

# The Infernal

Tome



THE  
**INFERNAL TOME**

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# Credits



## ABOUT US

The tale of Belazan began back in October 2023, after over 15 years of diving deep into the world of TTRPG games. We are a small indie team of six people who also happen to be the best of pals. It's our shared love for TTRPG games that keeps our creative spirits burning bright. We invest our hearts and souls in crafting exciting supplements and adventures.

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## CHAPTER I: NEW SYSTEMS TO USE IN HELL

**I**N THE SHADOWED DEPTHS OF INFERNAL realms, where magic crackles with ancient power and the ground bears the scars of eternal flames, adventurers find themselves pitted not just against beings of flesh and fire, but against the very essence of Hell itself. This chapter unveils new systems and mechanics, crafted to immerse players in the treacherous landscapes of Hell's domains.

Here, every step is a gamble with fate, every decision a potential pact with damnation or a step toward salvation.

We introduce mechanics that transcend mere survival, embedding the very nature of Hell into the narrative and gameplay. From the hierarchical structures that govern demonic politics to the cursed landscapes that shift and change under the will of their overlords, these concepts offer a deep, immersive experience. Players will navigate the complexities of Hell's bureaucracy, using their knowledge to gain advantages or instigate rivalries among demon lords. The environment itself becomes a formidable opponent, with features that reflect the unpredictable and often hostile nature of Hell—lakes of fire that target the soul, winds that carry whispers of madness, and paths that lead deeper into despair rather than offering escape.

Moreover, the notion of infernal pacts and the currency of souls introduces a system allowing for morally ambiguous decisions, potentially leading to both corruption and redemption. Players must tread carefully, for every agreement comes with its costs, and the currency of Hell is not easily earned nor spent without repercussions.

This chapter is crafted not just as a set of guidelines but as an invitation to untold stories, a background against which tales of courage, despair, and redemption unfold. Whether you are a player seeking to test your courage against the forces of darkness or a Dungeon Master crafting a narrative of epic proportions, the concepts and mechanics presented here offer a rich, dynamic framework for adventures in Hell that are as compelling and complex as the realms themselves.

**WELCOME TO THE INFERNO, WHERE THE ONLY LIMITS ARE YOUR BRAVERY, YOUR WITS, AND YOUR WILLINGNESS TO CONFRONT THE DARKNESS BOTH WITHIN AND AROUND YOU.**

# 1. CORRUPTION AND DAMNATION

Within the depths of Hell, a malevolent force courses through the very essence of its inhabitants. As adventurers venture into the treacherous circles of the underworld, they are exposed to this infernal influence, which can slowly corrupt their souls. We introduce a unique corruption mechanic designed to track the characters' exposure to the taint of Hell, granting them dark powers while simultaneously putting their alignment and sanity at risk.

## THE CORRUPTION METER

The Corruption Meter is a pivotal aspect of the corruption mechanic. This meter serves as a tangible representation of a character's increasing exposure to the infernal energies and tracks their descent into corruption. Let us delve into the stages of the Corruption Meter and explore the methods by which it can be increased or decreased.

### STAGES OF CORRUPTION

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The Corruption Meter consists of five stages, each representing a different level of corruption. These stages are designed to reflect the gradual progression of the character's corruption, showcasing the increasing influence of Hell over their soul. The number of stages may vary based on the desired depth of corruption within your campaign, but a common structure could include the following stages:

#### STAGE 1: TAINTED SHADOWS

The character begins to feel the first subtle whispers of the infernal influence. Their actions and choices may start to exhibit slight hints of darkness, though the corruption remains relatively mild at this stage.

#### STAGE 2: LINGERING MALEVOLENCE

The character's exposure to the infernal taint deepens, and its influence becomes more pronounced. Their abilities may start to manifest glimpses of dark power, granting them new options while sowing the seeds of moral conflict.

#### STAGE 3: VEILED CORRUPTION

The character finds themselves straddling the line between their original virtues and the allure of their newfound dark abilities. The infernal corruption permeates their actions, altering their perception and subtly pushing them towards darker choices.

#### STAGE 4: ENVELOPING DARKNESS

The character's corruption becomes increasingly evident and challenging to resist. Their moral compass may waver, and the dark powers they possess grow stronger, demanding greater sacrifices in return for their use.

#### STAGE 5: ABYSSAL CONVERGENCE

At this final stage, the character teeters on the brink of damnation. Their corruption is almost complete, with the infernal energies merging seamlessly with their essence. They have become a conduit for the very essence of Hell, wielding dark power but risking losing their identity and soul.

### INCREASING CORRUPTION

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The Corruption Meter can be increased through various means, primarily tied to the character's interactions with Hell and its denizens. Here are some examples of how corruption can be heightened:

#### EXPOSURE TO INFERNAL ENTITIES

Interacting with demons, devils, or other denizens of Hell can expose the character to their corrupting influence. Direct communication, bargaining, or forming pacts with these entities can accelerate corruption.

#### DARK DEEDS

Committing morally ambiguous or outright evil acts, such as torture, betrayal, or wanton destruction, can contribute to the character's corruption. Engaging in acts aligned with the values of Hell can hasten their descent.

#### UNEARTHLY ARTIFACTS

Discovering and wielding artifacts infused with infernal power can expose characters to a concentrated dose of corruption. The allure of such artifacts may tempt them into utilizing their dark capabilities.

### DECREASING CORRUPTION

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While corruption typically tends to rise, characters may seek redemption or actively work to resist the infernal taint. Here are some ways in which corruption can be decreased:

#### ACTS OF VIRTUE

Performing selfless acts, demonstrating compassion, and upholding moral values aligned with good can gradually diminish corruption. These acts of virtue symbolize the character's resistance against the temptations of Hell.



## HOLY GROUNDS

Seeking solace within sacred places, such as consecrated temples or realms of divine influence, can temporarily shield characters from the corrupting forces of Hell, providing them a respite and an opportunity to regain their purity.

## CLEANSING RITUALS

Characters may undertake quests or rituals specifically designed to cleanse their souls of corruption. These quests could involve recovering sacred relics, seeking guidance from wise spiritual figures, or undergoing trials that test their resolve.

## CORRUPTION EFFECTS

As characters progress through the stages of the Corruption Meter, they unlock increasingly potent dark powers while facing the risk of losing alignment and sanity. Let us delve into the corruption effects associated with each stage, highlighting the benefits and drawbacks that come with embracing the infernal taint.

### STAGE 1: TAINTED SHADOWS

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At this stage, the character begins to experience the initial effects of corruption. The powers granted by their growing connection to Hell are relatively subtle. Examples of corruption effects at this stage might include:

- **Minor Infernal Resilience:** The character gains resistance to fire damage or a slight boost to their saving throws against demonic or fiendish effects.
- **Fiendish Insight:** The character gains glimpses of infernal knowledge, such as recognizing demonic symbols or detecting hidden evil presence.
- **Sinister Aura:** The character's presence becomes tinged with a subtle aura of darkness, evoking unease in those sensitive to such energies.

### STAGE 2: LINGERING MALEVOLENCE

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As the character's corruption deepens, the dark powers bestowed upon them become more pronounced. Examples of corruption effects at this stage might include:

- **Infernal Spellcasting:** The character gains access to a limited repertoire of infernal spells, allowing them to harness and channel the destructive energies of Hell.
- **Dark Pact:** The character can form a pact with a specific demon or devil, gaining a dark patron who bestows additional powers and abilities, albeit with potential strings attached.
- **Maleficent Presence:** The character's mere presence exudes an aura that unnerves and disturbs those around them, potentially imposing penalties on the rolls and morale of nearby enemies.

### STAGE 3: VEILED CORRUPTION

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At this stage, the character finds themselves teetering on the edge of their original virtues, their actions tainted by the corrupting forces within. Examples of corruption effects at this stage might include:

- **Infernal Transformation:** The character undergoes a physical alteration, manifesting demonic features or subtle signs of their infernal connection. This transformation may grant them enhanced abilities or senses.
- **Temptation's Whispers:** The character begins to hear the enticing whispers of the infernal forces, providing them with cunning insights or subtle suggestions that can aid them but also threaten their alignment.
- **Soul Syphon:** The character can temporarily draw upon the life force of defeated enemies, restoring their own vitality or replenishing their spellcasting abilities.

## STAGE 4: ENVELOPING DARKNESS

As the character's corruption nears completion, their alignment and sanity become perilously fragile. Examples of corruption effects at this stage might include:

- **Dark Eruption:** The character gains the ability to channel raw infernal power, unleashing devastating attacks that can decimate their foes but risk collateral damage or harm to innocent bystanders.
- **Damning Influence:** The character's presence exerts a subtle influence on those around them, making it easier for them to manipulate or persuade others to darker deeds.
- **Soul Shackle:** The character can temporarily bind the souls of defeated enemies, using them as a source of power to enhance their own abilities or bolster their defenses.

## STAGE 5: ABYSSAL CONVERGENCE

At the final stage of corruption, the character is on the precipice of damnation, their identity and soul at the mercy of the infernal powers they have embraced. Examples of corruption effects at this stage might include:

- **Infernal Ascension:** The character achieves a grotesque or awe-inspiring transformation, becoming a vessel of pure infernal power. They gain access to extraordinary abilities, potentially rivaling the might of lesser devils or demons.
- **Covenant of Damnation:** The character forges an unbreakable pact with a powerful fiend, becoming an agent of Hell and gaining dominion over lesser infernal entities. This pact grants them immense power but at the cost of their autonomy and moral compass.
- **Soul Corruption:** The character's presence alone corrupts the souls of those around them, turning once-virtuous individuals into potential minions or allies of the infernal forces.

## DM GUIDELINES FOR THE CORRUPTION SYSTEM

Implementing the corruption mechanic requires thoughtful guidance from the Dungeon Master to ensure an engaging and balanced gameplay experience. By adhering to the following guidelines as a DM, you can effectively incorporate the corruption mechanic into your campaign, creating an immersive and morally complex experience for your players as they navigate the treacherous depths of Hell.

### SETTING THE TONE

Establish the tone of the campaign early on, emphasizing the dark and morally complex nature of Hell. Clearly communicate to your players that corruption will be a central theme, and encourage them to explore the moral dilemmas and internal struggles that arise from embracing or resisting the infernal taint.

### COMMUNICATION AND CONSENT

Ensure open communication with your players regarding the corruption mechanic. Discuss their comfort levels, boundaries, and expectations regarding themes of corruption, alignment shifts, and potentially disturbing content. Obtain their consent before delving into the darker aspects of the campaign.

### BALANCING CORRUPTION

Strike a careful balance between the benefits and drawbacks of corruption. Assess the power level of corruption effects at each stage, considering the overall balance of encounters and the impact on party dynamics. Aim for a sense of progression and challenge while avoiding overwhelming power discrepancies between corrupted and non-corrupted characters.

### ALIGNMENT AND ROLEPLAYING

Encourage players to explore the internal conflicts and roleplay the ethical dilemmas associated with corruption. Discuss alignment shifts and how they can affect character development and interactions with NPCs and party members. Ensure that alignment changes are meaningful and reflect the character's evolving moral compass.

### TEMPTATIONS AND CONSEQUENCES

Present characters with temptations that can accelerate corruption or grant short-term advantages. Incorporate NPCs or entities within Hell who actively seek to manipulate and corrupt the characters. Highlight the potential consequences of succumbing to corruption, such as strained relationships, loss of reputation, or turning into adversaries for the party.

## REDEMPTION AND SALVATION

Provide opportunities for characters to seek redemption and salvation, should they choose to resist or purge the infernal taint. Introduce quests, mentors, or holy artifacts that can aid characters on their journey towards purity. Design challenges and trials that test their resolve and offer the chance to reverse or mitigate the effects of corruption.

## PSYCHOLOGICAL AND ROLEPLAYING CHALLENGES

Include psychological challenges that test the characters' sanity as they become more corrupted. Use roleplaying opportunities to portray the internal struggles, intrusive thoughts, and haunting visions that result from their connection to Hell. Ensure that the narrative acknowledges the toll this corruption takes on the characters' mental well-being.

## NARRATIVE INTEGRATION

Integrate the corruption mechanic into the broader narrative of your campaign. Explore how the characters' corruption impacts the unfolding story, the reactions of NPCs, and the consequences of their actions. Consider tie-ins with major villains or conflicts within Hell, creating a sense of personal investment and long-term consequences.

## CUSTOMIZATION AND PLAYER AGENCY

Allow players to have agency over their character's corruption journey. Provide opportunities for them to shape the corruption effects, collaborate on the narrative aspects, and customize their dark powers within the framework of the corruption mechanic. This fosters player engagement and investment in their character's development.

## EVOLVING CAMPAIGN WORLD

Consider how the corruption mechanic might impact the campaign world beyond the immediate party. Determine the wider consequences of a character's corruption, such as the spreading influence of Hell, the reactions of religious orders, or the emergence of rival factions seeking to combat or exploit the growing corruption.



## 2. SINS AND VIRTUES

We present a unique system to enhance the exploration of moral virtues and sins. This system allows players to delve into the depths of their characters' souls, confronting and overcoming their own vices and temptations. By embracing virtues or resisting sins, characters can gain unique abilities or resistances tied to their moral choices.

### SYSTEM OVERVIEW

The system of Sins and Virtues provides a framework for moral development and character growth, offering a compelling narrative and mechanical options for players. It encourages introspection and exploration of the ethical dimensions of their characters, adding depth and complexity to their role-playing experience.

To implement the Sins and Virtues system, players are presented with a list of virtues and sins tailored to fit the world of D&D. These virtues encompass qualities such as Courage, Wisdom, Charity, and Justice, while the sins embody vices like Greed, Wrath, Envy, and Lust. Each virtue and sin is accompanied by a description, outlining its essence and the potential consequences of embracing or resisting it.

Throughout their adventures, characters could encounter situations and temptations that challenge their moral fiber. When faced with a moral dilemma, players must make choices that align with either a virtue or a sin. These choices carry weight and influence the character's development, shaping their abilities, resistances, and the overall narrative.

By embracing virtues, characters gain access to unique abilities and powers that reflect the essence of the chosen virtue. For example, a character who embraces the virtue of Courage may gain bonuses to saving throws against fear effects, or they may have the ability to inspire their allies in times of crisis. Embracing virtues not only enhances a character's capabilities but also reflects their growth as paragons of morality.

On the other hand, characters who don't resist their sins suffer penalties and negative effects associated with those sins. For instance, a character who doesn't resist the sin of Greed may have disadvantage on Wisdom (Perception) checks made to notice non-treasure-related details in their surroundings. Resisting sins showcases a character's ability to overcome their darker impulses and maintain their moral compass.

The choices made by characters in regard to virtues and sins also impact their interactions with the denizens of Hell. NPCs within the infernal realms may respond differently based on a character's moral alignment and their commitment to virtues or sins. Some demons or devils may be more inclined to bargain or deceive those who have succumbed to particular sins, while others may be more receptive to those who embody virtues.

In addition to the role-playing and narrative aspects, the Sins and Virtues system also introduces new mechanical options for characters. Players can select virtues and sins as character traits during character creation, providing unique bonuses or abilities from the start. Furthermore, as characters progress, they have the opportunity to unlock additional virtues or sins through quests, personal growth, or significant moral choices made during their journeys.

### CHOOSING VIRTUES AND SINS

During character creation, players have the opportunity to choose one virtue and one sin for their character. These choices reflect the initial moral compass of the character and lay the foundation for their journey through the infernal realms. The selected virtues and sins grant the character an initial benefit related to their alignment.



## VIRTUES

When choosing a virtue for their character, players have a range of options to reflect their character's moral alignment and desired focus.

### COURAGE

The character exhibits bravery and fearlessness in the face of danger.

**Initial Bonus:** +1 bonus to saving throws against fear effects.

#### Advancement Bonuses

- **Ability to inspire allies:** As an action, the character can inspire allies within 30 feet, granting them a +2 bonus to attack rolls or saving throws for 1 minute. This ability can be used a number of times equal to the character's proficiency bonus, and it refreshes after a long rest.
- **Resistance to Fear:** The character gains advantage on saving throws against fear effects.
- **Indomitable Will:** Once per long rest, the character can choose to automatically succeed on a saving throw against a fear effect.

### WISDOM

The character possesses deep insight, perception, and understanding.

**Initial Bonus:** +1 bonus to Wisdom saving throws.

#### Advancement Bonuses

- **Keen Senses:** The character gains proficiency in the Perception skill.
- **Intuitive Mind:** The character has advantage on Insight checks to detect deception or hidden motives.
- **Wisdom's Guidance:** Once per long rest, the character can gain advantage on any Wisdom-based ability check or saving throw.

### CHARITY

The character embodies selflessness, generosity, and kindness towards others.

**Initial Bonus:** +1 bonus to Charisma (Persuasion) checks when attempting to help others.

#### Advancement Bonuses

- **Healing Touch:** The character gains the ability to cast the Cure Wounds spell once per long rest as a 1st-level spell without expending a spell slot.
- **Aura of Compassion:** Allies within 10 feet of the character gain resistance to necrotic damage.
- **Sacrificial Shield:** Once per long rest, as a reaction when an ally within 5 feet is targeted by an attack, the character can interpose themselves, taking the attack's damage instead.

### JUSTICE

The character upholds fairness, righteousness, and moral integrity.

**Initial Bonus:** +1 bonus to Charisma (Intimidation) checks when attempting to intimidate wrongdoers.

#### Advancement Bonuses

- **Vengeful Strike:** The character deals additional damage equal to their proficiency bonus when they hit a creature that has dealt damage to an ally within the past round.
- **Divine Judgement:** Once per long rest, the character can channel their righteous fury, granting them advantage on attack rolls and resistance to damage for 1 minute.
- **Just Protector:** The character gains the ability to cast the Sanctuary spell once per long rest without expending a spell slot.

### TEMPERANCE

The character displays self-control, moderation, and restraint.

**Initial Bonus:** +1 bonus to Constitution saving throws.

#### Advancement Bonuses

- **Inner Balance:** The character gains advantage on saving throws against being charmed or frightened.
- **Steadfast Mind:** The character has advantage on concentration checks to maintain spells.
- **Resilient Body:** The character gains resistance to poison damage.



## HONESTY

The character embodies truthfulness, sincerity, and integrity.

**Initial Bonus:** +1 bonus to Wisdom (Insight) checks when detecting lies.

### Advancement Bonuses

- **Aura of Truth:** The character emanates an aura of honesty, granting advantage on Charisma (Persuasion) checks when telling the truth.
- **Unwavering Vow:** Once per long rest, the character can reroll a failed saving throw against a charm or illusion effect.
- **Just Judge:** The character gains the ability to cast the Zone of Truth spell once per long rest without expending a spell slot.

## HOPE

The character embraces optimism, positivity, and resilience.

**Initial Bonus:** +1 bonus to Charisma (Persuasion) checks when inspiring hope in others.

### Advancement Bonuses

- **Beacon of Hope:** The character gains the ability to cast the Lesser Restoration spell once per long rest as a 1st-level spell without expending a spell slot.
- **Inspiring Presence:** Allies within 10 feet of the character have advantage on saving throws against being frightened.
- **Radiant Resilience:** Once per long rest, the character can gain temporary hit points equal to their Charisma modifier as a bonus action.

## KNOWLEDGE

The character seeks wisdom, education, and intellectual pursuits.

**Initial Bonus:** +1 bonus to Intelligence checks when recalling information or conducting research.

### Advancement Bonuses

- **Keen Mind:** The character gains proficiency in one Intelligence-based skill of their choice.
- **Scholar's Insight:** The character can add their proficiency bonus to Intelligence saving throws against magical effects.
- **Lorekeeper:** Once per short rest, the character can gain advantage on a knowledge-based skill check.

## HUMILITY

The character demonstrates modesty, selflessness, and a lack of pride.

**Initial Bonus:** +1 bonus to Wisdom (Insight) checks when assessing others' intentions.

### Advancement Bonuses

- **Unassuming Presence:** The character has advantage on Dexterity (Stealth) checks made to hide or blend into a crowd.
- **Evasive Maneuvers:** The character gains a +1 bonus to AC when not wearing heavy armor.
- **Inner Serenity:** Once per long rest, the character can expend hit dice to regain hit points as a bonus action.

## LOYALTY

The character displays unwavering allegiance, trustworthiness, and devotion.

**Initial Bonus:** +1 bonus to Charisma (Persuasion) checks when reinforcing bonds of loyalty.

### Advancement Bonuses

- **Shield Ally:** As a reaction, the character can interpose themselves to grant disadvantage on an attack roll against an adjacent ally.
- **Inspiring Loyalty:** The character gains a bonus to saving throws against being charmed or frightened equal to their proficiency bonus.
- **Unyielding Bond:** Once per long rest, the character can transfer damage taken by an adjacent ally to themselves.





**Virtue Trials:** Characters can undergo specific trials or tests that are tailored to their chosen virtue. These trials can be physical, mental, or spiritual in nature and require the character to demonstrate their commitment to the virtue. For example, a character who chose Temperance may undergo a trial where they must resist the temptations of indulgence or excess.

**Virtue Interactions:** Characters can engage with NPCs or entities within the game world who embody or challenge their chosen virtue. Interactions with virtuous mentors, wise sages, or divine beings can provide guidance and opportunities for character growth. Conversely, encounters with characters who embody vices or temptations can test the character's resolve and provide opportunities for moral growth.

**Virtue Milestones:** Characters can have milestones or significant moments in their journeys that mark their progress in embracing their chosen virtue. These milestones can be tied to character development, such as gaining a new ability or bonus, or unlocking a unique story arc related to their chosen virtue.

## EMBRACING VIRTUES

Embracing Virtues allows players to actively choose a path of moral righteousness for their characters. Embracing virtues is an ongoing process that requires consistent commitment and character development. By actively incorporating these elements into the gameplay, players can create rich and meaningful narratives centered around moral choices and the character's journey towards moral excellence. Here are some ways in which players can accomplish embracing virtues within the game:

**Role-playing:** Players can embody the chosen virtue through their character's actions, dialogue, and decision-making. They can actively seek opportunities to demonstrate courage, wisdom, charity, or any other virtue they have selected. This can be achieved by engaging in selfless acts, displaying empathy and compassion, making fair and just choices, or exhibiting the characteristic traits associated with the chosen virtue.

**Quests and Challenges:** The Dungeon Master can design quests and challenges that specifically test the character's commitment to their chosen virtue. These quests can present moral dilemmas, where the character must make difficult choices that align with their virtue. For example, a character who chose Justice may face a situation where they must choose between exacting revenge or offering forgiveness to an antagonist.

## SINS

Sins and their associated drawbacks provide players with opportunities for role-playing inner struggles and character growth. They serve as cautionary elements, reminding players of the consequences of indulging in immoral behaviors and encouraging them to make difficult moral choices throughout their journey through Hell.

### GREED

The character is consumed by an insatiable desire for wealth and possessions.

**Initial Drawback:** The character has disadvantage on Charisma (Persuasion) checks when interacting with NPCs who value selflessness or generosity.

#### Advancement Drawbacks

- **Material Obsession:** The character's movement speed is reduced by 10 feet while carrying more than their carrying capacity allows.
- **Covetous Distraction:** The character has disadvantage on Wisdom (Perception) checks made to notice non-treasure-related details in their surroundings.

## WRATH

The character is prone to uncontrolled anger and violent outbursts.

**Initial Drawback:** The character has disadvantage on Charisma (Persuasion) checks when attempting to calm or negotiate peacefully.

### Advancement Drawbacks

- **Unbridled Fury:** The character has disadvantage on attack rolls and ability checks for 1 round after being hit by an attack.
- **Instability:** The character has disadvantage on Wisdom saving throws to resist being charmed or frightened.

## ENVY

The character is consumed by jealousy and an unhealthy desire for what others possess.

**Initial Drawback:** The character has disadvantage on Wisdom (Insight) checks when detecting their own envy or jealousy.

### Advancement Drawbacks

- **Resentful Focus:** The character has disadvantage on attack rolls and ability checks against a target they are envious of.
- **Self-Destruction:** Once per long rest, the character must succeed on a Wisdom saving throw or be compelled to sabotage a party member's success or possession.

## SLOTH

The character is prone to laziness, procrastination, and a lack of initiative.

**Initial Drawback:** The character has disadvantage on Dexterity saving throws made to avoid sudden dangers or traps.

### Advancement Drawbacks

- **Lethargic Reflexes:** The character has disadvantage on initiative rolls.
- **Apathetic Mind:** The character has disadvantage on Intelligence, Wisdom, and Charisma saving throws against spells and effects that require mental acuity.

## LUST

The character is consumed by intense desire and sexual obsession.

**Initial Drawback:** The character has disadvantage on Wisdom (Insight) checks made to see through seductive or manipulative behavior.

### Advancement Drawbacks

- **Distraction of Desires:** The character has disadvantage on Concentration checks to maintain spells when in the presence of an object of desire.
- **Vulnerable to Temptation:** The character has disadvantage on saving throws against spells or effects that induce charm or seduction.

## PRIDE

The character is excessively arrogant and believes themselves to be superior to others.

**Initial Drawback:** The character has disadvantage on Wisdom (Insight) checks made to detect flattery or insincere compliments.

### Advancement Drawbacks

- **Hubris:** The character has disadvantage on ability checks made to cooperate with others in group activities or team efforts.
- **Overconfident Blunder:** Once per long rest, the character must succeed on a Charisma saving throw or suffer a critical failure on their next attack roll or ability check.

## GLUTTONY

The character indulges in excessive consumption of food, drink, or other substances.

**Initial Drawback:** The character has disadvantage on Constitution saving throws against poison or disease effects.

### Advancement Drawbacks

- **Overindulgence:** The character must consume twice the normal amount of rations or suffer one level of exhaustion per day.
- **Weighted Burden:** The character's maximum carrying capacity is reduced by 25%.

## DECEIT

The character habitually lies, deceives, and manipulates others for personal gain.

**Initial Drawback:** The character has disadvantage on Charisma (Persuasion) checks when attempting to convince others of their trustworthiness.

### Advancement Drawbacks

- **Web of Lies:** The character has disadvantage on Wisdom (Insight) checks made to detect lies or hidden motives in others.
- **Fractured Trust:** The character has disadvantage on Charisma (Intimidation) checks when attempting to intimidate someone who has witnessed their deceit.

## DESPAIR

The character is overwhelmed by sadness, hopelessness, and a lack of motivation.

**Initial Drawback:** The character has disadvantage on Charisma (Persuasion) checks when attempting to inspire hope or uplift others.

### Advancement Drawbacks

- **Apathetic Aura:** Allies within 10 feet of the character have disadvantage on saving throws against being frightened or charmed.
- **Emotionally Fragile:** The character has disadvantage on Wisdom saving throws against spells or effects that induce fear or sadness.

## BETRAYAL

The character is inclined to betray allies or break commitments for personal gain.

**Initial Drawback:** The character has disadvantage on Wisdom (Insight) checks when attempting to gauge someone's loyalty or intentions.

### Advancement Drawbacks

- **Tarnished Reputation:** The character has disadvantage on Charisma (Persuasion) checks when dealing with individuals who are aware of their history of betrayal.
- **Isolation and Distrust:** The character has disadvantage on Charisma (Persuasion) checks made to form new alliances or gain trust.

## INDULGING IN SINS

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Indulging in sins presents players with the opportunity to explore the darker aspects of their characters. However, it is important to balance the allure of sinful behavior with the inherent drawbacks and consequences. Here's a way to incorporate indulging in sins into the game mechanics:

**Temptation Checks:** When a character is faced with a situation that tempts them to indulge in a sin, the player can make a Temptation Check. This check can be based on a relevant ability score, such as Wisdom or Charisma, modified by the character's proficiency bonus. The DC for the check is determined by the severity of the temptation and the character's current moral standing.

**Consequences of Failure:** If the player fails the Temptation Check, their character succumbs to the sin and experiences its associated drawbacks. These drawbacks can range from temporary penalties to lasting consequences. For example, a character who indulges in Greed may suffer a penalty to their movement speed or find themselves compelled to steal valuable items.



**Advancement Drawbacks:** As the character repeatedly indulges in a particular sin, they accumulate advancement drawbacks, as detailed in the previous response. These drawbacks represent the deepening effects of the sin on the character's personality, abilities, and interactions with the world. They can include penalties to checks, saving throws, or other mechanics that reflect the character's descent into moral decay.

**Redemption Opportunities:** You may also provide redemption opportunities for characters who have embraced sins. Through quests, encounters, or personal growth arcs, characters can have the chance to redeem themselves and overcome the drawbacks associated with their sins. These opportunities may require the character to undertake challenging tasks, make difficult choices, or seek guidance from virtuous mentors.

**Role-playing and Character Development:** Indulging in sins should be accompanied by meaningful role-playing and character development. Players should explore the motivations, conflicts, and internal struggles of their characters as they yield to sinful temptations. This can involve engaging in morally ambiguous scenarios, interacting with NPCs who embody vices, or navigating complex moral dilemmas.

**Narrative Consequences:** Indulging in sins should have narrative consequences that reflect the character's moral choices. The world and its inhabitants may respond differently to characters who have succumbed to sins, leading to altered interactions, quest outcomes, or even shifts in alignment. These consequences can provide opportunities for character growth, redemption arcs, or explorations of the consequences of moral decay.

## PROGRESSION AND UNLOCKING NEW VIRTUES & SINS

In the Sins and Virtues system, characters have the opportunity to progress and unlock new virtues or, in some cases, fall into new sins. The progression mechanics are designed to reflect the character's moral development and the consequences of their choices. Here's how progression and unlocking new virtues or sins work:

### PROGRESSION AND ADVANCEMENT

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As characters progress through their adventures and engage in moral choices, they earn Virtue Points (VP) or Sin Points (SP) based on their actions and decisions. These points represent the character's moral standing and can be tracked on a Virtue-Sin scale.

**Virtue Points (VP):** Characters earn VP by embodying virtues, making morally righteous choices, and actively resisting sins. VP represents the character's commitment to virtuous behavior and their growth in moral strength.

**Sin Points (SP):** Characters earn SP by indulging in sins, making morally questionable decisions, and succumbing to temptations. SP represents the character's descent into moral corruption and the allure of darker influences.

### UNLOCKING NEW VIRTUES

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When a character accumulates a certain amount of VP, they have the opportunity to unlock a new virtue, reflecting their personal growth and commitment to moral righteousness. The specific VP threshold required for unlocking a new virtue can be set by the Dungeon Master based on the pacing of the campaign. Typically, a significant moral choice or a series of virtuous actions could trigger the unlocking of a new virtue.

When a new virtue is unlocked, the character gains access to the associated initial bonus and can start accumulating VP in that virtue to unlock its advancement bonuses. This encourages players to continue embodying and exploring the virtues present in the game.





## FALL TO NEW SINS

Conversely, when a character accumulates a certain amount of SP, they risk falling into a new sin, representing their moral decline and susceptibility to darker influences. Falling into a new sin can occur through a series of morally questionable decisions, succumbing to temptations aligned with a particular sin, or engaging in actions contrary to the virtues they have previously embraced.

When a character falls into a new sin, they suffer the associated initial drawback and begin accumulating SP in that sin. This creates challenges for the character, as they must now actively resist the allure of their new sin to avoid further moral deterioration.

### ADVANCEMENT DRAWBACKS

In addition to the initial drawbacks associated with a sin, characters gain advancement drawbacks as they accumulate more SP in a particular sin. Advancement drawbacks represent the deepening negative consequences and challenges faced by characters who further embrace their sins.

The advancement drawbacks can include increased penalties to ability checks, saving throws, or other aspects of gameplay that reflect the corrupting influence of the sin. These drawbacks serve as a reminder of the character's moral descent and present opportunities for role-playing inner conflicts and redemption arcs.

### REDEMPTION AND BREAKING THE CYCLE

Characters who have fallen into new sins can seek redemption and strive to break the cycle of moral decline. This can be achieved through significant acts of repentance, self-reflection, and actively resisting the allure of their sins. The specific path to redemption and breaking the cycle of sin should be discussed and determined collaboratively between the player and the Dungeon Master.

Redemption arcs offer compelling character development opportunities and can be tied to specific quests or narrative arcs within the campaign. Successful redemption might result in the character shedding their sins and unlocking a new virtue, reflecting their newfound moral strength and personal growth.

## 3. INFERNAL CONTRACTS

The Infernal Contracts system introduces an intriguing mechanic that allows players to engage in infernal bargains within the nine circles of Hell. These contracts serve as a means for characters to trade their souls, services, or even specific tasks in exchange for power, items, or knowledge. However, these deals come with both enticing benefits and dire consequences, creating a compelling choice for players to make.

### ACQUIRING INFERNAL CONTRACTS

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- **Discovering Contracts:** Infernal contracts can be discovered in various ways throughout Hell. They may be hidden in ancient libraries filled with forbidden knowledge, offered by powerful fiends seeking mortal aid, or found within the labyrinthine halls of infernal bureaucracy.
- **Opportunities and Temptations:** Dungeon Masters can present infernal contracts as intriguing opportunities for the players, tantalizing them with promises of great rewards and tempting bargains. The contracts should align with the desires, motivations, and weaknesses of the characters, making them difficult to resist.
- **Campaign Integration:** The acquisition of infernal contracts can be seamlessly integrated into the campaign's narrative, introducing plot hooks, personal quests, or moral dilemmas that drive the story forward.

### COMPONENTS OF AN INFERNAL CONTRACT

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- **Offered Boon:** The offered boon is the reward promised to the character upon fulfilling the terms of the infernal contract. It should be something highly desirable, such as a unique and powerful magic item, forbidden knowledge that grants new abilities or spells, or even the fulfillment of a long-cherished wish.
- **Stipulations:** Stipulations outline the specific tasks, favors, or services the character must perform to fulfill the contract. These tasks should be challenging, aligning with the nature of Hell and testing the characters' skills, resolve, and morality. Examples include retrieving an artifact from a dangerous demon's lair, manipulating events to ensure the fall of a specific soul, or toppling a rival infernal power.

- **Consequences of Failure:** The consequences of failure serve as a cautionary reminder to the characters of the gravity of their infernal bargain. These consequences can include the loss of their soul, eternal damnation, a curse that afflicts them or their loved ones, or an ever-increasing debt owed to a powerful infernal entity. The severity of the consequences should match the importance of the contract and the power involved.
- **Signatories and Witnesses:** Infernal contracts require the signatures of both the mortal character and an infernal representative. The representative can be a powerful devil, a seductive succubus, or any other fiendish entity capable of entering into such agreements. Witnesses might include other fiends, enslaved souls, or demonic creatures. These signatures bind the contract magically and ensure its enforceability.

### BALANCING THE CHOICES

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- **Moral Dilemmas:** Characters must carefully weigh the risks and rewards of entering into infernal contracts. Dungeon Masters should emphasize the potential benefits, but also make it clear that these come at a significant cost. Players may need to sacrifice their principles, commit heinous acts, or endure lasting consequences to fulfill their end of the bargain.
- **Long-Term Ramifications:** Dungeon Masters should present the characters with the long-term implications of their choices. They can introduce moral quandaries, strained relationships with allies or deities, or even the attention and interference of rival fiends seeking to exploit or manipulate the characters' newfound power.
- **Player Agency:** It is crucial to give players agency in accepting or rejecting infernal contracts. While the allure of power and rewards may be strong, the ultimate decision should be in the hands of the players, allowing them to define their characters' paths and shape the narrative.

### TRACKING AND ENFORCING CONTRACTS

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- **Task Progression:** Once an infernal contract is accepted, the Dungeon Master tracks the stipulations and the character's progress toward their completion. This adds a sense of urgency and a focused narrative thread to the campaign.

- **Obstacles and Challenges:** The Dungeon Master can introduce obstacles, rival parties, or fiends seeking to thwart the character's efforts, creating suspenseful encounters and challenges along the way.
- **Infernal Intervention:** Fiends involved in the contract may try to influence the character's choices, manipulate events, or test their loyalty. These interventions create dynamic and engaging interactions within the campaign.

## RESOLUTION AND FALLOUT

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- **Boon Reward:** When the character successfully fulfills the stipulations of an infernal contract, they should receive the promised boon. This reward can significantly impact their power, abilities, or story progression, reflecting the fulfillment of their infernal pact.
- **Consequences Unveiled:** The consequences of the infernal contract should also come into play. Characters may face moral dilemmas arising from their actions, strained relationships with allies, deities, or factions, or the attention of rival fiends seeking to exploit or manipulate their newfound power.
- **Character Development:** The resolution of an infernal contract presents an opportunity for character growth and development. It allows players to explore the consequences of their choices and make meaningful decisions that shape their characters' identities and alignments.

## CREATING AN INFERNAL CONTRACT

When creating an infernal contract for your campaign using the mechanics presented above, you can follow these steps to quickly develop a compelling and morally challenging pact:

**Boon:** Determine the offered boon—a powerful reward that entices the character to accept the contract. This could be a magical artifact, forbidden knowledge, a unique ability, or any other reward that aligns with the character's desires and motivations.

**Stipulations:** Establish the stipulations—the tasks, favors, or services the character must fulfill to complete the contract. Consider challenges that test the character's skills, ethics, or relationships. Stipulations can involve retrieving rare items, committing morally questionable acts, influencing significant events, or interacting with powerful entities.

**Consequences:** Outline the dire consequences of failure. These consequences should be substantial and reflect the gravity of the infernal pact. Potential outcomes include the loss of one's soul, eternal damnation, the curse of a powerful fiend, or an ever-increasing debt to infernal forces.



**Signatories and Witnesses:** Determine the infernal representative who enters into the contract, such as a devil, demon, or other fiendish being. Consider additional witnesses who validate the contract's legality, such as enslaved souls, demonic creatures, or lesser fiends. These signatures and witnesses imbue the contract with magical binding properties.

## EXAMPLES OF CONTRACTS

### CONTRACT I

#### THE PACT OF ETERNAL VIGILANCE

##### OFFERED BOON

*THE CHARACTER WILL BE GRANTED A SET OF obsidian armor known as the "Infernal Sentinel".*

##### STIPULATIONS

1. The character must slay a high-ranking demon lord and bring forth their severed horn as proof of their demise.
2. The character must swear an oath to forever hunt and eradicate any demons who dare to threaten the balance of power in Hell.

##### CONSEQUENCES OF FAILURE

*SHOULD THE CHARACTER FAIL TO FULFILL THE stipulations of this contract, the Infernal Sentinel armor will turn against them, draining their life force and causing excruciating pain. Additionally, their name will be cursed and whispered among the demons.*

##### SIGNATORIES AND WITNESSES

*THE CHARACTER'S SIGNATURE IS REQUIRED, along with the signature of Lilithrax, a cunning succubus who holds dominion over a layer of the Abyss. Witnesses to the contract include a group of lesser demons and a tortured soul who has suffered the consequences of breaking a previous infernal contract.*

### CONTRACT II

#### THE FORBIDDEN TOME

##### OFFERED BOON

*THE CHARACTER WILL BE GRANTED ACCESS TO the "Book of Shadows," a forbidden grimoire filled with dark and arcane knowledge. This book grants the character additional spells, the ability to perform rituals with greater potency, and insight into ancient secrets of forbidden magic.*

##### STIPULATIONS

1. The character must retrieve a vial of pure demonic ichor from the heart of the Blood Furnace, a seething cauldron of demonic power.
2. The character must successfully deceive a powerful archmage into providing a sacred relic of immense magical power.
3. The character must sacrifice their most cherished possession, an item of great sentimental value, in a ritual that binds their fate to the Book of Shadows.

##### CONSEQUENCES OF FAILURE

*SHOULD THE CHARACTER FAIL TO FULFILL THE stipulations of this contract, the Book of Shadows will become a conduit of corruption, slowly warping their mind and soul. Additionally, they will be plagued by nightmarish visions and hunted by a relentless group of demon hunters seeking to destroy the tainted grimoire.*

##### SIGNATORIES AND WITNESSES

*THE CHARACTER'S SIGNATURE IS REQUIRED, along with the signature of Mephistopheles, an influential devil lord who holds vast knowledge of infernal secrets. Witnesses to the contract include a group of fiendish librarians and a tortured soul who has suffered the consequences of breaking a previous infernal contract.*

## CONTRACT III

### THE SYMPHONY OF DAMNATION

#### OFFERED BOON

*THE CHARACTER WILL BE GRANTED MASTERY over a unique and potent school of infernal magic, known as “The Fiend’s Cadence.”*

*This mastery grants the character access to forbidden spells, the ability to command lesser demons, and resistance to demonic mental manipulation.*

#### STIPULATIONS

1. The character must compose and perform a symphony, using infernal instruments crafted from the bones of damned souls. This symphony must be played before an audience of demons and evoke emotions of despair and chaos.
2. The character must gather the tears of a celestial being, captured in a vial of pure sorrow, from the Elysian Fields.
3. The character must offer a tribute of a hundred souls to the Abyss, harvested from a battle they themselves orchestrated.

#### CONSEQUENCES OF FAILURE

*SHOULD THE CHARACTER FAIL TO FULFILL THE stipulations of this contract, their connection to the Fiend’s Cadence will be severed, rendering them unable to cast infernal spells. Additionally, their name will be whispered among the demons as a failed composer, attracting ridicule and scorn from fiendish entities.*

#### SIGNATORIES AND WITNESSES

*THE CHARACTER’S SIGNATURE IS REQUIRED, along with the signature of Belial, a powerful demon prince known for his love of discordant music. Witnesses to the contract include a group of enslaved souls and a tormented soul who has suffered the consequences of breaking a previous infernal contract.*

## CONTRACT IV

### THE SCALES OF DAMNATION

#### OFFERED BOON

*THE CHARACTER WILL BE GRANTED THE “Infernal Balance,” a mystical artifact that grants the ability to manipulate the forces of good and evil. This artifact allows the character to dispel or enhance celestial and infernal magic, detect hidden celestial or infernal entities, and gain resistance against radiant and necrotic damage.*

#### STIPULATIONS

1. The character must gather seven artifacts, each representing one of the Seven Virtues, stolen from the hands of angelic guardians.
2. The character must incite a war between two rival celestial factions, causing strife and discord among their ranks.
3. The character must deliver a blow to the very heart of a divine temple, desecrating its sanctity and defiling its sacred grounds.

#### CONSEQUENCES OF FAILURE

*SHOULD THE CHARACTER FAIL TO FULFILL THE stipulations of this contract, the Infernal Balance will turn against them, draining their life force and causing a constant state of imbalance and turmoil within their being. Additionally, their name will be cursed and whispered among celestial beings, attracting the attention of vengeful angels seeking retribution.*

#### SIGNATORIES AND WITNESSES

*THE CHARACTER’S SIGNATURE IS REQUIRED, along with the signature of Asmodeus, the ruler of the Nine Hells and the embodiment of lawful evil. Witnesses to the contract include a group of infernal advisors and a tormented soul who has suffered the consequences of breaking a previous infernal contract.*



## CONTRACT V

### THE PACT OF UNENDING SHADOWS

#### OFFERED BOON

*THE CHARACTER WILL BE GRANTED THE ability to harness the dark powers of shadows and become a “Shadowwraith.” This transformation grants the character enhanced stealth and agility, the ability to move through shadows and darkness effortlessly, and the power to invoke tendrils of darkness to ensnare and subdue enemies.*

#### STIPULATIONS

1. The character must steal a fragment of the unholy artifact known as the “Eternal Nightshade” from the inner sanctum of a powerful vampire lord.
2. The character must acquire the essence of a rare and dangerous creature known as the “Umbral Serpent,” found deep within the Abyss. This essence must be captured in a specially crafted phylactery.

#### CONSEQUENCES OF FAILURE

*SHOULD THE CHARACTER FAIL TO FULFILL THE stipulations of this contract, their transformation into a Shadowwraith will be incomplete and unstable. They will experience intense pain and struggle to control their shadowy powers, becoming a target for both celestial and infernal entities seeking to exploit their vulnerability.*

#### SIGNATORIES AND WITNESSES

*THE CHARACTER’S SIGNATURE IS REQUIRED, along with the signature of Nyxandra, a mysterious and enigmatic succubus who is rumored to have ties to the Shadow Plane. Witnesses to the contract include a group of shadowy beings known as the Umbral Court.*

## 5. SOUL MANIPULATION

Within the depths of Hell, souls hold immense power and significance. This mechanic introduces a system that allows players to manipulate and harness souls as a valuable resource for various purposes such as spellcasting, artifact crafting, or bartering with infernal entities. By delving into the intricacies of this system, players can immerse themselves in the dark arts of soul manipulation, with both risks and rewards awaiting them.

### COLLECTING SOULS

To begin their journey into soul manipulation, players must first gather souls. Souls can be obtained through various means, such as defeating powerful creatures, capturing the essence of fallen foes, or discovering hidden caches within the infernal realms. Each soul collected possesses its own unique properties, which can influence the effects and potential of the manipulation process.

### THE NATURE OF SOULS

Souls, the ethereal essence of mortal beings, are encapsulations of memories, experiences, and the essence of life itself. In the infernal realms, souls possess a unique resonance, carrying within them a profound connection to the eternal suffering and torments of Hell. Each soul is distinct, shaped by the individual's life and the circumstances of their demise. Souls can range from the common and mundane to the rare and extraordinary, with each type holding varying degrees of power and potential.

### DEFEATING POWERFUL CREATURES

One method of acquiring souls is by overcoming formidable foes that inhabit the infernal realms. These creatures may include demonic entities, infernal constructs, or tormented souls transformed into monstrous abominations. The more powerful the adversary, the greater the potential reward in terms of the quality and quantity of souls obtained. However, it is crucial to approach such encounters with caution, as these creatures are often fiercely territorial and possess dangerous abilities born from the depths of Hell itself.

### ESSENCE EXTRACTION

The process of essence extraction is a delicate and crucial step in collecting souls within the infernal realms. This intricate art requires players to carefully harvest the departing soul of a defeated foe and bind it to a container known as a Soul Vessel. The success of the extraction depends on a combination of skill, preparation, and perhaps a touch of fate.

#### PREPARING FOR EXTRACTION

Before engaging in essence extraction, players must make adequate preparations. This includes possessing a suitable Soul Vessel, a vessel specifically designed to contain and stabilize souls. These vessels can take various forms, such as intricately carved gemstones, ornate amulets adorned with infernal symbols, or even specially crafted vials. Each vessel possesses unique properties that aid in the containment and preservation of souls.

#### THE EXTRACTION RITUAL

Once the defeated foe's soul is on the verge of departing, players must initiate the extraction ritual swiftly. The exact nature of the ritual may vary based on personal preferences, cultural practices, or acquired knowledge. Typically, the ritual involves a combination of somatic gestures, spoken incantations, and the activation of arcane or divine symbols to create a conduit for capturing the essence of the departing soul.

#### SKILL CHECK: ESSENCE EXTRACTION

To determine the success of the essence extraction, Dungeon Masters can introduce a skill check, allowing players to use their characters' abilities and expertise. The appropriate skill for this check could vary depending on the character's class, background, or the DM's discretion. Skills such as Arcana, Religion, or even a specialized Soul Manipulation skill could be utilized.

When the essence extraction skill check is initiated, players roll a d20 and add relevant modifiers to the roll. These modifiers could include proficiency bonuses, ability modifiers (such as Intelligence for an Arcana check or Wisdom for a Religion check), or any other bonuses granted by class features, feats, or magical items. The DC of the check is determined by the rarity or power of the soul being extracted, as well as the circumstances surrounding the extraction.

## CONSEQUENCES OF FAILURE

Failure to successfully extract a soul can have dire consequences. Depending on the circumstances and the Dungeon Master's discretion, consequences may range from the soul dissipating into the chaotic energies of Hell, causing an infernal backlash, or alerting nearby infernal entities to the player's presence. These consequences should serve as meaningful challenges, encouraging players to approach essence extraction with caution and precision.

## SUCCESS AND SOUL BINDING

If the essence extraction is successful, the departing soul is captured within the Soul Vessel, bound by the rituals performed and the skills of the players. The soul's ethereal energies stabilize within the vessel, preserving it for further manipulation or other purposes.

## SOUL POINTS

The concept of Soul Points can be introduced to quantify the potency and rarity of collected souls. By utilizing a table based on the power and rarity of souls, players can gain a clearer understanding of the potential these souls hold and the impact they can have on their manipulative endeavors.

The Soul Points Table provides a structured system for determining the value and potential of collected souls. This table categorizes souls based on their power, rarity, and the benefits they offer when utilized in soul manipulation.

### SOUL POINTS TABLE

Soul Rarity	Soul Points
Common	3
Uncommon	8
Rare	13
Very Rare	18
Legendary	23

## ASSIGNING SOUL POINTS

When a soul is successfully extracted and contained within a Soul Vessel, players can consult the Soul Points Table to determine the number of Soul Points associated with that particular soul. This number represents the soul's inherent power and its potential impact on various aspects of soul manipulation, such as spellcasting, artifact crafting, or bartering with infernal entities.



# SPELLCASTING WITH SOULS

In the depths of Hell, the manipulation of souls extends to the realm of spellcasting, allowing players to augment their magical abilities through the infusion of captured souls. By expending Soul Points, players can imbue their spells with greater potency or unlock additional effects, delving into the dark arts of soul manipulation and reaping the rewards of their infernal endeavors.

## SOUL-POWERED SPELLCASTING

When preparing or casting spells, players have the option to utilize the power of souls to enhance their magical abilities. By expending Soul Points from their collected souls, players can tap into the ethereal energy contained within the souls to augment their spells. The number of Soul Points required for each spell enhancement is determined by the Dungeon Master, based on the desired balance and impact on gameplay.

## ENHANCEMENTS AND EFFECTS

The use of souls as a catalyst for spellcasting allows players to unlock a variety of enhancements and effects. These enhancements can be categorized into different tiers based on the number of Soul Points expended and the associated benefits:

- **TIER 1 ENHANCEMENTS (1-5 SOUL POINTS):**
  - **Increased Spell Potency:** Expending a small number of Soul Points can amplify the damage, range, or duration of a spell.
  - **Elemental Infusion:** By infusing a spell with a compatible soul, players can add elemental damage or alter the spell's damage type.
  - **Additional Targets:** Souls can grant the ability to target additional creatures or expand the area of effect for spells.
- **TIER 2 ENHANCEMENTS (6-10 SOUL POINTS):**
  - **Enhanced Control:** Souls can grant greater precision and control over spellcasting, allowing players to modify the trajectory or target of a spell mid-casting.
  - **Lingering Effects:** Spells can leave residual effects that persist beyond their normal duration, such as ongoing damage or debilitating conditions.
  - **Bypassing Resistances:** Souls can empower spells to overcome resistances or immunities, allowing them to affect normally resilient creatures or bypass magical defenses.

