

ZARIEL

Zariel rules Avernus, the first layer of the Nine Hells. Once a mighty angel charged with watching the tides of the Blood War, she succumbed to the plane's corrupting influence and fell from grace. She recently reclaimed her position as archdevil of Avernus after the cautious Bel proved inadequate at marshaling his forces to launch offensives against the encroaching demons. Now Bel advises her and helps her manage the war, though many whisper that her true agenda is vengeance against Asmodeus, and her true plan is to drive him from the Nine Hells.

All who enter and exit the Nine Hells must pass through Avernus, so the infernal armies muster on this layer. Here, the amnizus guard the citadels overlooking the River Styx, much of the fighting of the Blood War takes place, and devils gather to invade the Abyss. Anyone hoping to reach the lower layers must first contend

with the darkness of this layer and the myriad threats it houses. Zariel manages it all and has the ultimate say over who comes and goes.

Given her role in the Blood War, Zariel is keenly interested in collecting souls from the greatest warriors on the Material Plane and securing their loyalty. She bargains hard, and mortals end up worse for dealing with her, because she holds all the cards. A bargain with Zariel is eternal; there is little hope of wriggling out of it. However, she does expect the best from her servants, and so she allows her mortal followers to live out their lives, ever honing their talents, so she can put them to the best use when she finally calls in their debts. As a result, Zariel's servants are universally effective, disciplined, and dangerous.

ZARIEL

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 580 (40d10 + 360)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	28 (+9)	26 (+8)	27 (+8)	30 (+10)

Saving Throws Int +16, Wis +16, Cha +18

Skills Intimidation +18, Perception +16

Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 26

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Devil's Sight. Magical darkness doesn't impede Zariel's darkvision.

Fiery Weapons. Zariel's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 36 (8d8) fire damage (included in the weapon attacks below).

Innate Spellcasting. Zariel's innate spellcasting ability is Charisma (spell save DC 26). She can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing her appearance), *detect evil and good*, *fireball*, *invisibility* (self only), *wall of fire*

3/day each: *blade barrier*, *dispel evil and good*, *finger of death*

Legendary Resistance (3/Day). If Zariel fails a saving throw, she can choose to succeed instead.

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

Regeneration. Zariel regains 20 hit points at the start of her turn. If she takes radiant damage, this trait doesn't function at the start of her next turn. Zariel dies only if she starts her turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Zariel attacks twice with her longsword or with her javelins. She can substitute Horrid Touch for one of these attacks.

Longsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, or 19 (2d10 + 8) slashing damage if used with two hands, plus 36 (8d8) fire damage.

Javelin. *Melee or Ranged Weapon Attack:* +16 to hit, range 30/120 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 36 (8d8) fire damage.

Horrid Touch (Recharge 5–6). *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 44 (8d10) necrotic damage, and the target is poisoned for 1 minute. While poisoned in this way, the target is also blinded and deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

LEGENDARY ACTIONS

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

Immolating Gaze (Costs 2 Actions). Zariel turns her magical gaze toward one creature she can see within 120 feet of her and commands it to combust. The target must succeed on a DC 26 Wisdom saving throw or take 22 (4d10) fire damage.

Teleport. Zariel uses her Teleport action.