

FEEL THE FURY OF THE MAGMARATH CALDERA

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THE MAGMARATH CALDERA

The city of Magmarath is a black-iron metropolis lining the flaming maw of a massive volcano of the same name. Found in the hellish Lower Planes, the city has grown into a strange nexus of law and chaos bound by a common creed: the value of anger. Unified under this shared ideal, the city serves as a home to both demons and devils—two fiends of typically diametrically opposed moralities, as well as other fiends with more relaxed notions. Here, under the watchful eyes of the Tribunal of Wrath and their Magma Militia, the city's laws are enforced with ramifications imposed by a mixture of law and chance. The famed Iron Maw Arena colosseum serves as a place of unlikely respite from the heady political and moral conflicts that rage across the planes, allowing visitors to instead focus on what really matters: sating their desire for honest cruelty and violence through endless—violent—entertainment.

Also known as The Cauldron, Magmarath presents a ferocious challenge to travelers from the Material Plane, both in and outside the Arena. Although its fiendish denizens aren't usually openly hostile to mortals, many may be tempted to give into their impulses and take a chance with any ramifications that come from such transgressions. Even members of the typically orderly Magma Militia follow their natures around such visitors, taking great pleasure in fighting, eating, or finding reason to force their participation in the colosseum. Despite these hazards, Magmarath holds great value as a destination, allowing comparatively mundane humanoid from the Material Plane to gather mighty weapons, enlist unique services that can easily traverse the planes, and, potentially, test their mettle against the elite in the Arena.

AMBIENT MOOD

Lit by the deep orange glow of slowly bubbling liquid lava, a flash of lightning tinged red by ash and smoke strikes an already-crackling black metal machine. It begins to work faster, charged by the additional energy, increasing the sound of its grinding gears to an almost deafening decibel. A passing group of vaguely distinguished fiends, armed militia members, stop to inspect it briefly before carrying on their way. The sharp scent of ozone mixes with the everpresent sulfur of the volcano, the sheer pressure of the rising heat, the goosebump-inducing static charge, and an undercurrent of barely-contained violent impulse all serve to demonstrate just how bizarre this city is. Compared to settlements of the Material or Upper Planes, Magmarath seems determined to make dwelling here as harsh and unforgiving as possible.

- Around the edge of the Caldera and rising from a jutting rock in the center of the lava, the buildings of Magmarath are made from jagged and dark metal, adorned with sharp spikes, hefty chains, sparking gears, and gilded bones. The volcano's presence is visible through the open, grated walkways built outwards from the igneous rock. Besides the many fiends above, some of the grated streets reveal denizens flying or walking below or ascending the sides of the metallic buildings, as their magnetized footsteps clank against the metal. Hulking machines squat on the edge of the streets, grinding and

clicking to fulfill their myriad purposes—shifting the city's walkways and buildings in a haphazard layout, and occasionally getting supercharged by the volcano's ash-cloud-generated lightning.

- The city's constant upwards breeze carries the rank odor of brimstone, sourced from both the volcano and its fiendish inhabitants. The occasional lightning strike adds a temporary spike of ozone, and some sections of the city are marked by the presence of singed hair and the pungent scent of both cooking and burnt flesh and blood.
- Although difficult to hear because of the numerous whirring machines, the city is very active and punctuated by sundry voices. Wails of trembling pain accompany cackling laughter as well as roars of triumph and gleeful conversation. With good ears or in proximity to the violence that usually spurs these sounds, the sizzle of blood or flesh upon metal can also be heard.
- Merely stepping foot in Magmarath subjects creatures, especially ones from the Material Plane, to overwhelming heat and hungry stares. An undercurrent of tension prevails, as though every inhabitant is on the verge of releasing years of bottled anger. Outside, the frequent lightning strikes and machinery create passing waves of static charge that ripple outwards, causing gooseflesh and frizzing hair.

BLACK IRON AND MOURNINGSTEEL

Iron mined from the Magmarath Caldera is called black iron, and it has absorbed a portion of the Volcano's innate fury. It's completely fire-resistant (requiring actual lava to manipulate and shape), is highly magnetic and almost electric in some cases, and can be used to create all manner of machines, weaponry, and so forth—usually something for the purpose of exacting some form of anger. The magical hellfire pitchfork is one such example. The power of black iron usually manifests with fire or heat-related abilities but is flexible enough to accept further enchantment.

The fiends of Magmarath also love to work with mourningsteel, a rare and precious metal only found by harvesting ore from beneath horrendously violent battlefields. The dark metal appears subtly rust-spotted, but the discoloration is actually because the souls of the slain have been absorbed into the metal's structure. The rarity of mourningsteel means that only the oldest and most experienced smiths of Magmarath know how to shape it. The most notable example of this is Vistara, a marilith who runs The Living Armory. Her specialty is shaping souls bound within the metal, as well as other sentient arms and armor.

ORIGIN AND GOVERNANCE

The Cauldron was founded when an unlikely coalition of fiends from across the Lower Planes, including both demons and devils, recognized the potential value of loose collaboration in order to fulfill their shared hunger for harboring and unleashing natural anger. In order to ensure cooperation and compromise, the factions put forward a loose tribunal system of governance, with a clear delineation of what is and

isn't legal, but incorporated a constantly fluctuating punitive system to please both the exacting devils and more anarchistic demons.

