

Diabolic Contracts and the Lords of the Inferno for RuneQuest

Note!

The races of the Inferno, unlike the races I have detailed thusfar, are the forces requiring worship, not the worshippers themselves. As such, the format of this work will differ in several ways from that of my other 'pantheon books'.

Origins & Mythology

Though they are loathe to speak of their origins, the following facts are known to only a few of the most ancient sages among the dwarves or dragons, and only to those specializing in the Inferno and those who dwell there.

Before Time began, in the Dawn Age, the elder gods dwelt together in the Place Above and prepared for the creation of the world. To aid them in their creation, each created in turn a variety of servants suited to their needs, and set them to their tasks. Among these servants were several names that modern scholars of the Inferno would doubtless recognize as among the current Lords of the Nine.

While Oerth was still new, many of these divine servants were given leave to dwell on the newly created world, until such time as they would be needed for other tasks. For several millennia, members of the Host made homes for themselves upon the world that they had labored to create.

After a time, the gods turned their attention back to the world that they had created and the servants they had left there and what they saw made them greatly incensed. While some of their servants lived in harmony with their surroundings, taking only what they needed, others had warped the land to their own desires, building palaces and monuments to themselves, and daring to proclaim themselves more fit to decide the future of Oerth than the gods who had created it.

To their even greater horror, these wicked servants had grown so powerful that they themselves had created lesser servants to aid them in their evil, and with the strength of their subject's adoration they had grown strong enough to not only resist outright destruction, but to challenge the very gods themselves!

A great war erupted between those servants still loyal and those who sought to rule Oerth themselves, and it went on for millennia before the evil ones were vanquished. Some perished, a few escaped into hiding, but most were captured and called before the Dawn Lords for Judgement.

Still unable to truly destroy most of them, the gods fashioned a special prison for their errant servants and exiled them there, and outside of it they placed wards to prevent their coming forth unbidden. For the forces of weal, the war had ended at last.

Inside the prison, which the servants dubbed 'the Inferno', their war with the elder gods was over, but their war amongst themselves had only begun. Quickly acquainting themselves with their new home, the Host fell upon themselves struggling for power, prestige, and ultimate rulership over their new home.

In the end, order reigned and those in power quickly consolidated their positions. During the war they had learned the various downfalls of their new realm, but they learned the benefits of it as well. Though most of the Host were twisted away from their original forms by the evil and corrupting nature of the Inferno, many of the leaders were powerful enough to either maintain their original forms, or to control their shape so well that they could assume whatever form they wished.

More millennia passed, and the nature of life in the Inferno became more and more rigid as the leadership enforced its decrees with promotions for those who obeyed, and demotions for those who did not. It was with great interest, then, that the first summons was heard and answered.

Legends say that it was Tiamat, daughter of Jo the Ninefold (Dragon who first spoke the words calling forth the one named Asmodeus from his prison. What words were exchanged in that first meeting are unknown, but soon thereafter Tiamat grew powerful and claimed dominion over the chromatic dragon species.

In the (Dragon Age, many of Tiamat's mortal children called upon Asmodeus and his fellows, and it is doubtless from

records of these early summonings that the young races of today have learned the names and rituals necessary to call them forth anew. For her services in spreading such knowledge, 'Ciamat was ultimately given the domain of Beherit, Asmodeus' closest rival, to rule over after she tricked him into becoming her servant.

Today, the names of the diabolic Host are known to many, but whispered when spoken at all. Centuries of calling them forth by ritual have weakened the wards that bind them, allowing the greatest among the Host to send their vassals out into the Middle Realm even if they still cannot leave themselves without a proper summons.

Of all the peoples of the Flanaess, only the members of the Horned Society openly worship the Lords of the Nine, though it is whispered that many folk in other lands call upon them as well. The true extent of their temporal power may never be known, but it is a chilling sign that the Heirarchs of the Society of Horns blatantly take pride in the service of such evil.

Diabolic Contracts

Though some might question the wisdom of it, countless mortals across the ages have offered their souls to the Lords of the Nine for increased power in this life.

Though carefully guarded, the secrets of summoning the diabolic Host resurface from time to time, to be learned anew by incautious sorcerers and others seeking a quick and easy path to power.

Whenever a mortal seeks to entreat the Lords of the Inferno, he must make certain preparations. A Circle of Protection must be inscribed (in which the petitioner must stand), as well as a Chaumaturgic Triangle in which to hold the summoned fiend (the Inferno is a lawful domain, so a triangle is an effective barrier).

Coupled with these physical trappings are the proper spells and the willingness to enter into the bargains the Lords of the Nine will demand in return for their services.

A diabolic Contract typically takes two forms.

A **Lesser Contract** generally requires the summoner to bargain with the arch-Devil for the granting of a single boon. This could take the form of increased abilities,

skill mastery, spell knowledge, or the services of a minor imp or other minor devilkin.

The cost for such a service is typically measured in POW (how much depends upon both the arch-Devil in question and the perceived suitability of the summoner) and a minor blood sacrifice (a single human soul is generally sufficient).

A **Greater Contract** is far more demanding. In such a contract, the arch-Devil promises greater aid, often in the form of service, against which the summoner pledges his very soul. A Greater Contract is generally sealed in the blood of many sacrifices, and with the gift of a Talisman from the arch-Devil to the summoner.

The powers of these Talismans are twofold.

First, it serves as a link between the summoner and his new liege, allowing him to request aid or information as needed. Each use of the Talisman in this way requires the sacrifice of a single point of POW, which may be drawn from that contained within the Talisman (see below).

Secondly, it serves as a receptacle for the mortal's soul. Each time the summoner receives additional POW, it is drawn within the Talisman, providing the summoner with several benefits:

- The Talisman will serve as would a bound POW spirit, providing a self-renewing source of magic points.
- Unlike a bound spirit, however, the holder of a Talisman may use the POW stored there for the purpose of contacting their liege, forging enchantments, or any other use to which the caster's own POW could be used, except that he cannot apply the POW within the Talisman for spell defense (i.e. POW vs. POW rolls).
- The summoner in question may even draw more POW from the Talisman than he himself has residing there, but this is fraught with danger. For each such point of POW the mortal is in arrears, there is a 10% chance that the arch-Devil with whom he has bargained with will notice and come to claim his soul in full.
- If, at the time of the mortal's eventual death, the POW contained within is equal to at least twice that which he possessed at the time of his original bargain, he will be given a place in the arch-Devil's retinue as a minor

devil instead of becoming one of the lost souls (lemures) tormented by the denizens of that realm.

It is important to remember that while the Lords of the Inferno are creatures bound by Law, they delight in twisting the spirit of any bargain for their own ends. They are not above manipulating their servants against one another, so that one might draw upon more POW than they possess and then be ripe for harvest, as it were.

Lost or Stolen Talismans

It is important to note that if the diabolic servant loses his Talisman, he is in the gravest of danger until it is recovered. Each day that the Talisman is separated from his immediate possession, he must succeed in a POW check or lose 1D2 POW (lost POW goes to fill the Talisman).

If another gains the Talisman and can divine its use before the original owner recovers it, he may use the Talisman as a link to the original owner, and may cast magic against him at any range as though he was touching him physically (resistance still applies, however).

He may also use any of the POW stored within just as if he were the legal owner. Each such use, however, carries a 10% chance that the devil in question discovers that the powers are being invoked by someone other than the 'authorized user', and sends his servants out of the Inferno both to recover the Talisman and the soul of the individual he originally bargained with.

The individual invoking the powers of the Talisman will also be sought by the servants of the devil in question, though depending on the uses the Talisman has been put to, the devil in question might well offer that being a bargain of his own...

Unique Metals of the Hells

The two most commonly bartered metals of the hells are **Arjale** and **Cauntulhor**. The properties of each will be discussed below.

Arjale is a dull, lustrous black in color, with only two-thirds the weight of iron, and capable of holding a fine edge (plus 1 to damage). When alloyed with iron, it takes on a greyish-green color and also becomes quite supple and flexible (in this form it is sometimes called *dajavva*).

Cauntulhor looks much like steel, only with a deep red marbling. While it has the same weight as iron, weapons and armor fashioned from this metal possess almost twice the normal AP for an implement of their type (1.8x normal). When alloyed with bronze or brass, the red marbling becomes even more pronounced and quite beautiful to behold - even to the jaded tastes of the diabolic races.

The Nature of the Inferno

The following is a list of the names of the layers of the Inferno, their nominal rulers, and the nature of the souls that congregate there.

While originally constructed to hold only the diabolic Host, many souls have been drawn there across the millennia. Originally they were souls with outlooks and beliefs similar to those of the Host imprisoned there, but active summonings of the Host from across the Multiverse have caused many to be condemned there for the crimes of dealing with or serving the Host in whatever fashion.

Layer	Ruled By	Attraction
Avernus	Tiamat	Apathy
Dis	Dispater	Lust
Minauros	Mammon	Avarice
Phlegethos	Belial	Gluttony
Stygia	Geryon	Fraud
Malbolge	Moloch	Anger
Maladomini	Baalzebub	Violence
Caina	Mephistopheles	Heresy
Nessus	Asmodeus	Treason

Modern Diabolic Viewpoints

The Horned Society

What Your Father Told You

Who are you? - I am Misha Kalyeta, High Inquisitor of the city of Molag.

Who are we? - We are of the House Kalyeta, who have served Belial and the Hierarchs for the last thirty years as inquisitors for the city government.

