

JIGOKU NO KAMI

THE DARK KAMI

Level: 14

Category: Spirit, 35

Life Points: 355

Class: Warrior Summoner

Str: 13 **Dex:** 11 **Agi:** 11 **Con:** 9 (Spe) **Pow:** 16 **Int:** 12 **Wp:** 16 **Per:** 6
PhR 150 **MR** 150 **PsR** 150 **VR** 150 **DR** 150

Initiative: 150 Natural

Attack Ability: 290 Existential Claws / Spectral Hair

Defense Ability: 290 Dodge

Damage: 115 Existential Claws (COL / CUT) / 50 Spectral Hair (ENE)

AT: Natural CUT 4 IMP 4 THR 4 HEAT 4 ELE 4 COL 4 ENE 3

Ki Accumulations: Str 3 Dex 2 Agi 2 Con 1 Pow 4 Wp 4

Ki: Str 16 Dex 12 Agi 12 Con 9 Pow 22 Wp 22 **Generic:** 93

Ki Abilities: Use of Nemesis, Armor of Emptiness, Noht, Ki Cancellation, Greater Ki Cancellation, Body of Emptiness, Movement of Emptiness, Essence of Emptiness, One with the Nothing

MA: 100

Zeon: 1.395

Magic Levels: 70 Darkness (70 Sin), 30 Illusion (30 Nobility)

Magic Projection: 20

Summon: 300 **Control:** 260

Bind: 280 **Banish:** 110

Invocations: Eir (The First Valkyrie), Hermod (The Messenger of the Gods), Ethelthryth (Lady of Names), Thanathos, Seiryu (The Sky Dragon), The Fool, The Death Reversed, The Star Reversed, The Sun Reversed, The Devil, The Emperor, Ohohirume-no-Muchi (The Black Sun)

Essential Abilities: The Gift, Supernatural Physical Characteristics, Divine Spiritual Characteristics, Divine Spirit, Kami, Without Eyes, Divine Sorcerer, Avatar, Inhumanity, Zen, *Huhuva's Prisoner*

Powers: Existential Claws, Divine Armor, Spectral Hair, Divine Puppets, Nemesis

Size: 22

Regeneration: 9

Movement Value: 11 (16)

Fatigue: 9 (Special)

Secondary Abilities: Ride 105, *Composure* 125, Withstand Pain 105, Notice 110, Search 110, History 145, Memorize 105, *Occult* 195, Magic Appraisal 105, Style 105, Intimidate 115, *Leadership* 145, *Persuasion* 165 and Art 55.

Note: Values in cursive in Jigoku's secondary abilities represent the ones in which he has received a special bonus for longevity.

Jigoku no Kami, the oriental god of hell, is one of the legendary beings of Varja, a divine monster who was cast out of the divine court and eventually became one of Samael's greatest Fallen Angels.

Its origins are widely known, as Jigoku himself has always made sure to shout it from the rooftops.

The Infernal Kami is the first-born son of Karasu No Yoru, the most enigmatic of all the Kotoamatsukami, and an Oni queen who ruled over the Naraku-gati and whose name was lost centuries ago. According to legend, when he was born his father was disgusted by him and left his side forever. Whether Karasu No Yoru was a monster who was ashamed of his son's appearance or simply saw what was harbored within the little boy's essence is something only the Lord of Moon and Darkness will ever know.

Be that as it may, the half-breed Kami was originally raised in the Narakugati until, at a very young age, his uncle Taiyonohikari demanded his presence in the heavenly court of the Ten-gati. The God of Sun and Light felt that, however despicable his lineage, his younger brother's son did not belong in the Naraku. Amused by the great god's proposal, the Oni queen struck a deal with Taiyonohikari, whereby her son would spend a year in the Tengati and a year in the Naraku until he came of age, at which point he would have to decide which of the two realms he truly belonged to.

