

Epic Archdevils

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Author's advice

This Web folio has been designed to offer the DM a possibility to enhance the most fearsome archdevils to their full might.

The statistics given below have been generated by advancing the archdevil's statistics from the aspects detailed in the *Fiendish Codex II*, with a few additional benefits here and there. Particular attention has been paid to grant the archdevils new powers that closely match their strongest trait of renown, such as *Great General* for Bel or *King of Hell* for Asmodeus.

Also, a new ability has been added: *Suzerain in Home Plane*. This ability's purpose is to elevate the archdevils listed below to a degree of power that is close to one of a true god. For though Archdevils are no gods in their own right, they so closely look like deities that mere mortals don't really see the difference: Are they not immortals and more powerful within their respective layer of hell ? Can they not grant spells to their thralls and cultists ? Yet they can't alter the Prime Material world like gods can do. Archdevils can only plot to increase their powers to attain true godhood (Asmodeus being the only exception).

Please refer to the end of these pages to find a complete description of this new ability.

Note that the full portrayals of the Archdevils are not included here. To properly use this enhancement, a Dungeon Master also needs the *Fiendish Codex II*, the *Book of Vile Darkness*, and various core books.

This Web folio is dedicated to Gary Gygax and Dave Arneson, creators of Dungeons&Dragons, to the many authors of the 3rd and 3.5 editions, and to all my friends.

Since 1986, D&D and other RPG have been opening to me the World of Imagination...



Bel

LORD OF AVERNUS, CR 26 (28 in Home plane)

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

Init +7, **Senses** see in darkness; Listen +37, Spot +37

Aura fear (20 ft.; DC 32)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 45, touch 17, flat-footed 42

(-1 size, +3 Dex, +8 armor, +5 Deflection, +20 natural)

hp 377 (26 HD); regeneration 7; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 39

Fort +25, **Ref** +18, **Will** +23

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

Melee +6 *flaming dread greatsword of lawful power* +46/+41/+36/+31 (3d6+27/19-20) plus 1d6 fire +3d6 lawful plus one negative level on chaotic (Fortitude DC 23 to remove it [+6d6 lawful on critical plus two negative levels]) and 2 wings each +34 (1d6+7) and bite +34 (1d8+7 plus disease plus poison) and tail +34 (1d8+7) or **Melee** 2 claws each +39 (1d6+14) and 2 wings each +34 (1d6+7) and bite +34 (1d8+7 plus disease plus poison) and tail +34 (1d8+7)

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

Base Atk +26; **Grp** +44

Atk options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack, constrict 1d8+21, disease, improved grab, poison (injury, DC 33, 1d6 Con/death)

Special actions Dark Speech, *summon baatezu*

Spell-like Abilities (CL 21); Save DC 17+spell level

At will— *animate dead*, *blasphemy*, *charm person*, *create undead*, *desecrate*, *detect good*, *detect magic*, *fireball*, *greater dispel magic*, *greater teleport*, *hellfire*, *hellfire storm*, *hold person*, *improved invisibility*, *magic circle against chaos*, *magic circle against good*, *major image*, *plane shift*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, *wall of fire*

1/day— *meteor swarm*, *symbol (any)*, *wish*

1/week— *hellball* (epic)

Abilities Str 38, Dex 16, Con 30, Int 27, Wis 27, Cha 25

SA constrict, disease, fear aura, improved grab, spell-like abilities, *summon baatezu*

Feats Ability focus (fear aura), Awesome Blow, Cleave, Dark Speech, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Weapon focus (greatsword)

Skills Bluff +32, Climb +39, Concentration +39, Diplomacy +38, Disguise +16 (+18 acting), Hide +23, Intimidate +36, Jump +39, Knowledge (arcana)+33, Knowledge (architecture engineering) +30, Knowledge (nobility & royalty) +24, Knowledge (the planes) +37, Knowledge (religion) +28, Listen +37, Move silently +27, Search +33, Sense motive +37, Spellcraft +35, Spot +37, Survival +8 (+10 on other planes or follow tracks)

Possessions + 6 *flaming dread greatsword of lawful power* (see powers in epic level handbook), *ring of protection* +5, *bracers of armor* +8

Constrict (Ex)

Disease (Ex) Fortitude DC 33

Fear aura (Su) Will DC 32 ; duration 26 rounds.

Great General (divine) When Bel is in battle, all devils that fight by his side in a 300 ft. radius gain a +8 morale bonus to attacks.

Bel can smite chaos or good three times per day. He gains a +7 *morale* bonus to attacks on these attempts and deals an extra 78 pts of damage on a successful hit.

Improved grab (Ex)

Master Strategist (divine) Bel cannot be surprised or flanked except by a deity of rank 2 or more. He retains his Dexterity bonus to AC even if caught flat-footed or attacked by an invisible opponent, and is not subject to sneak attacks except by deities of rank 1 or more.

Poison (Ex) Injury 1d6 Con/death, Fortitude DC33.

Regeneration (Ex) 7 hp per round.

Summon Baatezu (Sp) CL 21. Add one Pit Fiend.

Suzerain of Hell (Divine): Hp 468, CL 21 (Destruction, Strength, War); Divine bonus +1.



Dispater

LORD OF DIS, CR 29 (31 in Home plane, 33 in his Tower)

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

Init +7, **Senses** see in darkness; Listen +44, Spot +44

Aura fear (20 ft.; DC 32)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 45, touch 13, flat-footed 42

(+3 Dex, +7 shield, +25 natural)

hp 595 (34 HD); regeneration 8; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 42

Fort +32, **Ref** +24, **Will** +26

Speed 30 ft. (6 squares)

Melee *Dispater's Rod* +56/+51/+46/+41 (1d8+21/19-20) or

Melee touch +49 (rust)

Space 5 ft.; **Reach** 5 ft.

