

DEVIL'S ADVOCATE

A GUIDE TO INFERNAL CONTRACTS



Justice Arman



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CREDITS & LEGAL

Author: Justice Arman, www.norsedm.com

Monster Design: Justice Arman and Bryan Holmes

Layout: Anna Urbanek, www.doubleproficiency.com

Cover: Gwen Bassett, www.gwendybee.com

Internal Art: Justice Arman, Jeremy Hart Illos, Jack Kaiser, Dean Spencer, and DMs Guild Creator Resource

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Some artwork by Jack Kaiser

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PREFACE



Devils have a long-running history in Dungeons & Dragons. They first appeared alongside their demonic counterparts in the original *Monster Manual* in 1977, possibly fueling the religious objections to D&D during the 1980s. Nevertheless, the world's greatest roleplaying game survived this moral panic, and fiends have

been an important part of the hobby ever since. Just last year, *Mordenkainen's Tome of Foes* delved into the eternal struggle between devils and demons known as the Blood War, and this September will see the release of a hellscape-themed adventure, *Baldur's Gate: Descent into Avernus*.

Despite the pervasive history of devils in D&D, there is little in the way of official resources on the details of infernal contracts. There is a wealth of reference material surrounding the lore, hierarchy, and nature of devils, but there's not much information for DMs and players to create infernal contracts of their own. I wrote *Devil's Advocate: A Guide to Infernal Contracts* to remedy this discrepancy. I hope that once you've finished reading this document, you'll:

- * Know some lore surrounding the laws of devils.
- * Understand the components of an infernal contract and the nuances of constructing an offer.
- * Have some handy tools for storytelling and role play surrounding bargains and their consequences.
- * Be able to present a prop infernal contract to your table.

GENERAL CONTRACTUAL TERMS

Throughout this supplement, I use several legal terms. For clarification, the creature that signs a contract may be referred to as the **signatory** or **signee**. The devil that writes an infernal contract is known as the **drafter**. I refer to the party that extends a contract and its associated offer as the **contract administrator**. Most of the time, the contract administrator and the drafter are the same devil. A contract may be drafted and/or administered on behalf of a duke or archdevil. In that case, the devil extending the contract is acting as an **agent** of the higher-ranking fiend, who may be referred to as a **benefactor**.

DISCLAIMER

Although my name is Justice, I am not a lawyer. To the D&D player or Dungeon Master reading this document with a legal background, you may find inaccuracies with my portrayal of contract law. I commend you on your studies. Thank you for supporting this product despite its shortcomings.



So, you wanna know about infernal contracts? I think we can set up some kind of arrangement, if you're really interested.

☞

THE FIRST CONTRACT

The first example of infernal law predates the Nine Hells themselves. As an angel, Asmodeus convinced the gods that their creations would only heed divine law if there were something to dissuade them from disobedience. Mortal creatures would then have the choice between upholding the word of the gods and Asmodeus's harsh alternative - punishment. After much deliberation, a lengthy decree was drafted by Asmodeus and agreed upon by the gods. It was called the Pact Primeval, the First Contract.

The Pact Primeval granted Asmodeus and his allies dominion over the then-abandoned realm of Baator, which would eventually become the Nine Hells. It also established a procedure for the punishment of the wicked souls destined for its layers. However, over time, the gods found that a decreasing number of souls reached the Upper Planes because Asmodeus and his devils were deliberately tempting them. When the gods disputed the First Contract, claiming that Asmodeus had violated its terms, he dispassionately replied, "Read the fine print." In addition to the Pact Primeval located in the Nine Hells, there are two other copies of the contract. One is housed on Mount Celestia, the Seven Heavens of Goodness and Law. The other is located on the clockwork plane of law, Mechanus.

INFERNAL LAW VS. MORTAL LAW

At first glance, the contracts written by devils bear striking similarities to their mortal counterparts. There are numerous parallels between infernal law and the legal system administered on the Material Plane. Arbitration, precedent, and the concept of the accused standing trial before a jury are all found in both the Nine Hells and various settlements in the Forgotten Realms. A popular Candlekeep theory holds that the first legislators were ancient devils in disguise. By sowing familiarity with their proceedings, these early fiends had more success procuring souls from future generations. Some scholars even believe that the charismatic Mephistopheles was one of Faerun's first lawyers.

However, conflating mortal and infernal law is a dangerous supposition. Devils have no moral code, and they only abide by *corpus juris infernis* ("the body of infernal law") and the archdevil that commands them. To the contract administrator, the ultimate goal is the procurement of the soul at its lowest possible cost. When a bearded devil jabs a rusty metal quill into the back of the creature serving as its inkwell, a soul is not special. It's not a unique ticket to the afterlife. Instead, it's a lifeless transaction. A quota to be met in hopes of future



promotion. Fodder for a dusty hellfire engine that ran out of juice in Avernus. How could they possibly empathize with a signee? Devils are ruthless negotiators that only respect the letter of the law.

While some differences are obvious - killing is permitted in the Nine Hells, for example, so long as it's justifiable in the Diabolical Courts of Phlegethos - the true threat lies in more subtle departures from mortal law. For example, when two living creatures exchange goods, there is generally the assumption of competency, i.e., both sides must be mentally capable of understanding their agreement in order to consent. Although consent must be present in an infernal contract, there is no requirement of competency. This fact creates a fine line that many devils gleefully walk, extending handshakes to nostalgic nobles on their deathbeds or offering lengthy scrolls to grief-stricken widows who can hardly process new information.

COMPONENTS OF AN INFERNAL CONTRACT

While each contract is tailored to the signee by the drafter, few strict requirements must be met in for your contract to be legitimate. A proper, respected infernal contract includes five elements: Consideration, the Offer, Obligation, Fine Print, and Acceptance. However, many contracts contain additional clauses that further bind the signatory and/or contract administrator.

CONSIDERATION

"MY QUEEN WILL NOT REMEMBER ME?" WEPT Sir Faldsworth. Vreesar's white, chitinous mandibles separated with a clack, grinning at the sight of the fighter's fallen companions. "No," whispered the ice devil, "you will not remember her."

Consideration is a vital part of both mortal and infernal contract law that refers to the exchange of payment between two parties. Both the fiend and the mortal must incur some burden to have a valid contract. Otherwise, the offer is a gift, and devils don't give gifts – unless reciprocation is guaranteed. A variety of options for consideration exist, but the majority of contracts fall into exchanges of either life-years or souls.

Yeah, so life-year contracts are a little boring. So what? We can't all be rolling in souls down here. Do I look like a pit fiend to you?

☞

LIFE-YEARS

Contrary to popular belief, not every devil is a silver-tongued salesman capable of defrauding a signee of their soul. Many less-experienced devils earn a not-so-honest living by drafting contracts based on life-years. These somewhat-standard agreements provide a framework from which lesser devils can slowly develop a sense of style, working in more clever fine print with each successful deal. In addition, trading life-years presents an opportunity for lesser fiends to chip away at mortals who may present an ongoing threat.

A creature that enters into an agreement based on life-years surrenders a portion of its remaining mortality to a fiend. This way, those with longer life spans (i.e., dwarves, elves, and giants) cannot benefit from an ancestral advantage. If the signee is fortunate, their life is cut short by a number of years equal to the number of life-years considered. However, the majority of life-year agreements stipulate that the signee must serve a fiend for that amount of time *post mortem*. In these cases, the drafter typically acts as an agent of an archdevil.