With less time spent fighting each other, the fiends of Magmarath soon grew restless. The Tribunal of Wrath resolved to establish and sponsor a grand colosseum, the Iron Maw Arena, where their bloodlust could be sated. With these systems in place, the city grew to tremendous prominence—which many creatures across the planes viewed as a threat. After repelling a vicious invasion from a group of fey warriors led by the archfey Syre, the Tribunal entrusted its founding Tribunal member, Legate Malfuriel the Betrayer, with ancient blood magic before unleashing him and his newly created Crimson Legion upon the fey's wooded home, the Syre Wood.

In Malfuriel's absence, the sadistic pit fiend Almasarial has risen to join the Tribunal as its devilish representative. He serves alongside the glowering balor Dubrivoth, the demonic representative, and the Magmarath native sanguinor Mizanoros, the Black Iron Fulcrum, who mediates the devils' and demons' stark differences in ideology. This Tribunal has also increased the numbers of the city's militia in the years following Syre's attack, formally organizing them as the Magma Militia. The militia is composed of all manner of fiends, however, and as such its members are just as likely to instigate lawbreaking as they are to apprehend criminals.

CULTURE AND LANGUAGE

Magmarath was founded on a single, almost tenuous, principle that all the fiends of the Lower Planes recognized as common: rage. It even took on the nickname "The Cauldron" shortly after its founding as reference to its simmering fury. After centuries of focus on this shared trait, the culture of Magmarath has grown to revere the "pure" emotion of anger as almost deific in its capacity to unite and focus the otherwise scattered efforts of the diversified fiends. As such, much of the city's conversation is punctuated by adopted phrases for everyday communication. For instance—

- "Wrathful Day" — greetings, celebration
- "Stay Angry" — parting phrase
- "Feed the (Rage)Fire" or "Kindle the Embers (of Ire)" — encouragement
- "Fury forsake you" — disparagement

SILVERWIND, THE CLEANSING BREEZE

"The only way to destroy *Silverwind, the Cleansing Breeze* is to melt it in the fires of the Magmarath Caldera, a raging volcano in the Lower Planes overrun with fiends. It must remain submerged in the magma for 10 years before it succumbs to the fire and is destroyed. When it does, the volcano erupts."

If you wish to include the Bloodmire setting from *The Griffon's Saddlebag* in conjunction with Magmarath, consider what ramifications could result in the city due to Malfuriel's release and the blade's destruction.

LEGAL RAMIFICATIONS

Laws within Magmarath are fairly well defined, restricting typical actions like thievery, murder, assault, etc. Unlike most cities, however, the punishments for being caught by the Magma Militia are completely random. You can choose a ramification from the table below, or determine one randomly using the table below.

EXAMPLE LEGAL RAMIFICATIONS TABLE

d10	Ramifications
1	Fight in the Iron Maw Arena against the Defendant or a champion of their choice
2	Pay a fine in coins or souls to the Defendant
3	Imprisonment of the Plaintiff in the Oubliette of Magmarath for 2d10 years
4	Be flogged in the street with a silver whip (public humiliation)
5	Accept a Badge of Honor (a brand)
6	Receive 1d20 years of indentured service from the Defendant
7	Imprisonment of the Defendant in the Oubliette of Magmarath for 2d10 years
8	Make a public apology to the Defendant
9	Serve the Defendant for 1d20 years
10	Execution, typically served by a jump into the Caldera's lava pool

EXPLORATION

Although The Cauldron is partitioned into sectors for devils, demons, and other fiends, the city as a whole is marked by wild and shifting architecture. Massive machines lift bridges and move buildings, ensuring that no single route stays consistent. Further warping from the energy of the Lower Planes seems almost purposefully disorienting, as distances shift, and random nooks, crannies, and alleyways in Magmarath randomly teleport individuals who aren't exceptionally careful. To experienced denizens, these shortcuts make traversing the large city almost effortless—but to the novice, Magmarath can easily become a maze with no escape.

The Burning Ire (Devilish Arc) is a portion of the city occupied primarily by devils. Here, numerous forges and foundries churn out precious black iron and assemble the shaped metal into elaborate machines that crackle with stored electricity. The Snivelling Mortal and The Living Armory are found in this sector, along with a heavier Magma Militia presence.

The Blazing Fury (Demonic Arc) is a chaotic assortment of buildings in various states of disrepair under the control of Magmarath's demons. Here, Scavenged Sundries and other, more violent, services can be purchased. The warrens in this area are stalked by the more bestial fiends of Magmarath, operating on a more primal rule of law that favors only the strong.

The Blistering Rage (Fiendish Arc) is populated by fiends of all types, but especially those who prefer to split

the difference between the lawful Hells and chaotic bend of most demons. This section is where Planar Delivery and the Temple of Anger can be found, plus many dwellings within the walls. Architecture in this Arc is primarily decorated with the harvested metallic skulls and bones of the city's flintclaws, kiir, and brimstone drakes (see Magmarath stat blocks), as well as the gilded bones of fallen gladiatorial champions, arranged into eerily artistic patterns.

THE IRON MAW ARENA

A magnificent and imposing black structure built atop the city's central spire above the caldera, the Iron Maw Arena is the literal and metaphorical center of Magmarath society. The colosseum plays a vital role in Magmarath's entertainment, judicial, and economic structure. Daily events here draw the majority of the city population, filling the thousands of seats with shouting and jeering throngs of fiendish spectators. Here, the pure voracity of unbridled violence and anger are put on display as both willing and captive gladiators compete against monsters and champions from every corner of the planes, as well as lethal puzzles and survival challenges.