Base Atk +34; **Grp** +49

Atk options Combat Expertise, Improved Trip, iron strength (divine), Power Attack, Power Critical (heavy mace), Quicken spell-like Ability (*greater dispel magic*), Quicken spell-like Ability (*suggestion*), Smite Good (3/day, +63 damage, *Dispater's Rod* only).

Special actions Dark Speech, flesh to iron, summon baatezu

Spell-like Abilities (CL 23); Save DC 20+spell level

At will— *animate dead*, *blasphemy*, *call nightmare*, *charm monster*, *create undead*, *create greater undead*, *desecrate*, *detect good*, *detect magic*, *fireball*, *greater dispel magic*, *greater teleport*, *locate*

creature, *locate object*, *magic circle against good*, *major image*, *plane shift*, *polymorph*,

pyrotechnics, *stop heart*, *suggestion*, *true seeing*, *unholy aura*, *unhallow*, *wall of deadly chains*, *wall of fire*, *wall of iron*, *wave of grief*, *wrack*

3/day— quickened *greater dispel magic*, quickened *suggestion*

1/day— *imprisonment*, *iron body*, *symbol (any)*, *wish*

2/week— *epic mage armor* (epic)

Abilities Str 40, Dex 16, Con 37, Int 31, Wis 24, Cha 31

SA fear aura, flesh to iron, iron strength (divine), spell-like abilities, *summon baatezu*

Feats Combat Expertise, Dark Speech, Improved Initiative, Improved Trip, Improved Critical (heavy mace), Lightning Reflexes, Negotiator, Power Attack; Power Critical (heavy mace), Quicken spell-like Ability (*greater dispel magic*), Quicken spell-like Ability (*suggestion*), Weapon Focus (heavy mace)

Skills Appraise +34 (+36 alchemical goods, armors, weapons), Bluff +41, Climb +35, Concentration +44, Craft (alchemy) +31, Craft (armorsmithing) +41, Craft (weaponsmithing) +30, Diplomacy +47, Disable Device +41, Disguise +10(+12 acting), Gather Information +22,

Intimidate +43, Knowledge (arcana) +41, Knowledge (architecture & engineering) +47, Knowledge (nobility & royalty) +47, Knowledge (the planes) +37, Knowledge (religion) +47, Listen +44, Move silently +34, Open locks +34, Search +31 (+32 secrets & concealed doors), Sense motive +40, Spellcraft +33, Spot +44, Survival +7 (+9 follow tracks)

Possessions *Dispater's Rod* (minor artefact CL 21, a +6 weapon that acts as a Rod of Rulership and can smite good three times per day with a +63 damage bonus), +5 *heavy cold iron shield of great reflection* (as *spell turning*; at will can lower or raise this effect as a free action, CL 20).

Diabolical Architect (Divine) Dispater has built and infused his Iron Tower with personal power. Thus, he gains a +20 *divine* bonus on his AC, SR and saving throws when he stands in his redoubt. But if the Iron Tower is destroyed, Dispater will vanish into oblivion forever.

Fear aura (Su) Will DC 37; duration 34 rounds.

Flesh to Iron (Su) Fortitude DC 37.

Iron Strength (Divine) Dispater is like living iron. When he strikes an opponent in melee, he ignores armor and natural armor bonuses. If he scores a hit, the creature struck by the blow must make a Fortitude save DC 24 or be stunned for 1D10 rounds. If Dispater scores a critical hit the DC raises to 48.

Regeneration (Ex) 8 hp per round.

Rust (Su) Reflex DC 40.

Summon Baatezu (Sp) CL 21.

Suzerain of Hell (Divine) Hp 714, CL 23 (Destruction, Evil, War); Divine bonus +2.



Mammon

LORD OF MINORAUS, CR 29 (31 in Home plane)

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

Init + 8, **Senses** see in darkness; Listen +47, Spot +47

Aura fear (20 ft.; DC 35)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 48, touch 18, flat-footed 44; Dodge, Mobility

(-2 size, +4 Dex, +8 armor, +6 Deflection, +22 natural)

hp 561 (34 HD); regeneration 8; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 42

Fort +31, **Ref** +25, **Will** +29

Speed 40 ft. (8 squares); spring attack

Melee +6 *unholy cold iron shortspear of lawful power* +51/+46/+41/+36 (2d6+16 plus 2d6 against good creatures plus 3d6 lawful on chaotic creatures) and bite +40 (2D6+6 plus poison) and tail +40 (2D6+6) or

Melee touch +45 (greed) and bite +40 (2D6+6 plus poison) and tail +40 (2D6+6)

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

Base Atk +34; **Grp** +55

Atk options Combat Expertise, Combat Reflexes, constrict 2D6+19, improved grab, poison (injury, DC 39, 1d6 Con drain/1D6 Con drain)

Special actions Alternate form, Dark Speech, Dilate Aura, *summon baatezu*, touch of greed

Combat gear *potion of greater magic fang* (CL 20), *potion of haste* (x2 all gear)

Spell-like Abilities (CL 23); Save DC 18+spell level

At will— *blasphemy*, *charm monster*, *create greater undead*, *desecrate*, *detect good*, *detect magic*, *discern location*, *enthral*, *fireball*, *greater dispel magic*, *greater teleport*, *hellfire*, *hellfire storm*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *plane shift*, *polymorph*, *produce flame*, *polymorph*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, *wall of fire*

3/day— *hold monster*, *phantasmal thief*, quickened *fireball*

1/day— *symbol (any)*, *weird*, *wish*

3/week— *pestilence* (epic)

Abilities Str 36, Dex 18, Con 35, Int 30, Wis 31, Cha 26

SA constrict, disease, fear aura, improved grab, poison, spell-like abilities, *summon baatezu*, touch of greed

Feats Ability focus (touch of greed), Combat Expertise, Combat Reflexes, Dark Speech, Dilate Aura, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Negotiator, Quicken Spell-like Ability (*fireball*), Spring Attack

Skills Appraise +56, Bluff +45, Concentration +49, Diplomacy +55, Disguise+39 (+41 acting), Forgery +45, Hide +27, Intimidate +41, Knowledge (arcana) +24, Knowledge (nobility & royalty) +30, Knowledge (the planes) +37, Knowledge (religion) +37, Listen +47, Move silently +41, Search +47, Sense motive +43, Spellcraft +43, Spot +47, Survival +17 (+19 on other planes or follow tracks)

Possessions +6 *unholy cold iron shortspear of lawful power* (see powers in epic level handbook), *ring of protection* +6, *bracers of armor* +8, combat gear

Alternate form (Su) CL 23.

