

CODEX OF THE INFINITE PLANES

VOLUME XXI:

BLEAK ETERNITY OF GEHENNA

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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BLEAK ETERNITY OF GEHENNA

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VOLUME XXI: BLEAK

ETERNITY OF GEHENNA

“Greed and an insatiable lust for power dominates the minds of those that seek out Gehenna. The plane is referred to as the Bleak Eternity, though this description does not do it justice – four volcanoes of mind-boggling size dominate each of its layers, from the churning lava heart of Chamada to the icy silence of Krangath. The bleakness comes from the perspective Gehenna forces upon all who tread its mountains layers, that greed and the pursuit of power is the only real goal in the multiverse. Of course, it’s no surprise that the yugoloths who play at being mercenary in the Blood War that rages eternally would find Gehenna a fitting home.”

Malakara the Warden

It is said by the poetic among the multiverse that mercy goes to die on the volcanic slopes within the Bleak Eternity of Gehenna. Also known as the Fourfold Furnaces, Gehenna consists of four layers that are each the home to a volcano of staggering size. Most planar scholars believe Gehenna to be the smallest of the Outer Planes, though the lightless void through which the volcanoes drift endlessly is said to have no end, nor any substantial qualities.

Greed and suspicion walk together on Gehenna, and it has been theorized that the type of evil embodied in the Bleak Eternity is of a fouler and more sinister nature than the Abyss or the Nine Hells. The ideas of personal advancement and self-preservation are not just theoretical ideas here – they are enforced by the environment of Gehenna, which suppresses charity unlike anywhere else in the multiverse. Any helpful act must be inherently selfish in order to succeed in the Fourfold Furnaces, and these acts are viewed by some of the native celestials of the Upper Planes as the greatest evil.

Physically, Gehenna is a difficult realm that tests visitors and natives alike. The volcanic nature of each layer creates a plane where no flat surface exists naturally. Everything sits on the slope of the layer’s volcano, and the only flat platforms are created artificially by the residents of the plane. Falling is a real hazard, as are rockslides, earthquakes, and poisonous gases, along with volcanic eruptions from the more volatile layers.

To survive in the Fourfold Furnaces of Gehenna, a person must be willing to push themselves to meet and exceed regular challenges. On the surface, this can be an uplifting and empowering idea, but on Gehenna this concept is perverted with a palpable sense of evil emanating for each volcano’s heart. To exceed, Gehenna whispers, a person must be better than their fellows, and to show mercy is a weakness the plane does not abide.

Gehenna lacks the raw evil chaos of the Abyss or the militant ordered evil of Baator and relies more on the advancement of the self at the expense of other or lesser creatures. Fiends of all types can be found on the volcanic slopes but none more prevalent than the yugoloths. Many planar scholars believe the yugoloths actually originate from the Gray Wastes of Hades and simply migrated to Gehenna in the distant past, but the origin is moot at this

point. Yugoloths are the dominant masters of Gehenna, from the macabre horror of the Crawling City to the countless fortresses, towers, and fortifications built by the mercenary fiends to satiate their personal lust for power.

There’s an interesting distinction between Gehenna and Carceri as the two planes share miserable traits. Treachery, skullduggery, and backstabbing are common in both, but the difference is in the will of the inhabitants. In Carceri, creatures are trapped, but in Gehenna, they arrive willingly to pursue paths to power that actively forsake their fellows. Helping others out of charity is a high crime on Gehenna, but in an interesting twist the self-serving nature of the plane means that alliances are actually common. They simply don’t last long and nearly always end in treachery and bloodshed.

Thieves and assassins are common in Gehenna, and few are as notable as the famous Sung Chiang. Most believe Sung Chiang to be a god of cutthroats who built the Palace of Thieves on the slopes of Khalas from bits and baubles stolen from treasure chambers across the multiverse. The site caters to thieves of all kind, but the masters of Sung Chiang are cunning and can be found nearly anywhere.

A few other noteworthy creatures can be found on the slopes of Gehenna, including the immortal kobold Gaknulak the Trickster, the serpent-eyed hag diviner Laughing Jane, and the painwalkers, servants of Loviatar who rules from the Frigid Fortress on Mungoth, the third mount. Lost remnants of Blood War battles litter some regions, and everyone who has come to live on Gehenna learns to hide their most valuable possessions – which means there are a great number of lost vaults scattered about the volcanoes after their owners passed away.

LAY OF THE LAND

The layers of Gehenna float in a limitless void of unending blackness, with each layer consisting of a single enormous volcano seemingly without base or top. They are each hundreds of thousands of miles across but they are not infinite in width – a traveler, immortal or simply possessed of great speed, could move around a volcanic layer to circle back to their starting point. Yugoloths and other Gehenna inhabitants view this endeavor as a pointless waste of time.

KHALAS

A savage rugged beauty holds over Khalas, the first of Gehenna’s volcanic mountain layers. A crimson glow suffuses the rock, evidence of the magma flowing beneath the surface, but the eruptions of lava and steam are less frequent here than on the more active layer, Chamada. Unfortunately, it is also the layer with the most frequent strikes from floating earthmotes drifting out of the void to crash into the side of the volcanic slopes, sending rockslides and earthquakes rumbling in great regions.

Numerous rivers rush down the sides of Khalas, swiftly crashing through gorges and canyons. The largest of these channels are created by the River Styx which careens down numerous waterfalls before passing into the neighboring layers of the Outer Planes. The non-Styxian rivers originate from further up the slopes of Khalas in

naturally occurring vortexes from the Plane of Water, and they snake down the layer before evaporating from the heat. Like the other layers, there is no known bottom to Khalas.

Khalas sees numerous incursions from demons and devils, but yugoloths are the dominant force across the volcano. Skirmishes in the Blood War are not uncommon, especially since the devilish legions have always strived to establish a beachhead on Khalas to move the prime fighting away from Baator. These efforts are not without cost, both in terms of fiendish lives and the numerous contracts that have been made with the yugoloths to claim part of their land.

CHAMADA

The most active of Gehenna's volcanic layers is Chamada. Rivers and geysers of lava are common occurrences and the glow from the constant heat bathes the mountainside in a deep crimson radiance. Many areas are as hot as the Plane of Fire, so any traveler or resident of Chamada must be protected from the fiery furnace burning beneath the rocky surface. Soft gray ash fills the air, obscuring vision beyond more than a dozen feet or so, and everywhere lava flows can be found running in ever-changing channels.

It's difficult to believe but the Arcanaloth Conspiracy that keeps yugoloth contracts is based here in the fire-shielded Tower Arcane. In addition, Chamada's intense heat is the only source powerful enough to keep the Engine of Wrath working – an enormous forge site run by yugoloth slaves, continually pumping out weapons and armor for fiends across the multiverse.

Beneath Chamada's surface, the lava tubes are populated with magma elementals, lava sharks, magma oozes, magmin, lava children, and other creatures that flourish in such inhospitable conditions. Inferno wurms are known to burst out of the tunnels to snatch up prey on the surface at any moment, though rumors persist of an ultroloth who has tamed the fearsome creatures and uses them as an elite battle force.

MUNGOOTH

The volcanic heat at the heart of Mungoth went cold long ago, and now a deep chill settles over the rugged mountainous terrain. Acidic snow falls regularly on the slopes of Mungoth, and the only light on the layer comes from vents of sluggish ice-cold blue lava. This natural hazard is as cold as regular lava is hot through some unknown powerful process churning slowly in the dying volcano's heart.

Few creatures live on Mungoth. Loviatar, a goddess of pain and suffering, holds court in her sprawling Frigid Fortress, and her minions – the painstalkers – are sent out on regular missions across Gehenna and the multiverse to serve their dark goddess' twisted desires. The painstalkers breed powerful hunting panthers in slopes above the Frigid Fortress, dangerous creatures that radiate pure pain from their blue-fire ensconced bodies.

KRANGATH

A deathly silence hangs over Krangath. This volcanic mountain is dead, its fire having gone out in the far distant past, and now no wind or natural sound disturbs the unearthly quiet that clings to the slopes like a drowning victim. A dull violet radiance emanates from Krangath's core though it provides little illumination and no comfort for travelers unlucky enough to have found themselves traversing the Dead Furnace.

The only activity on Krangath is found beneath the surface. Shargaas the Night Lord is an orc god of stealth and darkness that lives within a vast network of caves known as the Night Below. The servants of Shargaas include legions of orc assassins along with unnatural creatures that lurk in the shadows. Exploring the Night Below is a harrowing exercise in frustration, paranoia, and the crushing weight of ice-cold nihilism.

CYCLE OF TIME

There is no cycle of day and night on any of the mounts of Gehenna. Each volcanic layer radiates its own light source as well - crimson for Khalas and Chamada, icy blue for Mungoth, and a deep indigo for Krangath. No moon or sun hangs in the perpetual void hanging over each of the layers.

SURVIVING

Each of the four mounts of Gehenna offer dangers that travelers and natives must contend with, which is on top of the very real threat of falling down a volcanic slope at any time. The details of these problems are covered under Hazards and Phenomena.

GETTING THERE

There are many portals that lead directly to the Bleak Eternity of Gehenna from all over the multiverse. These portals usually take the form of pits or black yawning chasms, and rarely do they require a key. Something about the nature of Gehenna makes access into it easy, a fact debated among planar scholars as a devious aspect of the plane's selfish nature.