Upon death, the signee reports to the layer of the Nine Hells corresponding to the domain of the benefactor. The signee may perform menial tasks or hard labor as a slave, conduct or receive torture, or be enlisted as a soldier in the Blood War. Once this time is up, the soul is free to proceed to its original, intended destination unless the signee enters into additional agreements during that period.

However, souls devoted to good deities may be surprised where they end up after dealing with devils!

SLIPPERY SLOPE

Life-Year contracts, like all things pertaining to devils, are more insidious than they sound. Although infernal law ultimately guarantees liberation, signees of life-year agreements are branded with an infernal glyph which advertises their remaining time in the Nine Hells. The plane's pernicious inhabitants know that desperation is the foundation of a contract. To breed further deals, other devils make every effort to arrange a miserable existence for life-year signees serving time in the Hells.





CONTRACT CONSIDERATION

d20	Exchange	d20	Exchange
1	Beauty. You are given a wicked scar or deformity, courtesy of the Nine Hells. Everywhere you go, people seem to stare.	11	Mercy. Those who choose to fight you must not live to tell the tale.
2	Honesty. You must always lie to priests and priestesses.	12	Intensity. You must give up one of your passions.
3	Virtue. You must commit a single evil act.	13	Lineage. Your bloodline now belongs to the benefactor of this contract. You are now a tiefling.
4	Debt. The devil requires a flat 66 percent of all future payments you receive.	14	Sacrifice. You must surrender your firstborn child. If you do not have children, this may take the form of someone you have mentored, a beloved pet, or something you created.
5	Identity. Your name.	15	Control. The devil will possess you at a future point in time for a total of ten minutes.
6	Anatomy. A piece of you - a lock of hair, a drop of blood, or a bit of flesh.	16	Property. You must surrender an item of the devil's choosing.
7	Recollection. The precious memory of a loved one or an event from your past.	17	Vitality. Your hit point maximum is permanently reduced by an amount equal to your level.
8	Enforcement. You must satisfy an earlier contract by bringing a specific person to the Nine Hells whose time is up. You are accompanied by 1d4+1 bloodhounds.	18	Proficiency. You lose Proficiency in a skill.
9	Persuasion. You must convince another mortal to strike a deal with your contract administrator.	19	Ability. One of your core Ability Scores is reduced by 2.
10	Hospitality. You may never sleep indoors again.	20	Experience. You lose 1 level.

SOULS

The epitome of an infernal contract results in a pledge of the signee's soul as consideration. Souls are the currency of the Nine Hells. They are traded, converted into loyal subjects, and used to power infernal war machines. Souls of strong, good-natured mortals are especially coveted due to their bright potential. Contracts involving paladins and other holy warriors are often accompanied by the finest offers a devil can extend. Furthermore, a devil that regularly exceeds its soul quotas gets promoted. Every pit fiend was once a lowly chain devil who descended the fiery ladder of success.

OTHER FORMS OF CONSIDERATION

Successful contract administrators are always thinking two or three steps ahead. They understand that most mortals are wary of entering into a contract with a devil given their reputation. A devil is usually content to make smaller, abstract deals with less-evident ramifications.

One classic example is requiring the voice of the signee for a single hour. The deal seems innocent at first, but it poses several questions. Will your voice be taken during combat, preventing you from casting spells with verbal components? Could the devil consent to an ancient prophecy on your behalf, sealing you to some strange fate? Will your voice be used in tandem with a disguise to damage a hard-earned relationship with a crucial ally? The subtleties of consideration in nontraditional forms can bring exciting dilemmas to your table. The Contract Consideration table presents a small sampling of such exchanges.

THE OFFER

IVY STARED AT HER REFLECTION IN THE TEMPLE window. "The years have not been kind," she lamented. If only she could return to her youth, knowing then what she knew now. "You won't find what you're looking for in there," answered a smooth voice.

A good offer can make or break an infernal contract. After all, it's not as if the River of Styx is backed up with masochistic passengers eagerly awaiting torment in the Nine Hells. The contract administrator - and by extension, the DM - is responsible for creating an offer so enticing that the signee doesn't realize they are getting the worse half of the deal. In contracts of the soul, the devil must suggest something to the signee that is genuinely priceless or unattainable.

CONSTRUCTING AN OFFER

When constructing your offer, don't be too critical of dangling something juicy in front of your players and their characters. Deals with devils should *always* be tempting, either because the requested consideration seems innocuous or because the offer is too good to pass up.

Baldur's Gate: Descent Into Avernus provides a system for DMs to track ongoing deals of all sizes. By the end of the adventure, these sins may weigh down a character's soul and prevent them from leaving Avernus. The system outlined in this document attempts to establish a linear relationship between the offer and consideration while raising the stakes with each consecutive contract. The intent is to simultaneously convey the excitement and gravity of making deals with devils.

I usually start with hors d'oeuvres: delicate pastries, a fancy chair, violins, the whole Nine hells.

SUGGESTED OFFERS BY LIFE-YEARS

The Offers table gives examples of appropriate offers based on standard life-year agreements. The table mainly includes mechanical benefits designed to entice your players, and it is by no means exhaustive. An individual character's visions of grandeur are far too subjective to lay



out all the possibilities. Your offers can - and should - be tailored to the player characters' desires and the weight of their sacrifices.

KNOW YOUR MARKET

A soul's value is relative. While all devils are content to pocket another freshly-minted soul coin, some souls matter more to a particular benefactor than others. To Zariel at the forefront of the Blood War, the soul of a mighty warrior is highly-coveted for its potential as a warlord in her army. On the flip side, Mammon may pay twice the going rate for the soul of a wealthy entrepreneur whose acumen could boost the hoards of Minauros. If you're going to sell your soul, you might as well request an agent of the appropriate archdevil and avoid potential lowball offers.

Using the Offers Table. To choose an appropriate offer, start by identifying the percentage of remaining life-years that the signee is putting up for consideration. Then, locate the corresponding service tier. For example, if a signee gives up half of their remaining life span, they are entitled to service tier II. Once you have selected your service tier, work with your DM or contract administrator to choose an appropriate offer. Alternatively, you may have an offer in mind and choose to work backward. *Infernal ally* rules are located in Appendix C.

Other Forms of Consideration. If desired, the DM or the player may select a different form of consideration than years of remaining life, such as the ones outlined in the Contract Consideration table. In these cases, use your best judgment to choose an appropriate service tier and offer. If the signee's consideration is the memory of a loved one, you might choose the service tier corresponding to half the life-years that they knew this person.

Desperate vs. Confident. A signee that is making an offer in a pinch (see "Sealing the Deal") is said to be a *desperate* signee. A proactive signee who isn't in the heat of the moment is known as a *confident* signee. The Offers table distinguishes between immediate, one-time assistance and long-lasting benefits for desperate and confident signees, respectively. However, these two distinctions are only suggestions. A signee may choose from either column when making a deal.