What makes us great? - Our service to our patron is our greatest virtue; with his grace, we have risen to the very peak of society. Your uncle Piet will likely become Hierarch when "F" is taken, and our father's father now serves the Prince of Pain as one of the Bearded Ones.

Where do we live? - We live in the lands of the Society of Horns, on the plains between the Deng and Ritensa rivers.

What is important in my life? - If you are to continue the tradition of our House, then you must study the functions of the body, and the mechanism of pain. You must put aside any traces of mercy, kindness, or frivolity; you are Kalyeta.

Who rules us? - We are ruled by the Thirteen Hierarchs. It is forbidden to speak their names, so I shall not.

What is evil? - Weakness and disobedience are the greatest evils, my son. Heed well the commands of those above you, and do not suffer insubordination from those who serve beneath you. The people of the southlands are soft and weak; in the due course of time they shall come to us for leadership, but that time is not yet come.

What is my lot in life? - If you have the stomach for it, our House is known throughout the Flanaess for its skills in wringing information from even the most recalcitrant man, woman, or child. Or, if you so desire, I have influence with several generals or bandit chieftains - a young man with a ready sword-arm and skill in the goblin-tongues can always find work.

How do we deal with others? - We take what we want, when we want it, from whoever has it. Strength and power are the only important things in life, and our people have both in abundance.

Who are our enemies? - We have no enemies worthy of the name. We have raided the Tenna, and the Weguir, and the Shield-folk. Doubtless they fear us greatly, and plot our downfall, but they are impotent before the Lords of the Nine.

Who are our gods? - In the temple district, you will see many houses devoted to the Reaper, Nerull, as might spot the few devoted to Asmodeus. Most of the forces our people serve are worshipped privately, out of the view of prying eyes. In the deepest basement of this manor lies a chamber I will someday bring you to, where our Lord Belial is called forth. When you are ready, you too shall call upon him, and if you can bear the price of his favor, then you too shall join the family business and learn the secret arts of pain and questioning.

A Note on Runes, Spell Stacking, and Power Levels

For game purposes, gods are defined by the Runes they hold. Ownership of a specific Rune enables a god to grant certain types of spells, and in most cases defines the Virtues that god will require. Characters who are away from a region where their own gods are worshipped may, in certain circumstances, renew appropriate spells in a temple of another god, if that deity shares at least two Runes in common with their own deity. (Note that this means that followers of a 1 Rune deity cannot renew spells except at their own temples).

Spell Stacking

The number of Runes a deity holds also defines the spell stacking/variable spell limits for that deity. In general, a deity's stacking limit is equal to the number of Runes he is defined by plus one.

[Example: Kelanen, the Sword Lord, possesses the Rune of Death. His followers could learn Bladesharp 2, a variable spirit spell, or stack 2 castings of the Banish Spirit spell (even though it is loaned by Zodal, this rule applies).]

A special case exists where the deity in question has the Rune in question doubled: this means that the deity is the absolute owner of that Rune, and can grant his followers unlimited levels of variable spells or has no stacking limits on the divine spells linked to that Rune.



Asmodeus

Asmodeus is the undisputed ruler of the Inferno, as well as the Master of Evil.

Cult in the World

As the ruler of the Nine Layers of the Inferno in general and it's lowest layer (Messus) in particular, Asmodeus is the ultimate politician. Suave and witty on the surface, he is always cold and calculating underneath, allowing nothing to escape his notice.

Asmodeus is popular among politicians, soldiers and bureaucrats, as well as anyone who seeks to improve their own lot in life through an exercise of power. As Messus is the domain of those who were Treasonous in life, it is expected that the inhabitants of the pits of Messus are the most duplicitous of any to be found in the Multiverse.

Asmodeus' cult has no High Holy Day, but each of his followers generally honor the night of their first bargain with the Master of Evil as such. No records exist of any temples to the Prince of the Inferno, as shrines predominate in this cult.

Similarly, followers of Asmodeus have no standard of dress by which they can be recognized, though they all must protect the Talismans they have been granted with their very lives.

Manifestations

Arguably the most handsome of the diabolic coiterre, Asmodeus has pointed ears, two small horns rising from his temples, and a full, arrow-shaped goatee. His eyes are dark, and seem to swirl with an even deeper darkness within.

His mode of dress is always at least faintly regal, featuring silks, velvets, furs, and much jewelry. He also carries with him his Rod of Office, an opaline tipped device of pure ruby.

Brimstone and black fire typically accompany his appearance in the world, as do myriad tiny devilkin, which seem to swarm about him like evil flies.

Lesser Contracts - Initiation

Requirements: Those seeking to forge a Lesser Contract with the Master of Evil must first have proven their worth by exceeding their former station in life at the expense of another, all without having been caught in the act.

Asmodeus will grant the following boons for the listed POW sacrifice.

- 1) Increase APP by 1 point.
- 1) Increase Communication Skill Modifier by 5.
- 1) Increase Perception Skill Modifier by 5.
- 3) Mastery of any one Communication or Perception Skill known to at least 25% by the supplicant.
- 3) Provide the supplicant with the services of a single imp for life.
- 6) Provide the supplicant with the services of a single spined devil for life.
- 6) Provide the services of a single Pit Fiend for a period of one day.

Skills taught by the cult include Fast Talk, Orate, Seduce, Speak Languages, Evaluate, Lores (Diabolic, Human, Magic, Million Spheres, Spirit), Read/Write, Conceal, Listen, Scan, Sneak, and Ceremony.

Greater Contracts - Priesthood

Requirements: Those seeking to forge a Greater Contract with the Prince of the Inferno must qualify in the same way as one seeking a Lesser Contract, but on a grander scale.

Most texts additionally require the supplicant to offer no less than fifteen maidens in the initial summoning of Asmodeus, but in truth only one is required if she is of noble blood. As a bonus, one third of the noblewoman's APP will serve as the initial POW contained within the Talisman, which takes the form of a large ruby.

Those who serve as priests of the Master of Evil are expected to offer annual sacrifices to their Lord, and to seduce others to their master's service as well.

Virtues for the Servants of Asmodeus include: Indulgent, Manipulative, Proud and Social.

Common Divine Magic: all

Special Divine Magic: Capture Spirit, Coerce, Command (Spined Devil), Corruption, Divination Blank,

Seal Tongue, Summon (Spined Devil).

Additional Notes

While not a specifically sorcerous cult, Asmodeus does have many worshippers who are sorcerers.

Common Vows for such followers include: Adulation, Carnivorism, Devotion, Gluttony, Lawspeaker, POW Gift, and Rituals.

Common Specialties include Autotheist, Conjurer, Enchanter, and various Warlock types.

Spirit of Reprisal

Alastor the Grim: Asmodeus' spirit of reprisal is an enormous Pit Fiend, his principal executioner within the Inferno and beyond. Anyone who has betrayed the cult can expect a visit from this scarred monster, who will attempt to rend them limb from limb.

Associated Gods

None. However, the politics of the Inferno are such that sometimes other spells become available for a short period.



Armaros is known as the Resolver of Enchantments, and is the single most magically powerful of all of the Inferno's denizens.

Cult in the World

Armaros is a Greater Devil, one notch below the arch-Devils on the diabolic pecking order, but nearly the match of any in power.

Sought out by sorcerers and wizards more than any other devil, he respects skill and ingenuity in those who seek to serve him, and woe to any bumbler who invokes the rites to summon him!

Those who have made bargains with Armaros are expected to renew their fealty on the anniversary of the original meeting, for Armaros only favors his followers with gifts that last a year-and-a-day.

Manifestations

Armaros' most common form is that of a bearded grey-skinned human male with a large pair of darker grey bat wings folded behind him. His horns are short and forward-thrust, and his eyes are a brilliant blue-green.

He is typically garbed in a simple leather tunic or dark brown, with a weapons harness of shiny black leather as well. From his belt hang a variety of pouches containing spell components, as well as a variety of inks, quills, and sheets of human skin upon which to record any new spells which he encounters.

Armaros always appears to be shrouded in mist or smoke while present in the world.

Lesser Contracts

Requirements: Those seeking to enter into a Lesser Contract with Armaros must be magically active, and have mastered at least one spell and/or Art. (Magicians with the Magic Ineptitude disability need not apply!)

Armaros will grant the following boons for a year-and-a-day, if the appropriate POW sacrifice is made:

- 1) Knowledge of an unknown Art (the supplicant must still develop his own skill)
- 1) Knowledge of a rare spell (the supplicant must still develop his own skill)
- 3) Grant the service of an imp to serve as a familiar (such service does not require the supplicant to cast Create Familiar or other spells).
- 3) Provide Mastery of any Art.
- 3) Grant Mastery of any spell known to the supplicant (while in effect, no skill gains possible).
- 3) Knowledge of a exotic spell. (the supplicant must still develop his own skill)

If not renewed, all skills, knowledge, and whatnot fade completely from the mind of the supplicant, who must begin again from scratch if he later decides to renew his bond with Armaros.

Greater Contracts

Requirements: Those seeking to draw up a Greater Contract with the Resolver of Enchantments must possess unparalleled devotion to their craft. Part of the price Armaros will demand is a unique spell, in addition to a sacrifice of a number of magical enchantments equal to the POW of the

supplicant. (He need not have created the enchantments himself, however).

Those who have entered into a Greater Contract may obtain all of the benefits listed above at the rated costs, but need not renew them annually. In addition, the Talisman provided by Armaros will have two additional effects.

First, for every three points of POW it contains, the bearer will automatically be able to add one Art level to any and all spells he casts.