Constrict (Ex) 2D6+19.

Diabolical Focus (Divine) This divine-like feat grants Mammon a +11 bonus on his *Appraise* and *Diplomacy* skills and allows him to take 10 even in stressful situations. The skill value listed above already include this bonus.

Fear aura (Su) Will DC 35; duration 34 rounds.

Improved Grab (Ex)

Locate Treasures (Divine) At will, Mammon can locate treasures as per *Discern location* spell (the treasure is considered touched by Mammon; see the spell in PHB1).

Poison (Ex) Fortitude DC 39.

Regeneration (Ex) 8 hp per round.

Summon Baatezu (Sp) CL 23. The summoning of a Pit Fiend is automatically a success.

Suzerain of Hell (divine) Hp 680, CL 23 (Diabolic, Evil, Trickery); Divine bonus +3.

Touch of greed (Su) Will DC 37. In the presence of gold or any others treasures, Mammon gets a +10 Divine bonus on this DC (raising to 47).



Belial

LORD OF PHLEGETHOS, CR 29 (31 in Home plane)

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

Init + 11, **Senses** see in darkness; Listen +42, Spot +42

Aura fear (20 ft.; DC 42)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 53, touch 23, flat-footed 46; Dodge, Mobility (+7 Dex, +8 armor, +6 Deflection, +22 natural)

hp 450 (36 HD); regeneration 7; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 42

Fort +28, **Ref** +29, **Will** +29

Speed 30 ft. (6 squares), fly 60 ft. (perfect)

Melee + 6 *fleschgrinding vile ranseur* +51/+46/+41/+36 (2D4+21/19-20x3 plus 1 vile [plus extra 2 vile on a critical hit])

or

Melee 2 claws each +44 (1D4+10 plus 1 vile)

Space 5 ft.; **Reach** 5 ft. (10ft. with +6 *ranseur*)

Base Atk +36; **Grp** +46

Atk options Combat Expertise, Combat Reflexes, Dark Speech, Improved Disarm, Power Attack

Special actions Dark Speech, *summon baatezu*

Spell-like Abilities (CL 23); Save DC 24+spell level

At will— *blasphemy*, *charm monster*, *create greater undead*, *desecrate*, *detect good*, *detect magic*, *geas/quest*, *fireball*, *greater dispel magic*, *greater restoration*, *greater teleport*, *hellfire storm*, *hold person*, *improved invisibility*, *locate creature*, *locate object*, *magic circle*, *against good*, *major image*, *plane shift*, *polymorph*, *produce flame*, *raise dead*, *suggestion*, *unboly aura*, *unhallow*, *wall of fire*

3/day— quickened *charm monster*

1/day— *dominate monster*, *symbol (any)*, *wish*

3/week— *enslave* (epic)

1/week— *soul dominion* (epic)

Abilities Str 30, Dex 25, Con 27, Int 28, Wis 28, Cha 39

SA fear aura, spell-like abilities, *summon baatezu*

Feats Combat Expertise, Combat Reflexes, Dark Speech, Dodge, Improved Critical, Improved Disarm, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Quicken Spell-like Ability (*charm monster*), Vile Natural Attack (claws), Weapon focus (*ranseur*)

Skills Appraise +29, Balance +22, Bluff +51, Concentration +38, Diplomacy +53, Disguise +32 (+34 acting), Escape Artist +20, Gather Information +47, Hide +27, Intimidate +49, Jump +32, Knowledge (arcana) +46, Knowledge (nobility & royalty) +46, Knowledge (the planes) +46, Knowledge (religion) +46, Listen +42, Move silently +27, Search +29, Sense motive +42, Spellcraft +30, Spot +42, Survival +19 (+21 on other planes or follow tracks), Tumble +42, Use Rope +17 (+19 bindings)

Possessions + 6 *fleschgrinding vile ranseur* (see powers in the Book of Vile Darkness), *ring of protection* +6, *bracers of armor* +8

Diabolical Aura (Divine) So vile is Belial that he can affect one creature per day with an effect similar to that of the spell *symbol of hopelessness*, unless that creature passes a successful Will save DC 25. The effect lasts for one full day and can only be suppressed by a god of rank 1 or more, or by Belial himself.

Diabolical Love (Divine) This divine-like feat gives Belial the power to infuse love in a chosen creature. If the saving throw is failed (Will DC 25), the creature seeks to be near Belial and does everything possible to win his affection. Another effect is a sexual desire towards Belial : effects are similar, but the target seeks the opportunity to become physically intimate with Belial. This is a mind-affecting compulsion effect.

Fear aura (Su) Will DC 42, duration 36 rounds.

Regeneration (Ex) 7 hp per round.

Summon Baatezu (Sp) CL 23.

Suzerain of Hell (Divine) Hp 576, CL 23 (Diabolic, Evil, Trickery); Divine bonus: +4.

