect to be revisited by the Guardian Angel (who will be *very angry*). In extreme cases, those who abuse a Gift of Faith may even be targeted by an Angel of Death, or a Warrior Angel.

Spell-Like Abilities: *Detect Magic*, *Detect Poison*, *Endure Elements (on another)*, *Message*, *Protection From Arrows (on another)*, *Shield (on another)*. Seven times a day Guardian Angels can *Cure Light Wounds*. Once a night they can send a *Dream*. In common with all Angels, Guardian Angels can also use *Improved Invisibility*, *Know Alignment*, create *Light*, *Polymorph Self*, perform feats of *Prestidigitation*, and *Teleport Without Error*. They can become Ethereal; roam the Astral Plane; speak, write and understand all forms of communication; and see perfectly regardless of illumination. All spell-like abilities have an effective caster level of 7.

Summoning: Once a day, a Guardian Angel can *Summon* a fellow Guardian Angel (which, like all *Summoned* creatures, is not able to itself *Summon* another).

Immune To Electricity: Like all Angels, a Guardian Angel cannot be harmed by Lightning or Electricity.

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HERALD ANGEL

A messenger from Heaven

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 9 (d8)

MOVE: 60', 120' (fly)

AC: 24

ATTACKS: 1 Trumpet Blast (see below)

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Electricity Resistance (Full), Immune to Poison and Emotion-affecting Magic, Sound Trumpet, Bardic Abilities, Incredible Charisma, Gift of Tongues, Virtue of Charity, Covenant of Charity, Immune To Sonic Magic, Spell Resistance 15, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 10

XP: 4,700+9

When Heaven has important messages for the mundane world, the task of delivering them falls to the Herald Angels. From the initial revelations of new religions, to announcing the birth of future saints, The Herald Angels form a vital link between the material plane and spiritual powers of Good.

Physically, a Herald Angel's natural form closely resembles an ordinary, albeit attractive, human of either gender. Their skin tone, hair, and eye colors can be any possible to humans. A nimbus of soft, golden light surrounds the being's head, the physical manifestation of the Virtue of Charity. Sprouting from the Angel's back are a pair of slender, colorful wings shaped like those of a swallow or martin. Herald Angels tend to be garbed in rich, colorful robes. Each carries a long, silver trumpet, but no obvious weapon. When not in their natural form, Herald Angels prefer to appear as doves, or other non-predatory birds.

Herald Angels represent the clever side of Goodness. They prefer to trick and embarrass Evil people and creatures, letting them bring about their

own downfall, rather than fight them directly. They are the authors of many schemes of salvation, often cooperating with Angels of Mercy to cause morally ambiguous people to perform righteous acts in spite of themselves!

It is said by many sages that the scheming Pact Devils who buy souls at lonely crossroads were once Herald Angels, who became consumed by the vice of Greed. Herald Angels are known to take a particular interest in undoing the work of Pact Devils, going to far as to help those have damned themselves (by signing the Devil's Black Book) to find tricky ways out of their contracts. Even more than the Pact Devils, however, the Herald Angels despise and oppose the Cosmic Archons who attempt to impose their pitiless law upon the mundane world. Most Angels dislike Arcane magic intensely, but Herald Angels will frequently ally themselves with good-aligned magicians to order to subvert and undo the plans of the Archons. Although both lawful and Good, Herald Angels stress that Goodness must inform the Law for the Law to be legitimate.

It is said that their sense of humor and love of tricks makes Herald Angels welcome in the Otherworld of the Fairy Folk. Certainly, Herald Angels seem to have more tolerance for the the morally ambivalent ways of the Fairy Folk than do other Angels.

Combat: Herald Angels never carry obvious weapons, and prefer not to engage opponents in actual combat. If attacked by determined opponents, Herald Angels will generally seek to first *Teleport* into the air (or another safe place), and sound their Trumpet. Even when combat starts, Herald Angels will first employ their non-lethal abilities, escalating to deadly powers only when the enemy proves unwilling to cease hostilities. If the Herald Angel is fighting with mundane allies, she will forgo sounding her trumpet in order to use their bardic abilities to inspire her compatriots.

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Sound Trumpet: A Herald Angel can sound his trumpet in a special manner once a round to create any of the following effects:

Shout - as the spell from a 9th Level caster. Affects all non-Angelic creatures in a 100' radius.

Stun - for 1 round. Non-Angelic creatures in 100' radius cannot move or act unless they make a Constitution Saving Throw (Challenge Level 9).

Raise Dead - as the spell cast by a 9th Level Cleric. Once per day.

Bardic Abilities: Herald Angels have all the Abilities of a 9th Level Bard, including the Ability to *Exalt*, use *Legend Lore*, *Fascinate*, and *Exhort Greatness*.

Incredible Charisma: Herald Angels have effective Charisma scores of 20, and enjoy a +4 bonus on all relevant Saving Throws and Attribute checks.

Immune To Sonic Magic: In addition to the normal Angelic immunities to mind-affecting magic, Herald Angels are immune to the effects of any spell or spell-like ability manipulating sound, including such spells as *Shout*, and *Silence*. They are naturally immune to any of the effects from their own (or any other Herald Angel's) trumpet.

Gift of Tongues: By touch, a Herald Angel can bestow the ability to speak and understand any language (as the per the spell *Tongues*). The Gift of Tongues lasts for a full week. Anyone with True Sight who views a person possessing the Gift of Tongues will see a small flame (like that of a candle) burning atop the gifted person's head.

Virtue of Charity: The Presence of a Herald Angel within 100 feet automatically undoes any magically-induced greed, reveal all magically or mundanely disguised treasures for what they really are, and causes rogues and thieves to glow (as the spell *Faerie Fire*).

Covenant of Charity: Herald Angels are willing to enter into Covenants with creatures willing to donate all their excess wealth to the poor. The petitioner must agree to keep only funds sufficient

to maintain their own health and safety. In practice, this means living on no more than 5 silver pieces a day. All other treasure, wealth, and property must be given, or otherwise used, to benefit the lowest and poorest classes of the petitioner's society. In return, the Angel bestows complete immunity to all illusions, and all mind or emotion affecting magic. Most interestingly, people within a Covenant of Charity can freely cheat any Infernal bargains. The recipient will get whatever benefit they seek, but the Devil's terms (such as the loss of a soul, or a *Geas* to perform some evil act) become completely unenforceable. Naturally, anything obtained in this way must be used solely for the benefit of the less fortunate, or else the protection of the Covenant of Charity is voided. Anyone in a Covenant of Charity should naturally be aware that they are marked for death by the Pact Devils.

Spell-Like Abilities: *Clairaudience*, *Clairvoyance*, *Detect Magic*, *Discern Lies*, *Detect Thoughts*, *Discern Location*, *Message*, *See Invisibility*. Once per night, a Herald Angel can send a *Dream*. In common with all Angels, Herald Angels can also use *Improved Invisibility*, *Know Alignment*, create *Light*, *Polymorph Self*, perform feats of *Prestidigitation*, and *Teleport Without Error*. They can become Ethereal; roam the Astral Plane; speak, write and understand all forms of communication; and see perfectly regardless of illumination. Unless otherwise noted, all spell-like abilities have an effective caster level of 9.

Summoning: Once per day a Herald Angel can *Summon* either another Herald Angel, or a Guardian Angel (who, like all *Summoned* creatures, cannot *Summon* more Angels themselves).

Immune To Electricity: Like all Angels, a Herald Angel cannot be harmed by Lightning or Electricity.

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SERAPH

The most exalted of Angels

NO. ENCOUNTERED: 1

SIZE: Large (15' Tall)

HD: 20 (d8)

MOVE: 120' (fly)

AC: 30

ATTACKS: See below

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Electricity Resistance (Full), Fire Immunity (Full), Sonic Immunity (Full), Immune to Poison and Emotion-affecting Magic, Nimbus of Holy Light, Purifying Touch, Virtue of Humility, Covenant of Humility, Spell Resistance 17, Spell-like Abilities, Summoning

SAVES: M+P

INT: Deific

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 20

XP: 40,850+20

A Seraph (the plural form is Seraphim) belongs to the most exalted choir of Angels, and will almost never be seen in the mundane world. Seraphim function as the personal advisers and ministers of the Lord of Hosts. Even the common Seraphim are too powerful to be ordinarily called by mortals. Only at the direct command of the Lord of Hosts do the Seraphim leave Heaven, and even then only for very short periods of time.

Very few mortals who have encountered Seraphim have actually seen them in their true forms, because the Angels' natural bodies shine so brightly they are nearly impossible to look at. Those few who have been able to behold them report that the Seraphim seem to have two different forms. The first form is that of a 15 foot tall, androgynous human-like figure with six feathered wings, two of which are folded around the torso, two of which seem to hang down to cover the lower body, and two of which are used for flight. The second form is that of a serpentine creature seemingly made of solid light, with six bird-like wings that also seem to be made of light. In either form a Seraph radiates a searing white illumination, and never actually

touches the ground.

In either of its natural forms, a Seraph is always accompanied by a sound of high-pitched, droning music. Even when not actually addressing anyone, a Seraph will continually chant a phrase of three repeated words that translates as "Holy, Holy, Holy". Indeed, Seraphim communicate solely by song, imparting a melody to everything they say. Their voices are profound and echoing, unlike those possessed by any mundane creature.

Despite their exalted status, incredible power, and glorious appearance, the Seraphim are humble, utterly unselfish beings. In fact, their constant chant of "Holy, Holy, Holy" is a hymn of praise for the Lord of Hosts. Seraphim will accept no praise or honor for themselves, telling all who offer such to direct their gratitude and worship to He whom the Seraphim serve.

It is said by many Sages that the Luminous Devils are former Seraphim who lost their Humility and became possessed by Pride. So exalted are the Seraphim, say these sages, that even in their fallen state the Luminous Devils retain a glimmer of their former angelic glory. Whatever the truth, Seraphim do seem to take a particular interest in undoing the schemes of the Luminous Devils, although they usually do so through intermediaries.

Some Sages also speculate regarding a possible connection between the Seraphim and the Couatls, as well as the Gold Dragons.

Combat: Seraphim do not engage in hand-to hand combat. In fact, their Nimbus of Holy Light makes it difficult for most creature to even get close enough to fight them with melee weapons. Anyone so stupid as to actually attack a Seraph will find that the Angel first *Teleports* some distance away, and then unleashes a bombardment of fearsome spell-like abilities. Typically, the Seraph will proceed to use *Shout*, or pronounce a *Power Word*, before moving onto creating a *Fire Storm* or *Chain Lightning*.

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Nimbus of Holy Light: A Seraph in its natural form constantly radiates searing light with an effect equal to a perpetual *Sunburst* spell. Thus, any non-Angelic creature (except a Luminous Devil) within 50' must save versus Dexterity (challenge Level 20) or suffer 3d6 points of damage, and be **permanently** blinded. Those who Save avoid blindness, and suffer only half damage. Evil, or naturally nocturnal, creatures suffer double damage. Undead suffer 23d6 damage, and things like Vampires are instantly destroyed without a Saving Throw. The Angel always possesses this Nimbus of Holy Light when in either of its natural forms, but can also freely unleash or suppress it (in addition any other actions for that round) when in any other shape as well.

Purifying Touch: The physical touch of any part of a Seraph's body (in any form) has a differing effect, depending upon the touched being's Alignment.

Good creatures will enjoy the benefits of *Atonement* (as the spell), be *Healed* (as the spell), and have all Levels ever lost to *Energy Drain* restored.

Neutral, (Lawful) Neutral, or (Chaotic) Neutral beings will be given the opportunity to change to Good alignment without penalty (as per the Redemption function of the *Atonement* spell). If they do not change to a Good Alignment on the spot they will be burned for 3d8 points of damage. If a formerly Neutral being ever changes back to Neutrality (or becomes Evil) after becoming Good in order to avoid damage, they will instantly suffer all damage they had avoided by their conversion.

Evil beings will be burned for 6d8 points of Holy Fire, and must thereafter Save versus Constitution (challenge Level 20) each round or continue burning, and suffer an additional 1d8 points of Holy fire damage. A successful Saving Throw ends the burning. Even Evil beings normally immune to fire will suffer this damage, with the notable exception of Luminous Devils (who are immune to the ill effects of a Seraph's touch).

All effects are in addition to any damage sustained from simply being within the Seraph's Nimbus of Holy Light.

Virtue of Humility: The mere presence of Seraph within 100 feet instantly undoes any magically created pomp or worldly power, disrupts any powers that command or influence minds, and causes Evil beings to suffer a -6 modifier to their Charisma scores. Magical items that manipulate perceived social status or power (such as a *Rod of Rulership*) are permanently disenchanting by proximity to a Seraph. There is no Saving Throw against any of these effects.