Secondly, by expending two points of POW contained within the Talisman, any spell cast by the bearer ignores any and all magical protections of the target, including Countermagic, Castback, Resist Magic, Shield, etc..

Armaros' Talismans are generally made from leather and bronze, with bits of bone forming symbols or glyphs upon the face.

Spirit of Reprisal

None: Armaros' solitary nature and outcast status precludes his having servitors to send against those who displease him, but he can turn the power of the Talisman against the bearer and cause them to be permanently afflicted with six levels of the Magical Ineptitude disadvantage.



Baalzebul

Known as 'The Lord of the Flies', he is the ruler of the seventh layer of the Inferno (Maladomini).

Cult in the World

Maladomini is considered the domain of those who were violent in life, and it is a grim, forbidding place. Baalzebul and his legions of Malebranche torture in the afterworld those who took no joy from life; those who were angry, sullen, or callous.

Those who seek Baalzebul's favor must be willing to give themselves over to violence and anger, in this world and the next.

Manifestations

Baalzebul is one of the more horrid of the arch-Devils. His tall, powerful frame is human enough, but his head boasts two large multifaceted eyes and he has two large bull-like horns projecting upwards from where his ears would otherwise rest. His mouth is wide and full of tiny, pointed teeth, as well.

He usually appears wearing black iron bracers and fine, rippling clothing of black and green; on close inspection, it is not clothing at all, but a crawling mass of flies that contains itself into the semblance of clothing.

Baalzebul's appearance is always accompanied by a fearsome stench of sulfur and worse, and a nearly subsonic buzz which rattles the teeth of anyone within 100'.

Lesser Contracts

Requirements: Those seeking to entreat Baalzebul for a boon must have at least a score of at least 12 in any two of the Angry, Cruel, Destructive, Misanthropic, or Warlike virtues.

Baalzebul will grant the following boons for the POW costs listed below:

- 1) Raise one of the required virtues by 3 points.
- 3) Raise any one weapon skill by 50%.
- 3) Imbue the character with a Berserking skill of 3d6%. (Character can then fight as if under the spell Berserk for a number of rounds equal to 1/5th their actual skill %age.
- 5) Grant the supplicant the services of a single Malebranche for one year's time.

Greater Contracts

Requirements: Baalzebul will only consider a Greater Contract with those who have at least an 18 in any three of the Angry, Cruel, Destructive, Misanthropic, or Warlike virtues. In addition, the supplicant must offer up as a sacrifice every living member of his own family.

Those who have forged a Greater Contract with Baalzebul may sacrifice the POW within the Talisman for all of the above purposes, and also gain the following benefits.

By expending two points of POW from within the Talisman, the caster can cast the Weaponmight spell.

For every three points of POW contained in his Talisman, the supplicant is considered to have one casting

of the Ferocity spell available for his use once per turn.

Finally, any weapon held by the bearer of one of Baalzebub's Talismans is considered to be under the effects of a Bladesharp 3 spell.

Baalzebub's Talismans are constructed of arjale, and features a series of sharp barbs ringing its circumference.

Spirit of Reprisal

None: Should one of Baalzebub's supplicants do something to compromise his interests, Baalzebub merely removes all the benefits the supplicant has gained in his service, including all skills, virtues, and servants.

He does not, however, do anything about the numerous enemies his supplicant has made, except, perhaps, to watch with great amusement as they come to even the score...



Belial is the Lord of Phlegethos, the Inferno's fourth layer. He is known by many titles, but his best known is 'the Lord of Pain and Sufferings'.

Cult in the World

In all the Million Spheres, the name of Belial is always acknowledged among the greatest artists of pain. From his fell palace of Abriymoch, he supervises a vast landscape of punishment and torture, where multitudes of Barbed, Bearded and Bone devils compete amongst themselves to perform the most cunning act of cruelty upon the damned souls in Belial's domain. As most of these souls arrived in the Inferno for the sin of Gluttony in life, it is only fitting that they be tortured to excess in the afterlife.

Belial is favored as a patron among executioners, torturers, and sadists of all kinds. Each, for their own reasons, seek to learn the secrets Belial can impart, and are willing to pay whatever cost to learn them.

Manifestations

Belial's preferred form is that of a dark, handsome humanoid with long hair, muttonchop sideburns, and a wide

goatee all the color of ash. His large, slanted eyes gleam a luminous cherry red, and his ears curve to a fine point.

While upon this plane, he is typically garbed in a scaled vest of some reptilian hide, and a kilt of leather and brass. Around his neck he typically wears an iron amulet that glows cherry red, and from time to time small puffs of smoke or steam can be seen to rise from it as it chars the flesh directly underneath.

Belial's manifested form is always accompanied by the scent of fear; a miasma of sweat, urine, and the fumes of burning flesh and hair.

Lesser Contracts

Requirements: Those who would enter into a contract with Belial must first be willing to sacrifice some small part of themselves in addition to any sacrifice of POW. Typically, the supplicant is required to bite off one of their toes or a finger, but in some cases Belial may demand an even more grievous price, depending on his past relationship with the supplicant.

Bearing this in mind, the following boons are available for the listed amount of POW (physical sacrifices left to the imagination of the GM).

- 1) The touch of the supplicant's bare hands acts as a Disruption spell (normal saves apply).
- 2) The touch of the supplicant's bare hands acts as an Ignite Flesh spell (normal saves apply).
- 3) The touch of the supplicant's bare hands acts as a Torture spell (normal saves apply).
- 4) The touch of the supplicant's bare hands acts as a Break Body spell (normal saves apply).

Greater Contracts

Requirements: As with a lesser contract, those who seek to forge a more lasting arrangement are required to give of themselves in terms of both physical suffering and POW. They must submit themselves to the attentions of one of Belial's more talented subjects for a period of six days and survive the experience.

Each of the supplicant's attributes (except POW) will be tested as though affected by a Corruption spell, except the loss or gain of stats is only temporary. Once this torture is complete, the supplicant will henceforth be able to summon his tormentor at a cost of 3 POW from his Talisman to

perform the same 'service' on another of his choosing. Such an experience typically gives the supplicant enough 'hands on' experience to qualify for an experience check for each day in the Torture skill.

Other powers of Belial's Talismans include:

All of the powers above (with no save possible if an additional point of POW is sacrificed when the target is so touched).

Anyone slain by the supplicant through the use of the powers of the Talisman can be raised as a wraith for the cost of 2 POW from the Talisman (which also allows the bearer to command wraiths, (as per the Command Wraith spell) for free).

By expending 1 POW from the Talisman, he may enchant any weapon with a special form of the Pain Blow spell. Said weapon will only work in the hands of someone bearing Belial's Talisman, and it must be fueled with 4 magic points each time it is used.

Belial's Talismans are constructed of black iron, and give off just enough heat to be uncomfortable to wear.

Spirit of Reprisal

Duke Zaebo: Belial's most talented subject is Zaebo, a mighty pit fiend. Anyone who displeases Belial (by showing mercy, etc.) will receive a visit from Zaebo before the dawn of the following day.

Zaebo will cast an unmodified Corruption spell at the offender, and then spend the next 206 rounds attacking with his whip (135% skill). Each strike of the whip acts as a Wither spell, backed by Zaebo's POW of 24.

to know the names (and often the Truenames) of a great variety of devils, spirits, and creatures throughout the Inferno.

It was because he would trade this knowledge to mortals that he was banished; but it was that he preferred to give the names of only female devils that he is so vilified. Asmodeus, mindful that Jaqon had some use left in him, but wanting to make his exile a punishment, changed his name (and his Truename) to make summoning him more difficult.

Unhappy in his exile, Dagon is still summoned on occasion by the rare few magicians who have learned his new proper name (and who do not mistakenly summon the Demon Prince who shares it with him!). He is known to offer great wealth to any who would be willing to open a gate to allow him passage to the Middle Realms (as he is wont to call them), but the cost of such a gate (over 15 POW) makes this unlikely, at best.

Manifestations

Dagon's form is best described as that of a satyr or faun, only cherry-red and hairless except for a mop of frizzy black hair on his head.

Due to his current status in the Inferno, Dagon seldom has more in the way of finery than a breechcloth and weapon harness, both usually somewhat stained and ill-kept.

Unlike most other diabolic creatures summoned into the world, Dagon's form is not accompanied by flames, stench, or smoke. Instead, a cloying, sickly-sweet aroma fills the air, carried by a soft breeze which blows in whatever direction Dagon happens to be looking at the time.

Lesser Contracts

Requirements: Dagon, though an outcast, knows the value of what he has to offer. Those who wish to deal with him must offer equal worth, plus a little extra, to make it worth his while. He will offer the following information/services in exchange for **both** the listed POW sacrifice as well as an equal number of Truenames he does not possess.

- 1) The Truename of an MTC or POW spirit of maximum potency.
- 2) The Truename of a Magic Spirit of maximum potency, or a kilogram of arjale of tauntalor ore.
- 2) The Truename of an MTC or POW spirit more powerful than 'normal',



Dagon (Jaqon)

Formerly known as Jaqon, Dagon is the Greater Devil most often sought by those who seek substances or information found only in the Inferno.

Cult in the World

Among the Inferno's outcasts, Dagon has the rare distinction of being the single most hated by his own kind. Formerly serving as Herald to Asmodeus, it was Jaqon's job

- 3) The Truename of a 'least devil' (imps or spined devils), or a Magic Spirit that knows a desired rare spell.
- 5) The Truename of a 'lesser devil' (abishai, barbed, bearded, bone, erinyes), or a Magic Spirit that knows a desired exotic spell.
- 7) The Truename of a 'greater devil' (ice or malebranche - even Dagon is not so foolish as to bandy about the names of the pit fiends for less than the cost below!)
- 9) The Truename of a pit fiend or other 'unique' Greater Devil.