Fierna

LADY OF PHLEGETHOS, CR 27

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

Init + 11, **Senses** see in darkness; Listen +40, Spot +40

Aura fear (20 ft.; DC 43)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 45, touch 23, flat-footed 38; Dodge, Mobility (+7 Dex, +8 armor, +6 Deflection, +14 natural)
hp 459 (34 HD); regeneration 7; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 40

Fort +34, **Ref** +34, **Will** +32

Speed 30 ft. (6 squares), fly 60 ft. (perfect)

Melee 2 claws each +43 (1D4+9) or

Melee touch +38 *flame blade* (2D8+20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +34; **Grp** +43

Atk options Combat Expertise, Mortalbane, Spring Attack

Special actions Dark Speech, *summon baatezu*

Combat Gear 2 *potions of barkskin* (CL 20), 4 *potions of sanctuary*

Spell-like Abilities (CL 23); Save DC 24+spell level

At will— *blasphemy*, *create greater undead*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flameblade**, *greater dispel magic*, *greater teleport*, *hellfire storm*, *improved invisibility*, *magic circle against good*, *major image*, *plane shift*, *polymorph*, *produce flame*, *pyrotechnics*, *suggestion*, *unholy aura*, *unhallow*, *wall of fire*

3/day— *dominate person*, *fire storm*, empowered *flame blade**, quickened *flameblade**

2/day— violated *flameblade**

1/day— *meteor swarm*, *symbol (any)*, *wish*

4/week— *hellball* (epic)

Abilities Str 29, Dex 25, Con 28, Int 28, Wis 28, Cha 39

SA fear aura, spell-like abilities, *summon baatezu*

Feats Ability focus (fear aura), Combat Expertise, Dark Speech, Dodge, Empower Spell-like Ability (*flame blade*), Improved Initiative, Lightning Reflexes, Mobility, Mortalbane (*flameblade*), Quicken Spell-like Ability (*flameblade*), Spring Attack, Violate Spell-like Ability (*flameblade*)

Skills Appraise +29, Balance +40, Bluff +50, Concentration +30, Diplomacy +50, Disguise +41 (+43 acting), Escape Artist +38, Gather Information +45, Hide +47, Intimidate +47, Jump +29, Knowledge (arcana) +27, Knowledge (nobility & royalty) +29, Knowledge (the planes) +29, Knowledge (religion) +27, Listen +40, Move silently +47, Search +30, Sense motive +40, Spellcraft +31, Spot +40, Survival +9 (+11 on other planes or follow tracks), Tumble +40, Use Rope +7 (+9 bindings)

Possessions combat gear plus *ring of protection* +6, *bracers of armor* +8, *cloak of resistance* +6

Diabolical Love (Divine) This divine-like feat gives Fierna the power to infuse love in a chosen creature. If the saving throw is failed (Will DC 25), the creature seeks to be near Fierna and does everything possible to win her affection. Another effect is a sexual desire towards Fierna : effects are similar, but the target seeks the opportunity to become physically intimate with Fierna. This is a mind-affecting compulsion effect.

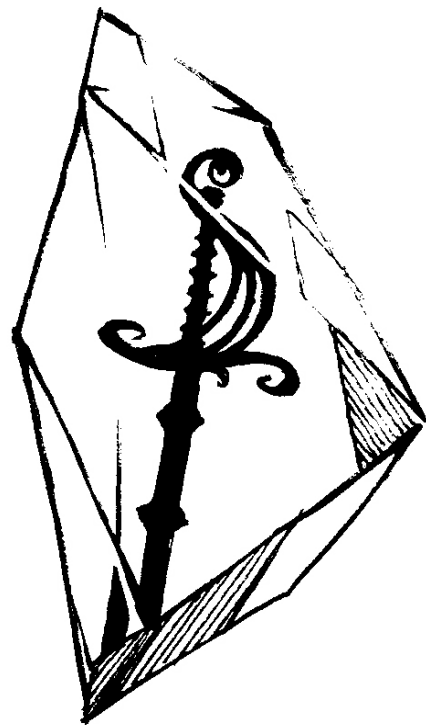
Diabolical Mastery (Divine) Fierna is so intensely attuned with the *flameblade* spell-like ability that she deals double damage with it and has a special bonus of +4 on attacks (already included in the attack values above). *Her CL with this ability is 46 (marked with *)*

Fear aura (Su) Will DC 43.

No Suzerain of Hell Fierna is deprived of this ability because Belial is the one that rules Phlegethos. Yet she hasn't spoken her last word. Her growing relationship with Glasya is giving her confidence and incites her to think that she truly should kill her father in order to rule the plane and win this divine ability.

Regeneration (Ex) 7 hp per round.

Summon Baatezu (Sp) CL 23.



Levistus

LORD OF STYGIA, CR 29 (31 in Home plane)

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

Init + 13 (special), **Senses** see in darkness; Listen +45, Spot +45

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 48, touch 25, flat-footed 39; Dodge, Mobility (+9 Dex, +8 armor, +6 Deflection, +15 natural)

hp 479 (33 HD); regeneration 5; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 42

Fort +28, **Ref** +31, **Will** +20

Speed 40 ft. (8 squares); spring attack

Melee +6 *wounding cold iron rapier* +49/+44/+39/+34 (1d6+18 [+28 see below]/15-20 plus 1 Con) or

Melee touch +41 (amnesia)

Space 5 ft.; **Reach** 5 ft.

Base Atk +33; **Grp** +41

Atk options Combat Expertise, Improved Disarm, acrobatic attack, elaborate parry, precise strike +2D6, Spring Attack, Whirlwind Attack

Special actions Dark Speech, spell parry, *summon baatezu*

Spell-like Abilities (CL 24); Save DC 19+spell level

At will— *blasphemy*, *charm monster*, *clairvoyance/clairaudience*, *create greater undead*, *desecrate*, *detect good*, *detect magic*, *enthrall*, *greater dispel magic*, *greater teleport**, *haste*, *hold person*, *ice storm*, *locate creature*, *locate object*, *magic circle against good*, *major image*, *plane shift**, *scrying*, *suggestion*, *unholy aura*, *unhallow*, *wall of ice*

1/day— *symbol (any)*, *wish*

5/week— *animus blast* (epic)

* While Levistus is trapped in his icy prison, he cannot use these spell-like abilities. Only a god can set him free against Asmodeus's will.