Covenant of Humility: Mortal beings who encounter a Seraph and swear to serve Heaven in whatever tasks may thereafter be given to them; to renounce all honors, noble titles, and positions of worldly power; to free any slaves or servants they own; to dress modestly and simply; and to live on no more than 1 gold piece a day (anonymously giving the remainder to Good causes); can enter into a Covenant of Humility. Those within such a Covenant thereafter enjoy constant protection against mental manipulation equal to a *Mind Blank* spell. In addition, any contract the character had with a Luminous Devil is rendered null and void. Anyone in a Covenant of Humility can expect to be frequently visited by Guardian or Herald Angels who will assign the character holy quests. Failure to uphold one's end of a Covenant of Humility, or attempting to pervert its benefits for selfish ends, may cause the character to be visited by an Angel of Death, however.

Spell-Like Abilities: *Chain Lightning* (20d6), *Commune*, *Control Weather*, *Fire Storm* (20d6), *Flame Strike* (20d6), *Hallow*, *Holy Word*, *Lightning Bolt* (20d6), *Mass Suggestion*, *Power Word Blind*, *Power Word Kill*, *Power Word Stun*, *Shout*, *Wall of Fire*, *Wall of Force*. Once per day a Seraph can raise a *Meteor Swarm*. In common with all Angels, Seraphim can also use *Improved Invisibility*, *Know Alignment*, create *Light*, *Polymorph Self*, perform feats of *Prestidigitation*, and *Teleport Without Error*. They can become Ethereal; roam the Astral Plane; speak, write and understand all forms of communication; and see perfectly regardless of illumination. All spell-like abilities have an effective caster Level of 20.

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Summoning: Seven times a day a Seraph can *Summon* any other kind of Angel (none of which will be able to *Summon* more Angels).

Immune To Electricity: Like all Angels, a Seraph cannot be harmed by Lightning or Electricity. Additionally, they are immune to damage from Fire or Sound.

WARRIOR ANGEL

A Heavenly defender, and commander of celestial armies

NO. ENCOUNTERED: 1

SIZE: Large (9' Tall)

HD: 16 (d8)

MOVE: 60', 120' (fly)

AC: 27

ATTACKS: 3 Weapon (usually 1d12+6)

SPECIAL: Odor of Sanctity, Magic Weapons To Hit, Perfect Vision, Electricity Resistance (Full), Immune to Poison and Emotion-affecting Magic, Great Strength, Skilled Grappler, Debilitating Touch, Change True Name, Virtue of Patience, Covenant of Patience, Spell Resistance 17, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Good

TYPE: Extraplanar

TREASURE: 16

XP: 22,200+16

The Warrior Angels are the knights and commanders of the Heavenly Hosts. Individually, they battle the worst monsters of Creation, and fight ceaselessly to prevent the mundane world from being overrun by the powers of Evil. They are the bravest of Angels, who consider only the importance of their mission, and are perfectly willing to be destroyed in the service of righteousness. Fittingly, they are the especial patrons of most Paladins, serving as models of absolute devotion and courage.

Warrior Angels in their natural form resemble well-built men and woman dressed in the

armor typical of ancient heroes, and wielding spears and types of swords associated with long-gone empires. They often wear helmets of similarly ancient design, and bear shields emblazoned with holy symbols. A Warrior Angel possesses a pair of great, eagle-like wings. The head of the Angel is constantly surrounded by a nimbus of golden light, which persists even if one wears a helmet. Warrior Angels will often assume human form, appearing as a noble Knight or Dame on a white horse.

Warrior Angels often lead Hosts of Guardian Angels into battle. The duties of the Warrior Angels may seem to overlap those of the Cherubim and Angels of Death somewhat, but the primary function of Warrior Angels is not guarding holy places, or executing heavenly judgment on mortal men, but rather fighting abominations and preventing injustice. It is said nonetheless that the souls of particularly brave and righteous warriors will be personally escorted to Heaven by Warrior Angels, rather than an Angel of Death.

The animosity between the Warrior Angels and the Wrath Devils is intense, exceeding that between any other types of Angels and Devils. While Wrath Devils will attack Warrior Angels on sight, Warrior Angels are possessed of the Virtue of Patience, and will pick the best time to engage their damned counterparts. It is said that not only are the Wrath Devils the fallen form of the Warrior Angels, but that the Warrior Archangel personally banished from Heaven the draconic Destroyer who is the Marshall of Hell.

Warrior Angels are often assigned to specific geographical areas of the mundane world, where they both personally engage in combat with supernatural terrors, and aid mortals in battling more ordinary monsters. Perhaps because of the dragon-like form of the Destroyer, the Warrior Angels bear great enmity towards evil dragons. Warrior Angels are particularly fond of the human race, and consider themselves their special protectors. They share this love with the Angels of Mercy, which explains the otherwise surprising fondness that the two choirs feel for each other.

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Warrior Angels are also especially concerned with eradicating the practice of human sacrifice. They have been known to actually invisibly hold the arm of anyone (or anything) attempting to commit such an abomination. Often, such vile people and monsters are protected by Diabolical and Demonic forces, so the battle to end the horrible practice continues on both the mundane and spiritual planes.

Combat: Warrior Angels are masters of melee combat, so skilled with their weapons that they can strike three times in a single round. Both their spears and their swords are equivalent to +2 magical weapons. Against opponents of Good or even Neutral alignment, the Warrior Angels will usually use grappling attacks, however. Evil opponents, on the other hand, can expect to suffer the full range of the Angels' abilities. Typically, a Warrior Angel will use *Control Weather* to create a storm, and then *Call Lighting* down upon the wicked. The Angel will then swoop down to attack with their spear or sword, alternating melee attacks with lightning, or *Flame Strikes*.

Great Strength: All Warrior Angels have an effective Strength score of 20, adding a +4 bonus to all to-hit and damage rolls, as well as to all relevant Attribute checks and Saving Throws.

Skilled Grappler: Warrior Angels are skilled wrestlers, and add a +4 bonus to grappling checks. This bonus is in addition to the bonus for their Great Strength, so the total bonus is +8 under ordinary circumstances.

Debilitating Touch: In lieu of their standard attacks, Warrior Angels can attempt to dislocate the joints of their opponents' limbs. The Angel makes a normal attack roll against an opponent. The victim must save versus Constitution (Challenge Level 16) or suffer permanently numbness and loss of function in the affected area. Roll a d4 to find the affected limb:

1. *Thigh:* Character will walk with a limp, reducing AC by 2 points, and reducing movement rate by 50%.
2. *Hand:* Character loses use of the hand,

destroying the ability to hold a weapon in the affected hand, or use spells with somatic components. A shield could still be strapped to the arm, however.

3. *Arm:* Character loses use of an entire arm. The character loses the ability to cast spells with somatic components.
4. *Torso:* The character can no longer turn or bend at the waist, eliminating all bonus to AC due to dexterity, and further reducing AC by 4 points. The character cannot bend down, although they can sit.

All paralysis can be removed by the standard spells and effects.

Change True Name: Warrior Angels possess the unique ability to change the True Name of a willing creature. Such a change renders useless any magic that employs the character's former True Name against him.

Virtue of Patience: Warrior Angels possess the Virtue of Patience, and the presence of one within 100' automatically dispels all Haste spells, as well as magically-induced confusion, rage, or madness. This includes similar effects created by extraplanar beings, especially Wrath Devils.

Covenant of Patience: Characters who impress a Warrior Angel with their bravery and commitment to righteousness can enter into a Covenant of Patience. In return for pledging to serve Heaven, a character in a Covenant of Patience receives constant *Protection Against Evil* (as the spell), and becomes immune to magically induced *Fear* (including such things as *Fear* auras), *Hasting*, *Slowing*, or *Entanglement*. Every night thereafter the character will receive a dream directing them to perform some service during the day. The objects of such services will usually be obscure, and will therefore test the character's patience. For instance, a character may be told to visit the far side of town, count how many people wearing orange tights enter a particular house, and then write that number on a wall near the city gate. Failure to perform Heaven's directives, no matter how apparently ridiculous, will result in the cancellation of the Covenant of Patience.

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Spell-Like Abilities: *Aid, Call Lightning, Consecrate, Control Weather, Cure Serious Wounds, Dispel Magic, Dream, Flame Strike (16d6), Neutralize Poison, Protection Against Evil (on another), Sending.* In common with all Angels, Warrior Angels can also use *Improved Invisibility, Know Alignment, create Light, Polymorph Self, perform feats of Prestidigitation, and Teleport Without Error.* They can become Ethereal; roam the Astral Plane; speak, write and understand all forms of communication; and see perfectly regardless of illumination. All spell-like abilities have an effective caster Level of 16.

Summoning: Once a day a Warrior Angel can *Summon* either another of its kind, or a pair of Guardian Angels (none of which will be able to *Summon* more Angels).

Immune To Electricity: Like all Angels, a Warrior Angel cannot be harmed by Lightning or Electricity.

Part II: A Directory of Devils

The Devils of Hell

At the nadir of the Cosmos are the seven spiritual prisons of Hell, also known as the City of Dis. There suffer the Damned Souls of those who selfishly indulged their own wicked desires at the expense of others. Presiding over them as their tormentors, yet also prisoners themselves, are the Devils. Also known by such names as the Infernals and the Diabolical Legions, the Devils are the great enemies of the Angelic Hosts of Heaven. The Devils seek to destroy Virtue and promote Vice everywhere in the mundane world. Most of all, they are known for the endless and intricate schemes by which they entrap and trick mortals into becoming the willing pawns and prisoners of Hell.

Devils are famous for binding mortals to contracts where a person receives worldly power or love in return for surrendering his soul. Most of the Damned Souls, however, did even require formal contracts to consign themselves to Hell. Still longing to indulge their wickedness after death, they followed visions of Vice that Hell projects as traps. Like flies to a pitcher plant, the Damned are attracted to the mouths of Hell, willingly entering for the chance to indulge themselves for all eternity. By the time they realize their mistake it is too late, and they must suffer an eternity of the same kind of misery and torment they inflicted on others in life.

The most commonly told story regarding the origin of the Devils states they are former Angels, fallen from Heaven after they lost their Virtue, and tried to usurp the Lord of Hosts. Even the powerful Luminous Devils claim this story to be basically true, although the Devils add that they did not fall of their own free will, but were unjustly exiled for simply demanding to be respected. Lending the support to that idea is the fact that the natural forms of Luminous Devils do actually resemble Angels. The other castes of Devils, however, claim to have no memory of ever having been present in Heaven,

and know only their existence in Hell. The Cosmic Archons are known to claim that both Angels and Devils are rebel Archons, illegitimately occupying spiritual realms that were meant to respectively reward or punish those who either obeyed or disobeyed the Natural Law of the Demiurge. When Demons speak of Devils, they will deride them as severely deluded former Demons who try to imitate the tyranny of the Archons. The Fairy Folk regard Devils as they do all other spirits - as corrupt versions of themselves.

Devils are the embodiment of Evil. They will appear to scrupulously obey the letter of any contract or agreement they enter into, while at the same time seeking ways to ultimately turn any relationship to their own benefit. All except the Luminous Devils are utterly devoid of mercy, love, or any of the finer emotions. Thus, while magicians find Devils to be far more reliable than Demons, the Infernal beings invariably harbor schemes to bring about the downfall of whoever they seem to serve.

Like Demons, Devils can be summoned to teach spells and other magical lore. Unlike Demons, the terms of any such arrangement will be specific and strictly obeyed, but will also always be crafted in such a way to ultimately benefit Hell. Typically, a formal contract signed in blood will be required. Only the most powerful magic will require the surrender of a soul; the terms for a lesser arcanum will typically only specify some wicked service to be performed at a later date.

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The Hierarchy of Devils

The Devils exist in a strict hierarchy. Each different type of Devil is referred to as a Caste. Seven of the Castes correspond to the deadly Vices, with the ubiquitous Tormentor Devils forming the eighth Caste. Each Caste possesses its own nobility, who are even more powerful and evil than the commoners they rule.

The nobility of the **Accuser Devils** are titled:
Marquises.

The nobility of the **Pact Devils** are titled:
Presidents.

The nobility of the **Seducer Devils** are titled:
Dukes or Duchesses.

The nobility of the **Wrath Devils** are titled:
Counts and Countesses.

The nobility of the **Corrupter Devils** are titled:
Prelates.

The nobility of the **Craft Devils** are titled:
Masters.

The nobility of the **Luminous Devils** are titled:
Kings and Queens.