Used to being among aberrations, for Jigoku no Kami living in the Ten-gati was an amazing, almost dreamlike experience. During this period, he developed an inordinate pride as the son of one of the great deities and protégé of another, while learning to detest the way he was regarded by many lesser Kami (which he blamed on jealousy). Such was his obsession with the heavenly court and his love for it, that when the time came to decide which world he belonged to, he never even considered it.

As an adult he spent several decades in the Ten-gati as the heir to a great deity, tending to celestial affairs with a mixture of true talent and dubious morality (the Kami have never been known to be particularly benevolent, but Jigoku was unbearably cruel and monstrous even by their worst standards). So while he had his admirers, most deities disliked his presence there.

Jigoku's fall at court would begin years later, with the arrival of Tsukiyomi at Naraku. In a matter of days the Black Moon Goddess destroyed the infernal defenses and raised an army of darkness the likes of which Samsara had never seen. The Oni queen, by virtue of the pact she had made with Taiyonohikari years before, sought the Ten-gati's aid by contacting the heavenly court through the mystical bond that bound her to her son. But Jigoku completely ignored his mother's request, disgusted by the possibility that he would be linked to the Naraku even further (or what he saw as a far worse possibility, that he would be forced back there and not be able to return). The three-day delay caused by Jigoku's refusal to notify his uncle and the other deities was all it took for Tsukiyomi to seize control of hell.

Thus, the heavenly court gained a monstrous new enemy in the Black Moon Goddess, as Jigoku began to fall ill. Though he himself did not know it, his essence was bound to the Naraku-gati; for that was his true territory. His mother had kept that bond active, for as demonic as she was, she had always secretly loved her son no matter which world he chose. Having been cut off, the infernal Kami could not survive long.

Understanding the reason for his decline, Jigoku attempted to mobilize the heavenly court against the Black Moon Goddess even if at this time, with Tsukiyomi now fully bound to hell, the conflict would represent an unaffordable cost to the heavenly court.

Jigoku's actions would have remained completely secret but for the fact that, in desperation, he used his own blood to summon his father to the heavenly court. Karasu No Yoru's arrival at the Ten-gati would mark his doom, for the great Kami knew how he ignored his mother's call, leaving her to die and betraying the pact that bound the court itself. Exposed before all, in desperation the Infernal Kami attacked his father with the aim of replacing him, but in his weakened state the confrontation could not even be considered "combat". Crushed and shattered at his feet, the deity prepared to destroy him. But despite the Kotoamatsukami's anger, Jigoku was still his son and he had loved his mother in the past. So instead of executing him, he held his hand and cast the dying god into an existential prison, a world forged from the last fragments of the Naraku. Cursed and shattered, this was the birth of the one to be known as Jigoku, the Dark Kami, the Lord of the Black Sun who would eventually join the leadership of Samael.

While conceptually Jigoku no Kami is the most powerful of all the Fallen Angels (in fact, in his prime only Legion Ramses or unchained Dinah could rival him), his capabilities in the world are greatly restricted. Only in his domain of Huhuva can he externalize his divine nature and act in full power. Beyond that he is forced to act through hosts or essence-containers, which makes him unspeakably



weaker; his earthly manifestations are so limited that he is generally regarded as one of the Fallen Angels with the least personal power.

Jigoku no Kami has a rather monstrous appearance. Although he is basically humanoid, his form more closely resembles a stylised Oni filled with blue chitinous plates that give it an even more demonic appearance. However, its two most striking features are firstly that it lacks eyes in a traditional way, possessing only one located in the center of its neck, and secondly that it has a spectral mane that floats around it as if it were a huge pyre of souls.

The truth is that Jigoku detests his real form, as he has always wished to be exceptionally beautiful and sinuous like the noblest Kami of the Ten-gati. The deity considers his similarities to an Oni a curse and prefers to hide his true appearance. For this reason he always communicates with others unseen, either by using mortal bodies as hosts for his essence or, if he has visitors in Huhuva, by speaking through a paper screen on which an exceptionally beautiful shadow is drawn.