Portals leading out of Gehenna exist only in seemingly bottomless pits placed seemingly at random on the rocky slopes of all four volcanic layers. The yugoloths mark these pits with their known destination in a hidden fiendish script on nearby stones, but there are numerous pits that are marked but are in reality simply incredibly deep holes. Yugoloths find setting these traps to be an amusing past time.

The easiest way to access Gehenna is through the River Styx that winds through all of the Lower Planes. The wine-red river is the largest flowing river on Khalas with numerous tributaries branching off from the main swift-moving current. Many of these branches lead to other locations in the Lower Planes but it takes a skilled sailor to navigate the treacherous rapids and canyons that the River Styx slams through at breakneck speed.

Chamada contains numerous direct links to the Plane of Magma in the Inner Planes in its fiery veins beneath the volcanic surface, and it is widely believed the Dead Furnace of Krangath possesses some intrinsic link to the Negative Energy Plane. This would explain the presence of Mellifleur the Lich-Lord's realm of Hopelorn, where arcane studies are performed at the intersection of arcane necromancy and divine negative energy.

TRAVELING AROUND

Each of the four volcanoes of Gehenna are difficult to traverse. They are rocky, steep, and dangerous to walk along, and any manufactured road quickly falls into ruin from the numerous rock slides and earthmotes that collide into the side. Numerous caves and tunnels honeycomb each of the layers, though Chamada's are often filled with swift-flowing magma.

Traversing between each layer of Gehenna is just like finding a portal out of the plane – find a bottomless pit and hope that the yugoloth marks nearby tell the truth as to its ultimate destination. Most native inhabitants quickly learn which pits lead to other layers and other planes and which ones spell doom for the unwary, but travelers should take precautions when jumping into one of these seemingly bottomless holes.

The four volcanoes of Gehenna float in a never-ending void of blackness that consumes light and warmth at a height of about 50 feet across all layers. Beyond this height creatures must possess a strong resistance to cold damage but to date nothing has ever been found in the darkness, though the numerous earthmotes that smash into the slopes of the volcanoes must originate from somewhere. It is widely believed some natural vortex to the Plane of Earth exists that spits out of the earthmotes but no one has found it to date.

THE POWERFUL AND MIGHTY

As befitting a plane that attracts the greedy and personally motivated, Gehenna is filled with powerful creatures that have lived lifetimes oppressing, killing, and stealing from others to satisfy their own ambitions. Whether it's the secretive organization of arcanaloths that maintain the records of yugoloth contracts, the orcish god of stealth and darkness, or one of the most powerful lich-lords in the multiverse, Gehenna has no shortage of dangerous masterminds pulling the strings on a planar scale.

ARCANOLOTH CONSPIRACY

Built on a magical foundation on the fiery slope of Chamada stands an iron tower decorated with blades and spikes. It's an imposing and formidable structure, but there are other strongholds of grander or more sinister design across Gehenna. Looks can be deceiving, and this one holds a dangerous secret – it is the Tower Arcane, the source of all yugoloth contracts, and it contains a

vast library that holds the history of the yugoloth race. It is maintained by a secretive cabal known only in hushed whispers as the Arcanaloth Conspiracy.

The Arcanaloth Conspiracy is comprised solely of powerful arcanaloths that have mastered arcane knowledge above and beyond their fellows. They are each secretive, conniving, and deceitful, but faithful in their duties to the preservation of the Tower Arcane and the vast stores of history and knowledge contained within. The tower is much larger on the inside than outward appearances would suggest, and few outside the conspiracy have ever been beyond the entrance chamber to explore its vast tome-laden halls.

The Arcanaloth Conspiracy works largely to maintain the records within the Tower Arcane and to progress their own magical prowess. Each member has a dedicated level of the tower where they work, study, and experiment, attended by hosts of blind zombie slaves to perform the menial work. The conspiracy was formed secretly by the arcanaloths shortly after they were formed aeons ago with one purpose – to find and maintain the Books of Keeping that hold every true name of every yugoloth in existence (plus some devil princes and demon lords). Unfortunately, the four known copies of the Books of Keeping were lost and now show up across the multiverse, but when they hear about the Arcanaloth Conspiracy moves quickly to obtain a copy at all costs.

GAKNULAK THE TRICKSTER

Kobolds are a cowardly race, but their cowardice breeds ingenuity, cunning, and a natural aptitude for traps and tricks. Gaknulak was a kobold from the Material Plane long ago who excelled at building insidious traps in his home warrens. The traps were so cunning that his own tribe fell victim to them, leaving Gaknulak alone – just how the kobold wanted things. He wandered the Material Plane for a period of time, moving from warren to warren and teaching his skills to other kobolds, until he eventually caught the eye of Kurtulmak, the kobold god.

Kurtulmak was impressed with Gaknulak's ingenuity and challenged the brilliant trapsmith to a contest. A series of caverns were chosen in the slopes of Khalas, hidden away from prying eyes, and within the two formidable kobold engineers built a complex network of truly ingenious traps. The winner was the one to trap the most travelers. Gaknulak worked tirelessly, but in the end he was tricked by Kurtulmak, who built nothing and instead imprisoned Gaknulak in the tunnels. But the clever kobold beat his own traps and escaped, and in doing so further impressed Kurtulmak. It is said that Gaknulak was made immortal by the kobold god, while others say he achieved a lesser godhood status.

Regardless, Gaknulak the Trickster still wanders the slopes of Khalas, alone and seemingly without a care, creating elaborate tricks and traps to hamper, injure, or just plain annoy travelers of all kinds. Yugoloths hate him, the painstalkers of Loviatar have orders to attack him on sight, and the thieves of Sung Chiang constantly seek to recruit him into their order. No one has managed to bring Gaknulak down to date and he seems perfectly happy with a life of wandering Gehenna, making life just a little bit more annoying for everyone around him.

GENERAL OF GEHENNA

All yugoloth true names are recorded in the mythical Books of Keeping, from the lowliest mezzoloth to the greatest ultroloth and baernoloth. All, except one at least. He is an immensely powerful ultroloth known only as the General of Gehenna. He wanders the volcanic mountains, and many lesser ultroloths have sought out the general's wisdom. Those that succeed in finding the legendary warrior leave with a greater sense of the multiverse's truths and a memory gap that can never be filled regarding their time spent in the general's presence.

The General of Gehenna often stops by the Crawling City, and his appearance there is always a cause for frenzied agitation and excitement. His mere presence elevates lesser yugoloths to greater heights of personal glory, and legends about his prowess grow year over year. Whether it's wrestling a band of solars barehanded, snapping the neck of an upstart demon lord, outwitting Dispater in a contest of contracts, or drinking fully from the River Styx, stories about the General of Gehenna are wild and varied.

What truth is there to the general's immense library of tall tales? The Arcanalothe Conspiracy in the Tower Arcane are said to hold volumes of lore surrounding the General of Gehenna's exploits but even they record little but hearsay and conjecture. Ultroloths have spent their entire life tracking down the General of Gehenna and have failed to do so, while nycaloths have stumbled into him in bars within the Crawling City. He can impart knowledge of the past and future, battle wisdom earned through countless campaigns, or greater truths about the nature of existence itself – if only the General of Gehenna could be found.

LAUGHING JANE

The yugoloths were said to have been created by a sisterhood of night hags in Hades centuries and centuries ago. Whether it was at the behest of Asmodeus, Lord of the Nine and ruler of Baator, or simply a desire for their own fighting force, it isn't known. Shortly after the Books of Keeping were created, the night hag sisters that created them fell to petty squabbling and each copy of the Books of Keeping were lost. Only one of the night hag sisters traveled to Gehenna with the rest of the yugoloths, and now she is a mad prophet known only as Laughing Jane.

Laughing Jane lives in the Hut of Eyes on the slopes of Mungoth, surrounded at all times by thick acidic snow. Black fire dances in her small hut's hearth but Laughing Jane is bothered not by the cold or acid of Mungoth's environment. She possesses divination magic unlike any of her kind, but that power came with a price – her eyes have been replaced with long black serpents. When she speaks, she speaks through all three mouths at the same time, an eerie and disquieting sound.

Those that seek out the Hut of Eyes usually do so to glean some information about the history of the planes. Laughing Jane, as one of the sisters that created the yugoloths, has seen much and with her serpent eyes can pierce the veil of time to gaze into the past. Her words are not given for free, however, and her prices are as steep as they are gruesome and tend to focus on hard-to-

find body components. She may require the tongue of a lying celestial, the feathered wings of a couatl matriarch, the pincers of an honest glabrezu, or any other item in exchange for a glimpse into the past. By all accounts, Laughing Jane's visions are true but most are not able to deliver payment to the cackling hag in the Hut of Eyes.

MELLIFLEUR THE LICH-LORD

Most planar scholars agree that negative energy is the source of undead, or at least the primary source (some sages disagree as to the extent but it is widely accepted that a link to the Negative Energy Plane exists for the strongest undead). Long ago, Mellifleur was a handsome, respected archmage in the Material Plane, a wizard of phenomenal skill and arrogance who sought to bend the powers of the Negative and Positive Energy Planes to his will. As death approached, Mellifleur worked diligently to harness his knowledge and attain the status of lich.

He did so, but at the moment of transformation Mellifleur stumbled upon something divine. The exact details are not known but most believe that Mellifleur accidentally caught a divine spark meant for someone else. Regardless, he became a lich and so much more, and divine power coursed through his form as he became Mellifleur the Lich-Lord. He worked on the Material Plane for a while but found his experiments needed a more appropriate platform, so he scoured the multiverse and settled on Gehenna's Dead Furnace, Krangath, which seemed to possess an incredibly strong connection to the Negative Energy Plane.

