

# DISPATER (Arch-Devil)

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**Medium-Size Outsider (Evil, Lawful)**

**Hit Dice:** 48d8+528 (744 hp)

**Initiative:** +9 (+6 Dex, +4 Improved Initiative)

**Speed:** 40 ft

**AC:** 38 (+6 Dex, +22 natural)

**Attacks:** *Staff of Dis* +61/+56/+51/+46/+41/+36 melee; or claw +56  
melee

**Damage:** *Staff of Dis* 2d6+12; or claw 1d6+8

**Face/Reach:** 5 ft by 5 ft/5 ft (10 ft with staff)

**Special Attacks:** Spell-like abilities, spells, psionics, gaze attacks, summon devils, *Staff of Dis*

**Special Qualities:** Damage reduction 30/+3, SR 31, regeneration 20, devil qualities, see in darkness, telepathy

**Saves:** Fort +37, Ref +31, Will +35

**Abilities:** Str 26, Dex 22, Con 32, Int 28, Wis 28, Cha 28

**Skills:** Bluff +57, Concentration +59, Diplomacy +57, Disguise +57, Intimidate +57, Intuit Direction +57, Knowledge (arcana) +57, Knowledge (Hell's politics) +57, Knowledge (planes) +57, Knowledge (religion) +57, Listen +57, Move Silently +54, Scry +57, Search +57, Sense Motive +57, Spellcraft +57, Spot +57

**Feats:** Blind-Fight, Cleave, Combat Casting, Dodge, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Power Attack, Sunder, Weapon Focus (staff)

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5 erinyes and 3-18 Medium-size zombies)

**Challenge Rating:** 39

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** —

Dispater is the ruler of Dis, Hell's second plane. His capitol is the iron city of Dis, named for the entire plane. The iron city is filled with zombies, erinyes, and a sprinkling of hamatula.

Dispater is evilly handsome, appearing as a 7-foot tall humanoid with baldhead and goatee; only his small horns, tail, and cloven left hoof betray his true identity.

## COMBAT

Dispater attacks using his staff, spells and spell-like abilities in combat.

**Spell-Like Abilities:** At will—*animate dead, blasphemy, charm person, comprehend languages, create undead, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, improved invisibility, magic circle against good, major image, polymorph self, produce flame, pyrotechnics, raise dead, read magic, restoration, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire*, and *wish*, 1/day—*meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Spells:** Dispater casts arcane spells as a 20th-level sorcerer (save DC 19 + spell level) and divine spells as a 20th-level cleric (save DC 19 + spell level). He has access to the domains of Evil, Law, and Magic.

**Psionics (Sp):** At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

**Gaze Attacks (Su):** Dispater has two gaze weapons. He may use one once per round.

Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. The save DC for each gaze attack is 43.

*Chill:* This functions as the *slow* spell, Will negates.

*Fear:* This functions as the *fear* spell, Will negates.

**Summon Devils (Sp):** Three times per day Dispater can automatically summon 1d4 erinyes, 1d3 hamatula, or 1d2 pit fiends.

**Regeneration (Ex):** Dispater takes normal damage from holy and blessed weapons of at least +3 enchantment.

**Staff of Dis:** Large bludgeoning weapon, as a +4 *staff*, deals 2d6+4 points of damage per hit. It possesses all the abilities of a *rod of rulership* (*Rod of Rulership*, page 198 in the *DMG*).

**Devil Qualities (Ex):** Immune to fire and poison; cold and acid resistance 20.

**See in Darkness (Su):** Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Dispater can communicate telepathically with any creature within 100 feet that has a language.?

Dispater first appeared in the 1e MM (Gary Gygax, 1977).