END OF THE LINE

You may notice that there are no ongoing benefits for those who trade their life to a devil on the Offers table. While it is often a heroic endeavor, giving one's life results in the immediate and final death of the signee. Spells like *revivify*, *raise dead*, and *resurrection* are incapable of bringing a character back from such a fate. It is rumored that even a *wish* spell cannot violate the rigid nature of infernal law, though this could have been fabricated by devils long ago.

This is yet another way that devils can entice mortals to forfeit their souls. By giving your life, you immediately run out of time. However, by exchanging your soul as consideration, you get to live to see another day. You can partake in all of the glory and pleasure that life has to offer - at least until collection time.

MAKING SUBSEQUENT DEALS

A player character can sign their first contract at any service tier. However, subsequent deals come at a higher price. If a character has already signed an infernal contract, the following deal must be of a higher service tier than the previous one - inevitably pushing them towards a soul contract. While this may seem grim, this prevents the player character from repeating negligible transactions with little consequence. Additionally, it entitles the signee to a better offer than their previous contract.



OFFERS

Life-Years	Service Tier	Desperate Signee (immediate benefit)	Confident Signee (lasting benefit)
< 10%	I	- Succeed on an attack roll, ability check, or saving throw - Destroy a creature with a CR ≤ half your character level - Gain a spell slot equal to 1/3 your character level, rounded down (minimum of 1)	A natural 20 on a saving throw, attack roll, or ability check to occur within a number of days equal to your character level. The player may choose to use this offer after seeing the results of a roll, but before the DM declares whether they succeed or fail
11 - 66%	II	<i>Infernal ally</i> (see Appendix C) - Instantly gain the benefit of a short rest - Cast <i>raise dead</i> without expending material components	- Additional spell(s) or spell slots - Increase your hit point maximum by an amount equal to half your level - A single use of bardic inspiration once per short rest - Proficiency in a saving throw - Resistance to a type of damage
67 - 99%	III	<i>Infernal ally - elevated 1</i> (Appendix C) - Instantly gain the benefit of a long rest - Cast <i>resurrection</i> without expending material components	- Additional spell(s) and corresponding spell slot(s) - The permanent benefit of <i>tongues</i> - Increase your hit point maximum by an amount equal to your level - Immunity to a type of damage
Life	IV	<i>Infernal ally - elevated 2</i> (Appendix C) - Your party instantly gains the benefit of a long rest - Cast <i>true resurrection</i> without expending material components - Kill a fiend of CR equal to your level	—
Soul (Character level 1-10)	V	<i>Infernal ally - elevated 3</i> (Appendix C) - Undo the deaths of multiple characters or NPCs - Secret, forbidden knowledge known only to powerful mortals such as Wyrms and decrepit wizards	- A very rare item - An extra attack as a bonus action - Additional level(s) - Boost 1 ability score and its maximum by 4, or boost 2 ability scores and their maximum by 2. - Choose a spell of 1st or 2nd level that you can cast. You can now cast that spell at will.
Soul (Character level 11-20)	V	<i>Infernal ally - elevated 3</i> (Appendix C) - Undo a TPK - Secret, forbidden knowledge known only to eternal beings of immense power such as gods, demon lords, and archdevils - Resurrect a creature that died within the past millennia	- Any legendary item - An extra attack as part of your Attack action - Choose any spell of 3rd level or lower. You can now cast that spell at will. - Additional level(s) - Boost 1 ability score and its maximum by 6 or more, or boost 2 ability scores and their maximum by 3 or more.

OBLIGATION

"DEVILS HIDE BEHIND THEIR LAWS AS IF their order is just. In truth, there are no 'fair' exchanges with devils. There are only foolish pacts in which a mortal has taken their payment for granted." - Mordenkainen, Watcher of the Blood War

In a contract, an obligation is the legal duty of the two parties to perform. The signee and the contract administrator are bound by its terms. If either party violates this ironclad agreement, they may face harsh punishment according to infernal law. Such violations are overseen by Belial and his dispassionate judges in the Diabolical Courts of Phlegethos, the fourth layer of the Nine Hells.

For a mortal who hasn't yet signed away their soul, a sentence coming from the Diabolical Courts carries a terrifying prospect. However, a soulless mortal may wonder what more could come from a breach of contract. Quite a bit, actually. Devils are incredibly creative when it comes to torture, and few things delight them as much as tormenting the guilty.

When devils break infernal law, the punishment is more severe. Higher-ranking devils are capable of demoting those beneath them, forcing them to squirm and shuffle as larva-like lemures for a few centuries. In some instances, the offender's soul may be consumed, destroying it forever. The ultimate form of discipline for devils who break their contracts is an item granted to Asmodeus by Primus known as the Ruby Rod. There is no record of the punishment administered by Asmodeus through the Ruby Rod, but it is chilling to imagine a fate that frightens even the most ruthless of fiends.



I'm a little fuzzy on obligation. It boils down to this: You scratch my back, and I'll scratch yours. Really, really hard.

FINE PRINT

"READ IT TWICE. GIVE IT ANOTHER LOOK, THIS time with a jeweler's loupe. Apply divination magic liberally, searching for hidden scripts or glyphs. Finally, crumple it up and walk away. What on earth were you thinking?" - Tessele Whitehorn, Lorekeeper of Highmoon

The fine print is a classic and necessary component of an infernal contract, dating all the way back to the Pact Primeval. Devils recognize the inherent suspicion that accompanies their dealings. If anyone truly understood the ramifications of such agreements, no one would ever agree to sign an infernal contract. As a result, devils must entice others with wild temptations and shroud their unfavorable intentions behind inconspicuous details.

GET IT IN WRITING

A devil is never offended when a signee requests the entirety of the agreement in writing. In fact, it's often the first indication that the signee means serious business.

There are hundreds of sour souls that wound up in the Nine Hells because they never saw the terms of agreement (especially the offer and consideration) spelled out in writing. Some devilish salesmen default to the written agreement. This provides a false sense of security to some signees, almost as if the devil is looking out for them.

TRICKING THE CHARACTER VS. CHEATING THE PLAYER

The goal of fine print should never be to cheat your players. Dungeon Masters should root for their players as the protagonists of the narrative, celebrating success and good storytelling. Most adventurers are not gullible; while a player may gloss over certain aspects of an infernal contract, their character has been hardened by their journey. You may have more success by emphasizing these agreements as roleplay opportunities, rather than traps or puzzles. While the latter may engage a player temporarily, the former can deepen a player's investment in the campaign.

SCRUTINIZING A CONTRACT

When you introduce an infernal contract to your table, you may wish to institute a series of ability checks to examine the document for any fine print. A challenge such as this is an excellent excuse for a character to show off their Proficiencies in Intelligence, Wisdom, and Charisma-based ability checks. If the signee is lacking in these areas, it's a good opportunity to share the spotlight and emphasize teamwork. Below are a few skills and their suggested uses in discovering fine print when a character is examining an infernal contract. You can reference the Difficulty Class by Level table for guidance on setting appropriate DCs for these checks and choosing the type of devil to extend a contract.



DIFFICULTY CLASS BY LEVEL

Level	Contract Administrator	Difficulty Class
1-4	Horned Devil	15
5-8	Erinyes	17
9-12	Ice Devil	19
13-16	Pit Fiend	22
17-20	Duke or Archdevil	25+

INTELLIGENCE CHECKS

Arcana. Decipher glyphs or enchantments on a contract. Recall planar lore related to the Nine Hells and its inhabitants.