Operated directly by the ruling Tribunal, the Arena is anchored by hundreds of years of enchantments, designed to ensure that the combatants engage on even (or at least approved) footing and are uninterrupted. They also allow the Tribunal to instantly transform the terrain within, providing an infinite variety of challenging circumstances to keep the fights interesting. The Tribunal members take turns as Master of Ceremonies, with each one providing challenges that appeal to their representatives—Dubrivoth prefers brutal combat against massive, terrifying monsters, Almasarial specializes in moral, emotional, and psychological challenges, and Mizanoros usually vacillates between direct one-on-one gladiator combat and physical competitions like obstacle courses, races, and other similar events.

There are any number of reasons why a creature might end up facing the dangerous challenges of the colosseum. Many Magmarath devils specialize in drafting contracts that stipulate participation in the Arena, both as punishment for renegeing on terms and as an alternative to soul-selling and the like. In fact, some mortals fight as a way to reclaim their souls from the fiends who've staked their claim on it. Demons of Magmarath usually prefer to instead stalk the planes and abduct humanoids and monsters to participate. Sometimes creatures are simply unlucky, finding out the

ECONOMICS

Trade and gambling in Magmarath are conducted with a mixture of gold, souls, and other precious items for barter. The use of silver as a currency is forbidden, due to the distaste of Magmarath's fiendish population towards it. As a general rule, very few people from the Material Plane make their way to Magmarath in any capacity besides unwilling gladiatorial participants, so very little of the city's infrastructure is hospitable to creatures that call the Material Plane their home. Tiedlings and other creatures that handle the extreme heat will have less difficulty, but even then, the volcanic atmosphere and rage-fueled society pose significant challenges.

hard way that traveling to The Cauldron, especially the Arena, can often happen by accident.

You can use the following tables to randomly determine what each day's entertainment is by rolling a d10 and a d6 for the terrain and event type, respectively.

EXAMPLE IRON MAW ARENA TERRAIN OPTIONS

d10 Arena Terrain

- | | |
|----|-----------|
| 1 | Arctic |
| 2 | Coast |
| 3 | Desert |
| 4 | Forest |
| 5 | Grassland |
| 6 | Jungle |
| 7 | Mountain |
| 8 | Ocean |
| 9 | Swamp |
| 10 | Volcano |

EXAMPLE IRON MAW ARENA EVENT TYPES

d6 Arena Terrain

- | | |
|-------|--|
| 1-2 | <i>Direct Combat (d20)</i> |
| 1 | Aberration |
| 2 | Angel |
| 3 | Beast |
| 4 | Construct |
| 5 | Dragon |
| 6 | Elemental |
| 7 | Fey |
| 8 | Fiend |
| 9 | Giant |
| 10 | Humanoid |
| 11 | Monstrosity |
| 12 | Ooze |
| 13 | Plant |
| 14 | Undead |
| 15-20 | Roll twice more, ignoring results above 14 |
| 3-4 | <i>Competition (d8)</i> |
| 1 | Obstacle course |
| 2 | Gauntlet |
| 3 | Sprint or Endurance Race |
| 4 | Chariot or Horseback Race |
| 5 | Wrestling |
| 6 | Boxing |
| 7 | Javelin-toss |
| 8 | Shot Put |

d6 Arena Terrain

- 5-6 *Moral, Mental, or Emotional Quandary (d4)*
- 1 Choose between two loved ones
 - 2 Race against the clock to save an innocent
 - 3 Keep the moral high ground or destroy evil
 - 4 Solve a puzzle or riddle

OTHER SPECIFIC LOCATIONS

Planar Delivery is a courier service run by the **dyra** (see Magmarath stat blocks) Ru-zeron. Under their mercurial gaze and shrewd calculations, the business's many imps and kiir flit in and out of the tower's many windows to deliver their messages across Magmarath and the planes. Rates vary based on Ru-zeron's mood, the urgency of the message, and the difficulty of delivery; but they are never cheap.

Scavenged Sundries is an all-purpose store run by the grizzled and heavily-scarred **nalfeshnee** merchant Irduzal. He negotiated with the Tribunal to obtain sole rights to the property of slain gladiators from the Iron Maw Arena. From his ramshackle stall just outside the walls of the colosseum, Irduzal sells gently and harshly-used weaponry, armor, and any other personal effects looted from the fallen warriors.

The Living Armory is an item-enchanting business. The proprietor Vistara is an unusually talkative and curiosity-driven **marilith** proficient in haggling. She specializes in binding souls to create sentient weaponry, in part to ensure she always has a large captive audience to chat with. Vistara's collection is expansive, and as such doubles as a library of sorts—for the right price, she is willing to rent a weapon for the knowledge its soul contains.

The Oublette of Magmarath is renowned across the planes as one of the most secure facilities in the Multiverse. Under Warden Tezmozal, a cruel and punitive **ice devil**, the prison has never had a successful escape. Entry to the prison requires swimming deep within the Caldera's magma, or use of the single teleportation circle in the city above—all other magic within the Oublette's black iron fortifications is nullified.

MAGMARATH MAPS

Maps are available for free, courtesy of Cze & Peku, at thegriffonssaddlebag.com/magmarath.

SOUL BINDING

The enchantress Vistara at the Living Armory can masterfully coax souls to possess and empower objects, and also draw certain souls bound within mourningsteel to the forefront, bestowing certain effects. Beyond the standard benefits of sentient items, she can bestow many other powers into weaponry and armor. At the GM's discretion, she may offer her services to characters—for the right price. The following table can help you determine some of her enchantments currently available, or you can design your own.