Mellifleur built through arcane and divine might an obsidian tower on Krangath's void-filled slope and called it Hopelorn. He attracted wizards who sought to work beyond the limits of mere necromancy and tap into a greater divine power to augment their spells and ability, and the School of Hopelorn was born to service these apprentices. Deep within the obsidian tower's cavernous depths, Mellifleur works still to blur the line between arcane and divine magic through the Negative Energy Plane. He remains an arrogant, self-obsessed force, and his schemes have drawn attention from fiends and celestials alike.

PAINSTALKERS OF LOVIATAR

Loviatar is a goddess of pain who rules a broad swath of Mungoth's frozen slope. Those cursed to live within her realm are tortured constantly, and the goddess' most dedicated administrators are a band of sadists and masochists known as the Painstalkers of Loviatar. Dressed in black leather, their bodies drained of all blood, these dangerous killers are the flayed hands and eyes of Loviatar. They patrol her realm, but also range far and wide across Gehenna and the multiverse on their goddess' wishes.

A painstalker patrol usually consists of seven members and at least two painstalker panthers (specially bred monstrous cats that burn with psychic blue fire). They carry whips and chains and are armed with spells and abilities designed to inflict pain on their victims in horrible and debilitating ways. Each patrol is led by a favored painstalker who reports directly to Loviatar via divine

telepathy in her Frigid Fortress, lending each patrol a weight of true divine justice in their mission.

The painstalkers themselves are believed to be vampires with specific traits linking them to Loviatar's power. This includes use of pain-inducing magic and special weapons designed to incapacitate victims in writhing fits of electric shock. They are cruel, merciless, and utterly devoted to their goddess' mission – to bring pain and misery to every corner of the multiverse.

SHARGAAS THE NIGHT LORD

The Dead Furnace of Krangath holds little on its surface, but its tunnels are an intricate maze of hollow lava tubes and inky darkness. The largest realm below Krangath's surface is appropriately known as the Night Below, and its darkness is pure and tinged with terror. It is the home of Shargaas the Night Lord, an orc god of treachery, thieves, and death, and the creatures that move in this primal region are utterly devoted to Shargaas' will.

Shargaas himself usually wanders the tunnels as a lone albino orc hunter. His eyes are milky white but he senses everywhere the darkness touches, so no one is hidden from him in the Night Below and all are potential victims. He is considered a lesser power by most standards but there are no priests dedicated to his worship in Krangath. The Night Below is reserved for those that honor the Night Lord through their actions, and thus teams of orc and half-orc assassins train relentlessly to prove their worth to Shargaas.

For his part, Shargaas doesn't care. He lives for the thrill of the hunt, and to that end he created a race of monstrous creatures known as the sethalbidad ("albino stalker" in the Orc language). These great insectoid monsters are utterly silent and invisible except when they want to, and Shargaas created them to challenge his own skills in the Night Below. Some of these dangerous monsters have escaped from the tunnels and now wander Krangath's slopes, making it even more perilous for unwary travelers to wander the Dead Furnace for any reason.

THIEVES' GUILD OF SUNG CHIANG

No one really knows who runs the infamous Palace of Thieves, tucked away in a canyon on a rocky slope of Khalas. Its outer walls are designed in a teardrop pattern to deflect boulders and other rubble that runs down the slope, while within is a paradise of skullduggery, profiteering, and thieving. Rogues and cutthroats from across the multiverse come to the Palace of Thieves to buy, sell, and trade information. A select few who prove themselves a cut above their fellows receive mysterious invitations to join a clandestine organization that calls itself the Thieves' Guild of Sung Chiang.

No one really knows who Sung Chiang is. Most assume he is a god of thieves that runs the palace from the shadows, and it's possible he (or she) operates in plain sight using magical and mundane disguises to walk openly. Those that join the Thieves' Guild of Sung Chiang find themselves receiving strange missions within the palace that hint at greater treasures hidden within lost and secret vaults, and occasionally they are also sent on assassination or burgle missions across the multiverse.

Who is Sung Chiang? If anyone in the thieves' guild that bears its name knows they don't talk about it, though whether it's through fear, intimidation, magical compulsion, or a lack of knowledge isn't known. Sung Chiang's agents have struck high profile targets and sites across the known planes, from a djinni citadel to a guardinal lord archive to a devil prince's pleasure palace and more. They are known by their simplistic symbol – the image of an eight-fingered hand in black ink.

CREATURES & DENIZENS

Gehenna is a dangerous plane filled with natural hazards that burn, crush, freeze, and drown. The creatures that prowl the volcanic slopes are just as dangerous, from the scurrying bleak rats all the way to the scheming yugoloths in their strongholds and fortresses. Travelers should be well-prepared to face any monsters in combat – Gehenna is no place for the weak.

AVARI

The avari are bat-like fiends that dwell in the dark caverns that honeycomb the sides of Gehenna's volcanic layers. They are one of the few intelligent native creatures to the Fourfold Furnaces, though their internal squabbling and bickering has prevented them from becoming a larger threat on the plane. Avari have enormous ears and a pair of black leathery wings attached to their forearms. They are ungainly on the ground, hopping along using their small malformed legs and wing claws for support, but in the air they are elegant and dangerous opponents. Their skin covered in mangy fur ranging from red-brown to sickly green in color.

Eaters of Flesh. Avari crave the taste of living flesh. They prefer the flesh of mortal creatures, but when they can they devour the skin of yugoloths and other fiends. They are adept at skinning creatures alive as a form of sadistic torture, which they believe makes the meat "sweeter" to their fiendish palettes. Avari have been known to keep captured prisoners alive for days or weeks on end, slowly removing sections of skin and flesh and letting the poor tortured creature live long enough to heal to provide further sustenance for the bat fiend.

Fallen Rulers of Gehenna. Once, long ago, the avari lived in delicate cities perched on the sides of Khalas and Mungoth. These crystalline structures were built using countless slaves, many pulled from the Material Plane, who then shaped the natural rock to the whims of their avari overlords. Then the yugoloths came, decimated the crystal towers, and drove the avari to the dark caves beneath the volcanic surface. Some cruel joke of the multiverse prevented the avari from developing an immunity to fire, so they must be careful in places like Chamada, but they are quite well-suited to the dark slopes of Mungoth. Some say the Dead Furnace of Krangath still holds frozen cities of the avari but none have sought them out and returned to tell the tales.

Lords of the Caves. Avari usually keep to their cavernous lairs, daring to venture out only when they know they have the upper hand. They communicate with the fiendish bats that share their homes and use the creatures as spies and informants across the slopes of Gehenna. The avari still keep scores of slaves to do their bidding, but they tend to eat them on wicked whims, which means they're always looking for more slave stock. Quaggoths and grimlocks are favored slaves that are easily cowed by the cruel and vicious bat fiends.

AVARI

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 38 (7d8+7)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	15 (+2)	11 (+0)	10 (+0)

Skills Perception +3

Damage Resistances lightning, force; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, cold poison

Condition Immunities paralyzed, poisoned

Senses blindsight 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Echolocation. The avari can't use its blindsight while deafened.

Flyby. The avari doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Hearing. The avari has advantage on Wisdom (Perception) checks that rely on hearing.

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

ACTIONS

Multiattack. The avari makes two attacks: one with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 8 (1d8+4) piercing damage plus 14 (4d6) poison damage, and the target must make a DC 13 Constitution saving throw or be poisoned for 1 hour.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage.

Sonic Screech (Recharge 5-6). The avari lets loose a screech affecting all non-avari creatures in a 30-foot radius sphere. Creatures in the radius must succeed on a DC 13 Constitution saving throw or be deafened for 1 minute. Poisoned creatures suffer disadvantage on this saving throw, and if they fail they also suffer 14 (4d6) poison damage.

INFERNO WORM

Inferno worms are enormous forces of raw destructive power that tunnel through Gehenna's active volcanic layers, Khalas and Chamada. They burrow close to the surface, leaving a trail of honeycombed tunnels in their wake that often fill up with magma or cause disruptive shifts, creating earthquakes above them. The inferno worm's black hide is crisscrossed with thick veins of bright red leading from its long whip-like tail to its snout, from which three tentacles emerge. The creature uses these radiant crimson appendages to burn through surrounding rock and slap away opponents while it grabs foes with its tail and squeezes the life out of them.

Apocalypse Heralds. The arcanaloths of the Tower Arcane watch the movements of inferno worms closely. Some within the powerful cabal believe grand apocalyptic portents can be gleaned from studying the tunnels left in the wake of these great burrowing monstrosities, and they have certainly built up enough evidence to suggest this is more than a coincidence. Some arcanaloths have gone so far as to tag the inferno worms using magical markers so that they can follow the patterns on enormous maps within the Tower Arcane, and they have forbidden any yugoloth from harming an inferno worm for fear of disrupting the pattern.

Dead Furnace Worms. Inferno worms are instinctively drawn to the magma of Gehenna's volcanic heart, especially Chamada, but some adventurers and planar travelers have found evidence of inferno worm passage on Mungoth and even Krangath. Are there variant worms crawling through the darkness of these other layers? Few reputable sources claim to have encountered such a creature, but at least one scholar Hopelorn claims to have seen a bone-white worm of enormous proportions on the void-filled slopes of Krangath.