Abilities Str 26, Dex 28, Con 31, Int 27, Wis 34, Cha 29

SA acrobatic attack, amnesia touch, elaborate parry, en garde!, precise strike, spell-like abilities, spring attack, *summon baatezu*

Feats Combat Expertise, Dark Speech, Dodge, Improved critical (rapier), Improved Feint, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack

Skills Balance +42, Bluff +42, Concentration +38, Diplomacy +42, Disguise +37 (+39 acting), Hide +42, Intimidate +42, Jump +41, Knowledge (arcana) +36, Knowledge (nobility & royalty) +39, Knowledge (the planes) +36, Knowledge (religion) +38, Listen +45, Move silently +42, Perform (acting) +42, Spellcraft +38, Spot +45, Survival +12 (+14 on other planes or follow tracks), Tumble +42

Possessions +6 *wounding cold iron rapier*, *ring of protection* +6, *bracers of armor* +8

Acrobatic Attack (Ex)

Amnesia touch (Su): DC 35.

Elaborate Parry (Ex)

En Garde! (Divine) Levistus is one of the finest duellists in the Multiverse. He possesses the abilities of a 33rd level *Swashbuckler* (cf. *Complete Warrior* pages 11-12)

- **Weapon Finesse (Ex)** Levistus gains *Weapon Finesse* as a bonus feat.
- **Grace (Ex)** He gains a +4 competence bonus on Reflex saves.
- **Insightful Strike (Ex)** He applies his Intelligence bonus as a bonus on damage rolls (in addition to his bonus Strength with any light weapon). Targets immune to sneak attacks or critical hits are immune to Levistus insightful strike.
- **Dodge Bonus (Ex)** During his action, he may designate an opponent and receive a +6 bonus to Armor Class against melee attacks from that

opponent. He can select a new opponent on any action. Levistus needs not designate the same target for this ability as for the dodge feat (but if he designates the same target, the bonuses stacks).

- **Acrobatic Charge (Ex)** Levistus can charge in situations where others cannot. He may charge over difficult terrain that normally slows movement or allies blocking his path. He can run down steep stairs, leap down from a balcony, or tumble over tables to get his target. Note that he may need to make *Jump* or *Tumble* checks.
- **Improved Flanking (Ex)** When flanking Levistus gains a +4 bonus instead of a +2.
- **Lucky (Ex)** Once per day Levistus can reroll any failed check and choose the best result.
- **Acrobatic Skill Mastery (Ex)** When making a *Jump* or *Tumble* check, Levistus may take 10 even in stressful situations.
- **Weakening Critical (Ex)** When Levistus scores a critical hit against a creature, he also deals 2 points of Strength damage to that creature. Creatures immune to critical hits are immune to this effect.
- **Slippery Mind (Ex)** If he fails a saving throw against an enchantment spell or effect, Levistus can try to save again 1 round later at the same DC.
- **Wounding Critical (Ex)** When he scores a critical hit against a creature, Levistus also deals 2 points of Constitution damage to that creature. Creatures immune to critical hits are immune to this effect.

Precise Strike (EX)

Regeneration (Ex) 5 hp per round.

Spell Parry (Su) CL 24.

Summon Baatezu (Sp) CL 24. The summoning of a Pit Fiend is automatically a success.

Suzerain of Hell (divine) Hp 594, CL 24 (Cold, Evil, Trickery, War); Divine Bonus +5.



Glasya

LORD OF MALBOLGE, CR 29 (31 in Home plane)

Large outsider (baatezu, evil, extraplanar, lawful)

Init + 7, **Senses** see in darkness; Listen +46, Spot +46

Aura confusion (20 ft.; DC 40)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 48, touch 28, flat-footed 35; Dodge, Mobility (-1 size, +13 Dex, + 6 Deflection, +20 natural)

hp 445 (33 HD); regeneration 8; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 42

Fort +37, **Ref** +41, **Will** +38 (+42 against mind-affecting spells and abilities)

Speed 40 ft. (8 squares), fly 80 ft. (average); Flyby Attack

Melee + 6 *keen scourge of speed* +51/+51/+46/+41/+36 (2d6+ 15/19-20) and bite +42 (2d6+4 plus poison) or

Melee +55/+55/+50/+45/+40 (2d6+15/19-20) plus 4d6 and bite +46 (2d6+4 plus poison) plus 4d6 with Baatorian Banestrike or

Melee bite +41 (2d6+13 plus poison) or

Melee bite +45 (2d6+13 plus poison) plus 4d6 with Baatorian Banestrike

Melee touch +41

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

Base Atk +33; **Grp** +46

Atk options Baatorian Banestrike, Combat Expertise, Combat Reflexes, Improved Disarm, poison (injury, DC 37), Whirlwind Attack

Special actions Dark Speech, Dilate Aura, disease, *summon baatezu*

Spell-like Abilities (CL 22); Save DC 24+spell level

At will— *animate dead*, *blasphemy*, *charm monster*, *create undead*, *create greater undead*, *desecrate*, *devil's ego*, *discern location*,

dominate monster, *fiendish quickening*, *geas/quest*, *greater dispel magic*, *fireball*, *greater dispel magic*, *greater teleport*, *hold monster*, *improved invisibility*, *major image*, *mass charm*, *plane shift*, *project image*, *restoration*, *resurrection*, *unholy aura*, *unholy blight*, *unhallow*, *wall of fire*

1/day— *finger of death*, *symbol* (any), *wish*

6/week— *enslave* (epic)

Abilities Str 29, Dex 36, Con 29, Int 30, Wis 30, Cha 38

SA confusion aura, disease, poison, spell-like abilities, *summon baatezu*, Wisdom drain

Feats Ability Focus (poison), Combat Expertise, Combat Reflexes, Dark Speech, Dilate Aura, Dodge, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Weapon Finesse, Whirlwind Attack

Skills Bluff +50, Concentration +49, Diplomacy +50, Disguise +45 (+47 acting), Hide +49, Intimidate +50, Jump +39, Knowledge (arcana) +46, Knowledge (nobility & royalty) +46, Knowledge (the planes) +46, Knowledge (religion) +46, Listen +46, Move silently +49, Sense motive +42, Spellcraft +46, Spot +46, Survival +41 (+43 on other planes or follow tracks)

Possessions + 6 *keen scourge of speed* (epic), *ring of protection* +6 (epic), *Cloak of resistance* +10 (epic), 40 000 gp in assorted jewellery

Baatorian Banestrike (Divine) Glasya can draw on her incredible hatred and sadistic instincts to acquire a +4 bonus on attacks and +4d6 bonus on damage against a single chosen creature (as a free action, she can change the creature at will). She can apply this power on any of her melee or ranged weapons.