EXAMPLE SOUL BINDING ENCHANTMENT TABLE

d4	Enchantment
1	Sorrowful Soul. The empowered item gently weeps but doesn't rust, and grants a swim speed equal to your walking speed while held.
2	Prideful Soul. The empowered item is always miraculously clean and shiny, and grants you 2d10 temporary hit points whenever you score a critical hit.
3	Spiteful Soul. The empowered item drips blood constantly, and grants advantage on opportunity attacks if you have less than half of your hit points remaining.
4	Slothful Soul. The empowered item weighs twice as much as normal, and can be used to cast the slow spell once per day.

The Snivelling Mortal is a public forum that acts as a social hub for all sorts of events, business deals, fiendish contracts, and other important or casual discussions. Violence is strictly prohibited within its walls, and every fiendish patron behaves accordingly. Keeping order with whip and temper, the **erinyes** owner Zelura provides comfort and confidentiality as necessary. Though not the establishment's main purpose, Zelura does keep a few rooms with beds that can be discreetly rented to mortals, succubi, or incubi.

The Temple of Primordial Anger is primarily dedicated to the worship of the ephemeral concept of anger itself, but has several minor shrines dedicated to a variety of evil deities. Many gladiators fighting in the Iron Maw Arena come here before their challenge begins to further focus and channel their inner wrath. Although it lacks a formal hierarchy of priests, there are some individuals dedicated to the temple's maintenance—fiends that found success within the Arena and now pursue other goals. The foremost among them is Duzoth, a cunning and fierce juggernaut-piloting **dyra** that holds the record for the most kills within the colosseum's mighty walls.

The Wrath-Spike is a towering palace of black iron built upon the magically-strengthened rock in the center of the Magmarath Caldera's lava pool. The Tribunal of Wrath observes and rules over the city from this terrifying structure. It also dedicates a large portion of its space to the Iron Maw Arena, ensuring that all who attend are reminded of the Tribunal's ironclad agreement within the city's volcanic walls.

MAGMARATH CALDERA

Throughout Magmarath's city streets, rocky crags, and winding tunnels, fiends of all shapes and sizes pursue their individual agendas. In The Cauldron, even the more civil denizens pose a threat to mortals. Travelers should be extra wary of wandering too far off of the main roads, where the more feral fiends reside.

You can use the following table to help determine random encounters while your adventurers are traversing the Magmarath Caldera.

EXAMPLE MAGMARATH CALDERA RANDOM ENCOUNTER TABLE

2d8	Encounter
2	4d4 hell hounds (50%), 1d12 nightmares (20%), or 1d4 flintclaws (see Magmarath stat blocks) (30%) hunting for food
3	4d4 lemures and 3d4 dretches looking lost (75%), or 2d6 imps flying by (25%)
4-5	1d4 barbed devils (35%), 1d3 chain devils (35%), or 1d2 bone devils (30%) sneaking around to catch a lawbreaker so they can tattle to the Magma Militia
6-7	1d10 kiir (see Magmarath stat blocks) (65%) or 1d8 brimstone drakes (see Magmarath stat blocks) (35%) traveling down the street
8-10	1d2 ice devils (35%), 1d3 horned devils (35%), or 1d4 erinyes (30%) discussing recent Arena fights and keeping an eye out for potential acquisitions
11-12	1 rakshasa (40%), 3 night hags (30%), or 1d8 succubi/incubi (30%) skulking in an alleyway looking for customers
13-14	2d8 dyra (see Magmarath stat blocks) (40%), 1d4 dyra juggernaut (see Magmarath stat blocks) (40%), or 3d4 bearded devils (20%)
15	3d4 quasits (45%), 2d4 vrock (30%), or 1d3 hezbollah (25%) looking for a brawl
16	1d3 glabrezu (40%), 1d2 nalfeshnee (35%), or 1 marilith (25%) loitering on the path, harassing other travelers

ADVENTURE HOOKS

Magmarath is not always easy for mortals to travel to, given its position in the Lower Planes. Access is usually obtained through powerful spells, or through randomly-appearing portals. These unpredictable gateways are most often found within temples to evil-aligned deities, sites scarred by the release of unimaginable rage, or areas with tremendous seismic activity. The conditions to activate these planar pathways can vary greatly: some might require a blood moon, volcanic tremors, or violent bloodshed, while others can be traversed with command words, sigils, or by accidental contact.

Consider including the following scenarios if you wish to introduce Magmarath into your campaign.

EXAMPLE ADVENTURE HOOK TABLE

d8	Result
1	Fiendish spells require fiendish components, so a powerful wizard offers a large reward if the party is willing to plane shift to Magmarath to run some errands.
2	One or more party members have received a crusader's quest from their deities, asking them to rescue a fellow worshipper who has been abducted and now fights as one of the Arena's gladiators.
3	At the behest of the Archfey Syre or one of the many fey aligned with him, the party has been asked to pursue vengeance against the Tribunal representative and blood mage Mizanoros—the Black Iron Fulcrum of Magmarath himself.
4	Hearing troubling rumors of a highly unusual alliance between rampaging demons and conniving devils, the party members' investigations lead towards the Magmarath Caldera.
5	The party seeks a sentient item made by the legendary marilith crafter Vistara. They might wish to obtain the item's power, secure an interview, or attempt to free the soul bound within.
6	A party member or associate made or broke a pact with a fiend from Magmarath, so their soul was dragged down to fight in the Iron Maw Arena.
7	A renowned smith has grown bored with common materials, but is willing to waive a portion of their substantial fee in exchange for an ingot of the fabled black iron from the Lower Planes.
8	The party needs to obtain a vital item, but its last known owner went missing while exploring a volcano. Thorough investigation of the area reveals a portal to Magmarath.