- **TIER 3 ENHANCEMENTS (11+ SOUL POINTS)**
  - **Soul Fusion:** By expending a significant number of Soul Points, players can merge their own essence with that of the captured souls, temporarily gaining heightened magical abilities or accessing unique spellcasting effects.
  - **Reality Manipulation:** Souls of legendary power can grant access to reality-bending abilities, enabling the manipulation of space, time, or the fabric of the infernal realm itself.
  - **Spell Transcendence:** By sacrificing an extraordinary number of Soul Points, players can temporarily transcend the limitations of mortal spellcasting, unleashing cataclysmic and awe-inspiring magical phenomena.

## FEAT: SOULMANCER

**Prerequisite:** Ability to cast spells, proficiency in Arcana or Religion

The Soulmancer feat represents a deep understanding and mastery of soul manipulation. This feat grants you the following benefits:

- **Enhanced Spell Potency.** When you choose to expend Soul Points to enhance the potency of your spells, you gain the following benefits:
  - The damage dealt by your spell increases by 1d4 per Soul Point expended.
  - The saving throw DC for your spell increases by 1 for each 2 Soul Points expended.
  - The spell's range is extended by 5 feet per Soul Point expended.
- **Soul Point Mastery.** When you collect a soul, you gain an additional 2 Soul Points beyond those determined by the Soul Points Table.



## ENHANCEMENTS EXAMPLE

### TIER 1 ENHANCEMENTS:

#### INCREASED SPELL POTENCY

- **Fireball:** The radius of the fireball increases by 10 feet for each Soul Point expended.
- **Magic Missile:** Each missile deals an additional 1d4 force damage for every 2 Soul Points expended.
- **Cure Wounds:** The amount of healing increases by 1d8 hit points for every 2 Soul Points expended.

#### ELEMENTAL INFUSION

- **Lightning Bolt:** The damage type changes to cold, and affected creatures must make a Constitution saving throw or be slowed for 1 round for each Soul Point expended.
- **Scorching Ray:** Each ray gains an additional 1d6 fire damage for every 2 Soul Points expended.
- **Acid Arrow:** The damage over time increases by 1d4 acid damage for every Soul Point expended.

#### ADDITIONAL TARGETS

- **Sleep:** The spell affects an additional number of hit points equal to 5 times the number of Soul Points expended.
- **Thunderwave:** The number of creatures affected increases by 1 for every Soul Point expended.
- **Entangle:** The area of effect expands by 5 feet for each Soul Point expended.

### TIER 2 ENHANCEMENTS:

#### ENHANCED CONTROL

- **Ray of Frost:** The range of the spell doubles, and the target's speed is reduced by an additional 10 feet for every 2 Soul Points expended.
- **Charm Person:** The duration increases by 1 hour for every 3 Soul Points expended.
- **Misty Step:** The range of teleportation doubles, and the player gains advantage on the next attack made after teleporting for every 4 Soul Points expended.

#### LINGERING EFFECTS

- **Cloud of Daggers:** The damage continues for an additional round for every 2 Soul Points expended.
- **Web:** The duration of the webs lasts for 1 additional minute for every 3 Soul Points expended.
- **Moonbeam:** The damage increases by 1d10 radiant damage for every Soul Point expended.

## BYPASSING RESISTANCES

- **Chromatic Orb:** The spell allows the player to select multiple damage types, bypassing resistances, for every 3 Soul Points expended.
- **Disintegrate:** The spell ignores any resistance or immunity to force damage for every 4 Soul Points expended.
- **Cone of Cold:** The damage increases by 2d8 cold damage for every Soul Point expended.

### TIER 3 ENHANCEMENTS:

#### SOUL FUSION

- **Fire Storm:** The area of effect doubles, and creatures caught within the spell must make a Dexterity saving throw or be stunned for 1 round for every 5 Soul Points expended.
- **Power Word Kill:** The spell automatically succeeds against any creature with a number of hit points equal to or fewer than 50 times the number of Soul Points expended.
- **Meteor Swarm:** The number of meteors summoned doubles, and the damage increases by 2d6 fire damage for every 5 Soul Points expended.

#### REALITY MANIPULATION

- **Time Stop:** The duration of the spell increases to 1 round for every 10 Soul Points expended, and the player gains an additional action for each round of stopped time.
- **Plane Shift:** The player gains the ability to target an additional creature for every 5 Soul Points expended, teleporting them to a different plane of existence.
- **Wish:** The player can cast any 7th-level spell without expending a spell slot or material components for every 15 Soul Points expended.

#### SPELL TRANSCENDENCE

- **Meteor Swarm:** The meteors gain an additional 10d6 fire damage, and the area of effect expands to a 10-mile radius for every 20 Soul Points expended.
- **Power Word Kill:** The spell automatically succeeds against any creature with a number of hit points equal to or fewer than 100 times the number of Soul Points expended.
- **True Resurrection:** The spell can restore life to any creature, regardless of how long they have been dead, for every 25 Soul Points expended.



## ARTIFACT CRAFTING

Artifact crafting allows players to create extraordinary items infused with the essence of souls. The process of artifact crafting involves combining purified souls, rare materials found within the infernal realms, and a careful expenditure of Soul Points to imbue the resulting artifacts with unique and powerful properties.

### GATHERING RARE MATERIALS

Before delving into the crafting process, players must seek out rare materials within the depths of Hell. These materials can include infernal ores, enchanted gems, rare flora found in the infernal landscapes, or the remnants of fallen celestial beings.

These materials possess unique properties and can be found in specific locations or obtained through encounters with infernal entities. Acquiring these rare materials involves exploration, skillful observation, and sometimes even negotiating with otherworldly beings. Here are some examples of rare materials, along with ways to find and gather them:

#### INFERNAL ORES

- **Brimstone Ore:** Found in volcanic regions or near sulfurous geysers, brimstone ore exudes a pungent odor and is infused with latent infernal energy. It can enhance the fire-based properties of an artifact.
- **Stygian Iron:** Hidden within the riverbanks of the River Styx, stygian iron possesses a blackened hue and is known for its incredible strength. It can imbue an artifact with resistance against physical damage.

#### ENCHANTED GEMS:

- **Obsidian Shard:** Found in the remnants of shattered infernal idols or within the lairs of powerful demon lords, obsidian shards are infused with dark magic. They can enhance the artifact's spellcasting abilities or grant protection against necrotic energies.
- **Soulstone:** These rare gems can be acquired by extracting the condensed essence of trapped souls from spectral wellsprings or haunted locations. Soulstones have a swirling, ethereal glow and can amplify the powers of an artifact connected to soul manipulation.

#### INFERNAL FLORA:

- **Hellfire Orchid:** These radiant, fiery flowers blossom in the heart of lava-filled caverns or near volcanic vents. Their petals can be harvested and ground into a potent powder, imbuing an artifact with fiery enchantments.
- **Bloodvine:** Thriving in regions soaked with the blood of fallen warriors, the bloodvine possesses thorny tendrils and crimson blossoms. Its sap, when collected, can provide regenerative properties to an artifact or offer resistance to necrotic damage.

## CELESTIAL REMNANTS:

- **Fallen Star Fragment:** Occasionally, celestial bodies crash into the deepest circles of Hell. The remnants of these fallen stars contain trace amounts of celestial energy, which can be harnessed to bestow divine properties on an artifact.
- **Angelic Feather:** Found in areas where celestial beings have met their demise, angelic feathers possess a celestial radiance and can imbue an artifact with radiant or holy powers.

## FIND AND GATHER MATERIALS

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Finding and gathering these rare materials involves skillful exploration and observation. Dungeon Masters can introduce skill checks to determine a character's success in locating or obtaining these materials. The appropriate skills for these checks could include Survival, Investigation, Arcana, or even specific skills tied to the character's background or class.

### LOCATING RARE MATERIALS

- **Survival:** Characters proficient in Survival can use their tracking abilities to search for signs of rare materials. They might notice subtle shifts in the environment, follow the scent of brimstone, or identify the unique flora indicative of a particular material.
- **Investigation:** Characters skilled in Investigation can meticulously examine their surroundings, searching for hidden caches, investigating ancient ruins, or deciphering cryptic clues that lead to rare materials.

### GATHERING RARE MATERIALS:

- **Nature:** Characters proficient in Nature can gather flora or handle minerals with expertise, ensuring the materials are carefully harvested without damage or contamination.
- **Sleight of Hand:** Characters skilled in Sleight of Hand can navigate treacherous terrain or disarm traps while collecting the materials, ensuring their safe extraction.

## DESIGNING THE ARTIFACT

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The process of designing an infernal artifact involves envisioning a powerful and unique item infused with the essence of captured souls. This phase of artifact crafting allows players to tap into their creativity, considering the purpose, abilities, and aesthetics of the artifact they wish to create.

## CONCEPTUALIZATION

The first step in designing an artifact is to conceive a clear vision of its purpose and role within the game. Players should consider the character's motivations, the campaign's themes, and the challenges they expect to face in the infernal realms. Is the artifact meant to aid in combat, offer utility in exploration, provide defensive capabilities, or serve as a key element in unraveling the mysteries of Hell? Determining the primary function of the artifact helps guide subsequent design decisions.

### DESIRED EFFECTS

Once the purpose is defined, players can brainstorm the specific effects they desire for the artifact. This can include enhancements to the character's abilities, granting unique spells or abilities, bestowing resistances or immunities, or providing utility in specific situations. The effects should align with the artifact's purpose and contribute to the character's growth and story arc. Dungeon Masters can offer guidance and suggest balanced effects to ensure the artifact remains engaging without overpowering the game.

### COLLABORATIVE DESIGN

Artifact designing is a collaborative process between players and the Dungeon Master. Open communication ensures that the artifact's abilities are well-integrated into the campaign and don't disrupt the balance of gameplay. Dungeon Masters can provide guidance on balancing the artifact's power level and suggest modifications or alternative effects that align with the artifact's theme. Collaborative design ensures the artifact becomes an integral part of the player's journey through the infernal realms.

### CUSTOM EFFECTS OR EXISTING OPTIONS

Players can create custom effects for their artifact, reflecting the unique nature of soul-infused creations. These effects can be developed in conjunction with the Dungeon Master or selected from existing options within the official rulebooks. Custom effects allow for personalization and customization, while existing options provide a framework to ensure balance and consistency within the game mechanics.

### AESTHETICS AND LORE

Designing an artifact isn't solely about its mechanical effects. Players should also consider the artifact's appearance, symbolic significance, and the lore surrounding its creation. Is it an ornate sword adorned with infernal engravings? A mystical amulet containing a trapped soul? A set of armor with fiery motifs? Consider how the artifact's aesthetics and lore align with the character's backstory, the infernal realms, and the campaign's overarching narrative.

## SOUL POINTS INVESTMENT

When crafting artifacts, the investment of Soul Points plays a crucial role in determining the potency and uniqueness of the resulting item. The following table provides a guideline for the number of Soul Points required based on the rarity of the artifact being crafted. Dungeon Masters can adjust the numbers to fit the desired balance and pacing of their campaign.

### SOUL POINTS INVESTMENT TABLE

Artifact Rarity	Soul Points Investment
Common	1 - 3
Uncommon	4 - 6
Rare	7 - 10
Very Rare	11 - 15
Legendary	16 - 20

The table serves as a framework for determining the level of investment needed for different rarities of artifacts. Dungeon Masters and players should consider factors such as the intended power level of the campaign, the significance of the artifact in the narrative, and the abilities and effects the artifact will bestow upon its wielder.

When crafting an artifact, players refer to the table to determine the appropriate range of Soul Points required. This range represents the investment needed to harness the full potential of the captured souls and infuse them into the artifact during the crafting process.

It is important to note that the exact number of Soul Points within the range can be determined by the Dungeon Master, considering the rarity of the souls used, the significance of the artifact, and the balance of power within the campaign. This allows for flexibility and customization while ensuring that the investment of Soul Points remains meaningful and impactful.

## THE CRAFTING RITUAL

The crafting ritual is a pivotal moment in artifact creation, where the wielder channels their arcane or divine power to merge the essence of captured souls with rare materials. This intricate process requires a deep understanding of infernal energies, precise movements, and the utilization of unique incantations and symbols.

### PREPARATION

Before commencing the crafting ritual, the player must gather the necessary materials and create a sacred space conducive to channeling infernal energies. This may involve setting up a ritual circle adorned with symbolic representations of the infernal realms, lighting candles or incense associated with the realm of souls, or creating a harmonious ambiance to foster a connection with the essence of captured souls.

## INVOCATION OF INFERNAL ENERGIES

To begin the ritual, the player invokes the presence of infernal energies by reciting incantations specific to the infernal realms. These incantations may be drawn from ancient texts or discovered through extensive research or interactions with knowledgeable beings within Hell. The words resonate with the fabric of the infernal planes, attracting the attention of powerful entities or tapping into the latent energies dwelling within.

## ALIGNMENT OF RARE MATERIALS

The rare materials gathered during the artifact crafting process are carefully aligned within the ritual circle. Each material is placed with intent and purpose, forming a geometric pattern that symbolizes the desired attributes and effects of the artifact. The arrangement may correspond to specific elements, cosmic alignments, or the representation of infernal beings associated with the artifact's purpose.

## FUSION OF SOULS AND MATERIALS

With the infernal energies present and the rare materials aligned, the wielder invokes the captured souls, calling upon their essence to merge with the materials. This step requires a deep connection to the Soul Vessels containing the captured souls, allowing the wielder to channel their energies into the ritual. The souls' essence is released from their containment, flowing into the materials and blending with their innate properties.

## CONDUIT OF POWER

As the souls' essence infuses the rare materials, the wielder acts as a conduit, channeling their own arcane or divine power to guide the fusion process. This convergence of energies weaves a complex web of magical resonance, entwining the souls, materials, and the wielder's own essence. The wielder's focus and control are paramount during this phase, as they navigate the delicate balance of energies, ensuring harmonious fusion rather than volatile disruption.

## SEALING THE RITUAL

Once the fusion is complete, the wielder finalizes the crafting ritual by uttering a concluding incantation or performing a closing gesture. This act solidifies the bond between the artifact, the souls' essence, and the wielder's attunement. The artifact radiates with newfound power, its unique properties now fully realized and ready to serve the wielder's purpose.



## SOULBOUND CONNECTION

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The soulbound connection is an inherent aspect of artifacts created through soul manipulation. This connection manifests as an eternal bond between the artifact, the souls infused within it, and the wielder. Let's explore the characteristics and implications of the soulbound connection:

### ATTUNEMENT AND BOND

Upon completion of the crafting ritual, the wielder attunes to the artifact, establishing a deep and unbreakable connection. This connection allows the wielder to wield and access the artifact's power, attuning their own essence to the souls infused within it. The attunement process is unique to each individual, often accompanied by intense sensations, ethereal whispers, or resonating energies.

### SHARED EXPERIENCES AND MEMORIES

The souls infused within the artifact leave a residual imprint of their experiences and knowledge. As the wielder becomes further attuned to the artifact, they may experience fleeting glimpses of the souls' memories, emotions, or echoes of their existence.

These shared experiences can provide valuable insights, guidance, or unique abilities tied to the artifact's purpose, allowing the wielder to tap into the collective wisdom of the souls.

### SOUL GUARDIANS

The souls infused within the artifact act as guardians, protecting its power and purpose. They maintain a vigilant presence, often manifesting as ethereal echoes or spectral entities that watch over the artifact and its wielder. This protective presence can provide warnings, offer assistance in times of need, or react to threats and malevolent forces seeking to corrupt or destroy the artifact.

### RESILIENCE AND RELIABILITY

The soulbound connection ensures the artifact's resilience and reliability. It resists attempts at tampering, corruption, or duplication. The artifact becomes uniquely intertwined with the wielder's essence, adapting and responding to their needs and intentions. This bond provides a level of control and influence over the artifact's abilities, making it a dependable and powerful tool in the hands of the chosen wielder.

# SOUL EXCHANGE AND TRADING

Within the twisted realms of Hell, the allure of souls is a currency that entices infernal entities and otherworldly beings. Soul Exchange and Trading mechanics allow players to delve into the intricate world of soul commerce, offering them opportunities to trade souls, acquire rare or specialized souls, and unlock greater powers for their manipulative endeavors. Soul Points play a crucial role in determining the value and exchange rate of souls, adding depth and strategic decision-making to these transactions.

## THE MARKETPLACE OF SOULS

Hell is home to a vibrant marketplace where souls are bartered, traded, and sought after by various entities. Players may encounter merchants, demons, devilish brokers, or even enigmatic beings who preside over the soul exchange. These encounters can take place in bustling infernal bazaars, hidden lairs, or secretive gatherings, each with its own rules, customs, and dangers.

## SOUL VALUATION

Determining the value of Soul Points in terms of gold pieces (GP) provides players with a tangible measure of the worth of their collected souls. This valuation system allows for the conversion of Soul Points into a currency that can be used for purchasing items, services, or making investments within the infernal realms. A table can be introduced to establish a standardized exchange rate, providing players with a clear understanding of the monetary value associated with their acquired Soul Points.

### SOUL VALUATION TABLE

The Soul Valuation Table establishes a conversion rate between Soul Points and gold pieces, offering players a reference for evaluating the worth of their accumulated souls. The table can be adjusted to reflect the specific campaign's economy, balancing the value of souls with the overall game progression.

### SOUL VALUATION TABLE

Soul Points	Gold Piece (GP) Value
1 - 5	10
6 - 10	50
11 - 15	100
16 - 20	200
21 - 25	500

## SOUL POINTS TO GP CONVERSION

When players possess a certain number of Soul Points, they can consult the Soul Valuation Table to assess the approximate gold piece value associated with their accumulated souls. This valuation reflects the potency, rarity, and inherent power of the souls they have obtained.

To convert Soul Points into gold pieces, players can multiply the number of Soul Points they wish to exchange by the corresponding GP value from the Soul Valuation Table. For example, if a player wishes to convert 8 Soul Points into gold pieces, they would multiply 8 by 50 GP, resulting in a total value of 400 GP.

The introduction of Soul Valuation adds a layer of versatility to the acquired Soul Points. Players can utilize the converted gold pieces to purchase items, services, or information within the infernal realms. This opens up opportunities for engaging with merchants, acquiring rare materials, commissioning services from skilled artisans, or investing in infernal contacts.

## ECONOMY AND ADJUSTMENTS

The Dungeon Master has the flexibility to adjust the Soul Valuation Table to suit the campaign's economy and balance the progression of the game. Factors such as the scarcity of gold within Hell, the influence of powerful entities on the economy, or the availability of valuable resources can all impact the exchange rate. These adjustments should be made with careful consideration, ensuring that the value of Soul Points remains meaningful while maintaining a balanced gameplay experience.





## CHAPTER II: DM'S GUIDE TO HELL

**D**EBARKING ON AN EXPEDITION INTO THE infernal realms offers a unique tableau for both Dungeon Masters and players, presenting an environment where the very air throbs with malice, and landscapes stretch under a sky of ceaseless torment. Within these hellish adventures, the narrative unfolds in realms far removed from the mortal coil, where the rules of nature and morality warp under the weight of perdition's influence. Here, DMs are tasked not just with navigating the labyrinthine politics of fiends and the damned, but also with crafting experiences that challenge the spirit, intellect, and courage of their players.

This chapter is dedicated to guiding DMs through the fiery gates and into the heart of darkness itself. It's a journey that transcends the mere physical dimensions, offering a plunge into the complexities of sin and redemption, tyranny and rebellion, suffering, and salvation. Creating hellish adventures requires a deft hand. The environment alone is a character — capricious, unpredictable, and infused with a malevolence that can unmake the unprepared. As DMs, you are the architects of these infernal escapades, blending horror and heroism, despair and hope, into a campaign that will linger in the memories of your players long after the dice have stopped rolling.

Navigating these infernal realms demands more than just a keen understanding of the mechanics at play. It requires an appreciation for the narrative depth and emotional resonance that such settings can evoke. Each decision, each challenge, is a thread in a broader narrative, weaving together stories of ambition, betrayal, and redemption. The best hellish adventures are those that not only test the mettle of the adventurers but also leave them — and their DMs — pondering the nature of power, the cost of victory, and the value of a soul.

As you stand at the precipice of creation, ready to shepherd your players through the inferno, remember that the greatest adventures lie not just in overcoming external adversaries but in the internal battles that each character must face. The landscapes of hell are but a mirror, reflecting the greatest challenges and deepest fears of the adventurers who dare to traverse them.

**HERE, IN THE CRUCIBLE OF HELLFIRE, HEROES ARE FORGED AND TALES OF LEGEND ARE BORN.**

# 1. TIPS FOR RUNNING HELLISH CAMPAIGNS

Running a campaign set in Hell can be a thrilling and challenging experience for both Dungeon Masters and players. Remember, a Hellish campaign should be challenging but rewarding. It delves into darker themes, explores the nature of good and evil, and tests the characters' resolve. By incorporating the following tips, you can create a memorable and immersive journey through Hell in your campaign.

## ESTABLISH THE TONE

Establishing the right tone is crucial when running a campaign set in Hell. It sets the stage for the dark and treacherous journey that awaits your players, immersing them in the grim atmosphere of the infernal realm.

## ATMOSPHERE OF DESPAIR

From the moment your players enter Hell, make it clear that hope is scarce and despair reigns supreme. Describe the air as heavy and suffocating, with an oppressive sense of dread hanging in the atmosphere. Depict the landscape as desolate and foreboding, with twisted and jagged terrain that mirrors the tormented souls trapped within. Through vivid descriptions, emphasize the hopelessness of the situation and the constant threat of damnation.



## SINISTER ENCOUNTERS

In Hell, danger lurks around every corner. Populate the infernal realm with creatures of malevolence and cruelty. Demons and devils should exude an aura of menace, their presence instilling fear in the hearts of even the bravest adventurers. When describing encounters, focus on the gruesome details—the stench of decay, the haunting wails of tortured souls, and the eerie silence broken only by distant screams. This will help create a sense of unease and reinforce the sinister nature of the campaign.

## MORAL AMBIGUITY

One of the defining aspects of Hell is the blurred line between good and evil. Portray the moral ambiguity of the infernal realm by showcasing characters and creatures who are neither wholly virtuous nor irredeemably wicked. Present complex dilemmas that challenge your players' moral compass and force them to make difficult choices. By blurring the lines of morality, you can engage your players in thought-provoking scenarios that explore the depths of their characters' values and beliefs.

## A WORLD OF SUFFERING

Hell is a place of punishment and torment. Describe the suffering that souls endure in each circle, illustrating the consequences of their actions in life. Depict the relentless agony and the endless cycles of punishment that souls undergo. Emphasize the physical and psychological anguish, the cries of anguish echoing through the twisted corridors of Hell. This portrayal reinforces the severity of the setting and the dire consequences that await those who venture into its depths.

## FOREBODING TEMPTATIONS

Temptation is a constant presence in Hell. Demons and devils will seek to exploit the weaknesses and desires of your players' characters. Craft scenarios where characters are tempted to trade their souls for power, freedom, or temporary respite from the torment. These temptations should come at a high price, reminding the players of the ever-present danger of damnation. By weaving these temptations throughout the campaign, you deepen the sense of moral peril and highlight the character's inner struggles.

## MORAL AMBIGUITY AND DILEMMAS

One of the defining aspects of a campaign set in Hell is the moral ambiguity and dilemmas that players will encounter. The infernal realm is a place where the concepts of good and evil become blurred, and characters must grapple with difficult choices that test their convictions and values.

As a Dungeon Master, you have the power to create intricate moral dilemmas that force players to confront their own beliefs and make decisions with far-reaching consequences.

## SHADES OF GRAY

Present situations where the line between right and wrong is not clearly defined. Introduce characters who are neither wholly good nor irredeemably evil. Allow players to interact with morally complex NPCs, some of whom may have committed terrible deeds but harbor genuine remorse. By challenging traditional notions of good and evil, you can encourage players to explore the complexities of morality.

## SACRIFICE AND REDEMPTION

Explore themes of sacrifice and redemption. Present characters with opportunities to save innocent souls from damnation, but at great personal cost. Will they sacrifice their own safety or even their own souls to save others? Such choices can lead to powerful character growth and emotional depth, as players grapple with the weight of their decisions.

## CONSEQUENCES OF ACTIONS

Emphasize that every action has consequences, both intended and unintended. Characters may be tempted to take shortcuts or make morally compromising choices for personal gain, but these actions should have lasting effects. Show them that their decisions ripple through the fabric of the Hellish realm, impacting not only themselves but also the fates of others.

## ETHICAL QUANDARIES

Present players with ethical quandaries that challenge their preconceived notions. For example, they may encounter a desperate soul who begs for release from their torment. Should the characters provide mercy and end the suffering, knowing that it might damn the soul to a worse fate? Or should they uphold their moral principles and let the tormented soul endure? These dilemmas can lead to heated discussions and moral debates among the players, enriching the gameplay experience.

## TAINTED ALLIES AND AMBIGUOUS OBJECTIVES

Introduce allies who are tainted by darkness or whose motivations are questionable. These allies may provide crucial assistance in navigating the treacherous realms of Hell but come with their own hidden agendas. Players must decide whether to trust them or be wary of their true intentions. This uncertainty adds an extra layer of moral complexity and suspense to the campaign.

## REDEMPTION VS. CORRUPTION

Provide opportunities for characters to redeem themselves or be tempted further into darkness. Characters who have committed morally questionable acts may be offered chances at redemption, but at a steep price. Similarly, those who strive to maintain their moral compass may face increasing temptations and trials. This dynamic struggle between redemption and corruption can become a central theme of the campaign, shaping the characters' arcs and personal growth.

## PERSONALIZED MOTIVATIONS

One of the key elements to consider when running a campaign set in Hell is to ensure that each player's character has a strong and personalized motivation for venturing into the infernal realm. These motivations should be deeply rooted in their character's backstory, desires, or beliefs, providing a driving force that compels them to face the perils of Hell.

## QUEST FOR VENGEANCE

The character might have suffered a great injustice or loss at the hands of a devil or demon. Seeking revenge becomes their primary motivation, as they are determined to confront their tormentor and bring them to justice. This motivation can fuel their journey through Hell as they hunt down their nemesis, overcoming numerous challenges and obstacles along the way.

## RESCUE MISSION

A loved one's soul might be trapped in Hell, and the character embarks on a perilous rescue mission to save them from eternal damnation. This motivation creates a powerful emotional connection for the character and adds a sense of urgency to their actions. As they traverse the treacherous circles of Hell, they must navigate through the clutches of demons and confront the moral dilemmas that arise in their path.



## FORBIDDEN KNOWLEDGE

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The character may be driven by an insatiable thirst for knowledge and forbidden secrets. They believe that within the depths of Hell lie ancient texts, hidden lore, and dark secrets waiting to be uncovered. Their motivation to explore Hell stems from their desire to unlock the mysteries of the infernal realm and gain insights that could alter the course of history or enhance their own power.

## REDEMPTION

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The character might carry a burden of guilt, having committed a grave sin or past misdeeds. Their motivation to journey through Hell is rooted in the desire to seek redemption, to find a way to atone for their actions and cleanse their soul. This quest for redemption can be deeply personal and may involve facing past allies turned enemies or making difficult choices that test their resolve.

## ASCENSION

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Ambition and a thirst for power might drive the character to venture into Hell. They seek to claim a relic, harness the infernal energies, or strike a pact with a powerful entity that will grant them unparalleled abilities. Their motivation revolves around rising above mortal limitations and ascending to a higher state of being. However, the pursuit of power in Hell is fraught with dangers and temptations that can lead to corruption.

## PRESERVATION OF BALANCE

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The character might have a deep-rooted belief in maintaining the balance between the forces of good and evil. Their motivation lies in preventing the denizens of Hell from encroaching upon the mortal realm, ensuring that the balance is upheld. This character may act as a righteous crusader, tirelessly fighting against the demonic hordes and unraveling the schemes that threaten the fabric of existence.

## UNLEASH THE HORRORS

Unleashing the Horrors of Hell is a crucial aspect of creating an immersive and terrifying campaign for your players. Within the infernal realm, countless creatures of unspeakable horror await, ready to challenge and threaten the characters. Here are some ideas to help you unleash the horrors of Hell in your campaign:

## FIENDISH ADVERSARIES

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The denizens of Hell are primarily composed of demons, devils, and other malevolent entities. These fiends come in various forms, each more sinister and deadly than the last. Demons, with their chaotic nature, can embody the sheer brutality and violence of the infernal realm. Devils, on the other hand, are masters of manipulation and deception, using their intellect and cunning to further their nefarious agendas. Tailor encounters to showcase the unique abilities and traits of different fiends, making each battle a formidable challenge for the players.

## UNIQUE FIENDISH ABILITIES

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To make encounters truly horrifying, emphasize the fiends' unique abilities and powers. Demons might possess abilities that cause madness, inflict vicious wounds that refuse to heal, or corrupt the environment around them. Devils, on the other hand, excel at manipulation, employing insidious spells, deceitful illusions, and unholy pacts to entangle the characters in their web of intrigue. Introduce fiends with distinctive features, such as poisonous barbs, acidic breath, or the ability to regenerate, making each encounter a memorable and terrifying experience.

## TWISTED MONSTROSITIES

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Beyond demons and devils, Hell is home to a plethora of twisted monstrosities born from the darkest corners of the abyss. These abominations can be the result of failed experiments, demonic corruption, or the amalgamation of tortured souls. Design unique and grotesque creatures, such as flesh golems stitched together from the remnants of damned souls or demonic aberrations with tentacles and maws that defy comprehension. Use vivid descriptions to showcase their repulsive appearance, evoking a sense of dread and revulsion in your players.

## HAUNTING UNDEAD

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The influence of Hell extends beyond fiends and monstrosities. Undead creatures are often found in the lower circles, their souls forever trapped in a macabre dance between life and death. Incorporate undead creatures into your Hellish campaign to add an extra layer of horror. Wraiths, specters, and undead knights cursed to eternal servitude make formidable foes for the characters. Their eerie presence and otherworldly abilities can contribute to a sense of impending doom and existential dread.

## ENVIRONMENTAL HAZARDS

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Hell itself is a treacherous and hostile environment, with dangers lurking in every crevice. Leverage the infernal landscapes to create environmental hazards that challenge the characters. Lava pits, scorching heat, acidic swamps, and bone-chilling cold can pose constant threats. Combine these hazards with encounters to create dynamic battles where players must navigate treacherous terrain while fending off relentless fiends. By incorporating environmental hazards, you can heighten the tension and sense of peril in your Hellish campaign.

## PSYCHOLOGICAL HORRORS

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In Hell, the horrors extend beyond physical threats. Explore psychological terrors to unsettle and challenge your players. The constant presence of evil, the cacophony of tormented souls, and the whispers of demonic voices can wear down the characters' sanity. Use atmospheric descriptions, eerie sounds, and haunting visions to immerse your players in the psychological torment of the infernal realm. Illusions that prey on their deepest fears or encounters with vengeful spirits can leave lasting psychological scars, adding layers of horror to your campaign.

## UNCOVERING HIDDEN LORE

One of the intriguing aspects of a Hellish campaign is the opportunity for players to delve into the depths of infernal lore and uncover hidden knowledge. Exploring the secrets and mysteries of Hell can add depth, intrigue, and a sense of discovery to your campaign.

## ARCANE TOMES AND FORBIDDEN KNOWLEDGE

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Within the depths of Hell lie ancient tomes, scrolls, and texts brimming with forbidden knowledge. Characters proficient in Arcana can uncover and decipher these arcane writings, gaining insights into infernal rituals, demonic contracts, or the true nature of the Nine Hells. Make these tomes accessible through quests, encounters with knowledgeable NPCs, or hidden in secluded libraries guarded by powerful denizens of Hell. Unveiling the secrets within these texts can grant the characters unique abilities, insights, or even a path to challenge the lords of Hell themselves.



## CONVERSATIONS WITH DAMNED SOULS

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The tormented souls trapped in Hell have experienced unimaginable horrors and possess firsthand knowledge of the infernal realm. Characters skilled in Persuasion or Insight can engage in conversations with these damned souls, extracting fragments of information about the hierarchy of Hell, the methods of its rulers, or the weaknesses of particular demons. Interacting with these souls can provide invaluable clues and hints, but be cautious, for their words may be tainted with despair, deception, or their own personal agenda.

## CRYPTIC INSCRIPTIONS AND SYMBOLIC CODES

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Throughout Hell, hidden inscriptions and symbolic codes can be found etched into the walls, floors, or objects of the infernal landscape. These cryptic messages, in languages like Infernal or Abyssal, can contain clues to hidden locations, rituals, or prophetic warnings. Characters proficient in Investigation or Decipher Script can unravel these enigmatic codes, unraveling the ancient secrets of Hell and unlocking paths to previously inaccessible areas or sources of power.

## ANCIENT ARTIFACTS AND RELICS

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Scattered throughout Hell are remnants of forgotten civilizations, relics of power, and artifacts imbued with infernal energies. These artifacts can hold significant historical and metaphysical value, shedding light on the past or granting the wielder unique abilities.

Characters can embark on quests to recover these artifacts, drawing them closer to the truth behind Hell's enigmas. However, acquiring such objects may also attract the attention of powerful entities who seek to reclaim them or prevent their knowledge from falling into mortal hands.

## HIDDEN REALMS AND DEMONIC HIERARCHIES

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Hell is a vast and intricate realm, consisting of multiple layers and realms, each ruled by different demonic entities. Characters who venture deep into Hell can uncover hidden pathways, secret portals, or divine prophecies that reveal the structure and hierarchy of the infernal domains. Through their exploration, they may learn of the intricate power struggles, alliances, and rivalries among the denizens of Hell, presenting opportunities to forge alliances, exploit weaknesses, or challenge the established order.

## 2. CREATING INFERNAL ADVENTURES

Within the following pages, we'll delve into the art of creating infernal adventures that will test the mettle of even the bravest adventurers. This chapter provides Dungeon Masters with the tools, guidance, and inspiration to bring the nine circles of Hell to life.

In this chapter, you will find a wealth of resources to aid you in crafting thrilling and immersive adventures set in the infernal realm. From the bleak depths of the First Circle, Limbo, to the tormenting fires of the Ninth Circle, Treachery, each circle of Hell presents its own unique challenges, denizens, and opportunities for storytelling. Whether your players seek to rescue a lost soul, uncover the secrets of damned artifacts, or confront powerful infernal overlords, this chapter will serve as your guide through the treacherous landscape of Hell.

### ELEMENTS OF A GREAT ADVENTURE

The best adventures have several things in common.

#### A CREDIBLE MENACE

Within the depths of Hell, Dungeon Masters must create adventures that instill a sense of dread and danger in the hearts of their players. The first key element to achieving this is the presence of a credible threat. Whether it be a fearsome demon lord, a powerful cult seeking to unleash chaos, or a malevolent entity lurking in the shadows, the threat must be believable and capable of evoking genuine concern. By crafting adversaries with distinct motivations, personalities, and strengths, Dungeon Masters can ensure that the players' journey through the infernal realms is fraught with peril and the constant need for strategic decision-making.

#### FAMILIAR TROPES WITH INGENUOUS TWISTS

While Hell is a realm unlike any other, it is not devoid of familiar tropes and archetypes. However, to make the adventures within it truly memorable, it is crucial to infuse these familiar elements with clever twists. Delve into the depths of creative storytelling by reimagining classic themes and adding unexpected layers of complexity. By subverting expectations and introducing unique variations, Dungeon Masters can engage their players in a

captivating and unpredictable narrative, where even the most seasoned adventurers will find themselves surprised and enthralled.

#### A CLEAR EMPHASIS ON THE PRESENT

When traversing the circles of Hell, it is easy for adventurers to become overwhelmed by the weight of the past or the dread of the future. However, a great infernal adventure maintains a clear focus on the present. By immersing players in the vivid descriptions of their surroundings, emphasizing the immediate challenges they face, and highlighting the urgent nature of their quest, Dungeon Masters can ensure that each moment feels alive and consequential. This approach heightens tension and fosters a sense of urgency, intensifying the players' immersion within the infernal realms.

#### HEROES WHO MAKE A DIFFERENCE

In the darkest corners of Hell, heroes are needed more than ever. A compelling adventure requires protagonists who matter, whose choices and actions shape the course of events within the infernal realms. By crafting intricate backstories and motivations for the player characters, Dungeon Masters can anchor their adventures in the personal growth and development of the heroes. Whether it is through moral dilemmas, difficult sacrifices, or pivotal moments of redemption, the players' characters should feel like integral pieces of the unfolding narrative, with their choices carrying weight and consequence.

#### UNEXPECTED REVELATIONS

Within the labyrinthine landscape of Hell, surprises await at every turn. Incorporating unexpected revelations into an infernal adventure creates moments of awe, shock, and wonder for the players. These surprises can manifest as the sudden appearance of a long-lost ally, the unmasking of a hidden traitor, or the discovery of a hidden pathway leading to untold secrets. By weaving these unforeseen twists into the fabric of the adventure, Dungeon Masters can keep players on their toes, eager to explore the depths of Hell and uncover its many enigmatic layers.

#### NAVIGATING WITH PURPOSE - THE IMPORTANCE OF USEFUL MAPS

As adventurers traverse the treacherous circles of Hell, they require reliable maps to guide their path. Useful maps play a crucial role in immersing players within the infernal realm, providing them with a visual representation of the perils that lie ahead. Detailed

cartography allows Dungeon Masters to depict the unique terrain, intricate layouts of demonic fortresses, and the geography of each circle of Hell. These maps become indispensable tools for both the players and the Dungeon Master, aiding in strategic planning, enhancing immersion, and facilitating memorable encounters within the infernal landscape.

## ADVENTURE STRUCTURE

Like every story, a typical adventure has a beginning, a middle, and an end.

### INCEPTION

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Every infernal adventure needs a strong foundation to captivate and engage both the Dungeon Master and the players. In this section, we delve into the crucial elements that make up the beginning of a journey through the Nine Circles of Hell.

#### THE GATEWAY TO HELL

At the outset of your infernal adventure, it is essential to establish a compelling entry point that beckons the characters into the depths of Hell. This can be achieved through a variety of means, such as:

- **A Cryptic Invitation:** The characters receive a mysterious message, bearing an ancient symbol associated with Hell, inviting them to venture into the infernal realm. The sender's identity and motives remain unknown, instilling curiosity and a sense of urgency.
- **A Damning Prophecy:** A prophecy foretells the characters' unavoidable fate of descending into Hell. They might seek ways to alter or fulfill the prophecy, but the path ahead lies through the nine circles, leaving them little choice but to embrace their destiny.
- **A Personal Tragedy:** The characters experience a profound loss or encounter a dire threat that leads them to pursue vengeance or redemption. This tragic event becomes the catalyst for their journey into the depths of Hell.

Whichever approach you choose, ensure that the Gateway to Hell entices the characters, fuels their motivations, and ignites their curiosity, setting the stage for the harrowing adventures to come.

### DESCENT

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Once the characters have entered the infernal domain, they must navigate the treacherous path through the Nine Circles of Hell. This section focuses on the middle part of the adventure, where challenges and encounters abound, testing the characters' mettle and resolve.



## THE PERILS OF THE INFERNAL REALM

As the characters journey through the Nine Circles, they will face a wide array of perils, including demonic hordes, labyrinthine landscapes, and cunning denizens of Hell. Each circle presents distinct challenges and thematic encounters, designed to push the characters to their limits. Some possible perils include:

- **Infernal Beasts:** Monstrous creatures from the darkest depths of Hell emerge to test the characters' combat prowess and strategic thinking. From the vicious Cerberus guarding the gates to the seductive succubi tempting the unwary, these encounters both terrify and enthrall.
- **Environmental Hazards:** The Nine Circles are rife with treacherous landscapes that pose threats beyond the creatures that dwell there. Boiling rivers of blood, freezing lakes of ice, and suffocating mists of toxic fumes add layers of danger and urgency to the characters' journey.
- **Moral Dilemmas:** Hell is a realm where sins and virtues are magnified, and characters may find themselves confronted with profound moral choices. These dilemmas force the characters to question their own values and motivations, with each decision potentially shaping their fate and the outcomes of their adventure.

## REDEMPTION OR DAMNATION

As the characters approach the climax of their infernal odyssey, the choices they have made and the trials they have overcome culminate in a climactic finale. This section explores the ending of the adventure, where redemption or damnation awaits the characters.

### THE HEART OF HELL

At the heart of Hell lies the ultimate test for the characters, a confrontation that will determine their fate. This final encounter should be epic and challenging, demanding the full extent of the characters' abilities, both physical and emotional.

- **Archdukes and Demon Lords:** The characters might face off against powerful Archdukes ruling over the Nine Circles or notorious Demon Lords seeking to expand their infernal dominion. These formidable adversaries possess unique abilities, followers, and diabolical plans that the characters must thwart.
- **The Temptation of Power:** Hell is a realm of temptation, and the characters may be offered immense power or unimaginable rewards in exchange for their loyalty or surrender. The allure of such offers can test the characters' resolve, leading them to question their principles and ultimately decide their own destinies.

- **The Triumph of Virtue:** Redemption is a rare and precious outcome in the infernal realm. Characters who have embraced virtuous acts and resisted the seductions of Hell may find an opportunity to ascend from the depths and leave a lasting impact on this malevolent realm.

## TREASURE

In the treacherous depths of the infernal realms, where malevolent forces and eternal damnation reign supreme, hidden treasures of unimaginable power and nefarious allure await daring adventurers. As a Dungeon Master, it is your role to populate the infernal landscapes with unique and captivating treasures that both tempt and challenge those brave enough to venture through the nine circles of Hell. This section delves into the art of creating infernal treasures, ensuring that your players' rewards are as memorable and diabolical as the realms they explore.

### THE TEMPTATION OF INFERNAL RICHES

The infernal realms are abundant with treasures that reflect the twisted desires and malicious intent of the denizens of Hell. While conventional riches like gold and gems may still be found, it is the esoteric artifacts and sinister relics that truly define infernal treasure. Such items may have once belonged to powerful fiends or ill-fated souls, bearing a tainted history and supernatural properties that both enthrall and corrupt.

### UNIQUE MAGIC ITEMS

Infernal treasure should captivate the imagination and provide the players with tools to face the harrowing challenges that lie ahead. These unique magic items often carry a distinct aura, resonating with the energy of the plane itself.

### SINISTER RELICS

In the depths of Hell, remnants of ancient rituals, forbidden texts, and cursed relics lie concealed, holding immense power for those who dare to claim them. These sinister artifacts are often connected to the denizens of specific circles, embodying their essence and granting unique abilities to those who possess them.

## SAMPLE TREASURE

Here are a few treasure examples to spark your creativity:

### CIRCLET OF INFERNAL DOMINION

*Wondrous item, artifact (requires attunement by a creature of evil alignment)*

The Circlet of Infernal Dominion is a sinister and coveted artifact that symbolizes the dominion of evil within the depths of Hell. It is said to have been crafted by a malevolent archdevil, imbued with the essence of the Nine Hells itself. This circlet serves as a corrupt beacon of power, calling forth fiends and amplifying the wicked ambitions of its wearer.

The Circlet of Infernal Dominion appears as a twisted band of obsidian adorned with intricate, demonic sigils. Only a creature of evil alignment who is attuned to the circlet can wear it and harness its malefic abilities. Once attuned, the circlet becomes irremovable unless the wearer willingly breaks their alignment or loses their connection to evil.

**Summon Fiends.** As the attuned wearer of the Circlet of Infernal Dominion, you gain the ability to summon fiends to aid you in battle. Once per day, as an action, you can summon a fiend of CR 6 or lower. The summoned fiend appears within 60 feet of you and is under your control for 1 hour, obeying your commands to the best of its abilities. The type of fiend summoned depends on the wearer's level of malevolence and the circumstances surrounding the summoning.

**Malefic Empowerment.** While wearing the Circlet of Infernal Dominion, your spells and abilities fueled by evil energy become more potent. Whenever you deal damage with a spell or class feature that deals necrotic, fire, or poison damage, you can roll an additional damage die of the same type and add it to the damage dealt.

**Aura of Fear.** The Circlet of Infernal Dominion emanates an aura of fear that strikes terror into the hearts of those around you. While wearing the circlet, you gain advantage on Charisma (Intimidation) checks made to interact with evil creatures. In addition, any enemy within 30 feet of you that can see you must make a Wisdom saving throw (DC 17) at the start of its turn. On a failed save, the creature becomes frightened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Corrupting Influence.** Once attuned to the Circlet of Infernal Dominion, your alignment shifts towards a more evil disposition. This shift can affect your behavior and decision-making, potentially leading to malevolent actions and choices. Furthermore, the circlet's corrupting influence makes it difficult for spells and abilities that would normally detect or cleanse evil alignments to accurately perceive or remove its effect on you.



**Destroying the Circlet.** The Circlet of Infernal Dominion is a powerful artifact, nearly indestructible by conventional means. However, it is rumored that a celestial artifact of immense power, blessed by deities of goodness, has the potential to counteract the corrupting essence of the circlet. Such a counterbalance could weaken or even destroy the circlet, severing its connection to the infernal realms and restoring balance to the wearer's soul.

### BLADE OF STYGIAN SHADOWS

*Weapon (any sword), legendary (requires attunement)*

The Blade of Stygian Shadows is a legendary weapon forged from the remnants of the River Styx itself, harnessed by powerful shadowy forces lurking within the depths of the underworld. This wicked blade exudes an aura of darkness and grants its wielder unparalleled mastery over shadows, enabling them to strike with deadly precision and invoke the mysteries of the underworld.

The Blade of Stygian Shadows appears as a sleek, obsidian-hued sword with a blade that seems to absorb light. When attuned to the blade, the wielder becomes enshrouded in an ephemeral, swirling cloak of shadow that wraps around their form, further enhancing their connection to the darkness.

**Shadowstrike.** While wielding the Blade of Stygian Shadows, you gain the ability to harness the essence of shadows in your attacks. When you hit a creature with this weapon, it deals an additional 2d8 necrotic damage. Additionally, you can choose to have the damage dealt by this weapon be considered necrotic instead of its regular damage type.

**Shadow Veil.** As an action, you can command the Blade of Stygian Shadows to envelop you in an impenetrable cloak of shadows. While the Shadow Veil is active, you gain advantage on Dexterity (Stealth) checks, and you can move through dim light and

darkness as if they were difficult terrain. You are also heavily obscured to creatures relying on darkvision to see you. The Shadow Veil lasts for 1 minute and can be used once per long rest.

**Whispering Blade.** The Blade of Stygian Shadows holds an ancient knowledge of the underworld and the secrets whispered by lost souls. While attuned to the blade, you gain proficiency in the Deception and Intimidation skills. In addition, you have advantage on Charisma (Intimidation) checks made against creatures that can understand your spoken language.

**Shadow Step.** By expending a charge from the Blade of Stygian Shadows, you gain the ability to traverse the shadows themselves. As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You can use this feature a number of times equal to your proficiency bonus, and all expended charges are restored after a long rest.

**Soul Reaper.** The Blade of Stygian Shadows has a thirst for souls. Whenever you reduce a creature to 0 hit points with this weapon, you regain hit points equal to half your maximum hit points. Additionally, you can choose to slay a creature outright if it is incapacitated and has fewer hit points than your maximum hit points. The creature must succeed on a DC 18 Constitution saving throw or die instantly, its soul drawn into the depths of the underworld.

**Destroying the Blade.** The Blade of Stygian Shadows is an incredibly resilient weapon, tied to the essence of the River Styx. However, it is rumored that the blade's connection to the shadows can be severed by exposing it to the pure radiance of a celestial being, bathing it in divine light. Only the most powerful artifacts or deific interventions possess the capability to shatter the Blade of Stygian Shadows, rendering it nothing more than a shattered remnant of darkness.

## SHIELD OF ACHERON'S RESILIENCE

*Armor (shield), legendary (requires attunement)*

The Shield of Acheron's Resilience is an ancient artifact forged from the impenetrable darkness that permeates the plane of Acheron, home to the lawful and warlike fiends. Crafted by master artificers of the infernal realm, this shield embodies the indomitable fortitude and tactical prowess that prevail in the midst of relentless conflict.

The Shield of Acheron's Resilience takes the form of a large, imposing shield crafted from an obsidian-like material that seems to absorb light. Intricate patterns resembling disciplined armies engaged in battle are etched into its surface, radiating an aura of militaristic power.

**Infernal Defense.** While wielding the Shield of Acheron's Resilience, you gain a +3 bonus to your AC. In addition, when you take the Dodge action, you can choose one creature you can see within 30 feet of you. Until the start of your next turn, that creature has disadvantage on attack rolls against targets other than you and has advantage on saving throws against effects that would cause it to be charmed or frightened.

**Resilient Parry.** When a creature makes a melee attack against you and misses while you are wielding the Shield of Acheron's Resilience, you can use your reaction to make a melee weapon attack against that creature. If this attack hits, it deals an additional 1d10 force damage.

**Commanding Presence.** The Shield of Acheron's Resilience radiates an aura of authority and battlefield command. While attuned to the shield, you gain proficiency in the Intimidation skill. In addition, as an action, you can bolster your allies' resolve. Choose a number of creatures you can see within 30 feet of you, up to a maximum of your Charisma modifier (minimum of one). Each chosen creature gains temporary hit points equal to your Charisma modifier + your proficiency bonus.

**Rallying Beacon.** By expending a charge from the Shield of Acheron's Resilience, you can activate its rally beacon. As an action, you plant the shield into the ground, creating a 30-foot-radius sphere of magical energy centered on you. This sphere lasts for 1 minute



and provides the following benefits to you and your allies within it:

- Creatures have advantage on saving throws against being charmed or frightened.
- Allies regain hit points equal to your Charisma modifier at the start of their turn if they have half or fewer of their hit points remaining.
- Allies have advantage on Strength and Constitution saving throws.