Confusion Aura (Su) Will DC 40, duration 33 rounds.

Devilish Despair (Divine) As a free action, Glasya can enchant a creature so as to induce in his heart an overwhelming emotion of despair (like by a *symbol of hopelessness*). The targeted creature must be in Glasya's line of sight. The saving throw is a Will save DC 40. If successful, the targeted creature is henceforth considered immune to Glasya's devilish despair power. Note that there is no SR versus this power.

Disease (Ex) Fortitude DC 35.

Poison (Ex) Fortitude DC 37.

Regeneration (Ex) 8 hp per round.

Summon Baatezu (Sp) CL 22; the summoning of Pit Fiend is automatically successful.

Suzerain of Hell (divine) Hp 561, CL 22 (Diabolic, Evil, Trickery); Divine bonus +6.

Wisdom Drain (Su)



Baalzebul

LORD OF MALADOMINI, CR 33 (35 in Home plane)

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

Init + 6, **Senses** see in darkness; Listen +51, Spot +51

Aura stench (20 ft.; DC 44)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 48, touch 10, flat-footed 46

(-2 size, +2 Dex, +38 natural)

hp 665 (38 HD); regeneration 10; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 46

Fort +34, **Ref** +25, **Will** +31

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

Melee 2 slams each +52 (1d8+15/18-20/x3 plus 1 vile plus Withering) or

Melee touch +51 (withering touch)

Space 15 ft.; **Reach** 10 ft.

Base Atk +38; **Grp** +61

Atk options Combat Expertise, Improved Feint, Violate Spell-like Ability (*insect plague*)

Special actions Dark Speech, Dilate Aura, disgorge insects, Fear and weakness gaze, *summon baatezu*

Spell-like Abilities (CL 24); Save DC 19+spell level

At will— *animate dead*, *blasphemy*, *charm monsters*, *create greater undead*, *desecrate*, *detect good*, *detect magic*, *devil's ego*, *fireball*, *fiendish quickening*, *geas/quest*, *glibness*, *greater dispel magic*, *greater scrying*, *greater teleport*, *hold monster*, *insect plague**, *magic circle against good*, *major image**, *plane shift*, *restoration*, *resurrection*, *suggestion*, *summon swarm**, *tongue of Baalzebul**, *true seeing*, *unholy aura*, *unholy blight*, *unhallow*, *wall of eye*

2/day— violated *insect plague*

1/day— *creeping doom**, *crushing fist of spite*, *symbol* (any), *wish*

7/week— *crown of vermin* (epic), *Dreamscape* (epic)

* Cast at CL 48.

Abilities Str 41, Dex 15, Con 36, Int 30, Wis 30, Cha 28

SA augmented critical, aura of stench, cloud of flies, spell-like abilities, *summon baatezu*, withering touch

Feats Ability Focus (aura of stench), Ability Focus (disgorge insects), Ability Focus (withering touch), Combat Expertise, Dark Speech, Dilate Aura, Improved Feint, Improved Initiative, Lightning Reflexes, Quicken Spell-like Ability (insect plague), Vile Natural Attack (slam), Weapon Focus (slam)

Skills Appraise +43 (+45 alchemical items), Bluff +52, Climb +56, Concentration +54, Craft (alchemy) +51, Diplomacy +56, Disguise +9 (+11 acting), Gather Information +51, Intimidate +50, Knowledge (arcana) +51, Knowledge (nobility & royalty) +51, Knowledge (the planes) +51, Knowledge (religion) +51, Listen +51, Search +43, Sense motive +53, Spellcraft +51, Spot +51, Survival +36 (+38 on other planes or follow tracks)

Augmented Critical (Ex)

Aura of Stench (Ex) DC 44; duration 38 rd.

Cloud of Flies (Su) DC 42.

Devilish Glibness (Divine) As a full round action, Baalzebul can speak and convince others to take some course of actions. This works like a *mass charm* spell cast at CL 48, Will DC 38.

Disgorge Insects (Su) Reflex DC 42.

Fear and Weakness Gaze (Su) Will DC 38.

Prince of Lies (Divine) Baalzebul can cast illusion spells of arcane source like spell-like abilities at CL 48. The number of such spells he can cast each day is the opposite of the level of the spell cast, meaning a first level spell can be casted nine times by day, while a ninth level spell can be casted once per day.

Regeneration (Ex) 10 hp per round.

Summon Baatezu (Sp) CL 24.

Suzerain of Hell (Divine) Hp 798, CL 24 (Diabolic, Strength, Trickery); Divine bonus +7.

Withering Touch (Su) DC 38.

Mephistopheles

LORD OF CANIA, CR 34 (36 in Home plane)

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

Init +13, **Senses** see in darkness; Listen +36, Spot +39

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft.

AC 55, touch 24, flat-footed 47

(-1 size, +9 Dex, + 8 armor, + 6 Deflection, +23 natural)

hp 423 (38 HD); regeneration 10; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 47

Fort +36, **Ref** +36, **Will** +38

Speed 40 ft. (8 squares), fly 100 ft. (average)

Melee +6 *fiery blast icy blast unholy ranseur* +52/+47/+42/+37 (2d6+19/19-20/x3) plus 3d6 fire and 3d6 cold plus 2d6 vs good creatures [plus 9d6 fire plus 9d6 cold on a critical hit]

Space 10 ft.; **Reach** 10 ft. (20ft. with ranseur)

Base Atk +38; **Grp** +51

Atk options Violate Spell-Like Ability

Special actions Dark Speech, Evoke Hellfire, summon baatezu

Wizard Spells spontaneously cast (CL 38; 1d20+40 to overcome SR)

Levels of Wizard spells 0-10 (Mephistopheles knows epic spells at DM's discretion)

Save DC 10+spell level.