Jigoku no Kami's personality, like his very being, is full of contradictions. In keeping with his almost demonic nature, he is cruel, egomaniacal and almost purely perverse, yet he has an incredible capacity for passion, mercy and bravery. He is also enormously possessive, so much so that he becomes overly obsessed with everything he considers to be rightfully his. Although he is sometimes self-centered and belittles his rivals, Jigoku is an exceptionally intelligent entity, capable of devising highly effective and devious plans.

One of his most common characteristics is that he tends, very occasionally, to fall madly in love with a woman who, for whatever reason, he considers "special". From that moment on, the Kami will do anything to make her respond to his feelings. As a "positive" thing for a monster like him, he never actually forces a woman to love him in a violent or supernatural way (partly because Jigoku's feelings for her are genuine and partly because the god would see that as an absolute failure to his ego), but he is capable of lying, murder or any other Machiavellian act to win her love. Ironically, once he has achieved his goal he soon tires of her, and in a few years he abandons her and starts over. His current target is a Shinigami in his care, whom he desires greatly for the fact that, despite having seen him physically, she did not feel the slightest bit of fear, disgust or dislike towards him.

Jigoku likes to imitate everything related to the divine court and behaves as an emperor would. This is reflected in the way he speaks, his mannerisms and the way he dresses or decorates everything around him. He treats the other Fallen Angels as allied "kings" from other lands with whom he rubs shoulders.

His original motives for joining Samael are due to an act of utter egomania; he presented himself as the "savior" and "representative" of all supernatural creatures of Eastern origin that were being hunted and destroyed outside Varja. He therefore treats these beings as his "subjects" and, as such, "cares" for them and their safety. Indeed, knowing the legend of Jigoku no Kami, most of these "subjects" were not initially thrilled with the news, but for many, the support of a deity in such a time of need seemed hard to refuse. Even so, over time Jigoku has learned to take this work very seriously and even to enjoy his role as a Fallen Angel immensely, as he loves everything about his "job". He enjoys rubbing shoulders with beings of great power, giving himself airs of superiority before them (something he frequently does with the other Fallen Angels), feeling the gratitude (almost vassalage) of those he protects or creating elaborate plans and strategies to win what he considers a shadow war... And if he has an excuse to kill a few human beings, whom he is not particularly fond of, all the better.

In the past, Jigoku no Kami's dream was to master the Narakugati, something he considered his by right, and unify it into the divine court, which would confer upon him the status of high nobility comparable only to the Kotoamatsukami. For him, it was his birthright as a half-breed between Kami and Oni.

After his fall, he spent several centuries creating a new network of influence around Huhuva, and sought revenge on the Ten-gati. Unable to act directly, he created internal instability by fomenting palace insidiousness, manipulated deities into confrontation, and even orchestrated the assassination of several Kami. Gradually, he became a heavy shadow to the divine court, one that, while not as direct a threat as the Eternal War with Yagarema, at times did as much or more damage than the Insidious Kami.

However, after the activation of the Machine of Rah, most of his ties to the Ten-gati were destroyed, and as he slowly tried to rebuild them, the deity found in Samael an entertainment that would become his new obsession, as he enjoys himself within the organization more than he ever has before.

Currently, Jigoku is part of the more radical faction of the Fallen Angels that actively seeks the revival of the supernatural and the downfall of mankind. However, clever and manipulative as he is, he is in no hurry to do so, preferring to see how things progress in these unstable times before making a move that might be detrimental to the fun times he enjoys in the organization.

MODUS OPERANDI

Jigoku No Kami is a contradictory entity in combat, as he is intelligent, careful, but at the same time very impulsive and egomaniacal. The Lord of the Black Sun prefers to act through agents and servants, as a "deity of the highest celestial rank" would do, but has no qualms about acting personally from time to time, whether out of necessity, to keep fit, or just for entertainment.

When he fights through avatars he tends to be more impulsive and daring because, although he always prefers to keep the bodies of his servants in perfect condition (and because, deep down, he hates the idea of losing in any way), in the end it poses no real danger to himself.