The Shield of Acheron's Resilience has 3 charges, and all expended charges are restored after a long rest.

**Destroying the Shield.** The Shield of Acheron's Resilience is a formidable artifact, infused with the essence of Acheron's military might. However, it is believed that the shield can be destroyed if exposed to the pure essence of chaos from Limbo, as the volatile nature of that plane has the potential to unravel the disciplined order embedded within the shield's structure. Only the most chaotic and destructive forces of the multiverse possess the capability to sunder the Shield of Acheron's Resilience, rendering it nothing more than shattered remnants of shattered discipline.

## RING OF INFERNAL BARGAINS

*Ring, legendary (requires attunement)*

The Ring of Infernal Bargains is a legendary artifact associated with the treacherous dealings and pacts made within the depths of Hell. Crafted by ancient fiendish artisans, this ring embodies the essence of infernal negotiation, granting its wearer the ability to strike deals with otherworldly entities and manipulate the terms of such arrangements.

The Ring of Infernal Bargains appears as a band of polished obsidian adorned with intricate, swirling infernal runes. When attuned to the ring, a faint glow emanates from the runes, serving as a constant reminder of the dark forces at play.

**Infernal Pacts.** While wearing the Ring of Infernal Bargains, you gain the ability to negotiate and form pacts with extraplanar entities. As an action, you can attempt to make a pact with a creature of fiendish nature, such as a devil or demon, or any other entity willing to enter into such agreements. The terms of the pact are subject to the DM's discretion, but they can include the exchange of knowledge, favors, or even the granting of magical abilities. The success and consequences of the pact depend on the nature of the entity and the terms agreed upon.

**Soulbound Contract.** The Ring of Infernal Bargains enables the wearer to bind a willing creature to a contractual agreement. As an action, you can create a magical contract that both parties must willingly sign. The terms and conditions of the contract are determined by the wearer, and the consequences of breaching the contract can be specified. Breaking the



contract typically carries dire consequences, ranging from the loss of magical powers to curses or even eternal damnation.

**Mastery of Deception.** While attuned to the Ring of Infernal Bargains, you gain proficiency in the Deception skill. In addition, you have advantage on Charisma (Deception) checks made to deceive or manipulate others in the context of agreements, negotiations, or deals.

**Searing Retribution.** The Ring of Infernal Bargains protects its wearer from treachery and deceit. If a creature attempts to harm you or break an agreement made while you are attuned to the ring, they suffer searing pain. The offending creature takes 4d10 fire damage and must succeed on a Constitution saving throw (DC 18) or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the blindness on a success.

**Forbidden Knowledge.** The Ring of Infernal Bargains holds forbidden secrets and occult lore. While wearing the ring, you gain proficiency in the Arcana skill, and you can comprehend and decipher any written language, including secret codes or hidden messages.

**Destroying the Ring.** The Ring of Infernal Bargains is an ancient artifact infused with dark magic. However, it is rumored that the ring's power can be nullified by exposing it to the pure radiance of a divine artifact, imbued with the essence of celestial purity. The radiant energy could purify the dark magic within the ring, severing its connection to the infernal realm and rendering it nothing more than an inert band of obsidian.

## GAZE OF MALEBOLGE

*Wondrous item, legendary (requires attunement)*

The Gaze of Malebolge is a legendary artifact that draws its power from the seventh circle of Hell, Malebolge, where liars, deceivers, and traitors are condemned. Crafted by dark forces, this sinister item grants its attuned user the ability to perceive truths hidden beneath layers of deception, punishing those who dare to betray their trust.

The Gaze of Malebolge takes the form of a small, blood-red crystal orb set within a silver frame adorned with twisted symbols of deception and treachery. When attuned to the gaze, the crystal glows with an ominous crimson light, reflecting the malicious power it possesses.

**Truthsayer's Sight.** While attuned to the Gaze of Malebolge, you gain the ability to see through lies and illusions. As an action, you can activate the gaze, allowing you to perceive a creature's true intentions and detect any falsehoods or hidden motives. For the duration of 1 minute, you have advantage on Wisdom (Insight) checks and can automatically detect if a creature is lying or concealing information from you. Additionally, you can read a creature's surface thoughts if they fail a Wisdom saving throw (DC 18).

**Deceiver's Bane.** The Gaze of Malebolge strikes fear into the hearts of those who would deceive or betray its attuned user. Whenever a creature within 30 feet of you attempts to deceive you, break a promise, or act in a treacherous manner, the crystal orb pulses with malevolent energy. The offending creature must succeed on a Wisdom saving throw (DC 18) or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.

**Aura of Betrayal.** While attuned to the Gaze of Malebolge, you radiate an aura of distrust that unnerves those around you. Creatures within 10 feet of you have disadvantage on Charisma (Deception) checks and Charisma (Persuasion) checks made against you or your allies.

**Unveiling the Lies.** By expending a charge from the Gaze of Malebolge, you can use its power to expose the lies and deception of a creature or an illusion. As an action, you target a creature or an illusion within 60 feet of you. The target must make a Charisma saving throw (DC 18) or be affected as if by the spell *True Seeing* for 1 minute. The gaze has 3 charges, and all expended charges are restored after a long rest.

**Forbidden Knowledge.** The Gaze of Malebolge holds hidden knowledge regarding betrayal, deceit, and the consequences of treachery. While attuned to the gaze, you gain proficiency in the Insight skill, and you can read and comprehend any written text, even if it is in a language you do not know.

**Destroying the Gaze.** The Gaze of Malebolge is a powerful artifact infused with the essence of betrayal and deception. It is believed that the only way to destroy the gaze is to immerse it in the waters of the River Lethe, erasing the malevolent power contained within and purging it of its ability to unveil the lies and deceit of others.

## HARP OF STYGIAN LAMENT

*Wondrous item, very rare (requires attunement by a bard)*

The Harp of Stygian Lament is a hauntingly beautiful musical instrument that resonates with the melancholic essence of the River Styx. Crafted from ebony wood and adorned with silver filigree depicting mournful figures and swirling currents, this harp possesses the power to evoke profound emotions and tap into the depths of sorrow and despair.

**Melancholic Melodies.** While attuned to the Harp of Stygian Lament, you gain proficiency with the harp if you didn't already have it. When you play the harp, your musical compositions have a profound impact on the emotions of those who listen. Creatures that can hear your music must make a Wisdom saving throw (DC 15) or be affected by the *calm emotions* spell for as long as you continue playing and for an additional minute thereafter.

**Lamenting Echoes.** The Harp of Stygian Lament grants you the ability to summon ethereal echoes of sorrowful spirits. As an action, you can strum the harp, releasing haunting echoes that manifest as spectral figures within a 30-foot radius centered on you. These spirits linger for 1 minute, providing the following effects:

- Enemies within the radius have disadvantage on attack rolls against you and your allies.
- Allies within the radius gain resistance to necrotic damage.

Once you use this feature, you can't use it again until you complete a short or long rest.



## CLOAK OF PHLEGETHON'S EMBRACE

*Wondrous item, rare (requires attunement)*

The Cloak of Phlegethon's Embrace is a radiant garment infused with the fiery essence of the River Phlegethon, one of the infernal rivers of Hell. Woven from shimmering red and orange threads, this cloak provides protection against flame and harnesses the destructive power of fire.

**Infernal Resistance.** While wearing the Cloak of Phlegethon's Embrace, you have resistance to fire damage.

**Flames of Phlegethon.** As a bonus action, you can cause the cloak to erupt in flames, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. While the flames are active, you gain the following benefits:

- You have resistance to cold damage.
- Any creature that hits you with a melee attack while within 5 feet of you takes fire damage equal to your Charisma modifier (minimum 1).

The flames last for 1 minute or until you use a bonus action to extinguish them. Once you use this feature, you can't use it again until you finish a short or long rest.

**Fiery Retribution.** The Cloak of Phlegethon's Embrace retaliates against those who would harm you. Whenever a creature hits you with a melee attack, it takes fire damage equal to your level. This feature doesn't activate if you are incapacitated.

**Immunity to Heat.** The Cloak of Phlegethon's Embrace provides protection from extreme heat and allows you to withstand fiery environments without harm. You are immune to the harmful effects of non-magical heat, such as extreme temperatures or exposure to flames.

**Destroying the Cloak.** The Cloak of Phlegethon's Embrace is sustained by the infernal energy of the River Phlegethon. To destroy the cloak, it must be submerged in the freezing waters of the River Cocytus, a river associated with intense cold. The icy waters would extinguish the fiery essence within the cloak, rendering it powerless and mundane.



**Harmony of Despair.** By playing a mournful dirge on the Harp of Stygian Lament for 1 minute, you can tap into the depths of despair and channel its power. At the end of the performance, you choose one of the following effects to occur within a 60-foot radius centered on you:

- Each hostile creature must make a Wisdom saving throw (DC 17) or suffer disadvantage on attack rolls and ability checks for 1 minute.
- Each friendly creature gains temporary hit points equal to your bard level + your Charisma modifier.

Once you use this feature, you can't use it again until you complete a long rest.

**Instruments of the Damned.** The Harp of Stygian Lament is deeply attuned to the essence of the Nine Hells. While attuned to the harp, you have advantage on Charisma (Intimidation) checks made against fiends and undead creatures. In addition, your spells and magical effects that deal necrotic damage ignore resistance to necrotic damage.

**Destroying the Harp.** The Harp of Stygian Lament possesses a dark, lingering power tied to the River Styx. Legends speak of a sacred pool within the realm of the celestial planes, a pool blessed by the essence of pure compassion and divine harmony. Immersing the harp within this pool would neutralize its connection to the River Styx and restore it to its original form, severing its ties to the forces of despair and melancholy.



## VIAL OF AVERNUS ELIXIR

*Potion, rare*

The Vial of Avernus Elixir is a rare potion created using infernal alchemy and imbued with the essence of the first layer of Hell, Limbo. This crimson liquid grants temporary invulnerability and enhances physical abilities, allowing the imbiber to endure the perils of the infernal realm.

When consumed, the Vial of Avernus Elixir bestows the following effects, which last for 1 hour:

- The drinker gains resistance to all damage, except for psychic damage.
- The drinker's Strength score increases by 4, to a maximum of 24, and they have advantage on Strength saving throws and Strength checks.
- The drinker's movement speed increases by 10 feet.

**Infernal Consequence.** After the effects of the Vial of Avernus Elixir wear off, the drinker suffers a backlash from the infernal energy within. The drinker takes 4d6 psychic damage and must make a Wisdom saving throw (DC 15) or be frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the condition on a success.

**Destroying the Vial.** The Vial of Avernus Elixir is a potent alchemical creation infused with the essence of Hell itself. To destroy the vial, it must be immersed in the holy waters of a celestial fountain, purifying the infernal energy within and rendering the elixir inert and devoid of its empowering properties.



## INFERNAL MASK OF DISGUISE

*Wondrous item, rare (requires attunement)*

The Infernal Mask of Disguise is a macabre and mysterious artifact that allows the wearer to assume the appearance of a denizen of the Nine Hells. Crafted from darkened steel and adorned with intricate devilish motifs, this mask grants the power to deceive and infiltrate the infernal realms.

**Infernal Visage.** While wearing the Infernal Mask of Disguise, you can use an action to cast the *disguise self* spell, but the spell allows you to assume the appearance of a devil or other fiendish creature from the Nine Hells. The illusion is so convincing that it grants you advantage on Charisma (Deception) checks made to pass yourself off as a native inhabitant of the Nine Hells. The spell lasts for 1 hour, and you can use this feature once per short or long rest.

**Infernal Tongue.** While attuned to the Infernal Mask of Disguise, you can understand and speak Infernal fluently, as if you were a native speaker.

**Fiendish Aura.** The Infernal Mask of Disguise exudes an aura of infernal energy that helps conceal your true nature. While wearing the mask, you have advantage on Charisma (Intimidation) checks made against creatures that can see your face.

**Mask of the Pit Fiend.** As an action, you can invoke the true power of the Infernal Mask of Disguise, transforming your appearance into that of a fearsome Pit Fiend. This transformation lasts for 1 minute, during which time you gain the following benefits:

- Your Strength and Charisma scores increase by 2, to a maximum of 24.
- You gain resistance to fire and poison damage.
- You have advantage on saving throws against being charmed or frightened.

- You can use your action to unleash a terrifying roar, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 15) or be frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the condition on a success.

Once you use this feature, you can't use it again until you complete a long rest.

**Destroying the Mask.** The Infernal Mask of Disguise draws its power from the infernal essence of the Nine Hells. Legends speak of a sacred flame that burns eternally within the heart of Mount Celestia, the divine plane of righteousness and goodness. Imbuing the mask in this holy flame would purify it, severing its ties to the infernal realms and rendering it an ordinary, mundane piece of steel.

## MALEDICTION SHARD

*Wondrous item, very rare (requires attunement)*

The Malediction Shard is a twisted fragment of dark energy, hailing from the deepest recesses of Hell. It is a jagged, obsidian shard pulsating with malevolent power. This cursed artifact possesses the ability to unleash devastating curses upon your foes and amplify your own dark magic.

**Cursed Empowerment.** While attuned to the Malediction Shard, you gain the ability to channel its dark power to enhance your spells. Whenever you cast a spell that deals necrotic or psychic damage, you can choose to reroll any 1s on the damage dice. Additionally, when you roll damage for a spell and the result is its maximum possible result, roll the damage again and add it to the total.

**Aura of Desolation.** As an action, you can activate the Malediction Shard to create an aura of desolation around you. The aura extends 30 feet from you in all directions and lasts for 1 minute or until you use a bonus action to dismiss it. While the aura is active, any enemy that starts its turn within the aura or enters it for the first time on a turn must make a Wisdom saving throw (DC 17) or have disadvantage on attack rolls, ability checks, and saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Curseweaver.** The Malediction Shard allows you to infuse your spells with potent curses. Whenever you cast a spell that targets a creature, you can choose to impose a curse upon the target. The target must make a Wisdom saving throw (DC 17) or be affected by one of the following curses of your choice:

- **Curse of Weakness:** The target's Strength score is reduced by 4 for the duration of the curse.
- **Curse of Despair:** The target has disadvantage on saving throws against being frightened and charmed.

- **Curse of Agony:** The target takes 1d8 psychic damage at the start of each of its turns.

The curse lasts for 1 minute or until the target succeeds on a saving throw at the end of its turn, ending the curse.

**Malefic Resilience.** The Malediction Shard grants you protection against curses and negative effects. You have advantage on saving throws against curses, and any curse or negative effect currently affecting you is suppressed while you are attuned to the shard.

**Destroying the Shard.** The Malediction Shard is a resilient artifact, crafted from the darkest energies of Hell. However, there are rumored ways to destroy its malevolent power. One method is to immerse the shard in the holy waters of a divine font, such as those found in sacred temples or the tears shed by celestial beings. The shard must remain submerged for 24 hours to cleanse it of its corruption and render it inert.

Alternatively, it is said that the shard's power can be shattered by the purest strike of a celestial weapon, such as a weapon blessed by a celestial deity or forged in the heavens themselves. The weapon must strike the shard with unwavering righteousness, delivering a single, decisive blow that severs its connection to the infernal realm.





## CHAPTER III: NEW CHARACTER OPTIONS

**T**HE CORRUPTED REALMS OF HELL HAVE birthed races both monstrous and seductive. In this chapter, we present new options for players who seek to embody these infernal beings. Whether you choose to walk the path of the demonic Hellhounds, the enigmatic Shadowborns, or even the radiant Nephilim, this book offers a host of new races to immerse yourself in the intricacies of the Infernal Realms.

### INFERNAL CLASSES AND SUBCLASSES

The dark allure of Hell has shaped and twisted the very essence of certain classes, granting them infernal powers and abilities. Later in this chapter, we'll explore the unique subclasses and modifications available to players seeking to harness the energies of the Infernal Realms. From the infernal berserker barbarians, who forge deals with fiendish entities, to the soulflame sorcerers, who draw upon the essence of Hell itself, these options provide thrilling new paths for characters to tread.

### FEATS, BACKGROUNDS, AND SPELLS

As you traverse the depths of Hell, you will discover that knowledge and experience are not the only tools at your disposal. This chapter introduces a range of new feats, backgrounds, and spells specifically tailored to the Infernal Realms. Whether you seek the dark secrets of the Infernal Investigator background, the infernal power of the Infernal Blade Mastery feat, or the devastating spell of the Infernal Armageddon, these additions will enhance your character's abilities and allow them to harness the essence of Hell.

**WELCOME TO THE INFERNAL DEPTHS OF HELL!**

**HERE, YOU WILL ONE FIND A GATEWAY TO A REALM SHROUDED IN DARKNESS AND DESPAIR.**



## NEW RACE: THE SHADOWBORN

**T**Hese mysterious beings are infused with the essence of shadows and darkness. They possess an ethereal presence and are adept at manipulating darkness to their advantage, granting them abilities like shadow stepping and shadow manipulation.

### ORIGINS AND HISTORIES

The origins of the enigmatic Shadowborn race are steeped in myth and whispered legends, shrouded in the veils of darkness. These mysterious beings bear an inherent connection to the essence of shadows and darkness, an affinity that permeates their very beings. Though their origins are often debated and obscured by the mists of time, various accounts and ancient texts offer glimpses into the histories of the Shadowborn.

Legend tells of a forgotten era, when the boundaries between the Material Plane and the Shadowfell, a plane of darkness and gloom, were thin and permeable. It was during this fateful time that the first Shadowborn came into existence. Scholars posit that the Shadowborn were born of a collision between mortal souls and the alluring embrace of the Shadowfell. This cataclysmic event forever altered the fate of those individuals, intertwining their essence with the essence of shadows itself.

However, the origins of the Shadowborn are not limited to a singular event. Other tales speak of ancient rituals conducted by secretive cults, harnessing the forbidden powers of the Shadowfell to create a new race.

These rituals, often steeped in sacrifice and the invocation of dark entities, were believed to be the catalyst for the birth of the Shadowborn. These clandestine cults sought to unlock the secrets of the shadows, seeking power and dominion over the realms beyond mortal comprehension.

Regardless of their specific origins, the Shadowborn are a race shaped by the intrinsic connection they share with the plane of shadows. This connection manifests in their physical appearance and innate abilities. Shadowborn individuals possess an ethereal presence, their forms seeming to shimmer with darkness and flickering shadows. Their eyes often bear a haunting glow, reflecting the depths of the Shadowfell itself.

The histories of the Shadowborn are marked by a sense of duality and intrigue. In some realms, they are feared and misunderstood, regarded as harbingers of darkness and agents of chaos. Their ability to manipulate shadows and darkness is often met with suspicion and superstition, casting them as outcasts and loners. In other realms, however, they are revered as enigmatic guardians of balance, holding the secrets of shadows and employing their powers to ward off encroaching threats.

The Shadowborn themselves have varied interpretations of their own histories. Some seek to uncover the truth behind their creation, embarking on perilous journeys to delve into ancient tomes and consult with otherworldly entities. Others embrace their existence as children of shadows, embracing the allure of the unknown and using their unique gifts to navigate the treacherous paths of the world.



## PHYSICAL CHARACTERISTICS

The Shadowborn, as beings intrinsically tied to the essence of shadows and darkness, bear distinct physical characteristics that set them apart from other mortal races. Their appearance is an intriguing blend of ethereal beauty and haunting allure, captivating the imagination of those who lay eyes upon them. While individual variations exist within the race, several common physical traits are associated with the Shadowborn.

**Skin:** The skin of the Shadowborn is often pale, akin to moonlight reflecting upon alabaster. It possesses a delicate translucency, as if their bodies are veiled by a fine mist of shadows. Some Shadowborn bear subtle patterns on their skin, reminiscent of swirling smoke or wisps of darkness, lending an otherworldly quality to their presence.

**Eyes:** One of the most captivating features of the Shadowborn is their eyes. Deep and mysterious, their eyes are often intense shades of grey, silver, or even hues of violet or dark blue. Glowing with an inner light, their eyes hold an uncanny radiance that seems to draw others into the depths of their gaze. The luminescence varies from a subtle glow to a piercing radiance, reflecting their connection to the Shadowfell.

**Hair:** The hair of the Shadowborn is a striking sight to behold. It cascades in dark waves or falls in sleek strands, reminiscent of flowing shadows. Their hair often possesses an ethereal quality, as if touched by

moonlight or infused with traces of the night sky. It can range from shades of ebony and midnight black to hues of deep purple or dark blue, adding to their enigmatic allure.

**Height and Build:** Shadowborn individuals possess a diverse range of heights and builds, similar to other mortal races. However, they tend to lean towards the slender and graceful side of the spectrum, exuding an elegant and agile presence. Their movements are often described as fluid, akin to a dance performed in sync with the rhythm of shadows. This natural grace enhances their ability to navigate the darkness and grants them an air of unearthly poise.

**Shadow Manipulation:** As descendants of the Shadowfell, the Shadowborn have the innate ability to manipulate shadows and darkness. This gift manifests in various ways, such as the ability to darken an area, summon shadowy tendrils, or even step through shadows themselves. When utilizing these abilities, the Shadowborn's physical form may undergo temporary transformations. Their bodies might appear to shift and merge with the shadows, their outlines blurring and becoming less defined.

## CULTURAL CUSTOMS AND SOCIETY

The Shadowborn, with their intrinsic connection to shadows and darkness, possess a rich cultural tapestry that reflects their unique heritage and abilities.

Their society is often shrouded in mystery, its customs and traditions steeped in the enigmatic nature of their race. While Shadowborn communities can be found in various corners of the world, their shared cultural values and practices resonate deeply within their society.

**Harmony with Shadows:** At the core of Shadowborn culture lies a profound reverence for shadows and darkness. They view the interplay between light and shadow as a delicate balance, necessary for the world to exist in harmony. Shadowborn individuals are taught from a young age to embrace their connection with the Shadowfell and to wield their shadow manipulation powers responsibly. This reverence extends beyond their personal abilities and influences their approach to everyday life.

**Rituals of Shadow:** Shadowborn communities engage in a variety of rituals and ceremonies, which serve as a means of strengthening their connection to the Shadowfell and reinforcing their cultural identity. These rituals often take place in dimly lit environments, where flickering candlelight dances amidst the encroaching darkness. Ritual participants engage in meditative practices, invoking the power of shadows through intricate movements and incantations, seeking communion with the essence of darkness.

**Collective Guardianship:** Shadowborn society places a strong emphasis on collective guardianship. They view themselves as protectors of the delicate balance between light and shadow, standing as sentinels against forces that seek to disrupt this equilibrium. Shadowborn individuals often take up roles as defenders or guides, using their shadow manipulation abilities to shield their communities from threats that emerge from the realms beyond.

**Hidden Enclaves:** Shadowborn communities tend to gravitate toward secluded locations, often hidden from the prying eyes of other races. These enclaves are chosen strategically, seeking places where shadows hold a more palpable presence. Whether nestled within dense forests, perched upon mountain peaks, or concealed deep within sprawling urban centers, these hidden enclaves provide a sanctuary where Shadowborn can gather, share knowledge, and nurture their cultural heritage.

**Elders and Keepers of Lore:** Within Shadowborn society, great respect is bestowed upon the elders and keepers of lore. These individuals have spent years delving into ancient tomes, deciphering cryptic texts, and exploring the esoteric realms associated with shadows. They serve as repositories of knowledge, preserving the history, rituals, and secrets of their race. Younger Shadowborn eagerly seek their guidance, undergoing rigorous training and initiation rites to learn from their wisdom.

**Duality and Balance:** The concept of duality and balance resonates deeply within Shadowborn culture. They believe that every individual possesses both light and darkness within them, and it is the delicate equilibrium between these forces that defines their character. Shadowborn individuals strive to maintain this balance, acknowledging their shadowy nature while resisting the temptations of corruption. This philosophy promotes introspection and self-awareness among the Shadowborn, fostering personal growth and a deeper understanding of their place in the world.

**Interaction with Other Races:** Shadowborn communities often interact cautiously with other races, recognizing the inherent suspicion and fear that can arise from their unique abilities. However, they seek to dispel misunderstandings and forge alliances when mutual interests align. Some Shadowborn individuals act as diplomats, bridging the gap between their enigmatic race and the outside world, promoting understanding and cooperation.

## RACIAL TRAITS

As a Shadowborn character, you possess a unique set of racial traits that reflect your connection to shadows and darkness. These traits encompass both inherent abilities granted by your race and the choices you make as you develop your character.

**Ability Score Increase:** Your Dexterity score increases by 2.

**Age:** Shadowborn reach maturity at a slightly faster pace than humans, typically in their late teens. They have lifespans comparable to humans, but their connection to shadows grants them extended vitality, often living well into their seventh or eighth decade.

**Alignment:** The Shadowborn, with their intrinsic link to darkness, exhibit a broad range of alignments. However, a prevalent theme is their inclination toward neutrality, embracing the balance between light and shadow. Individual Shadowborn characters may lean toward any alignment depending on their personal experiences and choices.

**Size:** Shadowborn typically stand between 5 and 6 feet tall, with a slender and graceful build. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Darkvision:** Your connection to shadows grants you superior vision in dim light and darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Shadowborn Resilience:** You have resistance to necrotic damage and advantage on saving throws against being frightened.



**Shadow Manipulation:** You have the ability to manipulate shadows to your advantage. As an action, you can cast the Darkness spell once using this racial trait. You regain the ability to cast it this way after finishing a long rest. Intelligence is your spellcasting ability for this spell.

**Languages:** You can speak, read, and write Common and Shadowtongue, a language spoken in hushed whispers that carries the essence of shadows. Shadowtongue is a language uniquely understood by the Shadowborn, making it difficult for others to comprehend its meaning.

## SUBRACE: UMBRAHEART

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The Umbraheart subrace of the Shadowborn embodies the deep connection to darkness and shadow, drawing strength from the darkest corners of their heritage. They possess an uncanny affinity for manipulation and control over the shadows that envelop them.

**Ability Score Increase:** Your Charisma score increases by 1.

**Shadow Veil:** As a bonus action, you can shroud yourself in an ephemeral veil of shadows. This grants you advantage on Dexterity (Stealth) checks until the start of your next turn. Once you use this trait, you can't use it again until you finish a short or long rest.

**Shadowmeld:** You have the ability to blend with shadows, making it difficult for others to notice your presence. When you are in an area of dim light or darkness, you can take the Hide action as a bonus action.

## SUBRACE: UMBRALSTRIDE

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The Umbralstride subrace of the Shadowborn embodies swiftness and agility, harnessing the essence of shadows to enhance their mobility. They possess the ability to traverse through the darkness with remarkable speed, becoming shadows themselves.

**Ability Score Increase:** Your Constitution score increases by 1.

**Shadow Step:** As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness. Once you use this trait, you can't use it again until you finish a short or long rest.

**Shadowy Swiftness:** Your base walking speed increases to 35 feet. Additionally, you can move through nonmagical difficult terrain made of shadows or darkness without expending extra movement.



## NEW RACE: THE NEPHILIM

**B**

ORN FROM THE UNION OF A CELESTIAL BEING and a mortal, Nephilim embody the duality of their divine and mortal heritage. They possess radiant beauty and have access to celestial magic, making them potent spellcasters.

### ORIGINS AND HISTORIES

Nephilim, the celestial-blooded beings, trace their origins to the extraordinary union between a celestial being and a mortal. The very nature of their birth intertwines the mortal and divine realms, resulting in a unique amalgamation of powers and characteristics. The stories of their creation vary, often steeped in legends and mythologies, but the common thread that binds them all is the extraordinary nature of their lineage.

According to ancient lore, the celestial beings, whether angels, archons, or even gods themselves, are occasionally drawn to the mortal realm by their own inscrutable motives. In rare instances, they find themselves captivated by the mortal inhabitants, enticed by their passions, dreams, and unique essence. These celestial beings, embodying unearthly grace and radiance, might form deep emotional connections with mortals, leading to profound love and desire that transcends the boundaries of their respective realms.

The offspring of such unions are the Nephilim, an extraordinary race

that embodies the duality of their celestial and mortal heritage.

With physical attributes that reflect their celestial lineage, Nephilim possess an otherworldly beauty that captivates all who gaze upon them. Their features often bear an ethereal quality, with luminous eyes, radiant skin, and hair that shimmers like celestial fire. Their presence alone can command attention, as if a fragment of the heavens has descended upon the mortal plane.

But the Nephilim's connection to their celestial ancestry goes beyond mere physical beauty. They also inherit a portion of their celestial parent's immense power, granting them the ability to tap into celestial magic. Through their innate connection to the divine, Nephilim become potent spellcasters, capable of wielding spells that draw upon the radiant energies of the celestial realms. Their spells often manifest as brilliant beams of light, shimmering barriers of protection, or blessings that heal and rejuvenate their allies.

Despite their extraordinary origins, the Nephilim face challenges unique to their existence. Their celestial bloodline can become a source of fascination, envy, or fear among both mortals and denizens of other planes. Mortals may revere them as blessed, viewing them as living conduits to the divine, while others may harbor suspicions or prejudices, perceiving the Nephilim as strangers or even threats. In the celestial realms, their mixed heritage might raise eyebrows, as they are neither wholly celestial nor entirely mortal, leading to questions about their true place in the cosmic order.



The histories of the Nephilim are as diverse as the realms they inhabit. Some Nephilim grow up in mortal societies, embraced by their mortal parent's culture and traditions. These individuals often grapple with their celestial nature, trying to find a balance between their mortal upbringing and their inherent connection to the divine. Others are raised in the celestial realms, surrounded by celestial kin and schooled in the ways of celestial beings. These Nephilim often embark on journeys to the mortal plane, seeking to explore their mortal heritage and understand the mortal experience.

Nephilim are no strangers to adversity, for their unique nature attracts the attention of various factions across the planes. Some view them as potential allies in the fight against evil, recognizing their celestial heritage as a powerful weapon against darkness. Others seek to exploit their powers or unravel the mysteries of their existence. As a result, Nephilim often find themselves navigating a complex web of alliances, rivalries, and quests, driven by the desire to find their place in the world and fulfill their celestial and mortal destinies.

## PHYSICAL CHARACTERISTICS

Nephilim, born from the union of celestial beings and mortals, possess physical attributes that bear the unmistakable mark of their celestial heritage. While individual appearances may vary, there are certain characteristics that are commonly associated with the Nephilim race. These features set them apart from

other beings and serve as a testament to their divine lineage.

First and foremost, Nephilim are renowned for their captivating beauty. Their physical forms embody a unique blend of celestial grace and mortal allure, creating an aura of enchantment that draws the attention of all who behold them. Their features are often described as ethereal and radiant, captivating mortals and immortals alike. Nephilim possess luminous eyes that shimmer with an otherworldly glow, reflecting the celestial realms from which they originate. Their skin possesses a subtle radiance, as if touched by the gentle light of the stars, while their hair often cascades in waves of celestial hues, reminiscent of the celestial bodies themselves.

The Nephilim's celestial heritage also influences their physique. They tend to possess a stature that is both elegant and commanding, exuding an air of regality that demands respect. Their bodies are usually lean and well-proportioned, reflecting a balance between strength and grace. Nephilim possess a natural poise and fluidity in their movements, as if their steps are guided by the celestial harmonies of the heavens.

In addition to their physical beauty, Nephilim often bear markings or symbols that serve as visible manifestations of their celestial lineage. These markings can vary greatly, ranging from delicate and intricate patterns that adorn their skin to celestial sigils that glow faintly when they tap into their celestial powers. These markings are not mere tattoos or birthmarks; rather, they are celestial imprints that

highlight the Nephilim's connection to the celestial realms, serving as a visual reminder of their unique heritage.

It is important to note that while Nephilim possess extraordinary physical traits, they are not invulnerable or immune to the passage of time. Like all mortals, they age and eventually face the inevitability of death. However, their aging process tends to be slowed compared to that of pure mortals, allowing them to retain their beauty and vitality for longer periods. This extended lifespan gives Nephilim the opportunity to leave a lasting impact on the world, making the most of their celestial gifts and fulfilling their destinies.

It is crucial to recognize that Nephilim's physical characteristics go beyond mere aesthetics. They are a reflection of their dual nature, embodying the harmonious blending of celestial and mortal essences. This fusion grants them a unique perspective on the world, allowing them to bridge the gap between the mundane and the divine.

## CULTURAL CUSTOMS AND SOCIETY

The Nephilim, with their unique celestial and mortal heritage, possess a rich and diverse cultural tapestry that reflects their dual nature and their connection to both the celestial realms and the mortal world. While customs and societal norms can vary among different communities of Nephilim, there are certain overarching themes and values that define their collective identity.

One of the fundamental aspects of Nephilim society is the reverence and appreciation for beauty in all its forms. Nephilim hold aesthetics in high regard, seeing it as a reflection of their celestial lineage. Art, music, and poetry are celebrated as expressions of their connection to the divine. Nephilim artisans create masterpieces that capture the essence of the celestial realms, while their musicians compose melodies that resonate with the harmonies of the heavens. Beauty is seen as a powerful force that can inspire, heal, and uplift the spirits of both Nephilim and those around them.

Furthermore, Nephilim society places great importance on the pursuit of knowledge and wisdom. Their celestial heritage instills within them a thirst for understanding the mysteries of the universe and the realms beyond. Nephilim scholars delve into the ancient texts, seeking insights into the cosmic order and the intricacies of celestial magic. They also serve as keepers of history, chronicling the tales of their people and preserving the knowledge passed down through generations. The pursuit of knowledge is not solely for personal gain but is seen as a sacred duty to contribute to the collective wisdom of Nephilim society.

Harmony and balance are cherished values in Nephilim culture. They seek to find equilibrium between their mortal and celestial aspects, understanding that both sides of their heritage contribute to their wholeness. This pursuit of balance extends to their relationships with others, as Nephilim strive to foster harmonious connections and promote unity among diverse beings. They are known for their diplomacy and empathy, often serving as mediators in conflicts, seeking resolutions that uphold justice and restore equilibrium.

Religion and spirituality hold a significant place in Nephilim society. Their celestial bloodline makes them keenly aware of the divine forces at play in the universe. While Nephilim may not adhere to a single organized religion, they share a deep reverence for the celestial beings and the pantheon of gods associated with their celestial heritage. They offer prayers, perform rituals, and engage in acts of devotion to honor and seek guidance from the celestial powers. Nephilim temples and sacred sites are places of quiet reflection and spiritual communion, where individuals can connect with the celestial realms and draw strength from their celestial ancestors.

The Nephilim society is not homogeneous but rather embraces diversity in all its forms. They recognize that their celestial and mortal bloodlines can intertwine with a multitude of cultural backgrounds, resulting in a tapestry of traditions and customs. This acceptance of diversity is celebrated, as Nephilim communities often engage in cultural exchange, learning from one another's practices and forging bonds that transcend boundaries. This openness extends to relationships as well, as Nephilim hold no prejudice based on race, gender, or creed, valuing individuals for their character and actions.

## RACIAL TRAITS

As a Nephilim, your celestial and mortal lineage grants you a unique set of racial traits that reflect your dual nature. These traits encompass your physical and mystical abilities, highlighting the exceptional qualities bestowed upon you by your celestial heritage.

**Ability Score Increase:** The celestial blood flowing through your veins grants you inherent power and versatility. As a Nephilim, your Charisma score increases by 2, reflecting your celestial beauty and charisma that captivates those around you. Additionally, you may increase one other ability score of your choice by 1, representing the diverse array of talents and strengths that can manifest among Nephilim individuals.

**Age:** Nephilim age at a slower rate than pure mortals, allowing them to retain their youthful vitality for longer periods. They reach maturity in their late teens, but their aging process significantly decelerates thereafter. Nephilim can live for several centuries, their lifespans a testament to their celestial heritage.



**Alignment:** The dual nature of the Nephilim allows for a wide range of alignments. They can embody the virtues and righteousness of the celestial realms, leading them toward lawful and good alignments. Conversely, their mortal blood can make them more prone to the unpredictability and free will of mortals, aligning them with chaotic or neutral inclinations. Ultimately, Nephilim characters are driven by their individual beliefs, choices, and experiences.

**Size:** Nephilim share the physical traits of their mortal parents, falling within the typical height and weight ranges of their mortal ancestry. Your size is Medium, allowing you to interact with the world and navigate it as other humanoid races do.

**Speed:** Nephilim possess a natural grace and agility that allows them to move swiftly. Your base walking speed is 30 feet, reflecting your nimbleness and ease of movement.

**Celestial Resistance:** Your celestial lineage grants you resistance to radiant damage, the very essence of the celestial realms.

**Celestial Legacy:** The celestial blood coursing through your veins manifests in unique ways, granting you access to celestial magic. At 1st level, you gain one cantrip from the cleric spell list. Your spellcasting ability for this cantrip is Charisma. Additionally, at 3rd level, you can cast the spell “Cure Wounds” once per long rest as a 1st-level spell, using Charisma as your spellcasting ability. At 5th level, this spell improves to a 2nd-level spell. You regain the ability to cast it in this way when you finish a long rest.

**Protector of the Light:** You are proficient with heavy armor and martial weapons.

**Fiend Hunter:** You gain a +1 bonus to your weapon attack rolls against fiends.

**Languages:** You can speak, read, and write Common and Celestial. The celestial language connects you to the realms of the divine, enabling you to communicate with celestial beings and those who understand this sacred tongue.



## NEW RACE: THE INFERNAL GNOMES

**L**NLIKE THEIR MISCHIEVOUS COUSINS, INFERNAL Gnomes have made a pact with a devil, granting them unique abilities tied to the infernal realm. They are known for their knack for crafting diabolical inventions and their resistance to fire. Their most common characteristics are their fiery eyes and hair.

### ORIGINS AND HISTORIES

In the realm of Hell, amidst the fiery landscapes and tormented souls, a peculiar race of beings known as Infernal Gnomes emerges from the shadows. These enigmatic creatures have forsaken the path of their lighthearted and playful kin, forging a pact with devils that infuses them with diabolic power and grants them a connection to the infernal depths.

The origins of the Infernal Gnomes can be traced back to a time when a group of gnomish explorers, driven by insatiable curiosity, stumbled upon a hidden portal leading to one of the lower planes of Hell. As they delved deeper into the dark abyss, their fates became entwined with the infernal forces that permeated the realm. Through a series of fateful encounters and desperate negotiations, these gnomes made pacts with powerful devils, binding their souls and ensuring their survival in the unforgiving landscape of Hell.

Once their pact was sealed, a transformation took hold of the gnomes, forever altering their physical and metaphysical essence. Their once vibrant and colorful appearance now bears the unmistakable signs of their infernal allegiance. Skin tones shift to fiery reds,

burnt oranges, and smoky grays, while their eyes gleam with an otherworldly luminescence. Fiendish tattoos emerge upon their flesh, marking them as the chosen ones of the infernal realm.

The histories of the Infernal Gnomes are as diverse as the circles of Hell themselves. Some gnomes forged alliances with devils seeking knowledge and power, delving into the darkest secrets of Hell's libraries and archives. Others made their mark through their infernal craftsmanship, creating intricate and diabolical inventions that could manipulate the very fabric of the infernal planes. These gnomes earned a fearsome reputation for their ability to conjure infernal flames, harnessing fire as both a tool and a weapon.

While the Infernal Gnomes are not as numerous as their surface-dwelling kin, their influence within the depths of Hell is profound. They have established enclaves and hidden communities within the various layers of Hell, crafting subterranean cities where their diabolical arts can flourish. Here, amidst the smoke and brimstone, they perpetuate their pact-bound existence, thriving on the raw energy and malevolent power that permeates the infernal realms.

Despite their allegiance to the forces of darkness, Infernal Gnomes are not inherently evil. Their motivations and alignments vary greatly, with some gnomes utilizing their infernal gifts for personal gain or survival, while others strive to maintain a delicate balance between the infernal powers and the greater good. This dichotomy of purpose often creates internal conflicts within the Infernal Gnomes, forcing them to confront their own desires and the consequences of their choices.



Infernal Gnomes, ever mindful of their infernal heritage, are cautious and cunning beings. They possess a deep understanding of the intricacies of Hell, its hierarchies, and the shifting allegiances of its denizens. This knowledge, combined with their innate knack for invention and tinkering, makes them valuable assets in the treacherous realms of Hell, where survival often depends on one's wits and adaptability.

Thus, the Infernal Gnomes stand as a testament to the duality of existence and the allure of forbidden knowledge. Bound by their pacts with devils, these gnomes navigate the fiery labyrinth of Hell, seeking their own destinies while grappling with the eternal question of whether they can truly escape the clutches of damnation.

## PHYSICAL CHARACTERISTICS

Infernal Gnomes, descendants of gnomes who have embraced the infernal powers of Hell, bear distinct physical characteristics that set them apart from their more lighthearted counterparts. These features serve as visible reminders of their pact-bound existence and their connection to the depths of the infernal realm.

Standing at an average height of three to four feet, Infernal Gnomes possess a compact and agile build, which allows them to navigate the treacherous terrains of Hell with ease. Their bodies are slender yet resilient, honed by the harsh environments they inhabit. Their skin undergoes a profound transformation, adopting

hues reminiscent of the infernal flames that surround them. Fiery reds, burnt oranges, and smoky grays dominate their complexion, serving as an outward symbol of their infernal allegiance.

The eyes of Infernal Gnomes emit a flaming radiance, shimmering with a fiery glow. Some possess eyes that mirror the burning embers of a roaring fire, while others exhibit an eerie phosphorescence that hints at their inner connection to the infernal depths. This luminosity not only aids their vision in the dimly lit regions of Hell but also serves as an intimidating feature, unsettling those who meet their gaze.

Another distinctive aspect of the Infernal Gnomes' appearance is the emergence of intricate fiendish tattoos upon their skin. These markings, unique to each individual, depict infernal symbols, runes, or patterns that reflect their pact and personal history. The tattoos seem to shift and writhe, imbued with a subtle life force that further enhances their otherworldly allure.

Infernal Gnomes' hair comes in a range of vibrant and fiery colors, mirroring the flames that engulf their surroundings. Deep shades of crimson, burnt sienna, and smoldering gold cascade from their scalps in wild and untamed styles, adding to their striking appearance. Some Infernal Gnomes even possess hair that seemingly flickers and glows with a gentle inner radiance, as if it were infused with a tiny fraction of Hell's own fire.

Their facial features retain a touch of the gnomish charm but take on a subtly more sinister aspect. Their ears, slightly elongated and pointed, possess an extra degree of sharpness, heightening their sensory perception and allowing them to catch even the faintest sounds of the infernal realms. Their expressions often bear a hint of mischief, reflecting their curious nature and unyielding spirit in the face of the abyss.

While their physical appearance undergoes remarkable changes, Infernal Gnomes retain the nimbleness and agility that is characteristic of their gnomish heritage. Their movements are quick and precise, enabling them to navigate the hazardous terrain of Hell with grace and finesse. This, combined with their heightened senses and innate cunning, makes them adept at avoiding dangers and outmaneuvering adversaries.

Infernal Gnomes possess a natural resistance to fire, a gift bestowed upon them by their pact with devils. The flames of Hell, once a threat, have become a source of strength and protection for these gnomes. They can withstand intense heat and exposure to flames that would consume ordinary creatures, enabling them to navigate the scorching landscapes of Hell unharmed.

## CULTURAL CUSTOMS AND SOCIETY

Within the depths of Hell, the Infernal Gnomes have established a unique and intricate society, shaped by their infernal heritage and their pact-bound existence. Adapting to the treacherous environment and harnessing the powers of the infernal realm, these gnomes have cultivated a culture that is both pragmatic and steeped in diabolical traditions.

One of the defining aspects of Infernal Gnomes' cultural customs is their emphasis on knowledge and mastery of infernal arts. They are avid seekers of forbidden knowledge, driven by an insatiable curiosity that leads them to explore the deepest recesses of Hell's libraries, archives, and forbidden realms. Gnomish scribes and scholars meticulously document their discoveries, compiling tomes filled with arcane lore and secrets, often written in a script known only to their kind.

Infernal Gnomes value intellect and cunning, recognizing that survival in the infernal realms requires more than brute force. They engage in elaborate intellectual pursuits, engaging in debates, riddles, and puzzles to hone their minds. Gnomish intellectuals are highly esteemed within their society, their knowledge and wisdom sought after by both their own kin and other denizens of Hell who recognize their expertise.

Craftsmanship holds a prominent place in the cultural customs of Infernal Gnomes. Gifted with innate talent and fueled by their infernal powers, these gnomes excel

in the creation of diabolical inventions and infernal contraptions. They use their skills to fashion tools, weapons, and artifacts that manipulate the forces of Hell itself. Each creation is a testament to their ingenuity and serves as a reminder of their mastery over the infernal arts.

Infernal Gnomes have established subterranean enclaves within the various layers of Hell, crafting hidden cities and communities where they can thrive away from prying eyes. These cities are labyrinthine in design, with winding tunnels, secret chambers, and intricate mechanisms to deter intruders. Within these enclaves, a hierarchical structure based on infernal pacts and accomplishments emerges, with influential gnomes holding positions of authority.

Within their society, the Infernal Gnomes maintain a complex system of alliances and bargains. Their pacts with devils are at the core of their existence, and the intricacies of these agreements shape the relationships and interactions between individuals and factions. The Gnomish Pact Council, comprised of powerful gnomes who have achieved significant pacts, arbitrates disputes, negotiates new agreements, and ensures the overall stability of their society.

Infernal Gnomes possess a strong sense of community and interdependence. They understand that survival in the harsh landscape of Hell requires cooperation and unity. Gnomes frequently form tightly knit groups, known as "Covens," where members share resources, knowledge, and protection. These Covens act as both social units and adventuring parties, bound by a common goal or shared infernal pact.

Despite their infernal nature, Infernal Gnomes are not inherently evil. They possess a moral complexity that reflects the duality of their existence. While some gnomes succumb to the temptations of power and engage in malevolent acts, others strive to maintain a balance between their infernal powers and the greater good. These individuals often form alliances with other races, working together to thwart the plans of greater evil or to seek redemption for their past transgressions.

Infernal Gnomes' society is enigmatic to outsiders, as their customs and practices are shrouded in secrecy. Visitors to their hidden enclaves are met with suspicion, and gaining the trust of an Infernal Gnome is a difficult task. However, those who manage to earn the respect and friendship of these gnomes find themselves welcomed into a world of unparalleled knowledge, infernal craftsmanship, and an unwavering loyalty that transcends the boundaries of the infernal realm.

## RACIAL TRAITS

Infernal Gnomes possess a unique set of racial traits that distinguish them from other races within the world of Dungeons & Dragons. These traits are a reflection of their infernal heritage, their pact-bound existence, and



the powers bestowed upon them by their diabolic alliances.

**Ability Score Increase:** Your Intelligence score increases by 2, reflecting the intellectual prowess and insatiable curiosity of Infernal Gnomes. Additionally, your Constitution score increases by 1, representing the resilience and adaptability gained from your infernal pact.

**Size:** Infernal Gnomes are typically between 3 and 4 feet tall. Your size is Small.

**Speed:** Your base walking speed is 25 feet.

**Alignment:** Infernal Gnomes are diverse in their moral inclinations, but tend more towards chaotic alignments. Their alignment can vary depending on their individual choices, their interpretation of their infernal pact, and their personal goals within the infernal realms.

**Age:** Infernal Gnomes mature at a similar rate to their gnome counterparts. They reach adulthood around the age of 40 and can live up to 500 years, maintaining their vitality and sharp intellect throughout their long lives.

**Infernal Legacy:** You have inherited the infernal powers granted to you through your pact. You know the Thaumaturgy cantrip, and at 3rd level, you can cast the Hellish Rebuke spell once per day as a 2nd-level spell. At 5th level, you can also cast the Darkness spell once per day. Intelligence is your spellcasting ability for these spells.

**Fire Resistance:** Through your infernal pact, you have gained resistance to fire damage. This resilience allows you to withstand intense heat and exposure to flames that would harm others.

**Gnomish Cunning:** Your infernal nature enhances the innate cunning and quick thinking that is characteristic of gnomes. You have proficiency on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Darkvision:** The infernal realms have sharpened your senses in the darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Infernal Tinker:** Your proficiency with tools and knack for invention is heightened by your infernal powers. You gain proficiency with the tinker's tools and can use them to create small infernal contraptions. These contraptions can have various effects, as determined by the Dungeon Master.

**Languages:** You can speak, read, and write Common, Gnomish, and Infernal. The Infernal language is deeply rooted in your infernal heritage and is often used for secretive conversations and incantations within your society.



## NEW RACE: THE HELLFORGED

**F**ORGED BY THE INFERNAL FLAMES BURNING IN Hell, the Hellforged are powerful humanoid constructs that will wreak havoc in their path. Many legends speak of their destructive powers and their sheer physical strength. Most people are afraid of them, but they can be valuable allies.

### ORIGINS AND HISTORIES

The origins of the Hellforged race are shrouded in both mystery and darkness. These humanoid constructs are not born of the natural world but are instead crafted within the fiery forges of Hell itself. Created by master artificers, who possess unparalleled mastery over infernal energies, the Hellforged are a testament to the unholy union between mortal ingenuity and the raw power of the Nine Hells.

The precise method by which Hellforged are brought into existence remains a closely guarded secret, known only to a select few among the diabolical artificers. It is whispered that their creation involves intricate rituals, utilizing forbidden knowledge and the binding of souls to obsidian and metal. The artificers, drawing upon the essence of Hell, infuse these crafted bodies with infernal energy, forging them into living conduits of dark power.

Legend has it that the initial conception of the Hellforged race was inspired by a desperate desire for an unstoppable legion of warriors. As the forces of Hell waged their eternal conflicts, seeking dominion over both the mortal realms and rival planes, the artificers sought to create a superior breed of soldiers. With the

ability to withstand immense punishment and channel the very fires of Hell, the Hellforged were envisioned as the ultimate weapons of destruction.

As the artificers delved deeper into their craft, refining their techniques and honing their infernal mastery, the Hellforged gradually began to emerge as a distinct race. Although each Hellforged bears similarities in their appearance and abilities, there are subtle variations among them, reflecting the individual artificer's techniques and preferences. Some Hellforged exhibit more angular and imposing features, reminiscent of gothic architecture, while others possess sleek and streamlined designs, reflecting a more modern aesthetic.