Greater Contracts

Requirements: Dagon's desire to escape the boundaries of his current situation have left him desperate; as such, his price for a Greater Contract is no less than a gate leading out of the Inferno.

None yet have been willing to pay so dear a price, but Dagon continues to hope for his release.

Spirit of Reprisal

None: Dagon simply does not have any servants of note, and his current status precludes his leaving the Inferno to seek redress.



The Lord of Dis, the Inferno's second layer is Dispater, who rules over the fabled Iron City.

Cult in the World

Dispater is well regarded as one of the easiest arch-Devils to lose one's soul to, as he willingly caters to whatever lusts a mortal harbors in his heart of hearts. For those willing to pay Dispater's price, no fantasy is impossible to make reality.

The only catch, of course, is that Dispater can only provide 'things'. He cannot make you smarter, or wiser, or turn you into a king. And while he might not be able to make the woman of your dreams love you, he **can** provide a

woman who looks just like the one you seek, who will act in all ways as though she were the one you desired.

Manifestations

Dispater is among the more humanoid arch-Devils, possessing a stern, rugged face on a head that is bare except for a pair of small pointed horns and a small goatee. A long tail descends from beneath his robes, and his left foot (only) has the appearance of a cloven hoof.

Dispater commonly wears satin robes of dark purple, accentuated by shoulder boards and cuffs of shiny black leather in a dragon-wing motif.

Dispater never appears alone when manifesting in the world, typically he is accompanied by at least two of his loveliest erinyes, who will fawn over their master as he speaks with whomever has summoned him. Both will, when their master's attention is diverted, glance at their master's summoner with wanton eyes and lick their lips or caress their own bodies suggestively.

Lesser Contracts

Requirements: Those who seek Dispater's assistance in making their dreams come true must be prepared to meet his price in both POW and 'other considerations'.

Dispater's gifts are ephemeral at best. Lesser Contracts all have varying expiration dates, after which the summoner must renew the contract if he wishes it to remain in force. At such a time, Dispater will often send one of his servants to visit his clients, to remind them that it is time to renegotiate the contract with their master.

Each such renewal typically costs 1 POW additional to the prior contract, for 'maintenance costs', as Dispater puts it. The following services are available at the initial costs listed below:

- 1) For this cost, Dispater will provide a sumptuous feast, a banquet beyond compare. Food enough for a small army will be provided, all of it delicious and expertly prepared.
- 1) A single night with the loveliest of Dispater's erinyes, during which she is the summoner's to command.
- 3) The services of an imp, for one year's time.
- 5) The services of a barbed or erinyes devil, for one season.



Duskur

Greater Contracts

Requirements: Those who would enter into a Greater Contract with *Dispater* must possess a score of at least 14 in the *Indulgent* virtue.

Dispater likes those mortals who have tastes like his own; lusts should be fulfilled, not repressed. But it is not enough that *Dispater* gains the souls of those who serve him directly, he expects his servants to bring him even more souls if they are to truly be bound to a Greater Contract with him.

Dispater's *Talismans* allow the bearer to summon an *erinyes* to their own service for a period of 1 year for only 3 *POW*, and can summon a banquet for the cost above. Unlike those who enter into a *Lesser Contract*, the cost does not rise with each summons (as the summoner's soul is already guaranteed to *Dispater* upon their death).

Additionally, the bearer of one of *Dispater's* *Talismans* is authorized to grant the services listed under *Lesser Contracts* to another, for the costs stated above, to be born by the receiver of the gift. In this way, *Dispater's* servants can damn those around them in addition to themselves, without giving away the secrets of making a better deal directly with their master.

Dispater's *Talismans* are circles of cold iron, within which is stretched a membrane of human skin. Markings on the flesh within reflect the current *POW* stored within, as well as the amount of time that has passed since the summoner first bargained with *Dispater*.

Spirit of Reprisal

Duke Citivilus: *Dispater's* primary messenger is *Citivilus*, a smallish devil whose form partakes equal parts of both *Dispater* and a satyr. *Citivilus* is a master wordsmith, and can befuddle or demoralize any creature merely by speaking with them. He typically visits those who have made *Lesser Contracts* with his master, informing them that the time of their contract is nearly up.

When encountered as a *Spirit of Reprisal*, *Citivilus* likes to make the punishment fit the crime. Those guilty of failing to keep their concubines suitably entertained may be spirited off to serve another's fantasies, and one who has misused an *erinyes* will be given over to her sisters for their own amusement...

Duskur is another of the *Inferno's* outcasts, known by most as merely the "Dark Lady".

Cult in the World

One of the few female devils commonly summoned into the world, *Duskur* has needs that are unique, to say the least.

Those who have made a study of this she-devil know that while many courted her, she would have the company of none, choosing instead to chart her own course. While she will not tolerate the fellowship of her own kind, she does surround herself with undead, which she creates from the bodies of those of her own kind foolish enough to cross or molest her in her wanderings.

She knows the secrets of creating and controlling most forms of undead, and will share that knowledge with mortals for the proper price...

Manifestations

Duskur could be mistaken for a normal human woman of exceptional beauty, except for the snow white color of her skin, her smoky-grey leathery wings, and her eyes... deep pits of inky blackness. Her hair is long and black, and worn straight.

Her only clothing is typically a silver-grey hooded cloak, worn more to cover her wings while not in flight than from any sense of human modesty.

A deep chill always accompanies *Duskur's* presence in the world, tinged with the scent of a freshly dug grave.

Lesser Contracts

Requirements: Those who would forge a *Lesser Contract* with *Duskur* must be willing to make a few sacrifices; your family will do for a start. The attrition on her undead servants in *Avernus* is considerable, so she is always in need of fresh corpses...

Duskur will provide the following services if gifted with the appropriate reward of *POW*:



Geryon

Ruler of Stygia, the Inferno's fifth layer, Geryon is widely regarded as the Lord of Fraud.

Cult in the World

Geryon rules Stygia from the Fortress of Cantlin, where his commands are carried out by legion upon legion of spined devils, under the supervision of bone or malebranche devils. In addition to these diabolic forces, Geryon can call upon a magical horn that can summon a number of minotaurs to serve him as well.

While Belial takes the souls of those who were violent, and Dispatier claims the souls of the lustful, Geryon is given charge of those who lived by fraud. Thieves, some politicians, moneylenders, and all manner of charlatans and liars find their way to his frigid, watery realm, there to be eternally tormented for the lives they ruined for their own aggrandizement.

Manifestation

Geryon is one of the less anthropomorphic arch-Devils, possessing a stinger-tipped snake body, two gorilla-like arms, huge bat wings, and a human head with a face that has been described as "honest, trustworthy, and guileless" - the greatest fraud of all, to those who know Geryon well!

Lesser Contracts

Requirements: Those who would make a bargain with the Lord of Fraud must already be conversant in some aspect of it already; Geryon expects to render service, not to train anyone. Geryon will reward those supplicants he deems suitable by providing the following gifts in exchange for POW:

- 1) The services of an imp for a year. It will serve as a familiar and advisor.
- 2) Geryon will give the supplicant a new face, or a new voice (but not both). They may be the face or the voice of anyone the supplicant knows. All changes made will fade in one year's time unless a new contract is negotiated.

- 1) She will teach the supplicant the means of creating a special unguent that when rubbed onto the bones of a skeleton will give the brittle bones 1d4 AP.
- 2) She will teach the supplicant the ingredients for a special bath that will greatly preserve the corpse of any zombie or ghoul, giving it 1d8 AP.
- 2) She will teach the supplicant the secret language of ghouls. In most cases, this will allow the supplicant to converse with them in a friendly fashion, and if well fed, they may agree to serve the supplicant so long a food is provided daily.
- 4) For this gift, Duskur will teach the supplicant a special version of the various 'Create (ghoul, skeleton, zombie)' spells, except that instead of animating a single undead, they will effect 1d4 individual corpses.

Greater Contracts

Requirements: Those who would seek to forge a Greater Contract with Duskur must be prepared to sacrifice those around them at a moment's notice to the needs of their mistress.

Those whom Duskur has favored with a Greater Contract gain several special abilities, first and foremost of which is immunity to all of the special attack forms of the various types of undead. This includes possession by ghosts (only), the howl and bite of ghouls, the touch of a liche, and the touch, bite, and stare of a vampire.

By expending 1 POW from their Talisman, they can Command these types of undead as per the divine magic spell.

For the cost of three POW from their Talisman, they may utter a curse against a specific individual or against a family, with varying results. An individual can be cursed with vampirism if he dies within 24 hours. A family can be cursed with a malignant ghost, usually the spirit of someone whom the family has wronged in the past who comes among them to wreak vengeance for the wrongs that were done.

Duskur's Talismans generally take the form of a small (1/3rd size) human skull made of silver with black opals for eyes. From time to time, the skull may speak (via telepathy) to its bearer, and demand the death of someone in the bearer's presence. Failure to comply with this demand usually dooms the bearer to death and reanimation as a vampire or mummy.

- 4) Geryon will sculpt a new body for the supplicant, using the old one as a template. All changes made will fade in one year's time unless a new contract is negotiated.

Greater Contracts

Requirements: Those who are willing to 'forge' a Greater Contract with Geryon must be willing to sever all the ties with their old lives, for it is Geryon's will that once they have pledged their souls to him, that they have no identity beyond his service.