The nobility of the **Tormentor Devils** are titled:
Overseers.

All members of a Caste are ultimately under the command of one of the Archdevils. The Archdevils are the most evil beings in existence, each one wholly consumed by a particular Vice, and capable of inflaming that Vice in any being that stands in their presence. The more powerful and vice-ridden a Devil is, the more they are bound to Hell, and unable to stand the goodness and virtue that yet exists in the mundane world. The Diabolical nobility, for example, can only visit the Earth if summoned, or at times and in places associated with deeds of great wickedness. The Archdevils can only enter ordinary reality after the performance of disgustingly evil ceremonies, involving outrageous

sacrifices, and the most debased acts.

The Accuser Devils are ruled by:
The Crooked Serpent.

The Pact Devils are ruled by:
Devil Money.

The Seducer Devils are ruled by:
The Prince of Darkness.

The Wrath Devils are ruled by:
The Destroyer.

The Corrupter Devils are ruled by:
The Lord of the Flies.

The Craft Devils are ruled by:
The Lord of Evil Inventions.

The Luminous Devils are ruled by:
The Light Bearer.

The Tormentor Devils serve no single Archdevil.

There is debate regarding whether it is possible to actually destroy an Archdevil permanently. Many sages believe that should an Archdevil be somehow slain, the most powerful of its former underlings will simply become the new Archdevil, identical in every way to the previous one.

It is not otherwise possible for a Devil to better its position in the infernal hierarchy. The diabolical nobility and the Archdevils are completely unappreciative of the labors of their inferiors. Archdevils belittle the nobility, who abuse the commoners, who take out their frustrations on the Damned. Likewise, while Devils may fool mortals into believing that truly evil souls may eventually be transformed into Devils, the only fate that actually awaits the Damned is relentless torment.

There is no hope in Hell.

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The Rulership of Hell

The entire hierarchy of Devils appears to serve two nearly-omnipotent embodiments of Vice. The first is a horror usually called alternately the **Adversary**, or simply the **Beast**. As the Adversary he is said to be similar in appearance to a gigantic, crowned satyr, with a barbed tail, enormous bat-like wings, and holding a red-hot trident. As the Beast, he resembles a red-hued dragon, whose seven heads are the seven Hell-mouths.

The consort of the Beast is the **Queen of the Night**, also known as the **Great Scarlet Whore**. She is usually seen as an incredibly beautiful, intoxicated woman, with a cruel smile, and flowing red hair. She is dressed in immodest clothing of red and purple, and covered with gold and jewels. When they are seen together, the Scarlet Whore often rides the back of the Beast.

The Luminous Devils are known to claim that the Adversary is actually just a form taken by the Light Bearer, and the Queen of the Night is the first mortal woman, who exceeded all other beings in her devotion to sorcery and Vice.

Diabolical Characteristics

All Devils share the following characteristics:

Extraplaner Type: As natives of Hell, Devils are subject to all magic that targets Extraplaner creatures. Devils can only be slain permanently if fought in Hell itself. Usually, only the material body of the Devil can be destroyed, temporarily banishing the Devil back to Hell. Despite being generally unable to enter mundane reality without aid, Devils are notable in that they can often be summoned by non-magical rituals.

Whiff of Brimstone: Devils can sometimes be detected by the stink of sulfur that occurs whenever they appear. Any time a Devil is *Summoned* or *Teleported* into an area, the odor of burning brimstone will be momentarily noticeable in a 30' radius. This smell occurs even if the Devil is

Invisible or in another form, unless the creatures uses magical precautions to mask its odor.

Silver or Magic Weapons To Hit: All Devils, no matter how powerful, can be damaged by weapons crafted from, or coated with, silver. Devils hate silver, and will not willingly touch it. Otherwise, only enchanted weapons can harm them.

Barred From Holy Ground: All Devils, with the notable exception of Accuser Devils, are unable to enter any area consecrated to the powers of Good.

Burned By Holy Water: Like Demons, Devils are burned by Holy Water as if it was acid. They take 1d8 damage for every full phial they are doused with.

Subject To Faith: Devils can be turned by the faith of sufficiently powerful Good Clerics. Treat Devils as Unique Undead for turning purposes. Seducer Devils are singularly immune to the power of faith.

Perfect Vision: Devils can see perfectly regardless of illumination. They retain the ability to distinguish colors in conditions of total darkness, and do not need time to adjust their eyes to changing light.

Spell Resistance: Like most spirits, all Devils have some measure of resistance to magic.

Spell-Like Abilities: All Devils can speak and understand all languages; become *Invisible*; assume the form of a snake, black dog, black cat, goat, toad, raven, or owl; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. Most Devils also have additional Spell-Like Abilities, often related to their associated Vice.

Unless otherwise specified, activating a spell-like ability counts as a Devil's action for a round.

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Summoning: If hard pressed, every Devil can attempt to *Summon* Diabolical aid. Not all Devils are assured of success, however. In addition, any Devil that has been *Summoned* by another loses its own ability to *Summon*, until it returns to Hell again.

A Devil who *Summons* others can take no other actions in that round.

Diabolical Immunities: Devils are immune to all diseases (magical or mundane), all poisons, and all magic that influences minds or perceptions.

Fire Immunity: Devils are completely immune to fire based attacks.

The Common Devils

ACCUSER DEVIL

A scaly, many-faced lawyer from Hell

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 8 (d8)

MOVE: 30'

AC: 19

ATTACKS: 2 Claws (1d4)

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Subject To Faith, Perfect Vision, Fire Resistance (Full), Cold Resistance (Full), Immune to Poison and Emotion-affecting Magic, Cannot Be Surprised, Shame, Babble, Enter Holy Ground, Spell Resistance 10, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 8

XP: 2,500+8

The Accuser Devils are the lawyers, messengers, spies, and ambassadors of Hell. They travel constantly from place to place, not only in

Hell, but across the surface of the Earth. Of all the Devils they have the freest rein to roam among mortals. They gather information for Hell, as well as directly spread gossip, slander, resentment, and envy. Their chief joy comes in ruining lives through lies and insinuations. The dissatisfaction they breed can spread like an infection, until the bonds of society fall before a wave of petty jealousy and covetousness.

An Accuser Devil in its true form presents a striking and unsettling image. The most noticeable aspect of the Devil's appearance are the multiple faces all over its body. In addition to the grotesque face on the front of its head, it possesses another on the back of its head, a face on each shoulder, faces on its chest and belly, a face on its groin where the attributes of gender might otherwise be, and a face on each thigh. The sexless body is scaly, wiry, and a sickly green in overall color. The arms and legs seem to proceed from the mouths of the faces on the shoulders and thighs. The hands and feet are slender and clawed. The Devil's ears are long and pointed, and top of its head similarly comes to a point. There are six spike-like horns surrounding the head, creating the effect of a grotesque crown. The Devil sometimes wear a kind of cap on its head, through which the horns will project. Accuser Devils possess the ability to assume human forms, and they will almost always do so when dealing with non-Infernals. They also particularly enjoy assuming the forms of snakes.

The natural voices of Accuser Devils are whiny and sniveling. They have the unsettling ability to speak through all of their mouths at once, which can severely confuse anyone listening.

In Hell, the Accuser Devils try cases and mediate disputes between other Devils. They are completely corrupt, of course, so Hell's justice is usually a matter of who can afford a better bribe. Since Accuser Devils seldom collect souls directly from the mortal plane, they rely upon the legal fees and bribes they demand for their wealth (the coinage of Hell being mortal souls). It is even said that for enough of a bribe in souls, a mortal can convince an Accuser Devil to bring a legal case in

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Hell to release someone from an otherwise unbreakable Infernal contract. Accuser Devils also travel to other planes (including Heaven itself) in order to claim souls that Hell believes to be its rightful property. Their direct dealings with the Angels contribute to Infernal rumors that the Accuser Devils have arranged side deals with Heaven, to save themselves in the event that any eventual war for Paradise goes against the Devils.

If it introduces itself, an Accuser Devil will often add the title “Esquire” after its name.

Combat: Accuser Devils will not personally engage in hand-to-hand combat, always preferring to *Teleport* to a safe place, *Summon* other Devils, and let them deal directly with any threats. If somehow cornered they can claw their hands, but they are inherently cowardly beings. At the first sign of real trouble the Devil will attempt to make a deal with its attackers.

Cannot Be Surprised: Due to their many sets of eyes and ears, it is impossible to surprise an Accuser Devil. They constantly perceive with *True Seeing*, as the spell.

Shame: Upon first meeting an opponent, an Accuser Devil gains knowledge of her most embarrassing secret. If the Devil has the chance to state the secret out loud, and the victim can understand it, the person so exposed will temporarily lose all confidence. An exposed person receives a Save versus Charisma (Challenge Level 8). Failure means that until she wakes up the next morning, the character may use no special Abilities related to Charisma, and will fail every Charisma-based Attribute Check and Saving Throw.

Babble: An Accuser Devil can speak from any of its free mouths, but it can also speak from many, or all of them at once. It can even state different ideas from different mouths, arguing against itself. A person he hears this barrage of voices must save versus Wisdom (Challenge Level 8) or be affected as by a *Confusion* spell. Affected creatures receive a new saving throw every 8 rounds. Naturally, a successful *Silence* spell will cancel all effects, as

well as the Devil's ability to Babble at all.

Enter Holy Ground: Alone among Infernals, the Accuser Devils can freely enter holy and consecrated ground. This ability even allows them to enter Heaven, which they do as ambassadors and messengers, as well as to dispute with the Angels over the legitimate possession of certain souls. Accuser Devils can be kept out by wards and guards (such as a Wizard's *Protection From Evil*) placed by Arcane magic, however. They are also still subject to *active* Turning from Good Clerics, just not the passive protection usually conferred by consecrated ground.

Spell-like Abilities: *Alter Self* (to any humanoid form), *Clairaudience*, *Clairvoyance*, *Detect Magic*, *Detect Thoughts*, *Discern Lies*, *Hide Lies*, *Hide Thoughts*, *Locate Creature*, *Locate Object*, *Speak With Dead*. Accuser Devils enjoy constant *True Seeing*. Once per day they can raise a *Wall of Ice*. In common with other Infernals, Accuser Devils can speak and understand all languages; become *Invisible*; assume the form of a snake, black dog, black cat, goat, toad, raven, or owl; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. All abilities have an effective caster level of 8.

Accuser Devils are quite willing to teach the Arcane Spells that correspond to their spell-like abilities, in return for services rendered.

Summoning: An Accuser Devil may attempt to *Summon* either one Wrath Devil or four Tormentor Devils per day, with a 60% chance of success.

Immune To Fire and Cold: Like all Devils, an Accuser Devil cannot be harmed by fire. Additionally, they are immune to damage from cold.

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CRAFT DEVIL

A twisted Infernal workman, capable of completing seemingly impossible tasks

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 9 (d8)

MOVE: 30', 50 (fly)

AC: 24

ATTACKS: 1 Weapon (usually 1d8,+additional enchantment)

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Barred From Holy Ground, Subject To Faith, Perfect Vision, Fire Resistance (Full), Immune to Poison and Emotion-affecting Magic, Craft Infernal Device, Inhuman Labor, Curse Mortal Work, Infernal Protection, Spell Resistance 13, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 12 (and see below)

XP: 3,700+9

Although the practices of other Devils may seem far more vile at first glance, some sages consider the Craft Devils to be the most insidiously dangerous of all. The Craft Devil doesn't offer obviously immoral sensual indulgences, earthly power, or twisted thrills to tempt the unwary. Instead, the Craft Devil appeals to the human desire to be freed from labor, worry, and care. The Craft Devil will build beautiful structures, scribe entire libraries of books, create wonderful technological devices, and deliver potent enchanted objects. The things the Craft Devil offers often seem at first to make life easier, and the world better. It is only later that a recipient comes to fully understand the terrible price they have paid, and the awful consequences of accepting the Devil's aid.

A Craft Devil in its natural form somewhat resembles a stooped, mature man with leathery, brownish-red skin. The facial features are grotesquely squashed, and cause the being to look as if he is always squinting and wrinkling his nose

in disgust. The Devil is bearded, and apparently balding. Two small horns resembling the letter "s" protrude from the forehead, and a pair of small, bat-like wings sprout from between the shoulder blades. The nails of the hands and feet are sharp and claw-like, but not so long as to decrease the creature's manual dexterity. The Devil also possesses a prehensile tail, which it often utilizes to hold or move objects. In Hell, Craft Devils often wear thick aprons made of stitched human hide. When they appear in the mundane world, Craft Devils tend to assume the form of a human, dwarf, or gnome.