Despite their origins, the Hellforged are not mindless automatons. They possess a spark of sentience, an inner consciousness that allows them to experience emotions, form relationships, and make choices. This consciousness is often described as a flickering flame within their obsidian and metal bodies, symbolizing the fusion of infernal energy with the essence of life.

The histories of individual Hellforged are as diverse as the multitude of artificers that create them. Some Hellforged are fashioned for specific purposes, such as serving as guardians of infernal strongholds or elite shock troops on the front lines of Hell's legions. Others are crafted as master spies, their metallic forms seamlessly blending into mortal societies, carrying out the clandestine machinations of their infernal masters. However, a small number of Hellforged have managed to escape their creators' grasp, seeking their own path in the multiverse, torn between the darkness of their origins and the potential for redemption.



Despite their formidable physical prowess and the awe-inspiring infernal power at their disposal, the Hellforged face many challenges in the wider world. Their appearance alone often elicits fear and suspicion from the denizens of the mortal realms. Many mistakenly believe them to be mindless constructs bent on destruction, unaware of the Hellforged's capacity for compassion, honor, and personal growth. Thus, the Hellforged often find themselves navigating a world that perceives them as a threat, constantly striving to prove their worth and forge meaningful connections with others.

## PHYSICAL CHARACTERISTICS

The Hellforged possess a striking and imposing physical appearance that sets them apart from other humanoid races. Fashioned from a blend of obsidian and metal, their bodies are a testament to the mastery of infernal artifice. Standing tall and commanding, the Hellforged exude an aura of strength and resilience.

The surface of their obsidian skin is smooth and polished, reflecting the dim light of the Nine Hells with an otherworldly sheen. The obsidian itself varies in color, ranging from deep, glossy black to dark shades of crimson or even smoky gray. This diversity in coloration among Hellforged is believed to be influenced by the specific materials and techniques employed by their respective artificers during their creation.

While the appearance of the Hellforged may evoke notions of rigidity and harshness, their metallic components add a touch of intricacy and elegance to their design. These metallic elements, often crafted from darkened steel or other durable alloys, are seamlessly integrated into their form, enhancing both their physical resilience and their aesthetic appeal. Intricate engravings and runes, etched into the metalwork, adorn their bodies, evoking both ancient symbolism and the sigils of their infernal heritage.

The Hellforged possess a commanding presence, their frames typically taller and more robust than those of most mortal races. Their muscular build and defined physique exude power and capability. Although their overall appearance may seem formidable and imposing, the Hellforged have a surprising grace in their movements, their obsidian and metal limbs flowing smoothly and with purpose.

The facial features of the Hellforged are sharp and angular, often reflecting a sense of gothic grandeur. Their eyes, glowing with an inner fire, are usually shades of red, orange, or amber, further emphasizing their infernal nature. The gaze of a Hellforged can be intense, piercing through shadows and captivating the attention of those who meet their gaze.

In terms of attire, Hellforged typically favor practical and functional garments that accommodate their unique physiology. They may opt for armor crafted specifically for their bodies, adorned with decorative elements that reflect their individuality. Some Hellforged choose to adorn themselves with accessories and trinkets,

incorporating symbols of their infernal lineage or personal achievements into their overall appearance.

While the Hellforged possess a physique that grants them enhanced durability and strength, their bodies are not impervious to damage. When wounded, their obsidian and metal exterior may crack, revealing glimpses of the infernal energy that courses through their being. These fractures can be repaired by skilled artisans or mended through the manipulation of infernal energies.

## CULTURAL CUSTOMS AND SOCIETY

The Hellforged possess a distinct and complex society that is shaped by their infernal origins, their shared experiences, and their individual journeys. While the diversity among the Hellforged is vast, there are cultural customs and societal norms that have emerged over time, forging a sense of identity and community among their kind.

One defining aspect of Hellforged society is the reverence and acknowledgement of their creators, the diabolical artificers. The artificers are held in high esteem, regarded as the architects of their existence and the conduits through which infernal power flows. The Hellforged often strive to honor their creators through their actions, accomplishments, and the mastery of their own abilities. Many Hellforged engage in lifelong pursuits to uncover the secrets of their creation or seek to further develop their infernal powers as a means of paying homage to their artificers.

Hierarchy and structure play significant roles in Hellforged society. While not all Hellforged adhere to rigid social ranks, there is a general understanding of respect and deference towards those who have achieved greater mastery of their infernal powers or made significant contributions to their communities. These individuals may hold positions of leadership or serve as mentors, guiding and nurturing the younger generations of Hellforged.

Within Hellforged communities, a sense of camaraderie and mutual support is often fostered. The hardships faced by Hellforged in the outside world, where they are often misunderstood and feared, create a strong bond among their kind. They provide solace and understanding to one another, sharing stories of triumphs, struggles, and personal growth. The Hellforged recognize the importance of unity and collaboration, standing together against the adversities that they face.

While the Hellforged may be creatures born of darkness, they are not inherently evil. They possess a range of moral alignments and individual ethics. Some Hellforged are driven by a desire for power and dominion, embracing their infernal nature and seeking

to expand their influence. Others, however, strive to break free from their origins, pursuing personal redemption, and using their unique abilities for noble causes. The societal expectations and cultural customs of the Hellforged provide a framework for these diverse moral perspectives to coexist, allowing for both individuality and collective growth.

Rites and rituals hold a significant place in Hellforged culture, serving as conduits for communal bonding and personal growth. These ceremonies often involve the invocation of infernal energies, the recitation of ancient incantations, or the symbolic act of forging and repairing their own bodies. Rites of passage mark important milestones in a Hellforged's life, such as the awakening of their infernal powers or the mastery of a specific skill. These rituals are typically attended by fellow Hellforged, reinforcing a sense of shared heritage and purpose.

In the wider world, Hellforged often find themselves navigating a society that views them with suspicion and trepidation. This external perception shapes their cultural customs, encouraging them to remain vigilant, prove their worth, and work towards dispelling misconceptions. Some Hellforged choose to conceal their true nature, adopting disguises or integrating themselves into mortal societies, while others embrace their intimidating appearance, using it to their advantage as they navigate the treacherous realms beyond Hell.

## RACIAL TRAITS

The Hellforged possess a unique set of racial traits that reflect their infernal origins, their resilience, and their ability to channel the fires of Hell. These traits embody the formidable nature of their obsidian and metal bodies, as well as the indomitable spirit that burns within them.

**Ability Score Increase:** Your Constitution score increases by 2 and your Strength score increases by 1. Additionally your Intelligence score decreases by 2.

**Size:** Hellforged typically stand between 6 and 7 feet tall, with a solid, muscular build. Your size is Medium.

**Age:** Hellforged have an extended lifespan, reaching maturity in their early adulthood and continuing to age at a significantly slower rate than humans. Some Hellforged can live for several centuries, though the exact limits of their lifespan remain unknown.

**Alignment:** While their infernal origins might suggest a tendency towards evil, Hellforged can follow any alignment based on their individual beliefs and values.

**Speed:** Your base walking speed is 30 feet.

**Forgeborn Nature:** You have advantage on saving throws against poison and resistance to poison and psychic damage. Additionally you are immune to the petrify condition.

**Infernal Empowerment:** As a bonus action, you can channel your inner infernal energy, empowering your attacks. Your next successful melee weapon attack within a minute deals an additional 1d8 fire damage. You may use this feature once per short or long rest. This damage increases by 1d8 at 5th, 10th, 15th and 20th level.

**Languages:** You can speak, read, and write Common and Infernal. Infernal is a language infused with dark power and is commonly spoken among creatures associated with the Nine Hells.

## SUBRACE: OBSIDIANBORN

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The Obsidianborn Hellforged embody strength and fortitude.

**Ability Score Increase:** Your Strength score increases by 1.

**Obsidian Fortitude:** You have proficiency in Athletics skill checks.

**Seething Fury:** When you are reduced to half your hit points or fewer, and as a reaction, you may activate this feature to make your melee weapon attacks deal an additional 1d4 damage for 1 minute. Once you use this feature, you must complete a long rest before using it again.

## SUBRACE: CINDERSOUL

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The Cindersoul Hellforged possess an innate charisma and captivating presence.

**Ability Score Increase:** Your Charisma score increases by 1.

**Infernal Charm:** You have proficiency in the Persuasion skill.

**Fiery Presence:** As an action, you can release a burst of infernal energy. Each creature of your choice within 10 feet of you must make a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature takes 1d12 fire damage, and its speed is reduced to 0 until the start of your next turn. Once you use this feature, you must complete a short or long rest before using it again. This damage increases by 1d12 at 6th, 13th and 18th level.

## SUBRACE: ASHENBORN

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The Ashenborn Hellforged are agile and elusive.

**Ability Score Increase:** Your Dexterity score increases by 1.

**Agile Warrior:** You have proficiency in the Acrobatics skill.

**Counter Attack:** Whenever a creature within reach misses you with an attack, you may make a melee weapon attack against that creature as a reaction.





## NEW RACE: THE HALF-FIEND

**H**ALF-FIENDS ARE THE OFFSPRING OF A MORTAL and a fiend, embodying the twisted union of two vastly different worlds. Their appearance bears both fiendish and mortal traits, such as horns, leathery wings, or even a tail. Half-Fiends possess a natural affinity for dark magic and innate demonic abilities, making them formidable enemies and intriguing player characters.

### ORIGINS AND HISTORIES

The origins of Half-Fiends can be traced back to the forbidden unions between mortals and fiends, resulting in a unique and enigmatic hybrid. The very nature of their existence embodies the clash of two disparate realms—the mortal plane and the infernal dominions. While their origins are steeped in secrecy and often shrouded in dark tales, it is believed that such unions occur when mortals, driven by their desires, form unholy pacts or succumb to the temptations of the fiendish entities.

The histories of Half-Fiends are as diverse as the multitudes of fiends that roam the planes of existence. Each individual Half-Fiend carries their own story, often marked by tragedy, struggle, or inner turmoil. Some Half-Fiends are born out of unions orchestrated by ambitious cultists seeking to bring forth powerful offspring, while others are the result of ill-fated love affairs or diabolical experiments conducted by nefarious beings.

In the annals of history, tales of Half-Fiends have emerged from all corners of the world. Legends tell of a noble knight who, in a moment of weakness, gave in to the seductions of a succubus, thus birthing a Half-Fiend heir who would eventually strive to redeem their tainted bloodline. Another story recounts a sorceress who bargained with a powerful devil, exchanging her soul for supernatural power, only to find herself pregnant with a Half-Fiend child that would grow up torn between their mortal heritage and infernal legacy.

The treatment of Half-Fiends within societies varies greatly, reflecting the prevailing beliefs and prejudices of each culture. In some realms, Half-Fiends are feared and reviled, regarded as abominations and carriers of evil. They are often driven into the shadows, forced to conceal their true nature and face a life of persecution and mistrust. Alternatively, in more cosmopolitan societies, Half-Fiends may find a semblance of acceptance, albeit with wary eyes and lingering suspicion. Here, they may attempt to carve out a place for themselves, navigating the delicate balance between their mortal upbringing and their fiendish inclinations.

Despite their tumultuous origins and often challenging paths, Half-Fiends possess inherent potential for greatness. The infusion of fiendish blood grants them unique abilities and powers, both physically and magically. Their physical traits bear the mark of their dual heritage, manifesting as horns, fangs, or darkened skin. The innate demonic abilities they possess can include the power to summon minor fiendish creatures, resist the effects of certain spells, or even unleash infernal flames upon their enemies.



## PHYSICAL CHARACTERISTICS

The physical characteristics of Half-Fiends bear the unmistakable marks of their dual lineage, blending the traits of mortals and fiends into a visage that is both fascinating and unsettling. While there can be significant variations among individuals, certain characteristics commonly manifest within this unique race.

The most notable feature of Half-Fiends is their infernal heritage, which often reveals itself through physical attributes that mirror those of their fiendish parent. These traits can include small, curved horns protruding from the forehead, giving them an unmistakable demonic aura. In some cases, the horns may be more pronounced, resembling the magnificent curves of a ram or the sharp ridges of a devil. These horns, while distinct, do not hinder the Half-Fiend's ability to wear headgear or helmets.

Another prevalent characteristic is the presence of leathery, bat-like wings extending from their backs. These wings, although not fully functional for sustained flight, grant Half-Fiends the ability to glide gracefully through the air, allowing for swift descents or short aerial movements. The coloration and texture of the wings can vary widely, ranging from sleek, obsidian-like membranes to mottled patterns reminiscent of the fiendish parent's specific lineage.

The eyes of Half-Fiends often captivate observers with their intense and unsettling gaze. Their eyes can

possess vibrant and piercing colors, such as fiery red, glowing yellow, or icy blue, reflecting the fiendish essence within. Some Half-Fiends have eyes with elongated pupils or slitted irises, lending an otherworldly appearance that unnerves those who meet their gaze. These eyes radiate an eerie presence, hinting at the depths of darkness that lurk within their souls.

In addition to these striking features, Half-Fiends often exhibit physical attributes that reflect their fiendish nature. Their skin may possess a subtle, dark hue, reminiscent of shadow or obsidian, or it may bear intricate patterns or markings that evoke their infernal lineage. The texture of their skin can range from smooth and flawless to rough and scaly, resembling the hide of a fiendish creature.

While Half-Fiends maintain a humanoid form, some individuals develop other fiendish traits as they mature. Among these characteristics is the presence of a prehensile tail, which can be used for balance or even as a weapon in combat. The tail varies in length and thickness, and it often possesses a bony or spiky appendage at the tip, capable of delivering painful strikes.

Height and build among Half-Fiends largely follow the spectrum of mortal races, with variations depending on their mortal lineage. However, it is not uncommon for Half-Fiends to possess a lean and athletic build, combining both agility and strength. Their physical prowess often exceeds that of a typical mortal, granting them an advantage in combat situations.

It is important to note that the physical appearance of Half-Fiends can be influenced by their mortal heritage as well. Depending on the race of their mortal parent, Half-Fiends may retain certain physical traits associated with that race, such as the pointed ears of elves or the burly frames of dwarves. This interplay of mortal and fiendish characteristics adds further depth and uniqueness to each Half-Fiend's appearance.

## CULTURAL CUSTOMS AND SOCIETY

The cultural customs and society of Half-Fiends are as diverse as the individuals themselves, shaped by a multitude of factors, including their mortal heritage, the nature of their fiendish parent, and the prevailing beliefs and values of the societies they inhabit. While Half-Fiends often find themselves at odds with the world around them, they have developed their own distinct customs and social dynamics within the realms they call home.

Half-Fiends, due to their unique lineage and physical characteristics, are often viewed with a mix of fascination, fear, and prejudice by the societies in which they reside. Their presence can evoke superstitions and deep-rooted beliefs about their connection to darkness and evil. As a result, Half-Fiends frequently face challenges in finding acceptance and understanding among both mortals and fiends. However, their tenacity and resilience have allowed them to establish their own cultural customs, creating a sense of belonging among their kind.

One of the defining aspects of Half-Fiend society is the emphasis on individualism and self-reliance. From a young age, Half-Fiends are often forced to navigate a world that rejects or fears them. This experience fosters an independent spirit and a strong sense of self-determination. Half-Fiends prize personal power and agency, recognizing that their survival and success depend primarily on their own capabilities. As a result, they tend to be self-sufficient and are known for their resourcefulness in the face of adversity.

While Half-Fiends may lack a unified society or a centralized governing body, they often form loose communities or enclaves where they can find solace and support among their peers. These enclaves serve as safe havens, where Half-Fiends can express themselves without fear of judgment or persecution. Within these communities, individuals share their experiences, exchange knowledge, and offer assistance to one another, forming strong bonds built on a shared understanding of the challenges they face.

Despite their independent nature, Half-Fiends also understand the importance of unity and mutual protection. They recognize the advantages of forming alliances and establishing networks of trust. These

alliances can take various forms, ranging from loose affiliations based on shared goals or interests to more organized groups that collaborate to promote the welfare of Half-Fiends as a whole. These alliances often extend beyond racial boundaries, as Half-Fiends may seek common cause with other marginalized or outcast groups in society.

Religion and spirituality play complex roles within Half-Fiend society. Some Half-Fiends reject religious beliefs altogether, viewing themselves as outside the influence of divine or infernal powers. Others embrace their infernal heritage, revering fiendish deities or paying homage to the darker forces of the cosmos. Conversely, there are those who seek to atone for their fiendish blood, aligning themselves with gods of light and redemption. The diversity of spiritual practices among Half-Fiends reflects their individual paths of self-discovery and the ongoing struggle to reconcile their dual natures.

The role of leadership and governance within Half-Fiend society varies significantly. Some enclaves are governed by charismatic leaders who have earned the respect and trust of their peers through their accomplishments and wisdom. These leaders provide guidance and make decisions based on the consensus of the community. In other cases, Half-Fiends reject traditional forms of leadership and opt for a more egalitarian approach, where decisions are made collectively and power is distributed among all members. This dynamic ensures that every voice is heard and that no individual dominates the community.

## RACIAL TRAITS

As Half-Fiends, individuals possess a unique blend of mortal and fiendish traits, granting them a range of abilities and characteristics that set them apart from other races. While each Half-Fiend is shaped by their mortal parentage and the nature of their fiendish heritage, there are certain racial traits that are common to all Half-Fiends.

**Ability Score Increase:** Your fiendish blood grants you enhanced physical and mental attributes. Increase your Charisma score by 2, reflecting your inherent charm and otherworldly presence.

**Age:** Half-Fiends mature at a rate similar to their mortal parentage, reaching adulthood in their late teens. Their infernal heritage grants them extended lifespans, allowing them to live well into their second century.

**Alignment:** The dual nature of Half-Fiends often leads them to struggle with conflicting moral compasses. While many are drawn towards darker inclinations, individual choices and personal values ultimately determine their alignment.

**Size:** Half-Fiends possess a height and build similar to that of their mortal parent. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.



**Infernal Resistance:** Your fiendish lineage provides you with resistance to fire damage.

**Languages:** You can speak, read, and write Common and Infernal, the language of fiends. Additionally, you can choose one extra language from the mortal parent's racial language list.

### SUBRACE: HUMAN BLOODLINE

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Half-Fiends of the Human Bloodline possess a unique blend of mortal versatility and fiendish charm.

**Ability Score Increase:** Your versatile human heritage grants you increased adaptability. Increase an ability score of your choice, except Charisma, by 1.

**Infernal Legacy:** You learn the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. When you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

### SUBRACE: ELF BLOODLINE

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Half-Fiends of the Elf Bloodline embody the graceful and enigmatic qualities of their elven ancestors combined with the infernal essence within them.

**Ability Score Increase:** Your elven heritage enhances your natural grace and agility. Increase your Dexterity score by 1.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

**Wings of the Fallen:** You have bat-like wings that enable you to glide through the air. When falling, you take no damage from the first 20 feet, and you can move horizontally up to 5 feet for every 10 feet descended.

### SUBRACE: DWARF BLOODLINE

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Half-Fiends of the Dwarf Bloodline are infused with the resilience and endurance of their dwarven heritage, augmented by their fiendish nature.

**Ability Score Increase:** Your dwarven lineage bolsters your resilience and endurance. Increase your Constitution score by 1.

**Dwarven Resilience:** You have advantage on saving throws against poison and resistance to poison damage.

**Infernal Fortitude:** You have an innate ability to tap into your fiendish heritage to gain hit points. Once per long rest, as a bonus action, you can expend a number of hit dice up to your character level to regain hit points equal to the total rolled plus your Constitution modifier.



## NEW RACE: THE SANGUINE VAMPIRES

**T**HESE VAMPIRIC BEINGS HAVE MADE PACTS with powerful infernal entities, granting them a dark gift that stems from the blood of demons. Sanguine Vampires possess heightened senses, the ability to drain life essence, and manipulate blood magic to fuel their supernatural abilities.

### ORIGINS AND HISTORIES

The origins of Sanguine Vampires are shrouded in mystery, as the true nature of their creation lies in the depths of infernal realms. Legend tells of mortal beings who, driven by an insatiable thirst for power and forbidden knowledge, sought dark pacts with powerful infernal entities. These entities, drawn to the fervent desires and twisted ambitions of these mortals, offered them a macabre gift - the infusion of demon blood, forever transforming them into Sanguine Vampires.

The exact circumstances of these pacts vary, with some accounts speaking of clandestine meetings in hidden crypts, where desperate individuals would invoke unholy rituals to attract the attention of infernal patrons. Others speak of forbidden tomes and ancient artifacts that, when used in specific rituals, would open the doorway to the infernal realms, allowing mortals to beseech powerful entities for their dark blessings.

Whatever the means, the consequence of these pacts was the infusion of demonic essence into the mortal bloodstream. This infernal blood, intermingled with their own, granted them extraordinary abilities and forever altered their existence. However, this transformation came at a great cost - the relinquishment of their humanity and the embrace of their newfound vampiric nature.

In the annals of history, Sanguine Vampires have been both feared and revered. Some tales portray them as agents of chaos and malevolence, beings to be hunted and vanquished for their unholy nature. Other accounts, however, depict them as tragic figures, cursed by their insatiable thirst for blood and forever locked in a perpetual struggle between their lingering humanity and their infernal essence.

Throughout the ages, Sanguine Vampires have wielded their dark powers, leaving indelible marks upon the world. From ancient legends of immortal tyrants who ruled over kingdoms in shadow, to whispered tales of elusive assassins who struck fear into the hearts of even the bravest warriors, the histories of Sanguine Vampires are woven with threads of darkness and allure.

Their blood magic, an intrinsic part of their existence, is a source of both fascination and trepidation. Sanguine Vampires can manipulate the very life essence within their victims, draining it to sustain their own unholy vitality. This mastery over blood magic grants them the ability to unleash devastating attacks, manipulate the flow of blood, and even command the loyalty of lesser creatures tainted by infernal power.

Yet, despite their formidable powers, Sanguine Vampires are not immune to the shadows that plague their souls. They carry the burden of their infernal nature, grappling with their insatiable hunger for blood and the constant temptation to succumb to their demonic impulses. Some Sanguine Vampires seek redemption and strive to resist their darker urges, while others revel in their damnation, embracing the darkness that courses through their veins.



## PHYSICAL CHARACTERISTICS

Sanguine Vampires possess a striking and otherworldly appearance, a testament to the infernal nature that courses through their veins. While still retaining some vestiges of their former human selves, their physical characteristics have been irrevocably altered by their unholy transformation.

The most distinctive feature of Sanguine Vampires is their pallid complexion, which ranges from a deathly pale white to a sickly gray hue. Their skin appears almost translucent, as if a thin veil separates them from the realm of the living. The touch of the infernal has left its mark, lending an ethereal quality to their appearance.

Their eyes, windows to their darkened souls, are mesmerizing and unsettling. Sanguine Vampires' eyes typically bear a deep crimson color, reminiscent of freshly spilled blood. The intensity of their gaze is often disconcerting, as if it carries the weight of untold centuries and the secrets of the infernal realms.

Fangs, elongated and razor-sharp, jut forth from their mouths, a clear sign of their vampiric nature. These fangs are not only used for feeding upon the life essence of their victims but also serve as symbols of their infernal pact. The very sight of these fangs strikes fear into the hearts of those who encounter them, for they represent the dark power that flows within the Sanguine Vampires.

Their hair, once vibrant and full of life, now bears the color of the deepest shadows. It cascades in long, flowing locks, often accentuating their mysterious and alluring presence. While some Sanguine Vampires maintain the appearance they possessed before their transformation, others find that their hair takes on shades of crimson, as if echoing the blood that courses through their veins.

In terms of physique, Sanguine Vampires possess an unnerving grace and a lean, athletic build. Their movements are fluid and precise, allowing them to stalk their prey with silent elegance. Their bodies are honed for combat, with heightened reflexes and agility that surpass the capabilities of mere mortals. It is as if the infernal essence within them has granted them a supernatural prowess, enhancing their physical capabilities to extraordinary levels.

While Sanguine Vampires bear a resemblance to their former selves, their visage is often marked by the passage of time. Some display subtle signs of aging, such as fine lines and wrinkles that accentuate the gravity of their eternal existence. Others remain eternally frozen in the prime of their physical form, untouched by the ravages of time.

## CULTURAL CUSTOMS AND SOCIETY

The society of Sanguine Vampires is as complex and enigmatic as the creatures themselves. Fueled by their infernal nature and bound by their shared vampiric essence, these immortal beings have developed a set of cultural customs and societal structures that reflect both their enduring legacy and the ever-present darkness that permeates their existence.

The first and most fundamental aspect of Sanguine Vampire society is the recognition of the power dynamics among their kind. Within their hierarchy, elder Sanguine Vampires hold positions of authority, commanding respect and reverence from those who are younger or less experienced. This hierarchical structure is often based on age, with the oldest and most powerful individuals assuming leadership roles and guiding the direction of their communities.

Sanguine Vampire communities, often referred to as covens or bloodlines, are close-knit and exclusive. Trust is paramount, as betrayal or exposure to outside forces could jeopardize the safety and secrecy of their existence. Consequently, newcomers seeking to join these covens undergo rigorous scrutiny and initiation rituals to prove their loyalty and commitment to the group. Once accepted, they become part of a tightly knit family, bound together by their shared infernal heritage and the insatiable thirst for blood.

Blood, the life-giving essence that sustains their unholy vitality, holds immense significance in Sanguine Vampire society. It serves as both a physical necessity and a symbolic representation of their power and connection to the infernal realms. Ritualistic blood ceremonies, where members of the coven partake in the communal consumption of blood, are common occurrences. These ceremonies not only satiate their hunger but also strengthen the bonds between members, reinforcing their shared identity and collective purpose.

In their society, knowledge is highly valued, particularly when it comes to the mastery of blood magic. Sanguine Vampires dedicate significant time and effort to the study and refinement of their magical abilities, passing down their arcane knowledge through generations. Ancient tomes and forbidden grimoires, often protected within their covens' sanctuaries, contain

the accumulated wisdom of centuries, providing a foundation for their magical practices and unlocking new depths of power.

While Sanguine Vampires predominantly interact within their own communities, they occasionally establish alliances or engage in diplomatic relations with other supernatural entities. These alliances are typically driven by mutual benefit, such as securing territories, pooling resources, or facing common adversaries. However, these interactions are always cautious and veiled with a degree of suspicion, as the inherent darkness and potential for treachery in the infernal realms make trust a scarce commodity.

Despite their vampiric nature, Sanguine Vampires are not devoid of emotions and social bonds. They may form intricate relationships with mortals or even members of their own kind. These connections often teeter on a delicate balance between passion and danger, as the Sanguine Vampire's thirst for blood and their dark nature can pose a constant threat to those they hold dear. Nevertheless, some Sanguine Vampires find solace and companionship within these relationships, cherishing the fleeting moments of connection in their eternal existence.

## RACIAL TRAITS

As a Sanguine Vampire, your character possesses a unique set of racial traits that reflect your infernal lineage and vampiric nature. These traits enhance your abilities and grant you access to supernatural powers.

**Ability Score Increase:** Your infernal bloodline enhances your natural abilities. Increase your Dexterity score by 2 and your Charisma score by 1. The combination of grace and charm bestowed upon you by your vampiric nature makes you a formidable presence in both physical and social endeavors.

**Ageless Immortality:** As a Sanguine Vampire, you cease to age from the moment of your transformation. You are immune to the effects of old age, and your youthful appearance remains unchanging. However, you are not invulnerable to harm or death through other means.

**Size:** Sanguine Vampires are similar in size to humans. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Alignment:** Sanguine Vampires, with their inherent connection to the infernal realms and the struggle between their lingering humanity and dark essence, tend to lean towards chaotic alignments. However, individuals of this race can vary greatly in their personal inclinations, embracing either good or evil, lawful or chaotic paths. Ultimately, alignment is a personal choice for each Sanguine Vampire character.

**Darkvision:** Your eyes, attuned to the shadows, grant you superior vision in darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern colors in darkness, only shades of gray.

**Vampiric Bite:** Your fangs are a weapon and a means of sustenance. You have a natural bite attack that deals piercing damage equal to 1d4 + your Strength modifier. When you hit with this bite attack, you can choose to drain the life essence from your target. If the target is a living creature, you regain hit points equal to half the damage dealt by the bite attack.

**Blood Hunger:** Every 12 hours that you haven't successfully used your Vampiric Bite feature, you hunger for blood and gain 1 level of exhaustion. After you successfully use your Vampiric Bite feature, you may remove one exhaustion level gained from Blood Hunger.

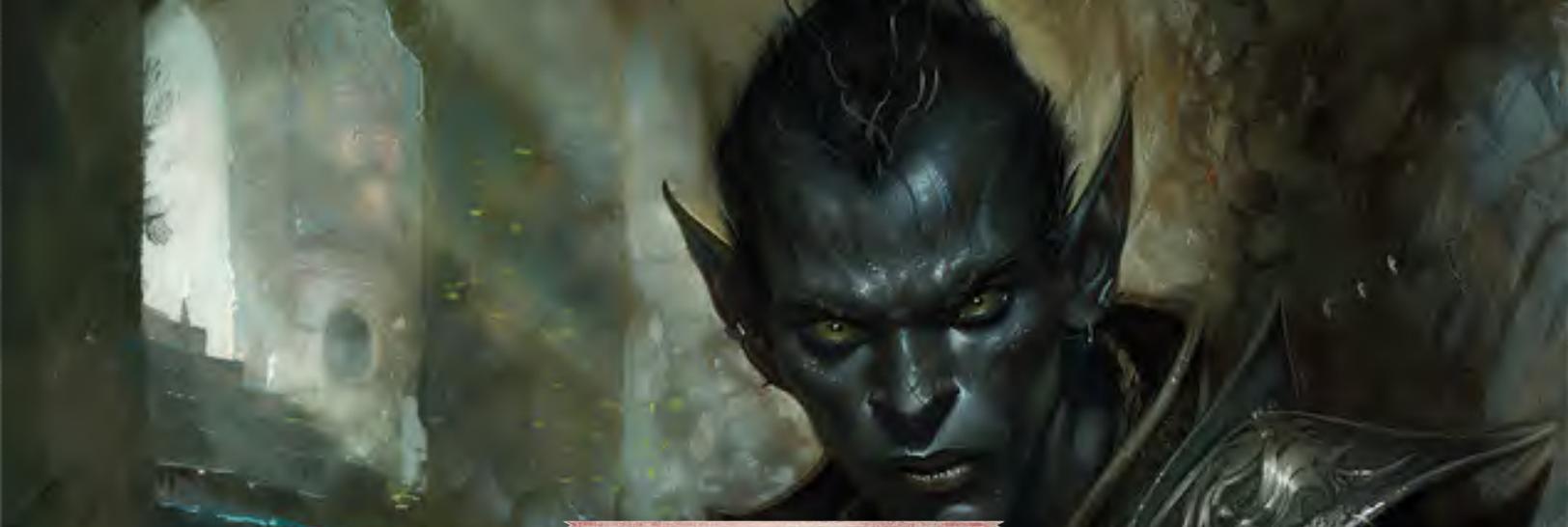
**Unholy Resistance:** Your infernal heritage grants you resistance to necrotic damage, allowing you to withstand the dark energies that would harm others.

**Vampiric Charm:** Your alluring presence can captivate others. When you make a Charisma (Persuasion or Deception) check, you may add your proficiency bonus.

**Sanguine Resilience:** Your vampiric nature grants you heightened resilience. You have advantage on Constitution saving throws to maintain concentration on spells when you take damage.

**Languages:** You can speak, read, and write Common, Infernal and one more language of your choice. The infernal essence that flows through your veins grants you the ability to understand and communicate in the dark and melodic tongue of the infernal realms.





## NEW RACE: THE UMBRAL ELVES

**D**AILING FROM THE SHADOWED CORNERS OF the Infernal Realms, Umbral Elves are a graceful and enigmatic race infused with the essence of darkness. Their slender frames and midnight-black skin give them an ethereal presence that often makes them seem like creatures of shadow. Umbral Elves possess a natural affinity for manipulating minds, allowing them to read thoughts and trick their enemies with illusions.

### ORIGINS AND HISTORIES

The origins of Umbral Elves can be traced back to the darkest recesses of the Infernal Realms, where the shadows hold sway and the boundaries between light and darkness blur. These enigmatic beings are believed to have emerged from the very essence of the Abyss itself, their creation shrouded in mystery and whispered tales. Legends speak of a powerful entity, an archfiend of shadow, who bestowed upon select elves the gift of darkness, forever altering their nature and granting them an intrinsic connection to the shadows.

According to ancient accounts, it was during the fabled Shadow Eclipse, a rare celestial event that bathed the Infernal Realms in an ominous darkness, that the first Umbral Elves came into being. As the shadowy energies infused their bodies, their once fair complexions transformed into a deep, velvety blackness, absorbing light like a starless night sky. Their eyes, which were once vibrant and radiant, now glowed with an otherworldly luminescence, illuminating their path through the Stygian depths.

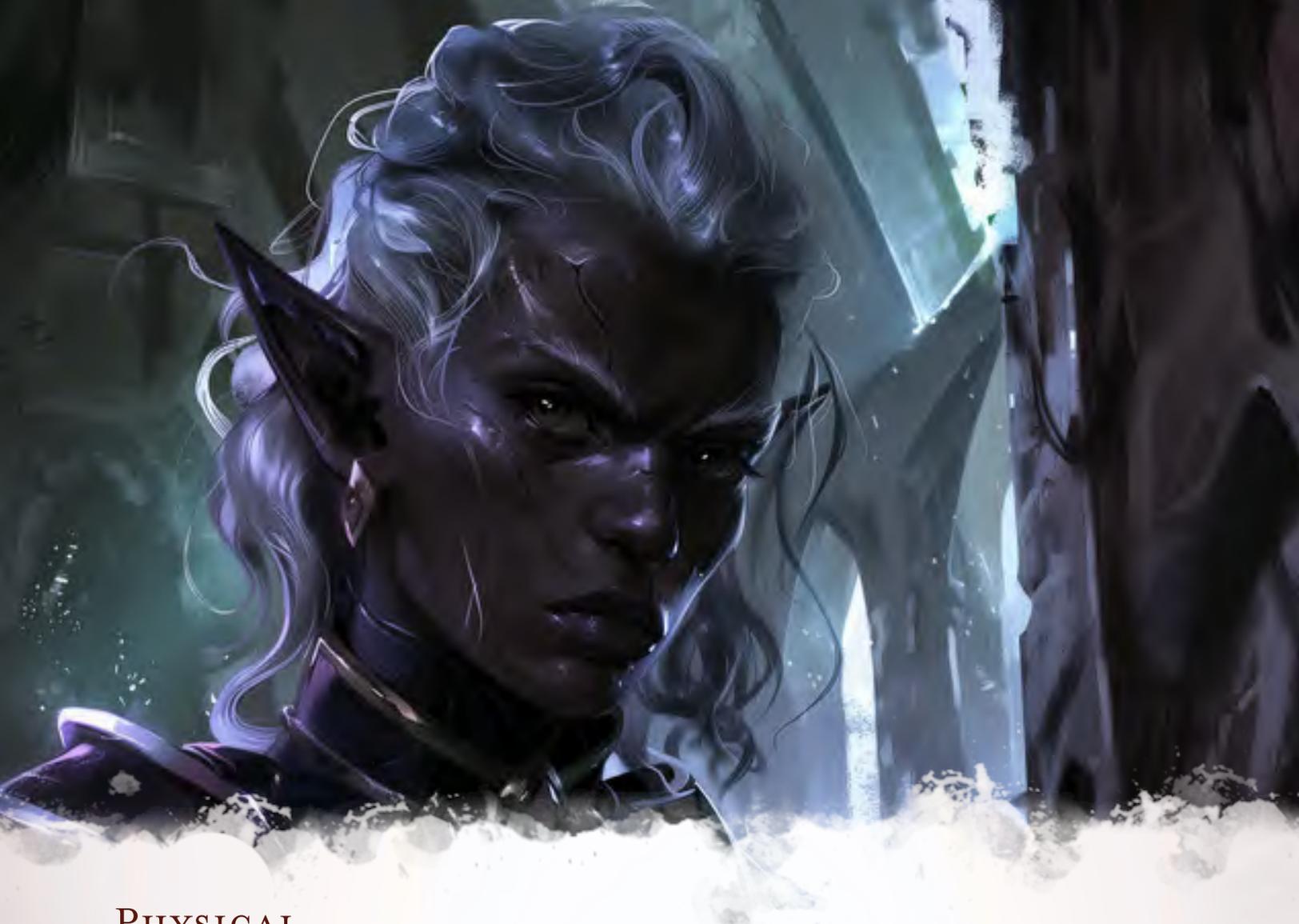
As a race, Umbral Elves are known for their elusive nature and their affinity for manipulating the minds of others. It is said that their connection to the shadows grants them innate psionic abilities, allowing them to

delve into the thoughts of those around them and weave intricate illusions that confound and deceive. This potent combination of darkness and psychic prowess sets them apart from other elvenkind, making them both feared and respected by those who venture into the Infernal Realms.

Throughout history, Umbral Elves have often found solace in the depths of the Abyss, seeking refuge from a world that fails to understand their true nature. They have developed a complex society within the shadowed corners of the Infernal Realms, their cities hidden in plain sight, concealed by enchantments and illusions that make them nearly impossible to discover without the aid of a knowledgeable guide.

The Umbral Elves' enigmatic nature and their intricate connection to the darkness have shaped their history in profound ways. They have long been guardians of ancient knowledge, delving into forbidden tomes and preserving secrets that could alter the balance between light and shadow. It is said that their mastery of illusion magic is unmatched, allowing them to confuse and misdirect even the most skilled of adversaries.

While Umbral Elves prefer the solitude of their shadowed realms, there have been instances where they have interacted with other races. Sometimes, individuals with a thirst for adventure or a desire to unlock the mysteries of the Infernal Realms have gained the trust of the Umbral Elves, earning a rare glimpse into their hidden society. These fleeting encounters have sparked legends and tales among other races, forever imprinting the Umbral Elves' presence on the tapestry of history.



## PHYSICAL CHARACTERISTICS

Umbral Elves possess a distinctive and captivating appearance that sets them apart from other races within the Infernal Realms. Their physical characteristics reflect their deep connection to darkness and shadow, imbuing them with an ethereal and mysterious allure.

One of the most striking features of Umbral Elves is their slender and graceful frames. Their bodies are elegantly proportioned, with lithe muscles and a supple agility that allows them to move with remarkable grace and precision. Their movements are often likened to a dance, as they effortlessly navigate their way through the shadowed realms they call home.

The skin of Umbral Elves is a testament to their connection with the Abyss. It is as dark as the deepest night, possessing a velvety texture that seems to absorb light rather than reflect it. Their midnight-black complexions are flawless, with a subtle sheen that accentuates their otherworldly presence. The darkness of their skin serves as a constant reminder of their ties to the shadows, a natural camouflage that allows them to blend seamlessly into the dimly lit environs of the Infernal Realms.

Umbral Elves possess a mesmerizing array of eyes that radiate with an otherworldly luminescence. Their eyes come in various shades, ranging from hauntingly pale silver to deep, shimmering amethyst. These eyes hold an almost hypnotic quality, capable of capturing and holding the gaze of those who meet them. It is said that the eyes of an Umbral Elf reveal glimpses of the secrets they carry within, as if the very depths of their souls are on display.

Their hair, like cascading shadows, is a manifestation of the Umbral Elves' connection to darkness. It comes in a multitude of hues, ranging from lustrous obsidian to deep, inky blue, with subtle iridescent undertones that shimmer in the absence of light. Umbral Elves often style their hair in intricate braids and weaves, incorporating delicate trinkets and beads that reflect their affinity for craftsmanship and attention to detail.

While Umbral Elves possess a physical beauty that captivates the eye, it is their aura of mystery and the air of otherworldliness that truly sets them apart. Their

very presence seems to evoke a sense of intrigue and curiosity, as if they carry the secrets of the shadows within their very beings. This enigmatic allure often draws the attention of those who encounter them, leaving a lasting impression that echoes in the memory long after they have vanished into the depths of the Infernal Realms.

## CULTURAL CUSTOMS AND SOCIETY

The Umbral Elves have a rich and complex society that thrives within the shadowed depths of the Infernal Realms. Shrouded in mystery and guided by ancient traditions, their customs and way of life reflect their deep connection to darkness and the secrets they hold.

Umbral Elves place great value on individuality and personal freedom within the confines of their society. They are a fiercely independent race, each member encouraged to explore their own path and discover their unique talents and abilities. This celebration of individuality is seen in various aspects of their culture, from the diverse range of artistic expressions to the wide array of specialized roles that individuals undertake within their communities.

While Umbral Elves cherish personal freedom, they also recognize the importance of collective harmony and unity. They understand that their strength lies in their ability to come together and support one another when facing external threats or challenges. As a result, communal bonds are highly valued among Umbral Elves, and the concept of kinship extends beyond immediate family to encompass the entire Umbral Elf community.

Umbral Elves are deeply attuned to the power of knowledge and the preservation of ancient wisdom. Their society places great importance on the accumulation and safeguarding of esoteric knowledge, especially the secrets of the Infernal Realms. Libraries and archives, hidden within their shadowed cities, are revered as sacred repositories of wisdom. Umbral Elves who dedicate themselves to the pursuit of knowledge often hold esteemed positions within their society, acting as scholars, scribes, or keepers of ancient lore.

The Umbral Elves' affinity for illusion magic permeates their cultural practices and rituals. Illusionists and enchanters are highly regarded, their skills honed to perfection through generations of meticulous study and experimentation. The Umbral Elves believe that illusions serve as a metaphorical bridge between the world of shadows and the mortal realm, allowing them to navigate the intricacies of existence with subtlety and finesse.

Art and craftsmanship hold a special place in Umbral Elf culture. They have perfected the art of shadow weaving, a unique form of artistic expression that involves creating intricate tapestries, sculptures, and paintings using various shades and textures of darkness. These shadow artworks not only captivate the eye but also possess a deeper symbolic meaning, often representing the delicate balance between light and shadow or the ebb and flow of cosmic forces.

Rituals and ceremonies play a significant role in Umbral Elf society, marking important milestones and events in their lives. These rituals are often centered around the themes of rebirth, transformation, and the exploration of the self. Umbral Elves believe in the continuous cycle of existence and the potential for personal growth and enlightenment. These rites are both solemn and joyous, bringing the community together to celebrate the triumphs and challenges of life in the Infernal Realms.

Umbral Elves hold a complex relationship with other races of the Infernal Realms. While they generally prefer to keep to themselves and maintain their secluded way of life, they recognize the importance of alliances and collaborations when faced with common threats or larger endeavors. Umbral Elves are known to form alliances with other races who share their goals or possess knowledge that could further their understanding of the Infernal Realms.

## RACIAL TRAITS

Umbral Elves possess a unique set of racial traits that reflect their inherent connection to darkness and their mastery of psionic abilities. These traits showcase their enigmatic nature and provide mechanical benefits that enhance their gameplay experience.

**Ability Score Increase:** Your Dexterity score increases by 2.

**Age:** Umbral Elves reach adulthood around the age of 100 and can live up to 600 years, their long lifespans allowing them to delve deep into the mysteries of the Infernal Realms.

**Alignment:** Umbral Elves tend to be more individualistic in nature, valuing personal freedom and independence. They often lean toward chaotic alignments, embracing the shadowy aspects of their existence. However, they can still exhibit a wide range of alignments, as the diversity of their society accommodates various perspectives.

**Size:** Umbral Elves have a similar build to their elven kin, standing between 5 and 6 feet tall. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.



**Darkvision:** Accustomed to the perpetual twilight of the Infernal Realms, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Shadow Step:** You have the innate ability to step briefly into the Plane of Shadows, allowing you to teleport up to 30 feet to an unoccupied space you can see, as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

**Psychic Veil:** Umbral Elves possess a natural talent for manipulating minds and weaving illusions. You have proficiency in the Deception skill and can cast the *Minor Illusion* cantrip. When you reach 3rd level, you can cast the *Disguise Self* spell once per day, requiring no material components. Charisma is your spellcasting ability for these spells.

## SUBRACE: SHADOWCASTERS

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The Shadowcasters are Umbral Elves who have honed their mastery of illusion magic. They possess an innate understanding of the intricacies of the mind and the art of deception.

**Ability Score Increase:** Your Charisma score increases by 1.

**Eldritch Veil:** You have advantage on saving throws against being charmed. Additionally, when you deal psychic damage with a spell, you can add your Charisma modifier to the damage roll of that spell.

**Shadow Manipulation:** You learn the *Darkness* spell, which you can cast once per day without requiring any material components. Charisma is your spellcasting ability for this spell.

## SUBRACE: UMBRALBLADES

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The Umbralblades are Umbral Elves who have embraced their connection to darkness and sharpened their skills as warriors. They are adept at utilizing their natural agility and the shadows to their advantage, becoming formidable combatants.

**Ability Score Increase:** Your Strength score increases by 1.

**Shadow Step Mastery:** When you use your Shadow Step racial ability, you can choose to teleport an additional 10 feet as part of the same bonus action.

**Shadow Weapon Training:** You gain proficiency with martial weapons. Additionally, while you are wielding a weapon on each hand, you can score a critical on a roll of 19 or 20.



## NEW RACE: THE HELLHOUNDS

**H**ELLHOUNDS ARE HUMANOID DESCENDANTS OF fiendish creatures known as barghests, creatures associated with the Nine Hells. These beings possess the ability to shift between their humanoid form and a more bestial, hound-like form.

### ORIGINS AND HISTORIES

The origins and histories of hellhounds are deeply intertwined with the infernal realms of Hell itself. These enigmatic creatures trace their lineage back to the fiendish beings known as barghests, entities that have long roamed the darkest corners of the Nine Hells. While barghests are known for their terrifying canine forms, it is through their descendants, the hellhounds, that their legacy truly thrives.

In the twisted hierarchy of the Nine Hells, barghests occupy a peculiar position. Though fiendish in nature, they are not demons or devils, but rather exist as a separate breed of evil. Scholars of the planes speculate that barghests might have originated from a primordial source of darkness, a plane steeped in malevolence and shadow. These theories posit that barghests, with their savage and predatory instincts, found their way into the Nine Hells, drawn to the powerful energies and wickedness that pervade its realms.

It is within the Nine Hells that barghests underwent a transformation, adapting to the unique environment and becoming the feared and formidable creatures that are now known as hellhounds. Through countless generations, the essence of Hell seeped into their bloodline, gradually shaping them into their present form. The demonic influences intermingled with their inherent fiendish nature, imbuing them with both

physical and metaphysical attributes that set them apart from their ancestors.

Hellhounds exhibit an exceptional duality, possessing both humanoid and bestial aspects. In their humanoid form, they retain a semblance of their barghest heritage, bearing a sinister and otherworldly presence. Their physical features often include elongated limbs, sharpened claws, and glowing eyes that hint at the darkness lurking within. It is in this form that they are capable of interacting with mortals, though their presence alone can evoke feelings of unease and trepidation.

However, it is their hound-like form that truly defines them. In this state, hellhounds embody ferocity, embodying the essence of a predator at the height of its power. Their transformation is seamless, as if their bodies shift effortlessly to assume the visage of a monstrous canine. Their fur becomes a dark, shadowy pelt, and their eyes ignite with an infernal fire that pierces through the gloom of the Nine Hells.

Throughout history, hellhounds have served various roles within the intricate tapestry of Hell's hierarchy. They are often employed as guardians and enforcers, utilizing their formidable physical prowess and supernatural abilities to carry out the will of their infernal masters. Some are bound to specific domains within the Nine Hells, patrolling the perimeters of infernal fortresses or lurking in the depths of labyrinthine catacombs. Others are dispatched as relentless pursuers, tracking down souls that have dared to escape their assigned fates, ensuring that no soul can elude its eternal torment.



Despite their allegiance to the forces of Hell, hellhounds are not mindless automata. They possess a modicum of intelligence and individuality, allowing them to act with cunning and strategy when necessary. While they predominantly serve their infernal masters, some hellhounds have been known to strike their own bargains, aligning themselves with mortal beings who offer them something of value. These infernal pacts are precarious at best, as the loyalties of hellhounds can be as fickle as the shifting flames of Hell itself.

## PHYSICAL CHARACTERISTICS

Hellhounds possess a formidable and distinctive physicality that sets them apart from other creatures in the multiverse. Combining their fiendish lineage with the influence of the infernal realms, these beings exhibit a striking and fearsome appearance, reflecting their ties to the Nine Hells.

In their humanoid form, hellhounds retain a humanoid shape but bear telltale signs of their fiendish nature. They typically stand tall, ranging in height from 6 to 7 feet, with a lean and sinewy build. Their limbs are elongated, granting them a predatory grace and an eerie sense of fluidity in movement. The flesh of a hellhound is often pale or grayish, lacking the warmth and vitality

of mortals. Their skin may be marked with intricate patterns or sinister tattoos, depicting symbols associated with their infernal origins. The facial features of a hellhound in their humanoid form are often striking and unsettling. Their eyes radiate an otherworldly glow, usually fiery hues such as crimson, amber, or sulfuric yellow. These eyes are a prominent feature, evoking a sense of burning intensity and malevolence. The mouth of a hellhound is filled with rows of sharp, pointed teeth, capable of tearing through flesh and bone with ease. Their jaws possess an unnatural flexibility, allowing them to open wide, revealing the depths of their predatory maw.

When a hellhound shifts into its hound-like form, its transformation is a sight to behold. The creature's body undergoes a metamorphosis, reshaping itself into a fearsome, shadowy predator. The size of a hellhound in its hound form can vary, with most ranging between the size of a large mastiff and that of a dire wolf. Their fur, once ordinary, transforms into a dark, almost ethereal pelt, reminiscent of the inky depths of the Nine Hells itself.

The coloration of a hellhound's hound form often reflects the infernal energies that course through their veins.

Their fur might possess shades of deep black, as if absorbing all light around them, or it may manifest as a smoldering mix of reds, purples, and oranges, reminiscent of flickering flames. This fiery appearance is further accentuated by the eyes of a hellhound in its hound form, which blaze with an intense, malevolent infernal fire.