INFERNO WORM

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 198 (12d20+72)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Condition Immunities blinded, charmed, deafend

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 12

Languages --

Challenge 13 (10,000 XP)

Fire Born. Anytime the worm is subjected to fire damage, it takes no damage and instead heals the same amount up to its maximum hit points.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes four attacks: three with its tentacles and one with its tail.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 18). The inferno worm can only have one creature grappled at a time. In place of a tail attack, the inferno worm can squeeze a grappled target, inflicting 25 (4d8+7) bludgeoning damage plus 14 (4d6) fire damage.

Magma Spit (Recharge 5-6). The inferno worm releases a stream of powerful, concentrated magma in a 10-foot wide 60-foot line. Creatures caught in the area must make a DC 18 Dexterity saving throw, suffering 28 (8d6) fire damage on a failed save, or half as much on a success. The creature's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.

PAINSTALKER PANTHER

Painstalker panthers are bred by the servants of Loviatar, goddess of pain, in hidden kennels below the Frigid Fortress on Mungoth, Gehenna's layer of acid and snow. They appear as large black hunting cats with dull blue streaks marking their thick fur, and their faces are unusually sharp and angular. A painstalker panther can mark any target it sees, a useful trait for the hunting packs of Loviatar, and when the fiendish creature singles out a target the panther's body lights up with brilliant ice blue flames.

Pride of the Painstalkers. The painstalker panthers are the pride and joy of the Painstalkers of Loviatar. They use the magnificent hunting cats to track down prey that have wronged their goddess or their order, and few are able to hide from such capable packs. The panthers cannot speak but understand the languages of the layer as taught by their handlers, and they possess a remarkable bloodlust for any creature they mark as their prey. The painstalker panthers are a big reason the Painstalkers themselves are feared and respected across Gehenna and even beyond the Fourfold Furnaces.

Corrupted at Birth. Painstalker panthers are trained by secret kennel masters below the Frigid Fortress, but they are not born as fiends. Servants of Loviatar across the multiverse seek out panthers in the wild places of the worlds and transport them as kittens to their mistress' Mungoth fortress. There, through profane magical rites, the creatures are mutated and twisted by intense pain to become painstalker panthers. The process is abominable and many do not survive the transformation. Some survive but become monstrosities unfit to hunt alongside a Painstalker pack – these unfortunate creatures become chained guardians of the Frigid Fortress, serving as mindless beasts, attacking any and all they come into contact with.

PAINSTALKER PANTHER

Large fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 67 (9d10+18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +6

Damage Resistances fire

Damage Immunities acid, cold, psychic

Senses darkvision 60 ft., passive Perception 15

Languages understands Abyssal and Infernal but can't speak

Challenge 4 (1,100 XP)

Keen Smell. The painstalker panther has advantage on Wisdom (Perception) checks that rely on smell.

Mark. The painstalker panther can use a bonus action to mark a target it can see. The panther can only have one creature marked at a time, and while the target is marked the painstalker panther magically knows its location. The mark lasts for 24 hours unless the target dies, the panther removes it as a free action, or another target is marked. The painstalker panther inflicts an additional 7 (2d6) psychic damage with each attack against the marked target.

ACTIONS

Multiattack. The painstalker makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

SETHALBIDAD

Krangath is the lifeless, void-filled layer of Gehenna few visitors travel willingly. Its slope is blanketed in a darkness that seems to take on a life of its own, and the dead tunnels beneath the surface are filled with nothing but inky shadows. Unfortunately for the unwary, some of those inky shadows are more than just imagination. In the Night Below, the realm of the orc god Shargaas, monstrous creatures stalk silently, seeking out new prey and fresh blood. They are known as sethalbidad in the Orc language, which translates roughly to “albino stalker,” and they have a natural ability to disappear completely in darkness. When visible, a sethalbidad appears as an enormous bone-white insect, with a flat head, feather-like antennae, and long, thin legs. Its four back legs end in broad pads perfect for moving silently in caves, while its two front arms are tipped with blade-like claws.

Chittering in the Dark. The mandibles of the sethalbidad are not suitable for combat, but the orcs of the Night Below have learned to listen carefully for the creature’s soft noise of the mandibles clicking quietly together. The caves of Shargaas’ realm have a way of bending and twisting sounds, so even when a sethalbidad’s telltale chittering can be heard, it can be near impossible to pinpoint where the sound comes from. And by then, the sethalbidad is likely already too close.

Gift of Shargaas. Rarely, Shargaas looks upon the lands beyond the Night Below to his clergy sending prayers and desires. Often times the clerics are requesting aid in defeating a particular foe, and if Shargaas is feeling generous, he may send a sethalbidad as a gift. The creature is wild and liable to attack an orc as any other person, but it can be directed towards an enemy encampment. Under cover of night or in the darkness of tunnels, a single sethalbidad can wreak untold devastation to an unprepared foe.

SETHALBIDAD

Large monstrosity, neutral evil

Armor Class 19 (leather armor)

Hit Points 102 (12d10+36)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +6, Stealth +8

Damage Resistances fire

Damage Immunities acid, cold, poison

Condition Immunities blinded, charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages understands Orc but can’t speak

Challenge 8 (3,900 XP)

Disappear. In dim light or darkness, the sethalbidad can use its bonus action to become invisible until the end of its next turn.

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

Spider Climb. The sethalbidad can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Surprise Attack. Once per turn, the sethalbidad deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

ACTIONS

Multiattack. The sethalbidad makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 17 (2d10+6) slashing damage.

SLASRATH

Slasreth were originally worm-like creatures that crawled through the volcanic layers of Gehenna, a source of food for avari and other predators. Then, in the distant past, something elevated them into ray-like flying horrors with potent poison and a nasty temper. None know for sure who was responsible for this transformation, though most assume it was the arcanaloths of the Tower Arcane that wrought the necessary sorceries. This theory is further supported by the tendency of yugoloths to ride slasreths on special harnesses. Wild slasreths still roam the slopes of Gehenna, close to the ground, seeking out lesser creatures to poison and devour.

Razorwing Infantry of Vesh. Slasreth are sometimes used as mounts by yugoloths though the winged creatures are difficult to train and control, but one unit has taken to the sky and made a name for themselves. Known as the Razorwing Infantry, these mezzoloths ride on gem-encrusted saddles strapped to their battle-scarred slasreths and they are highly sought after as an elite warrior force. They are led by Vesh, an ultroloth who has chosen to be the best commander of the skies out of any yugoloth unit. Vesh and his soldiers are based out of the Crawling City but have made strikes for both devil and demon forces in the Blood War all across the Lower Planes.

SLASRATH

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d10+16)

Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	3 (-4)	11 (+0)	7 (-2)

Skills Perception +2

Damage Resistances fire

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

Flyby. The slasrath doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The slasrath makes two attacks: one with its bite and one with its tail stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 18 (4d8) poison damage. If the target is a living creature it must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour.

Wing Slash (Recharge 5-6). The slasrath uses its large wings to slash at nearby targets. Other creatures in a 20-foot sphere centered on the slasrath must make a DC 14 Dexterity saving throw, suffering 19 (4d6+5) slashing damage on a failure, or half as much on a success.

VAPOROUS HORROR

Gehenna holds numerous secrets, and some frighten even the yugoloths, the self-proclaimed masters of the volcanic slopes. One of those mysteries are the vaporous horrors – poisonous fiends comprised of toxic smoke that drain life from everything they come across. A vaporous horror looks like a troll made of greenish-yellow vapor with eyes of dull crimson. It can slip through cracks, move on a breeze, and infiltrate the most impregnable defense in search of the life force it feeds on. Yugoloth, demon, devil, traveler, beast, all are food to the vaporous horror.

Unknown Origins. No one knows exactly what a vaporous horror is or where they come from. They seem to exist on all of the layers of Gehenna, though they are rare on Mungoth and Krangath due to the lack of living creatures. Some planar scholars believe they are undead elementals cast off from the Inner Planes, but they seem to exhibit no shared trait among other unliving monsters. Vaporous horrors can speak but they rarely say anything more than whispered threats and promises of pain, and some block exists on a psychic level that prevents mental intrusions.

Harvesters of Flame. Vaporous horrors are thankfully solitary creatures, at least most of the time. Yugoloths of the Crawling City speak in hushed tones about the rare trio grouping of these monstrous fiends. In these cases, they elevate to become harvesters of flame, and their powers and hungry are amplified to a frightening degree. To date, there have only been a handful of recorded sightings involving harvesters of flame, but in all cases their appetite for complete destruction takes on a new form. An entire legion of yugoloths were sucked up in the whirlwind of death that only ended when a random earthmote crashed into the trio of enhanced vaporous horrors, scattering them across the volcanic slope.

VAPOROUS HORROR

Large fiend, neutral evil

Armor Class 16

Hit Points 114 (12d10+48)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	22 (+6)	19 (+4)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +10, Int +4

Damage Resistances bludgeoning, lightning, piercing, slashing

Damage Immunities acid, cold, fire, necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Infernal

Challenge 10 (5,900 XP)

Magic Resistance. The vaporous horror has advantage on saving throws against spells and other magical effects.

Toxic Aura. Living creatures that start their turn within 60 feet of the vaporous horror suffer 14 (4d6) poison damage.