Number of Wizard spells 0 lvl: 4, first lvl: 7, 2nd lvl: 7, 3rd lvl: 6, 4th lvl: 6, 5th lvl: 6, 6th lvl: 6, 7th lvl: 5, 8th lvl: 5, 9th lvl: 5, 10th lvl: 2

Spell-like Abilities (CL 24); Save DC 20+spell level

Evocation: DC 22+spell level

At will— *animate dead, blasphemy, charm monster, create greater undead, desecrate, detect good, detect magic, devil's ego, fireball*, fiendish quickening, geas/quest, greater dispel magic, greater scrying, greater teleport, hellfire*, hellfire storm*, locate creature, locate object, magic circle against good, major image, plane shift, produce flame*, pyrotechnics*, restoration, resurrection, suggestion, true seeing, unholy aura, unhallow, wall of fire*, wall of ice*

3/day— *meteor swarm**

1/day— *symbol (any), wish*

8/week— *animus blast, hellball, rain of fire** (epic)

* Casted at CL 38.

Abilities Str 28, Dex 29, Con 28, Int 30, Wis 33, Cha 30

SA evoke hellfire, flames of hell, spell-like abilities, summon baatezu

Feats Craft Wondrous Item, Dark Speech, Empower Spell, Epic Spell casting, Greater Spell Focus, Improved Critical (ranseur), Improved Initiative, Negotiator, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Violate Spell, Violate Spell-like Ability (*fireball*)

Skills Appraise +10 (+12 alchemical items), Balance +25, Bluff +43, Concentration +32, Craft (alchemy) +34, Craft (armorsmithing) +50, Craft (weaponsmithing) +50, Diplomacy +49, Disguise +20 (+22 acting), Forgery +43, Gather Information +30, Hide +38, Intimidate +45, Jump +46, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (nobility & royalty) +40, Knowledge (the planes) +30, Knowledge (religion) +40, Listen +36, Move silently +34, Search +30, Sense motive +46, Spellcraft +37, Spot +39, Survival +11 (+13 on other planes or follow tracks), Tumble +39.

Possessions + 6 *fiery blast icy blast unholy ranseur* (see powers in the epic level handbook), *ring of protection* +6, *bracers of armor* +8, *cloak of resistance* +6



Diabolic fire mastery (Divine) Mephistopheles gains a +1 competence bonus on attack rolls, damage and armor class if both he and his opponent(s) are touching or using weapons with a fire-related special ability. Mephistopheles can automatically know the location of any corporeal creature within 10 ft. by sensing the disturbance in the ambient temperature that the creature causes. He has complete control over all non magical fires and can duplicate (at CL 38) any spells with the fire descriptor as a standard action.

Evoke Hellfire (Su) DC 39.

Flame of Hell (Su) 12 points of damage per round.

Great Mage (Divine) Mephistopheles transcends the capacities of mortal mages : He can spontaneously cast any of his known arcane spells, can memorize more spells than the norm and doesn't need a spellbook. When Mephistopheles casts a fire spell, his caster level is considered higher by 1. He can substitute cold energy to any fire spell and vice-versa as a free action. Furthermore, the fire spells cast by Mephistopheles are so powerfull that the *energy resistance (fire)* ability of a targeted creature is treated as 10 points lower, down to a minimum of 0.

Regeneration (Ex) 10 hp per round.

Summon Baatezu (Sp) CL 24.

Suzerain of Hell (Divine) Hp 646, CL 24 (Diabolic, Evil, Fire); Divine bonus +8.



Asmodeus

LORD OF NESSUS, CR 63 (65 in Home plane)

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

Init +12, **Senses** see in darkness; Listen +84, Spot +84

Aura submission (20 ft.; DC 61)

Languages Abyssal, Celestial, Common, Draconic, Infernal, Mabrahoring; telepathy 100 ft., tongues

AC 51, touch 23, flat-footed 43

(-1 size, +8 Dex, +8 armor, +6 Deflection, +20 natural)

hp 1089 (66 HD); regeneration 15; **DR** 20/epic, good and silver

Immune fire, poison

Resist acid 10, cold 10; **SR** 76

Fort +47, **Ref** +43, **Will** +50

Speed 40 ft. (8 squares), fly 120 ft. (perfect)

Melee *Ruby Rod* +88/+83/+78/+73 (2D6+31 plus 3D8+15 negative energy [plus 2D6 against good-aligned creatures])

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

Base Atk +66; **Grp** +87

Atk options Combat expertise, Combat Reflexes, Empower Spell-like Ability (*hellfire storm*), Power Attack,

Quickened Spell-like Ability (*hellfire*), Violate Spell-like Ability

Special actions Chill Gaze, Dark Speech, fear and weakness gaze, *summon baatezu*, *summon Lords of the Nine*

Clerics Spells spontaneously cast (CL 66; 1D20+68 to overcome SR)

Save DC 25+spell level.