Stripped of their identity, Geryon's servants are henceforth forced to live by their wits, through an endless series of lies and deceptions designed to defraud those around them into believing the lies that they spread. Geryon's Talismans grant the following abilities to their bearers:

Lies told by the caster never register on any Truth detection spell, unless that spell is stacked with more points than are points of POW present in the Talisman.

By expending one point of POW from the Talisman, the bearer can create an effect identical to the Conceal Identity spell.

By expending three points of POW from the Talisman, the bearer can create an effect similar to the Divination Blank spell.

Geryon's Talismans typically take the form of silver prisms, with an emeralds and rubies.

Spirit of Reprisal

Duke Amon: Geryon's most favored vassal is Amon, the wolf-headed greater demon who leads numerous companies of bone devils on his behalf.

Those who have displeased Geryon would do well to seek shelter when they hear the baying of wolves in the distance, for Amon can command every wolf within a mile of his location, and he relishes hunting mortal prey.



Consort to Moloch, Lilith is widely regarded as the patron of many witches across the Flanaess.

Cult in the World

While not as magically adept as Armaros, Lilith is nonetheless highly sought as a patroness. She knows many secrets, and is willing to teach them to mortals if they are willing to meet her price.

Manifestation

Lilith is widely regarded as one of the more beautiful she-devils. The Princess of the Inferno generally takes the form of a red-skinned woman of giant proportions, with lambent white eyes, black hooves, and a serpent headed tail. Cloaking her naked body in darkness and shadows, one can still easily detect the delicately curved horns beneath the mass of luxurious black hair on her head.

When summoned to this plane, light sources (even magical ones) dim perceptibly, and small flames are usually extinguished outright. She always appears carrying a long dual-tailed whip.

Lesser Contracts

Requirements: Those who would bargain with Lilith must be female; she has no use for mortal males, even though the few who have seen her manifested form are enraptured by her.

In addition to whatever cost of POW she demands, the supplicant must be willing to accept her Mark - the whip she carries is utilized to deliver this Mark, which is usually placed on the back or rump of the supplicant. Sometimes this Mark is made on the face, or across the breasts, but this is only if Lilith has found some minor fault with the supplicant's bearing or attitude.

Lilith's Lesser Contracts are described below:

- 1) Lilith will teach the supplicant a spell related to darkness, shadows, or charm. The supplicant is still required to make whatever POW sacrifices are required to normally cast or memorize the spell in question.

- 3) *Lilith will provide the services of an imp to serve as a familiar to the supplicant for one year's time.*
- 5) *The supplicant gains one service from a Hellcat that may not exceed 24 hours to complete.*

Greater Contracts

Requirements: *Those who seek to dedicate themselves to Lilith's service must agree to sacrifice any male lovers they have to her each night of the full moon (Luna).*

Additionally, should they become pregnant in the course of such a dalliance, they agree to sacrifice any boy children to their patroness at the first full moon after it's birth, and to raise any girl children they have to someday serve Lilith as well.

In addition to the services above, Lilith generally offers the following other gifts which may be sacrificed for out of the POW stored within their Talismans:

- 2) *The bearer is taught to brew a potion that will grant an effect similar to the Darksee spell with a six-hour duration.*
- 3) *The bearer is taught the ingredients for a cream that will give them an effect similar to the Dark Walk spell for up to 8 hours. (Note: this only works if they are naked).*
- 3) *The bearer is taught the secret language of Shades, and may command them without the need for a spell.*
- 6) *The bearer gains the Whispers spell as a permanent effect.*

Lilith's Talismans are seemingly crafted of shadow; they are dark and semisolid, revealing a damp coldness if the outer edges are penetrated too deeply. Most are circular, with a pentagram symbol inscribed within.

Spirit of Reprisal

None: *While lacking the authority to send servants into the outer world to retrieve or punish those who have offended her, those using the powers of her Dark Walk creme can be swallowed by the shadows they creep through and brought directly to Lilith's presence in the Inferno.*

Few such unlucky souls are ever seen again, inside or outside the pits of Malbolge.



Mammon

Mammon is the Lord of Minauros, the third layer of the Inferno. Ruling from his massive, sinking city of the same name, he is known as the King of Avarice.

Cult in the World

Mammon rules over the souls of those who were miserly, avaricious, and greedy in life, so it is only appropriate that he is called upon by mortals to bestow wealth in this world.

Mammon's realm of Minauros is a poor one, featuring only endless swamps and volcanic ridges that stretch for endless miles across an otherwise moist and fetid landscape. His grants of wealth are usually taken from mundane sources, typically ancient tombs, or the storehouses of the living rich.

Mammon is one of the few arch-Devils to have a large organized following; it is entirely possible that he might someday be able to grant spells like Asmodeus or Tiamat.

Manifestations

Mammon resembles a massive red-gold colored pit fiend, with scaled wings that gleam like a million tiny rubies. While his main body seems flaccid and bloated, he is far stronger than any would dare surmise.

Fire and clouds of sulfur and brimstone accompany Mammon while on this plane, though these can be made to vanish instantly if Mammon so wills.

Lesser Contracts

Requirements: *Mammon knows full well the depths that mortals will sink to in their quest for wealth, and he designs his demands to meet these in full.*

In addition to any POW sacrificed, Mammon always requires the sacrifice of something the supplicant loves; it might be a lover, a valued pet, or a work of art. Normal rewards offered by Mammon include:

- 1) *A purse of gold (approximate value 2000 gp).*
- 3) *An exceptional gem of any type the supplicant desires (approximate value 8000 gp).*
- 6) *The supplicant's weight in gold (varies).*



Mephistopheles

Ruler of Caina, the eighth layer of the Inferno, sometimes known as the Ice Prince.

Cult in the World

From his citadel of Mephistar, perched upon the mighty glacier Nargus, Mephistopheles rules Caina with an iron fist and a cold, hard, logic. Caina is considered the domain of those who committed Heresy, and in many cases it is populated by failed Heroes, as well (in many cultures, attempting to become a god is the blackest of heresies...).

Though his runic ties are strongest to Ice, he has acquired a number of powers linked to the Infinity Rune as well. Should Mephistopheles become more powerful than he is today (by overthrowing Asmodeus, for example), it is entirely likely that these ties would solidify into a full association with the Infinity Rune.

Among scholars of the diabolical, Mephistopheles is among the most misunderstood of the Host. Ranked third in power and prestige (behind Baalzebub and Asmodeus), he is nonetheless seen as perhaps the next successor to the throne of the Inferno.

Mephistopheles never has a large number of servants in the world, but those he has have served him for centuries. The very nature of Mephistopheles' gifts insure that those who serve him will do so for a great number of years to come.

Manifestations

Mephistopheles generally takes the form of a tall, indigo colored humanoid with a diabolically handsome appearance. Strong muscles ripple on his frame, and his hair is a dull, non reflective black. His wings, horns and claws are a vivid shade of dark blue, as well.

When summoned to this plane, the cold of his own demesne accompanies him, freezing nearby liquids and sending blistering cold gusts of wind in every direction. When he speaks, Mephistopheles voice is a whisper, carried on the coldest breeze of all.

Greater Contracts

Requirements: Those who would enter into a Greater Contract with Mammon must be willing to sacrifice everything in their lives to the pursuit of avarice.

Mammon generally requires those who would enter into a Greater Contract with him to forsake everything in their lives that does not revolve around wealth. In return, Mammon will grant them their weight in gold each year on the anniversary of their contract (under the same provisions as the Curse of Thieves, below).

Additionally, Mammon's servants may call upon the POW in their Talismans for any of the services granted to those with Lesser Contracts, but they may also sacrifice 4 POW for the services of an abishai devil to help guard their wealth, or 2 POW per symbol of Pain or Hopelessness they wish to inscribe.

As mentioned above, Mammon places a special curse on the coin of those who bear his Talismans. Any coin that is not freely given to another becomes a seed of avarice in the heart of the thief who bears it. Every day that he fails a luck roll he must add to his cache, or gain another point of the avaricious virtue. Soon the thief will find that he is very, very wealthy, but he cannot bear to part with so much as a coin of it. (This is the way Mammon spreads his power without worship, it is whispered).

Mammon's Talismans are crafted of gold, and thoroughly encrusted with gems, as befits the Prince of Avarice.

Spirit of Reprisal

None: Mammon has it within his power to inflict the **Curse of Thieves** upon those who displease him, but it often amuses him more to reverse the effect so that the offender must give coin away at every opportunity instead of hoarding it.

Such largess can never be done for good, however, as everyone who takes the coin of the accursed is infected with the normal Curse of Thieves described above.

between these that Moloch and his household migrate at Baalzebub's whim.

Like his liege Baalzebub and Belial, Moloch oversees the torment of the souls given over to his care mostly through intermediaries, usually malebranche or spined devils. Certain specimens, however, he gives personal attention to, for he considers himself an artist in the fields of mutilation and disfigurement.

Manifestations

Moloch is wingless, thick, and broad. Reddish-orange hide is stretched tightly over his well muscled frame, and his long horns project upwards from his head at a cruel angle. His mouth is wide, full of tiny sharp teeth, and his eyes are small, beady, and bloodshot.

When summoned to this plane, a tremendous stink accompanies him, part sulfur, part smoke, and part burning flesh.

Lesser Contracts

Requirements: Moloch consorts only with those of a like mind; hence those who seek to summon him must have a score of 12 or more in the Angry, Cruel, Destructive or Misanthropic virtues or he will not appear.