The Infernal Kami combines the use of summoned beings, invocations and spells with great mastery, knowing with an experience that only a combination of age and instinct can give him what to do at any given moment.

When he is sure he is going to win he likes to play with his "prey", and one of his favorite pastimes is to trap them in his hair and make them fight each other for his own amusement.

Jigoku also has at his disposal a wealth of supernatural artifacts that his followers have given him over the centuries, but by far his favorite of these is the Khakkhara staff, an artifact of power that once belonged to his mother. He also carries several Zeon containers in a variety of shapes and capacities.

Divine Spirit: Jigoku no Kami is a divine spiritual being that can't be perceived by those unable to see spirits, and he can't be damaged by means unable to affect spiritual beings. At will, he can become completely solid and visible to anyone, but even then he maintains his invulnerability to conventional attacks.

Kami: As all Kami, Jigoku isn't a physical entity, but he has a natural "body" equivalent that allows him to use Ki abilities and use Fatigue points in his physical actions as if he had an equivalent Constitution attribute. Due to his nature, Jigoku doesn't age and is considered an immortal being that can perform Inhuman and Zen actions.

Existential Claws: Jigoku uses his claws in combat with huge efficacy, ripping his enemies both physically and existentially. Due to this, he applies a damage bonus to them (already applied in his stats), can damage energy, damages in Cold AT and reduces all AT by 2. Additionally, when ripping through existence, his attacks can reach enemies at a distance of 10 meters (even though they are still considered melee attacks) and are considered Enormous when performing area attacks, hitting up to 10 human-sized targets per attack.

Divine Armor: Jigoku's natural body is covered by chitinous plates that grant him an Armor Type 4 vs all types of attacks except against Energy, where he has AT 3.

Without Eyes: Even though he lacks conventional eyes, Jigoku has an extrasensory vision that allows him to see the world at an existential level. Thus, he perceives his surroundings perfectly and applies a +40 MR bonus versus visual Illusory effects.

Spectral Hair: Jigoku's mane is made up of hundreds of thousands of spectral threads which the Kami uses efficiently in combat. Instead of attacking with his claws as usual, Jigoku can attack with his spectral hair to grapple the souls of his enemies and paralyze them, as if they had been caught in a dark spider's web. Any being that is damaged by the hair must pass an MR check or be paralyzed for a number of turns equivalent to the level of failure. This ability can be used against a single opponent or against many of them (it can reach up to 20 meters around the Kami) and, even if Jigoku's offensive ability is the same, the MR check differs: 140 MR if used against a single opponent or 120 if used against multiple. Due to this attack's nature, those unable to see spirits suffer from Blindness in their defense, even if Jigoku is physically visible at that moment.

Divine Sorcerer: The Infernal Kami possesses the Gift, Unspoken Casting and Gestureless Casting abilities.

Divine Puppets: Jigoku can spend 50 points of Zeon to completely control someone who has been trapped under the influence of his Spectral Hair. Generally, the Kami uses his prisoners to fight between them or against others for his amusement. This ability only allows him to control a person's body, not their will, so his victims will use their full combat abilities but not Ki, psychic powers or spells.

Someone forced by Jigoku as his Divine Puppet can pass an MR 140 check to free themselves from the Kami's control after each turn they are controlled.

Nemesis: Thanks to his dominion over Nemesis, Jigoku reduces the base damage of all attacks he suffers by 30, can reduce all Ki Accumulations by 4, can move at 16 speed and ignores all kinds of critical hits and penalties.

Huhuva's Prisoner: Jigoku's own essence is tied to Huhuva, which prevents him from leaving his "domain". All attributes and powers that appear in his stats are only available while he is inside, since it's physically impossible to get him out of there. In fact, despite his Gnosis, it's completely impossible for him to create avatars, so he can only act by possessing bodies that exist outside of the Huhuva.