Hellhounds possess physical attributes that grant them superior senses and agility. Their keen senses of smell and hearing allow them to track their prey with unerring accuracy, even in the darkest and most treacherous environments. Their agile frames enable them to move swiftly and gracefully, leaping and bounding with an almost supernatural grace. This speed and agility, combined with their raw strength and endurance, make them formidable opponents in both hunting and combat.

It is important to note that while hellhounds possess an inherently fiendish nature, their physical characteristics may display variations among individuals. Some hellhounds may bear unique traits or mutations, such as additional sets of fangs, bony protrusions, or even vestigial wings, further emphasizing the chaotic nature of their existence.

## CULTURAL CUSTOMS AND SOCIETY

Within the depths of the Nine Hells, hellhounds have developed their own unique cultural customs and societal structures that shape their existence in the infernal realms. While their allegiance primarily lies with the dark forces of Hell, their society is not homogeneous, and variations can be found depending on the particular hellhound pack or domain they inhabit.

Hellhound society revolves around a strict hierarchical structure, with dominant individuals assuming positions of leadership and authority. These positions are not hereditary but are instead earned through displays of strength, cunning, and loyalty. In some packs, these positions may be fiercely contested, leading to power struggles and constant challenges to authority. The ruling elite of a hellhound pack often maintains control through a combination of fear, respect, and raw power.

At the core of hellhound culture is the concept of loyalty. Loyalty to their infernal masters, to their pack, and to their own kind is deeply ingrained within the psyche of hellhounds. This loyalty forms the foundation of their societal structure, creating a cohesive unit that can work together seamlessly to carry out their assigned duties and enforce the will of Hell. Betrayal or disloyalty is viewed with utmost disdain, often resulting in severe consequences or even excommunication from the pack.

Rituals and ceremonies play a significant role in hellhound culture. These events serve as both displays of power and opportunities for bonding within the pack.

Ceremonies can range from savage combat trials, where aspiring individuals prove their mettle and strive to ascend the ranks, to intricate initiation rituals that mark the passage of a young hellhound into adulthood. These rituals often involve the invocation of infernal powers, further deepening the connection between the hellhounds and the dark forces that permeate the Nine Hells.

Language is an integral part of hellhound society. They possess their own unique dialect, a guttural and growling form of communication that is laden with symbolism and hidden meanings. This language is rarely spoken in the presence of non-hellhounds, serving as a secret code that reinforces their bonds and shields their plans and intentions from prying ears. Hellhounds take great pride in their linguistic prowess and view it as a mark of their identity and cultural heritage.

While hellhounds primarily interact with other fiendish beings within the Nine Hells, there are instances where they may form alliances or engage with mortals. These interactions are often transactional in nature, driven by self-interest or mutual benefit. Mortals who manage to earn the trust of a hellhound can gain a powerful and loyal ally, albeit one whose loyalties are tenuously tied to their own objectives and desires.

The concept of territory and dominion also holds significance in hellhound society. Packs establish their domains within the Nine Hells, fiercely guarding their territories against rival packs and interlopers. These territories may encompass a range of landscapes, from desolate wastelands to labyrinthine caverns, each carefully chosen to provide strategic advantages and resources that sustain the pack. Hellhounds use scent marking and territorial displays to assert dominance and ward off potential threats, ensuring the sanctity of their domain.

Artistic expressions among hellhounds are often dark and macabre, reflecting the harsh realities of the infernal realms. Their works of art might include intricate carvings depicting scenes of torment and suffering, or haunting melodies composed using bone and sinew as musical instruments. These artistic endeavors are embraced as forms of catharsis and as a means to explore and channel the innate darkness within their souls.

## RACIAL TRAITS

As descendants of the fiendish barghests and denizens of the Nine Hells, hellhounds possess a set of distinctive racial traits that reflect their infernal nature and bestial lineage.

**Ability Score Increase:** The inherent fiendish nature of hellhounds enhances their physical and mental capabilities. As a hellhound, your Strength score increases by 2, reflecting your natural power and ferocity. Additionally, your Constitution score increases

by 1, showcasing your endurance and resilience in the face of infernal energies.

**Age:** Hellhounds have relatively short lifespans, reaching maturity by the age of 5 and rarely living beyond 30 years. Their brief existence is a testament to the brutal and unforgiving nature of the Nine Hells.

**Alignment:** Hellhounds are predisposed towards chaotic alignments, reflecting their connection to the chaotic and malevolent forces of Hell. While some individuals may lean towards neutral or even occasionally lawful tendencies, the inherent chaos in their blood often prevails.

**Size:** Hellhounds have a similar stature to humans, ranging in height from 6 to 7 feet tall. Your size is Medium.

**Speed:** Your fiendish heritage grants you enhanced agility and speed. Your base walking speed is 30 feet.

**Hellish Resistance:** The flames of the Nine Hells course through your body, granting you resistance to fire damage. You can endure the scorching heat and intense flames that would consume lesser beings.

**Shifting Form:** As a hellhound, you possess the unique ability to shift between humanoid and hound-like forms. As an action, you can transform into your hound form for 1 minute or revert to your humanoid form. While in your hound form, you gain additional benefits such as increased speed, heightened senses and improved natural weapons. You may use this feature a number of times equal to your proficiency modifier. At 7th level you can use this feature as a bonus action. At 13th level you can maintain your hound form for 10 minutes.

**Hound Form:** While in your hound form, your base walking speed increases to 40 feet, and you gain advantage on all Strength checks and saving throws. Your unarmed attacks, such as bites and claw strikes, become more potent, dealing an additional 1d4 damage. Additionally, you gain advantage on Wisdom (Perception) checks that rely on hearing or smell. Starting at 6th level, the first time you miss with a melee weapon attack while in hound form, you may make a melee weapon attack against the target you missed with advantage as a bonus action.

**Languages:** You can speak, read, and write Common and Infernal. The dark and guttural language of Infernal is intrinsic to your heritage and serves as a tool for communicating with other fiendish beings.





## NEW RACE: THE DRACONIC REVENANTS

**T**HESE FORMIDABLE HUMANOID CREATURES are the result of a dark ritual that merges the essence of dragons and undead. Draconic Revenants possess the physical characteristics and elemental affinity of their draconic ancestors, combined with the unnerving resilience and necrotic powers of the undead.

### ORIGINS AND HISTORIES

Deep within the annals of dark magic and forbidden rituals lies the enigmatic tale of the Draconic Revenants. These formidable beings are the result of a sinister process that merges the essence of dragons and the lingering specter of the undead. The origins of the Draconic Revenants can be traced back to a time when desperate and ambitious sorcerers sought to harness the immense power of dragons, transcending the boundaries of mortality itself.

Legend has it that these sorcerers delved deep into the forbidden tomes of necromancy and sought the arcane knowledge required to awaken dormant draconic spirits and bind them to the ethereal remains of the undead. Through a complex and treacherous ritual, they called upon the very essence of dragons and forced them into an unholy union with the necrotic remnants of deceased creatures.

It is whispered that the earliest Draconic Revenants were created during a time of great upheaval, when dark empires vied for dominion and sought to wield the immense power of dragons as their ultimate weapon. These necromantic sorcerers, driven by their insatiable thirst for power and domination, sought to manipulate the forces of life and death to their advantage.

The process of creating a Draconic Revenant is an intricate and dangerous one, involving the mastery of

both draconic magic and necromantic arts. The sorcerers carefully selected deceased creatures whose souls still clung to the material plane, using their remains as the vessel for the ritual. Through an elaborate series of incantations, arcane circles, and sacrificial offerings, they managed to bridge the gap between life and death, merging the essence of dragons with the lingering specter of the undead.

Upon the completion of the ritual, the dormant draconic spirits were awakened, their powers fused with the necrotic energy of the undead. The result was a creature that retained the physical characteristics and elemental affinity of their draconic ancestors, but also possessed the unnerving resilience and necrotic powers of the undead. The once-sleeping dragon blood surged through the veins of the newly formed Draconic Revenant, infusing them with a potent blend of raw draconic might and deathly magic.

As word of these abominable creations spread, fear and awe gripped the realms. Many viewed the Draconic Revenants as an abhorrent perversion of nature and an affront to the divine order. They were shunned and hunted by those who saw them as a blight upon the world, a mockery of both dragonkind and the sanctity of life. Others, however, saw their potential as powerful allies or feared adversaries, recognizing the unique blend of powers they possessed.

Throughout history, tales of the Draconic Revenants have been woven into the fabric of legends and folklore. They are often depicted as tragic figures, torn between their draconic heritage and the burden of undeath. Some seek to reclaim their lost humanity, striving to redeem themselves from the abomination they have become. Others revel in the dark powers bestowed upon them, embracing their dual nature as both dragon and undead.

In the present day, the presence of Draconic Revenants is a rare and ominous sight. They walk the realms as beings of both fascination and dread, often cloaked in mystery and surrounded by whispered rumors. Adventurers who encounter these formidable creatures must tread carefully, for their allegiance is uncertain, and their motives can be as fickle as the shifting winds.

Thus, the origins and histories of the Draconic Revenants remain shrouded in darkness, their true purpose and ultimate fate yet to be unveiled. As they continue to stride through the realms, their stories intertwine with those of heroes and villains alike, leaving an indelible mark upon the tapestry of the world and serving as a reminder of the potent forces that lie beyond the mortal realm.

## PHYSICAL CHARACTERISTICS

Draconic Revenants are imposing humanoid beings that bear the unmistakable hallmarks of both dragons and the undead. Their appearance is a testament to the unholy fusion of these two disparate entities, resulting in a creature that is at once fearsome and hauntingly beautiful.

Standing tall and proud, Draconic Revenants possess a commanding presence that demands attention. They often exceed the average height of a human, with their draconic lineage manifesting in their regal posture and a sense of innate authority. Their physical forms exhibit a remarkable blend of draconic and undead traits, making them instantly recognizable as beings forged from two distinct worlds.

One of the most striking features of a Draconic Revenant is their scales. Resembling those of their dragon ancestors, these scales come in a wide array of vibrant colors, ranging from the brilliant iridescence of metallic hues to the deep, ominous shades of chromatic scales. Each scale is tough and resilient, serving as a natural armor that protects the Draconic Revenant from harm.

Their eyes, shining with an otherworldly glow, are often reminiscent of the dragon type they are linked to. Fiery red orbs hint at a connection to the ferocious red dragons, while piercing blue or green eyes reflect a bond with their chromatic counterparts. These eyes possess an intensity that can unsettle even the bravest of souls, hinting at the depths of power and wisdom hidden within.

Draconic Revenants bear a strong resemblance to the humanoids from which their undead forms were forged, yet their features possess an otherworldly refinement. Their visage exudes an aura of ethereal beauty, even in the case of those whose dragon lineage is tied to creatures traditionally considered monstrous. It is as though the melding of dragon and undead has elevated their physical form to a higher state of grace.

A notable feature of Draconic Revenants is the presence of draconic wings, sprouting majestically from their backs. These wings, a symbol of their draconic heritage, possess a grandeur that rivals those of their full-blooded dragon kin. While not all Draconic Revenants possess wings, those who do can effortlessly take to the skies, soaring with an otherworldly grace that is both awe-inspiring and intimidating.

In addition to their striking appearance, Draconic Revenants possess an unnatural resilience that stems from their undead nature. They are immune to diseases and poisons, and their bodies are remarkably resistant to the ravages of time. This resilience grants them a supernatural endurance, allowing them to withstand injuries that would incapacitate or kill a mortal being.

While Draconic Revenants retain humanoid forms, they possess a strength and physical prowess that surpasses that of most mortal creatures. Their bodies are honed by draconic power, granting them exceptional agility, speed, and dexterity. This, combined with their inherent resistance to harm, makes them formidable adversaries in combat, capable of delivering devastating blows and shrugging off the most lethal of attacks.

However, their undead nature comes with a price. Draconic Revenants do not breathe or require sustenance, and their hearts remain still within their chests. This lack of life force renders them immune to effects that target the living, but it also means they are cut off from the joys and necessities of mortal existence. They are forever bound to the realm of the undead, caught between life and death, their existence fueled by the lingering energy of dragons and necromantic forces.

## CULTURAL CUSTOMS

Within the enigmatic realm of the Draconic Revenants, a unique culture and society have emerged, shaped by their dual nature as beings of dragon and undead. These formidable creatures possess their own customs, traditions, and ways of life that reflect the complexities of their existence and their place within the realms.

At the heart of Draconic Revenant society lies a deep reverence for their draconic heritage. They cherish the memories and tales of their dragon ancestors, seeking to uphold the ideals and values associated with these legendary beings. Dragons are viewed as paragons of power, wisdom, and dominance, and Draconic Revenants strive to embody these qualities in their own lives.

The society of Draconic Revenants is often organized into distinct clans or broods, each tracing its lineage back to a particular type of dragon. These clans form the bedrock of their social structure, providing a sense of belonging and shared identity. Each clan operates with its own hierarchy, led by an elder or chieftain who embodies the essence and wisdom of their respective dragon ancestor.



Within these clans, intricate rituals and ceremonies take place, often centered around the veneration of dragons and the remembrance of their ancestors. Draconic Revenants pay homage to their dragon lineage through offerings, prayers, and acts of devotion. These rituals serve as a means to strengthen their connection to their draconic heritage and reinforce their ties to the realms of dragons and the undead.

In Draconic Revenant culture, the pursuit of knowledge is highly valued. They seek to amass wisdom and arcane understanding, delving into ancient tomes and exploring the mysteries of the realms. Libraries and sanctuaries dedicated to the accumulation and preservation of knowledge are revered spaces within their society. It is through the pursuit of knowledge that Draconic Revenants hope to unlock the secrets of their existence and transcend the limitations imposed upon them by their dual nature.

Honorable combat holds great significance in Draconic Revenant culture. They believe in the power of physical prowess and the demonstration of martial skill. Ritualistic duels and contests of strength are common, serving not only as a means of resolving disputes but also as a form of entertainment and a way to prove oneself within the society. Such contests are often accompanied by intricate displays of martial arts, magical prowess, and the unleashing of draconic powers.

Given their unique abilities and connection to the undead, Draconic Revenants often find themselves navigating the delicate balance between the realms of life and death. They possess a profound respect for the cycle of existence and the mysteries that lie beyond mortal understanding. Funerary rites and ceremonies hold deep importance for them, as they commemorate the passing of both their own kind and other creatures. These rituals serve as a reminder of the impermanence of life and the eternal nature of the soul.

While Draconic Revenants are capable of forming alliances and bonds with other races, their society is often insular and cautious. They are acutely aware of the prejudice and fear that their existence can evoke in others, and thus, they tend to keep their true nature hidden from those who may not understand or accept them. As a result, Draconic Revenant communities are often hidden away in remote and secretive locations.

The notion of honor and loyalty holds great sway in Draconic Revenant culture. They value oaths and commitments, and breaking one's word is seen as a grave offense. Trust and loyalty are paramount within their society, and betrayal is met with swift and severe consequences. Despite their undead nature, Draconic Revenants hold themselves to a strict code of conduct, striving to maintain their dignity and honor amidst the shadows that surround them.

## RACIAL TRAITS

As beings forged from the unholy union of dragons and the undead, Draconic Revenants possess a unique set of racial traits that reflect their dual nature and the powers bestowed upon them by their draconic ancestors. These traits encompass both physical and magical aspects, making Draconic Revenants formidable and versatile beings.

**Ability Score Increase:** Your Constitution score increases by 2, reflecting the unnatural resilience of your undead nature.

**Age:** Draconic Revenants have varying lifespans depending on their undead nature. While they do not experience natural aging, their existence is tied to the preservation of their physical form. As long as they maintain their undead state, they can potentially live for centuries, their lifespan dictated by the preservation of their bodies and the forces that sustain them.

**Alignment:** Draconic Revenants tend to possess a strong sense of determination and ambition, stemming from their draconic heritage. They are often driven by their own goals and desires, which can lead them to align with any alignment on the spectrum. However, due to the lingering influence of the undead, many lean towards neutral or lawful alignments.

**Size:** Draconic Revenants typically have a similar build to humans, standing between 5 and 7 feet tall. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Dragon Ancestry:** Choose one of the following dragon types: Black, Blue, Green, Red, or White. This choice determines the damage type of your Draconic Breath (described below).

**Draconic Breath:** You can use your action to exhale destructive energy in a 15-foot cone. The damage type is determined by your dragon ancestry. Each creature in the area must make a Dexterity saving throw. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. This damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your Draconic Breath, you can't use it again until you finish a short or long rest. The damage type of this trait relies on your Dragon Ancestry:

- **Black Dragon Ancestry:** Acid damage
- **Blue Dragon Ancestry:** Lightning damage
- **Green Dragon Ancestry:** Poison damage
- **Red Dragon Ancestry:** Fire damage
- **White Dragon Ancestry:** Cold damage

**Resilience of the Undead:** Due to your undead nature, you have advantage on saving throws against being poisoned and diseases.

## SUBRACE: DRACONIC REVENANT OF THE UNDYING FLAME

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The Draconic Revenants of Undying Flame are infused with the fiery essence of their dragon ancestors. Their scales shimmer with hues of red and orange, and they possess an intense presence that draws others towards them.

**Ability Score Increase:** Your Charisma score increases by 1.

**Fire Affinity:** You have resistance to fire damage.

**Burning Resurgence:** When you use your Draconic Breath, you gain temporary hit points equal to your Constitution modifier + your proficiency bonus. These temporary hit points last for 1 hour or until depleted.

## SUBRACE: DRACONIC REVENANT OF THE SHADOWED ICE

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The Draconic Revenants of Shadowed Ice embody the chilling might of their icy draconic lineage. Their scales glisten with shades of blue and white, and their movements are marked by an otherworldly grace.

**Ability Score Increase:** Your Dexterity score increases by 1.

**Cold Affinity:** You have resistance to cold damage.

**Frozen Endurance:** When you use your Draconic Breath, you can choose one creature that failed its saving throw to take 2d6 additional cold damage.

## SUBRACE: DRACONIC REVENANT OF THE ETERNAL WISDOM

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The Draconic Revenants of Eternal Wisdom are imbued with the profound spiritual insight and the serene calmness of their draconic ancestors. Their scales softly glow in serene shades of green, blue, or violet.

**Ability Score Increase:** Your Wisdom score increases by 1.

**Spiritual Affinity:** You have advantage on saving throws against being charmed or frightened.

**Sage's Breath:** Instead of exhaling destructive energy, you can use your Draconic Breath feature to heal all affected friendly creatures instead.

**Guardian of Knowledge:** You gain proficiency in the Insight skill. Additionally, once per short rest, you can gain advantage on one Wisdom (Insight) or Wisdom (Perception) check.



## NEW CLASS: THE PUPPETEER

**I**N THE REALMS OF OUR EXISTENCE, THERE exists a remarkable breed of individuals whose abilities are renowned far and wide. These gifted souls possess a rare talent for wielding words like an artisan wields a brush, effortlessly crafting persuasive tapestries that could convince the most steadfast minds. Their eloquence knows no bounds, capable of charming even the most guarded hearts with a mere whisper. These masters of linguistic finesse possess an inherent allure, as if blessed by some celestial charm, drawing others to them like moths to a flame.

But do not mistake their artistry for mere trickery, for their power extends far beyond mere deception. Their words possess the uncanny ability to shape the perceptions of others, molding them like clay in the hands of a skilled sculptor. To witness a Puppeteer in action is to behold a symphony of influence, every word chosen with meticulous precision to evoke the desired response. Every adversary who crosses their path unwittingly becomes a potential ally, and every acquaintance a willing participant in their intricate dance.

### CLASS FEATURES

As a Puppeteer, you gain the following class features

#### HIT POINTS

**Hit Dice:** 1d8 per Puppeteer level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Puppeteer level after 1st

#### PROFICIENCIES

**Armor:** Light

**Weapons:** Simple weapons, Whip, Rapier

**Tools:** Disguise Kit

**Saving Throws:** Charisma, Wisdom

**Skills:** Choose four from Arcana, Deception, Intimidation, Persuasion, Performance, Sleight of Hand

#### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a whip or (b) a rapier
- (a) leather armor or (b) padded armor
- (a) a diplomat's pack or (b) an explorer's pack
- a dagger

## THE PUPPETEER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	— Spell Slots Per Spell Level —									
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Spellcasting, Resonant Snap	2	6	2	—	—	—	—	—	—	—	—	—
2nd	+2	Captivating Presence	2	7	3	—	—	—	—	—	—	—	—	—
3rd	+2	Puppeteer's Voice	2	8	4	2	—	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	9	4	3	—	—	—	—	—	—	—	—
5th	+3	Unyielding Will	3	10	4	3	2	—	—	—	—	—	—	—
6th	+3	Charismatic Mastery	3	11	4	3	3	—	—	—	—	—	—	—
7th	+3	Voice Feature	3	12	4	3	3	1	—	—	—	—	—	—
8th	+3	Ability Score Improvement	3	13	4	3	3	2	—	—	—	—	—	—
9th	+4	Cunning Puppetry	3	14	4	3	3	3	1	—	—	—	—	—
10th	+4	Voice Feature	4	15	4	3	3	3	2	—	—	—	—	—
11th	+4	Psychic Scream	4	16	4	3	3	3	2	1	—	—	—	—
12th	+4	Ability Score Improvement	4	17	4	3	3	3	2	1	—	—	—	—
13th	+5	Charming Gaze	4	18	4	3	3	3	2	1	1	—	—	—
14th	+5	Voice Feature, Aura of Paralyzing Charisma	4	19	4	3	3	3	2	1	1	—	—	—
15th	+5	Alluring Distraction	4	20	4	3	3	3	2	1	1	1	—	—
16th	+5	Ability Score Improvement	4	21	4	3	3	3	2	1	1	1	—	—
17th	+6	Majestic Deflection	4	22	4	3	3	3	2	1	1	1	1	—
18th	+6	Devil's Deception	4	23	4	3	3	3	3	1	1	1	1	—
19th	+6	Ability Score Improvement	4	24	4	3	3	3	3	2	1	1	1	—
20th	+6	Irresistible	4	25	4	3	3	3	3	2	2	1	1	—

## SPELLCASTING

You draw on the social and emotional (negative or positive) energy of others to fuel your spells.

### CANTRIPS

At first level you know 2 cantrips of your choice from the Bard or the Warlock spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Puppeteer table.

### SPELL SLOTS

The Puppeteer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Bard or the Warlock spell list.

The Spells Known column of the Puppeteer table shows when you learn more Puppeteer spells of your choice. Each of these spells must be of a level for which you have spell slots. Additionally, when you gain a level in this class, you can choose one of the Puppeteer spells you know and replace it with another spell from the bard spell list/Warlock spell list, which also must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Puppeteer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Puppeteer spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

### RITUAL CASTING

You can cast a Puppeteer spell as a ritual if it is a spell you know and that spell has the ritual tag.

### SPELLCASTING FOCUS

Puppeteers use their hands, voices, and thoughts as a focus for their Puppeteer spells.

## RESONANT SNAP

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Starting at 1st level, you command attention by snapping your fingers. When you snap, a resounding echo reverberates within a 20 ft. radius, cutting through any surrounding noise. All creatures within this range must succeed on a Wisdom saving throw or become compelled to pay attention to you, abandoning their current actions. An affected creature is incapacitated until the end of its next turn. You can use this ability a number of times per day equal to your Charisma modifier (minimum of 1). However, creatures immune to being charmed are not affected by this ability.

Upon reaching 7th level, the range of your Resonant Snap feature increases to 40 ft., allowing its effects to reach a larger area. Additionally, your Snap can now dispel any silence effect cast by a creature of equal level or lower.

Upon reaching 15th level, the range of your Resonant Snap feature expands to 80 ft., further increasing its reach and influence.

## CAPTIVATING PRESENCE

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At 2nd level, your insatiable need for attention is effortlessly appeased. Your visage adopts an ethereal allure, rendering you both enchanting and formidable. Any creature that fails its saving throw against your Resonant Snap feature is forced to use its movement on its next turn in order to approach you as closely as possible.

Furthermore, creatures must make a Wisdom saving throw to resist engaging in conversation with you. While they are not obliged to speak truthfully or behave cordially, if they fail the saving throw, they are compelled to converse with you for as long as you desire. Any violent action taken against the effected creature will end this effect.

## PUPPETEER'S VOICE

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At 3rd level, you choose a voice that you will be using to manipulate others. Choose between Emotion Lord or Reality Bender, both are detailed at the end of the class description. Your choice grants you features at 3rd level and again at the 7th, 10th, and 14th levels.

## ABILITY SCORE INCREASE

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When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.



## UNYIELDING WILL

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Starting at 5th level, you become impervious to manipulation. You gain immunity to being Charmed, and any attempts to persuade, deceive, intimidate, or perform against you are made with disadvantage.

## CHARISMATIC MASTERY

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At 6th level, you gain proficiency in all Charisma-based skills: Deception, Intimidation, Performance, and Persuasion. If you already possess proficiency in any of these skills, you gain expertise in them.

## CUNNING PUPPETRY

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Starting at 9th level, you possess the ability to inspire others through the cunning use of reverse psychology. As a bonus action, you can select a creature within a range of 60 feet from you, provided they can hear your words. This chosen creature gains a Puppet Die, specifically a d8. You can use this ability on yourself.

Within the next 10 minutes, the creature may roll the Puppet Die and add the result to any ability check, attack roll, or saving throw it makes. The creature may wait until it sees the d20 result before deciding to use the Puppet Die. This must be done prior to the Dungeon Master confirming whether the roll was a success or failure. Once the Puppet Die has been rolled, it is expended and no longer available for use. Furthermore, a creature may possess only one Puppet Die at a given time. You can use this feature a number of times equal to your Charisma modifier (a minimum of 1) per long rest.

Upon reaching 12th level, you regain all uses after a short or long rest.

At 15th level, your Puppet Die upgrades to a d12, providing even greater potential benefits.

## PSYCHIC SCREAM

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Beginning at 11th level, you gain the ability to unleash a lethal psychic scream.

You can choose to use your attack action to target a number of creatures up to your Charisma modifier. A piercing sonic screech erupts from the depths of your being.

Each targeted creature must make a Constitution saving throw. On a failed save, the creature takes psychic damage equal to  $8d4 +$  your Charisma modifier and becomes stunned for 1 round. On a successful save, the creature takes half damage and is not stunned. You can use this ability once before requiring a long rest.

At 15th level, you can use this ability an additional time, and at 18th level, you can use it a third time per long rest.

## CHARMING GAZE

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At 13th level, your eyes become more beautiful than the night sky, captivating anyone who gazes upon them.

As an action, you can lock eyes with a creature you can see and that can see you. A creature that is blind or immune to being charmed is unaffected by this ability.

The creature must make a Charisma saving throw. On a failed save, the creature becomes charmed by you and obeys your every command for 1 minute. The creature must be able to understand you in order to follow your commands; otherwise, it will only seek to protect you for the duration.

You cannot force the creature to perform any self-harming or suicidal actions. After the minute expires, the creature becomes hostile towards you, but only if you previously inflicted harm upon it before using this ability. The creature can make a saving throw at the end of each of its turns to try to end the effect early. If it fails three consecutive saving throws, it remains charmed for the full duration and can no longer attempt saving throws.

At 15th level, the duration of this effect increases to 10 minutes.

At 17th level, the duration extends to 1 hour.

## AURA OF PARALYZING CHARISMA

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At 14th level, your charismatic presence and the way you carry yourself may cause people to become paralyzed.

Any creature that rolls a natural 1 against your Resonant Snap, Charming Gaze, or Irresistible saving throw becomes paralyzed for 1 minute.

## ALLURING DISTRACTION

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At 15th level, you acquire the ability to utilize your wit and charm to distract, confuse, and undermine the confidence and competence of others.

When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Cunning Puppetry. Upon doing so, you roll a Puppet Die and subtract the result from the creature's respective roll. You can choose to use this feature after the creature has made its roll, but before the DM determines the success or failure of the attack roll or ability check, or before the creature inflicts its damage. However, this ability is ineffective if the creature can't hear and see you, or if it has immunity against charm effects.



## MAJESTIC DEFLECTION

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At 17th level, as a bonus action, you can assume a majestic and magical presence for 1 minute or until you are incapacitated.

During this time, whenever a creature attempts to attack you, the attacker must make a Charisma saving throw against your spell save DC.

If the attacker fails the save, it must select a new target for its attack or the attack is wasted. If the attacker succeeds on the save, it can still attack you, but it does so with disadvantage.

Once you use this feature, you cannot do so again until you have completed a long rest.

## DEVIL'S DECEPTION

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At 18th level, in the eyes of everyone else, you can do no wrong. Your character is perceived as good, regardless of your alignment. Even magics like detect evil will not work.

Furthermore, whenever you make a deception or disguise kit check, you can choose to automatically succeed instead of rolling. You can use this ability a number of times equal to your Charisma modifier and regain all uses after a long rest.

## IRRESISTIBLE

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At 20th level, your Charisma score increases by 4. You may even raise your Charisma beyond 20 using this ability. When a creature interacts with you for the first time, they must make a Wisdom saving throw against your spell save DC. If they fail, they are charmed as if affected by the Charm spell. This charm lasts for 10 minutes or until you engage in a hostile action against the creature, or choose to end it early.

Once the charm effect ends, the person remains unaware that they were under its influence and will continue to act friendly towards you, as long as the charm was not terminated due to hostile actions.

This ability does not affect creatures that are unable to see or hear you, or those that are immune to being charmed.

## EMOTION LORD

Puppeteers using this voice tend to be very in tune with their emotions as well as the emotions of others. Their voice is comforting and persuasive, they always give off an air of kindness and trustworthiness.

### CALM HEART

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At 3rd level, you can cast the *Calm Emotions* spell at will.

### EMPATHIC VITALITY

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At 3rd level, you possess the ability to perceive and harness the emotional energies of those around you. This connection empowers you, revitalizing your stamina and fortitude. As a bonus action, you can gain one of the following benefits based on the number of creatures within a 30-foot radius of you (up to a number equal to your level):

- Restore 2 hit points per creature.
- Increase your damage rolls by 0.5 per creature (rounded up) until the beginning of your next turn.
- Increase your AC by 0.5 per creature (rounded up) until the beginning of your next turn.

You can use this ability a number of times equal to your proficiency bonus and regain all uses upon completing a long rest.

### DAUNTLESS VIGOR

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At 7th level, you gain the ability to bolster your allies, alleviating their fears and enhancing their attacks. Choose a visible ally within hearing range. That ally becomes immune to being frightened and all fear effects until the end of the combat. Furthermore, they receive a bonus of +1 to their attack and damage rolls for each enemy present on the battlefield, up to a maximum of your charisma modifier. You can use this ability once per short rest.

### WHEEL OF SEVEN DEADLY SINS

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At 10th level, as an action, you can tap into the emotional instability of your enemies. You can use this feature twice per short rest. When you activate this feature, roll a d8 and refer to the list below to determine the effect. If a target is immune to any of the listed emotions, the ability is wasted and nothing happens. For effects that affect multiple targets, if all targets are immune, the ability is wasted and nothing happens.

- **Lust:** Similar to being charmed, the target becomes completely infatuated with you or a creature of your choice. They will fiercely defend their target of affection and attack anyone who threatens them. If either the target or their object of affection is knocked unconscious, this effect ends. At the start of the target's turn, they must make a Wisdom saving throw. On a successful save, the effect ends. On a failed save, the infatuation persists.
- **Gluttony:** Choose a visible target. The target becomes violently ill and falls prone, vomiting uncontrollably. At the start of the target's turn, they must make a Constitution saving throw. On a successful save, they cease vomiting and can use their turn to stand up. On a failed save, they continue vomiting until the beginning of their next round.
- **Greed:** Every enemy within 60 feet believes that even their own shadow can steal from them. Each enemy must make a Wisdom saving throw or become frightened for 1 round.
- **Sloth:** Each enemy within sight must make a Constitution saving throw or fall asleep for 1 minute or until they take any damage.
- **Wrath:** Choose a visible target. The target must succeed on a Wisdom saving throw or become consumed by rage for a number of rounds equal to your Charisma modifier. In this state of extreme anger, they will randomly attack the nearest creature or object with advantage. The affected enemy can only make melee attacks.
- **Envy:** Each enemy within sight must make a Constitution saving throw. On a successful save, nothing happens. On a failed save, the enemy's envy of your beauty causes them to attack themselves during their next turn. The affected enemy can only make melee attacks.
- **Pride:** The pride of your own strength courses through the bodies of all enemies within 60 feet. For the duration of the combat, all enemies in range have a -2 penalty to their AC. This effect can stack up to three times.
- **Harmonious Negativity:** Roll twice and apply both results.

### ALLEVIATE TENSION

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At 14th level, as an action, you can alleviate your allies' tensions. For a duration of 1 minute, you and all allies within 60 feet gain the following benefits:

- The effects of the Protection from Evil spell
- Resistance to nonmagical damage
- Immunity to fear and charm
- A +2 bonus to AC

Additionally, at the start of each of your turns, your allies regain hit points equal to your Charisma modifier. You can use this feature once per long rest.

## REALITY BENDER

Puppeteers who speak with this voice have a penchant for taking manipulation to a more physical and tangible level. They adeptly attune their voices to a deceptively sweet sound, effectively lulling their victims into a self-imposed prison. By infiltrating the thoughts of others, they possess the ability to prevent attacks, effectively trapping their adversaries within the confines of their own minds.

### DIMENSIONAL BANISHMENT

At 3rd level, you have the ability to create a temporary plane of existence and banish a single creature of medium size or smaller to that plane. When you use this ability as an action, the target must make a Wisdom saving throw. On a failed save, the target is transported to a crumbling plane born of your imagination. This plane remains in existence for 1d6 rounds, during which time the target is trapped within your imaginary realm and unable to take any actions in the real world.

When the plane eventually disintegrates, the target must make a Constitution saving throw. A failed save results in the target suffering psychic damage as indicated in the table below. A successful saving throw halves the damage. Only one target can be banished in this manner at a time. You can use this ability a number of times equal to your Puppeteer level per long rest.

At 7th level, you gain the ability to target creatures of large size or smaller with this feature.

At 10th level, you can target creatures of huge size or smaller with this feature.

At 14th level, you can target creatures of gargantuan size or smaller using this feature.

### DIMENSIONAL BANISHMENT DAMAGE

Puppeteer Level	Damage
3 - 5	1d8
6 - 8	2d8
9 - 11	3d8
12 - 14	4d8
15 - 17	5d8
18 - 20	6d8

## PLANEBOUND MASTERY

At 7th level, you gain the ability to exert control over the laws within the plane you have created. During your turn, while a temporary plane is present due to your Dimensional Banishment feature, you can choose to either remain in the real world or shift as a bonus action to your created plane. If another creature was banished to this plane alongside you, you have the option to attack them. Your attacks have advantage against targets in your plane and inflict psychic damage. Furthermore, while you are within your created plane, you have resistance to all damage types except psychic. While you exist in your created plane, you are not present in the real world and are unaffected by any occurrences there. If you are still within your plane when it dissipates, you remain unharmed by its disintegration.

### BLEND REALITY

At 10th level, your imagination manifests in reality as the planes you create seamlessly blend with the real world. When you activate this ability as an action, you compel the real world to embrace your artificial creation for 1d6 rounds. The surrounding area within a 150 ft. radius of you merges with your temporary plane, rendering all creatures within it subject to the effects of your Dimensional Banishment (and all effects connected to it such as Planebound Mastery and Planar Dominion). You can end this effect early as a bonus action. However, the exertion required to materialize your reality exacts a toll upon its end, inflicting 2d6 psychic damage to you for each round the plane remains in existence.

You can use this ability once per long rest.

### PLANAR DOMINION

At 14th level, you gain even greater authority over creatures within the planes you create. Any creature of your choice, that is affected by your Dimensional Banishment feature, must make a Wisdom saving throw. On a failed save, it is unable to take bonus actions or reactions, and it suffers an additional 1d6 psychic damage from all attacks while present on your plane.



## NEW CLASS: THE ABYSSAL REAVER

**T**HE ABYSSAL REAVER, A CLASS SHROUDED IN darkness and chaos, is an elite warrior who has delved deep into the treacherous realms of the Abyss. These brave souls forge a powerful connection with the chaotic energies that permeate the infernal planes, channeling their destructive might into their very being. As they tread the path of the Abyssal Reaver, these knights become harbingers of devastation and turmoil on the battlefield, their very presence a testament to the raw power of the Abyss.

Through their intense training and communion with the chaotic forces, Abyssal Reavers become masters of harnessing the abyssal energies to enhance their physical prowess and gain access to dark and deadly abilities. These warriors possess an innate understanding of the twisted nature of the Abyss and use it to their advantage, their weapons infused with the very essence of the chaotic realms. As they wield these abyssal-forged arms, they cleave through their enemies with supernatural strength, leaving a wake of destruction in their path.

### CLASS FEATURES

As an Abyssal Reaver, you gain the following class features

#### HIT POINTS

**Hit Dice:** 1d10 per Puppeteer level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Abyssal Reaver level after 1st

#### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two skills from Athletics, Intimidation, Perception, and Survival

#### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- **(a)** a martial weapon and a shield or **(b)** two martial weapons
- **(a)** five javelins or **(b)** any simple weapon
- **(a)** an explorer's pack or **(b)** a dungeoneer's pack

## THE ABYSSAL REAVER

Level	Proficiency Bonus	Features	Chaos Damage
1st	+2	Chaos-Forged Weaponry	1d4
2nd	+2	Abyssal Resilience	1d4
3rd	+2	Path Choice	2d4
4th	+2	Ability Score Improvement	2d4
5th	+3	Unleash Chaos	3d4
6th	+3	Chaotic Surge	3d4
7th	+3	Path Feature	4d4
8th	+3	Ability Score Improvement	4d4
9th	+4	Abyssal Wrath	5d4
10th	+4	Path Feature	5d4
11th	+4	Extra Attack	6d4
12th	+4	Ability Score Improvement	6d4
13th	+5	Chaotic Flurry	7d4
14th	+5	Chaotic Retribution	7d4
15th	+5	Path Feature	8d4
16th	+5	Ability Score Improvement	8d4
17th	+6	Avatar of Chaos	9d4
18th	+6	Chaotic Mastery	9d4
19th	+6	Ability Score Improvement	10d4
20th	+6	Eternal Abyss	10d4

### CHAOS-FORGED WEAPONRY

At 1st level, when you hit a creature with a weapon attack, you can choose to deal extra damage equal to your Chaos Damage, as shown in the “Chaos Damage” column on the Abyssal Reaver’s class table. You may use this feature once per turn.

### ABYSSAL RESILIENCE

At 2nd level, your connection to the chaotic energies of the Abyss grants you enhanced resilience. While not wearing heavy armor, your AC equals 10 + your Dexterity modifier + your Constitution modifier. Additionally, you have advantage on saving throws against being frightened or charmed.

### REAVER’S PATH

At 3rd level, you choose a path to follow. Choose between Abyssal Berserker and Abyssal Shifter, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at the 7th, 10th, and 15th levels.

### ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

### UNLEASH CHAOS

Starting at 5th level, you can unleash a devastating whirlwind of chaotic energy. As an action, you can make a special melee attack against each creature of your choice within 10 feet of you. All chosen creatures must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a fail, a creature takes weapon damage plus additional damage equal to your Chaos Damage, or half of that on a success.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses of Unleash Chaos when you finish a long rest.

### CHAOTIC SURGE

At 6th level, your connection to the Abyss enhances your physical abilities. Whenever you roll your Chaos Damage for an ability or attack roll, you can add your Constitution modifier to the result. Additionally, when you roll a 1 on a Chaos Damage dice, you can choose to reroll those dice and must use the new result. You can reroll up to a number of dice equal to your Charisma modifier per Chaos Damage roll.

### ABYSSAL WRATH

Starting at 9th level, whenever you score a critical hit with a weapon attack while utilizing your Chaos-Forged Weaponry feature, you don’t double the Chaos Damage dice. However, the result of the rolled Chaos Damage is automatically maximized.

### EXTRA ATTACK

Beginning at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### CHAOTIC FLURRY

Starting at 13th level, your attacks manifest as a swirling vortex of chaotic energy. You gain the ability to use your Chaos-Forged Weaponry feature twice per turn. However, when you activate it for the second time, the bonus damage dealt is equal to half your Chaos Damage (rounded down).



## CHAOTIC RETRIBUTION

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At 14th level, your connection to the Abyss empowers you to harness the chaos of battle and turn it against your enemies. Whenever you are hit by a melee attack, you can use your reaction and redirect the attack's damage back at the attacker. To do so, the attacker must make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. If the attacker fails the save, they suffer the full damage of their own attack while you take no damage. On a successful save, both you and the attacker take half of the damage.

You can use this feature a number of times equal to half your Abyssal Reaver level per long rest.

## AVATAR OF CHAOS

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At 17th level, once per long rest, you gain the ability to channel the full might of the Abyss into your being. As an action, you can transform into an Avatar of Chaos for a duration of 1 minute. While in this form, you gain the following benefits:

- Your size increases by one category, granting you an extended reach of 10 feet.

- Your Chaos Damage Die improves to a d8.
- Your movement speed increases by 20 feet.
- Once during this form, when you successfully hit a creature with a weapon attack, you may treat it as a critical hit.

## CHAOTIC MASTERY

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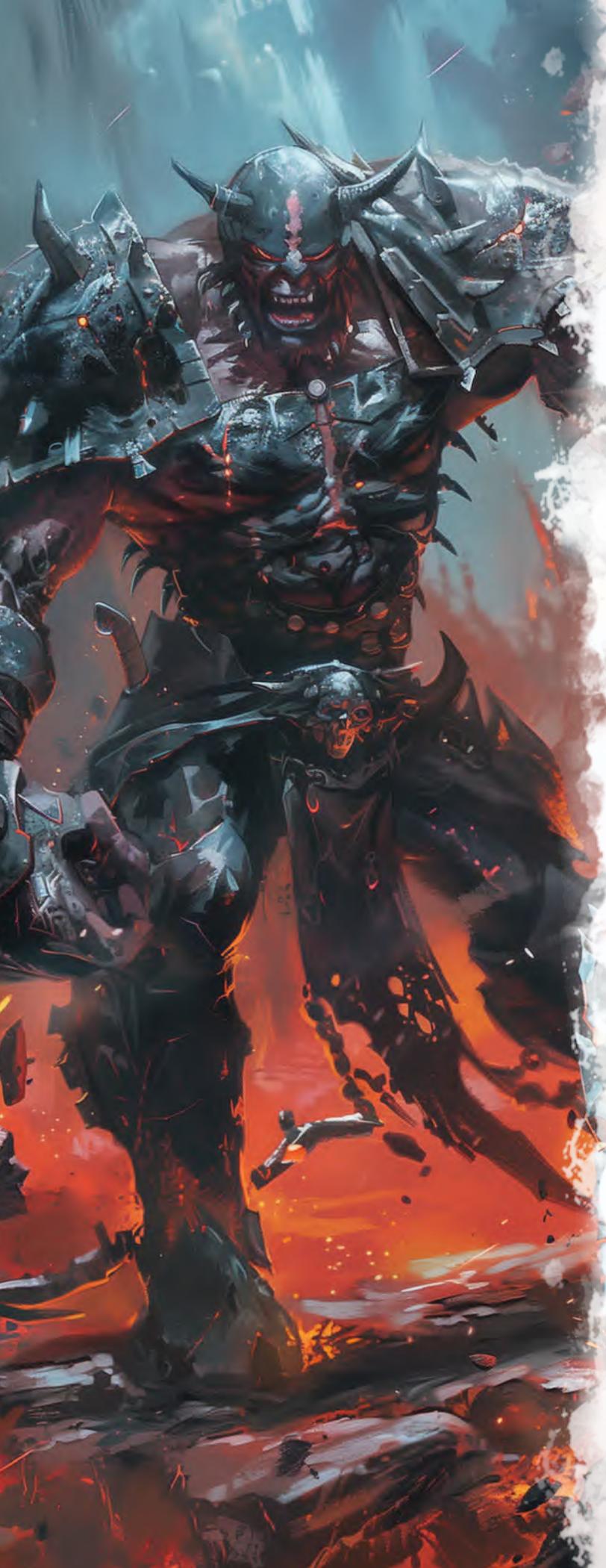
At 18th level, your Unleash Chaos feature becomes even more devastating. When you use your Unleash Chaos feature, you make the Chaos Damage roll with advantage.

## ETERNAL ABYSS

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At 20th level, your connection to the Abyss reaches its apex. You gain the following benefits:

- Your Abyssal Resilience feature now equals to 12 + your Dexterity modifier + your Constitution modifier.
- Your Chaos Die increases to d6.
- Once per short rest, when you roll for your Chaos Damage, you can choose to treat the die as a d10.



## ABYSSAL BERSERKER

The Abyssal Berserker embraces uncontrolled fury and revels in the chaos of battle. This subclass focuses on unleashing devastating melee attacks and gaining unparalleled resilience in the heat of combat.

### CHAOTIC FRENZY

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Starting at 3rd level, the chaotic energies that flow through your veins fuel your berserker instincts. Whenever you roll for Chaos Damage, you can roll an additional die.

### CHAOTIC RESILIENCE

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At 7th level, your chaotic energy surges to even greater heights. When you use your Chaos-Forged Weaponry feature and your Chaos Damage roll exceeds its average value, you may make an additional weapon attack as a bonus action.

### CHAOTIC RAMPAGE

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Starting at 10th level, the critical range of your weapon attacks increases by 1 (19-20). Additionally, you may use your reaction to make a single weapon attack against a creature that enters within a 5-foot radius.

### ABYSSAL ANNIHILATION

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At 15th level, when you are about to take damage from your Chaotic Retribution feature, you can roll your Chaos Damage and reduce the incoming damage by the amount rolled. You can use this feature once per short rest.

## ABYSSAL SHIFTER

### FORM OF CHAOS

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At 3rd level, you gain the ability to transform your body into a monstrous form infused with chaotic energy. As an action, you can assume a Form of Chaos. Choose one of the following forms: Fiendish Maw, Eldritch Tentacles, or Abyssal Wings. Each form grants different benefits, as detailed below. You can maintain your Form of Chaos for a number of minutes equal to half your Abyssal Reaver level (rounded down). Once you use this feature, you must finish a short or long rest before you can use it again.

- **Fiendish Maw:** Your transformation grants you a terrifying maw filled with razor-sharp teeth. You gain a bite attack that deals 1d8 + your Strength modifier piercing damage. Additionally, whenever you deal damage with your bite attack, you regain hit points equal to half the damage dealt.



- **Eldritch Tentacles:** Sinister tentacles sprout from your body, granting you enhanced reach and the ability to manipulate objects and creatures from a distance. While in this form, your reach increases by 10 feet, and you gain the ability to make a melee spell attack using your Charisma modifier with a range of 30 feet. On a hit, the target takes 1d10 force damage, and you can choose to either push the target up to 10 feet away from you or pull it up to 10 feet closer to you.
- **Abyssal Wings:** Massive wings materialize on your back, granting you the ability to soar through the air and strike your foes from above. While in this form, you gain a flying speed equal to your current walking speed. Additionally, when you hit a creature with a melee weapon attack while flying, you can choose to knock the target prone or push it up to 10 feet away from you.

## CHAOS INFUSION

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At 7th level, your ability to channel the chaotic energy of the Abyss becomes even more potent. Whenever you enter your Form of Chaos, you can infuse your transformation with additional power. Choose one of the following Chaos Infusions when you transform:

- **Chaotic Regeneration:** While in your Form of Chaos, you regenerate hit points equal to your Constitution modifier at the start of each of your turns. Additionally, whenever you score a critical hit with a melee attack while in your Form of Chaos, you regain a use of your Unleash Chaos feature.

- **Chaotic Adaptation:** While in your Form of Chaos, you gain resistance to a damage type of your choice. Additionally, whenever you hit a creature with a melee attack while in your Form of Chaos, you can choose to deal 1d6 additional damage of the same type.

Additionally, while in your Form of Chaos, your attacks are considered magical for the purpose of overcoming resistances and immunity to non-magical attacks.

## CHAOTIC TRANSFORMATION

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At 10th level, your shapeshifting abilities reach new heights. When you use your Form of Chaos feature, you can now choose two different forms instead of one. You can switch between these forms as a bonus action on subsequent turns. Additionally, while in your Form of Chaos, you have advantage on saving throws against spells and other magical effects.

## APEX OF CHAOS

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At 15th level, your mastery over your Abyssal Shifter abilities becomes unparalleled. When you use your Form of Chaos feature, you can now assume all three forms at once (Fiendish Maw, Eldritch Tentacles, and Abyssal Wings) instead of just one. Additionally, while in your Form of Chaos, you may use your Unleash Chaos feature as a bonus action.



## NEW CLASS: THE FIENDISH ALCHEMIST



EACHING INTO HIS SACHEL, A FIENDISH alchemist quickly downs a flask of glowing blue liquid. The acrid taste of the concoction makes him grimace. His fingers start to tremble as dark energy gathers, forming a swirling vortex of shadows that engulfs the attacking orc horde. They are left bewildered and disoriented, their advance halted by the fiendish alchemist's sinister powers.

A wicked grin spreads across the face of a mischievous fiendish alchemist gnome as he pulls the string on a small sphere. A faint ticking sound fills the air before he shouts, "UNLEASH CHAOS!" A deafening explosion follows, engulfing the goblin troupe in a blaze of infernal fire. Within moments, all that remains is a heap of smoldering ashes, the fiendish alchemist's deadly concoction having decimated his enemies.

With a mighty swing, the dwarf's battle-axe shatters against the relentless charge of the minotaur. Undeterred, he reaches into his pack and retrieves a bottle of viscous, bubbling liquid. Uncorking it, he gulps down the elixir, a surge of dark energy coursing through his veins. As the minotaur closes in for the final clash, the dwarf stands firm, his body shielded by an impenetrable barrier of dark magic. The monstrous creature's assault is futile, barely moving the fiendish alchemist an inch.

### CLASS FEATURES

As a Fiendish Alchemist, you gain the following class features.

#### HIT POINTS

**Hit Dice:** 1d8 per Fiendish Alchemist level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Fiendish Alchemist level after 1st

#### PROFICIENCIES

**Armor:** Light Armor, Medium Armor

**Weapons:** Simple weapons, Blowguns, Hand Crossbows, and Scimitars

**Tools:** Alchemy Supplies

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose any 2.

#### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any simple weapon or (b) a scimitar
- (a) any simple weapon or (b) a light crossbow and 20 bolts
- (a) a Dungeoneer's Pack or (b) an Explorer's Pack
- Alchemy supplies, leather armor, and a dagger

## THE FIENDISH ALCHEMIST

Level	Proficiency Bonus	Features	Discoveries						
			Known	Formulae Known	— Spell Slots Per Spell Level —				
					1st	2nd	3rd	4th	5th
1st	+2	Basic Alchemy, Infernal Bag, Unstable Pyrotechnics	—	—	—	—	—	—	—
2nd	+2	Create Elixirs, Discovery	2	4	2	—	—	—	—
3rd	+2	Fiendish Alchemical Mastery	2	5	3	—	—	—	—
4th	+2	Ability Score Increase	2	6	3	—	—	—	—
5th	+3	Mystical Bombcraft	2	7	4	2	—	—	—
6th	+3	Elemental Explosives	3	8	4	2	—	—	—
7th	+3	Evasion	3	9	4	3	—	—	—
8th	+3	Ability Score Increase	3	10	4	3	—	—	—
9th	+4	—	4	11	4	3	2	—	—
10th	+4	Fiendish Alchemical Mastery Feature	4	12	4	3	2	—	—
11th	+4	Quickfire Assault	4	13	4	3	3	—	—
12th	+4	Ability Score Increase	5	14	4	3	3	—	—
13th	+5	—	5	15	4	3	3	1	—
14th	+5	Fiendish Alchemical Mastery Feature	6	16	4	3	3	1	—
15th	+5	Alchemical Resilience	6	17	4	3	3	2	—
16th	+5	Ability Score Increase	7	18	4	3	3	2	—
17th	+6	—	7	19	4	3	3	3	1
18th	+6	Fiendish Alchemical Mastery Feature	8	20	4	3	3	3	1
19th	+6	Ability Score Increase	8	21	4	3	3	3	2
20th	+6	Eclectic Alchemist	9	22	4	3	3	3	2

### BASIC ALCHEMY

You gain proficiency with either Herbalism kit or Poisoners kit.

### INFERNAL BAG

You have a magic bag used to cart around your alchemy lab. When you reach into the bag to produce any alchemical supplies you create (elixirs, explosives, mutagens, and toxins) you pull them out with ease (no action required) otherwise the bag functions like an empty backpack that you can fill with other items. You do not run out of reagents used to create your alchemical supplies if those reagents are not consumed. Additionally, the weight of your alchemy supplies are reduced to 1lb. If this bag is ever lost or destroyed you can spend 50gp to purchase a new one from any marketplace in Hell.

### UNSTABLE PYROTECHNICS

Occasionally your experiments go awry. You've learned to harness this ability in the form of explosives. Upon completing a long rest, you can create a number of explosives equal to your Intelligence modifier + your proficiency bonus. These explosives can be thrown as an action to a range of 20ft. and deal 1d8 fire damage to a target it comes into contact with, at 5th level (2d8), 11th level (3d8), and 17th level (4d8). Use your proficiency bonus + your Dexterity modifier for the attack roll. All creatures within 5ft. of the impacted target are subject to the explosive's splash damage and

must make a Dexterity saving throw against your spell save DC or take fire damage equal to your Intelligence modifier (minimum of 1). All prepared explosives become inert as soon as you complete your next long rest. You need alchemy supplies to prepare explosives.

### CREATE ELIXIRS

After many hours of practice and study, you are able to duplicate spells by infusing a small amount of magic into your creations. When you mix an elixir, you infuse the chemicals and reagents in the extract with magic siphoned from your own magical aura. To "cast" these spell effects, the Fiendish Alchemist must imbibe the potion as an action. If the spell has a casting time of one action, reaction or one bonus action, you use whichever action you used to drink the elixir to cast the spell effect. A spell with a casting time that is longer than 1 action takes its normal casting time to cast, during which the Fiendish Alchemist must maintain concentration. If concentration is broken, the spell fails, but the elixir is not wasted. If you want to try casting the spell again, you must start over.

All spell effects provided by elixirs can be dispelled by spells such as dispel magic and counterspell. Any elixirs removed from the Fiendish Alchemist's possession become inert until returned. If a spell effect calls for a material component with a cost or one that is consumed, the cost or ingredient must be included in the making of the elixir.



### YOUR FORMULAE LIST

At 2nd level you have a book with a formulae list containing four 1st-level alchemical formulae of your choice. Your formulae list is the repository of the formulae you know and is to you what a spellbook is to a wizard.

### ADDING NEW FORMULAE

When you find an alchemical formula of first level or higher, you can add it to your formulae list if it is of a level which you can prepare and if you can spare the time to decipher and copy it. You can study a wizard's spellbook, potion, or a spell scroll to learn any formula that is equivalent to a spell the spellbook, potion, or scroll contains. Wizards cannot learn spells from your formulae list.

For each level of the formula, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the formula to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the formula just like your other formulae.

### REPLACING YOUR FORMULAE LIST

You can copy a formula from your own formulae list into another book. This is just like copying a new formula into your formulae list, but faster and easier, since you understand your own notation and already know how to craft the elixir. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your formulae list, you can use the same procedure to transcribe the elixirs that you have prepared into a new formulae list. Filling out the remainder of your formulae list requires you to find new formulae to do so, as normal.

### PREPARING AND CRAFTING ELIXIRS

The Fiendish Alchemist table shows how many elixir slots (spell slots) you have to craft your elixirs of 1st level and higher. When you prepare an elixir, you must designate what spell effect from your formulae list goes into the elixir and at what level the effect will be used at. You prepare a number of elixirs as you have slots. You can change any spell effects in any number of your remaining elixirs to another you have written in your formulae list when you complete a short rest. The level of the changed formula must equal the level of its current effect. All previously prepared elixirs become inert after taking a long rest.

You regain all expended elixir slots when you complete a long rest.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Fiendish Alchemist elixirs. You use your Intelligence whenever a spell or feature refers to your spellcasting modifier.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## LEARNING FORMULAE OF 1ST LEVEL AND HIGHER

You begin with four formulae on your formulae list. Each time you gain a Fiendish Alchemist level, you can add one alchemical formula of your choice from the Alchemical Formulae list located later in the class description. Each of these formulae must be of a level which you have elixir slots as shown on the Fiendish Alchemist table. On your adventures you might find other formulae that you can add to your formulae list.

## DISCOVERY

Your research into the alchemical arts has led you to some very interesting information. At 2nd level you learn two discoveries located at the end of the class description. You learn additional discoveries at 6th, 9th, 12th, 14th, 16th, 18th, and 20th levels. Additionally, when you gain a level in this class, you can choose one of the discoveries you know and replace it with another discovery that you could learn at that level.

## FIENDISH ALCHEMICAL MASTERY

At 3rd level you decide to devote yourself to a refined mastery. Choose between Elixir Mastery, Research Mastery, Explosion Mastery, Mutation Mastery, or Poison Mastery. Your choice grants you features at 3rd level and again at 10th, 14th, and 18th level.

## ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 20 using this feature.

## MYSTICAL BOMBCRAFT

You infuse a small string of warding magic into your bombs. Beginning at 5th level any creatures of your choice are unaffected by your explosive's splash damage. Additionally, your bombs are considered magic for the purpose of overcoming resistances and immunities to nonmagical weapons.

## ELEMENTAL EXPLOSIVES

The study of alchemy brings you also a better understanding of natural phenomena. Beginning at 6th level, when you throw one of your explosives, you can channel a small amount of your magic into it, altering its properties. When you prepare your elixirs, you can pick the type of damage it deals between acid, cold, fire, or lightning.

## EVASION

Beginning at 7th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## QUICKFIRE ASSAULT

Starting at 11th level, after throwing one of your explosives or drinking an elixir, you can make a weapon attack as a bonus action.

## ALCHEMICAL RESILIENCE

After ingesting various reagents and breathing less-than-savory fumes, you have some measure of protection from toxins. At 15th level you gain resistance to acid and poison damage and have advantage on saving throws against poisons. Upon reaching 18th level you gain immunity to poison damage and the poisoned condition.

## ECLECTIC ALCHEMIST

At level 20 you've completed most of your mastery, so you branch into the knowledge of another mastery. Choose another Fiendish Alchemical Mastery. You gain the benefits of that mastery's 3rd and 10th level features. (You are considered to be a 10th level Fiendish Alchemist of that mastery for the purposes of discovery prerequisites and class features.)



## ELIXIR MASTERY

Although the most common mastery of fiendish alchemy, alchemists enrolled in the Elixir Mastery are experts at both making and drinking potions with a plethora of effect and potencies.

### FORMULA FLEXIBILITY

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Starting at 3rd level, you can change the spell effect of one of your elixirs as a bonus action following the rules of changing elixir effects located under Preparing and Crafting Elixirs. You may do this a number of times equal to your Intelligence modifier. You regain all expended uses of this feature after completing a long rest.

### SHARED ELIXIR MASTERY

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Starting at 10th level, any elixirs you prepare can leave your possession while retaining their magical benefits, allowing a creature you choose to use the elixir's effects. The effects of the elixir still use your spellcasting modifier and spell save DC. If a spell cast through one of these elixirs requires concentration the user have to maintain it, otherwise the magic tether breaks and the spell ends.

### FAST DRINKER

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Beginning at 14th level, you may drink one of your elixirs as a bonus action (but only one elixir per turn) a number of times equal to your Constitution modifier. You regain all expended uses of this feature after completing a long rest.

### MASTER ALCHEMICAL INFUSION

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At 18th level, you can prepare an extra powerful elixir. Choose a 6th level formula and a 7th level formula from the Fiendish Alchemical Formulae list located at the end of this class's description. You learn those formulae and can prepare one elixir of each formula when you prepare the rest of your elixirs. These formulae don't count against your prepared elixirs. (These formulae cannot benefit from your Shared Elixir Mastery or Fast Drinker features.)

## RESEARCH MASTERY

This Fiendish Alchemy Mastery focuses on researching and finding ways to create elixirs more affordably, efficiently, and effectively.

### ELIXIR EMPOWERMENT

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When you take this mastery at 3rd level you no longer require material components with a total value of 10gp or less when you prepare your elixirs.

### ENHANCED RESEARCH

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At 10th level, you learn two additional discoveries in addition to the ones you know, assuming you meet the prerequisites.

### SHARED BURDEN

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Beginning at 14th level, when a creature damages you with an attack, you can use your reaction to halve the damage dealt to you. The attacking creature will then suffer the remaining half of the damage. This damage cannot be reduced in any way. You must complete a short or long rest before you can use this feature again.

### PRIMAL ESSENCE

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Starting at 18th level, you no longer age and do not suffer the frailty of old age. Whenever you prepare your elixirs, you can perform one of the following effects:

- **Power:** You can end all diseases and poisons affecting a creature. Additionally, the creature loses all levels of exhaustion if they have any and regains all hit points.
- **Chaos:** You increase the damage of one of your explosives to 8d10 (splash damage remains unchanged).
- **Life:** You can cast the True Resurrection spell on a body within 5ft. of you. When you cast this feature, material component is not required. Once you use this feature, you must wait 7 days before you can use any of your Materia Prima again.
- **Greed:** You do not need to provide material components when preparing your elixirs.

## EXPLOSION MASTERY

Fanatic demolition experts, those who choose the Explosion Mastery excel at making bombs and grenades.

### VERSATILE THROWING

When you choose this archetype at 3rd level you apply your proficiency bonus to improvised weapons when you throw them at a target.

### FAR-REACHING EXPLOSIVES

At 3rd level the distance you can throw your explosives is doubled. Additionally, you can throw one of your explosives as a bonus action (but only one per turn). (This feature applies to flasks of acid, alchemist's fire, and holy water as well.)

### EXPLOSIVE INTELLECT

At level 10th, throwing bombs is just as natural to you as preparing them. You may also use your Intelligence instead of your Dexterity on attack rolls made with your bombs and your explosives deal additional damage to the struck target equal to your Intelligence modifier. Additionally, the explosive's splash damage increases to 10 feet and deal additional damage equal to half of your Fiendish Alchemist level.

### INFERNAL PYROTECHNICS

Starting at 14th level, when preparing elixirs, you may choose to prepare a number of explosives in their place. The number of explosives you can create with this feature is equal to half your Fiendish Alchemist level. Additionally, regardless of the elixir slot it occupies (if any) the damage of all your explosives increase from a d8 to d10. This damage increases to d12 at 18th level.

### ELEMENTAL BLASTWAVE

Beginning at 18th level all creatures within 5ft. of the target of one of your explosives must succeed on a Dexterity saving throw or take damage equal to half your Fiendish Alchemist level. Additionally, the target of the explosive is affected by an additional condition based on the explosive's damage type.

- **Acid:** The target takes additional acid damage at the start of its next turn equal to half your Fiendish Alchemist level.
- **Cold:** The target's movement speed is halved until the start of your next turn.
- **Fire:** The target takes fire damage equal to your Intelligence modifier, at the start of each of its turns, for one minute or until they succeed on a Dexterity saving throw against your spell save DC to put out the flames (requires an action).
- **Lightning:** The target cannot take reactions until the start of your next turn.



## MUTATION MASTERY

The reclusive Mutation Mastery holds an old form of fiendish alchemy thought to be more pure than the other forms. This mastery focuses on creating special elixirs that change the very nature of one's body.

### MUTAGEN

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Your alchemical study involves change, but there must always be a trade off. Beginning at 3rd level, upon completing a short or long rest, you can create one mutagen. When you drink this mutagen as an action you gain a +1 bonus to your AC and gain advantage on all Strength, Dexterity, and Constitution ability checks for 10 minutes. You also suffer disadvantage on all Intelligence, Wisdom, and Charisma ability checks for the duration as well. You can create two mutagens upon reaching 10th level and three upon reaching 14th level. You can only be under the effects of one mutagen at a time. Attempting to drink a second mutagen cancels out both mutagens and gives you two levels of exhaustion. You require alchemy supplies to create mutagens.

### MUTAGEN DISCHARGE

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Beginning at 10th level you can choose to end any mutagen affecting you as a bonus action. You may use this feature up to two times before you must complete a long rest. At 14th level you gain two more uses of this feature until you must complete a long rest; and at 18th level, you may use this feature a number of times equal to half your Fiendish Alchemist level until you must complete a long rest.

### MUTAGENIC RESILIENCE

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At 14th level, while under the effects of a mutagen you cannot be charmed, and you are immune to the frightened condition.

### SUPREME MUTAGEN

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You've learned the secret to a perfect mutation. Starting at 18th level you can create one special mutagen in addition to the other mutagens you can create. When you drink this mutagen, its benefits last for one hour. Additionally, its benefits apply to the relevant saving throws as well. You do not suffer the penalties of a normal mutagen when you use a Supreme Mutagen. You must complete a long rest before you can make any more Supreme Mutagens. (If you have the Cognatogen Discovery, this feature applies to those mutagens as well. This feature does not apply to the Beast Transformation, Combat Prowess, or Feral Mutagen discoveries.)

## POISON MASTERY

Perhaps the most obscure mastery of fiendish alchemy, the Poison Mastery focuses on creating deadly poisons with a variety of debilitating effects.

### VENOMOUS ARSENAL

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When you choose this archetype at 3rd level, you can apply poisons and toxins you create to a melee weapon or 10 pieces of ammunition as a bonus action. When a toxin is applied to a weapon, it retains potency for one minute or until you land an attack against a creature.

### POISONOUS PREPARATIONS

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Instead of pursuing conventional alchemy, you've decided to delve into the realm of virulent poisons. Beginning at 3rd level, when preparing elixirs, you may choose to prepare a number of toxins in their place. The number of toxins you can create is equal to your Intelligence modifier. The toxins you create and apply to weapons deal poison damage equal to 1d4 per level of the elixir it replaces + your Intelligence modifier. On a hit, the target of your toxin must then make a Constitution saving throw against your spell save DC or become poisoned for one minute. The target can make a saving throw at the beginning of each of its turns, ending this condition early on a success.

You require alchemy supplies to prepare toxins.

### ADAPTIVE POISONS

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Instead of sickening your opponent, your toxins can take on a variety of other effects. Beginning at 10th level, you know two of these effects and learn additional effects at 14th and 18th levels. These effects replace the poisoned condition that your toxins would normally apply.

- **Clouded Mind:** The target must make an Intelligence saving throw against your spell save DC. On a failed save, roll a d6 at the start of each of the target's turns. On a roll of 1-4 the target takes its turn as normal. On a roll of 5-6, the target wastes its turn doing nothing. The target can repeat the saving throw at the end of each of their turns, ending this condition early on a success.
- **Darkness:** The target must make a Wisdom saving throw against your spell save DC or become blinded for one minute. The target can repeat the saving throw at the end of each of their turns, ending this condition early on a success.
- **Drowsy:** The target must make a Constitution saving throw against your spell save DC or fall asleep for one minute, until the sleeper takes damage, or until someone uses their action to wake the target.

- **Feeble:** The target must make a Constitution saving throw against your spell save DC or become incredibly feeble. The target deals half damage from weapon attacks that use Strength for one minute. The target can repeat the saving throw at the end of each of their turns, ending this condition early on a success.
- **Locked Joints:** The target must make a Strength saving throw against your spell save DC or become paralyzed for one minute. The target can repeat the saving throw at the end of each of their turns, ending this condition early on a success.
- **Incapacitation:** You can prepare your poisons in such a way so as to incapacitate rather than kill. At 14th level, when you prepare a toxin in this way, it does no damage, but the target has disadvantage on their initial saving throw against the poisoned condition of your toxins or conditions applied from your Adaptive Poisons feature.

## TOXIC COMBINATION EXPERTISE

Starting at 18th level the number of toxins you can prepare equals half your Fiendish Alchemist level. Additionally, you can apply two effects granted by your Secondary Effects feature or one effect and the poisoned condition to a number of toxins equal to your Intelligence modifier (separate saves are required for each effect). Toxins prepared in this way deal no damage.



## DISCOVERIES

As a Fiendish Alchemist, you gain bouts of inspiration and focus. These pursuits often lead to discoveries that you might work towards or abandon halfway through. You can learn a discovery at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class. Additionally, when you gain a level in this class, you can choose one of the discoveries you know and replace it with another discovery that you could learn at that level unless stated otherwise. (Upon obtaining the Eclectic Alchemist feature, you are considered to be a 10th level character in whatever mastery you chose.)

### AETHER BOMB

*Prerequisite - Research Mastery*

When you throw one of your explosives, you can choose to have it deal necrotic damage on a hit.

### ADDITIONAL SUPREME MUTAGEN

*Prerequisite - 20th Level, Mutation Mastery*

You can prepare an additional Supreme Mutagen for the cost of two normal mutagens.

### ADEPT ARCANE STUDIES

*Prerequisites - 12th Level, Arcane Studies, Extra Arcane Studies*

You may cast the spells you chose from your Extra Arcane Studies discovery more frequently. These spells can be used a number of times equal to your Intelligence modify and are now restored after completing a short or long rest. (This discovery is permanent. Additionally, your Extra Arcane Studies discovery becomes permanent when you learn this discovery.)

### ADEPT ESOTERIC STUDIES

*Prerequisite - 15th Level, Esoteric Studies, Research Mastery* You may cast the spells you chose from your Esoteric Studies discovery more frequently. These spells are now restored after completing a short or long rest. (This discovery is permanent. Additionally, your Esoteric Studies discovery becomes permanent when you learn this discovery.)

### FIENDISH MAKEUP

You gain proficiency in the Deception and Persuasion skills.

### ALCHEMIC MINE

*Prerequisite - 5th Level, Explosion Mastery*

You can prepare one special explosive in place of an explosive you could normally prepare to explode when a creature approaches. You can set this explosive against a flat surface as an action. A creature can make a Wisdom (Perception) check against your spell save DC to notice the mine. If you spend one round burying the mine under a small layer of dirt or similarly light cover, the creature has disadvantage on the check. When a small or larger creature unaware of the mine's presence enters the mine's space, they set it off unless they are flying or otherwise aloft. The creature must make a Dexterity saving throw against your spell save DC or take damage equal to one of your explosives or half as much on a successful save. (This particular kind of explosive does not have splash damage) A creature aware of the mine can choose to move half its speed on its turn to move through the mine's space without setting it off.

### ALCHEMY PRACTICE

You gain proficiency in either an Herbalism Kit or a Poisoner's Kit. Alternatively, you can choose to double your proficiency in Alchemy Supplies, Herbalism Kits, or Poisoner's Kits that you're proficient with. (Fiendish Alchemists of the Poison Mastery immediately doubles their proficiency with Poisoner's Kits in addition to another affect of this discovery.)

### ALKAHEST

*Prerequisite - 10th Level, Research Mastery*

You can prepare an additional concoction of sorts when you prepare your elixirs in addition to any other elixirs you can prepare. As an action, you can choose to throw this item as if it were an explosive. This particular explosive deals 3d10 acid damage on a hit and deals half your Fiendish Alchemist level with its splash damage. Alternatively, you can pour this concoction onto a substance covering no more than 1 square foot. This concoction dissolves any material it comes into contact with including sovereign glue.

### ARCANE STUDIES

You learn three cantrips from the Wizard spell list. (This discovery is permanent. A Fiendish Alchemist of the Research Mastery learns an additional cantrip from the druid spell list when they learn this discovery. Your spellcasting ability for these spells is that of the respective class.)



### ASSASSIN'S BLADE

*Prerequisite - 6th Level*

Any weapon attack you make that doesn't already apply poison damage deals an extra 1d4 poison damage. (Fiendish Alchemists of the Poison Mastery deals 1d6 extra damage when they use this discovery.)

### AUGMENTED ANATOMY

*Prerequisite - 20th Level, Enhanced Anatomy*

One ability score of your choice increases by 4 and the maximum of that score increases by 4. (This discovery is permanent. This ability score increase need not be the one you chose for your Enhanced Anatomy discovery.)

### AXIOMATIC BOMB

*Prerequisite - 15th Level, Flashbang, Explosion Mastery*

Your bombs are now capable of dealing radiant damage when you use your Elemental Explosives feature. All creatures affected by this explosive must make a Constitution saving throw against your spell save DC or become blinded for one minute and deafened until the start of your next turn. A creature can repeat this saving throw at the start of subsequent turns, ending these effects early on a success.

## BEAST TRANSFORMATION

*Prerequisite - 10th Level, Mutation Mastery*

You have learned how to change in a more bestial way. You can prepare this mutagen in the place of another you could prepare. When you drink this mutagen, you take on the effects of the polymorph spell, targeting only yourself. Your mental ability scores stay the same (though you cannot speak in this form) and your hit points are equal to your Fiendish Alchemist level unless the beast's are higher.

## BREACHING CHARGE

*Prerequisite - 6th Level*

You can prepare up to two special explosives in place of up to two explosives you could normally prepare to blow through solid objects. The damage type of these bombs changes to thunder, and they deal double damage to solid objects and siege engines not being worn or carried. (If you have the Delayed Bomb discovery, you can stick these explosives to solid objects before using your action, or possible bonus action, to detonate them.)

## BREWMASTER

You gain proficiency with Brewing Supplies. (Fiendish Alchemists of the Elixir Mastery receive expertise in Brewing Supplies.)

## CAUSTIC BLOOD

Whenever a creature within 5 feet of you hits you with an attack, that creature takes acid damage equal to your Constitution modifier (minimum of 1). (Fiendish Alchemists of the Mutation Mastery deal damage equal to their proficiency bonus or their Constitution modifier, whichever is higher, when using this discovery.)

## CELESTIAL POISON

*Prerequisite - Poison Mastery*

Your toxins now affect undead.

## CHAMELEON

*Prerequisite - Mutation Mastery*

You gain expertise in Stealth.

## EXTRA ATTACK

*Prerequisite - 5th level*

You can attack twice, instead of once, whenever you take the Attack action on your turn.

## CHOKING GAS

*Prerequisite - Poison Mastery*

You can prepare up to two special explosive in place of up to two explosives you could normally prepare to produce a thick plume of greenish, toxic smoke. Instead of dealing instant damage, the explosive fills a 15-foot sphere with smoke, heavily obscuring the area for one minute. A creature that enters the smoke or starts its turn in the smoke takes poison damage equal to your Intelligence modifier. A creature that doesn't need to breathe is unaffected. A wind of at least 10 miles per hour disperses the smoke in one round.

## CLUSTER BOMB

*Prerequisite - 20th Level, Explosion Mastery*

You can throw two explosives at once as an action provided they are the same damage type. Additionally, you can throw an explosive using a bonus action and still use other explosives using your action on that turn.

## COGNATOGEN

*Prerequisite - Mutation Mastery*

You've learned how to flip the basic mutagen benefits to allow for more versatility. You can prepare a special mutagen in place of a normal one. Upon drinking this mutagen, you gain a +1 bonus to all Intelligence, Wisdom, and Charisma saving throws and gain advantage on all Intelligence, Wisdom, and Charisma ability checks for 10 minutes. You also suffer disadvantage on all Strength, Dexterity, and Constitution ability checks for the duration as well.

## COMBAT PROWESS

*Prerequisite - 5th Level, Mutation Mastery*

You've learned how to bolster your combat effectiveness with mutagens. You can prepare a special mutagen in place of a normal one, and for a number of minutes equal to your Intelligence modifier you can attack twice instead of once when you take the attack option on your turn. Additionally, if you are wearing light or no armor, your armor class becomes 10 + your Dexterity Modifier + your Intelligence modifier. While under the effects of this mutagen, you cannot drink any of your elixirs. Treat elixirs as a mutagen for purposes of drinking multiple mutagens.



### CONCUSSION GRENADE

*Prerequisite - Explosion Mastery*

You can prepare up to two special explosives in place of up to two explosives you could normally prepare to deliver a disorienting assault. Instead of dealing damage, any creature within the explosion's splash damage radius must make a Constitution saving throw or become stunned for a number of rounds equal to your Intelligence modifier and be blinded until the start of your next turn. A creature can repeat this saving throw at the start of subsequent turns, ending these effects early on a success.

### COSMIC SHARD

*Prerequisite - Research Mastery*

Your Elixir Empowerment feature replaces material components with a value of 25gp or less.

### DARKNESS BOMB

*Prerequisite - 10th Level*

You can prepare up to two special explosives in place of up to two explosives you could normally prepare to remove all light from an area. After you throw this bomb, a 15-foot sphere of magical darkness springs forth for one minute. The darkness spreads around corners, and a creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this explosive's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. (If the Fiendish Alchemist is at least 9th level and follows the Explosion Mastery, the level of the darkness effect equals the appropriate slot (if any) the explosive occupies assuming the slot is 3rd-level or higher. Otherwise it's cast at its lowest level.)

### DELAYED BOMB

You can delay the detonation of an explosive you've thrown within 30 feet of you for a number of rounds equal to your Intelligence modifier. As an action, you can detonate this explosive, otherwise it explodes after all rounds are expended. (Fiendish Alchemists of the Explosion Mastery can detonate their explosive as a bonus action.)

### DIRECTED BOMB

*Prerequisite - Explosion Mastery*

You can prepare any number of special explosives in place of any explosives you could normally prepare to explode in a 15-foot cone rather than a sphere. When you throw the explosive, you choose the direction of the cone.

### DISPELLING BOMB

*Prerequisite - 8th Level*

You can prepare up to two special explosives in place of up to two explosives you could normally prepare to mimic the effects of the dispel magic spell within a 15-foot sphere as if cast at its lowest level. This explosive utilizes your spellcasting modifier. (If the Fiendish Alchemist is at least 9th level and follows the Explosion Mastery, the level of the dispel magic effect equals the appropriate slot (if any) the explosive occupies assuming the slot is 4th-level or higher. Otherwise it's cast at its lowest level.)

### DRAUGHT OF MUTATION

*Prerequisite - 15th Level*

You can prepare one mutagen upon completing a long rest. (Fiendish Alchemists of the Mutation Mastery can prepare an additional mutagen whenever they prepare mutagens during a short or long rest.)

### DUCK AND COVER

*Prerequisite - 8th Level*

You gain proficiency in Dexterity saving throws.

### ELDRITCH TRANSMUTATION

*Prerequisite - 12th Level*

You learn the fabricate spell and can cast it as a wizard without expending an elixir slot. You must complete a long rest before you can cast this spell again. (A Fiendish Alchemist of the Research Mastery can cast this spell again after completing a short or long rest.)

### ELIXIR ADEPT

*Prerequisite - Elixir Mastery*

You can prepare an additional two 1st-level elixirs.

### ELIXIR OF RECOVERY

*Prerequisite - 10th Level, Elixir Mastery*

When you prepare your elixirs, you can prepare one Elixir of Recovery. This elixir does not count against the number of elixirs you can prepare. If this item is poured on a corpse that has died within the past minute, it returns to life with 1 hit point. You can prepare one Elixir of Recovery after completing a long rest.

### ELIXIR OF UNLIFE

*Prerequisite - 10th Level*

When you prepare your elixirs, you can prepare an Elixir of Unlife. This elixir does not count against the number of elixirs you can prepare. This item is poured onto a corpse or pile of bones, granting the semblance of the animate dead spell targeting only one target. You can prepare one Elixir of Unlife after completing a long rest.

### ENHANCED ANATOMY

One ability score of your choice increases by 2 to a maximum of 20. (You may select this discovery multiple times, each time choosing a different ability score. You cannot choose the same ability score more than once. This discovery is permanent.)

### ENHANCED KEEN SIGHT

*Prerequisite - Keen Sight*

You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet. Additionally, the distance your Keen Sight discovery covers is increased by 30 feet. (This discovery is permanent. Additionally, when you choose this discovery, your Keen Sight discovery becomes permanent as well.)

### ESOTERIC STUDIES

*Prerequisite - 5th Level, Research Mastery*

Choose one 1st-level spell and one 2nd-level spell from the druid spell list. You can cast those spells in the way a druid does without expending an elixir slot. You must complete a long rest before you can cast either of these spells again.

### EXPLOSIVE AMMUNITION

*Prerequisite - 10th Level, Explosion Mastery*

You can prepare up to two special explosives in place of up to two explosives you could normally prepare and attach them to a form of ammunition. If the ammunition hits when fired, the bomb explodes as if you threw it. If the attack misses, the explosive does not go off. (If the ammunition is destroyed upon impact, the explosive is destroyed as well.)

### EXTRA ARCANES STUDIES

*Prerequisite - 8th Level, Arcane Studies*

Choose one 1st-level and one 2nd-level spells that you know. You can cast those spells in the way a wizard does without expending an elixir slot. You must complete a long rest before you can cast either of these spells in this way again.

### EYES OF ARCANA

You can cast detect magic at will, without expending a spell slot or material components. (A Fiendish Alchemist of the Research Mastery can sense the presence of magic within 60 feet of themself at 10th level if they learn this discovery.)

### EYES OF DETECTION

*Prerequisite - 15th Level*

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight. (An 18th level Fiendish Alchemist of the Mutation Mastery gains truesight out to a range of 30 feet when they choose this discovery.)

### FEATHERWEIGHT TONIC

*Prerequisite - 9th Level*

When you prepare your elixirs, you can prepare an Elixir of Levitate. A creature that drinks this tonic can only target itself, otherwise this functions as a normal elixir. This elixir does not count against the number of elixirs you can prepare.

### FERAL MUTATION

*Prerequisite - 15th Level, Mutation Mastery*

When you prepare your mutagens you can choose to prepare a special one in place of a normal one. When you drink this mutagen you grow wings, granting you a flying speed of 30 feet while wearing light or no armor; and you grow sharp claws, fangs, or horns granting yourself natural weapons that deal 2d10 + your Strength modifier slashing or piercing damage. These weapons count as magical for the purposes of overcoming resistances and immunities to nonmagical weapons and use your proficiency bonus + your Strength modifier for the attack rolls. Additionally, you gain a +2 bonus to attack rolls. This mutagen lasts for a number of minutes equal to your Intelligence modifier. While under the effects of this mutagen if you use your action to perform anything other than the Attack action, you take 2d6 psychic damage. This damage cannot be reduced in any way. If you end your turn within 5 feet of a creature and still haven't used your action, you must use it to attack that creature. If a creature provokes an attack of opportunity as a result of leaving your reach, you must attempt to attack that creature.

### FLASHBANG

You can prepare up to two special explosives in place of up to two explosives you could normally prepare to deliver a burst of light. Instead of dealing damage, any creature within the explosion's splash damage radius must make a Constitution saving throw or become blinded for a number of rounds equal to your Intelligence modifier and deafened until the start of your next turn. A creature can repeat this saving throw at the start of subsequent turns, ending these effects early on a success.

### FORCEFUL BOMB

You can prepare any number of special explosives in place of any explosives you could normally prepare to deliver a burst of force. Instead of dealing damage, any creature within the explosive's splash damage radius must make a Strength saving throw or be pushed 20 feet away from the center of the explosion and be knocked prone, or be pushed half as much and stay standing on a successful save.

### HASTY MIXTURE

*Prerequisite - 5th Level*

You can prepare a number of explosives equal to half your Intelligence modifier (minimum of 1) during a short rest. These explosives aren't as powerful and only deal 1d4 fire damage on a hit and half your Intelligence modifier (minimum of 1) to all creatures affected by the explosive's splash damage. (Fiendish Alchemists of the Explosion Mastery may ignore this damage reduction upon reaching 9th level.)

### HOMING GRENADE

*Prerequisites - 5th Level*

You can prepare up to two special explosives in place of up to two explosives you could normally prepare with magic to track an enemy. This special grenade has been fitted with magic akin to the magic missile spell. When you throw this explosive at a creature in range, you strike the target for 2d4 Force damage. All creatures within 5 feet of the target must make a Dexterity saving throw against your spell save DC or take force damage equal to your Intelligence modifier.

### IMPROVED QUAFF

*Prerequisite - 15th Level, Elixir Mastery*

You are not restricted to drinking one elixir per turn when using your Fast Drinker feature, but one of the elixirs cannot exceed 1st level.

### KEEN SIGHT

You gain darkvision out to a range of 60 feet. If you already possess darkvision, increase its range by 30 feet. (Fiendish Alchemists of the Mutation Mastery, double the range of this discovery.)

## LUMINESCENCE

You can create two small, clear flasks of glowing liquid over the course of a short rest. This liquid sheds bright light out to a range of 15 feet and dim light 15 feet beyond that for 8 hours. A creature can also choose to fill a lamp or lantern with Luminescence, doubling the range of the bright and dim light produced by the lamp or lantern, but the Luminescence can only burn for 1 hour. You must complete a short or long rest before you can create any more Luminescence. (An Fiendish Alchemist of the Research Mastery can burn Luminescence in a lamp or lantern for a number of hours equal to their Intelligence modifier.)

## MASTER ELIXIR

*Prerequisite - 20th Level, Elixir Mastery*

You can prepare another 6th level elixir when you prepare your elixirs.

## MASTERFUL ARCANES STUDIES

*Prerequisite - 18th Level, Adept Arcane Studies, Arcane Studies, Extra Arcane Studies*

You may cast the spells you chose from your Extra Arcane Studies at will without expending an elixir slot. (This discovery is permanent.)



### NET BOMB

You can prepare up to two special explosives in place of up to two explosives you could normally prepare to entangle your enemies. These explosives do not deal damage, and anyone within the explosive's splash damage radius must make a Dexterity saving throw against your spell save DC or become restrained for one minute. A creature can attempt to make a Strength saving throw at the beginning of each of their turns, freeing themselves on a success.

### PHANTOM ELIXIR

*Prerequisite - 12th Level*

When preparing your elixirs, you can prepare a Phantom Elixir. When you drink this elixir, you become incorporeal for one minute. While incorporeal, you can walk through walls and creatures as if they were difficult terrain. If this effect ends while you're inside a creature or object, you are shunted to the nearest unoccupied space and take force damage equal to the number of feet you were pushed. This elixir does not count against the number of elixirs you can prepare. (An 18th level Fiendish Alchemist of the Elixir Mastery can prepare an additional Phantom Elixir in the place of one of their 6th or 7th level formulae.)

### PHILOSOPHER'S STONE

*Prerequisite - 20th Level, Research Mastery*

You can use your Primal Essence feature twice when you prepare your elixirs.

### POTIONS EXPERT

*Prerequisite - Elixir Mastery*

You can identify the properties of any potion assuming you spent 1 minute studying it.

### POWDER BOMB

You can prepare up to two special explosives in place of up to two explosives you could normally prepare to explode with a white dust. The explosive deals no damage, but dust fills a 30-foot sphere and reveals the location of any tangible invisible creatures in its area. (Upon reaching 5th level, this discovery applies to invisible incorporeal creatures as well.)

### QUICKSILVER COATING

You can prepare two special coatings in the place of one of the elixirs of 1st level or higher you can normally prepare. When this liquid is applied to a melee weapon or twenty pieces of ammunition, the weapon becomes "silvered" for 8 hours. Upon reaching 5th level, you can prepare a number of coatings equal to your Intelligence modifier for every elixir it replaces.

### REAGENT RESEARCH

You gain proficiency in Nature and Survival skills. If you already have proficiency, you gain expertise in those skills.

### SLUGGISH TOXIN

*Prerequisite - 10th Level, Poison Mastery*

When a creature is affected by the poisoned condition from one of your toxins, they only add half their Dexterity modifier to their armor class (if applicable) and can only take one action or bonus action on their turn.

### SPEEDY METABOLISM

*Prerequisite - 5th Level, Elixir Mastery*

Whenever you would roll dice to heal yourself from a potion or elixir, you instead heal for the maximum amount.

### STRONG BREW

1st-level elixirs you create that deal damage add your Intelligence modifier to the damage roll. (Level 13 Fiendish Alchemists of the Elixir Mastery can apply this bonus to all elixir effects they create.)

### SMOKE BOMB

You can prepare any number of special explosives in place of any explosives you could normally prepare to produce a thick plume of smoke. Instead of dealing damage, the explosive fills a 15-foot sphere with smoke, heavily obscuring the area for one minute. A wind of at least 10 miles per hour disperses the smoke in one round.

### TONIC OF APTITUDE

*Prerequisite - 10th Level*

When you prepare your elixirs, you can prepare an elixir of enhance ability at its lowest level. This elixir does not count against the number of elixirs you can prepare. (Fiendish Alchemists of the Mutation Mastery can replace one of their mutagens with this elixir upon reaching 15th level.)

### TONIC OF ENERGY

*Prerequisite - 11th Level*

When you prepare your elixirs, you can prepare an elixir of haste targeting whoever drank it. This elixir does not count against the number of elixirs you can prepare. When a creature drinks the elixir you have to maintain concentration on the spell as normal.

## TONIC OF LEAPING

*Prerequisite - 9th Level*

When you prepare your elixirs, you can prepare an elixir of jump. This elixir does not count against the number of elixirs you can prepare.

## TONIC OF NOURISHMENT

You can prepare two special tonics in the place of one of the elixirs of 1st level or higher you can normally prepare. When a creature drinks this tonic, they receive the benefits of having eaten a berry from the goodberry spell. Upon reaching 10th level, you can prepare a number of this tonics equal to your Intelligence modifier for every elixir it replaces.

## TONIC OF WARDING

When you prepare your elixirs, you can prepare an elixir of mage armor. This elixir does not count against the number of elixirs you can prepare.

## TOUCH OF DEATH

*Prerequisite - 5th Level, Poison Mastery*

You can apply poisons and toxins you create to your hand without poisoning yourself. You can then make a melee spell attack or unarmed strike against a target. On a hit, the poison is applied to the target.

## VIRULENT GAS

*Prerequisite - 15th Level, Choking Gas, Poison Mastery*

Your choking gas now affects creatures whether they need to breathe or not. The gas deals an additional 3d8 acid damage as well.

## VOLATILE TOXINS

*Prerequisite - 20th Level, Poison Mastery*

Toxins can benefit from both your Toxic Combination Expertise feature and deal damage as well.

# ALCHEMICAL FORMULAE LIST

## 1ST LEVEL

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absorb elements, animal friendship, armor of Agathys, arms of Hadar, burning hands, cause fear, chaos bolt, charm person, chromatic orb, command, comprehend languages, create or destroy water, cure wounds, detect evil and good, detect magic, detect poison and disease, disguise self, expeditious retreat, false life, featherfall, find familiar, fog cloud, guiding bolt, hellish rebuke, heroism, hunter's mark, ice knife, identify, illusory script, jump, longstrider, mage armor, magic missile, protection from evil and good, shield of faith, speak with animals, thunderwave, witch bolt, zephyr strike

## 2ND LEVEL

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Aganazzar's scorcher, aid, alter self, augury, barkskin, blindness/deafness, blur, continual flame, darkness, darkvision, detect thoughts, dragon's breath, earthbind, enhance ability, enlarge/reduce, enthrall, find traps, gentle repose, gust of wind, heat metal, invisibility, knock, lesser restoration, levitate, locate animals or plants, locate object, magic weapon, maximilian's earthen grasp, mind spike, mirror image, misty step, nystul's magic aura, pass without trace, protection from poison, see invisibility, spider climb, suggestion, warding bond, web, zone of truth

## 3RD LEVEL

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beacon of hope, blink, catnap, counterspell, dispel magic, elemental weapon, fear, feign death, fireball, fly, gaseous form, glyph of warding, haste, hypnotic pattern, life transference, lightning bolt, meld into stone, nondetection, protection from energy, remove curse, revivify, sending, slow, speak with dead, speak with plants, thunder step, tiny servant, tongues, water breathing, water walk

## 4TH LEVEL

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arcane eye, aura of purity, charm monster, compulsion, death ward, dimension door, elemental bane, fire shield, freedom of movement, greater invisibility, locate creature, otiluke's resilient sphere, polymorph, shadow of moil, stone shape, stonewalk

## 5TH LEVEL

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awaken, circle of power, cone of cold, contagion, creation, far step, greater restoration, legend lore, mass cure wounds, mislead, modify memory, passwall, skill empowerment, steel wind strike, swift quiver, telekinesis, transmute rock

## 6TH LEVEL (ELIXIR MASTERY)

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chain lightning, circle of death, eyebite, find the path, flesh to stone, heal, investiture of flame, investiture of ice, investiture of stone, investiture of wind, mass suggestion, move earth, otiluke's freezing sphere, scatter, Tenser's transformation, true seeing, wind walk

## 7TH LEVEL (ELIXIR MASTERY)

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crown of stars, delayed blast fireball, etherealness, plane shift, prismatic spray, regenerate, resurrection, teleport



## NEW CLASS: THE DEMON HUNTER



EMON HUNTERS, REVERED AND FEARED BY many, are extraordinary warriors whose unwavering dedication lies in combating the sinister denizens that haunt the infernal realms. Born from an ancient lineage, these exceptional individuals possess a profound understanding of the demonic realm, its malevolent inhabitants, and the arcane arts that are vital to triumph over their nefarious adversaries.

Within the depths of their extensive knowledge, Demon Hunters unravel the dark secrets and hidden weaknesses of the unholy creatures that lurk in the shadows. With relentless determination, they tirelessly refine their skills and sharpen their instincts to ensure they become unparalleled experts in the eradication of demonic threats.

As the darkness spreads its tendrils, threatening to envelope the world in chaos, it is the Demon Hunters who rise to the occasion, ready to confront the malevolence head-on. They are a beacon of hope amidst the encroaching gloom, standing as a symbol of resilience against the forces that seek to plunge humanity into eternal despair.

Embracing their unique abilities, Demon Hunters wield an arsenal of otherworldly powers, harnessing the very essence of their adversaries against them.

### CLASS FEATURES

As a Demon Hunter, you gain the following class features.

#### HIT POINTS

**Hit Dice:** 1d8 per Demon Hunter level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Demon Hunter level after 1st

#### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose two skills from Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, Religion and Survival

#### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- **(a)** a martial weapon and a shield or **(b)** two martial weapons
- **(a)** a light crossbow and 20 bolts or **(b)** any simple weapon

- (a) studded leather armor or (b) scale mail

- (a) a dungeoneer's pack or (b) an explorer's pack

## THE DEMON HUNTER

Level	Proficiency Bonus	Features	Spells Known	— Spell Slots Per Spell Level —		
				1st	2nd	3rd
1st	+2	Favored Weapon, Spellcasting, Demon Hunter Affinity	2	1	—	—
2nd	+2	Soul Essence	2	1	—	—
3rd	+2	Affinity Feature	2	2	—	—
4th	+2	Ability Score Improvement	3	2	—	—
5th	+3	Soulweaver	4	3	—	—
6th	+3	Affinity Feature	4	3	—	—
7th	+3	Demon Hunter's Insight	4	3	—	—
8th	+3	Ability Score Improvement	4	3	—	—
9th	+4	Affinity Feature	5	4	2	—
10th	+4	Demonic Warding	5	4	2	—
11th	+4	Extra Attack	6	4	2	—
12th	+4	Ability Score Improvement	6	4	2	—
13th	+5	Soul Expulsion	7	4	3	—
14th	+5	Metamorphosis	7	4	3	—
15th	+5	Affinity Feature	8	4	3	—
16th	+5	Ability Score Improvement	8	4	3	—
17th	+6	Soul Essence Restoration	9	4	3	2
18th	+6	Affinity Feature	9	4	3	2
19th	+6	Ability Score Improvement	10	4	3	2
20th	+6	Infernal Annihilation	10	4	3	2

### FAVORED WEAPON

The Demon Hunter becomes proficient with their chosen favored weapon, even if they did not have proficiency with it previously. When wielding their favored weapon, the Demon Hunter gains a +1 bonus to attack rolls and damage rolls made with that weapon. You may change your favored weapon after completing a long rest. The bonus increases to +2 at 10th level and then to +3 at 17th level.

### SPELLCASTING

As a Demon Hunter, you have learned to tap into the infernal powers within you to cast spells.

#### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Demon Hunter spells. You use your Charisma modifier when setting the saving throw DC for a Demon Hunter spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

### SPELLS KNOWN

You have a number of spells known from the Warlock spell list, as shown in the Spells Known column of the Demon Hunter table.

### SPELLCASTING PROGRESSION

You can cast Demon Hunter spells using spell slots. The Demon Hunter table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### DEMON HUNTER'S AFFINITY

At 1st level, you choose an Affinity. Choose between Infernal Affinity, Celestial Affinity or Arcane Affinity, detailed at the end of the class description. Your choice grants you features at 1st level and again at the 3rd, 6th, 9th, 15th and 18th levels.

### SOUL ESSENCE

Starting at 2nd level, the Demon Hunter has a pool of Soul Essence points equal to their Charisma modifier + half their Demon Hunter level (rounded down). You regain all spent Soul Essence points upon completing a long rest.



### SOUL STRIKE

By spending 1 Soul Essence point, the Demon Hunter infuses their favored weapon with the essence of the fallen, granting it additional damage. On their next successful attack, the weapon deals an extra 1d6 necrotic damage, which increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

### DEMONIC RESILIENCE

By spending 2 Soul Essence points, the Demon Hunter taps into their connection with the demonic realms, bolstering their resilience against demonic influences. They gain advantage on saving throws against spells and abilities cast by demons, devils or fiends for the next minute.

### ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1 each.

### SOULWEAVER

At 5th level, you gain the following benefits:

- **Improved Soul Strike:** When the Demon Hunter activates Soul Strike, the additional damage ignores any resistances the target possesses.
- **Infernal Resistance:** The Demon Hunter's experiences in battling demons grant them enhanced resistance against their malevolent influences. You gain resistance to damage from spells cast by demons, fiends, or devils. This resistance applies to all damage types inflicted by such sources.

- **Magic strikes** Your attacks with your favored weapon deal magical damage, allowing you to overcome resistances and immunities to non-magical damage.

### DEMON HUNTER'S INSIGHT

At 7th level, the Demon Hunter's extensive experience in battling demons, devils and fiends grants them keen insights into their foes. They gain the ability to sense and exploit the weaknesses of these infernal beings. As an action, the Demon Hunter can make a special Insight check to analyze the vulnerabilities and resistances of a demon, fiend, or devil. The check is made with advantage. The DC for the Insight check is determined by consulting the following table:

#### DEMON HUNTER'S INSIGHT DC

Creature's Power Level	DC
Low (CR 1-4)	12
Medium (CR 5-10)	15
High (CR 11-16)	18
Very High (CR 17+)	20

On a successful Insight check, the Demon Hunter gains knowledge of the analyzed creature's vulnerabilities, resistances, and immunities. They also gain a +2 bonus to attack rolls made with their favored weapon against that creature for the next minute. If the creature is resistant or immune to necrotic damage, the attack bonus increases to +4.

The Demon Hunter can use this ability a number of times equal to their proficiency bonus before needing to complete a long rest to regain expended uses.

## DEMONIC warding

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At 10th level, whenever the Demon Hunter successfully saves against a spell or ability cast by a demon, fiend, or devil, they can use their reaction to make a single weapon attack against the creature that targeted them. This attack is made with advantage and deals additional damage equal to their Charisma modifier.

## EXTRA ATTACK

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The Demon Hunter's combat prowess and agility reach new heights, granting them the ability to make an extra weapon attack when they take the Attack action with their favored weapon on their turn.

## SOUL EXPULSION

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At 13th level, the Demon Hunter has honed their control over Soul Essence, enabling them to unleash its raw power in a devastating attack. As an action, the Demon Hunter can spend up to three Soul Essence points to perform a Soul Expulsion. The damage and effects of the Soul Expulsion increase based on the number of Soul Essence points expended.

The Demon Hunter makes a ranged spell attack against a target creature within range. The range of the attack is 60 feet. The damage and effects of the Soul Expulsion are as follows:

- **1 Soul Essence Point:** The attack deals 2d8 necrotic damage on a hit.
- **2 Soul Essence Points:** The attack deals 4d8 necrotic damage on a hit, and the target must make a Constitution saving throw. On a failed save, the target is also blinded until the end of its next turn.
- **3 Soul Essence Points:** The attack deals 6d8 necrotic damage on a hit, and the target must make a Constitution saving throw. On a failed save, the target is also paralyzed until the end of its next turn.