EXAMPLE TREASURE

Adventurers in and around the Magmarath Caldera can be rewarded with fiendish items like the *bane shield*, *belt of the hell hound*, *bottled abyss*, *chain devil gloves*, *devil's detail eyepatch*, *fell-rider's chariot*, *heart of damned intervention*, *hellfire pitchfork*, *infernal aegis*, *infernal chain*, *mourningsteel half plate*, or *scarlet scourge*, volcanic items like the *cratering quarterstaff*, *furios flail*, *magma war pick*, *volcanic boots* and *warhammer of eruptions*, or fire-based items such as the *inferno rope*, *firecracker crystals*, *fireweaver gloves*, *fire dervish cloak*, *fire fire!*, *flamebreather staff* and *salamander flame gauntlets*. Of course, any other mourningsteel, anger, hatred, cruelty, or spite-based items could also be a perfect fit for adventurers in the Magmarath Caldera.

Hatred, the Wrathful Edge is the powerful axe wielded by Mizanoros. If the party manages to defeat the sanguinor, the weapon may deem them worthy its power and able to wield it for themselves. The details of this artifact are included at the end of this document.

MAGMARATH STAT BLOCKS

BLOOD-FIEND BARBARIAN

Infernal Barbarians take power from an infusion of fiendish energy, often transfused with blood magic, that imbues them with the wrath of the Lower Planes. Many of them are coerced into contracts and deals, while others seek this power willingly, or in a desperate attempt to survive the perils of the Iron Maw Arena.

BLOOD-FIEND GLADIATOR

Those few warriors that survive or even thrive within the Iron Maw Arena become full-fledged gladiators, favorite playthings of Magmarath's denizens. The long-term effects of their fiendish transfusion often results in an uncontrollable blood fury, making them exceptionally dangerous both in and outside the Arena's walls. These champions blend into the vicious crowds, just as comfortable in Magmarath as its fiendish denizens.

BRIMSTONE DRAKE

Although not technically related to true dragons, brimstone drakes nonetheless share their temperament and general anatomy. Their molten forms are bound to black iron skeletons, allowing them to generate and conduct tremendous amounts of electricity. True to their name and draconic appearance, they utilize a breath weapon that sprays a cloud of blinding ash accompanied by red forked lightning.

DYRA

Fully recognizing their strengths and weaknesses, the dyra have spent centuries developing their mechanical prowess, acting as Magmarath's premier engineers. Some dyra have even developed juggernauts—metal and stone constructs that they can mold and stretch themselves around to pilot. While doing so, the dyra gains increased size and vigor from its sturdy framework, and also gains additional offensive and defensive capabilities as the juggernaut helps ground and redirect electricity.

DYRA JUGGERNAUT

Infernal Barbarians take power from an infusion of fiendish energy, often transfused with blood magic, that imbues them with the wrath of the Lower Planes. Many of them are coerced into contracts and deals, while others seek this power willingly, or in a desperate attempt to survive the perils of the Iron Maw Arena.

IRON MAW BARBARIAN

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	8 (-1)	11 (+0)	13 (+1)

Saves Dex +4

Skills Athletics +5, Intimidation +3

Senses passive Perception 10

Languages Common plus Abyssal or Infernal

Challenge 3 (700 XP)

Hellborn. The barbarian has advantage on any Charisma (Intimidation) or Charisma (Persuasion) check it makes when interacting with fiends.

Rage (3/Day). As a bonus action, the barbarian can enter a rage that lasts for 1 minute. The rage ends early if the barbarian is knocked unconscious or if its turn ends and it hasn't attacked a hostile creature or taken damage since its last turn. While raging, the barbarian gains the following benefits:

- It has advantage on Strength checks and Strength saving throws.
- It gains a +2 bonus to the damage roll of any melee weapon attacks it makes (included in the attack).
- It has resistance to bludgeoning, piercing, and slashing damage.

Reckless. At the start of its turn, the barbarian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the barbarian isn't wearing any armor, its AC includes its Constitution modifier. It can use a shield and still gain this benefit.

ACTIONS

Multiattack. While the barbarian is raging, it makes two melee attacks, one of which must be with its claw.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, or 12 (2d6 + 5) slashing damage while raging.

Hellfire Claw (While Raging Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning or slashing damage (barbarian's choice) plus 3 (1d6) fire damage.

IRON MAW GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 17

Hit Points 153 (18d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	9 (−1)	12 (+1)	15 (+2)

Saves Dex +6

Skills Athletics +7, Intimidation +8

Damage Resistances fire

Condition Immunities frightened

Senses passive Perception 11

Languages Common plus Abyssal or Infernal

Challenge 8 (3,900 XP)

Feral Instinct. The gladiator has advantage on initiative rolls. Additionally, if the gladiator is surprised at the beginning of combat and isn't incapacitated, it can act normally on its first turn, but only if it enters its rage before doing anything else on that turn.

Hellborn. The gladiator has advantage on any Charisma (Intimidation) or Charisma (Persuasion) check it makes when interacting with fiends.