INFERNAL AVATAR

Jigoku has the ability to possess physical bodies which he uses as temporary avatars. By doing so, the guest becomes some sort of avatar for the infernal Kami, as he gives them some of his divine essence and powers. Jigoku cannot possess any body; there are only two cases in which this is possible.

-Voluntarily: The individual voluntarily wishes to become Jigoku's infernal avatar. In these cases there cannot be any kind of supernatural suggestion and they can't be coerced into accepting; the host needs to wish of his own free will to form a pact with Jigoku and give up their body as an avatar. Usually the Kami and his future avatar have come into contact beforehand and have reached certain agreements in exchange for the infernal Kami being able to use the body.

The process itself requires the host to be part of a fairly complex ritual (to prepare it is necessary to spend 100 points of Zeon and pass a 240 Occult check, although it isn't mandatory for the host to perform it, only to be present where it is performed) which will establish a connection between the two.

This possession creates a mixed identity between Jigoku and his host, where the infernal Kami is the primary one but doesn't take complete control of the body, exhibiting knowledge and details of the possessed subject's identity. This possession is also temporary, until either a week passes, or Jigoku wishes to "return" to his true body.

-Forcibly: Even if Jigoku can't force someone to be his host against their will from Huhuva, it is possible for his servants and followers to prepare someone to be a forced host of his essence.

For this to happen, they must carry out a long and costly ritual that involves holding their victim in position for several hours and tattooing their body with Jigoku's name and mark. This process, which can take over twelve hours and requires the intervention of at least eight people chanting Jigoku's name at all times, requires spending 400 points of Zeon and passing a 240 Occult check.

At the end of the ritual, the future avatar can avoid the possession by passing a MR or PsR 180 check, in which case, Jigoku will have failed to take control of the body and the process will have to start all over again. Someone who has managed to resist possession at least once in the past can apply a +40 bonus to any subsequent checks made to avoid it again.

A being forcibly possessed by Jigoku almost completely loses their personality, and while Jigoku can still use the body's abilities and capacities, he does not have access to their memories.

This possession is also temporary, until either a full lunar cycle passes (usually 28 days) or Jigoku wishes to "return" to his true body.

Whether voluntarily or forced, whenever possible Jigoku will choose individuals or creatures with a noble or spectacular appearance as avatars (which does not mean that they necessarily have human form), although more than a limitation of their power, it is a habit based on his personal tastes. In addition, the truth is that every time he takes possession of someone, the Kami closes his eyelids at all times. This is because, lacking eyes in his true form, he has a habit of trying to see the world solely through his supernatural senses, finding the "conventional" vision of mortals annoying.

Anyone can perform the rituals, but usually Kamo No Shigurayaki, the Infernal Onmyōji, is the one who prepares the rituals for his lord.

If the body in which Jigoku's essence resides is destroyed while containing it, the Infernal Kami immediately returns to its true form, but cannot assume a new avatar for a month and suffers a -40 penalty to any actions taken, recovering at a rate of 5 points per day.

Avatar abilities

When Jigoku takes possession of a body he uses the stats of its host, albeit granting them certain unique bonuses and powers.

First of all, the avatar receives a special bonus of +2 to its physical attributes and a +3 to its mental and spiritual ones, as long as these do not exceed those of the Kami itself (that is, a body that by itself had 15 Power it would only increase its attribute up to 16). Likewise, he can either substitute any summoning or combat skill for 200 or grant a +40 bonus to the one his host already had, as long as this bonus is not greater than the Kami's actual skill.

Regarding the secondary abilities, Jigoku can use his own or those of the body at will, although in the event that his host has been forced, he will not be able to use any that carry knowledge based on memories (such as history, Medicine...).

Finally, Jigoku maintains the powers of No Eyes, Spectral Hairs and Divine Puppets (although he reduces the difficulty of the MRs to overcome by 20 points), as well as grants the Gift to his host. They can use his Magic paths, but each path is reduced by 20 levels.