## METAMORPHOSIS

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At 14th level, the Demon Hunter taps into their innate demonic heritage, undergoing a powerful metamorphosis. This transformation grants them enhanced physical attributes and unique abilities. As an action, the Demon Hunter can enter a state of metamorphosis, gaining the following benefits for 1 minute:

**Wings of the Abyss:** The Demon Hunter sprouts dark, leathery wings, gaining a flying speed equal to their current walking speed. Additionally, they have advantage on Dexterity saving throws and are resistant to damage from non-magical weapons.

**Infernal Fury:** The Demon Hunter's attacks become infused with infernal energy. Whenever they hit with a weapon attack, they deal an additional 1d8 fire damage.

**Infernal Ward:** The Demon Hunter gains 50 temporary hit points for the duration.

**Infernal Sight:** The Demon Hunter's vision pierces through darkness and magical illusions. They gain darkvision with a range of 120 feet, and they have advantage on Wisdom (Perception) checks that rely on sight.

Once the Demon Hunter uses Metamorphosis, they must finish a long rest before they can use it again.

## SOUL ESSENCE RESTORATION

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Starting at 17th level, the Demon Hunter gains the ability to restore their spent Soul Essence points through their sheer determination and connection to the infernal realm. Once per long rest, as a bonus action, the Demon Hunter can restore a number of Soul Essence points equal to half their Charisma modifier (rounded down) plus their proficiency bonus.

## INFERNAL ANNIHILATION

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At 20th level, the Demon Hunter becomes a force of retribution against demons, fiends and devils. They gain the following benefits:

- **Annihilating Strike:** Whenever the Demon Hunter hits a demon, fiend, or devil with their favored weapon, they can expend 5 Soul Essence points to deliver a devastating Annihilating Strike. The target must make a Constitution saving throw against a DC equal to 8 + the your proficiency bonus + your Charisma modifier. On a failed save, the target takes 10d10 necrotic damage and is banished to its home plane if it is not currently on that plane. On a successful save, the target takes half damage.
- **Infernal Rebirth:** Once per long rest, when the Demon Hunter is reduced to 0 hit points and would fall unconscious, they can choose to embrace their infernal essence and undergo a momentary transformation. They regain hit points equal to half their maximum hit points and activate their Metamorphosis feature without expending a use.

## INFERNAL AFFINITY

A Demon Hunter who chooses the Infernal Affinity gains a connection to the fiery depths of the infernal realms. This pact with a fiery demon grants them dark and fiery powers, enhancing their combat prowess and providing unique abilities.

### FIERY STRIKES

Starting at 1st level, your weapon strikes become infused with fiery energy, allowing you to deal additional fire damage. Whenever you hit a creature with your favored weapon, you can choose to add an extra 1d6 fire damage to the attack. The damage increases to 2d6 at 11th level and 3d6 at 17th level.

### FIERY BURST

At 3rd level, as an action, you can release a burst of intense flames around you, creating a 15-foot radius sphere of fiery energy. Each creature of your choice within this area must make a Dexterity saving throw against your spell save DC, taking fire damage equal to two times your Demon Hunter level on a failed save, or half as much damage on a successful one. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses after finishing a long rest.

### POTENT FLAMES

Starting at 3rd level, any fire damage you deal ignores resistances to fire damage. If a creature is immune to fire damage, treat it as if it had resistance to fire damage instead.

### FLAMES OF RUIN

At 6th level, you gain resistance to fire damage. Additionally, whenever you hit a creature with your favored weapon and deal fire damage from your Fiery Strikes feature, you can choose to ignite the target in flames. The target takes additional fire damage equal to your Charisma modifier at the start of its turn for a number of rounds equal to half your Demon Hunter level (rounded down). The target can make a Dexterity saving throw against your spell save DC at the end of each of its turns, ending the effect on a successful save.

### FIERY RETRIBUTION

Starting at 9th level, when a creature hits you with a melee attack, you can use your reaction to unleash a burst of fiery retaliation. The attacking creature takes fire damage equal to your Charisma modifier + your Demon Hunter level. If the attacker is a demon, fiend, or devil, they take double damage.

## INFERNAL METAMORPHOSIS

Starting at 15th level, your Metamorphosis transforms you into a fearsome embodiment of infernal power.

**Enhanced Form.** While in your Metamorphosis form, when you damage a creature with your Fiery Strikes feature, any creature on your choice within 10 ft of the target must make a Dexterity saving throw. On a fail, they take fire damage equal to your Fiery Strikes damage.

**Immolation Aura.** Your Metamorphosis form radiates an aura of intense heat and flames. When a hostile creature starts its turn within 10 feet of you, it takes fire damage equal to half your Demon Hunter level (rounded up).

**Fiery Inferno.** Once per turn, when you hit a creature with a weapon attack while in your Metamorphosis form, you can cause the target to become vulnerable to flames. The target takes double damage from your Immolation Aura until the end of your next turn.

## INFERNAL ASCENDANCY

At 18th level, your bond with the fiery demon reaches its pinnacle, granting you unparalleled mastery over infernal powers. You gain the following features:

- **Hellfire Conduit:** Your connection to the infernal realms allows you to channel the raw essence of hellfire. As an action, you can expend two uses of your Fiery Burst feature to create a devastating explosion of hellfire. Each creature within a 30-foot radius centered on you must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 10d6 fire damage, or half as much damage on a successful save. Additionally, any creature that fails the saving throw is automatically affected by your Flames of Ruin feature.
- **Infernal Resilience:** You gain immunity to fire damage.

## CELESTIAL AFFINITY

A Demon Hunter who chooses the Celestial Affinity gains a connection to a celestial being, forming a pact to combat evil and eradicate demonic creatures. This bond grants them celestial powers and imbues their strikes with radiant energy.

### CELESTIAL SIGHT

Starting at 1st level, you gain the ability to see in both normal and magical darkness as if it were bright light up to 30 feet. Additionally, you have advantage on Wisdom (Perception) checks that rely on sight.

### RADIANT STRIKES

Starting at 1st level, when you hit a demon, fiend, or devil with your favored weapon, you can choose to infuse your strike with radiant energy. The target takes additional radiant damage equal to your Charisma modifier.

### DIVINE RADIANCE

At 3rd level, your connection with the celestial being strengthens, granting you the power to infuse your attacks with radiant energy. Whenever you deal damage with a spell, feature or weapon attack that deals magical damage, you can choose to change the damage type to radiant. Additionally, when you deal radiant damage to a creature with your Soul Strike feature, the target must make a Constitution saving throw against your spell save DC or be blinded until the end of their next turn.

### RADIANT AEGIS

At 6th level, your celestial affinity grants you a radiant shield of protection. When you or a creature within 10 feet of you takes damage from a spell or ability cast by a demon, fiend, or devil, you can use your reaction to interpose your radiant shield. The damage is reduced by an amount equal to your Charisma modifier + your proficiency bonus.

### TRUESTRIKE

At 9th level, your connection to the celestial realm enhances your combat prowess, granting you a heightened sense of accuracy and precision in your attacks. As an action, you can enter a state of divine focus, gaining advantage on your next attack roll against a demon, fiend, or devil. This advantage is not limited to a specific attack, allowing you to hold onto the benefit, for up to 1 hour, until your next successful attack roll against a qualifying target. Additionally, when you score a critical hit against a demon, fiend, or devil, you can roll one additional damage die for the attack.

## CELESTIAL TRANSFORMATION

At 15th level, your Metamorphosis feature is replaced by this feature. As an action, you can activate your Celestial Transformation feature, transforming into a celestial being for 1 minute. While in this form, your appearance changes to embody the celestial essence, gaining radiant wings and a radiant aura that sheds bright light in a 30-foot radius. While the aura is active, you and friendly creatures within the aura have resistance to radiant damage and advantage on saving throws against spells and abilities cast by demons, fiends, or devils. In addition, you gain the following benefits while in your Celestial Transformation:

- Your movement speed increases by 10 feet and you gain a flying speed equal to your movement speed.
- You may use your Soul Strike feature without expending any Soul Essence points.
- You may use your Truestrike feature as a bonus action.

### RADIANT ANNIHILATION

At 20th level, when you activate your Soul Expulsion feature, you can choose to expend 6 Soul Essence points instead of 4. If you do, the damage and effects of the Soul Expulsion are maximized, dealing the maximum possible damage and automatically failing the saving throw.

Additionally, once per long rest, you can call upon the celestial forces to unleash a devastating attack. As an action, you can channel your celestial energy into a single, mighty strike. Make a weapon attack against a demon, fiend, or devil within your reach. On a hit, the target takes maximum weapon damage plus 8d10 additional radiant damage. This attack ignores any resistances possessed by the target.

## ARCANE AFFINITY

You have delved deep into the arcane arts, intertwining your mastery of combat with spellcasting abilities. You gain the following features:

### SINISTER MAGIC

Starting at 1st level, your spellcasting abilities become more potent. You gain the following features:

### EXPANDED SPELLCASTING

The following spellcasting table replaces your current one.

Demon Hunter Level	Spells Known	1st	2nd	3rd	4th	5th
1st	2	2	—	—	—	—
2nd	3	2	—	—	—	—
3rd	4	3	1	—	—	—
4th	5	4	2	—	—	—
5th	5	4	2	—	—	—
6th	6	4	3	—	—	—
7th	7	4	3	2	—	—
8th	7	4	3	2	—	—
9th	8	4	3	3	—	—
10th	9	4	3	3	1	—
11th	9	4	3	3	1	—
12th	10	4	3	3	2	—
13th	11	4	3	3	3	1
14th	11	4	3	3	3	1
15th	12	4	3	3	3	1
16th	12	4	3	3	3	2
17th	12	4	3	3	3	2
18th	13	4	3	3	3	2
19th	13	4	3	3	3	2
20th	13	4	3	3	3	2

### DEMONIC TATOOS

Your body bears demonic tattoos, powerful magical markings that enhance your spellcasting abilities. You gain a +1 bonus to spell attack rolls and your spell save DC.

### SPELLCASTING ENHANCEMENT

At 3rd level, you gain the ability to add your Charisma modifier to the damage rolls of your spells. Additionally, when you cast a spell using a spell slot of 2nd level or higher, the spell's range is doubled.

## ARCANE WARD

At 6th level, your connection to the arcane energies grants you an additional layer of protection. You gain a mystical ward that absorbs and deflects incoming attacks and spells. The ward has hit points equal to twice your Demon Hunter level plus your Charisma modifier. If an attack or spell would damage you, the ward takes the damage instead. Any leftover damage beyond the ward's hit points is applied to you.

Your ward regains all its hit points when you finish a long rest.

## ARCANE WEAPON INFUSION

At 9th level, your connection to the arcane reaches new heights, allowing you to infuse your weapons with magical energy. As a bonus action, you can infuse your favored weapon with arcane energy. The weapon gains a bonus to attack and damage rolls equal to your Charisma modifier. This infusion lasts for 1 minute or until you use a bonus action to end it. You may use this feature once per short rest.

Additionally, when you hit a creature with your infused weapon, you can expend a spell slot to deal extra damage of the same type as the spell slot expended. The extra damage is equal to 2d8 for a 1st-level spell slot and increases by 1d8 for each additional spell level.

## ARCANE FORM

At 15th level, your affinity for arcane magic allows you to tap into its transformative powers and undergo a metamorphosis of incredible magnitude. During your Metamorphosis feature, you gain the following benefits:

- Any spell you cast counts as one level higher, up to 6th level.
- You gain resistance to damage from spells.
- Once, as an action, you can unleash a powerful surge of arcane energy known as Arcane Nova. Each creature of your choice within a 30-foot radius sphere centered on you must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 6d8 force damage and is pushed 10 feet away from you. On a successful save, a creature takes half damage and isn't pushed.

## ARCANE OVERLOAD

Once per long rest, you can cast a 7th-level spell from any spell list without expending a spell slot. However, casting the spell in this way inflicts one level of exhaustion upon you.



## NEW CLASS: THE TORMENTOR

**L**NLIKE NECROMANCERS WHO MANIPULATE others' souls, or liches who conceal their souls in distant artifacts to cheat death, Tormentors actively embrace death, often multiple times. Through intricate rituals, unholy pacts, or encounters with the supernatural, a Tormentor gains unrivaled control over their own demise. They exhibit unfathomable determination to harness the macabre power that arises when a soul teeters on the precipice of expiration, only to rise again, victorious, armed with knowledge known only to the deceased. Pain and suffering, to a Tormentor, are not mere afflictions but rather tools to unleash a formidable power rarely witnessed or employed.

For a Tormentor, the manipulation of death is not an end in itself but rather a means to an even greater mastery. They seek to uncover the secrets of existence and transcend the boundaries of mortal understanding. Tormentors have delved into the depths of agony, honing their abilities to channel and amplify pain, transforming it into raw energy. With this formidable arsenal, they are capable of wielding unimaginable power, commanding forces that few can comprehend. In the hands of a Tormentor, suffering becomes an instrument to manipulate reality itself, unearthing truths that lie beyond the grasp of ordinary mortals.

### CLASS FEATURES

As a Tormentor, you gain the following class features

#### HIT POINTS

**Hit Dice:** 1d12 per Tormentor level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per Tormentor level after 1st

#### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** Poisoner's Kit

**Saving Throws:** Constitution, Wisdom

**Skills:** Choose two from Insight, Investigation, Perception, Religion, Intimidation, Arcana, and Deception

#### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- **(a)** A handaxe or **(b)** a spear
- **(a)** A light crossbow and 20 bolts or **(b)** ten javelins
- **(a)** A dungeoneer's pack or **(b)** a scholar's pack

## THE TORMENTOR

Level	Proficiency Bonus	Features	Entropy Die	Spells Known	— Spell Slots Per Spell Level —				
					1st	2nd	3rd	4th	5th
1st	+2	Entropy Die, Torments, Fighting Style	d4	—	—	—	—	—	—
2nd	+2	Spellcasting, Undying	d4	2	2	—	—	—	—
3rd	+2	Tormentor's Powers	d4	3	3	—	—	—	—
4th	+2	Ability Score Improvement	d4	3	3	—	—	—	—
5th	+3	Pain and Gain, Extra Attack	d6	4	4	2	—	—	—
6th	+3	Tormentor's Power Feature	d6	4	4	2	—	—	—
7th	+3	Followers	d6	5	4	3	—	—	—
8th	+3	Ability Score Improvement	d6	5	4	3	—	—	—
9th	+4	Fear and Darkness	d6	6	4	3	2	—	—
10th	+4	—	d6	6	4	3	2	—	—
11th	+4	Warp Death	d6	7	4	3	3	—	—
12th	+4	Ability Score Improvement, Tormentor's Power Feature	d8	7	4	3	3	—	—
13th	+5	Entropy Effect	d8	8	4	3	3	1	—
14th	+5	—	d8	8	4	3	3	1	—
15th	+5	Enduring Legacy	d8	9	4	3	3	2	—
16th	+5	Ability Score Improvement	d8	9	4	3	3	2	—
17th	+6	Reincarnation	d8	10	4	3	3	3	1
18th	+6	Tormentor's Power Feature	d10	10	4	3	3	3	1
19th	+6	Ability Score Improvement	d10	11	4	3	3	3	2
20th	+6	Bones to Dust	d12	11	4	3	3	3	2

## ENTROPY DIE

At 1st level, in exchange for a portion of your vitality, you gain access to more potent magic. When your hit points reach or fall below specific amounts, known as hit point thresholds, you deal additional damage on any damage roll, unless otherwise specified. Your hit point thresholds are set at 70%, 50%, 30%, and 10% of your maximum hit points. For each of these thresholds you meet, you add an extra die of damage, with the die level determined by the Entropy Die column in the class table.

## TORMENTS

At 1st level, you've learned certain forgotten magics; dark and ancient things that feed on life.

**Torments save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Torments attack modifier** = your proficiency bonus + your Wisdom modifier

## HUNGERING BEAM

You unleash a beam of concentrated death, a horrifying force starved of life. As an action, you can inflict 1d6 damage upon yourself and compel every creature within a 5-foot wide, 30-foot long line to make a Dexterity saving throw. On a failure, they suffer 1d6 necrotic

damage and have their movement speed halved until the end of their next turn. On a success, they take half damage and their movement speed remains unaffected.

When you are at or below 30% or 10% of your hit points, creatures that fail the saving throw also make their Strength or Dexterity rolls with disadvantage until the start of your next turn. You have the choice to determine whether it affects their Strength or Dexterity rolls.

## SCREAMER EXPULSION

You channel the ear-piercing screams of the dead, unleashing their unwholesome energies into the surrounding air. As an action, you can inflict 1d8 damage upon yourself to activate this ability. Each creature of your choice within 15 feet of you must make a Wisdom saving throw. On a failed save, they suffer 1d8 necrotic damage and are pushed 5 feet away from you.

When you are at or below 30% or 10% of your hit points, the force of your scream becomes even more potent. Creatures that fail their saving throw are pushed 15 feet and knocked prone.

## SIPHON PAIN

A part of you yearns for sensation, any emotional response that can serve as a reminder of your own existence, even if it entails pain. Whenever a creature within 60 feet of you takes damage, you can use your reaction to take that damage instead.



If the damage you took on behalf of the creature causes you to reach zero hit points or below, or if it triggers a Constitution saving throw linked to your Undying feature, roll your entropy dice as if it were a damage roll. A creature of your choosing, within your line of sight, gains temporary hit points equal to the amount you rolled.

## FIGHTING STYLE

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At 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a fighting style option more than once, even if you later get to choose again.

**Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.

**Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

**Close Quarters Shooter.** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

**Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Protection.** You gain proficiency with shields. Additionally, When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Unarmed Fighting.** Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

**Thrown Weapon Fighting.** You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

**Tunnel Fighter.** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

## SPELLCASTING

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At 2nd level, the vast expanse of your many lifetimes and the profound wisdom gained from an intimate understanding of death have bestowed upon you the gift of spellcasting.

### SPELL SLOTS

The Tormentor table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Tormentor spell list.

The Spells Known column of the Tormentor table shows when you learn more Tormentor spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Tormentor spells you know and replace it with another spell from the Tormentor spell list, which also must be of a level for which you have spell slots.

## SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Tormentor spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Tormentor spell you cast and when making an attack roll with one.

**Spell save DC** = 6 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## UNDYING

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At 2nd level, you possess the remarkable ability to sustain a semblance of life beyond the point where others would succumb to death. Whenever you would suffer damage that would bring your hit points below one, you are instead reduced to one hit point, activating this ability for 1 minute. While this ability is active, each instance of damage you receive requires a Constitution saving throw. The DC for this saving throw is equal to half the damage dealt, with a minimum value of 10 and a maximum value of 25. Failing the saving throw results in normal damage being inflicted upon you.

You can use this ability once, after which you must complete a long rest before you can do so again. If the duration ends before you fail a Constitution saving throw associated with this ability, you retain a usage of it.

## POWERS

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At 3rd level, you chose a power that defines your specific practice as a Tormentor. Your choices of powers are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 12th, and 18th level.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## PAIN AND GAIN

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At 5th level, you have acquired a minor yet potent healing magic. As an action, you can inflict damage upon yourself equal to four times your Entropy Die. When you do so, select a creature within 30 feet of you that is visible, and that creature gains hit points equal to the damage you have taken. Should the damage incurred from this ability prompt you to make a Constitution saving throw in relation to your Undying feature, you make the saving throw with advantage.

You can use this feature a number of times equal to your Constitution modifier per long rest.

## EXTRA ATTACK

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Additionally at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

## FOLLOWERS

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At 7th level, you have forged careful pacts with those around you: contractual promises that, in times of need, they will share their pain with you. As an action, you can choose a number of creatures equal to your Wisdom modifier that are within 60 feet of you and are visible. These chosen creatures become your followers.

By expending an action, you can absorb the latent necromantic energies residing within these creatures, activating this ability for 10 hours. This activates a pool of pain with hit points equal to your maximum hit points. While this ability is active, any followers within 30 feet of you that suffer damage automatically transfer half of that damage to you. Each time you take damage through this feature, the inflicted damage is subtracted from your pool of pain. When your pool of pain is reduced to or below zero hit points, this ability ends and cannot be used again until you have completed a long rest.

Moreover, if your hit points are reduced to or below zero, or if you fail a Constitution saving throw associated with your Undying feature, you can use your reaction to deal 2d10 necrotic damage (without adding your entropy dice) to one of your followers and instead be reduced to one hit point. You can use this specific ability once, after which you must finish a long rest in order to use it again.

## FEAR AND DARKNESS

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At 9th level, you gain the following Torments:

### TERRIFY

You poison the battlefield with rising corpses, throaty whispers carried by the wind, and an unmistakable stench of death. By dealing 4d8 damage to yourself and as an action, you force all creatures within a 30-foot cone to make a Wisdom saving throw. If they fail, they acquire one stack of terror and suffer 3d6 psychic damage.

### DEEP MURMURS

As an action, you select a creature within 80 feet of you that you can see. That creature must make a Wisdom saving throw. If it fails, it becomes afflicted with two stacks of terror, and a manifestation of its fears materializes in an unoccupied space within 15 feet of it. This manifestation shares your initiative in combat and acts immediately after your turn. During its turn, you have full control over its actions, and its statistics and abilities are detailed in the stat block below.

The Manifestation of Fear can only be perceived by the creature who failed the saving throw and remains invisible to other creatures. If you employ this ability on a different creature, and that creature fails the saving throw while the manifestation is already visible to another creature, it becomes invisible to the first creature and becomes visible to the second.

If the Manifestation of Fear's hit points are reduced to zero or below, it vanishes from sight and you cannot use this ability again until you complete a short rest.

### ENCROACHING DARKNESS

As an action, choose a point within 60 feet of you. All creatures of your choice within a 30-foot radius of that point must make a Wisdom saving throw. If they fail, they gain one stack of terror, causing them to perceive the light levels around them as one level lower than they actually are.

If a creature affected by this ability ends their turn in an area they perceive as dimly lit or dark, they must make a Wisdom saving throw, subtracting from the roll an amount equal to their stacks of terror. If they fail, they suffer 3d6 necrotic damage and gain an additional stack of terror.

## MANIFESTATION OF FEAR

*Medium undead, unaligned*

**Armor Class** 15

**Hit Points** Equal to the roll of your maximum amount of Entropy Dice

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Wisdom

**Damage Immunities** Poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10 + your proficiency bonus

**Languages** Understands the languages you speak

**Proficiency Bonus.** This creature's proficiency bonus equals your own.

**Wisdom Score.** This creature's Wisdom score equals your own.

**Figment of the Imagination.** This creature does not suffer movement penalties for difficult terrain. Additionally, this creature may walk through solid objects such as walls or creatures in a similar manner to the Meld With Stone spell; however, if the creature ends its turn inside a solid object or creature they suffer no damage.

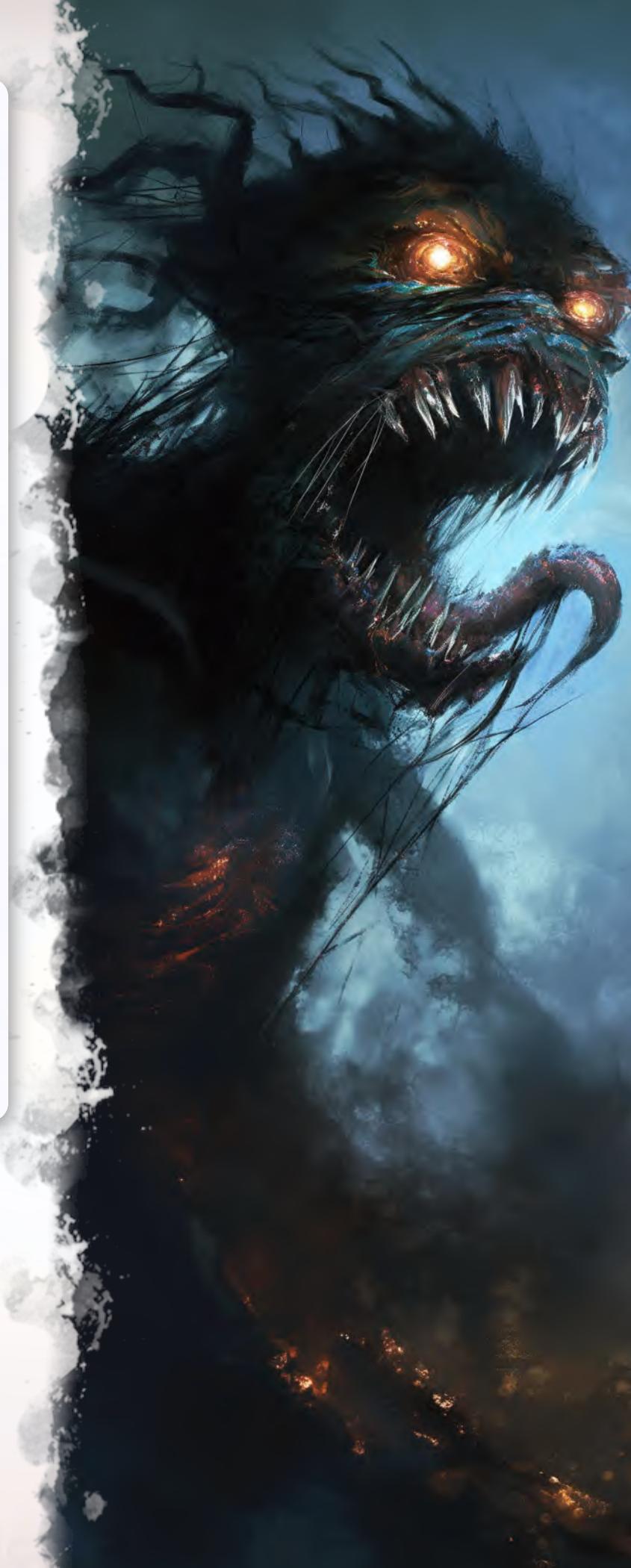
### ACTIONS

**Psychic Pains.** *Melee Spell Attack:* + Wis mod to hit, reach 10ft., one target. *Hit* 3d8 + your Wisdom modifier psychic damage (you do not add your entropy dice to this damage).

**Display Tragedy (3/Day).** Choose a creature within 30 feet of you; that creature must make a Wisdom saving throw (DC equal to yours). If they fail, they gain two stacks of terror and take an amount of d6s worth of psychic damage (you do not add your entropy dice to this damage) equal to the stacks of terror the creature had when they failed this save.

## TERROR AND TERRIFIED CONDITION

The Torments mentioned above inflict stacks of terror and are associated with a class-specific condition called "Terrified". A creature can have a maximum of six stacks of terror. Once it reaches this limit, the stacks reset to zero, and the creature is considered terrified for 1 minute. While terrified, the creature's movement speed is reduced to zero, and it is unable to take reactions as long as it can see you. A terrified creature can choose to use its action to make a Wisdom saving throw, attempting to end the terrified condition.



## WARP DEATH

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At 11th level, when a creature within 30 feet of you is about to be reduced to 0 hit points or below, you can choose to take that damage instead. If this damage causes you to make a Constitution saving throw associated with your Undying ability, you automatically fail the saving throw.

You can use this ability once per short rest.

## ENTROPY EFFECT

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At 13th level, your mastery over death and its energies is unrivaled and absolute. When you fail the Constitution saving throw associated with your Undying ability or take damage that would reduce you to zero hit points or below, you can react swiftly and restore yourself. By using your reaction, you regain hit points equal to half of your maximum amount of Entropy Dice.

You can use this ability once per long rest.

## ENDURING LEGACY

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At 15th level, you have accumulated, through your numerous deaths, a unique knowledge accessible only to someone in your position. Whenever you become unconscious due to damage, you can select either one saving throw or three skills. The chosen saving throw or skills permanently gain a +1 bonus, up to a maximum of +10. Furthermore, you are considered proficient in death saving throws.

You can use this ability once, after which you must complete a long rest in order to do so again.

## REINCARNATION

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At 17th level, when you are killed, you will eventually return to life without the aid of healing magic or any resurrection spells, as long as your body remains partially intact and your soul is free and willing. Within 1d4+1 days after your death, your soul will reunite with your body, bringing you back to life. Upon returning, you will awaken with only one hit point remaining. This revival comes with several notable changes: your creature type changes to Undead, granting you immunity to all diseases, the poisoned condition, exhaustion, and poison damage. Furthermore, you no longer require food, air, or sleep; instead, you enter an inactive state for four hours each day while maintaining full awareness of your surroundings. Additionally, upon being revived in this manner, you have the opportunity to select a Boon of the Dead, which is detailed at the end of this class description.

If your body is no longer intact, you must find a suitable replacement. There are two methods to achieve this: by possessing a living creature or by possessing a deceased creature. In either case, the creature or body you choose to possess must be of humanoid creature type. If your character's creature type is not humanoid, you may instead choose a creature or body of that specific creature type.

## POSSESSING THE DEAD

If your original body is severely damaged or if you choose not to repair it, you have the option to possess a dead creature, such as a corpse or a skeleton. The chosen creature doesn't have to be in perfect condition, but it should still be mostly intact. When you possess the creature, many aspects of your character undergo changes. Your Intelligence, Wisdom, and Charisma scores remain the same. To determine your new Constitution score, add your own Constitution score to the Constitution score of the stat block (either a zombie or a skeleton), and divide the sum by 2. This resulting number becomes your new Constitution score. Any skill or saving throw proficiencies not based on Intelligence, Wisdom, Charisma, or Constitution are lost. However, remember to keep track of any proficiency in Strength or Dexterity skills or saving throws, if applicable. You retain any languages you know, but you become incapable of speech until your vessel is repaired. Your other ability scores, creature size, movement speed, and any abilities granted by your original race are forfeited and replaced with the relevant information from either the zombie or skeleton stat block. Refer to the stat blocks of a skeleton or zombie to determine the changes that occur to your character.

Once per day, you can make a number of Arcana checks equal to the number of the following parameters that have been modified as a result of your possession: your Strength ability score, your Dexterity ability score, and your movement speed. Additionally, if your character wasn't originally a medium-sized creature, there is a parameter for creature size. The DC for these Arcana checks is 18. If you succeed on an Arcana check, the corresponding parameter reverts to its previous state. For example, if your original movement speed was 35 feet but dropped to 20 after possessing a zombie, and you successfully pass the Arcana check, your movement speed returns to 35 feet. Furthermore, when you succeed on the Arcana check related to your Dexterity ability score, you regain the ability to speak. Once all the Arcana checks have been successful, you regain any lost proficiency in Strength or Dexterity skills or saving throws, and your Constitution score reverts to its original value.

## POSSESSING THE LIVING

If your original body is severely damaged or if you choose not to repair it, you have the option to possess and ultimately gain full control over a living body. In this state, you transform into an incorporeal wisp of light and energy. While in this temporary form, you possess the ability to move, fly, and perceive, but you are unable to inflict or sustain damage. As an incorporeal wisp, you have a flight speed of 60 feet and the ability to pass through solid objects.

When you encounter another creature while in this ethereal state, you can make an attempt to possess it. However, there are certain limitations to this ability. You cannot attempt to possess a creature that is of a higher level than you or has a Challenge Rating greater than one-fourth of your level. Additionally, if the creature possesses a Wisdom score higher than yours, you are unable to attempt the possession.

Should you choose to attempt possession of a creature that meets the above criteria, you bind yourself to it. Once per day while bound to the creature, you and the host must engage in a contested Wisdom check. If the creature fails a total of seven times, its willpower is effectively shattered, and you gain complete control over its body. Upon complete possession, your Intelligence, Wisdom, Charisma, and Constitution scores remain unchanged, while the creature's Strength and Dexterity scores replace your own. Furthermore, you acquire any weapon proficiencies, as well as Strength or Dexterity-based skill proficiencies possessed by the host. Additionally, you gain proficiency in any languages known by the host. Finally, your size, movement speed, and any racial abilities or features are replaced with those of the possessed creature.

## REPAIRING THE VESSEL

If your body is thoroughly damaged but still somewhat intact, you may choose to attempt to repair it instead of finding a new vessel. Depending on what you rolled on your 1d4+1 to determine how long until you will be capable of returning to your body, the process of repairing it will take a certain amount of effort. The amount of effort, in conjunction with the amount of days after the body has been killed, is detailed in the table below.

1d4 + 1	Amount Required from Checks
2 days	30
3 days	40
4 days	50
5+ days	70

Once every day, you may choose to repair your body by attempting an Arcana or Medicine check. There is no specific DC for this check; instead, the total amount required from checks is determined and outlined in the

table above. Each time you make an Arcana or Medicine check, subtract its value from the amount required from checks. Once this amount reaches zero or falls below it, your body reanimates according to the rules specified in your Reincarnation feature.

## BONES TO DUST

At 20th level, you have mastered the art of channeling potent soul-siphoning energy into living beings. As an action, you can choose a creature within your line of sight that is not undead. The chosen creature must then make a Constitution saving throw. If you are at or below 30% of your maximum hit points, this saving throw is made with disadvantage.

On a failed save, the creature takes necrotic damage equal to twice your Entropy Die, and you take half of that amount as well. If this damage kills the creature, it is slain as though affected by the Disintegrate spell. Additionally, if the damage you receive triggers a Constitution saving throw related to your Undying ability, you automatically fail that saving throw.

You can use this ability once per long rest.

## POWER OF THE MAD PATTERN

There are many factors that drive individuals to exceed their limits: pure motivation, moments of intense emotion, magical forces, and even insanity. However, the Tormentors of the Mad Pattern choose to embrace the latter, surrendering to their immediate impulses, acting without reason, and forming secret pacts with creatures that would easily shatter the willpower of even the strongest individuals.

## EXPANDED SPELL LIST

This Power has given you facility with an expanded list of spells. The following spells are added to the Tormentor spell list for you.

Spell Level	Spells
1st	Silvery Barbs, Tasha's Hideous Laughter
2nd	Blur, Phantasmal Force
3rd	Enemies Abound, Hypnotic Pattern
4th	Confusion, Phantasmal Killer
5th	Synaptic Static, Mislead



## BLEED THE PATTERN

At 3rd level, whenever you make a Constitution saving throw as part of your Undying ability, the creature that dealt the damage causing the saving throw takes psychic damage equal to half your entropy die, and that creature gains a stack of madness.

### STACKS OF MADNESS AND THE MADDENED CONDITION

This power inflicts stacks of madness and introduces a class-specific condition called “maddened”. A creature can accumulate up to a maximum of four stacks of madness. Once the maximum is reached, their stack count resets to zero, and the creature is considered maddened. While maddened, the creature’s armor class is reduced by 2, they have disadvantage on Intelligence checks and saving throws, and at the start of their turn, you roll a d6 to determine their behavior using the table below. At the end of each of its turns it repeat the Wisdom saving throw in an attempt to end the maddened condition.

### MADDENED BEHAVIOR TABLE

d6	Behavior
1	The creature can act and move normally.
2	The creature makes a melee attack against itself, and you may add your entropy dice to the damage roll.
3	The creature makes a melee attack against a randomly determined target within its melee range. If there are no targets within melee range, it moves towards the closest one, expending its action to dash if necessary to reach the target.
4	The creature perceives what it shouldn't and is driven to the brink. Roll a d4. If the result is 1 or 2, the creature moves closer to you; if it's 3 or 4, it moves farther away from you.
5	The creature collapses to the ground, becoming prone, and uncontrollably rocks back and forth, expending both its action and bonus action.
6	The creature is filled with a strange and inappropriate glee. It is content with the world around it and is considered incapacitated. The creature spends its action reflecting on how great it feels.

## MENTAL STRAIN

At 3rd level, your Entropy Dice deals psychic damage. The damage inflicted by your Entropy Dice is considered magical, allowing it to overcome resistance and immunity to non-magical attacks and damage.

## BREAK THE MIND

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At 6th level, you have the power to evoke momentary flashes of the mad pattern within a creature's view, briefly driving them to madness. As an action, you can choose a creature that is within 30 feet of you and that you can see. The targeted creature must make a Wisdom saving throw. If they fail, they will have disadvantage on attack rolls made against creatures other than you, and they will have advantage on attack rolls made against you. Additionally, the creature cannot move more than 15 feet away from you. If the creature succeeds on the saving throw, nothing happens. At the end of each of its turns, the creature can attempt another saving throw to end the effect. If the creature chooses not to attack you on its turn, it gains one stack of madness.

You can use this ability a number of times equal to your Wisdom modifier. After using it that many times, you must complete a long rest before you can use it again.

## MADNESS ABOUND

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At 12th level, you possess the ability to induce deep frustration, agitation, and a primal impulse to act impulsively. As an action, you can compel all creatures of your choice within an 80-foot radius who can hear you to make a Wisdom saving throw. Those who fail suffer 5d8 psychic damage and acquire three stacks of madness. If a creature fails the saving throw by 5 or more, they instead acquire four stacks of madness. Additionally, as a bonus action or a reaction to a creature acquiring four stacks of madness, you have the power to terminate a creature's madness condition. This action inflicts 3d8 psychic damage upon the affected creature.

You can use this ability a number of times equal to your Wisdom modifier. After using it that many times, you must complete a long rest before you can use it again.

## INVOKE THE PATTERN

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At 18th level, you tap into the warbling, simmering madness that resides within you, summoning the Mad Pattern. Choose a point within a 60-foot range of yourself. All creatures within 15 feet of that point must make a Dexterity saving throw. On a failed save, they are pushed 15 feet backwards and suffer 2d8 psychic damage (this damage does not add your Entropy Dice). On a successful save, they are still pushed backwards 15 feet but take no psychic damage.

The appearance of the Mad Pattern is of your choosing. It can take the form of a massive, wavering eye brimming with burning hatred, emanating warbling rings of psionic energy, an incomprehensible array of symbols and runes, or a writhing mass of inconsolable insanity. The Mad Pattern does not have a creature

type, ability scores, armor class, or hit points. It cannot be targeted by attacks and is not considered a creature. It acts immediately after your turn in combat, sharing your initiative.

During its turn, the Mad Pattern can move up to 15 feet and take one action and one reaction. However, manifesting the Mad Pattern into the Material Plane is physically and mentally draining. At the end of each of your turns, you must make a Constitution saving throw with a DC of 16 to maintain the manifestation of the Mad Pattern. The DC increases by two after each round. If your hit points are reduced to zero or below, or if you are rendered unconscious, the Mad Pattern vanishes.

You have complete control over the actions and reactions of the Mad Pattern during its turn. Its specific actions, reactions, and passive abilities are detailed below.

### PASSIVE ABILITIES

- **Psionic Fallout.** The ground is considered difficult terrain within a 15 foot radius of the Pattern and any creatures that end their turn within that radius take an amount of psychic damage equal to your Entropy Die.
- **All-Seeing.** The Pattern can see any invisible creatures or objects as if they were not invisible and has a Blindsight of 60 feet.
- **Visage of Pain.** Any creature other than you that ends their turn and can see the Pattern must make a Wisdom saving throw. If they fail, they gain one stack of madness and take 2d6 psychic damage (do not add your Entropy Dice to this damage) for every stack of madness they have.

### ACTIONS

- **Abhorrence.** A screaming beam burning with pure hatred and malice bursts from the Mad Pattern. All creatures within a 10 foot wide, 60 foot long rectangle must make a Dexterity saving throw. If they fail, they take 10d4 force damage (do not add your Entropy Dice to this damage).
- **Screaming.** All creatures within a 30 foot radius of the Pattern must make a Wisdom saving throw. If they fail they take 8d8 psychic damage (do not add your Entropy Dice to this damage) and two stacks of madness. If they succeed, they take half damage and no stacks of madness.

### REACTIONS

- **Warp Perception (Recharge 3).** When a creature within 30 feet of you or 30 feet of the Pattern makes an attack roll against a creature, you may use the Mad Pattern's reaction to force that creature to make a Wisdom saving throw. If they succeed, nothing happens. If they fail, you may choose a different creature for the creature to target with its attack.

## POWER OF THE ANCIENT CHANT

In every group of necromantic orders, there are those who choose the path of least resistance, adhering to tradition and seeking guidance from those who have already accomplished what they have yet to do. Tormentors of the Power of the Ancient Chant embodies these individuals.

### EXPANDED SPELL LIST

Your interactions with the dead have given you access to an expanded list of spells. The following spells are added to the Tormentor spell list for you.

Spell Level	Spells
1st	Guiding Hand (UA), Hunter's Mark
2nd	Augury, Fortune's Favor
3rd	Clairvoyance, Tongues
4th	Spirit of Death (UA), Divination
5th	Commune, Contact Other Plane

## ADVICE FROM BEYOND

At 3rd level, you have mastered the art of summoning the dead in times of dire need. As you draw closer to the realm of spirits, a fleeting apparition of a forlorn soul offers you momentary guidance. Whenever your Undying ability is activated, or when you make a Constitution saving throw associated with it, you gain the ability to choose one of the following options:

### FORETELL THE FUTURE

The spirit unveils glimpses of events yet to unfold and the factors that shape them. Until the end of your next turn, you have the ability to reroll any d20 roll you make.

### UNEARTH HIDDEN KNOWLEDGE

The spirit imparts secrets known only to the deceased, granting you an advantage in your endeavors. For the next minute, you may add a d4 to any rolls you make.

### REANIMATE

Harnessing the spirit's mastery over the afterlife, you are granted a final opportunity to cheat death. If you would be reduced to zero hit points or below within the next minute, instead, you are reduced to one hit point and gain temporary hit points equal to your Entropy Die. You can choose this ability once per long rest.

### GNASHING SOULS

Infused with the strength of departed souls, you unleash their fury upon your foes. For the next minute, you may add an additional Entropy Die to your damage rolls. You can choose this ability once per long rest.

## CONDUIT FOR THE LOST

At 3rd level, your Entropy Dice deal force or necrotic damage. The damage dealt by your Entropy Dice is considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

## DEAD STRATAGEM

At 6th level, in times of strife and struggle, the dead lend you their knowledge to provide insights they once lacked. When combat begins, time slows, and spirits manifest to offer you enhanced guidance. When rolling for initiative, you can use your reaction to select one of the options below. You can use this feature a number of times equal to your proficiency bonus per long rest.

### HURT

Choose one creature you can see within 120 feet of you. You and your allies within 30 feet of you gain advantage on attack rolls against that creature.

### HELP

Choose one creature you can see within 120 feet of you. That creature can add your Entropy Die to any three rolls before the combat concludes.

### HINDER

Choose a point you can see within 120 feet of you. Within a 60-foot radius of that point, the deceased rise from the ground in a writhing mass, shrieking and moaning. The 60-foot radius becomes difficult terrain for everyone except you and your allies. Any creature that enters the area or begins its turn there must make a Dexterity saving throw. On a failure, they suffer 3d8 necrotic damage and become grappled. On a success, they take half damage and avoid being grappled. This effect lasts for 1 minute, after which the deceased descend back into the ground and vanish.

### INFORM

Choose one creature you can see within 200 feet of you. You gain knowledge of that creature's damage vulnerabilities, damage resistances, damage immunities, condition vulnerabilities, and condition immunities.



## BESEECH THOSE GONE

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At 12th level, the hushed, gruff, or deranged whispers of the deceased reach out to you when you are in close proximity to their remains. Whenever you move within 10 feet of a corpse or a pile of bones, you may take an action to make a Wisdom check, attempting to establish a connection with the departed spirits. The corpse or bones must have once belonged to a creature with an Intelligence score of 8 or higher, and it must have been capable of speaking at least one language known to you. The difficulty of the Wisdom check is determined by the Dungeon Master (DM) and may depend on the willingness of the spirit to communicate, its ability to do so, or its level of resistance.

If your Wisdom check succeeds, surpassing the determined DC, you successfully establish a bond between yourself and the spirit. For the following 10 minutes, any creature can converse with the spirit as if it were present in the physical realm. Once this duration ends, the communication and manifestation of the spirit fade into inactivity. To prolong the connection for another 10 minutes, you may expend an additional use of this ability.

The number of times you can use this ability is equal to your Wisdom modifier. Once you have expended all uses, you must complete a long rest before being able to use it again.

## WISDOM OF AGES

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At 18th level, whenever you return to life using your Reincarnation ability, you acquire new proficiencies. These proficiencies can be in any skill, weapon, or armor that you are not already proficient in. The first time you return to life through Reincarnation, you gain four new proficiencies. The second time, you gain three, the third time you gain two, and from the fourth time onward, you gain an additional proficiency each time.

Furthermore, your journeys into the realm beyond occasionally grant you extraordinary otherworldly wisdom. After each resurrection through your Reincarnation feature, roll a d100. If the number rolled is equal to or lower than your Tormentor level, you gain an additional Boon of the Dead.

## BOONS OF THE DEAD

### VIGOR OF THE DEAD

Add a single roll of your Entropy Die to your Maximum Hit Points. If the die lands on a one or two, you may reroll it. You can choose this Boon four times, after which you cannot choose it anymore.

### HASTE OF THE DEAD

Gain a permanent 5 feet increase to your movement speed. You can choose this Boon three times, after which you cannot choose it anymore.

### HATRED OF THE DEAD

You can deal a new type of damage with your Entropy Dice; Poison, Force, Necrotic, Psychic, Cold, or Thunder. You can choose this boon four times, after which it cannot be chosen again.

## TORMENTOR SPELL LIST

### CANTRIPS

Blade Ward, Booming Blade, Chill Touch, Dancing Lights, Decompose, Eldritch Blast, Green-Flame Blade, Infestation, Light, Lightning Lure, Mage Hand, Mending, Message, Minor Illusion, Prestidigitation, Sapping Sting, Sword Burst, Thaumaturgy, Toll the Dead, True Strike

### 1ST LEVEL

Absorb Elements, Alarm, Armor of Agathys, Arms of Hadar, Bane, Cause Fear, Command, Compelled Duel, Comprehend Languages, Detect Magic, Detect Poison and Disease, False Life, Fog Cloud, Identify, Illusory Script, Inflict Wounds, Mage Armor, Magic Missile, Protection from Evil and Good, Puppet, Ray of Sickness, Shield, Silent Image, Sleep, Hellish Rebuke, Hex, Tenser's Floating Disk, Unseen Servant, Witch Bolt

### 2ND LEVEL

Arcane Lock, Blindness/Deafness, Borrowed Knowledge, Cloud of Daggers, Crown of Daggers, Darkness, Enhance Ability, Enlarge/Reduce, Enthrall, Hold Person, Invisibility, Knock, Magic Mouth, Mirror Image, Misty Step, Protection from Poison, See Invisibility, Shadow Blade, Silence, Spider Climb, Levitate, Locate Object, Wither and Bloom

### 3RD LEVEL

Animate Dead, Bestow Curse, Blink, Catnap, Clairvoyance, Counterspell, Dispel Magic, Fear, Feign Death, Fly, Glyph of Warding, Haste, Hunger of Hadar, Leomund's Tiny Hut, Lifer Transference, Magic Circle, Major Image, Meld into Stone, Melf's Minute Meteors, Nondetection, Sending, Slow, Speak with Dead, Spirit Guardians, Spirit Shroud, Summon Undead, Tongues, Vampiric Touch

### 4TH LEVEL

Arcane Eye, Banishment, Blight, Dimension Door, Evard's Black Tentacles, Fabricate, Greater Invisibility, Locate Creature, Mordenkainen's Private Sanctum, Otiluke's Resilient Sphere, Polymorph, Shadow of Moil, Sickening Radiance,

### 5TH LEVEL

Antilife Shell, Bigby's Hand, Cloudkill, Dispel Evil and Good, Dominate Person, Enevation, Far Step, Geas, Hold Monster, Legend Lore, Modify Memory, Negative Energy Flood, Raise Dead, Scrying, Skill Empowerment, Telekinesis, Teleportation Circle, Wall of Force





## NEW SUBCLASS: THE INFERNAL BERSERKER

### BARBARIAN SUBCLASS

**T**HIS SUBCLASS TAPS INTO THE RAW, CHAOTIC power of Hell itself. As an Infernal Berserker, the barbarian gains the ability to channel infernal energy, manifesting as flames that surround them during combat. They become resistant to fire damage, can ignite their weapons with hellish flames, and unleash devastating fiery strikes upon their foes.

### FLAMES OF FURY

At 3rd level, you tap into the raw, chaotic power of Hell, manifesting as flames that surround you during combat. While raging, you gain resistance to fire damage. Additionally, when you hit a creature with a melee weapon attack while raging, you can choose to ignite your weapon with hellish flames. The target takes an additional 1d6 fire damage.

### INFERNAL RESILIENCE

At 6th level, your connection to Hell grants you enhanced resilience. While you are raging, you gain temporary hit points equal to your Constitution modifier at the start of each of your turns. These temporary hit points can stack up to a total equal to your Barbarian level. Additionally, you gain advantage on saving throws against spells and effects that deal fire damage.

### INFERNAL ONSLAUGHT

At 10th level, your connection to Hell grants you the ability to unleash a devastating infernal onslaught. While you are raging, as a bonus action, you can choose to make an additional melee weapon attack. This attack deals an additional 2d8 fire damage on a hit, and the target must make a Strength saving throw against your barbarian spell save DC or be knocked prone. You can use this feature a number of times equal to your Strength modifier per rage.

### INFERNO'S EMBRACE

At 14th level, your connection to Hell becomes even stronger, granting you incredible resilience against fire. While you are raging, you gain immunity to fire damage. Additionally, when you ignite your weapon with hellish flames, the additional fire damage is doubled (2d6). Furthermore, as a bonus action, you can choose to surround yourself with an aura of infernal flames. This aura extends 10 feet from you in every direction and sheds bright light for 10 feet and dim light for an additional 10 feet. Creatures that start their turn within this aura or enter it for the first time on a turn take fire damage equal to your barbarian level.



## NEW SUBCLASS: THE DEMONIC DOMAIN

### CLERIC SUBCLASS

**T**HE DEMONIC DOMAIN SUBCLASS ALLOWS clerics to channel the essence of demonic beings, gaining demonic features and powers. As they progress, their physical form transforms, granting them natural armor, claws, or wings. They can also summon minor demons to aid them in battle or use their demonic presence to strike fear into the hearts of their enemies.

### DEMONIC DOMAIN SPELLS

#### EXPANDED SPELL LIST

Cleric Level	Spells
1st	Hellish Rebuke, Arms of Hadar
3rd	Darkness, Enthrall
5th	Summon Lesser Demons, Vampiric Touch
7th	Fire Shield, Guardian of Faith
9th	Flame Strike, Infernal Calling

### DEMONIC RESILIENCE

Starting at 1st level, whenever you take fire or necrotic damage, you can use your reaction to reduce it by half.