Craft Devils love to cause the death of innocent human beings, and any agreement for the Devil's work will almost always include a provision for such a sacrifice. In addition, Craft Devils will attempt to engineer any items, structures, or technologies they deliver to cause maximum misery over time. A Craft Devil may create a wonderful bridge across a vast gorge, but every winter it becomes slippery, and somebody falls to their death. The potent magical sword that was needed to slay the marauding dragon also requires to be bathed in the blood of an innocent before it can be sheathed. The automated mill that the Devil created belches out toxic smoke that shortens the lives of everyone in the village.

A typical tactic employed by a Craft Devil is to secretly sabotage a construction or new invention. The Devil will then appear, usually in disguise, and offer to solve the mysterious problem. The Devil will appear very sympathetic to the builders' desire to see their project finished, and will emphasize how little he asks as compensation in comparison to how much good the structure or invention will do. The Devil will not ask for payment in advance, but always show apparent good faith by setting to work as soon as an agreement is reached. Once work is completed, however, the bargainers had better be willing to deliver whatever was promised, or incur the most severe punishment. Craft Devils will always obey the letter of whatever agreement was reached, so there are numerous stories of people who were successfully able to trick the Devil into laboring for a reward that was less than what he expected. Such

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clever folk may sometimes save their souls from eternal damnation, but they suffer the lifelong enmity of the Devil.

Craft Devils are closely allied with the Wrath Devils, but they are also friendly with every caste. They provide the items and structures used by all other Devils, so the other castes make it a priority to avoid offending them.

Combat: Since Craft Devils create the arms and armor used by other Devils, it is possible to encounter one armed with any possible weapon. They generally prefer great warhammers, however, which are often enchanted. The Devil is particularly devious with regard to using its spell-like powers. A typical tactic is to trap opponents with a *Wall of Stone*, fly above the wall, create an unanchored *Wall of Iron* in the air, and let the sheet of solid metal fall onto the trapped victims.

Craft Infernal Device: Common Craft Devils can create any magical items with a value of up to 10,000 gold pieces, or invent items of clockwork technology that can replicate the effects of Arcane spells up to level 3. Clockwork technological items typically only work 50 times before they break, and any effect they create are equal to a spell from a 9th-level caster.

The Craft Devil can make any magic items or technological items desired, regardless of whether the Devil can use the corresponding spell-like ability. Whatever a Craft Devil creates will have a curse, or other severe drawback. A magical helmet, for instance, may slowly turn the wearer's face into that of a Devil. A technological device that shoots lightning bolts will also shock its user for 1d6 points of damage (no save).

Craft Devils are able to teach magicians the methods of manufacturing any item they can themselves create, and are often *Summoned* for that purpose. Craft Devils will sometimes accept payment in mundane money for creating Infernal Devices, as they sell the currency to Corrupter and Pact Devils, who then use it to tempt new souls for Hell. Buying from the Craft Devils is always much

cheaper than obtaining the same (curse-free) items from mortal magicians.

Inhuman Labor: Craft Devils possess skill in every area of human labor and craftsmanship. A Devil that is left to labor unobserved by mortal eyes is able to perform the work of 100 men, or can work 100 times faster than an ordinary human. This ability includes being able to simultaneously perform all the specialized jobs of a construction crew, for example. A single Craft Devil can create a small structure overnight, while a crew of them could build a castle. Forging weapons can be done at bewildering speed, and major works of art completed in hours. The Devil must still have access to all the materials needed to perform its labor, although it is able to use *Major Creation* to create its own temporary tools. Watching a Craft Devil labor spoils its ability to work quickly, however, slowing it down to merely the speed of the most talented human. Unless somehow magically forced to labor, a Craft Devil typically demands one human sacrifice for every night that it works. Often, it will want the life of the first person to enter or use the structure it has made.

Curse Mortal Work: A Craft Devil is able to curse and undo the previous day's work of up to 100 men. They can likewise spoil the construction of technological items or the progress of enchantments. The Devil can only ruin the work of the previous day, and no more.

Infernal Protection: Just as they can ruin human labor, Craft Devils are also able to protect finished constructions and devices. The unholy blessing of a Craft Devil can do any of the following:

- Protect a structure against natural decay and any damage from wind or weather, for a period of 100 years.
- Protect a structure and its inhabitants against any spells of Level 1-3, for a period of 100 years.
- Make a structure completely vermin-free for a period of 100 years.
- Protect a device or object from breaking, corroding, or wearing out for 100 years.

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Such protections come at terrible prices, of course. Typically, the Devil will demand that an innocent victim be entombed alive within a structure to be protected, or else killed with the object to be preserved. A separate innocent victim will be required for each blessing granted. There are stories of people who have actually volunteered to be sacrificed in this way, but the people who made the bargain with the Devil were nonetheless damned to Hell.

Spell-like Abilities: *Alter Self* (to any humanoid form), *Unseen Servant*, *Locate Object*, *Major Creation*, *Produce Flame*, *Pyrotechnics*. Once per day a Craft Devil can *Move Earth*, create a *Wall of Stone*, and create a *Wall of Iron*. Up to three times a day, one can make *Ironwood*. In common with other Infernals, Craft Devils can speak and understand all languages; become *Invisible*; assume the form of a snake, black dog, black cat, goat, toad, raven, or owl; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become *Ethereal*, and roam the Astral Plane. All abilities have an effective caster level of 9.

Summoning: A Craft Devil can *Summon* another of its kind, a Wrath Devil, or three Tormentor Devils, with a 65% chance of success.

CORRUPTER DEVIL (Sabbatic Goat)

An obscene tempter who offers perverted indulgences

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 10 (d8)

MOVE: 30'

AC: 24

ATTACKS: 1 Gore (4d4), or 1 Kick (1d8), 1 Torch (1d8, double damage against the Good-aligned)

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Barred From Holy Ground, Subject To Faith, Perfect Vision, Fire Resistance (Full), Immune to Poison and Emotion-affecting Magic, Hellfire Torch, Disguise Substance, Place Witch's Mark, Give Familiar, Grant Boons, Spell Resistance 12, Spell-like Abilities, Summoning

SAVES: M+P

INT: Superior

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 10 (and see below)

XP: 3,450+10

The way of Heaven is hard, demanding a life of good works in return for the promise of Paradise after death. Stuck in lives of seemingly endless toil and frustration, many cannot wait that long for their reward. To those people the Corrupter Devil offers an existence filled with indulgence and pleasure on Earth, in return for renouncing Heaven and serving the powers of Hell. The Devil becomes their unholy priest, leading his congregation in a perverted parody of Heaven's worship.

A Corrupter Devil has the torso and arms of a human, but the head of a black, four-horned goat. Its lower parts are likewise those of a black goat with an unusually long tail, although the Devil walks upright. The Corrupter Devil has a woman's breasts, but the other attributes of gender are male, and grotesquely large for the creature's size. Under its tail the Corrupter Devil possesses another, human-like face. This posterior face cannot talk, but the eyes, mouth and facial features seem to have full movement. The Devil usually carries a blazing torch

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which never seems to extinguish. If it wishes, the creature can absorb the torch into its body, transforming it into a fifth, flaming horn atop its head. The Corrupter Devil also particularly enjoys assuming the form of a normal black goat, or a blasted oak tree with a grotesque human face on the trunk.

Unlike the Pact Devils, who make simple bargains that can be accepted or rejected, the Corrupter Devils tempt souls with the promise of life's indulgences. Instead of presenting a formal contract, a Corrupter Devil asks that mortals perform acts that further Hell's agenda. Such acts can range from simple tricks played on the pious, to the desecration of holy places, to outright murder. Periodically, the Corrupter Devil will call together its faithful at assemblies known as Black Sabbaths. At these Black Sabbaths the Corrupter Devil rewards its servants with all manner of sensual delights. Eager to curry favor with the Devil and attain ever more pleasurable rewards, people willingly damn themselves to Hell.

Although they promise ease and luxury to their followers, Corrupter Devils are actually extremely abusive and sadistic. They are also possessed of twisted, obscene senses of humor that they will seek to gratify at every opportunity. They particularly like to see wholesome aspects of human society parodied in the most disgusting and degrading manner possible. It gives them great pleasure to watch their followers consume disgusting substances magically disguised as rich provisions, and to watch the dupes engage in taboo and perverted acts.

Combat: The Corrupter Devil does not like to engage in melee, but it can be a fearsome opponent nonetheless. It is able to gore with its horns, or kick with its sharp hooves, while burning opponents with hellfire from its torch. Typically, however, the Corrupter Devil will let others fight for it, either its mortal cultists, or other summoned Devils. In addition, the Corrupter Devil has several spell-like abilities which usually allow it to escape almost any potential combat.

Hellfire Torch: The Corrupter Devil's torch burns with the fires of Hell itself. It does double damage against all Good-aligned creatures. The Corrupter Devil can use its *Pyrotechnics* ability on its own torch, without extinguishing it. Only dousing with Holy Water can extinguish the flame.

Disguise Substance: In addition to their other spell-like abilities, Corrupter Devils have a magical ability to disguise one organic substance as another. They can do such things as make excrement look, smell, feel, and taste like roast beef; blood seem to be fine wine; and filthy leaves seem to be pastry. They can also do the reverse, causing edible or harmless substances to be perceived as rotten or dangerous things. The change is wholly illusory, of course, but affects all senses. All non-magical substances of solely animal or vegetable origin within 300 feet of the Corrupter Devil can be affected at the Devil's whim, and the creature does not need to concentrate to maintain the illusion. Living plants or animals cannot be affected, however. A successful save versus Wisdom (Challenge Level 10) will allow someone to see through the illusion.

Place Witch's Mark: Anyone who agrees to join the cult of the Sabbatic Goat is first made to renounce their former faith, and in particular all ties to Heaven. The Devil will then place a mark on the convert's body. This mark will take the form of a small, red or purple nub that resembles a nipple. The Witch's Mark, as it is called, is always placed on some hidden or inconspicuous place, usually one hidden by body hair. The Witch's Mark is insensitive to pain, and can be used by Imps and the like to nurse on the person's blood. The possession of a Witch's mark excludes a person from receiving miraculous aid from any Good-aligned cleric, including healing. A Witch's Mark can only be removed by *Atonement*, or such magic as a *Limited Wish* (or its equivalent).

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Give Familiars: Once a night a Corrupter Devil is able to summon an Imp, and bind it to a person. The Imp then becomes the familiar of its new master, in a manner identical to the *Summon Familiar* spell. Even non-magicians can gain an Imp familiar in this way. The Imp will suck 1 hp of its master's blood nightly, using the master's Witch's Mark as a nipple.

Grant Boons: A Corrupter Devil is able to summon actual, non-illusory treasures or magic items from Hell's storehouses, usually to confer them as rewards upon followers that it feels have been sufficiently wicked. The Corrupter Devil can summon a maximum of 5,000 gold pieces worth of Boons per night. Summoning Boons indebts the Corrupter Devil to the Craft Devils that create the items, however, so it is done with an eye towards maximum reward. The Corrupter Devil will always try to Grant Boons to opponents that it feels could successfully challenge it in combat..

Spell-like Abilities: *Levitate*, *Major Creation*, *Suggestion*, *Mirage Arcana*, *Obscuring Mist*, *Persistent Image*, *Pyrotechnics*. The Corrupter Devil can also transform itself at will into the shape of a lightning-blasted tree with a distorted parody of a human face on its trunk. In common with other Infernals, Corrupter Devils can speak and understand all languages; become *Invisible*; assume the form of a snake, black dog, black cat, goat, toad, raven, or owl; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. All abilities have an effective caster level of 10.

Summoning: A Corrupter Devil may summon one Pact Devil, one Seducer Devil, one Wrath Devil, one Craft Devil, and four Tormentor Devils per night.

Concerning the Black Sabbath

Corrupter Devils appear on Earth primarily to preside over meetings known as Black Sabbaths (or Witch's Sabbaths). These festivities will be held four to eight times a year, always in some lonely and forbidding place. Typical venues include stark

mountains, lonely heaths, secluded glades in haunted forests, and cursed ruins. Places that have previously been burned or scorched by lightning are favored. If there happens to be a crossroads in the venue, that will be chosen as the focal point of the Black Sabbath.

The Corrupter Devil will usually summon other Devils to be present at the Black Sabbath, and always at least a Pact Devil. The many-faced Accuser Devils, however, are specifically *not* invited (although they may try to sneak in to spy), and the arrogant and beautiful Luminous Devils (rivals of the Corrupter Devils) consider themselves to be above the the coarse entertainment of the Black Sabbath.