Similarly, a pair of sacrifices is typically offered, most often twin youths (preferably maidens) of unparalleled beauty. The first is to be mutilated and disfigured by the summoner's own hand, while the second is left pristine (a gift to Moloch, who will attend to her in his own time).

If everything is satisfactory, Moloch will agree to bestow the following gifts upon the supplicant for the price of POW listed below:

- 1) Raise either the Angry, Cruel, Destructive, or Misanthropic virtues by one point.
- 1) Provide the summoner with one casting of the Flay or Break Body spells (one use).
- 3) The service of an imp to serve the caster as a familiar and advisor for one year's time.
- 6) Provide the services of a malebranche devil for a period of one day.

Greater Contracts

Requirements: Those who would serve Moloch's interests in this world must be even more devoted to his

credo of Fury. Scores of no less than 16 must exist in at least two of the virtues mentioned above, and the supplicant must offer a sacrifice of no less than nine infants of his own species (Moloch smiles especially upon those who offer their own children among them) which are to be burned alive in order to catch Moloch's attention for his summons.

Those who bear Moloch's Talismans can utilize them for a number of purposes, in addition to those listed above. Some of these powers include:

- 1) The touch of the bearer acts as a Crack spell.
- 2) The bearer becomes affected by Fury (as per Sky Crater Fury a divine spell of the same name).
- 3) The bearer gains a poisonous breath similar to the divine Black Breath spell; POW of the poison is equal to twice the POW stored in the Talisman.
- 4) The bearer fights as though under the effect of a divine Berserker spell.

If the bearer succeeds in making a virtue roll on one of the aforementioned virtues, up to 1d4 of his companions may be affected as well, if he so wills.

Moloch's Talismans always take the form of a small braided-wire cat-o-nine tails made from an alloy of arjale and iron.

Spirit of Reprisal

None: Moloch has no servants loyal enough to be entrusted to carry out his wishes in this world on a regular basis. Instead, he will send a random number of malebranche (2d6) to find and capture those who have displeased him.



Nisroch

Known as 'the Eagle', Nisroch is known both inside and outside the Inferno as a master of poison and assassination.

Cult in the World

Nisroch is another of the Inferno's outcasts, banished for bringing about the deaths of several of his fellow greater devils through poisoning. He has made the arts of assassination and poison his own personal passions, and though his current circumstances leave him few opportunities

to practice his favorite arts, he has found mortal summoners to be a fertile plain upon which to further his goals...

Manifestations

Nisroch's physical form is that of a black humanoid with the head of a black eagle; feathers continue down from the neck over most of the chest to about the lower ribs. His unblinking eyes are a pale, luminescent yellow, and he has batlike wings upon his back.

His elbows boast long barbed spines, as do his wings. They look designed for close combat, rather than mere decoration. A queer, sickly-sweet scent accompanies Nisroch's manifestation, like the scent of something that has just begun to decay.

Lesser Contracts

Requirements: Nisroch will typically only answer the summons of one who has poisoned another at some point in their lives. Nisroch will provide the following services in exchange for the POW sacrifices detailed below:

- 1) Nisroch will gift the supplicant with 10% to his Poison Lore skill.
- 2) For this sacrifice, Nisroch will provide the supplicant with a dram of nekylshrade, a blade venom with a POT of 16 (1 dram will coat 4 daggers or 2 swords, and is good for 1D3 strikes).
- 4) For this, Nisroch will gift the supplicant with a dram of phesthelshrade (the melted heart of an ice devil). A single drop is sufficient to poison an entire cask of wine or beer with a POT 21 poison.

Greater Contracts

Requirements: Those who would summon Nisroch to forge a Greater Contract must do so only at the height of a party where they have poisoned at least a dozen of their friends, family, and associates. The incantation is begun once the first person succumbs to the poison, and will only be complete when the last has fallen.

In addition to the rewards above, those who bear one of Nisroch's Talismans can acquire the following gifts, as well:

So long as the bearer kills one individual by poison a month, they may add the POW stored in the Talisman to their own CON to resist poison, and if the POT is less than or equal to twice the POW in the Talisman, they take no

damage if they save successfully.

For the cost of two POW from the Talisman, the caster gains an effect identical to the Black Breath spell.

If the supplicant can provide Nisroch with a poison he is unacquainted with, Nisroch will render the supplicant immune to any one type of poison (ingestive, soluble, contact, or gaseous). Nisroch will agree to this bargain only three times, however.

For a cost of three POW from the Talisman, the bearer may infuse his bare hands with poison, POT equal to his current magic points. He may then elect to either touch another being, or wipe his hands on a blade and use it in combat (the poison will remain effective for 1D3 rounds, in either case).

Nisroch's Talismans take the form of a small vial made from the skull of a snake or bat, wrapped with silver wire and stoppered with cork. For especially favored servitors, gemstones native to the Inferno may be placed in the eye sockets to further accentuate the Talisman.

Spirit of Reprisal

None: Nisroch killed all of his servants long ago. However, those who have displeased him will find that their entire bodies begin to exude poison, with a POT equal to their CON. Not only is their touch poisonous, but their breath and secretions, as well.



Tiamat

Tiamat, the Chromatic Dragon, is the ruler of the Inferno's first layer, known as Avernus. Since she is not a true devil, she will not be detailed in this work.

Look for a write-up of Tiamat in my forthcoming Draconic Pantheon book.

Minions of the Inferno

All of the Inferno's denizens share several points in common. Though they have a common language (Mabrahoring), they also boast innate telepathic abilities which permit them to understand and be understood by any intelligent creature they wish.

While fully affected by attacks involving acid, electricity, or poison, they only take half damage from cold or poisonous gas, and no damage at all from fire or iron-based weapons.

Least or lesser devils with a physical form who are slain outside the Inferno are destroyed, but not so the Greater devils and beyond. Not truly dead, their spirits return to their layer of origin to suffer in the form of a lesser devil for nine years, after which they resume their former stature and will spend much time plotting the downfall of anyone who was responsible for inconveniencing them so.

Where devils of any stature are listed with magical abilities, they will appear in Sorcery format. All devils can use their natural abilities with the Arts of **Intensity** and **Range** only, unless noted otherwise.

LEAST DEVILS

Imp

One of the most common diabolic servants available are imps: small, fleshy devils, rarely exceeding 2' tall. They have tiny bat wings and a stinger-tipped tail. When in it's native form, it's tail is it's only worthwhile attack.

	Average			
STR:	1d6	4	MV:	2/6
CON:	3d6+6	17	HP:	10
SIZ:	1d4	2	FP:	6
INT:	3d6	11	DB:	0
POW:	3d6	11		
DEX:	3d6	11		
APP:	1d6	4		

Location	d20	HP	AP
Body	O1-20	10	2

Tail Stinger: 66% 1D4(Poison POT 17)

In addition to their physical attacks, most imps possess the following skills: Dodge 80, Debate 50, Lores (Diabolic 45, Human 20, Magic 25), Conceal 30, Sleight 30, Listen 25, Smell 40, Sneak 30.

They can also perform the following magical feats at will without expending magic points: Aid 4, Call Vermin 4, Cloak Sight 4, Resist Magic 4, Sense Magic 4, Shapechange Imp 4 (goat, spider, raven, and rat).

Damage done to an imp regenerates at a rate of 1 hp per round, providing the imp remains conscious. Damage that carries the imp below 0 hp will not regenerate, and blood loss will eventually kill it unless it is healed.

Lemure

The most common form of life in the Inferno is the lemure, the physical form that the souls of the dead condemned to the Inferno take upon their arrival there. They appear to be wretched, half-melted distortions of their former selves, and most bear the marks of the claws, teeth, or whips of their diabolic overseers.

	Average			
STR:	3d6	11	MV:	4
CON:	3d6	11	HP:	11
SIZ:	2d6+ 4	10	FP:	22
INT:	3d6	11	DB:	0
POW:	3d6	11		
DEX:	3d4	09		
APP:	1d4	02		

Location	d20	HP	AP
Body	O1-20	11	0

Fists: 33% 1D2

Lemures generally only ever get to attack each other, or the rare interloper from outside the Inferno. They do not require food or sleep, and are either worked or tortured endlessly by their captors.

Lemures possess no special skills or powers, unless one counts Moan Piteously 100%.

Lemures regenerate 2 hp per round while in the Inferno; those taken outside it's confines lose this ability. Unlike most other diabolic creatures, a lemure will continue to regenerate even if completely hacked to pieces, so long as it remains in the Inferno. The regeneration process is said to be extremely painful...

Spined Devils

Found on every layer of the Inferno, spined devils are regarded as too weak to serve as fighters, so they fill the roles of servants, courtiers, and messengers. They are also commonly found herding lemures to punishment.

Spined devils are small and scaly, with bat-like wings and a sharp tipped tail.

Most carry weapons, though they possess a variety of physical attacks.

		Average	
STR:	3d6	11	MV: 3/9
CON:	3d6+6	17	HP: 12
SIZ:	1d6	4	FP: 15
INT:	3d6	11	DB: 0
POW:	3d6	11	
DEX:	3d6	11	
APP:	1d6	4	

Location	d20	HP	AP
Body	01-20	12	3

Claw Rake:	33%	1d6
Spine Darts:	33%	1d4 plus 1
Military Fork:	50%	2d6

In addition to their physical and weapon attacks, they possess the following skills: Dodge 35, Lores (Diabolic 40), Torture 50, Conceal 40, Sleight 40, Listen 25, Scan 25, Search 40, Ambush 45, Hide 40, Sneak 40.