Vapor Form. The vaporous horror can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The vaporous horror makes two claw attacks. It can then use its Drain Life ability.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 11 (1d10+6) necrotic damage plus 14 (4d6) poison damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Drain Life (Recharge 5-6). Each creature in the vaporous horror's space takes 22 (4d10) necrotic damage and must make a DC 16 Constitution saving throw. On a failure, a target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WRACK SHAMBLER

Piles of detritus and castoff remnants of countless battles and forgeries litter the sides of Gehenna's volcanic layers, the result of the yugoloth's unquenching war machine and the numerous battles fought in the Blood War. Sometimes, some ambient energy of the Fourfold Furnaces slips into these piles of metallic refuse, and the resultant transformation creates a monstrous nightmare known as a wrack shambler. These creatures are animated piles of weapons, armor, and other metallic fragments that exist only to destroy and tear down. They are forces of nature and raw unbridled power, as much a threat to the yugoloths and their war machines as anyone else, and they seem only intent on unmaking as much of creation as possible.

Unmakers. Wrack shamblers are known as “unmakers” to the yugoloths, and the monstrous creations of Gehenna seem especially bent on destroying the works of the fiends that live on the volcanic slopes. It is rumored that the Crawling City that moves across Gehenna as one of the strongest bastions of yugoloth power didn't originally move, but when faced with a veritable tidal wave of wrack shamblers the ultroloths in charge of the city put drastic plans into motion to make their fortress mobile. To this day the Crawling City inherently avoids even a single wrack shambler on the Gehenna slope.

Power of Creation. To some, wrack shamblers hold more than the key to unraveling magic – they possess a path to ultimate creation itself. The tiefling transmuter Kiltus has devoted his life to studying the properties of the wrack shamblers in the hopes of harnessing an untold source of creation magic latent in the Gehenna slopes. Kiltus dwells with a small continent of golems and assistants in the Bleak Laboratory on Khalas, where he tracks down the rise of wrack shamblers and tries to force them back to the lab for further study. To date they have been unsuccessful.

WRACK SHAMBLER

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	10 (+0)

Damage Immunities acid, cold, fire, force, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal and Infernal but can't speak

Challenge 8 (3,900 XP)

Immutable Form. The wrack shambler is immune to any spell or effect that would alter its form.

Magic Resistance. The wrack shambler has advantage on saving throws against spells and other magical effects.

Magic Weapons. The wrack shambler weapon attacks are magical.

Siege Monster. The wrack shambler deals double damage to objects and structures.

Wrack Aura. Creatures affected by temporary ongoing effects that start their turn within 30 feet of the wrack shambler must make a DC 16 Wisdom saving throw or have the ongoing effect ended for them. Only one effect or ability is removed at a time, so if the creature is under multiple ongoing effects, roll randomly to determine which one is removed. Ongoing effects include anything that lasts a number of rounds or minutes, such as a barbarian's rage or the effects of a spell or other ability.

ACTIONS

Multiattack. The wrack shambler makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (1d12+6) slashing damage plus 22 (4d10) force damage.

Anti-Magic Burst (Recharge 5-6). The wrack shambler releases a powerful burst of anti-magic energy in a 30-foot radius. Any spell of 4th level or lower in the radius ends immediately.

YUGOLOTH

Yugoloths have claimed Gehenna as their own. Some planar scholars believe they were actually formed on the Gray Waste of Hades by a powerful cabal of hags, and they only later emigrated to the volcanic slopes of the Fourfold Furnaces. Perhaps the move was a calculated one, seeing as Hades has become a prime battleground in the eternal Blood War between demon and devils, but regardless of why the yugoloths are now the dominant force on Gehenna. They build strongholds, towers, castles, and fortifications on the dangerous slopes, ever wary for the treacherous nature of the plane to send their bases tumbling down, and always ready to build it all up again.

Yugoloths are self-serving, greedy fiends that look for the most advantageous angle in every circumstance. They are masters at battlefield manipulation and using the terrain to their advantage, and their military prowess is well-regarded by fiends and celestials alike. All of this doesn't add up to a strictly coherent military hierarchy, and treachery is rife among all ranks. Planar scholars are relieved at this bickering and infighting, however, as the yugoloths rank as one of the most dangerous fiends in the Lower Planes as a whole, though they lack the iron discipline of the devils or the unmatched horde of the demons.

GACHOLOTH

In the arts of subterfuge, espionage, and infiltration, gacholoths are without equal among their yugoloth kin. These monstrous fiends are incredibly adept at deception and often worm their way into enemy ranks using their powerful magical abilities. There, they lay in wait for days, weeks, months, or even years, waiting patiently for the precise moment to make their move to complete their mission in the most brutal and effective way possible.

In its natural form, the gacholoth is a terrifying sight. It stands on four legs, each muscular and ending in grasping claws that allow it to climb to great heights with ease. Its black skin melds perfectly in dark surroundings, and they eschew weapons, preferring to use the jagged claws at the end of their sinewy arms to rip foes limb from limb. They move with a surprising speed and grace and are capable of surprise attacks that leave opponents paralyzed with pure panic. A shock of black hair runs from their bony broad heads down their spines, ending in rough ebony fur covering their hindquarters.

GACHOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 90 (12d10+24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	14 (+2)	11 (+0)	15 (+2)

Skills Deception +8, Intimidation +8, Perception +3, Stealth +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 6 (2,300 XP)

Alert. The gacholoth has advantage on initiative checks and cannot be surprised.

Innate Spellcasting. The gacholoth's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components.

At will: *alter self*

3/day each: *darkness, dispel magic, fear, mirror image*

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

Magic Weapons. The gacholoth's weapon attacks are magical.

Shock. If the gacholoth attacks a creature in the first round of combat, the targeted creature must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. Creatures immune to being frightened automatically succeed on their saving throw. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

ACTIONS

Multiattack. The gacholoth makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage plus 9 (2d8) acid damage.

Teleport. The gacholoth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

PISCOLOTHS

Piscoloths are petty commanders and lead lesser yugoloths in campaigns across the multiverse. They are universally reviled by the mezzoloths and dergholoths, and the upper leadership view them as little more than conniving backstabbers looking out for their own self-interest above that of their units. To the piscoloths, all of these views are true and they take great pride in them. Their inscrutable black eyes and tentacled faces resemble that of a carrion crawler, while their bodies are scarlet chitin akin to a monstrous lobster. The pincers of a piscoloth are razor sharp and capable of severing limbs, while they walk, run, and swim using unusual avian-like legs.

PISCOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8+52)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	13 (+1)	11 (+0)	18 (+4)

Skills Intimidation +6, Perception +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Innate Spellcasting. The piscoloth's innate spellcasting ability is Charisma (save DC 15). It can innately cast the following spells, requiring no material components.

3/day each: *darkness*, *dispel magic*, *stinking cloud*

1/day each: *cloudkill*, *phantasmal killer*

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

Magic Weapons. The piscoloth's weapon attacks are magical.

Sever Limb. When the piscoloth attacks a creature with its pincer and rolls a 20 on the attack roll, it severs one of the creature's limbs and inflicts an extra 27 (6d8) damage that is not multiplied with a critical hit. Roll randomly to determine which one (1d4: 1 left arm, 2 right arm, 3 left leg, 4 right leg). Bipedal creatures missing a single leg fall prone without assistance.

ACTIONS

Multiattack. The piscoloth makes three attacks: two with its pincers and one with its mouth tentacles.

Mouth Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage, and the target must make a DC 15 Constitution saving throw or be paralyzed until the end of the piscoloth's next turn.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Teleport. The piscoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

HAZARDS & PHENOMENA

There is a latent treachery inherent in the Bleak Eternity of Gehenna that eats away positive qualities like hope, compassion, and kindness. Combine that with the natural hazards of four layers each comprised of a single massive super volcano and the result is a dangerous, life-threatening plane where might makes right and the best way to survive may be just to push your ally over a cliff.

CLIMBING AND FALLING

Very little ground movement on the surface of Gehenna is done without climbing, and much of the outside is considered difficult terrain due to the sloping angle and piles of rocks and boulders. Every 4 hours of travel requires a DC 15 Strength (Athletics) check; creatures with a climb or fly speed automatically succeed. On a failure, the normal distance covered is halved. If the check is failed by 5 or more, the creature takes a tumble during the trip and falls. On Mungoth, the Strength (Athletics) check DC is 20 due to the ice coating the slopes.

Creatures that fall on Gehenna tumble down the slope for 1d10 x 10 feet, suffering 1d6 bludgeoning damage for every 20 feet. Experienced mountain climbers know to use a rope, but on Khalas and Chamada, the heat from the layer's active volcano weakens non-magical rope so that it snaps immediately under pressure.

CRUEL HINDRANCE

The latent cruelty of Gehenna affects good deeds on an intrinsic level. Whenever a creature casts a spell with a beneficial effect, including a spell that restores hit points or removes a condition, the caster must first make a DC 10 Charisma saving throw. On a failed save, the spell fails, the spell slot is expended, and the action is wasted.

In addition, anyone attempting to take the Help action must succeed on a DC 10 Charisma saving throw. On a failed save, the intended target of the Help action receives disadvantage on their action instead of advantage.

FURNACE VENT

The churning activity below the surface of Gehenna's layers creates noxious gases dangerous to travelers. These gases occasionally burst forth in violent furnace vents, spewing toxic gas in a wide area. Creatures within 50 feet of a furnace vent must make a DC 15 Constitution saving throw, suffering 21 (6d6) poison damage on a failed save, or half as much on a success. A furnace vent lasts for 1d10 hours before finally exhausting and dying out. Furnace vents are common occurrences on Khalas, Chamada, and Mungoth, and while rare on Krangath pockets of gas beneath the surface of the Dead Furnace have still been known to explode out with poisonous fury.