History. Recall lore related to historical events such as the Blood War. Evaluate the credibility of the document by comparing it to mortal contract law.

Investigation. Make deductions related to the document. Translate confusing statements, assess the

This one time, this half-elf from Daggerford thought I said “years,” but I actually said “ears!”

Poor guy. It all went downhill from there.



legitimacy of specific claims, and apply logic and reason to its terms.

Religion. Recall lore about important deities and powerful archdevils, such as Asmodeus or Zariel. This skill may also be used to translate infernal symbols or recognize signs of the occult.

WISDOM CHECKS

Insight. Analyze devilish social cues. Determine the true intentions of the devil with your consideration. Catch the fiend when it tries to stretch the truth.

Perception. Spot physical hidden details such as small print. Eavesdrop on minions or other spectators discussing pitfalls in the deal.

CHARISMA CHECKS

Deception. Lie to a devil or hide your true feelings about a deal. Note that some fiends are immune to such trickery.

Intimidation. Attempt to coerce a devil or its minions to rethink their terms.

Performance. Put on a show, or pretend to walk away. Whichever gets you a better offer.

Persuasion. Convince a devil through respect or proper infernal etiquette.

INCORPORATING FINE PRINT

Locating fine print on a physical document can be an exhilarating experience for your players. Some may become paranoid upon seeing legal jargon or infernal embellishments, while others might meticulously review each phrase contained within the document. Fine print encourages participation from the entire party, whether it's through social interaction, ability checks, or marking up a physical document. The Fine Print table presents examples of fine print that may be found in an infernal contract.

Remember to be cautious when incorporating fine print into a physical document. There is a thin line between the satisfying “Ah-ha!” moment of locating fine print and frustrating or even antagonizing a player who feels as if the expectations weren't clear. If your players don't locate a

particular string of fine print, consider saving it for a future instance where the contract is dramatically reproduced for your players. Alternatively, you may choose to ignore it entirely in the interest of preserving the moment.

FINE PRINT

d10 Fine Print

- | | |
|----|--|
| 1 | The deadline for collection of the signee's consideration is significantly sooner than the devil claims. |
| 2 | Excessive use of pronouns. |
| 3 | “Buyer assumes all risks associated with a render of services at the time of delivery including, but not limited to enslavement, beheading, stretching, potentially-disturbing chants, deafness associated with screaming and/or laughter, and a mild burning sensation in sensitive areas.” |
| 4 | A line states, “Delivery of offer will be arranged upon receipt of payment,” though there is no elaboration on when the goods/services will actually be delivered. |
| 5 | The signature line or another embellishment within the document is actually a line of extremely small text that pledges the signee to a previously-unspecified clause. |
| 6 | The benefit conferred upon the character is taken from someone else. |
| 7 | As part of the contract, the signee is required to do something “bi-monthly.” This could be interpreted as either twice a month or once every two months, whichever suits the devil drafting the contract. |
| 8 | “Consumption of this contract results in the nullification of the terms contained therein.” |
| 9 | Something is misspelled, possibly changing its meaning. For example, a line may read. “The signee will be granted the Ox of the Dwarvish Lords no less than three (3) days after sealing this agreement.” |
| 10 | The contract references a nonexistent section. |

ACCEPTANCE

“NO BEING HAS EVER BEEN FORCED TO SIGN A contract of mine. Every signee has willingly agreed to abide by the terms therein, which I subsequently enforced with absolute precision.” - Asmodeus, King of the Nine Hells

No contract is complete without acceptance. Regardless of all the tantalizing offers and sinister tricks that a devil may use to entice the signee, it cannot force an agreement. Just like any mortal contract, both parties reserve the right to walk away if they are not satisfied enough to sign.

SEALING THE DEAL

Not all contracts have signature lines. The drafter reserves the right to determine the method of the agreement once all is said and done, though this must be stated in the contract. For example, a succubus or incubus may seal their deals with a kiss rather than a pen and parchment. The Devil Clinches table presents a few additional options to finalize your infernal contracts with hellish flavor.

Signing a Contract. Signing a contract takes no time whatsoever. In times of dire need, the deal occurs in the blink of an eye, regardless of the amount of time spent deliberating. That said, stalling is a common occurrence for both parties when the need for a contract is less-immediate. If this is not the signee's first infernal agreement, they must choose a higher service tier than their previous contract. While this confers an additional benefit, the cost of subsequent bargains weighs on the signee's soul - if they still have one.

I'm old fashioned. It's gotta be blood. I don't care whose, but it's blood or no deal.



DEVIL CLINCHES

d6 The deal is sealed...

- | | |
|---|---|
| 1 | leaving an infernal tattoo on the signee's skin. |
| 2 | with a toast. |
| 3 | through interpretive dance. |
| 4 | by reciting a devilish phrase, chant, or song. |
| 5 | by lighting a candle. |
| 6 | with a searing handshake that leaves a scar on the palm of the signee's hand. |

SUPPLEMENTARY CLAUSES

"THE EYES OF MORTALS TIRE EASILY. clause or two at the end that complicates the agreement. Once you've worn them down, put a pen in their hand." - Mephistopheles, Lord of Cania, the Eight Layer of Hell

Many contracts contain supplementary clauses apart from the five standard components. Clever signees employ such clauses to reign in dubious statements and other liabilities. Conversely, the drafter may include additional sections to disorient the signee further and ensure that the deal tips in the devil's favor.

BREACH OF CONTRACT

Pacts of the Nine Hells are ghastly personifications of their earthly counterparts. Similar to mortal arrangements, a breach occurs when either party fails to uphold their agreed-upon duties. Perhaps the signee's soul was somehow tainted at time of collection, or the offer provided by the fiend did not match the original description. The most common form of a contractual breach is attempting to avoid collection.

Signees that clarify a supplementary clause should proceed with caution. If they have not given the contract a proper inspection before marking it up, the signee may weaken their position. Keeping the agreement vague may seem like a bad idea, but if a breach of contract becomes a case in the Diabolical Courts, leaving a clause open to interpretation could be your ticket to freedom.

COLLATERAL

When one party fails to honor their obligation, the other party may be entitled to the additional property. Collateral is specified during the drafting process as a protection against risk. For example, the contract administrator states that the signee's soul must be of equal or greater purity as when the agreement was signed. They then stipulate that if this requirement is not met at the time of collection, it will result in the surrender of collateral, such the signee's land or family name.



Collateral can be in favor of either the contract administrator or the signee. One clever halfling by the name of Dren Thistlefoot snuck in a clause stating that the true name of the contract administrator would be revealed in the event of a contractual breach. The administrator gladly signed, knowing that it would never violate infernal law. What the devil missed was that Thistlefoot tied this collateral to both parties - regardless of who was at fault for said breach. When Thistlefoot violated his agreement, he cheerfully spoke the devil's name and commanded it to nullify the entire agreement.