Levels of Cleric Spells 0-15

Number of cleric spells per level 0 lvl: 6, first lvl: 9+1, 2nd lvl: 9+1, 3rd lvl: 9+1, 4th lvl: 8+1, 5th lvl: 8+1, 6th lvl: 8+1, 7th lvl: 7+1, 8th lvl: 6+1, 9th lvl: 6+1, 10th lvl: 3, 11th lvl: 3, 12th lvl: 2, 13th lvl: 2, 14th lvl: 2, 15th lvl: 2

Spell-like Abilities (CL 37); Save DC 25+spell level

Always active— *detect chaos*, *detect good*, *detect law*, *detect magic*, *magic circle against chaos*, *magic circle against good*, *true seeing*

At will— *animate dead*, *blasphemy*, *charm monster**, *create undead*, *create greater undead*, *desecrate*, *devil's ego**, *discern location*, *dominate monster**, *fiendish quickening*, *fireball*, *geas/quest**, *greater dispel magic*, *greater teleport*, *hellfire*, *hellfire storm*, *improved invisibility*, *major image*, *mass charm**, *meteor swarm*, *plane shift*, *project image*, *restoration*, *resurrection*, *unholy aura*, *unholy blight*, *unhallow*, *wall of fire*, *wall of ice*, *wretched blight*

3/day— *mass charm monster**, quickened *hellfire*, empowered *hellfire storm*, *power word kill*, *power word stun*

2/day— *symbol (any)*, *true resurrection*, violated *meteor swarm*, *wish*

9/week— *damnation* (epic)*, *hellball* (epic), *enslave** (epic), *soul dominion** (epic)

* Cast at CL 74.

Abilities Str 44, Dex 27, Con 34, Int 40, Wis 40, Cha 40

SA aura of submission, chill gaze, fear and weakness gaze, spell-like abilities, *summon baatezu*, *summon lords of the nine*

Feats Ability focus (aura of submission), Ability Focus (chill gaze), Ability Focus (fear and weakness), Combat Expertise, Combat Reflexes, Craft Rod, Craft Epic Rod, Dark Speech, Empower Spell, Empower Spell-like Ability (*hellfire storm*), Enhance Spell, Eschew Material, Great Charisma (epic x3), Improved Feint, Improved Initiative, Maximize Spell, Power Attack, Quickened Spell-like Ability (*hellfire*), Spell penetration, Violate Spell, Violate Spell-like Ability (*meteor swarm*)

Skills Appraise +46 (+48 alchemical items), Bluff +84, Concentration +47, Diplomacy +84, Disguise +35 (+37 acting), Gather Information +84, Hide +39, Intimidate +84, Knowledge (arcana) +84, Knowledge (nobility & royalty) +84, Knowledge (the planes) +84, Knowledge (religion) +84, Listen +84, Move silently +43, Search +66, Sense motive +84, Spellcraft +84, Spot +84, Survival +15 (+17 on other planes or follow tracks)

Possessions *Ruby Rod* (see *Fiendish Codex 2*), *ring of protection* +6, *bracers of armor* +8, 4 black sapphires worth 20000 po each

Aura of Submission (Su) Will DC 63, duration 66 days.

Chill Gaze (Su) Will DC 63, CL 37; the penalty is -5.

Connected to the Heavens (Divine) Even though Asmodeus is a fallen celestial power, he still retains his divine clerical ability to cast spells. And though Asmodeus is not a god in the regular way, like gods his spellcasting capacities are far beyond mortal reach : Asmodeus is able to spontaneously cast any of his clerical spells, and his spell slots are awfully high indeed (15 levels)! Asmodeus also knows epic spells, to the DM discretion.

Fear and Weakness Gaze (Su) Will DC 63, CL 37.

Regeneration (Ex) 15 hp per round.

Ruby Rod See the powerful artefact in FC 2.

Summon Baatezu (Sp) While in Hell, Asmodeus can summon any type of devils and even aspects of archdevils at will. In other planes he can only do so nine times per day. CL 74.

Summon the Lords of the Nine (Sp) While Asmodeus is in Baator, he can summon the archdevils and force them to obey his commands. Though he can use this

power up to nine times per day, he generally uses it only once a year to summon all of the archdevils to his fortress Malsheem to deal with matters of diabolical politics. This ability is equivalent to an epic spell and functions exclusively in Baator. CL 74.

Suzerain of Hell (divine) Hp 1320, CL 37 (Diabolic, Evil, Law), Divine bonus +9.

Tongues (Su) CL 37.

True Master of Hell (Divine) As is written on the scroll of Pact Primeval, in a world dominated by the Lawful and Evil ethos, Asmodeus holds the power to *Alter Reality* (see Deities and demi-gods). In Baator, Asmodeus can change the reality of the Nine Hells like a greater god in a Divinely Morphic Plane, and he can freely alter, promote or demote any archdevil. All of the other archdevils believe that the source of this power lies in the mastery of Baator, but the true source of this power resides in Asmodeus's own willpower.

Note that Asmodeus's *Suzerain of Hell* ability operates within any of the nine layers of Baator.

NEW ABILITY

SUZERAIN OF HELL

This ability is the privilege of Archdevils that rule a layer of Baator, and the loss of this power (by being outcasted by Asmodeus himself, for instance) is such an immense shame that it is similar to a minor death for the fallen.

While an archdevil rules a layer, he (or she) gains the following powers :

- He or she can manifest an Aspect (only one at the same time).
- He or she can cast spells of associated domains at will (refer to the cults of devils in FC II page 26 to 28) at CL equal to Spell-like Abilities CL, and can cast epic spells a number of time per day equal to the number of the layer over which he or she rules (spells are to be chosen in accordance with the archdevil's theme).
- He or she gains maximum hit points, and a divine bonus to AC, skill checks, and attacks equal to the number of the layer ruled (i.e. +1 for Bel, + 9 for Asmodeus).
- All devils that dwell in the layer must obey its ruler blindly, even if requested to act in a suicidal manner. If a devil wants to resist, it must successfully pass a Will save with a DC of $[10+1/2HD+Charisma\ bonus\ of\ his\ suzerain]$. Spell Resistance doesn't protect from this effect.
- For other powers the DM must consider archdevils like Demideities (Divine Rank of 1, refer to the *Deities and Demigods* for resistances and others, but they don't have Salient Divine Abilities, and Divine bonus for the Divine Rank).
- In Home Plane adjust the CR of the Archdevils by +2.

Note that this powerful ability does only work within the extent of the layer over which the archdevil actually rules, and *not* in all of Baator (except for Asmodeus).

For determining the profile of the devilish nobility that does not rule over any layer, consider stats equal to that of an archdevil without this ability.