KRANGATH: ICY VOID

The Dead Furnace of Krangath is an icy wasteland devoid of most life and movement. Creatures that travel its slope must succeed on a DC 15 Constitution saving throw every hour or gain a level of exhaustion from the cold and void-filled terrain. Underground, a creature must make a DC 15 Constitution saving throw after a long rest or gain a level of exhaustion as the creeping icy void seeps into the very rocks as well.

LAVA GEYSER

The active volcanoes of Khalas and Chamada can flare to life with sudden ferocity, erupting in a geyser of lava without a moment's notice. A lava geyser effects an area in a 20-foot diameter circle, shooting searing hot magma into the air about 100 feet. Those caught in the blast must make a DC 15 Dexterity saving throw, suffering 70 (20d6) fire damage on failed save, or half as much on a success. Regardless of the saving throw result creatures are hurled away 1d6 x 10 feet from the blast. A lava geyser can last up to an hour before finally settling down.

MUNGOOTH: ACIDIC SNOW

Mungoth may not be as powerfully active as the first two layers, but it is just as lethal. The volcano spews ash constantly in the air, and some unknown effect of the air mingles with the ash to create acidic snow. Acidic snow falls constantly on Mungoth's slopes, inflicting 5 (1d10) acid damage every minute. Caves and artificial structures allow shelter from the constant and dangerous presence of the acidic snow.

ROCKSLIDE

All of Gehenna's volcanic layers are peppered by floating earthmotes that collide into the slopes with tremendous speed and power. When this happens a rockslide follows immediately after, sending waves of rocks and debris tumbling down in a great torrent of destruction. A rockslide encompasses an area 1d10 x 100 feet across. Creatures on the ground in the event of a rockslide must make a DC 15 Constitution saving throw, suffering 35 (10d6) bludgeoning damage on a failed save, or half as much on a success. In addition, those that fail are buried beneath rubble 1d10 x 5 feet deep and begin suffocating.

Creatures flying in the air must make a DC 15 Dexterity saving throw, suffering 21 (6d6) bludgeoning damage on a failed save, or half as much on a success.

MYSTERIOUS SITES & TREASURES

The greedy and treacherous are drawn to the Bleak Eternity of Gehenna like flies to honey, and the self-serving yugoloths have made the volcanic slopes their home for centuries. One thing all of these disparate creatures have in common are secrets, which makes the layers of Gehenna filled with all manner of hidden caches and lairs. Despite its small size, the Fourfold Furnaces holds more than its share of interesting sites for adventurers to uncover.

BLOOD MAZE OF THE CHARRED HORN

The deep ravines and steep cliffs of Khalas hide multiple secret places from prying eyes. One of these is the entrance to a twisting series of caves known as the Blood Maze, wherein dwell the Charred Horn tribe of degenerate minotaurs. Mutated and disfigured over generations of inbreeding, Charred Horn minotaurs are savage creatures of bestial ferocity that hunt and kill whatever happens to stumble into their befuddling lair.

The Blood Maze itself is a wonder of minotaur engineering, or at least it was at one point. It was built by the patriarch of the Charred Horn tribe, Garrakar, when he relocated his kin to Gehenna in an effort to establish a beachhead in the name of Baphomet, the demon lord of beasts. Garrakar was a brilliant strategist and an accomplished wielder of arcane magic, a surprising fact for one with the prowess of a great warrior, and he used his skills to carve out the Blood Maze and enchant it. His direct descendants still lead the Charred Horn tribe but the arcane legacy of their legendary patriarch has been considerably thinned.

Yugoloths from the Crawling City occasionally conscript Charred Horn minotaurs for particular savage or brutal missions. The minotaurs require payment in living sacrifices to populate their Blood Maze, a charge the fiends are happy to provide, and rumors persist that the twisting caves actually feed upon trespassers. Garrakar's tomb is supposed to lie in the heart of the Blood Maze as well, guarded by ancient magic, but there are efforts within the Charred Horn tribe to reclaim the glory of their great ancestor.

BOOKS OF KEEPING

The origin of the yugoloths can be traced back to a sisterhood of night hags in the distant past, who used mighty magic and divine power to form a race of fiends that were not as chaotic as the demons or as lawful as the devils. Debates rage about the guiding hand behind this creation – some planar scholars say it was Asmodeus, Lord of the Nine Hells, that directed the night hags, while others say it was some other power. Regardless, the sisterhood bound each of these newly formed fiends to a series of tomes known as the Books of Keeping, which recorded the true names for every yugoloth.

True names are a powerful binding force in the multiverse, and knowing the true name of a fiend or celestial brings great leverage over their actions. This makes having books filled with the true names of every yugoloth a valuable commodity as it allows near complete

control over an entire race of powerful outer planar denizens. There are five Books of Keeping known to exist, though each contains the same raw information containing yugoloth true names and each are magically updated with the birth and creation of new yugoloths. However, over the centuries, each copy has passed between multiple owners, and many of them transcribe new true names into them belonging to demon lords, devil princes, archangels, and other powerful denizens of the multiverse.

The arcanaloths of the Tower Arcane have a special division devoted to tracking down and reclaiming the Books of Keeping. It is widely believed they have at least two copies hidden and preserved in the Tower Arcane, though the secretive arcanaloths don't speak of it outside their library fortress. Beyond just a recording of true names, a Book of Keeping is also said to possess the ability to uncover falsehood on an almost divine level and control creatures completely for a short period of time. They are each potent artifacts that wreak havoc on any plane they turn up on.

Each of the Books of Keeping share a similar look. They are large tomes, roughly 2 feet wide and 4 feet tall, with an infinite number of pages inside. The outer binding is black leather said to be formed from the skin of demons and devils, and the red ink used inside is distilled from the blood of angels from Mount Celestia. No writing or marking exists on the exterior but the books radiate powerful enchantment magic.

CRAWLING CITY

The Crawling City is the greatest bastion of yugoloth power on Gehenna or any other plane and many view it as a symbol of their place in the wider multiverse. It is a massive metropolis of obsidian and ash built on an enormous disk, below which sprout hundreds of giant fireproof clawed legs. These legs move the entire city across the layers of Gehenna, clinging to slopes and providing a stabilizing force on the cliffs of the dangerous volcanoes. It usually moves slowly and the legs are able to transport the Crawling City over gorges and across rivers of lava.

The city itself is filled with narrow streets and towering buildings housing thousands of legions of yugoloth mercenaries. Lower districts hold devil and demon forces as well, and despite the treacherous nature of all resident fiends there exists an understood truce within the Crawling City that keeps open violence to a minimum. The Crawling City is commanded currently by a cunning ultroloth strategist known only as the Harbinger King, and it is by his whim the city moves across Gehenna's dangerous slopes.

There are multiple factories in the city that produce fine weapons and armor for use in the eternal Blood War, but the pride of the Crawling City is the Academy of Eternal War. Yugoloth warriors and fiendish generals teach eager students tactics around the theme of war. Battlefield usage, historic conflicts, command training, discipline, and more are all taught at the Academy of Eternal War. Rarely are non-fiends allowed into the program, but an occasional mortal warlord has proven themselves to the influential academy chancellor to allow admission. Few survive the rigorous classes and hands-on training.

CYST OF SECRETS

Several divine powers dwell in Gehenna. One of the most mysterious was Maanzecorian, the illithid god of secrets, who supposedly lived in a massive lava chamber below the surface of Chamada. Its presence was rumored but rarely found, as befitting Maanzecorian's divine portfolio, but recent events have changed the site completely. A great divine upheaval within the last century has upturned the illithid god completely, exposing its realm to the greater Chamada landscape, though Maanzecorian itself seems to have disappeared.

Rumors say that the demon lord Orcus was the one responsible for laying low the illithid god in a bid to reclaim his throne on the Abyss. Few know for sure, but a great chasm now exists on Chamada that leads to the remnants of Maanzecorian's realm. It is now known as the Cyst of Secrets, where strange and monstrous things appear and disappear without warning. Some vestige of Maanzecorian's divine power still presides over the region, and those that have gone in search of the illithid god's power report dark things writhing in the magma caves.

Is Maanzecorian truly dead? Is there something in the Cyst of Secrets that keeps a spark of the god alive? Illithids don't seem to care as none have been seen coming or going from the Chamada site, but the lost home of a god of secrets is bound to contain some prizes worth claiming.

ENGINE OF WRATH

To support their efforts in the Blood War, the yugoloths require weapons and armor on a grand scale. To this end, the latent power within Chamada, the most active of Gehenna's layers, was harnessed by engineering yugoloths to create a mighty factory. Referred to now as the Engine of Wrath, it is an imposing iron fortress built over the confluence of three lava rivers flowing like waterfalls from further up the mountainside. The incoming lava is channeled into titanic forges and worked by slaves of the yugoloths to produce tons and tons of weapons and armor.

Control over the Engine of Wrath has been a rotating position since its creation. Currently, a bloated lazy ultroloth named Maggart Shade oversees the production lines, but he is interested only in lining his own pocket with favors. He walks a fine line between keeping the yugoloth generals well-equipped and selling fiend-forged equipment to demons, devils, and even mortal warlords. This kind of double-dealing is common in yugoloth society but Maggart Shade must still be careful – if he becomes too brazen in his working with all sides he could be usurped and replaced by another. It has happened hundreds of times before and it's how he achieved his position.