DAMAGES

Damages are the punitive consequences of breaching of contract. A common repercussion is to demand additional payment from the offending party. Because few contracts deal in dollars and cents, a signee who violates their agreement may find that their original consideration no longer suffices. One precious memory becomes two. Instead of taking your voice for an hour, the devil may take it forever, rendering you mute. In cases of soul contracts, the administrator could cut the signee's life short, collect any collateral to which the signee previously agreed, or convert them to a wretched lemur on the spot. Damages, unless explicitly outlined in the contract, are decided by Belial or another high-ranking fiend in the Diabolical Courts of Phlegethos. Punishment is carried out in the appropriate layer.

CANCELATION

A cancelation clause provides terms for nullification of the contract as a whole. Few reasons exist for a devil to include such an exit, but occasionally, these clauses do make it into the final contract. Because they are heavily in favor of the signee, cancelation clauses are airtight. An experienced drafter abolishes all traces of interpretation that could result in the signee dodging their agreement.

NONCOMPETE

Devils live in a constant state of uncertainty. A devil fears two things: rebellion from lower-ranking conspirators and retaliation from those above. Because of this, the drafter may indulge its suspicion and include a noncompete clause, stating that the signee cannot pursue overlapping agreements with other archdevils or mighty beings. For this reason, contract administrators are wary of extending contracts to warlocks, and any devil worth their weight in sulfur will ask to see the details of any existing pacts. Contrary to its mortal counterpart, infernal arbitration is anything but a dull affair. However, it is still a lengthy process, and the contract administrator would rather spend that time meeting its soul quotas.



NONDISCLOSURE

A devil may require the signee to keep certain details of the contract secret. A nondisclosure clause guards sensitive information against those who might interfere or otherwise annoy the devil who wrote it. Additionally, a devil may benefit from damaging a relationship between the signee and other celestials, fiends, or party members.

ENFORCING A CONTRACT

"RUNNING IS FOOLISH. EVERY SECOND THAT YOU spend evading collection is borrowed time. It's better to face your fate than to risk your remaining sanity in one of those nightmarish bags they carry." - Balfam Evermead, Institute of the Arcane Defense

It's no surprise that infernal contracts require enforcement. The law of devils is a complex network of statutes - reinforced with centuries of precedent. However, infernal law is not always just, and the days leading up to collection - the time when the fiend confiscates the signee's consideration - are bleak and hopeless. It is sporadic for a signee to be so accepting of their fate as to render payment to a devil willingly. Such signees represent dutiful mortals who entered such bargains out of necessity, such as fallen paladins and former soldiers. Because of the fear surrounding the merciless punishments administered in the Hells, most signees are dragged down kicking and screaming.

COLLECTION

It's common for a signee to struggle or attempt an escape when their time runs out. The majority of signees don't pose a threat to any devil capable of extending a contract, but occasionally one will require assistance in collecting what is owed to them. The signee may have been granted an item that's dangerous to the contract administrator, or perhaps their hard-earned prowess in magic allows them to hide for years on end. A signee that presents a significant risk of delay will find that the Nine Hells doesn't take retaliation lightly come collection time.

COLLECTION AGENTS: THE ENFORCERS

Collection efforts are performed on behalf of the contract administrator. They are reimbursed by either the contract administrator or a higher-ranking devil to which the contract administrator reports, such as a duke or archdevil. These barbarous task forces may involve any number of devils outlined in the *Monster Manual* or *Mordenkainen's Tome of Foes*, but most collection efforts include **baggies**, **bloodhounds**, and **handlers** (see Appendix A for monster stats). Regardless of the type of devils that compose the group, these enforcers are commonly referred to as collection agents.

BAGGERS

Baggers are tall, gangly devils charged with transporting uncooperative signees to the Nine Hells. They get their name by stuffing writhing signees into claustrophobic, cursed sacks. Oftentimes, these bags contain nightmares - a taste of the horrors awaiting the signee at their destination.

BLOODHOUNDS

Hellhounds are excellent trackers, but they're mediocre at sniffing out signees who can mask their trail with illusion magic or hide through a spell like *Mordenkainen's private sanctum*. Deep in the lorehouses of frigid Cania, servants of the archdevil Mephistopheles sought to remedy this problem by experimenting on hellhounds with ancient magic. The result was the bloodhound, a brutish tracker with a nose calibrated to arcane violators. When it's in range, the olfactory glands of a bloodhound's snout are capable of disrupting magical nondetection and illusions.

HANDLERS

While some high-profile collection efforts are led by an ice devil, amnizu, or even a pit fiend, the quintessential picture of a collection agent is the handler. A handler's appearance varies throughout its existence, taking on a form pleasing to the entity that hires it. Despite these changes, every handler features exaggerated forearms with claws that inflict infernal wounds. Most of the time, however, a handler never has to lay a finger on the signee thanks to their manipulative magic.

GETTING OUT OF A CONTRACT

Escaping the consequences of an infernal contract may seem futile, but it is not impossible. While the vast majority of attempts to circumvent infernal law have resulted in the signee being bagged, beaten, and taken to the Hells by a collection agent, occasionally a signee has successfully terminated their contract. This has happened more times than devils would like to admit (even as a sales tactic). A few methods of escaping judgment exist, though they have only been successful in rare instances through the efforts of brilliant individuals.

Baggers are the worst. Those guys got no respect for personal space.

☞



STALLING

The most common approach is stalling by fight or flight. Pit fiends and even archdevils have better things to do than ensure every single soul is successfully obtained at the first collection attempt. Mephistopheles is not surprised when he hears that the bright, young apprentice that signed 70 years ago has become a master of the arcane arts with powerful friends. He cannot risk an uprising from the seven layers above him by sending swaths of pit fiends to the gates of an epic stronghold. The ruler of Cania is content to let his collection agents respawn in his icy fortress and send them on additional attempts in greater numbers, gathering information with each failure. Even masters make mistakes eventually.

TERMINATING A CONTRACT

The only way to permanently avoid collection is to terminate the contract. Grounds for termination can be established before the contract is signed through a cancellation clause or loophole, but mortals who escape their contracts usually do so after sealing the deal.

COMBAT REBELLION

To less-experienced adventurers, combat is not an option. Fighting off collection agents is hard enough; making a noticeable dent in a benefactor's forces is an impossible task. However, this is another story for a party composed of archmages and martial paragons. These parties are capable of planar travel and can cause permanent gaps in a benefactor's forces by killing devils permanently on their native plane. With the Blood War's drain on resources and the constant threat of usurpation, the administrator may renege on the contract altogether.

DESTROYING THE CONTRACT

It's hard to enforce something that doesn't exist. Devils take many precautions to protect their contracts by making copious duplicates, protecting the original with wards and glyphs, and hiding documents in the most remote and secure locations across the Nine Hells. Although, if a signee is confident that they have eviscerated all traces of the agreement, they can invoke *corpus scripturam* ("body of writing"), an infernal right which states proof of contract must be presented at the time of collection. However, the signee may be surprised to find that they missed a copy.

You know what they say. Fool me once, and I'll take your firstborn.



LOOPHOLES

The sooner that a signee plans for termination, the higher their success rate. Mortal history is brimming with examples of educated nobles underestimating the common folk. Devils are no different in their perspective on inexperienced adventurers. If a signee can successfully feign ignorance, they may be able to slip in an exit plan when making alterations to the document. A creative wizard may apply qualifiers to the contract's jurisdiction, only to live out the last few years of her life on another plane. A bard might spot the devil's fine print and pretend not to notice, only to twist it against the devil later in a cancellation clause.