The Corrupter Devil will use its magical abilities to create numerous illusions to create a dramatic scene for its Black Sabbath. With *Mirage Arcana* it will make the semblance a golden, pulpit-like throne for itself, as well as two other thrones to flank it. These will eventually be occupied by the witches that it chooses as its favorites. Other tables and chairs will be created with a combination of *Mirage Arcana* and *Major Creation*. Various edible and semi-edible materials (preferably disgusting and rotted) will be gathered, and disguised as rich provisions. The illusion of musicians playing will be created with *Persistent Image*, or else Tormentor Devils will be assigned the task of playing instruments produced with *Major Creation*. Various other illusions will also be created to order to create a properly festive atmosphere.

As the mortal attendees arrive, the Corrupter Devil will demand that they present themselves before it. It will demand that they kneel behind it and kiss its posterior face. The Corrupter Devil will indicate its two favorite witches by allowing them to kiss its regular mouth. The favorites will be told to sit on the thrones, and will be allowed to keep their clothing on (if they want). Most others present will be expected to strip, although sometimes powerful wizards who are friends of Hell will be allowed to attend the Black Sabbath as observers, and also be allowed to remain clothed. The Devil will demand an accounting of the evil acts that its

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cultists have committed since the last Black Sabbath. It will then Grant Boons as it sees fit, or have followers punished if they have made no effort to be evil. Any potential new cultists will then be initiated by the Corrupter Devil, and given their Witch's Mark. Often they will be made to sign in the Black Book of the Pact Devil who has been summoned to keep accounts.

After the initial formalities, the Corrupter Devil will then lead the revelry. There will be feasting from the seemingly luxurious foodstuffs. The cultists will dance obscenely. Various intimacies will always be in progress, in which the Devils present will take part. The Corrupter Devil itself will insist upon personally coupling with any new recruits. Gambling, and the telling of obscene jokes and stories, will be encouraged. All manner of foul magic will be practiced openly and freely. The Pact Devil present will make side contracts and teach sorcery. The Craft Devil (if present) will make its own deals to create special treasures, or perform labor. The Seducer Devil will indulge its particular desires. Any Wrath Devil present will guard the area, and tempt cultist to further acts of murder and atrocity. Any Tormentor Devils present will serve the other Devils as menials, when not engaged with the cultists. The Corrupter Devil will often preach its perverted doctrine to the attendees, and may even lead them in a disgusting parody of the rites of Good-aligned religion. The Black Sabbath will never begin before midnight, and will always be broken up well before dawn.

Naturally, any Paladin or Good cleric who witnesses, or even learns of the celebration of a Black Sabbath is obligated to tirelessly stamp it out using any means necessary. Paladins in particular will be expected to exterminate any Devils present, and must attempt to at least arrest (if not kill outright) any mortal attendees. No person who voluntarily attends a Black Sabbath is innocent, and the Paladin is obligated to punish them by whatever means he sees fit.

LUMINOUS DEVIL (Fallen Angel)

A former celestial being, twisted by pride and resentment

NO. ENCOUNTERED: 1-2

SIZE: Large (8' tall, but usually appears Medium)

HD: 12 (d8)

MOVE: 36', 72' (fly)

AC: 24

ATTACKS: 2 Magical Sword +2 (1d10+6)

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Barred From Holy Ground, Subject To Faith, Perfect Vision, Fire Resistance (Full), Electricity Resistance (Full), Immune to Poison and Emotion-affecting Magic, Awful Visage, Artistic Mastery, Diabolical Wager, Confer Power and Glory, Spell Resistance 16, Spell-like Abilities, Summoning

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 12

XP: 8,025+10

The Luminous Devils hold themselves to be above and apart from the other castes of Devils, claiming to actually be Seraphim unfairly cast out from Heaven. They further claim that all the Devils were once Angels, but the other castes have grown so corrupted by Hell that they do not remember their own past. Accordingly, the Luminous Devils consider themselves to be Hell's ruling nobility, and their Emperor to be the greatest of all Devils. They treat other Devils accordingly. The Corrupter Devils take particular umbrage at the arrogance of the Luminous Devils, and the two castes will often try to undermine each others' schemes.

Luminous Devils usually appear in one of two forms. The first is a very handsome (or beautiful) and extremely well-dressed human of either gender, normal except for two small horns, and a set of moderately-sized bat-like wings. The second form is that of a lovely child (usually blond haired and blue-eyed), with no overt signs of supernatural heritage. Neither is their true shape. Their true form, which they almost never show

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because other Devils find it to be very offensive, is that of a radiant, eight-foot tall angelic figure, dressed in a robe of white silk and cloth-of-gold, and possessing a pair of large, jet-black wings. Their faces are lovely, framed by wavy blond hair, and set with deep blue eyes. Only a pair of small horns mars the gorgeous countenance. It is extremely hard to actually look at a Luminous Devil in their true form, however, because they constantly radiate bright light (equal to that of a *Light* spell).

The other castes of Devils, although they are forced to respect the manifest power of the Luminous Devils, do not fully trust them, and are suspicious of how they constantly agitate for an assault on Heaven itself. The other Devils widely (if usually secretly) believe that the Luminous Devils want nothing more than to re-join Heaven, and would happily betray Hell to be allowed back into Paradise. Taken as evidence for this belief is the fact that the abodes of the Luminous Devils resemble grotesque parodies of the mansions of Paradise. Also, the Luminous Devils sometimes brood for long periods of time, evidently pining for their lost place in Heaven. In fact, no caste of Devils bears more ill will towards the hosts of Heaven than the Luminous Devils. For the Luminous Devils, the war against Heaven isn't ideological - it's personal.

Of all the Devils, the Luminous Devils possess an emotional life that is most similar to mortals. Alone among Devils, they are capable of actually falling in love (albeit of a twisted and selfish kind). They have even been seen to weep. It is not uncommon for a Luminous Devil to be overcome with feelings of love for a mortal of great beauty and innocence. They tend to spurn the affections of evil folk, finding themselves most attracted to the good and pure. The Luminous Devil may assume a human form to court the object of his love, or may abduct her and bring her to Hell to be his infernal bride. The Luminous Devil will initially shower his beloved with gifts, and lavish attention on her. In time, however, the evil within the Devil takes hold, and he will always eventually find cause to destroy whoever he loves. The Luminous Devil will never accept responsibility for such actions, but blame his lost lovers themselves (for allowing

themselves to become corrupted), or else the envy of the other Devils.

Sages speculate that many (if not most) of the Luminous Devils were formerly the Angels responsible for the birth of the original Nephilim. The Luminous Devils deny it, blaming instead the Craft Devils.

Luminous Devils have a noted obsession with the number 6 and its multiples, and an aversion to the number 7 and its multiples. Sages speculate that this aversion is due to the importance of the number 7 as an organizing principle in Heaven. Notably, Luminous Devils will speak of there being only *six* castes of Devils, since they treat the Tormentor Devils as merely slaves, and like to pretend the rival Corrupter Devils don't exist.

Combat: In combat, Luminous Devils always seek to display their own prowess and skill. They will actually forbear using efficient but unspectacular tactics, in favor of those that make themselves look more impressive. For example, a Luminous Devil will almost never attack secretly or from behind, because it would not give their opponents the chance to behold the glory of the Luminous Devil's swordsmanship. The Luminous Devil might only use its spell-like abilities to add drama to the scene of combat, unless they face particularly powerful enemies. Each Luminous Devil possesses a Bastard Sword +2, and their great strength also adds an additional +4 to the damage done with the weapon. They are able to strike twice in a round with these swords. Luminous Devils possess a strong, albeit twisted, sense of chivalry, and will actually honor attempts to negotiate truces if they respect their opponent.

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Awful Visage: Although they are naturally beautiful, Luminous Devils involuntarily assume a truly Awful Visage when angered. The face of an angry Luminous Devil will turn bright red, their eyes will start to glow, flames will shoot out of their mouths and nostrils, and lightning-like flashes (accompanied by crashes of thunder) will shoot out of their body. Anyone seeing this display must save versus Charisma (Challenge Level 12) or be affected as by a *Symbol of Fear*. The Devil cannot use this ability unless it has been truly angered, such as after having been cheated or embarrassed.

Diabolical Wager: Every Luminous Devil is an absolute master of some mode of artistic expression, whether singing, sculpting, or playing a musical instrument. If a mortal challenges Hell to a contest of skill, there is percentage chance equal to the challenger's Level that a Luminous Devil will take notice. The Devil may appear and accept the challenge, the terms of which will usually be that if the boaster wins they receive a (Level-appropriate) treasure, but if they lose their soul belongs to the Devil. As a suggestion, the CK may decide the result of such a contest with appropriate Attribute checks, giving a Devil a bonus on the roll of 2 greater than whatever the PC's bonus is. If the Devil loses such a wager he will honor his bargain, but will forever feel hatred and enmity towards the winner.

Confer Power and Glory: Like Pact Devils, Luminous Devils will also bargain for souls. They offer only earthly power and glory, however. The Luminous Devil will produce a contract to be signed, but it is never anything so pedestrian as the Pact Devil's Black Book. The contract offered will be scribed on an obviously costly scroll, with beautiful calligraphy, and may even be illuminated and gilt. The Luminous Devil doesn't bother with tricky or convoluted language. The term are quite clear – you will become a wealthy and important person, but your soul belongs to the Luminous Devil after death. Once the contract is signed in blood, the person will awaken the next day to find themselves in the desired position of power and wealth. Naturally, they will have mortal enemies, but the contract never indicated that they wouldn't...

Spell-like Abilities: *Charm Person, Cure (or Cause) Serious Wounds, Cure (or Cause) Disease, Polymorph Self, True Seeing, Wall of Fire*. Once per day a Luminous Devil can strike with a 12 die *Lightning Bolt*, and *Control Weather*. In common with other Infernals, Luminous Devils can speak and understand all languages; become *Invisible*; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. All abilities have an effective caster level of 12.

Like all Infernals, Luminous Devils can teach the Arcane spells that correspond to their own Spell-like abilities, if a Magician can somehow convince them to do so.

Summoning: A Luminous Devil can *Summon* any other Devil (except a Corrupter Devil) six times a day.

Immune To Fire and Lightning: Like all Devils, a Luminous Devil cannot be harmed by fire. Additionally, they are immune to damage from lightning or electricity.

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PACT DEVIL (Black Man of the Crossroads)

A tricky trader in souls and miracles

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 7 (d8)

MOVE: 30'

AC: 20 (26 in conditions of darkness)

ATTACKS: 1 Weapon (by weapon type), Spells

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Barred From Holy Ground, Subject To Faith, Perfect Vision, Fire Resistance (Full), Immune to Poison and Emotion-affecting Magic, Spell use, Grant Heart's Desire, Enforce Pact, Set Hellhounds On Your Trail, Spell Resistance 15, Spell-like Abilities

SAVES: M+P

INT: Genius

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 12

XP: 1,485+7

Souls are the currency of Hell, and no caste of Devils is greedier for souls, or more adept at acquiring them, than the Pact Devils. Pact Devils closely resembles a normal humans in form, but are wholly jet black in color. Even their eyes and teeth are black, with no other color visible. When Pact Devils bleed, their blood resembles ink. These Devils also dress in completely black clothing, which may range from garb like that of mortal commoners, to rich robes. Each Pact Devil always carries a large, black book, in which they keep their contracts, records of accounts, and magic spells.

Pact Devils tempt mortals with the promise of riches, talent, and magic. The ritual to summon one is simple, and well known. It requires only that the supplicant visits a lonely crossroads on three successive nights, at exactly the stroke of midnight. Each night, the hopeful petitioner must state that she wishes to speak to the Black Man of the Crossroads, and what she want from him. She must then wait, by herself, for another hour. One hour after midnight on the third night, a Pact Devil will appear, and offer to strike a bargain with its summoner.

Pact Devils have the ability to grant a range of desires. They can confer or increase talents, make people wealthy, or even teach the use of magic. They do not always demand that a mortal actually sell their soul, at least not at first. Very often, Pact Devils will initially want the bargainer to simply perform some act of evil that will serve Hell's interest, and serve to further corrupt the soul before it is finally harvested. Other times, the pact Devil will take things that cause the bargainer joy, such as their love, or sense of smell. Sometimes, a Pact Devil will even perform some small favor for the subject without even asking for payment, as an inducement to further dealing. The ultimate goal, for the Devil, however, is always the collection of a soul.