Under Maggart Shade's predecessor, a special smelting process was introduced in a special section of the Engine of Wrath devoted to imbuing items with magic. Initial results have been uneven but the forge masters have worked in secret to refine the process while keeping their powerful products out of Maggart Shade's hands. Some yugoloth legions have recently been outfitted with weapon and armor imbued with magic that produces a blood rage in the owner. Rumors pointing to the Engine of Wrath as the source for these items are vehemently denied by Maggart Shade.

FRIGID FORTRESS OF LOVIATAR

Pain and suffering rule over the realm of Loviatar on the icy slope of Mungoth, a fitting fact considering her portfolio is pain and suffering. The petitioners that reside in the realm huddle together in small huts, constantly cold and miserable, and always in fear of sudden reprisal or attention from the foreboding castle at the heart of the region. This is the Frigid Fortress where Loviatar and her most loyal servants dwell, kept safe by black ice walls. Everything within the terrifying place is devoted to the art of torture, pain, and suffering, and screams constantly echo from the numerous towers stretching up into the bleak black sky.

The most well-known extension of Loviatar's will are the Painstalkers. These small bands of sadists and torturers enforce the will of their goddess across her realm and throughout the rest of the multiverse as well. Their leather garb is distinct, and they are accompanied by painstalker panthers that allow them to hunt targets chosen by their superiors. Caves below the Frigid Fortress hold pens devoted to twisting mortal creatures into these powerful hunting monsters. Above them stand multiple towers where the Painstalkers themselves dwell, though they are often out on assignment.

Loviatar's throne room sits in a massive central complex referred to as the Palace of Pain. Here she hears the pleadings of subjects begging for release, but she never grants these desires. Instead she and her depraved court relish in the wailing and begging before ultimately sending petitioners down to the lower halls of the Frigid Fortress for more torture before eventual release. It's a cycle without end that brings Loviatar great pleasure.

HOPELORN

Krangath is known as the Dead Furnace for a good reason. The volcanic heart of the layer died out centuries ago, and there seems to be some link between Krangath and the Negative Energy Plane that exasperates the icy void. Almost nothing disturbs the exterior slopes beneath the blackened canopy of eternal night. Krangath is inhospitable to life – a fact that caught the attention of Mellifleur the Lich-Lord. Mellifleur's checkered history placed him as a lich with the power of a god by accident, and he wandered the multiverse for a period of time looking for something.

He found it on Krangath, a perfect confluence of planar power and expanding negative energy that he could exert his divine prowess. He established a tower to study the energy of the Dead Furnace in the hopes of harnessing it for his own personal use and learning more about the intersection between divine and arcane magic. Soon, his divine status attracted a small following, and so Mellifleur the Lich-Lord worked with the eager necromancers and death priests to establish Hopelorn.

The tower of Mellifleur is now surrounded by smaller buildings that house students and priests that wish to learn more about the necromantic power inherent in divine and arcane magic. The Lich-Lord rarely makes his presence known outside of his personal chambers and the leaders of Hopelorn do not rely on their aloof demigod to provide guidance. The research and work being done on the slopes of Krangath appeal to a great number of aspiring necromancers, some even devoted to using their power to better understand life and help others, though most are conniving masters of deception looking to increase their power by taking advantage of Mellifleur's extensive resources.

HUT OF EYES

Prophecy and secrets are the currency in the home of Laughing Jane, a reclusive and ancient night hag who lives in a secluded valley on the icy slopes of Mungoth. The valley is filled with black rock formations that resemble twisted trees, all covered in heavy layers of acidic snow, and in the center sits the simple and unassuming home of Laughing Jane, the Hut of Eyes. The night hag's eyes have been replaced by serpents, and when she speaks she does so using all three mouths in an unnerving fashion.

Laughing Jane is one of the oldest night hags in the multiverse. It is rumored she was part of the sisterhood that created the yugoloths and the Books of Keeping, and if true she has witnessed much of the formation of the planes. She is truly insane however – whatever power Laughing Jane traded for her eyes infected her mind as well. Now, she huddles in the Hut of Eyes alone, laughing maniacally to herself in the light of a blackfire hearth as acidic snow falls forever in the valley.

Enough stories have been shared regarding Laughing Jane's prophetic visions and incredible lifespan to bring travelers from across the planes seeking out her abode. She cackles and chuckles constantly, but between her ramblings she requests payment in exchange for the divination knowledge she holds. The payment is usually in the form of a body part from some hard to find source – the fingernail of a demon lord, a lock of hair from an archangel, the eye of a sightless froghe moth, that kind of thing. Those that return with the requisite payment earn a glimpse into the past, present, or future that few can rival.

LOST WARRENS OF GAKNULAK

There are few more revered figures in kobold history than mischievous Gaknulak. He was a kobold from the Material Plane who built ingenious traps from the whimsical to the downright lethal, and he won the attention of Kurtulmak, the god of kobolds, with his brilliant trapsmithing skills. Kurtulmak challenged Gaknulak to a contest to see who could build the ultimate trap-filled warren. A series of caves on Khalas, the first volcanic mount of Gehenna, was chosen, and Gaknulak immediately set to devising traps that outdid anything he had crafted previously.

Ultimately, though, Kurtulmak tricked Gaknulak and planned on imprisoning the arrogant mortal kobold in the trap-filled warren. But Gaknulak was able to defeat his own creations, and in honor of the great feat Kurtulmak granted the kobold trapsmith immortal status. The caves filled with Gaknulak's insidious, dangerous, and sometimes wacky traps still lay on Khalas, now known as the Lost Warrens. Gaknulak still drops off treasures within the recesses of the Lost Warrens, and it is said Kurtulmak even hides a few precious items within the tunnels.

NIGHT BELOW

The Dead Furnace of Krangath may be quiet and nearly undisturbed on the surface, but below the cold stones sprawls a labyrinth of darkness-filled tunnels. The most expansive collection of these are known as the Night Below and they form the realm of Shargaas the Night Lord, orc god of stealth and shadows. Special properties embedded within the stones of the Night Below inhibits light of all kinds, dimming it to be nearly worthless – and for those foolish enough to need light, a swift death awaits from the orc hunters and other monsters that patrol the tunnels.

Shargaas keeps a personal sanctuary in the heart of the Night Below. It is surrounded by life-draining patches of pure negative energy that move like wraiths, but beyond sits the treasure trove of a greedy orc god known for stealing what he wants whenever he wants it. Blind albino orc assassins blessed by the Night Lord protect their great god's treasure chamber but are forbidden from touching any of it.

The most insidious monster to stalk the Night Below are the sethalbidad. These insectoid monsters blend into patches of darkness with ease and stalk silently anyone who dares to intrude upon Shargaas' night-filled realm.

It is said that the Night Below contains pools of pure distilled darkness that can be captured in liquid form by the brave or foolish. This concentrated darkness can be utilized as an enhanced component for spells such as *darkness* to create powerful effects. Retrieving such liquid darkness requires facing the minions of Shargaas, and perhaps the Night Lord himself, who is rumored to be able to see out of these pools of darkness.

NIMICRI

In a remote section of Chamada, floating above the volcanic surface hangs a strange sight. It appears to be a fog-enshrouded town on an earthmote that never touches the ground, hanging about 50 feet in the air. Its streets are eerily quiet and the buildings seem deserted, but anyone who travels there meet strange people that welcome travelers with open hospitality. Few escape with their lives after walking the streets of Nimicri, as nothing is as it seems.

For starters, Nimicri is not a town. It's an enormous living mimic that has chosen the form of a town to lure in victims to devour. Any person met in the streets or buildings of Nimicri is likely an extension of the powerful mimic, creating people out of its own mass to lure victims into a false sense of security. Sharp-eyed visitors

may notice that these “people” never lose at least some connection to the ground

Nimicri has devoured enough people that it has accumulated a fair bit of treasure. It's intelligent enough to use the shiny coins, gems, and magical items as a further lure, as its getting harder and harder to fool creatures into stepping onto its streets willingly. For those that do fall for the trap, a messy fate awaits.

PALACE OF THIEVES

Thieves are a natural fit for Gehenna's self-serving and treacherous nature. Nowhere is this better exemplified than the fabulous Palace of Thieves, a grand complex built on a permanently stable slab on Khalas' steep slope. The teardrop shape of the surrounding high walls allows for rockslides from further up break apart without tearing into the main buildings, though many suspect magic plays a hand at keeping the Palace of Thieves safe and secure as well.

Inside is one of the greatest gathering of thieves, cutthroats, knaves, and ne'er-do-wells in all of Gehenna. Rogues from across the multiverse come to the Palace of Thieves to prove themselves to their fellows, to find jobs, to swap stories, and to fence stolen goods. A few shady merchants have setup permanent shops within the palace grounds, catering their services to the surrounding clientele. Those with scruples are ferreted out immediately.

Over it all watches the mysterious Thieves' Guild of Sung Chiang. Though no one official runs the Palace of Thieves, this one band maintains the peace and keeps the palace from collapsing in on itself in a treacherous tumble of deceit and murder. Some have claimed to have seen the perpetually absent Sung Chiang and claim he is a monkey-fiend with eight arms, but many more believe him to be merely a myth, a name passed down to keep the mystique of the Palace of Thieves alive.