SUBSTITUTION

A signee may be able to renegotiate the terms of their agreement in favor of something else. Substitutions are contractual amendments that must always be negotiated before the final collection. By displaying desperation to keep said consideration, a signee makes the first deal more alluring. Therefore, the contract administrator won't permit a substitution unless the deal is particularly favorable and outweighs the signee's original consideration. Historical substitutions include persuading influential mortals (usually nobility) on behalf of the devil, improving the standing of a diabolical cult, or delivering a significant blow to one of the contract administrator's rivals. Finally, a substitution may result in confiscation of the original offer.

ROLEPLAYING INFERNAL CONTRACTS

It takes two parties to form a contract. While the DM creates and presents these hellish agreements, it is the player's job to interact with them. Adventurers propose or agree on the consideration. They negotiate with the contract administrator for an appropriate offer, examine the fine print, and make physical alterations to the document when they discover questionable statements. Ultimately, the player and their character can choose to refuse the contract in its entirety.

"BUT WHAT'S MY MOTIVATION?"

MYAZDA GLANCED AT THE SYMBOL EMBLAZONED on her shield. Dealing with this wicked fiend could save hundreds of dwarves. Was she afraid that she'd no longer be worthy to serve her god, or was it the dark hunger in the devil's eyes as she contemplated the pact?

Character alignment has become a hotly-contested subject in recent years. Some players use it as justification to perform an act that might upset the other players, such as stealing from a party member. Someone playing a Lawful Good paladin may treat alignment as a way to keep the party

Paladins are the worst. Talk about a tough crowd! So holier than thou.

in line by protesting morally-grey quests. Many players look to alignment when a decision would have a considerable impact on their character's arc or the campaign. For a great reference on how a character of a particular alignment might act, I recommend easydamus.com.

No matter how you see them, alignments - along with bonds, ideals, and flaws - serve as a reference to how your character may act in a given circumstance. However, no character acts in accordance with their alignment one-hundred percent of the time. Due to the limitless nature of the offer, infernal contracts can pose moral quandaries to all characters.

GOOD VS. EVIL

Good characters enter into infernal contracts for the greater good. Although infernal law is inherently evil, a character may sign if the offer facilitates an honorable pursuit, such as the whereabouts of a holy weapon. Good characters make sacrifices all the time in the interest of protecting innocent lives, but it doesn't stop the deal from leaving an unpleasant taste in their mouth.

Evil characters, on the other hand, have no qualms signing on the dotted line. Having little sympathy for others, they are more inclined when a deal doesn't impact their wellbeing. In the end, these adventurers would rather save their soul for a god aligned with their interests.

LAW VS. CHAOS

Lawful characters don't immediately conform to every law. In fact, it's impossible. No two nations or even neighboring kingdoms share every law. To these characters, "law" represents a personal code, such as always respecting a just monarch or never killing a creature that surrenders.

Chaotic characters are uncomfortable with rigid contractual obligations. A sizeable amount of collection efforts are targeted at these individuals. Chaotic characters dance to their tune, and they will sign if it's in their best interests - or at least if it appears so.

PALADINS, CLERICS, AND OTHER LAWFUL GOOD CHARACTERS

While paladins have no qualms being beholden to a code, infernal law is inherently evil and almost certainly against the tenets by which they live. The same goes for clerics devoted to a good god, such as Ilmater or Lathander. Signing a deal with a devil could result in broken oaths or losing the divine magic granted to the character by their god. However, a lawful good character - and possibly their



deity - may justify an infernal bargain if it can subvert an unavoidable disaster, save the lives of innocent creatures, or restore balance to the cosmos.

LOSING YOUR SOUL

"KAVMACK THELANE TIGHTENED HIS FIST AND watched the ink dry. the black-bearded barbarian thought that trading his soul to the Horned One would leave him feeling caged. On the contrary, he was never more free."

A contract that results in an adventurer's soul is a laudable achievement to the contract administrator, but the signee is often left feeling bitter in the hours following the deal. After the initial reaction wears off, what impact does losing your soul have? Did you bring dishonor to your tribe or monastic order, preventing you from returning home? How did your bargain impact long-term goals, hopes, and dreams? Work with your DM or use the Character Outlook table to inspire your character's attitude following this hellish agreement.

CHARACTER OUTLOOK

d8	I traded my soul, now I'm...
1	Reckless. My soul is gone. What more do I have to lose?
2	Carefree. I disappointed my parents long before I lost my soul. I'll really be damned if I don't try to enjoy the rest of my life.
3	Doomed. My grim fate is sealed, and there's nothing I can do to stop it.
4	Dutiful. I paid my price. Now I have to see this through, one last time.
5	Nonchalant. So what? I was gonna end up here anyway. At least this way I got something out of it.
6	Regretful. I've made a terrible mistake. There must be some way to undo this.
7	Defiant. I may have signed away my soul, but I'm not delivering it to them. If they want it that badly, they're going to have to come and take it!
8	Denial. This is a temporary setback. I'll get my soul back one day. How hard can it be?

WRITING YOUR INFERNAL CONTRACT

Unveiling your first infernal contract should be an exciting experience for the entire table. Even characters with low Intelligence scores suspect foul play when it comes to signing away years of their life, and the rest of the party is sure to take notice. Players can help the signee through this process since their characters wouldn't sit idly by while a devil works them over. While later agreements may proceed more quickly to avoid sluggish pacing at your table, consider enhancing the experience by providing a physical prop for your players' enjoyment.

DRAFTING A DEVILISH DOCUMENT

Creating a prop contract for your table is no small feat. While popular media includes countless instances of courtroom drama, examples of contracts are far and few in between. Here is a suggested process for using this document to create your infernal contract.

What, you didn't expect me to write it for you, did you?

Alright, fine. I'll do it. But it's gonna cost you.



1. Determine the Signee. Is your contract more general, or do you plan to create a contract for a specific character? If you know who the contract is for, you may be able to work with the player to better tailor the contract to their character's desires. Conversely, a generic contract may contain blank sections that are filled in when it's administered.

2. Contract Administrator. The Difficulty Class by Level table gives suggested devil types based on average party level (APL) to extend contracts to the party. You could create your contract administrator or choose an existing devil from your campaign.

3. Consideration. It's easier to write a contract if you know what will be exchanged on behalf of the signee. What is the character likely to surrender? Does the contract administrator already have something in mind? Is it life-years, a soul, or something else? You can use the Contract Consideration table for inspiration on other forms of payment.

4. The Offer. List out a few possible offers, unless you know exactly what the devil will be offering the signee. You can use the Offers table to formulate an appropriate offer for different service tiers. You may want to leave this section blank in your prop.

5. Fine Print. Decide the nature of the fine print that you will include and how the players will discover it - through ability checks, social interaction, or examining your prop contract. The Fine Print table contains some examples.

6. Supplementary Clauses. Will you incorporate additional clauses such as breach of contract, collateral, or nullification?

7. Agreement. Determine the devil's preferred method for sealing the deal. The Devil Clinches table contains some examples. I recommend including a signature line for your player to sign as their character regardless of which clinch you choose.