Typical bargains offered by Pact Devils include:

- *Slay someone (who is destined to be a powerful agent of Heaven) in return for 10,000 gold pieces.*
- *Open the city gates (leaving in a conquering army of diabolists) in return for learning the Fly spell.*
- *Renounce your true love in return for a Magical Sword that can fight Demons (Sword +1)*
- *Lose your beauty in return for a poison that will slay your husband for his infidelity.*
- *Lose your soul, and gain a Level of Wizard ability.*
- *You will die at 27 and lose your soul, in return for becoming the best musician in the kingdom.*

Bargains involving ever greater desires necessitate dealing directly with the Pact Devil nobility, who are even more devious than the common variety. The actual contract offered by any Pact Devil will always be written in small, cramped letters, and with the most intricate and confusing language possible. It must be signed in blood, of course, to be binding.

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In addition to their own activities, Pact Devils serve as the accountants and bankers for other Devils. They will often be summoned by the other castes when they are collecting souls, in order to record and enforce the contract. They are always present at revels of the Black Sabbath, for example. The Pact Devils are consequently owed many favors by other Devils, a position that they thoroughly enjoy.

Combat: Pact Devils seldom engage in melee combat, although they are capable of using any weapon if pressed. If a bargain cannot be struck with potential opponents, the Pact Devil prefers to use magic, and employ its Hell Hounds.

Spell Use: A Pact Devil can cast spells as a 12th level Wizard or Magician. These spells are separate from, and in addition to, the Devil's spell-like abilities. The Pact Devil's Black Book is also its spell book, and the Devils consults it in exactly the same way as would a normal spell-caster. They receive bonus Wizard spells due to their intelligence scores. If the CK is using the Magician class, the Devil's Black Book is both its *Power Object* and *Magical Implement*.

Grant Heart's Desire: The Pact Devil is able to grant any of the following things as part of a contract:

- A Level in any class except Cleric and Druid.
- Wealth or any treasure with a maximum value of 10,000 gold pieces.
- Any spell that the Pact Devil knows.
- An enchanted item with a value of less than 10,000 gold pieces.
- Mastery of a single type of artistic expression or area of skill, such as singing or bread baking. The recipient may well become renowned for this ability, but it is completely non-magical. Mastery of a musical instrument, for example, does not confer any special Bard abilities.

Enforce Pact: The Pact Devil is able to purchase anything, including things like love, memories, beauty, and senses. Once both the pact Devil and the petitioner sign their contract, the bargain specified must happen. The pact Devil is bound to deliver its end, and anything sold will be removed from the seller's life permanently. If the seller sold their love, for instance, her former lover will suddenly begin to treat her with indifference, and will never regard her with affection ever again.

The consequences of actually selling one's soul to the Pact Devil are dire. Firstly, the subject's soul will be damned to torment in Hell after death, regardless of Alignment. Secondly, no miracle of Heaven will be able to benefit the hapless person, including healing. Thirdly, the character can never be *Resurrected*, *Raised*, or *Reincarnated*. A Pact Devil can even purchase a fraction of a soul, equivalent to one or more Levels of experience.

If the terms of the contract call for an action, and that action is not performed within the specified time, then the Pact Devil will send its Hell Hounds after the one who is attempting to break faith. Anyone killed by these Hounds will forfeit their soul to Hell, whatever the original bargain was. In fact, the possibility of soul forfeiture in this manner is always spelled out in the terms of the contract, albeit in extremely small print, and confusing language.

Hell Hounds: Each Pact Devil has two Hell Hounds always at its beck and call. These creatures can either be a pair of 5 Hit Dice Hellhounds, as per the standard monster description, or else Tormentor Devils permanently bound into the form of black dogs. The Pact Devil can summon its Hell Hounds at will, and they will obey its orders without question. The Hounds can be sent to track down those who escape from the Pact Devil, and will be thereby empowered to enter any plane in search of their prey.

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The Black Book: The Black Book carried by a Pact Devil contains its spells and contracts. It appears to be bound in black leather, sometimes with iron bindings, with pages of old but extremely high quality vellum. The book can be recalled to the Pact Devil at will, without regard to distance in time or space in the Cosmos. Although it appears to have a definite amount of pages before it is opened, anyone actually trying to peruse the Book finds that it seems to have far more pages than seems possible.

In addition to every signed contract the Pact Devil has ever made, on its own or another Devil's behalf, the book will contain 5-10 spells of each Level from 0 to 6. These spells can be learned just like any others, if a would-be thief can find some way of separating a Pact Devil from its Book.

Hell considers the recovery of lost Black Books to be top priority. Even if the original owner and his Hell Hounds have been destroyed, another Pact Devil (perhaps of Noble status) will surely make it his mission to recover the lost Book, and punish its would-be possessors. If a Black Book is sold, everyone who has had contact with it in any way will be singled out for death by Hell.

If a Black Book is ever destroyed, every contract within it is rendered null and void. Destroying such a book is nearly impossible, however, even after the destruction of its owner. Each Black Book has Spell Resistance of 19, can take 100 hit points of damage, and regenerates 10 hit points per round.

Spell-like Abilities: *Detect Magic, Read Magic.* In common with other Infernals, Pact Devils can speak and understand all languages; become *Invisible*; assume the form of a snake, black dog, black cat, goat, toad, raven, or owl; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. All abilities have an effective caster level of 12, and are in addition to the Devil's use of actual spells.

Pact Devils never summon Devils beside their Hell Hounds, because they do not wish to owe favors.

SEDUCER DEVIL (Incubus/Succubus)

A Devil who visits men and women in their beds

NO. ENCOUNTERED: 1-4

SIZE: Medium (7' tall in natural form)

HD: 8 (d8)

MOVE: 30', 60' (Fly)

AC: 20

ATTACKS: 1 Weapon (by weapon type +2, usually 1d6+2) or 1 Sting (1d8)

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Barred From Holy Ground, Perfect Vision, Fire Resistance (Full), Immune to Poison and Emotion-affecting Magic, Enter Dreams, Exhaust Partner, Immune To Faith, Spell Resistance 15, Spell-like Abilities, Summoning

SAVES: M+P

INT: Superior

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 10

XP: 3,275+8

Sexual desire is the perhaps the most powerful of the passions, and a special breed of Devil exists to exploit the lust of humanity. These fiends creep into bed chambers at night in the shape of handsome strangers, seducing virgins and married women alike. They assume the forms of beautiful but unobtainable women to trick men into succumbing to lust. They also seem to have a particular attraction to Good-aligned clergy, especially those who are cloistered or under vows of chastity. Occasionally, these Seducer Devils simply use brute force rather than trickery - sometimes as part of some diabolical plot, other times simply to gratify their own brutal desires. They have even been known to forbear engaging in acts of lust themselves, in order to tempt mortals into ever greater acts of depravity.

Perhaps the most insidious of the Seducer Devil's activities is the breeding of hybrid children called Cambions. Many sages speculate that the Seducer Devil visits men in a female form in order to obtain their semen, and then transmits the infernally corrupted material to women by visiting

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them in a male form. Evidence for this belief is provided by the testimony of women who claim that the emission of an Incubus is cold, not warm. Other sages believe that by the foul will of the Powers of Darkness the Seducer Devil is capable of breeding with humanity unassisted. Seducer Devils who have been bound and interrogated by the most powerful wizards have given contradictory answers to the question of their unassisted fertility, even when placed under the most fearsome of spiritual tortures.

When assuming a female form, the Seducer Devil is called a Succubus. The same creature, but in a male form, is also called an Incubus. The Seducer Devil has, in fact, no single gender. Its natural *male* form is a 7 foot tall, nude and bald man, with red skin; prominent, bull-like horns; spreading, bat-like wings; goat hooves instead of feet; and a prehensile tail that ends in a arrow-shaped stinger. The true *female* form of a Seducer Devil is similar, but that of a incredibly well-formed nude woman, also with red skin, but possessing a full head of hair, and much smaller horns. The Seducer Devil's female form shares the wings, goat hooves, and the long tail of their male form. If forced to assume their true form by some magic, Seducer Devils are equally likely to appear male or female. Some Seducer Devils have even been seen to take a hermaphroditic form.

Seducer Devils have the ability to assume any humanoid shape, of either gender and any age, at will. They particularly enjoy assuming the form of someone their intended victim loves or trusts, or else feels an overpowering, but forbidden, desire for. They will also do such horrible things as seduce a victim in one form, and then change into the shape of a family member while the act is in progress. When they force a victim, the Seducer Devil is particularly prone to take the form of some trusted authority figure, in order to increase the mental anguish of their prey. They also enjoy seducing a victim in a form of one gender, and then switching genders once the victim is off guard and in a compromising position.

Combat: Seducer Devils avoid physical combat, considering it to be beneath them. If forced into it,

they prefer to attack with either a vicious scourge, or else a thin, poisoned blade. They can use any weapons available, however, particularly if they wish to maintain a human disguise. Their natural strength adds a +2 to weapon damage. If grappled or forced into close quarters without other weapons, they can sting opponents with their tails. The Seducer Devils will always prefer to resolve any conflicts with their spell-like abilities, however. They do not like to kill uncorrupted mortals, because it can deprive Hell of new souls.

Exhaust Partner: Anyone who is a partner to a Seducer Devil's lust, willingly or unwillingly, is exhausted by the act. Victims lose 1 point of Constitution, which can only be restored by magical means, or 1 week of complete abstinence. Anyone drained completely of Constitution by a Seducer Devil dies, sometimes returning as an Undead creature.

Enter Dreams: A Seducer Devil can enter the dreams of one target per night. The Devil can appear in any form that it can assume in the waking world, and gains knowledge of everything the subject dreams about. The subject and the Devil can interact just as in the waking world, including engaging in combat. A Seducer Devil can Exhaust Partners in their dreams, just as if they visited them in the flesh. Any Constitution points lost in this way will be real, but hit points lost in dream combat will be regained upon waking. Characters who actually die in their dreams will die in real life, however.

The Enter Dreams ability is separate from, and in addition to, the Seducer Devil's ability to send messages using *Dream* as a spell-like power.

Immune To Faith: Uniquely among common Infernals, Seducer Devils cannot be turned away by clerics. The reason for this is unclear, but many Good clerics speculate that it may be allowed by Heaven to test the faith of men.

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Spell-like Abilities: *Alter Self* (to any humanoid form), *Charm Person*, *Detect Thoughts*, *Hide Lies*, *Suggestion*. Three times a night, they can use *Hold Person*, *Hypnotism*, and *Major Image*. Once per night they can use *Dream*, and *Sympathy*. Like all common Devils, Seducer Devils can speak and understand all languages; become *Invisible*; assume the form of a snake, black dog, black cat, goat, toad, raven, or owl; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. All abilities have an effective caster level of 8.

Seducer Devils are able to teach the Arcane Spells that correspond to any of their spell-like abilities, and are sometimes summoned for that purpose.

Summoning: Once per night a Seducer Devil can *Summon* one to four other common Devils of any type, with a 75% chance of success.

TORMENTOR DEVIL

A pitchfork -wielding servant of Hell

NO. ENCOUNTERED: 1-12

SIZE: Medium

HD: 5 (d8)

MOVE: 30', 50' (fly)

AC: 17

ATTACKS: 1 Red-Hot Pitchfork (1d8+1d6 heat damage), 1 Head-butt (1d4), 1 Sting (1d6)

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Barred From Holy Ground, Subject To Faith, Perfect Vision, Fire Resistance (Full), Immune to Poison and Emotion-affecting Magic, Panic, Torment, Spell Resistance 5, Spell-like Abilities, Summoning

SAVES: P

INT: Average (High Cunning)

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 5

XP: 420+5

A Tormentor Devil resembles a satyr in basic form, but its eyes are lizard-like, its bare skin

is deep red, and its wild hair is dull black. A pair of small, bat-like wings sprout from its black, and its long, hairless tail ends in a triangular flange and stinger. Tormentor Devils can be of either gender. They also superficially resemble the natural form of Seducer Devils, but are shorter, with distorted and grotesque features, in contrast to the diabolically handsome forms of the Incubi and Succubi. Tormentor Devils usually carry a sharp, red-hot pitchfork. The weapon will only remain heated in the hands of an Infernal - otherwise it cools to become a normal weapon.

Tormentor Devils are the most numerous caste of true Devils. They herd and torture souls in Hell, swell the ranks of Hell's legions, and are the personal servants of other Devils. On certain very rare occasions they will be assigned to serve very powerful mortal witches and warlocks.

Although they lack the sophistication of some other Infernals, Tormentor Devils may nonetheless be sometimes sent to tempt or harass ordinary people. When on such missions, they will usually assume an animal shape, or turn *Invisible*. They will proceed to whisper nasty insinuations to their victim, and may use their Spell-like Abilities to play increasingly malicious pranks. Although this behavior may seem minor when compared to the vile machination of some other Devils, it would be a serious mistake to underestimate the Tormentor Devils. When given license they are utterly malicious and sadistic. In fact, they are only capable of feeling true joy when watching some other creature suffer.