Planar Conspirator (1/Day). The gladiator can cast the *contact other plane* spell, but only as a ritual.

Rage (4/Day). As a bonus action, the gladiator can enter a rage that lasts for 1 minute. The rage ends early if the gladiator is knocked unconscious or if its turn ends and it hasn't

attacked a hostile creature or taken damage since its last turn. While raging, the gladiator gains the following benefits:

- It has advantage on Strength checks and Strength saving throws.
- It gains a +3 bonus to the damage roll of any melee weapon attacks it makes (included in the attack).
- It has resistance to bludgeoning, piercing, and slashing damage.
- If it succeeds on a grapple check, the target takes 3 (1d6) fire damage, and it takes another 3 (1d6) fire damage at the end of each of its turns until the grapple ends.

Reckless. At the start of its turn, the gladiator can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the gladiator isn't wearing any armor, its AC includes its Constitution modifier. It can use a shield and still gain this benefit.

ACTIONS

Multiattack. The gladiator makes two melee attacks. While the barbarian is raging, it can make one additional attack with its claw.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, or 14 (2d6 + 7) slashing damage while raging.

Hellfire Claw (While Raging Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning or slashing damage (gladiator's choice) plus 3 (1d6) fire damage.

FLINTCLAW

These lithe, fiendish felines actively stalk the shadowed alleyways of Magmarath in search of prey. In this way, they are very similar to predatory cats found on the Material Plane. Particularly renowned for their ferocity, flintclaws are protected by their dense black iron skeletons, and rend flesh like butter using their white-hot metal claws. They are also frequently utilized in the Iron Maw Arena as motivation for races and other timed events, to such a degree that mortal challengers are often nicknamed 'flintclaw fodder'.

KIIR

Where other portions of the Lower Planes utilize imps and quasits as spies or messengers, Magmarath utilizes the native kiir as elite couriers. They perform their duties with glee, relishing in each opportunity to flit across the planes. In this

capacity, they adeptly don impenetrable illusory personas capable of fooling even the most pious of priests. Many such faith-driven folk have fallen prey to the deceit of a kiir's seemingly divine missive, leading to crusades and inquisitions of all kinds.

SANGUINOR

The elite fiendish sanguinor are crystalline humanoid creatures with poisonous scorpion-like tails and potent blood magic abilities. Fueled entirely by wrath and their craving for blood, they passively and actively drain the life force of those around them. When fighting, any spilt blood soaks into their mineral bodies, emphasizing the almost fiery refractive veins and arteries visible within.

BRIMSTONE DRAKE

Large fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., burrow 20 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	7 (-2)	14 (+2)	12 (+1)

Saves Con +6, Cha +4

Skills Intimidation +4, Survival +5

Damage Resistances lightning, poison

Damage Immunities fire

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 12

Languages understands Abyssal, Draconic, and Infernal but can't speak

Challenge 7 (2,900 XP)

Heated Body. A creature that touches the drake or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Stench. Any creature other than a brimstone drake that starts its turn within 10 feet of the drake must succeed on a DC 14 Constitution saving throw or be poisoned until the start of

the creature's next turn. On a successful saving throw, the creature is immune to the stench of all brimstone drakes for 1 hour.

Volcanic Acclimation. Ash, dust, fog, and other particles suspended in the air don't impede the drake's vision, and it can breathe normally in ash and under lava.

ACTIONS

Multiattack. The drake makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 5 (2d4) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Ashen Eruption (Recharge 5–6). The drake exhales a cloud of electrically charged ash in a 30-foot cone, creating an area that is heavily obscured until the end of the drake's next turn. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a target takes 35 (10d6) lightning damage and is blinded until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't blinded.

DYRA

Small fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 65 (10d6 + 30)

Speed 25 ft., climb 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +3

Damage Resistances bludgeoning and piercing from nonmagical attacks

Damage Immunities fire, poison, slashing

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Amorphous. The dyra can move through a space as narrow as 1 inch wide without squeezing.

Damage Transfer. Whenever the dyra takes damage while grappling a creature, the creature grappled by it also takes half the damage the dyra took.

Lightning Susceptibility. If the dyra takes lightning damage, it has disadvantage on attack rolls and ability checks until the start of its next turn, and if it's grappling a creature, it must succeed on a DC 13 Constitution saving throw or the grapple ends.

Metal Stride. While moving on a metallic object, structure, or surface, the dyra's speed is doubled.

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

ACTIONS

Multiattack. The dyra makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the dyra can't constrict another target, and the target takes 4 (1d8) fire damage at the start of each of its turns.

DYRA JUGGERNAUT

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Con +8

Skills Athletics +9, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 10 (5,900 XP)

Electrical Overload. If the dyra takes 25 lightning damage or more during a single turn, it must succeed on a DC 18 Constitution saving throw or become paralyzed until the end of its next turn.

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

Magic Weapons. The dyra's weapon attacks are considered magical.

Siege Monster. The dyra deals double damage to objects and structures.

ACTIONS

Multiattack. The dyra uses its Electrostatic Discharge, if available. It then makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 5 (1d10) fire damage.

Electrostatic Discharge (Recharge 5–6). The dyra expels a burst of electricity in a 15-foot radius around itself. Each creature other than the dyra in the area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 28 (8d6) lightning damage and is stunned until the end of the dyra's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

REACTIONS

Voltaic Grounding. When the dyra is subjected to lightning damage, it makes a DC 18 Constitution saving throw. On a successful save, it takes no damage instead and its Electrostatic Discharge immediately recharges if it wasn't already charged.