They also can perform the following magical feats at will without expending magic points: Animate Fire 5, Dominate Mortal 5, Hex of Fear 5 and Resist Magic 5. Once per turn they may attempt to summon another of their kind with a 5% chance of success

LESSER DEVILS

Abishai

The scaly devils, or abishai, are most common on the layers of Avernus and Dis, but can be found as deeply as Malbolge. In Avernus, where they are most populous, they serve Tiamat and her court in those capacities deemed beneath a dragon's station.

All share the form of a winged humanoid with small horns, snaky hair, wide mouths full of pointed teeth, pointed

ears and slanted eyes. Their bodies are covered with scales in a variety of colors, and all possess barbed tails and long, reptilian feet.

Though their hands and feet are equipped with sharp claws, most abishai prefer to fight with weapons when available. Most prefer hafted weapons such as spears, halberds, and pikes.

		Average	
STR:	5d6	18	MV: 6/10
CON:	3d6	17	HP: 27
SIZ:	5d6	18	FP: 35
INT:	3d6	11	DB: 3d6
POW:	3d6	11	
DEX:	3d6	11	
APP:	2d6	7	

Location	d20	HP	AP
R Leg	01-02	9	6
L Leg	03-04	9	6
Tail	05	7	6
Abdomen	06-09	9	6
Chest	10-13	11	6
R Wing	14-15	9	6
L Wing	16-17	9	6
R Arm	18	7	6
L Arm	19	7	6
Head	20	9	6

Claws:	66%	1d6 plus 3d6
Bite:	50%	1d4 plus 3d3
Tail Slash:	45%	1d2 plus 3d3
Grappling:	60%	1d4 plus 3d6
Spear:	75%/75%	1d10 plus 1 plus 3d6

In addition to their physical and weapon attacks, they possess the following skills: Dodge 55, Lores (Diabolic 50, Draconic (Chromatic) 25), Torture 60, Conceal 40, Listen 25, Scan 25, Search 40, Ambush 55, Hide 50, Sneak 50.

They also can perform the following magical feats at will, without magic point expenditure: Dominate Mortal 8, Evoke Fire 8, Hex of Fear 8, and Resist Magic 8. They may also attempt to summon another of their kind, once per turn, with a 20% chance of success.

Abishai regenerate 1 hp per round while conscious unless injured by silver or 'holy' weapons (a sword with a divine Truesword spell active counts as 'holy' for this definition).

Barbed Devils

Common in Minauros and Phlegethos, they are commonly assigned as guards due to their uncanny senses and the delight they take in tormenting those whom they catch trying to slip past them.

Barbed devils are generally humanoid, with high, pointed skulls, forward thrust horns, and long canine teeth. Their bodies are covered with rough, flaky skin that curls into sharp spines, and short bone barbs protrude from their joints and encrust their short, heavy tails.

Most disdain weapons, preferring instead to grapple with opponents, drawing them close enough to rake against the natural weapons that cover their bodies.

Average			
STR:	4d6	15	MV: 5
CON:	3d6	11	HP: 14
SIZ:	4d6	15	FP: 26
INT:	3d6+3	14	DB: 2d6
POW:	3d6	11	
DEX:	3d6	11	
APP:	1d6	4	

Location	d20	HP	AP
Tail	01	4	6
R Leg	02-04	5	6
L Leg	05-07	5	6
Abdomen	08-10	5	6
Chest	11-15	6	6
R Arm	16-17	4	6
L Arm	18-19	4	6
Head	20	5	6

Claw:	66%	2d4 plus 2d6
Tail:	76%	13d4 plus 2d6
Grapple:	85%	1d10 plus 2d6
Gore:	55%	2d6 plus 2d3

In addition to their physical and weapon attacks, they possess the following skills: Dodge 85, Lores (Diabolic 60), Torture 80, Conceal 70, Listen 95, Scan 95, Search 90, Ambush 75, Hide 60, Sneak 70.

They also can perform the following magical feats at will, without magic point expenditure: Evoke Fire 7, Hinder 7, Hex of Fear 7, and Resist Magic 7. They may also attempt to summon another of their kind, once per turn, with a 30% chance of success.

Bearded Devils

While most common in Minauros, the bearded devils can be found in Phlegethos and Stygia, and sometimes as deep as Malbolge. They are malicious and aggressive, and see much service in the armies of the various Lords of the Inferno.

Bearded devils are humanoid, possessing long heavy tails which they use for balance. Their splayed feet are wickedly clawed, as are their hands, shoulders, and brow-ridges. Their signature feature is their wiry beard, which drips with caustic venom.

Though formidable in physical combat, most bearded devils prefer the use of a saw-toothed glaive with a pair of backwards-facing hooks in a fight. They can catch opponents with the hooks on a critical hit, and use the shaft of the glaive to pull them in closer to deliver a bite or rasping attack with their beards.

Average			
STR:	4d6	14	MV: 5
CON:	3d6	11	HP: 14
SIZ:	3d6+2	15	FP: 25
INT:	3d6	11	DB: 1d4
POW:	3d6	11	
DEX:	3d6	11	
APP:	2d6	7	

Location	d20	HP	AP
Tail	01	4	5
R Leg	02-04	4	5
L Leg	05-07	4	5
Abdomen	08-10	4	5
Chest	11-15	5	5
R Arm	16-17	3	5
L Arm	18-19	3	5
Head	20	4	5

Claws:	66%	1d6 plus 1d4
Beard Rasp:	76%	1d8 plus 1d4*
Saw Glaive:	80%	2d6 plus 1d4

*Any creature taking 8 or more points of damage from the beard is affected by its venom. Save CON vs. POC or lose 1 point of DEX every round for 1d6 rounds. Multiple attacks will not increase the POC, but will increase DEX loss and duration. The venom is slightly caustic, and will do 1 point to armor or clothing worn.

In addition to their physical and weapon attacks, they possess the following skills: Dodge 66, Lores (Diabolic 50), Scan 65, Search 60, Ambush 65, Hide 60, Sneak 60.

They also can perform the following magical feats at will without expending magic points: *Animate Fire 6, Hex of Fear 6 and Resist Magic 6*. Once per turn they may attempt to summon another of their own kind with a 35% chance of success.

Bone Devils

Most common in Stygia, but also found deeper within the Inferno are the bone devils. Known for the suffering they delight in inflicting on weaker beings, they often find work as inquisitors or warriors.

Bone devils are roughly humanoid with a scorpion-like tail. Dead white in color, their skeletal appearance is illusionary, as they have normal (if hard) flesh covering their forms.

Bone devils typically employ a large bone hook in combat, which they use to capture opponents. Any victim held by the hook is subject to attacks from the devil's tail, the venom in which drains the strength from the victim.

Average			
STR:	4d6	15	MV: 5
CON:	3d6	11	HP: 16
SIZ:	5d6	17	FP: 27
INT:	4d6	15	DB: 1d4
POW:	3d6	11	
DEX:	3d6	11	
APP:	1d6	4	

Location	d20	HP	AP
Tail	01	4	10
R Leg	02-04	5	10
L Leg	05-07	5	10
Abdomen	08-10	5	10
Chest	11-15	6	10
R Arm	16-17	4	10
L Arm	18-19	4	10
Head	20	5	10

Bone Hook: 96% 3d4 plus 1d4
Tail: 96% 2d4 plus 1d4*

*Those struck by the tail must save CON vs. POC or lose 1d4 points of STR.

In addition to their physical and weapon attacks, they possess the following skills: *Dodge 75, Lores (Diabolic 60), Listen 65, Scan 65, Search 60, Ambush 65, Hide 80, Sneak 80*.

They also can perform the following magical feats at will,
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without expending magic points: *Cloak Sight 9, Fly 9, Hex of Fear 9, Phantom (senses) 9, Resist Magic 9, or Sense Life 9*. Once per turn they may create an effect similar to the *Wall of Ice* and/or attempt to summon another of their kind with a 40% chance of success

Erinyes

These devils appear almost exclusively in Dis, but are the kind most often sent out from the Inferno in search of souls to seduce to the diabolic cause.

Erinyes typically appear as winged human females, though they can take male form if they so choose. Unique among the diabolic races are their milky feathered wings and beautiful countenances.

Erinyes sent into the Middle Realms are typically armed with a poisoned dagger and a magical rope with which to bind opponents.

Average			
STR:	5d6	17	MV: 5/10
CON:	3d6	11	HP: 14
SIZ:	2d6+8	15	FP: 22
INT:	3d6	11	DB: 1d4
POW:	3d6	11	
DEX:	3d6	11	
APP:	4d6	14	

Location	d20	HP	AP
R Leg	01-02	5	4
L Leg	03-04	5	4
Abdomen	05-08	5	4
Chest	09-13	6	4
R Wing	14-15	4	4
L Wing	16-17	4	4
R Arm	18	4	4
L Arm	19	4	4
Head	20	5	4

Dagger: 66% 1d4 plus 1 plus 1d4*
Lasso: 66% **

*The dagger exudes a special venom that causes unconsciousness if a save of CON vs. POC 14 is not made.

**The lasso has a STR of 21 and 12 AP. If a successful hit is made, the victim may only escape by pitting their STR vs. the rope on the 1st round.

In addition to their physical and weapon attacks, they possess the following skills: *Dodge 66, Sing 80, Seduce 90, Courtesan 90, Lores (Diabolic 40, Human 60), Play*

Instrument 66, Sleight 60, Listen 65, Scan 65.