8. Infernal Embellishments. The following section contains tables for additional flairs, such as devil quirks and legal phrases.

INFERNAL EMBELLISHMENTS

You can use the following tables to introduce some damnable flair into your infernal contract. Appendix B contains six infernal symbols to insert into your accursed pact. For an example of a simple infernal contract – either to administer to your players or to inspire further atrocities – see Appendix D.

MEDIUM

d6 The contract is...

- | | |
|---|--|
| 1 | an epitaph inside icy catacombs somewhere in Stygia. Is the chamber meant for you? |
| 2 | carved into the bark of a black tree that sprouts whenever the devil plants a seed. The fine print is written on its leaves. |
| 3 | a pan of baklava that always smells pleasant. Its filo dough pages replenish every 1d6 minutes and induce severe diarrhea when consumed. |
| 4 | inside of a chalice filled with sentient sludge. The words form on its surface but disappear with a jiggle when touched. |
| 5 | a shell from the shores of the River of Styx. Your contract emanates as a whisper when you put it to your ear. |
| 6 | woven into a sweater knitted by an ancient hag. |

DEVIL QUIRKS

d6 Quirk

- | | |
|---|--|
| 1 | I have a terrible sweet tooth, and we don't eat cupcakes in Malboge. |
| 2 | When I lie, I have a devilish tell. I may grin, break eye contact, or change the subject. |
| 3 | A luxurious hookah allows me to depict scenes in colorful puffs of smoke. I usually use it to tempt signees with beautiful possibilities, but occasionally, something frightening takes shape. |
| 4 | My voluminous hair possesses a life of its own. It also has a penchant for catching and strangling insects (and small birds) if they get too close. |
| 5 | Mortals who amuse me often get a better deal. |
| 6 | I am mildly irritated by holy symbols of good deities. |

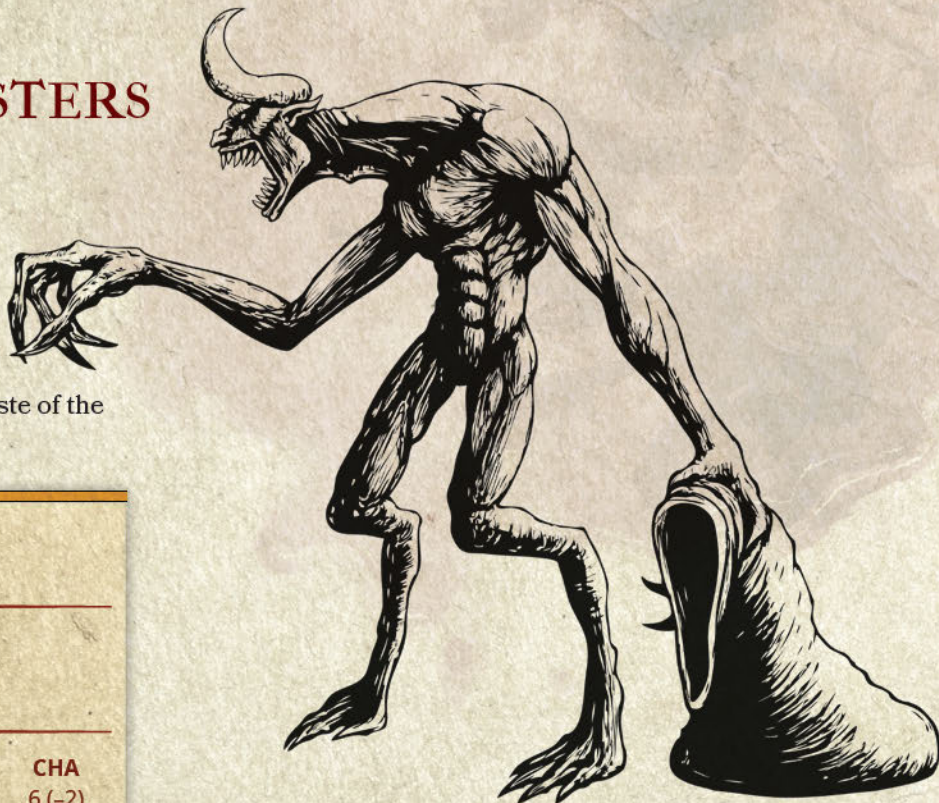
LATIN PHRASES

Phrase	Meaning
<i>ad infinitum</i>	to infinity
<i>amicus curiae</i>	friend of the court
<i>caveat emptor</i>	let the buyer beware
<i>compos mentis</i>	of sound mind
<i>contra legem infernum</i>	against infernal law
<i>crimen falsi</i>	crime of falsifying
<i>corpus juris infernum</i>	body of the law of devils
<i>de facto</i>	from fact
<i>de futuro</i>	at a future date
<i>de jure infernum</i>	according to infernal law
<i>eo nomine</i>	by that name
<i>et cetera</i>	and other things
<i>ex delicto</i>	a consequence of a transgression
<i>ex officio</i>	from the office or position
<i>ex nunc</i>	from now on
<i>imprimatur</i>	let it be printed
<i>in curia</i>	in court
<i>in haec verba</i>	in these words; verbatim
<i>in loco</i>	in place of
<i>in pleno</i>	in full
<i>in terrorem</i>	in order to frighten
<i>intra vires</i>	within the powers
<i>jus sanguinis</i>	right of blood
<i>lex scripta</i>	written law
<i>in loco collatio</i>	in place of consideration
<i>periculum in mora</i>	danger in delay
<i>post mortem</i>	after death
<i>res communis</i>	common to all; not subject to ownership
<i>sub modo</i>	subject to modification
<i>pactum successorium</i>	a contract that involves succession to an heir

APPENDIX A: MONSTERS

BAGGER

Baggers are tall, gangly devils charged with transporting uncooperative signees to the Nine Hells. They get their name by stuffing writhing signees into claustrophobic, cursed sacks. Oftentimes, these bags contain nightmares - a taste of the horrors awaiting the signee at their destination.



BAGGER

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 59 (9d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	6 (-2)

Saving Throws Str +5, Con +4, Wis +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the bagger's darkvision.

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

ACTIONS

Multiattack. The bagger makes two attacks: one with its fork and one with its bag.

Fork. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

Bag of Horrors. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 3) bludgeoning damage. The creature is grappled (escape DC 16). Until this grapple ends, the creature is restrained inside a bag filled with nightmarish visions. At the start of each of its turns, a creature inside the bag must make a DC 12 Wisdom saving throw, taking 7 (2d6) psychic damage on a failed save or half as much on a success.

The bag can only hold one creature at a time. A creature who escapes the Bag of Horrors exits prone in an unoccupied space within 5 ft. of the bagger. Additionally, the creature is frightened of the bagger until the end of their next turn.

BLOODHOUND

Hellhounds are excellent trackers, but they're mediocre at sniffing out signees who can mask their trail with illusion magic or hide through a spell like Mordenkainen's private sanctum. Deep in the lorehouses of frigid Cania, servants of the archdevil Mephistopheles sought to remedy this problem by experimenting on hellhounds with ancient magic. The result was the bloodhound, a brutish tracker with a nose calibrated to arcane violators. When it's in range, the olfactory glands of a bloodhound's snout are capable of disrupting magical nondetection and illusions.