FLINTCLAW

Medium fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	7 (–2)	15 (+2)	8 (–1)

Skills Perception +4, Stealth +6

Damage Immunities fire, poison

Senses darkvision 120 ft., passive Perception 14

Languages understands Abyssal and Infernal but can't speak them

Challenge 2 (450 XP)

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

Pounce. If the flintclaw moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the flintclaw can make one bite attack against it as a bonus action.

Running Leap. The flintclaw's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The flintclaw makes two claw attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) fire damage.

KIIR

Tiny fiend, neutral evil

Armor Class 14

Hit Points 7 (2d4 + 2)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	15 (+2)

Skills Arcana +3, Deception +6, Investigation +3, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned, stunned

Senses truesight 120 ft., passive Perception 14

Languages all

Challenge 1/2 (100 XP)

Innate Spellcasting. The kiir's innate spellcasting ability is Charisma (spell save DC 14). The kiir can innately cast the following spells, requiring no material components:

At will: *arcanist's magic aura* (self only), *disguise self*, *misty step*

1/day each: *plane shift* (self only), *sending*

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

Planar Grounding. The kiir can't be banished or otherwise unwillingly sent to another plane of existence.

Undetectable Nature. The kiir is always under the effects of the *nondetection* spell. In addition, while it's under the effects of *disguise self*, its illusion isn't automatically detected by truesight, and the DC to discern the illusion increases to 24.

ACTIONS

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Teleport. The kiir magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Recall (1/Day). The kiir teleports to its home plane or city, as if by the *plane shift* or *teleport* spell.

VARIANT: MIZANOROS, THE BLACK IRON FULCRUM

Mizanoros is a prime sanguinor specimen, renowned for his unparalleled mastery of blood magic. Most notably, he was the fiend responsible for transfusing Malfuriel's celestial blood with transformative fiendish ichor and twisting normal imps into the Crimson Legion. As a Tribunal representative, Mizanoros mediates any disputes between the devilish and demonic members, and ensures that Magmarath's anger-fueled cohesion holds.

Mizanoros uses the sanguinor stat block, with the following changes:

- He has a challenge rating of 25 (7,500 XP)
- He speaks all languages.
- The range of his *Aura of Punishment* increases to 30 feet.
- He gains a +2 bonus to the attack rolls and saving throw DCs of his spells and action options (included in the options below).
- He has the *Blood Transfer* and *Legendary Resistance* traits, as well as the *Hatred, the Wrathful Edge* action option, which replaces the *Trident* attack from the normal sanguinor (all described below).
- He gains the suite of legendary actions on the following page.

Blood Transfer (3/Day). As a bonus action, Mizanoros can cast the *vampiric touch* spell. For the duration, he can repeat the attack on each of his turns as a bonus action.

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

Special Equipment. Mizanoros wields *Hatred, the Wrathful Edge*, a sentient weapon with an Intelligence of 14, a Wisdom of 13, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with Mizanoros and can speak, read, and understand Common and Infernal. Further details about the weapon can be found at the end of this document.

ACTIONS

Hatred, the Wrathful Edge. Melee Weapon Attack: +19 to hit, reach 5 ft., one target. *Hit:* 17 (1d12 + 11) slashing damage plus 7 (2d6) fire or lightning damage (Mizanoros's choice). If this damage reduces the target to 0 hit points, Mizanoros gains temporary hit points equal to the fire or lightning damage dealt.

SANGUINOR

Huge fiend, neutral evil

Armor Class 19 (natural armor)

Hit Points 319 (22d12 + 176)

Speed 50 ft., burrow 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	27 (+8)	18 (+4)	17 (+3)	23 (+6)

Saving Throws Con +14, Int +10, Wis +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 19 (22,000 XP)

Aura of Punishment. Whenever a hostile creature within 10 feet of the sanguinor takes damage, that creature takes an extra 5 (1d10) necrotic damage.

Innate Spellcasting. The sanguinor's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The sanguinor can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect poison and disease*, *inflict wounds* (as a 3rd-level spell), *ray of enfeeblement*
1/day each: *dominate person*, *fly*, *suggestion*

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

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

Reckless. At the start of its turn, the sanguinor can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The sanguinor makes three attacks: one with its sting and two with its trident. It can cast any of its at will spells in place of one trident attack.

Sting. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 15 (3d4 + 8) piercing plus 13 (3d8) poison damage, and the target must succeed on a DC 22 Constitution saving throw or become poisoned. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Trident. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 18 (3d6 + 8) piercing damage plus 10 (3d6) necrotic damage.

Boil Blood (Recharge 5–6). The sanguinor attempts to magically boil the blood of up to three creatures it can see within 120 feet of it. Each target must make a DC 20 Constitution saving throw, taking 39 (6d12) fire damage and 39 (6d12) necrotic damage on a failed save, or half as much damage on a successful one. A creature that is poisoned by a sanguinor's sting has disadvantage on this saving throw, and a creature that doesn't have blood is immune to this effect.

LEGENDARY ACTIONS

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

Hatred Attack. Mizanoros makes one attack with *Hatred, the Wrathful Edge*.

Move. Mizanoros moves up to his speed.

Cast a Spell (Costs 2 Actions). Mizanoros casts a spell.