Combat: Generally, Tormentor Devils will seek to Panic enemies first, then Torment their prey for a few rounds, before launching an all-out assault with pitchforks, head-butts, and stingers. Tormentor Devils will almost never attack when alone, but almost always *will* when they are in groups. The Devils will also use their spell-like abilities to sow confusion in the ranks of their enemies. Common tactics include using *Mage Hand* to spill arrows out of quivers, using *Ghost Sound* to spook mounts, and throwing motes of fire made with *Produce Flame*.

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Panic: By a combination of their hellish gaze and aggressive antics, a Tormentor Devil can induce Panic in mortals. The effect is similar to a *Scare* spell, but will affect creatures of up to 10 Hit Dice. A successful Charisma save (with a Challenge Level of 5) will negate the effect. The Tormentor Devil who attempts to induce Panic cannot perform any other actions in that round.

Torment: One thing Tormentor Devils are especially skilled at is inflicting pain. If a Tormentor Devil chooses to Torment, they make a normal to-hit roll. If successful the attack does only 1 hit point of damage, but also reduces either Strength or Dexterity (equal chances for either) by 1 point (due to the blow being struck in an extremely painful spot). A successful Constitution save (Challenge Level 5) will negate the ability damage. The hit point damage heals in the normal way, but the Strength and Dexterity damage will disappear after a full night's rest.

Spell-like Abilities: At will: *Ghost Sound*, *Mage Hand*, *Message*, *Produce Flame*. In common with other Infernals, Tormentor Devils can speak and understand all languages; become *Invisible*; assume the form of a snake, black dog, black cat, goat, toad, raven, or owl; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. All abilities have an effective caster level of 5.

Summoning: A Tormentor Devil can attempt to *Summon* another of its kind, with a 50% chance of success.

WRATH DEVIL

A bestial warrior of evil, who inspires men to murder

NO. ENCOUNTERED: 1-3

SIZE: Large (9' Tall)

HD: 13 (d8)

MOVE: 30', 60 (fly)

AC: 25 (see below)

ATTACKS: 1 Bite (1d8 +Infest Wound), 2 Claws (1d8+6), or 2 Weapon Strikes (by Weapon Type+6)

SPECIAL: Whiff of Brimstone, Magic or Silver Weapons To Hit, Burned By Holy Water, Barred From Holy Ground, Subject To Faith, Perfect Vision, Fire Resistance (Full), Immune to Poison and Emotion-affecting Magic, Aura of Fear, Eyes of Hate, Infest Wounds, Great Strength, Spell Resistance 10, Spell-like Abilities, Summoning

SAVES: M+P

INT: High

ALIGNMENT: (Lawful) Evil

TYPE: Extraplanar

TREASURE: 12

XP: 9,675+13

The Wrath Devils are the Knights and Centurions of Hell's legions. When they are not officering armies of common Tormentor Devils, they sometimes make their way to Earth in order to ferment conflict and inspire murder. There are tales of Wrath Devils infiltrating the courts of kings in human guise, insinuating themselves as trusted advisers in order to bring about unnecessary and bloody wars. They may even set themselves up as the focus of sick cults, commanding their disciples to go forth to murder in the name of their false "god". Eventually, the Wrath Devils slay their murderous dupes, dragging their souls to eternal torture in Hell.

A Wrath Devil in its true form has the head of some ferocious beast, but the body of a muscular man or woman. Examples with the heads of lions, wolves, boars, hawks, ravens, rams, or even dragons have been recorded. Whatever the form of its head, a Wrath Devil's eyes always seem to burn with anger. The Devil's hands are clawed, and its taloned feet resemble those of a bird of prey. Spreading

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behind the Devil are a pair of great wings, which are equally likely to resemble those of a dragon or a raven. The creature's tail is long and serpentine. Wrath Devils often appear to wear armor of sinister design, but their Armor Class is unaffected unless the armor is itself enchanted, in which case only the magical "plus" is added the Devil's natural AC. Wrath Devils usually carry one or more fearsome weapons, which are likely to be enchanted. These Devils can actually assume many other forms, but they prefer those of powerful human warriors.

Wrath Devils are absolutely merciless, and inhumanly cruel. Their love of inflicting pain and suffering goes far beyond that of the most twisted human torturer. Wrath Devils are absolutely and inflexibly lawful, however, and will follow orders and hold bargains to the letter.

The Wrath Devils are closely allied with the Craft Devils, who provide arms, armor, and strongholds. If given a choice, a Wrath Devil will fight first for its own kind, then on behalf of the Craft Devils, and only thereafter for any of the other castes. They are neutral with regard to the rivalry between the Corrupter and Luminous Devils. While the Wrath Devils personally despise the Accuser Devils, they will nonetheless obey the decisions of Hell's courts. Tormentor Devils are seen as useful but expendable tools.

Combat: Wrath Devils relish combat, luxuriating in the noise of battle and the feeling of fresh blood spraying on their bodies. They are equally able to inflict terrible damage with their fangs and claws as with other weapons. Such is their skill at arms that they can strike twice in around with any weapon. They will always *Summon* other Devils and use their spell-like abilities to inflict maximum damage in combat. Favored tactics include creating *Walls of Fire* to funnel armored opponents into a mass and then using *Heat Metal*, using *Animate Dead* to make the corpses of fallen opponents rise up against their former allies, or using *Transmute Mud and Rock* to mire opponents in deep muck. Although able to *Teleport* away from fights, they are too addicted to violence to do so. Wrath Devils show a wide range of tastes in weaponry, and are as likely

to bear any particular weapon (or use a shield) as any human warrior.

Aura of Fear: Anyone who encounters and comes within 20' of a Wrath Devil must save versus Charisma (Challenge Level 13) or be affected as by a *Fear* spell. The Devil can suppress this power at will.

Eyes of Hate: If a Wrath Devil forgoes its normal attacks to focus on the hatred that burns inside it, anyone meeting the Devil's gaze must save versus Wisdom (Challenge Level 13) or go berserk with rage, physically attacking the nearest target (friend or foe) with a +2 to hit, but suffering a -2 penalty on their Armor Class. Berserk characters cannot focus their minds to use spells or Abilities not directly related to melee. The rage will last for 1d10 rounds. A Wrath Devil can use its Eyes of Hate regardless of the Devil's current form.

Infest Wound: The bite of a Wrath Devil causes a horrible putrefying wound that breeds worms. Immediately after such a bite a mortal victim must Save versus Constitution (Challenge Level 13) or disgusting worms and crawling insects will burst from the wound. These insects will make the victim completely unable to sleep (due to horrible itching), unable to heal without magical aid, and smell so bad that anyone who fails a Challenge Level 13 Constitution Saving Throw will retch for 1d4 rounds if they try to approach him. The worms will last for 13 days, but the victim receives a Saving Throw versus Constitution (Challenge Level 13) each day to end the effect before that time. Victims who spend more than 2 days awake will randomly lose 1 point from an Ability Score each night thereafter. The worms will simply reappear if scraped off, but the infestation can be ended with *Remove Curse*, *Cure Disease*, *Dispel Magic*, or any effect that destroys or banishes disease or vermin. A successful night's sleep will restore any lost Ability damage.

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Great Strength: Wrath Devils have effective Strength scores of 24, conferring a +6 bonus on damage done with their claws or melee weapons. They also receive this bonus on appropriate Attribute checks.

Spell-like Abilities: *Animate Dead, Gust of Wind, Polymorph Self, Pyrotechnics, Suggestion, Wall of Fire.* Once a day a Wrath Devil can do any of the following: strike with an 10 die *Fireball* or *Lightning Bolt*, *Heat Metal*, or *Transmute Mud And Rock*. In common with other Infernals, Wrath Devils can speak and understand all languages; cause *Darkness*; perform feats of *Prestidigitation*; and instantly *Know Alignment*. They can also become Ethereal, and roam the Astral Plane. The Devil's spell-like abilities have an effective caster level of 10.

Wrath Devils can sometimes be convinced to teach the Arcane Spells that correspond to their spell-like abilities, particularly if they believe that the student intends to create havoc, fear, and pain with the magic.

Summoning: A Wrath Devil may summon a a single fellow Wrath Devil, one Craft Devil, or else three Tormentor Devils instead, per night.

Appendix I: The Spiritual Geography of Heaven

Beyond even Heaven, and wholly outside the manifest Cosmos, is a realm of pure light and spiritual fire called the Empyrean. The Empyrean is the polar opposite of the Outer Darkness, burning with the transcendent flame of ineffable truth. No manifest beings can enter the Empyrean without surrendering their individuality to it, and dissolving themselves into the liquid light of perfect harmony. The Seven Heavens proceed from the Empyrean, and those who dwell within them shine with its light. The light is a visible sign of virtue, whose ultimate source is that wholly transcendent realm of incomprehensible purity.

Heaven itself lies beyond the Firmament of Stars that surrounds the Planetary Spheres. Attempting to enter Heaven by traversing the Planetary Spheres is fraught with peril, as the Archons who inhabit them will oppose any attempt by a mortal to transcend the mundane world. Certain cults are said to possess strange signs, gestures, and passwords with the power to render the Archons friendly, but if such aids exist they are closely guarded secrets. Therefore, most souls, living or dead, enter Heaven by means of special portals that bypass the Planetary Spheres.

Usually, only the recently deceased who are destined to dwell in Heaven as Blessed Souls can perceive the entrances to Paradise. There are said to exist certain spells, however, that will allow living mortals to access a portal to Heaven. Heaven's treasures so far exceed anything in the mundane world, that many mortals are willing to risk everything for the chance to obtain them, even for the briefest of times. The Saints that serve Heaven insist, however, that whatever the Angels withhold from humanity is done for its own protection.

The Ladder to Heaven

Portals to Heaven often manifest in the mundane world as long ladders or staircases leading into a glowing cloud. Various Angels will usually be seen climbing up or down the ladder. Living mortals who encounter such a ladder may be challenged to wrestle with one or more Warrior Angels for the right to learn Heaven's secrets. Anyone who successfully climbs up the ladder will eventually enter a cloud. After wandering in the cloud for a time, the mists will part, and the traveler will find themselves before the walls of Heaven.

The Tunnel of Light

Sometimes, a portal to Heaven takes the form of a vast tunnel of light, instead of a ladder. Inside the tunnel will move images of deceased loved ones. Each observer will behold different figures in the light. The souls of a recently deceased mortal will be guided through the light by an Angel, usually an Angel of Death, but sometimes a Warrior Angel, or Guardian Angel. Those who attempt to visit Heaven while alive will not be escorted by an Angel, but will still perceive the images of dead loved ones in the tunnel of light. The images within the Tunnel of Light will whisper words of reassurance to those escorted by an Angel. Living mortals who travel in the Tunnel, however, will be confronted with the unsolved puzzles and challenges of their lives, as the dead take the travelers back through their own histories.

The Road to Heaven

A third form that a portal to Heaven may take is that of a long road through a wilderness. Unfortunately, the powers of Evil and Chaos become aware whenever the Road appears. Therefore travelers on the Road are targeted for

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temptation and intimidation. Devils, Demons, the restless dead, and other monstrous things, may appear on the sides of the Road, threatening and wooing those who would reach Heaven. The abominations cannot actually enter the Road, but they can project illusions onto it. Those who travel the Road to Heaven with Heaven's permission are accompanied by a Guardian Angel. Those who boldly attempt to find Heaven through their own initiative must travel the lonely road alone. At the end of the Road is a wall of mists. If entered, the mists eventually clear and reveal Paradise.

The Gates of Pearl

When first beheld, Heaven itself appears to be a walled garden or town of vast dimension, manifesting from a cloud or mist. From the outside, the sky above the walls appears to be an infinite expanse of pure light, which is the Empyrean itself. The walls of the city are high and seemingly made of glowing, pale blue jasper. Punctuating the walls are numerous vast gates, whose frames and doors are made of pearl. Before each gate is a host of black-winged beings whose bodies are covered with eyes, and whose heads are obscured by shining halos. They are the Angels of Death.

At the center of each Host of Angels before the Gates of Pearl is a Cherub with a flaming sword, as well as a lone, white-robed figure like an elderly man. The man holds an enormous book in one hand, and a large golden key in the other. This is the Gatekeeper of Heaven, and the same figure simultaneously stands before all the gates of Heaven. Some tales say he is a Saint who was exemplary in his Righteousness when he was alive. Other stories suggest that the Gatekeeper is none other than the Archangel of Death himself. The book in his hand is the Book of Life, and it contains the names of all those who are entitled to enter Heaven, and the date and conditions upon which they shall enter. No mortal whose name is not in that book is entitled to enter past the Gates of Pearl. If a mortal's name is found in the book, the gatekeeper will unlock the gate with the golden key. Anything so wicked and foolish as to try to storm

the gate shall have to deal with an entire Host of Angels.