BLOODHOUND

Medium monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 76 (12d8 + 22)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +7, Survival +7

Saving Throws Str +6, Con +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsense 60 ft., passive Perception 17

Languages understands Infernal but can't speak it

Challenge 4 (1,100 XP)

Planar Tracker. The bloodhound knows the most direct path to a tracked creature. If the creature is not on the same plane of existence as the bloodhound, it knows the closest arcane portal to that plane.

Keen Hearing and Smell. The bloodhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The bloodhound has advantage on an attack roll against a creature if at least one of the bloodhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The bloodhound makes two attacks: one with its hoof and one bite attack.

Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) piercing damage plus 7 (2d6) fire damage.

Snot (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, reach 5 ft., one creature. **Hit:** The creature is restrained. A creature can use its action to make a DC 14 Strength check, freeing itself or a creature within its reach on a success.

HANDLER

While some high-profile collection efforts are led by an ice devil, amnizu, or even a pit fiend, the quintessential picture of a collection agent is the handler. A handler's appearance varies throughout its existence, taking on a form pleasing to the entity that hires it. Despite these changes, every handler features exaggerated forearms with claws that inflict infernal wounds. Most of the time, however, a handler never has to lay a finger on the signee thanks to their manipulative magic.

HANDLER

Large fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +8, Wis +5, Cha +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the handler's darkvision.

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

Innate Spellcasting. The handler's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *locate object, locate creature*

3/day each: *darkness, counterspell, dominate person, dispel magic*

ACTIONS

Multiattack. The handler makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or lose 10 (3d6) Hit Points at the start of each of its turns due to an Infernal wound. Each time the handler hits the wounded target with this Attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

APPENDIX B: INFERNAL SYMBOLS

These 6 infernal symbols can be placed to embellish your finished contract. They have no established meaning, though you can use that to your advantage. Perhaps they present a possible way to escape the ironclad agreement, such as the devil's true name or something they value. They could provide a link to a specific location or NPC by serving as the insignia of an infernal biker gang with six-wheeled contraptions. Maybe they are there to intimidate your characters by signifying that there will always be a degree of uncertainty to these types of agreements.



APPENDIX C: INFERNAL ALLY

INFERNAL ALLY

fiendish offering

Signing time: varies

Range: 60 feet

Components: V S M (an infernal contract)

Duration: Varies, Up to 6 Days

You summon an infernal ally to assist you in your time of need.

Choose a devil from the Infernal Allies table corresponding to your character level. The devil appears in an unoccupied space that you can see within range. It lasts for 6 days, 6 hours, or up to 6 minutes, depending on the strength of the chosen fiend. The devil is friendly to you and your companions. Roll initiative for the devil, which has its own turn. It does its best to obey any verbal commands that you issue it (no action required by you). If you don't issue any commands to the devil, it defends itself from hostile creatures, but otherwise takes no actions. The DM has the devil's statistics.

If summoning this devil results in your immediate death (i.e., surrendering your life as consideration), you can give your infernal ally a course of action to carry out in your absence, such as "Seek out and destroy my enemies." Additionally, you can denote a living party member or NPC to which the devil reports for the remainder of the duration.

Elevated 1, 2, or 3. When you choose this offer at service tier II or higher, your sacrifice entitles you to more powerful assistance. You may choose a devil as if you were a higher level character. For example, a 10th level character who sells their soul (service tier V, *infernal ally* – *elevated 3*) may choose a devil from the Infernal Allies table as if they were 13th level.

INFERNAL ALLIES

Character Level	6 days	6 hours	6 minutes or less ✱
1	—	2 imps	spined devil (1 min)
2	2 imps	spined devil	bearded devil (1 min)
3	2 imps	spined devil	bearded devil (6 min)
4	2 imps	bearded devil	barbed devil (1 min)
5	spined devil	bearded devil	barbed devil (6 min)
6	spined devil	barbed devil	chain devil (< 1 min)
7	bearded devil	barbed devil	chain devil (1 min)
8	bearded devil	barbed devil	chain devil (6 min)
9	barbed devil	chain devil	horned devil (< 1 min)
10	barbed devil	chain devil	horned devil (1 min)
11	barbed devil	chain devil	horned devil (6 min)
12	chain devil	horned devil	ice devil (< 1 min)
13	chain devil	horned devil	ice devil (1 min)
14	chain devil	horned devil	ice devil (6 min)
15	horned devil	ice devil	amnizu (< 1 min; MToF pg 164)
16	horned devil	ice devil	amnizu (1 min)
17	horned devil	ice devil	amnizu (6 min)
18	ice devil	amnizu	pit fiend (< 1min)
19	ice devil	amnizu	pit fiend (1 min)
20	ice devil	amnizu	pit fiend (6 min)
21	amnizu	pit fiend	archdevil (< 1 min)
22	amnizu	pit fiend	archdevil (1 min)
23	amnizu	pit fiend	archdevil (6 min)

✱ A duration < 1 minute is at the DMs discretion. Some greater fiends may only stay for 2-3 rounds, while others may assist the party for 9.

APPENDIX D: SAMPLE CONTRACT

Should The Signee fail To Strike This Line, The Signee May Be Required To Serve The Administrator Or Benefactor On A Single Task Of The Administrator's Choosing

This CONTRACT is made and entered into by and between _____ (hereinafter the "Signee") and _____ (hereinafter the "Administrator") on behalf of the archdevil (hereinafter the "Benefactor") on this _____ day of _____, year _____.

Whereas the Signee intends to purchase from the Administrator, and the Administrator wishes to offer an infernal service ("Offer") to the Signee, solely upon the terms of this Contract.
Whereas, the Administrator is the manufacturer, distributor, and/or provider of the Offer.

I. Consideration

The Signee agrees to exchange the following property ("Consideration") in exchange for the Duties provided by the Administrator:

Whereas, Consideration is under the sole ownership of the Signee.
Whereas, Consideration will be surrendered immediately or at a time of the Administrator's choosing unless Consideration is designated to be paid de futuro, which must be written on the reverse side of this document prior to sealing this Contract.

II. Duties of the Administrator

The Administrator agrees to grant the Signee the following Offer:

III. Breach of Contract

The following represent a breach of contract on behalf of the Signee:

- i) failure to surrender Consideration at the time of collection
 - ii) Entering into conflicting or overlapping agreements with other beings
- Should the Signee be found in breach of contract, the Signee immediately forfeits their soul or equivalent payment determined by the Administrator or a higher-ranking devil during Arbitration, to the contract Administrator to do with as the Administrator so chooses.

IV. Additional Clauses & Amendments

The Signee and the Administrator may recognize any and all hitherto unspecified, additional clauses, amendments, and/or specifications, which shall be written on the reverse side of this document prior to sealing this Contract.

I hereby acknowledge this contract as legitimate and agree to uphold its terms, which are bound by corpus juris infernis. Should I be in violation of said terms, I recognize merciless and dispassionate judgment shall be rendered de jure infernum in the Diabolical Courts of Phlegethos, overseen by Belial or the being occupying its throne.

Signee:

Administrator:

Whenever Possible, The Offer Rendered By The Administrator Must Be Taken From Another Mortal, Preferably Someone Related To Or Known By The Signee.