Accursed Step (Costs 3 Actions). Mizanoros magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see. Mizanoros can then choose one creature he can see within 5 feet of him. The target must make a DC 22 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save or half as much damage on a successful one. Mizanoros regains hit points equal to the amount of necrotic damage dealt.



HATRED, THE WRATHFUL EDGE



PATH OF THE INFERNAL

BARBARIAN: PATH OF THE INFERNAL

Barbarians are known far and wide as being some of the most relentless warriors in existence, entering terrifying rages that fuel their attacks and allow them to shrug off even the most staggering of blows. A barbarian's presence and capabilities depend largely on the source of their rage, such as from a sense of greater purpose, bloodlust, or deeper, spiritual connection. Regardless of where this fount of rage comes from, barbarians are always feared and respected for their brutal talents.

PATH OF THE INFERNAL

You have found the conduit for your rage in something scarier than anything you'd find on the Material Plane. Your inner fury burns from the hells themselves, manifesting itself as a series of fiendish transformations and flames whenever you enter a rage. The origin of this power may be the result of a near-death experience that showed you the the Lower Planes, or perhaps it comes from a soul-binding contract made with a powerful devil. Some tieflings may find that this power has resided within themselves all along as a result of their infernal heritage. Regardless of your reason for having these abilities, one thing is certain: hell hath no fury quite like you.

HELLFIRE CLAW

Starting when you choose this path at 3rd level, one of your hands transforms into a large, fiery claw whenever you enter your rage. The claw remains for the duration of your rage. If you're wielding a weapon with the clawed hand, its flames harmlessly spread to the weapon it's holding and wreath it in magical flames. The first target you hit with this fiery weapon on each of your turns takes an extra 1d6 fire damage.

If you don't deal this fire damage with a weapon attack on your turn, you can use a bonus action to make an unarmed strike with the claw, provided it's empty. On a hit, the target takes the normal damage from your unarmed strike, which can be either bludgeoning or slashing damage (your choice), plus an extra 1d6 fire damage.

The claw's fire damage increases when you reach certain levels in this class, increasing to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level.

HELLBORN

At 3rd level, you learn to speak, read, and write either Abyssal or Infernal (your choice). In addition, you can add your Strength modifier to any Charisma (Intimidation) or Charisma (Persuasion) check you make when interacting with fiends.

When you reach 10th level in this class, you can add your Strength modifier to any Charisma (Intimidation) check you make when interacting with any creature, instead of only fiends.

INFERNAL WARRIOR

By 6th level, the infernal fire within you burns hot even while you're not raging. You gain resistance to fire damage.

In addition, when you use the Attack action to grapple a creature while you're raging, the target takes your Hellfire Claw's fire damage if your grapple check succeeds, and again at the end of each of that creature's turns while it remains grappled.

PLANAR CONSPIRATOR

At 10th level, you can make minor deals with an interested archfiend or similar power to peer into the minds of other creatures and exploit their fears. You can use an action to spend 2 Hit Dice, without regaining any hit points, to cast the *detect thoughts* spell. The DC for this spell is equal to 8 + your proficiency bonus + your Constitution modifier.

INCINERATING WRATH

Starting at 14th level, when you take damage from a creature that you can see within 60 feet of you while you're raging, you can use your reaction to release a punishing flame from your claw toward them, duplicating the effect of the *hellish rebuke* spell (3rd-level version, DC 8 + your proficiency bonus + your Constitution modifier). You can use this ability twice per rage.



HATRED, THE WRATHFUL EDGE

HATRED, THE WRATHFUL EDGE

Weapon (greataxe), artifact (requires attunement by a creature the axe deems worthy)

This black iron axe was forged in the scorching fires of the Magmarath Caldera and has been the decisive end for countless mortal souls. Used as the mark of a Tribunal in the caldera's city, the weapon is an embodiment of anger and spite, and has been enchanted with blood magic that bubbles to the surface each time it's used to end a life. Glimmering veins of lava flicker from its dark metal surface, and roiling, volcanic sparks trail behind it in its wake when swung.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, which deals an extra 2d6 fire or lightning damage (your choice) to any target it hits. When you reduce a living creature to 0 hit points using this weapon, you gain a number of temporary hit points equal to the fire or lightning damage dealt as part of the attack.

Explosive Rage. If you're a barbarian, the first time you enter a rage after finishing a short or long rest, up to 6 creatures of your choice within 10 feet of you take 4d6 fire or lightning damage (your choice). In addition, while raging, any creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire or lightning damage (your choice).

Fiendish Mind. You can speak, read, and write Abyssal and Infernal while attuned to this weapon.

Random Properties. *Hatred, the Wrathful Edge* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Volcanic Immunity. You are immune to fire damage while attuned to this weapon. In addition, you can stand on and walk across molten rock as if it were solid ground.

Sentience. *Hatred, the Wrathful Edge* is a sentient chaotic evil weapon with an Intelligence of 14, a Wisdom of 13, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Abyssal, Common and Infernal.

Personality. The weapon enjoys the sensation of anger. It sees all conflict eventually reaching the same violent conclusion, and encourages its wielder to seek out such hasty and bloody resolutions.

Destroying the Axe. The only way to destroy the axe is to dispel the malevolent spirit within it over time from the Upper Planes. Casting *dispel evil and good* on the weapon every day for 5 years while on an Upper Plane causes the wrathful spirit within it to eventually succumb and perish. When the spirit leaves the axe, it loses all of its properties except for its bonus to attack and damage rolls, but becomes no harder to destroy than a normal magic weapon.