

AVERNUS CHEATSHEET

- Hideous clouds that obscure the sky
- Frequent meteors crashing into the ground
- Bone fields, quicksand, tar pits, lakes of lava, salt flats
- Ambient light from just below the horizon
- Reeks of brimstone and burning tar
- Hot gusts of wind scour the land

CHARTING A COURSE

- Distances and travel times are always changing.
- When a character wants to go somewhere on the map, they roll two dice depending on the situation:
 - New destination (2d4)
 - Already visited destination (2d8)
 - Led by a native guide (2d10)
- If the two dice match, the characters get to other location.

RIVER STYX

- If in or drinking from river, *feeblemind* spell (save DC 20).
- Water from River Styx loses potency after 24 hours.

TELEPATHIC COMMUNICATIONS

- In the Nine Hells, Archdevils can eavesdrop on *message*, *sending sending stones*, *helm of telepathy*, *serpentine owl*, *orb of dragonkind* and so on.

DEMON ICHOR

- Demon ichor forms pools and small lakes.
- If a creature comes in contact with Demon Ichor, DC 10 Con save (fiends, oozes, plants and undead are immune). On failure, roll on Flesh Warping table (BG:DiA p. 78)

FOOD AND DRINK

- Wisdom (Survival) checks with disadvantage.
- Water and food tastes foul, even if brought from outside.

OPTIONAL RULES

- **Bargains.** If a creature fails a death save, archdevil may offer assistance in return for unnamed task. If character agrees, automatic 20 on next death save. Character falls under *geas* spell (no saving throw allowed).
- **Exhaustion.** Non-evil creatures must make Con saving throw after every 1 hour of travel. DC 10 + 1/hours traveled. On failure, one level of exhaustion.
- **Pervasive Evil.** At the end of long rest, non-evil creature must make DC 10 Wis saving throw. On failure, alignment changes to lawful evil. Permanent if creature doesn't leave within 1d4 days. *Dispel evil and good* reverts alignment.

THE NINE HELLS AND THEIR LORDS

Layer Name	Ruler
1. Avernus (bloated wasteland, few structures and ruins)	Zariel (impatient, temperamental, fallen angel)
2. Dis (sprawling metropolis, mines, workshops)	Dispater (paranoid, curious, loves secrets)
3. Minauros (wretched swamp, cheap and flimsy buildings)	Mammon (greedy, miserly)
4. Phlegethos (volcanoes, taverns, theaters, casinos)	Belial (master planner) and Fierna (manipulator)
5. Stygia (frozen sea, perpetual warzone)	Levistus (imprisoned, master soul tradesman)
6. Malbolge (prison, large, steep mountain, avalanches)	Glasya (unpredictable, rebellious, criminal)
7. Maladomini (war-torn wasteland, archives underground)	Baalzebul (manipulator, liar)
8. Cania (glaciers, ice storms, arcane experiments)	Mephistopheles (arcanist, intellectual, researcher)
9. Nessus (empty, rocky wasteland)	Asmodeus (cunning, persuasive, strategic)

INFERNAL HIERARCHY

Devil	CR	Source
<i>Least</i>		
Lemure	0	MM p. 76
Nupperibo	1/2	MToF p. 168
<i>Lesser Devils</i>		
Imp	1	MM p. 76
Spined Devil	2	MM p. 78
Bearded Devil	3	MM p. 70
Merregon	4	MToF p. 166
Barbed Devil	5	MM p. 70
Chain Devil	8	MM p. 72
Bone Devil	9	MM p. 71
<i>Greater Devils</i>		
Orthon	10	ToF p. 169
Horned Devil	11	MM p. 74
Erinyes	12	MM p. 73
Narzugon	13	ToF p. 167
Ice Devil	14	MM p. 75
Amnizu	18	ToF p. 164
Pit Fiend	20	MM p. 77

WARLORDS OF AVERNUS

- Raggadragga (a **wereboar** with 2 **wereboars**, 2 **wererats** on a *Demon Grinder*)
- Bitter Breath (a **horned devil** with 3 hobgoblins in a *Tormentor*, a **hobgoblin warlord** on a *Devil's Ride*, 2 **hobgoblin captains** and 14 **hobgoblins** on 2 *Scavengers*)
- Feonor (an **archmage** with a **ghast**, 6 **ghouls** and 10 **crawling claws** on a *Demon Grinder*, and 8 **mezzoloths** on 2 *Tormentors*)
- Princeps Kovik (a **chain devil** on a *Devil's Ride* with 2 **bearded devils** also on *Devia's Rides*, 4 **barbed devils** on a *Tormentor* and 8 **bearded devils** on a *Demon Grinder*.)