HUHUVA

Jigoku No Kami “resides” in the infernal palace of Huhuva, a pocket dimension that exists in a space of The Wake. It is not properly part of Samsara, but it is situated in its outer stratum, right in that obscure space where its layers disappear and intermingle with the conventional Wake. That is his place of power, the core of his existence where he reigns supreme and from which he feeds to maintain his divine energies. Thus, it would perhaps even be plausible to consider him a kind of unconventional Nightmare Lord, given that the Huhuva is a space charged with darkness and his direct source of power. However, he differs from other Lords in that it is not the dark feelings that reside there that give him power, but the location itself. For the Infernal Kami, this palace is as much an extension of him as it is a part of his being, just as Varja Island is for Amaterasu.

But the truth is that Huhuva, more than Jigoku no Kami’s “residence”, is also a kind of prison. The bonds imposed by Karasu no Yoru existentially bound him there, making it impossible for him to exist as such anywhere else. It is not a kind of seal that can be broken, something that if “opened” would allow Jigoku to break free; the essence of the Kami is one with Huhuva and it is virtually impossible for him to “physically” move to another location as other eastern deities do, not even through avatars. That is why it is so common for him to use possessed bodies, for they are ultimately his only possibility to act beyond the boundaries of his domain.

Huhuva looks like an oriental palace of infinite rooms where space and the rules of existence function in an unconventional way. It is generally dimly lit and somewhat macabre, but the truth is that, very much in the style of Jigoku No Kami, everything there has an exceptionally luxurious and noble appearance that tries to simulate a dark version of the divine palace of Ten-gati where it once resided with Taiyohikari. Theoretically, it is not possible to go outside the building, although through its windows one can only see an immense eternal storm and a dark, reddish horizon illuminated only by hundreds of lightning bolts and flashes of lightning.

The fortress is filled with the Kami’s followers, including Shinigami, Oni and creatures of various nature and origin. Most of them are blind or walk blindfolded (something their master demands of them so that they can never see him for what he is), so they possess extrasensory perception or supernatural senses that allow them to act normally without seeing. Only a few close to Jigoku no Kami, either because of their closeness to him or their need to preserve their sight, can be in Huhuva without this limitation.

There are several supernatural Toris leading into Huhuva that Jigoku no Kami uses to receive visitors or send his agents into the real world.



EQUIPMENT

Khakkhara (Quarterstaff)

An ancient staff of power that once belonged to the queen of hell and into which she introduced the essence of thousands of demons. As an object linked to the Naraku-gati, it is an object of immense power in the hands of Jigoku. Visually, it is a long black metal rod furnished with oriental decorative rings made of jade and white steel that, when viewed closely, twist like a living being.

Quality: Khakkhara is considered a +20 Quality Quarterstaff capable of damaging the supernatural.

Magic Enhancer (Notion of Use 2): The ringed staff grants a special +20 bonus to its wielder's Magical Accumulation when using spells of Destruction, Darkness, Sin, Necromancy, and Chaos.

Demon Dominator (Notion of Use 4): Khakkhara has the ability to bend any entity bound to the Naraku-gati that hears its wielder's voice to his will. Upon a direct command, one of these beings must pass an MR check against 160 or it will be forced to carry out the command received (though it may apply a +40 bonus to its roll if the command is very much against its nature).

Bound (Notion of Use 4): The staff floats around its owner and grants him its powers as if it were directly in contact with his body. Since it is a weapon bound to Naraku, only Jigoku No Kami can use it while he is still alive.

INVOCATIONS

Ohohirume-no-Muchi, The Dark Sun

Ohorurume-No-Michi is how the dark sun that shines in the skies of the Naraku is known. After centuries and centuries of worship by the Oni, the massification of energy gained enough existential power to become an entity that answers the call of its followers as a force from beyond.

Pact: Ohohirume-No-Michi only responds to the pacts of those beings with a strong attachment to the Naraku-gati or its most powerful denizens. Since it has no consciousness as such, the binding pact is signed directly if the summoner proves to be existentially eligible (though for the entity, few are).