Perhaps Sung Chiang is real, and perhaps not. But what is very real are the hundreds of hidden treasure caches scattered about the palace. By ancient decree the cutthroats that came to the Palace of Thieves are forbidden from seeking out others' treasure, a decree enforced by dangerous members of the Thieves' Guild of Sung Chiang. There are loopholes to this decree, however, and many rogues have tried to bring in outsiders as hired muscle to dig up treasure outside the rule of Sung Chiang's forces.

TOWER ARCANE

The Crawling City may be the greatest stronghold of yugoloth construction, but the Tower Arcane holds its most potent secrets and stands as the center of their magical might. Located on the volcanic slope of Chamada in the midst of a raging lake of lava, the Tower Arcane is run by the Arcanaloth Conspiracy. These fiends are obsessed with obtaining knowledge of all kind and secreting it away in the tower's many library halls.

The Tower Arcane is a squat tower made of obsidian that stands barely 100 feet tall. It has no windows and only a single door, with a crumbling stone staircase leading to the great ruby doors. Inside, however, is an expanding space not unlike a *bag of holding*. Great halls filled with books devoted to all manner of subjects lay locked away within the Tower Arcane, kept and guarded by the arcanaloths. Any yugoloth can request information from the Tower Arcane but bribery is required, and the arcanaloths who run it seek only magical treasures as payment.

Beyond the recorded history of the yugoloths, the Tower Arcane is said to hold a copy of every arcane spell in the multiverse. New spells are added to the expansive catalogue on a regular basis, and the arcanaloths are more willing to work with outsiders to achieve their goals than other fiends. Only the foolish enter into such arrangements without precautions however – the treacherous arcanaloths are just as self-serving as their more common brethren.

Vast swaths of the Tower Arcane are devoted to contracts as well. A copy of every contract a yugoloth makes is magically created within the record halls of the Tower Arcane. The record-keeping of the arcanaloths in the Tower Arcane is legendary, and they've been called upon by the Lex of Arcadia as witnesses and evidence providers on numerous occasions. An uneasy alliance exists between the courts of Lex and the arcanaloths of the Tower Arcane, though both recognize the value of the other in a broader sense.

VALLEY OF THE OUTCAST

There are few sanctuaries in the acid-snow filled slopes of Mungoth. Even escaping into the tunnels is a dangerous proposition filled with peril. One of the few respites available to lost travelers is the Valley of the Outcast, magically protected from the acid snow by arcane might, though the hosts of the enormous castle in the center of the valley are not the friendliest. The fire giants of the Scorchscar family, led by their matriarch Tastuo, were exiled from the Plane of Fire long ago and have managed to make a life for themselves on Mungoth.

Tastuo and her sisters are all accomplished wizards who were forced out of the court of Surtur, god of fire giants, for some slight long ago. By divine ordnance they couldn't rest in any place that was not cold, so they found the frozen landscape of Mungoth and decided to make the best of it. They hunt wild beasts in their valley brought in via magic not native to Gehenna, but their magic prevents the acid snow from harming them or their home. Tastuo has several contracts with yugoloths to act as an intermediary as well, so she is on relatively good terms with the local fiends.

ADVENTURE HOOKS

Everything about the nature of Gehenna wears down on good and helpful folk. Adventurers tend to fall into this category for the most part, but there are still elements to the volcanic slopes that can draw heroes from all across the multiverse, whether it's stopping warlords, liberating treasure, or uncovering some planar secret.

TIER 1 (LEVELS 1-4)

There are plenty of ways to involve tier 1 characters in the machinations of Gehenna and its selfish residents. Not all of them involve a trip to the volcanic slopes, especially Mungoth and Krangath which can pose real problems for characters of this tier.

... A desperate man runs to the characters for help. He claim to be pursued by a band of leather-clad, whip-wielding thugs with some dangerous looking panthers. The man is being pursued by a band of Painstalkers of Loviatar, who believe the man to be an escaped petitioner from the Frigid Fortress on Mungoth. This isn't true, so the characters must convince the Painstalkers of the mistake, and then they can help track down the real fugitive. Do the characters release the pitiful escapee into the hands of the Painstalkers? Or do they defy the will of a goddess?

... Something is killing the members of a small town on the outskirts of civilization. The culprit is a pair of barghests leading a tribe of goblins to devour souls, but they have a larger mission as well – to uncover a lost weapon of war believed to be buried under the town's temple. The barghests and goblins have chosen to isolate the town and pick them off one by one, mainly because they are cruel and vicious, but they are not counting on outside help. Can the characters defeat the menace? And is there a weapon of war used by ancient yugoloths buried under the temple?

... A necromancer of Hopelorn has gone out in search of test subjects for necromantic experiments. They've setup a lair in the sewers below a major city and have broken into a series of forgotten crypts, pillaging the corpses for use as experimental undead. The resultant zombies and skeletons are built from divine and arcane magic, making them immune to turning, and granting them the use of limited arcane magic. The monsters are sent out to cause as much mayhem as possible so the characters can get drawn in by rising up to stop the tide of unusual undead. The trail leads to the necromancer's lair but they escape to Hopelorn. Do the characters follow to administer justice? Or do they bide their time until they can learn more about the Lich-Lord's void-filled home?

TIER 2 (LEVELS 5-10)

Characters that advance to tier 2 are able to better withstand and explore the dangers of Gehenna, and they can easily find themselves embroiled in the far-reaching plots of yugoloths and other greedy denizens.

... A hapless rogue comes to the characters asking for their help in recovering a lost treasure hidden away in the Palace of Thieves. He claims to be good with the Thieves' Guild of Sung Chiang and he produces a map of the treasure's location. The ancient decree prevents him or other thieves from getting it so that's why he needs outside help. Is the rogue on the up and up? Or is there a betrayal in the Palace of Thieves waiting for the characters?

... The trail of a missing family leads the characters to a cave with a portal leading to Gehenna, specifically the ruined underground city of the avari. The family are enslaved by the bat fiends along with countless others in a massive operation to restore the city to its former glory, unless the characters can strike a blow against the monstrous avari and their ghoulish appetites. But what greater evil lurks within the temple built out of a single stalactite in the cavern's center?

... In an alley at night the characters witness a horrendous sight – a near invisible sethalbidad strikes down a pair of drunken thugs. Do the characters intervene to save the thugs? The problems grow worse as slayings continue in the town, which turns out to be work of an orc cleric of Shargaas and a band of assassins who were cheated out of a contract by a rival guild. They called upon the Night Lord to deliver vengeance and the distant deity delivered – but now there are too many sethalbidad and everything's gone pear-shaped for the orcs.

TIERS 3 AND 4 (LEVELS 11+)

As their abilities expand, characters of the higher tiers usually begin seeking greater and greater dangers to thwart and challenges to meet. Gehenna has plenty of both!

... A mighty general comes to the party seeking their aid. In a desperate hour of need the general sold her soul to a yugoloth, but in the end her soldiers were victorious without the need of the fiend's assistance. Unfortunately, the contract remains and now the yugoloth has come to collect. The general asks the characters to go to the Crawling City to meet with the yugoloth who holds her contract. Finding the obsidian city on the slopes of Khalas is part of the problem, while navigating the narrow streets is another. Are the characters able to convince the yugoloth to renege on the deal?

... A horrendous problem vexes the party, and one of the only avenues to solving it lies with Laughing Jane in the Hut of Eyes. The cackling night hag in the Mungoth valley demands a strange payment for her information – the tears of a blind demon. Finding such a fiend sends the party around the Lower Planes. Is it a wild goose chase? Laughing Jane's reputation is always to deliver but her words can often be as cryptic as they are helpful.

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters are traveling through Gehenna. Though each layer has its own unique flora and fauna, the table below can be used on almost any of the layers to throw challenges at a band of characters. Two tables are provided, one for the surface encounters and another for underground. Look at each one as a springboard for new adventure ideas, or as a means of highlighting the nature of the plane for the players.

GEHENNA SURFACE

1D100	GEHENNA SURFACE
01-05	A flying formation of slasrath
06-10	A lone mezzoloth separated from its unit
11-15	A wrack shambler rising from a pile of debris
16-20	A night hag in a carriage being pulled by minotaurs
21-25	An assassin looking for the Palace of Thieves
26-30	An oinoloth picking through the remnants of a battle
31-35	Two nycaloths flying through the air
36-40	A vaporous horror sensing nearby life to drain
41-45	The ghost of a defeated wizard bound to the rocks where he died
46-50	A hydroloth enjoying basking on a rock
51-55	An arcanaloth accompanied by a group of mezzoloths cataloguing events
56-60	Mercenary knights of a local warlord patrolling their border
61-65	A group of giants looking to rumble (stone giants on Khalas, fire giants on Chamada, frost giants on Mungoth)
66-70	A succubus on the prowl for a new target
71-75	A piscoloth commander ordering mezzoloth troops in drills
76-80	A band of barghests hunting on the slopes
81-85	An inferno worm sensing movement on the surface
86-90	Lava geyser
91-95	Furnace vent
96-00	Rockslide

GEHENNA UNDERGROUND

1D100	GEHENNA UNDERGROUND
01-10	Several swarm of bats scattering from the sudden movement
11-20	A band of avari hunting in the dark
21-30	A unit of mezzoloths searching for a deserter
31-40	Hungry ghouls protecting their charnel pit
41-50	Bestial minotaurs gone savage and insane
51-60	An enormous fiendish carrion crawler
61-70	A sethalibidad on the prowl for fresh meat
71-80	Furnace vent
81-90	Lava geyser
91-00	An inferno worm bursting from the ground