They also can perform the following magical feats at will: Cloak Sight 6, Evoke Fire 6, Sense Life 6, Resist Magic 6, and Shapechange Erinyes 6. Once per turn they may attempt to summon another erinyes with a 25% chance of success.

possess the following skills: Dodge 100, Lores (Diabolic 90), Torture 110, Listen 90, Scan 90, Search 90, Ambush 90, Hide 90, Sneak 90.

They also can perform the following magical feats at will without expending magic points: Fly 11, Sense Life 11, Sense Magic 11, Shapechange Ice Devil 11, and Wall of Ice 11. Once per turn, they may attempt to summon either two bone devils or another of their own kind with a 70% chance of success. Ice devils are also active psionically, most having Psionic Combat skills of 90%.

Ice devils regenerate 1 hit point per round unless the damage done kills them. They are also surrounded by a permanent Hex of Fear (11) at all times.

GREATER DEVILS

Ice Devils

Hailing mainly from Caina and Nessus, the massive ice devils are a common sight in these frigid regions.

Ice devils bear some resemblance to a massive insect crafted from black ice, possessing large, multifaceted eyes, vicious mandibles, and a cruelly hooked beak. Their arms are strangely jointed and fearsomely strong, and their splayed feet bear thick claws designed for gripping ice. A long barbed tail descends from their back, as well.

Though capable physical fighters, many ice devils carry spears with points of ice that can Hinder (as the spell) opponents struck by it (the Intensity of the Hinder is equal to the damage done).

Malebranche Devils

Common to Malbolge and Maladomini, the malebranche (evil horns) are considered the least of the greater devils, though by no means weak!

Malebranche best resemble dark red gargoyles with long, upswept horns between their ears and a long barbed tail.

Malebranche favor the two-tined fork in combat, and each carries a whip as well.

Average			
STR:	5d6	17	MV: 5
CON:	3d6+6	17	HP: 22
SIZ:	5d6	17	FP: 34
INT:	4d6	14	DB: 1d6
POW:	3d6	11	
DEX:	3d6	11	
APP:	1d6	4	

Average			
STR:	5d6	17	MV: 5/15
CON:	3d6+6	17	HP: 22
SIZ:	5d6	17	FP: 34
INT:	4d6	14	DB: 1d6
POW:	3d6	11	
DEX:	3d6	11	
APP:	1d6	4	

Location	d20	HP	AP
Tail	01	6	14
R Leg	02-04	7	14
L Leg	05-07	7	14
Abdomen	08-10	7	14
Chest	11-15	9	14
R Arm	16-17	6	14
L Arm	18-19	6	14
Head	20	7	14

Location	d20	HP	AP
R Leg	01-02	7	15
L Leg	03-04	7	15
Tail	05	6	15
Abdomen	06-09	7	15
Chest	10-13	9	15
R Wing	14-15	7	15
L Wing	16-17	7	15
R Arm	18	6	15
L Arm	19	6	15
Head	20	7	15

Claws:	90%	1d6 plus 1d6
Bite:	90%	2d4 plus 1d6
Tail:	90%	3d4 plus 1d6
Spear:	110%	2d6 plus 1d6

Claws:	55%	1d4 plus 1d6
Bite:	55%	1d4 plus 1 plus 1d6
Horns:	55%	2d6 plus 1d6
Tail:	55%	1d3 plus 1d6*
Tined Fork:	55%/55%	2d6 plus 1d6

In addition to their physical and weapon attacks, they

Whip: 75% 1d3 plus 1d6
 *Wounds caused by the tail will continue to bleed unless healed, causing additional damage equal to 1 hp per round.

In addition to their physical and weapon attacks, they possess the following skills: *Dodge 65, Lores (Diabolic 60), Torture 80, Listen 55, Scan 55, Search 50, Ambush 55, Hide 50, Sneak 50.*

They also can perform the following magical feats at will: *Animate Fire 5, Mind Probe 5, Sense Magic 5, Phantom (sense) 5, Wall of Fire 15.* Once per turn malebranche may attempt to summon another of their kind with a 50% chance of success. A malebranche is also surrounded by a permanent *Hex of Fear (5)* at all times. Malebranche are active psionically, boasting a *Psionic Combat* skill around 55%.

Pit Fiends

Hailing from the deepest layer of the Inferno, the evil pit fiends are the epitome of diabolic power.

Massive creatures reaching 12' in height, they are almost as broad as they are tall. Their massive wings stretch out over 30', making them powerful flyers.

While effective physical fighters, most pit fiends carry a massive ankus and/or a jagged-tooth club, with which to crush anything weaker than themselves.

Average			
STR:	8d6	25	MV: 7/21
CON:	5d6	17	HP: 30
SIZ:	8d6	25	FP: 42
INT:	5d6	17	DB: 2d6
POW:	5d6	17	
DEX:	4d6	14	
APP:	1d6	4	

Location	d20	HP	AP
R Leg	01-02	10	13
L Leg	03-04	10	13
Tail	05	8	13
Abdomen	06-09	10	13
Chest	10-13	12	13
R Wing	14-15	10	13
L Wing	16-17	10	13
R Arm	18	8	13
L Arm	19	8	13
Head	20	10	13

Claws: 130% 1d4 plus 4 plus 2d6
Bite: 120% 1d6 plus 6 plus 2d3*

Kick: 130% 3d4 plus 4d6
Tail: 120% 1d8 plus 5 plus 2d6**
Wings: 100% ***
Ankus: 130%/130% 4d4 plus 2d6
Club: 130% 2d8 plus 2d6

* The bite of a pit fiend carries a poison of *POC 17*. Resist vs. *CON* or take full damage to total *HP*, else take half damage.

** On a critical hit, targets of the tail are caught in it's grasp and will suffer 2d4 plus 2d6 damage every round from constriction.

*** The wings of a pit fiend can create wind equal to it's *STR*, picking up and hurling characters a number of meters equal to the difference between their *SIZ* and the force of the wind. Damage is calculated as if the character had fallen an equal distance. Note that this is an area attack with an *AOE* equal to a 90 degree radius before the fiend extending outwards half it's *SIZ* in meters. All characters/objects within the *AOE* are effected.

In addition to their physical and weapon attacks, they possess the following skills: *Dodge 130, Lores (Diabolic 120), Torture 140, Listen 130, Scan 130, Search 130, Ambush 130, Hide 130, Sneak 130.*

They also can perform the following magical feats at will without expending magic points: *Animate Fire 13, Evoke Fire 13, Hinder 13, Sense Life 13, Sense Magic 13, Shapechange Pit Fiend 13, and Wall of Fire 13.* Once per turn, they may attempt to summon either three barbed devils or another of their own kind with a 70% chance of success. Pit Fiends are active psionically, most having *Psionic Combat* skills of 130%.

Pit Fiends regenerate 2 hit point per round unless the damage done kills them. They are also surrounded by a permanent *Hex of Fear (13)* at all times.

OTHER DIABOLIC SERVANTS

Hellcats

The most powerful type of familiar granted to servants of the Inferno is the Hellcat. It is primarily a spirit creature with a catlike form; invisible in any light, but visible in darkness as a wraithlike sketch of a tiger-sized house cat. Hellcats enjoy several natural immunities while in the

Appendix

What the Runes in these writeups stand for, and who rules them.

	Air	Air, Storm, Violence VELNIUS		Law, Malign	Ordered, Regimented
	Alchemy	Alchemy, Transformation		Light	Light w/o Heat PELOR
	Beast	Animal Life		Luck	Luck, Chance, Randomness
	Betrayal	Betrayal, Treason, Falsehood SYRUL		Magic	Magic, Energy BOCCOB
	Chaos	Entropy, Corruption, Chaos THARIZDUN		Man	Humanoid Life
	Cold	Cold		Mastery	Self-Knowledge, Internal Unity, Control
	Darkness	Darkness THARIZDUN		Mind	Thought, Mental Processes, Psionics
	Death	Separation, Conflict, Death NERULL		Moon	Mysteries, Tides, Luna SEHANINE
	Disorder	Disunity, Trouble, Trickery		Half Moon	Seasons, Cycles, Celene CYNDOR
	Dragon	Majesty, Power, Dragons IO		Movement	Change, Instability
	Earth, Light	Earth, Solids (Beneficial) BEORY		Planes, Inner	Elemental & Inner Planes DORGHA
	Earth, Dark	Earth, Solids (Maleficent)		Planes, Outer	Outer Planes, Hells
	Evil	Malice, Hatred, Evil ASMODEUS		Plant	Vegetable Life
	Fate	Fate, Destiny, Status ISTUS		Portals	Portals, Doors, Locks, Keys, Passages DALT
	Fertility	Love, Life, Growth, Fertility		Shadow	Light Within Darkness, Secrets
	Fire	Fire, Heat, Sky, Light		Slavery	Slavery, Confinement, Subjugation
	Harmony	Unity, Cooperation, Healing ZODAL		Spirit	Discorporate Beings, Communication b/w Worlds
	Heat	Heat w/o Light		Stasis	Stability, Strength KORAM
	Hunger	Unfillable Hunger, Cravings		Trade	Exchange, Commerce
	Ice	Cold w/o Darkness		Truth	Truth, Knowledge ZANN
	Illusion	Tricks, Concealment, Lies		Undeath	Undeath, Living Dead
	Infinity	Unendingness, Time LENDOR		Void	Waste, Reversal, Loss ACERERAK
	Kinship	Kinship, Family YONDALLA		Water	Water, Liquids PROCAN
	Law	Ordered, Unchanging, Reliable		Work	Industry, Labor MORADIN