Usual appearance: Appears as a kind of dark eye surrounded by black flames. The most characteristic aspect of its appearance is that it resembles a traditional painting of Varja in motion.

Initial Summoning Difficulty: 320

Initial cost: 600

Kuroi Hono

Difficulty: 300 **Cost:** 500

Attack Ability: N/A **Defense Ability:** N/A

Action: Passive.

Effect: The Dark Sun enchants a 100m zone around the summoner that remains static where it was cast. Any creature bound to the Naraku-gati gains a +20 bonus to all actions and a +1 to all attributes, while all other creatures must pass an MR check against 160 at the end of each round or suffer damage equal to the level of failure. The condition for this to happen is to merely be inside the zone, even if flying over or traveling underneath it.

Duration: One round for each point by which the required difficulty was exceeded.

Description: The dark sun appears in the sky casting a beam of light that scorches the earth and turns it withered. From that moment on, strange black flames that seem to be hand-painted (they are very similar to a traditional Varja drawing) start to burn everything inside, giving everything an unreal aspect.

Dakusan

Difficulty: 360 **Cost:** 700

Attack Ability: 320 **Defense Ability:** N/A

Action: Active

Effect: When activated, Ohohirume-No-Michi manifests at a location of the summoner's choice no more than 500 meters from their position. At the start of the round following its appearance, it causes a deflagration of dark power with a radius of 50 meters (+5 additional meters for each point by which the required difficulty is exceeded up to a maximum of 500 meters) and a base damage of 250 points that attacks in ENERgy. Dakusan makes a single attack roll, but it reduces its ability by 80 points against targets beyond half its area. It is not possible to designate targets in the area, but the attack does not affect the caster.

Duration: Instantaneous.

Description: Ohohirume-No-Michi manifests in his archaic form and begins to briefly build up energy before bursting into black flames.

TRIVIA

-Jigoku no Kami's symbol is a Black Sun, a perverted version of his uncle Taiyonohikari's seal. The Infernal Kami uses it on practically everything that has to do with him.

-Jigoku, further imitating the divine court, has five generals under him who are also his most trusted agents; Uragaki Sinuous Death (Greater Shinigami), Amijima The Pale (Greater Shinigami), Mezu The Red Horse (Greater Oni), Gozu The Blue Ox (Greater Oni), and Kamo No Shigurayaki the Infernal Onmyōji (Human).

-Though he couldn't be more wrong, Jigoku thinks Malekith is actually his father, who is secretly trying to spread his influence outside of Varja. And there's no way to convince him otherwise...

-He has an excellent relationship with the Dhanyata family, and over the years has used many of its members as willing avatars to walk within the world. He has recently changed to Covet not because he is more powerful, but because he believes his physical beauty is more appropriate for him.

-He is passionate about art; not only does he collect it, but he has sometimes visited human museums and secretly patronized them. If he can help it, he will never harm a talented artist.

-He especially enjoys torture; not by doing it himself, but by contemplating it. The more cruel, aberrant and merciless it is, the better. For him, it is another art form. However, he does not advocate torturing without reason, only in necessary cases, another example of his unusual dualities.

-For the Onmyōji of Varja, Jigoku no Kami is the weakest of the Shidai Tennō or Four Heavenly Kings, the title by which the monstrosities that pose the greatest danger to the divine order are known.

-Theoretically at least, if he could get to the heart of the Naraku-gati and break Tsukiyomi's hold on it, Jigoku's powers could possibly increase enormously (he is, after all, the god of hell). However, this is highly unlikely, if not impossible, as he hates Naraku-gati, there is no known way for him to leave Huhuva, and he could never defeat Tsukiyomi.

-Although he has owned Khakkhara for over a thousand years and has often used it in combat, he has never learned to fight directly with it, believing that someone of his rank should not stoop to using such an ignoble weapon as a staff.

-He has long been on good terms with his cousin Yukari Nozuel, whom he has sheltered on more than one occasion by hiding her from her mother and other pursuers.