Furtively whispered tales speak of a strange spell that allows even a wicked man to sneak past the Gatekeeper and enter Heaven, at least for a time. If such magic exists, it is a well-guarded secret. Conceivably, the Accuser Devils (who by compact may enter Heaven's courts) might be able to teach such a spell, but it is generally contrary to their interests for any wicked person to know the joy that awaits the Blessed in Heaven.

The Gardens of the Blessed

There are seven different Gardens that the Gates of Pearl can open onto, depending upon the heart's desire of each soul. Two different souls who enter Heaven simultaneously may see two different Gardens beyond the Gate. All of the Gardens contains paths that lead to all of the others, and Blessed Souls are generally permitted to roam as they will. Those parts of Heaven which contain Celestial secrets, however, can only be reached by the Angels themselves (or those in possession of certain eldritch sorceries).

First Heaven: The Garden of Kindness

The Angels of Death wait outside the Gates of Pearl, and almost never actually enter the First Heaven. Instead, the Guardian Angels tend to the souls there. In the Garden of Kindness, the Blessed have their childhoods returned to them. They are free to pursue their favorite pastimes for eternity, across landscapes that precisely recreate their favorite places in the mundane world. They are fed whatever food they loved best in life, and can eat nothing but sweets forever if they want. In some places, buildings are even made of candy and cake, and toys are alive. In other places, the Blessed can relive their most loved memories of youth. All innocent dreams come true in the Garden of Kindness.

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Second Heaven: The Garden of Charity

The Garden of Charity is a landscape of immaculately-kept orchards and fields. In the Garden, everything that could be desired actually grows on trees - even money! There are trees whose fruits are richly cured meats, and others that bear beautiful clothing. The dice, card, and money trees allow the Blessed of Charity to joyously game and gamble all day and all night. Every morning, all of the fruit on the trees is completely replenished. The Blessed in the Garden of Charity enjoy the company of the Herald Angels, who know games yet to be invented. Living in the trees are prophetic dreams, which take the shape of doves. The Herald Angels lovingly tend to these dreams, until each is ready to fly from Heaven to their intended recipient. Abducting one of these dreams is a dark desire of the wicked.

Third Heaven: The Garden of Chastity

The Garden of Chastity is a series of jeweled palaces and parks that contain the most perfect examples of every form of artistic expression. There, the Blessed Souls who loved Chastity can dwell in perfect aesthetic enjoyment, in the company of the Cherubim. Souls in the Third Heaven are made flawlessly beautiful, dressed in exquisite robes and rich jewels, and seated upon thrones. They can contemplate and discuss the pure forms of every art, and learn the secrets of perfect beauty. To visit and return from the Garden of Chastity, having beheld perfection, is the dream of many mortal artists.

Fourth Heaven: The Garden of Patience

The Fourth Heaven consists of numerous lovely castles set amidst fair, rolling hills. Inside these castles patient souls can find perfect rest, if they want it. The same castles, however, are the armories and marshaling grounds of Heaven, each one overseen by a Power of the Warrior Angels. Thus, the castles are also inhabited by the souls of those who in life militantly defended the cause of Good. Surrounding the hills and castles is a seemingly endless forest, stocked with the simulacrum of beasts and monsters. The Blessed Souls of righteous warriors can sally forth to eternally hunt game, and defeat the images of evil. In this way, they prepare

for the day when they will aid the Angels in the Final Battle against the forces of Evil and Chaos.

Fifth Heaven: The Garden of Mercy

The Garden of Mercy takes the form of a pleasant field of grass and wild flowers, through which flow streams of wine, milk, and pure water. There, Blessed Souls can feast all day at outdoor banquet tables, and can make love all night in silk pavilions. Separated lovers are reunited in the Garden of Mercy. There is said by some to be a secret place in the Garden, an abandoned field where the Angels of Mercy come to mourn the loss of all those spirits who fell from grace. It is said that if one was to overhear the Angels as they mourn, one would learn the True Name of every spirit outside of Heaven.

Sixth Heaven: The Garden of Diligence

The Sixth Heaven is a perfectly orderly city filled with workshops and laboratories, interspersed with formal gardens. There every discovery is possible, and the wildest inventions are made real. The Blessed Souls of the diligent enjoy the company of the Chariot Angels, who reveal secrets of nature undreamed by mortal minds. Many a living inventor has endeavored to somehow spy upon the Garden of Diligence.

Seventh Heaven: The Garden of Humility

The Seventh Heaven is also called the Holy Mountain, and is visible on the horizon from every other Garden. From the slopes of the Mountain one can look down upon all the other Gardens, and also see that the peak seems to touch the Empyrean itself. The Blessed Souls of the humble dwell in simple cottages and grottoes on the side of the Holy Mountain, and are dressed in the plainest of robes. The air resounds with the chanting of the Seraphim, eternally singing the praise of the Lord of Hosts. To climb the Holy Mountain is to confront one's own pride, and to learn selfless compassion and humility. There are said to be tests along the way, purifying the soul. At the summit, where manifest existence blends into the purity of the Empyrean, is the court of the Lord of Hosts and the Queen of the Angels.

Time in Heaven

Time flows differently in Heaven, both in rate relative to the mundane world, and direction. Those who enter Heaven find that for every year that seems to pass, only a day has gone by in the mundane world. Therefore, after an entire adventure in Heaven, a mortal may awaken in their body to discover that only a few minutes have transpired. Likewise, time in Heaven is not linear. In a certain sense, both The Fall, and the Final Battle against evil, are both happening currently, and have already happened there. It is possible in Heaven to meet the souls of people not yet born, and to discuss histories not yet made.

Appendix II: The Seven Pits of Hell and Their Inhabitants

The seven prisons that comprise Hell are known as Pits, because each seems to consist of a terrible landscape at the bottom of a vast rift or depression. Each Pit corresponds to a particular Vice or Sin: Envy, Greed, Lust, Wrath, Gluttony, Sloth, or Pride. Each Pit also has its own associated caste of Devils, the members of which are wholly obsessed with indulging their particular Vice. To do this they require victims, forming one motivation for the Devils' well-known zeal for obtaining mortal souls.

The gates of Hell are known as Hell-mouths, and take the form of monstrous heads with gaping maws. Notably, the heads appear to be identical with those of the Archdevils themselves. When a Hell-mouth is encountered there will often seem to be people and Devils walking in and out of it, and the sound of a particular Vice being indulged will echo from beyond the entry. The mouth will make no motion to close, and the surrounding figures will entice souls to enter. Woe unto any so foolish as to do so.

The Prisons of the Damned

First Hell: The Pit of Envy

The entrance to this Pit is through the head of gigantic sea-serpent. The Pit takes the form of a frozen swamp surrounded by cliffs, and is the Courthouse of Hell. Here the Envious are eternally subjected to humiliating and torturous trials for the amusement of the Accuser Devils. Such trials are presided over by the Accuser Devil nobility, who love to don elaborate costumes that parody the official regalia of mortal judges. Ruling the Pit is the Archdevil known as the Crooked Serpent, or Father of Lies, a howling reptilian monster whose tail is stuck in the ice that covers the vast polluted lake at the center the Pit.

Second Hell: The Pit of Greed

The Pit of Greed is a complex of miserable treasure vaults that form the Banks of Hell. The Mouth of Greed resembles a giant old man with avaricious eyes, whose lips surround an open set of iron doors. The Damned who enter the Pit are branded and periodically herded from vault to vault, becoming the actual currency of Hell. As they loved money in life, so they *become* money in death. No attempt is made to deliberately torture the Damned in the Pit of Greed; they simply suffer as a result of the indifference and neglect born of avarice. Each cold and filthy vault represents a particular Devil's bank account, and each collection of vaults comprising an Infernal Bank is headed by a President. All the Presidents of the Pact Devils report to the Archdevil known as Devil Money, Old Scratch, or sometimes simply The Man. Old Scratch is chained to his desk at the crossroads in the center of the Pit, forever counting and gloating over the souls he owns.

Third Hell: The Pit of Lust

The Pit of Lust is reached through a mouth that resembles a gaping ram's head. At the center of the Pit of Lust is a sweltering city of juxtaposed decay and barbaric splendor - not just another festering hell-hole of depravity, but THE festering hell-hole of depravity. Surrounding the city is Green Hell - a mountainous landscape of scalding geysers and dark jungles filled with monstrous carnivorous plants. In the Pit of Lust, those who once made others serve as instruments of their pleasure are themselves hunted by the Seducer Devils, brutally abducted, and forcibly incorporated into diabolical harems. They are thereafter subjected to the foul desires of the Devils, until the new bodies of the Damned succumb to agonizing deaths. Thereafter the Damned awaken back on the streets of the city, to repeat the cycle. The Dukes and Duchesses who rule the Seducer Devils will periodically select certain of the Damned to be delivered to the Archdevil known as the Prince of Darkness, also called the Lord of Lust. That polymorphous being is

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chained by a lame foot to an ornate bed in his harem-zoo, where he engages in a desperate and eternal quest to obtain the ultimate sensory experience.

Fourth Hell: The Pit of Wrath

Reached through the mouth of a fearsome dragon, the Pit of Wrath is an endless shallow sea of bloody entrails and severed body parts, interrupted by volcanoes, rocky outcroppings, and torture poles. Here, hateful and violent souls are flayed, tortured, hunted, and made to engage in endless gladiatorial combats for the amusement of the Wrath Devils. From their burning iron and basalt fortresses the Counts and Countesses of the Wrath Devils plot the destruction of all innocence. Imprisoned in a vast pit in the center of a titanic fortress is the Marshall of Hell known as The Destroyer. The only joys of this vast dragon-like monster are tearing and searing the bodies of the Damned souls fed to him, and dreaming of the day when he will rampage through Heaven.

Fifth Hell: The Pit of Gluttony

When first entered through the gaping mouth of humongous goat, the Pit of Gluttony appears to consist of piles of delicious food. Quickly, the Damned Soul learns that all the apparent food is just disguised dung and filth, and the only thing to eat in the Pit are the Damned themselves, served up alive in banquets for the Corrupter Devils. The entire Pit is in fact made of excrement that often explodes with blue flame, and the rain is urine and bile. Presiding over the infernal feasts are the Corrupter Devil Prelates, who serve the Archdevil known as the Lord of the Flies. He sits imprisoned in a gaudily gilded pulpit atop the largest of the dung heaps, as Damned Souls fattened on the flesh of their fellows are wheeled up to him to sate his eternal hunger.

Sixth Hell: The Pit of Despair

The Pit of Despair is a series of miserable factories filled with steam, blazing forges, disused trash piles, and abandoned constructions. Reached through a rusted pipe held in the mouth of an old man with relatively small horns and tired eyes, the Damned are here chained together and made to labor

unceasingly on bizarre, pointless, and usually impossible projects. The Craft Devils at whose command the Damned work are never actually satisfied with any results. Periodically, they will destroy all the work that has already been done, and force the hapless laborers to start again from the beginning. The Masters of the Craft Devils constantly present new devices to the Archdevil known alternately as the Grand Engineer of Hell, or the Lord of Evil Inventions. This perpetually bored being broods in eternal ennui atop a wheeled contraption of a throne. Only the throne is actually chained to the ground; while the Engineer might get up at any time, he never does.

Seventh Hell: The Pit of Pride

The gate to the Pit of Pride is through the mouth of a titanic, youthful king. The Pit of Pride is the deepest of all the pits, and its floor is flooded by the vast Lake of Fire. In the center of the burning lake is an island that seems to be an incongruous piece of Paradise. The island is filled with palaces and gardens, each seemingly more splendid than the last. Here the Damned Souls of kings and potentates are contorted into living furniture, and become abused, menial slaves. The Luminous Devils believe that none but the rulers of the mundane world are fit to perform even the most humiliating work for them. The Luminous Devils are ruled by arrogant Kings and Queens, and their grand palaces surround a structure of astounding magnificence. In that grandest of palaces sits the Archdevil known as the Light Bearer, a breathtakingly beautiful being that dares to title himself Emperor of Hell. He is eternally chained to a throne formed from the bound souls of the world's proudest conquerors. Ceaselessly the Light Bearer curses the Heavenly Lord of Hosts, whose station the Archdevil believes himself to rightly deserve.

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