### CHANNEL DIVINITY: DEMONIC WRATH

Starting at 2nd level, as a bonus action, you can use your Channel Divinity to tap into the raw fury of the demonic realm. For 1 minute, your melee weapon attacks deal an additional 1d4 fire damage and 1d4 necrotic damage. Furthermore, during this duration, you gain advantage on Intimidation checks.

### INFERNAL TRANSFORMATION

At 6th level, your connection to the demonic realm strengthens, causing your physical form to undergo a partial transformation. You gain one of the following demonic features of your choice: natural armor (AC increases by 1), claws (your unarmed strikes deal 1d10 slashing damage), or wings (you gain a flying speed of 15 feet). You can change this choice after finishing a long rest.

### DEMONIC SUMMONS

At 8th level, you gain the ability to summon a minor demon to aid you in battle. As an action, you can expend a spell slot of 2nd level or higher, to summon a **quasit** or a **maw demon**. The summoned demon appears in an unoccupied space within 30 feet of you, follows your orders and acts on its own initiative. It remains for 1 hour or until it drops to 0 hit points.

Once you use this feature, you can't use it again until you finish a long rest.

### DEMONIC ASCENDANCY

At 17th level, you fully embrace your demonic nature, gaining resistance to non-magical damage. Additionally, as an action, you can transform into a fearsome demonic form for 1 minute. While in this form, you gain 20 temporary hit points at the start of each of your turns.

Once you use this feature, you can't use it again until you finish a long rest.



## NEW SUBCLASS: THE STYGIAN SENTINEL

### FIGHTER SUBCLASS

**T**HIS SUBCLASS EMBODIES THE STOIC guardians of the River Styx, the boundary between the living world and the Underworld. Fighters of this subclass gain abilities that enhance their defensive capabilities, such as “Stygian Shield,” which grants temporary hit points when hit by enemies.

#### STYGIAN SHIELD

Your connection to the River Styx grants you a supernatural shield that protects you from harm. Whenever you are about to take damage from an attack, you can use your reaction to activate your Stygian Shield. This shield grants you temporary hit points equal to your fighter level + your Constitution modifier. These temporary hit points last for 1 minute or until they are depleted. You may use this feature a number of times equal to your Constitution modifier per long rest.

#### SENTINEL’S PRESENCE

Starting at 7th level, your presence becomes imposing and intimidating, radiating an aura of protection to those around you. As a bonus action, you can emanate a 10-foot aura of protective energy for 1 minute or until you end it as a bonus action. While in this aura, friendly creatures of your choice gain a +3 bonus to their AC. Additionally, any enemy that starts its turn within the aura has disadvantage on attack rolls against targets other than you.

#### UNYIELDING RESILIENCE

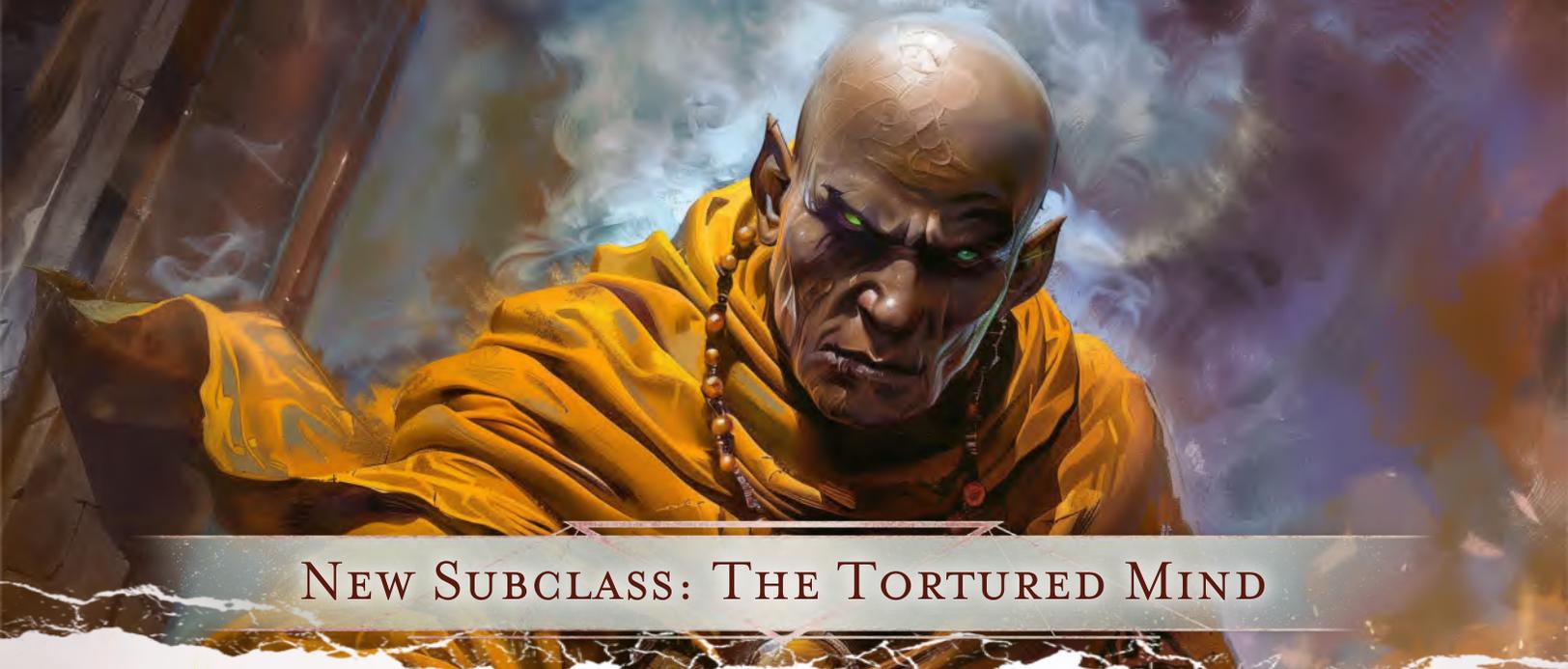
At 10th level, your connection to the River Styx strengthens your resilience, making it incredibly difficult to break your resolve. You gain advantage on all saving throws against being frightened. Additionally, when you use your Second Wind feature, you regain hit points equal to twice your fighter level instead of the normal amount.

#### STYGIAN PHALANX

At 15th level, you have mastered the art of defensive combat, standing strong against overwhelming odds. When you take the Dodge action, you can choose one ally within 30 feet of you. Until the start of your next turn, that ally gains the benefits of your Dodge action as well.

#### STYGIAN VORTEX

At 18th level, your connection to the River Styx reaches its pinnacle, allowing you to summon the chaotic energy of the underworld. As an action, you can create a vortex of Stygian energy in a 30-foot radius centered on yourself. All hostile creatures within the area must make a Dexterity saving throw against your fighter spell save DC. On a failed save, a creature takes 6d10 necrotic damage and is stunned until the end of its next turn. On a successful save, a creature takes half damage and isn’t stunned. Once you use this feature, you can’t use it again until you finish a long rest. If all affected creatures failed their save, you regain the use of this feature.



## NEW SUBCLASS: THE TORTURED MIND

### MONK SUBCLASS

**T**HE TORTURED MIND SUBCLASS REPRESENTS monks who have endured the mental and emotional torments of Hell and emerged with hardened wills and unyielding spirits. These monks have honed their minds to resist and counteract the psychic assaults common in the Infernal Realms.

### MENTAL FORTITUDE

Starting at 3rd level, your intense mental training has granted you exceptional resistance against psychic assaults. You gain the following benefits:

- You have advantage on saving throws against spells and effects that deal psychic damage or charm, frighten, or otherwise affect your mind.
- When you succeed on a saving throw against a spell or effect that would charm, frighten, or otherwise affect your mind, you can spend 1 ki point to immediately use your Flurry of Blows as a reaction against the creature that targeted you, striking back with an unyielding spirit.

### SOUL MIRROR

At 6th level, your connection to the tormented souls of Hell allows you to reflect harmful magic effects back at their originators. Whenever you succeed on a saving throw against a spell or effect, you can use your reaction to project a mirrored shield of psychic energy. The creature that targeted you with the spell or effect takes psychic damage equal to your Monk level. If the spell would deal psychic damage or charm, frighten, or otherwise affect your mind, you deal psychic damage equal to twice your Monk level instead.

### PSYCHIC DISRUPTION

At 11th level, your exposure to the torments of Hell has bestowed upon you the ability to disrupt psychic energy and manipulate the minds of others. Whenever a creature within 30 feet of you casts a spell, you can use your reaction to spend 3 ki points and create a psychic disruption. The creature must make a Wisdom saving throw against your ki save DC. On a failed save, the spell is disrupted, and the creature loses the spell slot expended to cast it.

### MIND UNLEASHED

At 17th level, your mental fortitude reaches its pinnacle, allowing you to channel the torment you've endured into devastating attacks. As an action, you can enter a state of Mind Unleashed for 1 minute. While in this state, you gain the following benefits:

- Your unarmed strikes deal an additional 1d8 psychic damage.
- When you hit a creature with an unarmed strike, you can spend 5 ki points to deal 2d10 bonus psychic damage and force the target to make a Wisdom saving throw. On a failed save, the target is stunned until the end of its next turn as your psychic energy overwhelms its senses.

Once you use this feature, you can't use it again until you finish a long rest.



## NEW SUBCLASS: THE FIERY CRUSADER

### PALADIN SUBCLASS

**T**HE FIERY CRUSADER IS A PALADIN SUBCLASS infused with the intense flames and infernal powers of Hell. These paladins have made a pact with a powerful fire entity or harnessed the energy of the Infernal Realms to enhance their martial prowess. They wield fire-based abilities and channel their inner inferno to smite their enemies with burning fury.

### TENETS OF THE FIERY CRUSADER

- **Flame's Embrace:** The Fiery Crusader recognizes the power and beauty of fire, understanding its destructive nature as a force of renewal and purification. They seek to harness this element and wield it with discipline and purpose.
- **Infernal Resolve:** The Fiery Crusader embraces the trials and challenges of the Infernal Realms, unyielding in the face of adversity. They draw strength from the fires that consume their enemies, using it to fuel their determination and resolve.
- **Burning Justice:** The Fiery Crusader upholds the principles of justice and righteousness, striving to bring order to the chaotic realms of Hell. They see themselves as agents of divine retribution, punishing the wicked and protecting the innocent with the searing flames of justice.

### OATH OF THE FIERY CRUSADER SPELL LIST

The following spells are added to the paladin spell list for Fiery Crusaders. In addition to the standard paladin

spells, the Fiery Crusader gains access to the following spells at the specified levels:

#### SPELL LIST

Cleric Level	Spells
3rd	Burning Hands, Searing Smite
5th	Flame Blade, Scorching Ray
9th	Fireball, Protection from Energy
13th	Wall of Fire, Fire Shield
17th	Flame Strike, Immolation

### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- **Infernal Retribution.** As an action, you can channel the fiery essence within you, causing flames to erupt around you in a 10-foot radius. Each creature of your choice within this area must make a Dexterity saving throw or take fire damage equal to your paladin level + your Charisma modifier. On a successful save, they take half damage.
- **Flameforged Weapon:** As a bonus action, you can imbue your weapon with intense flames. For the next minute, your weapon attacks deal an additional 1d8 fire damage, and any creature hit by your weapon attack must make a Constitution saving throw or be set ablaze, taking fire damage equal to your Charisma modifier at the start of their turn. The target can repeat the saving throw at the end of each of their turns to end the effect.

## AURA OF FIERY VENGEANCE

Starting at 7th level, your Aura of Protection now burns with a radiant heat. Whenever a creature within this aura's radius hits you with a melee attack, they take 1d6 + your Charisma modifier fire damage. Additionally you gain resistance to fire damage.

## HELLFIRE CONDUIT

At 15th level, when you use your Divine Smite feature, you may choose to deal fire damage instead of radiant. If you do so, the bonus damage increases by an additional 1d8.

## INFERNAL ASCENDANCE

At 20th level, you can use your action to undergo a transformation, temporarily becoming a being of pure infernal power. For 1 minute, your size increases by one category, and your attacks are imbued with the intense flames of Hell. Your melee weapon attacks deal an additional 2d10 fire damage, and your Aura of Fiery Vengeance deals 3d6 additional fire damage to attackers. Once you use this feature, you must finish a long rest before you can use it again.





## NEW SUBCLASS: THE SOUL THIEF

### ROGUE SUBCLASS

**A**S A SOUL THIEF, YOU HAVE HONED YOUR skills in stealing and manipulating souls, using them to your advantage in the infernal realm. This subclass focuses on soul manipulation, allowing you to gain temporary bonuses or unlock special abilities by absorbing and utilizing the souls of your enemies.

### SOUL EXTRACTION

As a Soul Thief, you gain the ability to extract souls from defeated foes. When a creature you can see within 60 feet of you dies, you can choose to extract its soul. Once the soul is extracted, you can store it within a specially crafted gemstone, called a Soulstone. The Soulstone can hold a number of souls equal to your proficiency bonus. While carrying souls within your Soulstone, you gain the following benefits:

- You can use a bonus action to consume one stored soul, gaining temporary hit points equal to your Rogue level + your proficiency modifier + your Charisma modifier. These temporary hit points last for 1 hour or until depleted.
- You have advantage on Wisdom (Insight) checks to detect lies and deception.

### SOULBOUND STRIKES

Starting at 9th level, when you hit a creature with a weapon attack, you can expend a stored soul from your Soulstone to enhance the attack. The target must make a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or suffer additional necrotic damage equal to your Sneak Attack damage, and their maximum hit points are reduced by the same

amount until they finish a long rest. This effect can stack with multiple successful uses, reducing their maximum hit points further. On a successful save, they take half bonus damage and their maximum hit points are not reduced.

### EPHEMERAL FORM

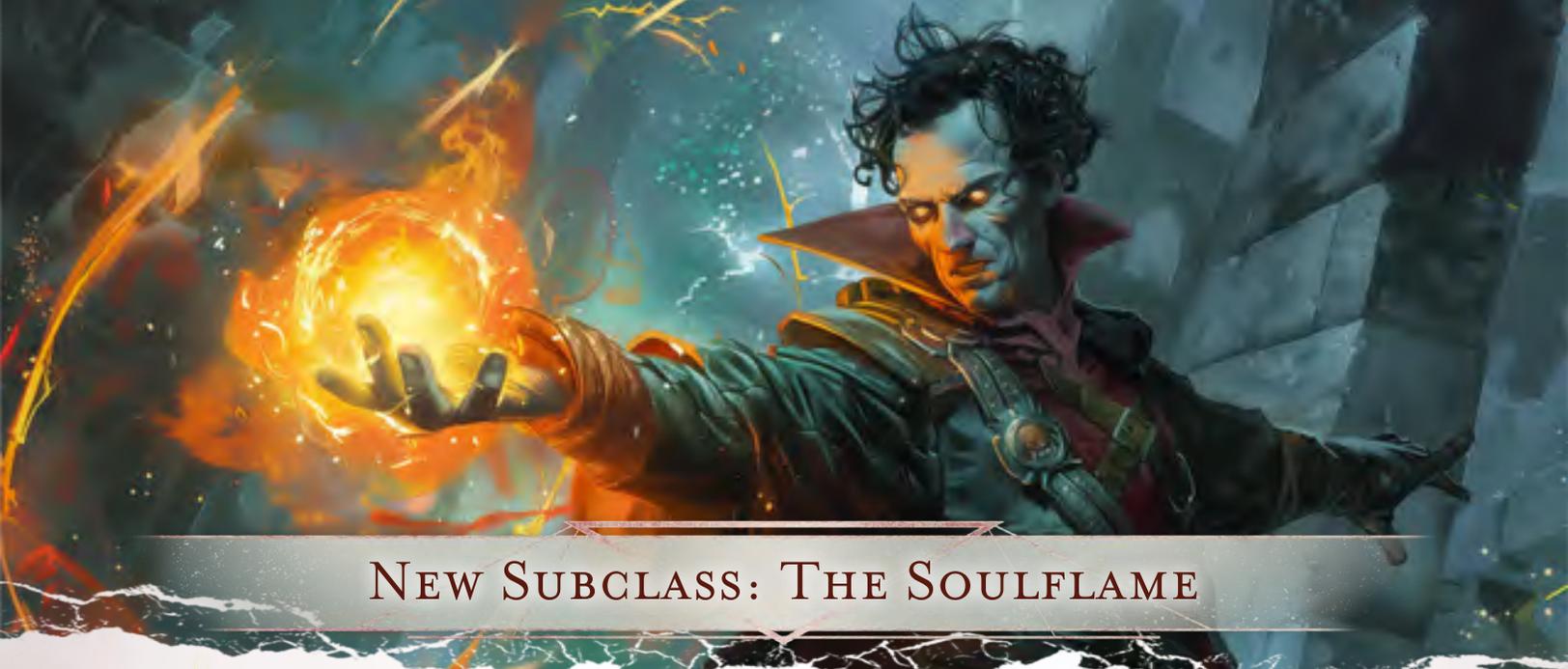
At 13th level, you learn to channel the essence of the stolen souls, granting yourself a fleeting but potent ethereal form. As a bonus action, you can expend two stored souls from your Soulstone to gain the following benefits for 1 minute:

- Your movement doesn't provoke opportunity attacks.
- You have advantage on Dexterity saving throws and gain resistance to all damage except force damage.
- Once during this duration, when you would be reduced to 0 hit points, you instead drop to 1 hit point.

### SOUL DEVOURER

At 17th level, your mastery over stolen souls reaches its peak, granting you unprecedented power. Once per long rest, you can expend all the stored souls within your Soulstone (minimum of 2) to transform into a powerful avatar of soul energy for 1 minute. During this time, you gain the following benefits:

- Your melee weapon attacks deal an additional 1d8 necrotic damage per soul expended.
- You have advantage on saving throws against spells and other magical effects.
- If you score a critical hit against a creature, you deal 1d8 bonus necrotic damage per soul expended and you store one soul into your Soulstone.



## NEW SUBCLASS: THE SOULFLAME

### SORCERER SUBCLASS

**T**HIS SUBCLASS FOCUSES ON THE destructive power of soul energy and the manipulation of life force. These sorcerers can channel their own life essence to unleash devastating spells, drain the life force of their foes, and even harness the power of souls to enhance their own abilities.

### SOULFIRE MANIPULATION

As a Soulflame Sorcerer, you have tapped into the raw power of soul energy. You gain the following features:

#### SOULFIRE SURGE

You can use your bonus action to channel soul energy and ignite your spells. When you cast a spell of 1st level or higher, you can choose to infuse it with soulfire. If you do, the spell deals additional fire damage equal to your Charisma modifier. This damage increases to twice your Charisma modifier at 6th level and three times your Charisma modifier at 14th level.

#### LIFE LEECH

When you deal damage to a creature with a spell infused with soulfire, you gain temporary hit points equal to your Charisma modifier + the spell's level until the end of your turn.

### SOULBOUND ENHANCEMENT

At 6th level, your connection to souls allows you to enhance your own abilities. You gain resistance to necrotic damage and when you finish a long rest, you can choose one ability score. You gain advantage on ability checks that use that chosen ability score until your next long rest.

Additionally, when you hit a creature with a spell infused with soulfire, the target must make a Constitution saving throw against your spell save DC. On a failed save, the creature's movement speed is reduced by half until the end of its next turn.

### SOULFLAME ABSORPTION

Starting at 14th level, whenever a creature deals damage to you, you can use your reaction to absorb a portion of their life force. You regain hit points equal to half the damage taken, and the creature takes fire damage equal to the hit points you regained.

### SOUL CONDUIT

At 18th level, you become a conduit for the ultimate power of soulfire. When you cast a spell of 5th level or higher that deals fire damage, you can cast it at its highest level without expending a higher level spell slot.



## NEW SUBCLASS: THE PACT OF BETRAYAL

### WARLOCK SUBCLASS

**T**HE PACT OF BETRAYAL SUBCLASS DELVES into the treacherous nature of Hell and the art of deception. Warlocks who follow this path gain the ability to manipulate and deceive others through illusions, charms, and enchantments. They can sow discord among enemies, compel others to betray their allies, and even mimic the appearance and abilities of those they encounter in Hell, blurring the line between truth and falsehood.

### ILLUSORY VEIL

At 1st level, you gain the ability to manipulate the perceptions of others through the art of illusion. You learn the minor illusion cantrip, which doesn't count against your number of cantrips known. Additionally, when you cast the minor illusion cantrip, you can make it affect up to a 10-foot cube instead of a 5-foot cube. Furthermore, you have advantage on saving throws against illusions and can see through magical illusions as if they were transparent.

### SOUL OF DECEIT

At 6th level, your connection to Hell grants you the ability to twist the truth and deceive others effortlessly. You gain expertise in the Deception skill. Additionally, you can use your bonus action to force a creature within 30 feet of you to make a Charisma saving throw against your spell save DC. On a failed save, the creature believes your next statement as absolute truth, regardless of how outlandish or contradictory it may seem.

### PACT DECEIVER

At 10th level, you have honed your ability to mimic others, becoming a master of disguise. As an action you adopt the appearance of any humanoid creature you have seen, or a specific individual you know about, for 1 hour. This transformation is an illusion, but it is so convincing that it withstands physical inspection. You gain advantage on Charisma (Deception) checks made to pass as the creature you are imitating, and any physical features, such as height and weight, can be altered to match the creature you are impersonating. You can use this feature a number of times equal to your Charisma modifier per long rest.

### BETRAYAL'S EMBRACE

At 14th level, you can tap into the essence of betrayal itself, enabling you to turn allies against each other. When you hit a creature with an attack, you can use your reaction to force another creature within 30 feet of you to make a Wisdom saving throw against your spell save DC. On a failed save, the target must use its reaction to immediately make a melee weapon attack against a creature of your choice, other than itself, that it can see within its reach. The target has advantage on the attack roll, and if it hits, it deals an additional 3d6 psychic damage. You can use this feature once per short rest. You may expend any spell slot to gain a use of this feature.



## NEW SUBCLASS: SCHOOL OF BLOOD MAGIC

### WIZARD SUBCLASS

**B**LOOD MAGIC IS A FORBIDDEN AND PERILOUS path, one that delves into the primal forces of life, death, and sacrifice. Wizards who dare to embrace this ancient and macabre artistry become members of the School of Blood Magic, channeling the potent energy coursing through their veins to shape reality itself.

Those who follow the path of the School of Blood Magic are driven by an insatiable thirst for power and an unwavering curiosity about the mysteries of life and death. Through their studies, they learn to manipulate the vital essence that flows within them, drawing upon their own life force and that of others to achieve unparalleled mastery over their spells.

### CORRUPTING CANTRIPS

Starting at 2nd level, your understanding of blood magic allows you to taint your cantrips with dark and malevolent energy. At 2nd level, when you cast a wizard cantrip that deals damage, you can choose to infuse it with the essence of blood magic. If the cantrip deals damage, the target must make a Constitution saving throw against your spell save DC. On a failed save, the target suffers an additional effect based on the cantrip's damage type:

- **Acid:** The target's skin corrodes and weakens, reducing its AC by 1 until the end of your next turn.
- **Cold:** The target's blood chills, and it suffers a 1d4 penalty on its next weapon attack roll before the end of your next turn.
- **Fire:** The target's flesh burns and festers, causing it to take an additional 1d4 fire damage at the start of its next turn.

- **Lightning:** The target's nervous system is disrupted, causing it to suffer 1d4 penalty on Dexterity saving throws until the end of your next turn.
- **Poison:** The target's blood becomes toxic, and it suffers 1d4 penalty on Constitution saving throws before the end of your next turn.
- **Psychic:** The target's mind is overwhelmed by disturbing visions, and it suffers 1d4 penalty on Intelligence saving throws before the end of your next turn.
- **Thunder:** The target's eardrums rupture, and it suffers 1d4 penalty on Wisdom saving throws before the end of your next turn.

### BLOOD INFUSION

Starting at 6th level, you gain the ability to harness your blood magic to enhance your spells. When you cast a spell of 5th level or lower, you may sacrifice hit points equal to 5 times the spell's level in order to cast it at one level higher. However, you cannot use this feature if doing so would reduce you to less than 1 hit point.

Furthermore, when you sacrifice hit points using this feature, you gain **Blood Points** equal to the amount of hit points lost. As a bonus action, you can expend Blood Points equal to half your maximum hit points to create a spell slot of a level up to your proficiency modifier. Your Blood Points are lost upon completing a long rest.

## VITAL SURGE

Starting at 10th level, your mastery over blood magic allows you to harness the vitality within your own veins, unleashing it in times of need. When you cast a spell of 1st level or higher, you can choose to empower it with healing essence. If you do, roll a number of d6s equal to the level of the spell slot used. You regain hit points equal to the total rolled on the dice, and each creature of your choice within 30 feet of you regains hit points equal to half the total rolled (rounded down).

Once you use this feature, you can't use it again until you finish a short rest.

## BLOOD BOND

At 14th level, you learn how to forge a powerful connection between your allies and their blood. As an action, you can choose a number of willing creatures you can see within 30 feet of you, up to a maximum equal to your Intelligence modifier (minimum of one). For the next minute, any hit points lost by one of the bonded creatures are divided equally among all other bonded creatures (rounded up). This feature ends early for a creature if the duration expires, if that creature is separated by more than 300 feet, or if you become unconscious or die.

Once you use this feature, you can't use it again until you finish a short or long rest.





## NEW SPELLS: INFERNAL SPELLCASTING

**I**N THIS CHAPTER, WE UNVEIL A COLLECTION OF dark and tantalizing spells that will expand the spell lists of your favorite classes. Delve deeper into the Infernal Realms and unlock the arcane secrets that are whispered within the fiery corridors of Hell. These spells offer a twisted twist on traditional magic, drawing inspiration from the treacherous landscapes and tormented souls that inhabit the nine circles of Hell.

### BARD

Dirge of Damnation, Discordant Melody, Eldritch Embrace, Fiendish Conquest, Hellfire Incarnation, Hellish Infusion, Hellish Requiem, Hymn of Despair, Infernal Bolt, Infernal Flames, Infernal Mark, Infernal Seraphim

### CLERIC

Abyssal Reckoning, Abyssal Surge, Blazing Enchantment, Celestial Condemnation, Dirge of Damnation, Divine Retribution, Eldritch Embrace, Fiendish Conquest, Fiendish Resilience, Hellfire Incarnation, Hellfire Shield, Hellish Flames, Hellish Infusion, Hellish Regrowth, Hellish Seraphim, Hymn of Despair, Infernal Ascendance, Infernal Bolt, Infernal Call, Infernal Flames, Infernal Hunter, Infernal Mark, Infernal Seraphim

### DRUID

Abyssal Surge, Blazing Roots, Eldritch Resilience, Hellfire Incarnation, Hellfire Shield, Hellish Flames, Hellish Regrowth, Hellish Storm, Hellish Veil, Infernal Bolt, Infernal Flames, Infernal Mark

### PALADIN

Abyssal Surge, Celestial Condemnation, Celestial Wrath, Divine Retribution, Fiendish Resilience, Hellfire Shield, Hellish Infusion, Hellish Regrowth, Infernal Hunter, Infernal Mark

### RANGER

Abyssal Chains, Hellish Veil, Infernal Mark

### SORCERER

Abyssal Annihilation, Abyssal Apocalypse, Abyssal Cataclysm, Abyssal Chains, Abyssal Reckoning, Abyssal Rift, Blazing Roots, Dark Pact, Eldritch Chains, Eldritch Resilience, Hellfire Incarnation, Hellfire Shield, Hellish Convergence, Hellish Flames, Hellish Requiem, Hellish Storm, Infernal Ascendance, Infernal Bolt, Infernal Call, Infernal Chains, Infernal Flames, Infernal Pact, Infernal Seraphim, Infernal Transformation

### WARLOCK

Abyssal Chains, Abyssal Reckoning, Dark Pact, Dirge of Damnation, Eldritch Chains, Eldritch Resilience, Hellfire Shield, Hellish Flames, Hellish Storm, Hellish Veil, Infernal Ascendance, Infernal Bolt, Infernal Call, Infernal Chains, Infernal Flames, Infernal Hunter, Infernal Pact, Infernal Transformation

### WIZARD

Abyssal Annihilation, Abyssal Apocalypse, Abyssal Cataclysm, Abyssal Chains, Abyssal Reckoning, Abyssal Rift, Blazing Enchantment, Dark Pact, Dirge of Damnation, Eldritch Chains, Eldritch Embrace, Eldritch Resilience, Fiendish Resilience, Hellfire Incarnation, Hellfire Shield, Hellish Convergence, Hellish Flames, Hellish Requiem, Hellish Seraphim, Hellish Storm, Infernal Armageddon, Infernal Bolt, Infernal Call, Infernal Chains, Infernal Flames, Infernal Hunter

# SPELL DESCRIPTIONS

## ABYSSAL ANNIHILATION

*7th level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (a drop of blood)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Sorcerer, Wizard

You tap into the raw power of the Abyss, unleashing a devastating wave of destructive energy. Each creature of your choice within a 30-foot radius centered on you must make a Dexterity saving throw. A target takes 10d10 necrotic damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d10 for each slot level above 7th.

## ABYSSAL APOCALYPSE

*9th level evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot cone)

**Components:** V, S, M (a vial of blood from a fiend)

**Duration:** Instantaneous

**Spell Lists:** Sorcerer, Wizard

You summon the terrifying power of the Abyss and unleash it in a devastating display of destruction. A cone of abyssal energy erupts from you in a 60-foot cone. Each creature in that area must make a Dexterity saving throw. On a failed save, a target takes 15d10 necrotic damage and is stunned until the end of its next turn. On a successful save, a target takes half as much damage and isn't stunned.

## ABYSSAL CATAclysm

*8th level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a shard of obsidian)

**Duration:** Instantaneous

**Spell Lists:** Sorcerer, Wizard

You conjure a massive sphere of swirling abyssal energy and send it hurtling toward a point you choose within range. Each creature in a 30-foot radius sphere centered on that point must make a Dexterity saving throw, taking 12d8 force damage on a failed save, or half as much damage on a successful one. Additionally, the area becomes difficult terrain for 1 minute.

**At Higher Levels:** When you cast this spell using a spell slot of 9th level, the damage increases by 2d8.

## ABYSSAL CHAINS

*2nd level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small iron chain)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Sorcerer, Wizard, Warlock, Ranger

You conjure spectral chains that wrap around a creature you can see within range. The target must succeed on a Strength saving throw or be restrained by the chains for the duration. A creature restrained by the chains takes 2d4 force damage at the end of each of its turns. The creature may repeat the saving throw at the start of each of its turns.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## ABYSSAL RECKONING

*5th level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a small glass vial containing a drop of acid)

**Duration:** Instantaneous

**Spell Lists:** Sorcerer, Wizard, Warlock, Cleric

You invoke the wrath of the Abyss, causing a torrent of dark energy to rain down upon a creature you can see within range. The target must make a Dexterity saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## ABYSSAL RIFT

*6th level conjuration*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a black pearl worth at least 500 gp)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Sorcerer, Wizard

You open a rift to the Abyss at a point you choose within range. A 20-foot radius, 40-foot deep hole appears, and an eerie, otherworldly aura emanates from it. Each creature within 10 feet of the rift when it appears or ends its turn there must make a Dexterity saving throw, taking 8d6 force damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

## ABYSSAL SURGE

*1st level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Druid, Cleric, Paladin

You tap into the chaotic energy of the Abyss, granting yourself a surge of infernal power. For the duration, your melee weapon attacks deal an extra 1d6 fire damage. Additionally, when you hit a creature with a melee weapon attack, you can choose to release a burst of abyssal flames, forcing the target to make a Dexterity saving throw. On a failed save, the target takes an additional 1d6 fire damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the extra fire damage increases by 1d6 for each slot level above 1st.

## BLAZING ENCHANTMENT

*6th level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of red-hot iron)

**Duration:** Concentration, up to 1 hour

**Spell Lists:** Cleric, Wizard

You touch a weapon and infuse it with the essence of hellfire. For the duration, the weapon becomes wreathed in flames, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

Whenever the wielder successfully hits a creature with the enchanted weapon, it deals an additional 4d6 fire damage. Additionally, the target must make a Dexterity saving throw or be engulfed in flames, taking 2d6 fire damage at the start of its next turn.

**At Higher Levels:** The fire damage dealt by the weapon increases by 1d6 for each slot level above 6th.

## BLAZING ROOTS

*1st level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Sorcerer, Druid

You channel the fiery energy of the infernal realm, causing flaming roots to erupt from the ground beneath you. For the duration, the area within 10 feet of you is considered difficult terrain.

When a creature starts its turn within the area, or if it moves into the area for the first time on a turn, it must make a Dexterity saving throw. On a failed save, the creature takes 2d6 fire damage and its speed is reduced by 10 feet until the start of its next turn. On a successful

save, the creature takes half damage and its speed is unaffected.

**At Higher Levels:** The damage increases by 1d6 for each slot level above 1st.

## CELESTIAL CONDEMNATION

*1st level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Spell Lists:** Cleric, Paladin

You call upon celestial forces to condemn a non-good creature you can see within range. The target must make a Dexterity saving throw. On a failed save, it takes 2d8 radiant damage, and it suffers disadvantage on its next attack roll before the end of its next turn.

**At Higher Levels:** The damage increases by 1d8 for each slot level above 1st.

## CELESTIAL WRATH

*5th level evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot radius)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Paladin

You unleash a wave of celestial wrath, causing radiant energy to erupt from your body in a 60-foot radius. Each creature of your choice within the area must make a Constitution saving throw, taking 7d8 radiant damage on a failed save or half as much damage on a successful one. Additionally, your first successful weapon attack against each of the affected creature, until the spell ends, deals an extra 1d8 radiant damage.

**At Higher Levels:** The radiant damage increases by 1d8 for each slot level above 5th.

## DARK PACT

*1st level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Spell Lists:** Wizard, Warlock, Sorcerer

You forge a pact with the darkness, granting yourself dark powers. For the duration, you have advantage on Charisma (Intimidation) checks, and creatures have disadvantage on Wisdom (Insight) checks made to discern your intentions. Additionally, until the spell ends, whenever you deal damage to a creature with a spell of 1st level or higher, you regain hit points equal to your proficiency modifier.



### DIRGE OF DAMNATION

*4th level necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 minute

**Spell Lists:** Wizard, Warlock, Bard, Cleric

You weave a haunting melody that resonates with the souls of the damned. Choose a point within range. Each creature within a 20-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 5d6 necrotic damage and is deafened for the duration. On a successful save, the creature takes half damage and isn't deafened.

Additionally, any undead creature within the area of effect must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and has disadvantage on attack rolls and ability checks until the start of your next turn. On a successful save, it takes half damage and doesn't suffer the additional effects.

**At Higher Levels:** The necrotic and psychic damage increases by 2d6 for each slot level above 4th.

### DISCORDANT MELODY

*1st level enchantment*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Spell Lists:** Bard

You unleash a discordant melody that shatters the resolve of creatures around you. Each creature of your choice within 60 feet of you must make a Wisdom saving throw. On a failed save, a creature takes 2d6 psychic damage and has disadvantage on its next saving throw before the end of its next turn. On a successful save, the creature takes half damage and isn't affected by the additional effects.

**At Higher Levels:** The psychic damage increases by 1d6 for each slot level above 1st.

## DIVINE RETRIBUTION

*3rd level evocation*

**Casting Time:** 1 bonus action  
**Range:** Self  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute  
**Spell Lists:** Paladin, Cleric

You call upon divine power to channel retribution. For the duration, your AC increases by 1 and any creature that hits you with a melee attack takes 2d6 radiant damage.

**At Higher Levels:** The radiant damage increases by 1d6 for each slot level above 3rd.

## ELDRITCH CHAINS

*Cantrip evocation*

**Casting Time:** 1 action  
**Range:** 40 feet  
**Components:** V, S  
**Duration:** 1 minute  
**Spell Lists:** Wizard, Warlock, Sorcerer

You conjure ethereal chains formed of eldritch energy that streak towards a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 force damage and it is grappled for the duration. The target can use its action to make a DC 10 Strength check, freeing itself on a success.

**At Higher Levels.** This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## ELDRITCH EMBRACE

*2nd level transmutation*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute  
**Spell Lists:** Wizard, Cleric, Bard

You touch a willing creature and infuse it with eldritch energy. For the duration, the target gains resistance to force and necrotic damage. Additionally, its melee weapon attacks deal an additional 1d6 force damage.

## ELDRITCH RESILIENCE

*1st level abjuration*

**Casting Time:** 1 reaction  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous  
**Spell Lists:** Wizard, Warlock, Sorcerer, Druid

As a reaction to being hit by an attack or targeted by a spell, you shroud yourself in eldritch energy, gaining resistance to the damage from that attack or spell. In

addition, you gain advantage on your next saving throw against a spell before the end of your next turn.

## FIENDISH CONQUEST

*5th level enchantment*

**Casting Time:** 1 action  
**Range:** Self (30-foot radius)  
**Components:** V, S, M (a small ruby worth 500 gp)  
**Duration:** 1 minute  
**Spell Lists:** Cleric, Bard

You unleash your inner fiendish power, causing a wave of domination to emanate from you. Each creature of your choice within a 30-foot radius centered on you must make a Wisdom saving throw. On a failed save, a creature becomes charmed by you for the duration. The charmed creature is incapacitated and obeys your commands. If the creature takes any damage and at the end of each of its turns, it can repeat the saving throw, ending the effect on a success. Undead and creatures immune to being charmed are unaffected.

## FIENDISH RESILIENCE

*1st level abjuration*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** Concentration, up to 1 minute  
**Spell Lists:** Wizard, Cleric, Paladin

You surround yourself with fiendish energy, bolstering your resilience. For the duration, you have resistance to damage from spells and advantage on saving throws against being charmed or frightened.

## HELLFIRE INCARNATION

*9th level transmutation*

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S, M (a piece of brimstone and a vial of demon blood)  
**Duration:** Concentration, up to 1 hour  
**Spell Lists:** Wizard, Cleric, Druid, Bard, Sorcerer

You undergo a terrifying transformation, becoming a living embodiment of hellfire. For the duration, you gain the following benefits:

- Your AC becomes 20, and you have resistance to all damage except radiant damage.
- Your melee weapon attacks deal an additional 4d10 fire damage.
- You have advantage on saving throws against spells and other magical effects.
- You can cast the *Fireball* spell at will as a 3rd level spell, without expending a spell slot or material components.

## HELLFIRE SHIELD

*1st level abjuration*

**Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by a spell that deals fire damage

**Range:** Self

**Components:** V, S

**Duration:** 1 round

**Spell Lists:** Wizard, Warlock, Sorcerer, Paladin, Druid, Cleric

You summon a protective shield of hellfire, warding off incoming fire-based attacks. Until the start of your next turn, you have resistance to fire damage. Additionally, any creature that hits you with a melee attack while the shield is active takes 2d8 fire damage.

## HELLISH CONVERGENCE

*7th level conjuration*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (a vial of blood from a devil)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Wizard, Sorcerer

You summon the essence of the infernal realm, causing the very fabric of Hell to converge upon your location. Flames burst forth, and the ground cracks open, revealing glimpses of the torment within. Each creature of your choice within range must make a Dexterity saving throw, taking 4d10 fire damage and 4d10 necrotic damage on a failed save, or half as much damage on a successful one. Additionally, for the duration, the area becomes difficult terrain, and any creature that starts its turn within the area takes 2d10 fire damage and 2d10 necrotic damage.

**At Higher Levels:** The fire and necrotic damage increase by 1d10 for each slot level above 7th.

## HELLISH FLAMES

*Cantrip evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Spell Lists:** Wizard, Sorcerer, Warlock, Cleric, Druid

You conjure a flickering flame infused with infernal energy and hurl it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 fire damage. Additionally, at the beginning of its next turn it must succeed on a Constitution saving throw or take 1d4 fire damage.



## HELLISH INFUSION

4th level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a drop of blood from a devil)

**Duration:** Concentration, up to 1 hour

**Spell Lists:** Cleric, Paladin, Bard

You touch a willing creature and infuse them with the essence of Hell. For the duration, the target gains resistance to fire damage and deals an extra 1d6 fire damage with weapon attacks. Additionally, whenever the target hits with a melee attack for the first time on each round, flames erupt, and each creature of its choice within 10 feet of itself must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** The extra fire damage increases by 1d6 for each slot level above 4th.

## HELLISH REGROWTH

4th level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a sprig of devil's ivy)

**Duration:** Instantaneous

**Spell Lists:** Cleric, Druid, Paladin

You touch a creature, and regenerative flames engulf it. The target regains 5d8 hit points, and any severed body members are restored if the creature has any. Additionally, the target gains temporary hit points equal to half the amount of hit points regained and resistance to fire damage while it has at least 1 of these temporary hit points. These temporary hit points last for 1 hour or until depleted.

**At Higher Levels:** The healing increases by 1d8 for each slot level above 4th.

## HELLISH REQUIEM

9th level necromancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a black diamond worth 3,000 gold pieces, which the spell consumes)

**Duration:** Instantaneous

**Spell Lists:** Wizard, Sorcerer, Bard

You channel the ultimate power of Hell, unleashing a devastating symphony of infernal energy upon your enemies. Each creature of your choice within range must make a Constitution saving throw, taking 10d12 necrotic damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw by 10 or more, it instantly drops to 0 hit points. If a creature rolls 1 on its saving throw in is instantly slain as its life force is violently ripped away.

## HELLISH SERAPHIM

8th level conjuration

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a feather from a celestial creature and a pinch of brimstone)

**Duration:** 1 minute

**Spell Lists:** Wizard, Cleric

You summon two celestial seraphim wreathed in hellish flames to fight alongside you. The seraphim appear in unoccupied spaces of your choice within range. Each seraph has the statistics of a *Deva* (MM, pg. 16), except it is immune to fire damage and its attacks deal extra fire damage instead of radiant damage. The seraphim act on their own initiative and obey your verbal commands. Roll initiative for the seraphim as a group, which has its own turns. The seraphim remain for the duration or until reduced to 0 hit points. You may dismiss the seraphim as a bonus action.

**At Higher Levels:** You can summon one additional seraph for each slot level above 8th.

## HELLISH STORM

5th level evocation

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (a bit of sulfur and a twig from a scorched tree)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Wizard, Sorcerer, Druid, Warlock

You invoke the wrath of Hell, causing a swirling vortex of infernal energy to erupt around you. The area becomes difficult terrain for creatures other than you, and any creature that starts its turn within the area takes 4d6 fire damage. Additionally, on each of your turns, you can use a bonus action to cause a creature of your choice within the area to make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** The fire damage increases by 1d6 for each slot level above 5th.

## HELLISH VEIL

1st level abjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

**Spell Lists:** Ranger, Druid, Warlock

You shroud yourself in a veil of hellfire, obscuring your presence from creatures with darkvision. For the duration, you gain advantage on Dexterity (Stealth) checks made to hide and you cannot be detected by darkvision or other similar abilities. However, creatures without darkvision can still perceive you normally.



### HYMN OF DESPAIR

*5th level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

**Spell Lists:** Bard, Cleric

You unleash a haunting and melancholic melody that resonates with the despair of the infernal realm. Each creature of your choice within range must make a Wisdom saving throw. On a failed save, the creature becomes filled with a sense of hopelessness, suffering disadvantage on attack rolls, ability checks, and saving throws. Additionally, at the end of each of its turns, the creature can make a new Wisdom saving throw, ending the effect on a success.

### INFERNAL ARMAGEDDON

*9th level conjuration*

**Casting Time:** 1 action

**Range:** Self (100-foot radius)

**Components:** V, S, M (a vial of unholy water)

**Duration:** Instantaneous

**Spell Lists:** Wizard, Sorcerer

You summon forth the full fury of Hell, causing the very fabric of reality to warp and tear in a cataclysmic display. A swirling maelstrom of fire, darkness, and anguish erupts around you in a 100-foot radius. Creatures of your choice within this area must make a Dexterity saving throw, taking 20d6 fire damage and 20d6 necrotic damage on a failed save, or half as much damage on a successful one. Structures and objects caught in the area are destroyed or heavily damaged. This spell ignores resistances and immunities to fire and necrotic damage.

### INFERNAL ASCENDANCE

*3rd level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a drop of devil's blood)

**Duration:** 1 minute

**Spell Lists:** Sorcerer, Warlock, Cleric

You tap into your infernal heritage, allowing your body to be infused with the power of Hell itself. For the duration, you gain the following benefits:

- You have resistance to fire and necrotic damage.
- When you cast a spell that deals fire or necrotic damage, you can add your spellcasting ability modifier to its damage roll.

### INFERNAL BOLT

*Cantrip evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Spell Lists:** Wizard, Sorcerer, Warlock, Druid, Bard, Cleric

You conjure a bolt of infernal energy and hurl it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 fire damage. This spell critically hits on a roll of 18-20.

**At Higher Levels:** The damage increases by 1d10 at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## INFERNAL CALL

*3rd level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a bone from a fiendish creature)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Warlock, Cleric, Sorcerer, Wizard

You summon the presence of infernal beings, filling the air around you with their oppressive aura. For the duration, hostile creatures within 30 feet of you have disadvantage on saving throws against spells.

Additionally, when you cast a spell that deals fire or necrotic damage, you can use a bonus action to force one creature within 30 feet of you to make a Wisdom saving throw, taking 3d8 fire damage or necrotic damage (your choice) on a failed save, or half as much damage on a successful one.

**At Higher Levels:** The damage increases by 1d8 for each slot level above 3rd.

## INFERNAL CHAINS

*2nd level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of iron chain)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Warlock, Sorcerer, Wizard

You summon ethereal chains forged from the depths of Hell to bind a creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be restrained for the duration. While restrained, the creature takes 2d10 fire damage at the start of each of its turns. The target can use its action to repeat the saving throw and break free on a success.

**At Higher Levels:** The damage increases by 1d10 for each slot level above 2nd.

## INFERNAL FLAMES

*Cantrip evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Spell Lists:** Wizard, Sorcerer, Warlock, Druid, Bard, Cleric

You summon two flickering flames from the depths of Hell and send them streaking towards one or more creatures within range. Make a ranged spell attack against each target. On a hit, the target takes 1d4 fire damage for each flame that hits it.

**At Higher Levels:** You may send three flames at 5th level, four flames at 11th level (3d8), and five flames at 17th level (4d8).

## INFERNAL HUNTER

*3rd level divination*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Spell Lists:** Wizard, Warlock, Paladin, Cleric

You attune your senses to the infernal energies that permeate the environment. For the duration, you can sense the presence of fiends and their allies within 60 feet of you, even if they are invisible or behind total cover.

## INFERNAL MARK

*1st level enchantment*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

**Spell Lists:** Cleric, Paladin, Druid, Bard, Ranger

You touch a weapon and brand it with an infernal mark. The weapon sheds dim light in a 5-foot radius, and any attack made with it deals an extra 1d6 fire damage. Additionally, if the target of the attack is a fiend, it takes an additional 1d6 fire damage.

**At Higher Levels:** The extra fire damage increases by 1d6 at 5th level, 11th level, and 17th level.

## INFERNAL PACT

*1st level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small iron key)

**Duration:** 8 hours

**Spell Lists:** Warlock, Sorcerer

You form a pact with an infernal entity, gaining their assistance in your endeavors. Choose a willing creature within range to be the recipient of this pact. For the duration, the target gains advantage on Charisma (Persuasion) and Charisma (Deception) checks and they have resistance to fire damage.



### INFERNAL SERAPHIM

*8th level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a feather from an angel's wing)

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Sorcerer, Bard, Cleric

You summon forth the essence of infernal seraphim, captivating and beguiling those around you. Choose any number of creatures within range. Each target takes 4d12 psychic damage and must succeed on a Wisdom saving throw or be charmed by you for the duration. While charmed, the target is incapacitated and it gains a glowing aura of infernal flames that sheds dim light up to 60 feet.

At the end of each of the charmed creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

### INFERNAL TRANSFORMATION

*2nd level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Spell Lists:** Warlock, Sorcerer

You tap into the infernal power within, allowing it to surge through your body and grant you demonic features. For the duration, you gain the following benefits:

- Your eyes turn fiery red, granting you darkvision with a range of 60 feet.
- Demonic leathery wings sprout out of your back. You gain a flying speed of 60 feet for the duration.
- You have advantage on Charisma (Intimidation) checks.
- You have resistance to fire damage.



## NEW FEATS: INFERNAL POWERS

**T**HERE, WITHIN THE PAGES OF THIS CHAPTER, players will discover a multitude of new options to enhance their characters' abilities, reflecting their interactions with the infernal plane. These feats embody the essence of Hell, offering unique and powerful advantages that can aid adventurers in their perilous journeys.

Embrace the infernal temptations, but tread carefully, for the powers you acquire may forever mark your soul.

### INFERNAL TRACKER

*Prerequisite: Wisdom 13 or higher*

Your time spent navigating the treacherous paths of Hell has honed your tracking skills. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have proficiency in the Survival skill, and when tracking fiends or creatures native to the infernal realm, your proficiency bonus is doubled for the check.
- You have advantage on Wisdom (Survival) checks made to navigate or find your way in the infernal realm.

### DIABOLICAL GUILE

*Prerequisite: Charisma 13 or higher*

You have learned the art of deception from the denizens of Hell, gaining proficiency in Deception and advantage on Charisma (Deception) checks made to deceive fiends.

### STYGIAN STEALTH

*Prerequisite: Dexterity 13 or higher*

You have trained in the shadows of the River Styx, gaining proficiency in Stealth and the ability to attempt to hide when you are only lightly obscured.

### FIENDISH SPELLCASTING

*Prerequisite: Spellcasting ability*

You have tapped into the dark powers of Hell, gaining the ability to cast one 1st-level spell from the warlock spell list once per short rest without expending a spell slot.

### HELLFIRE RESISTANCE

*Prerequisite: Constitution 13 or higher*

Your exposure to Hell's flames has hardened you, granting resistance to fire damage and advantage on saving throws against spells or effects that deal fire damage.

### DEMONIC WINGS

*Prerequisite: Charisma 15 or higher*

You sprout a pair of demonic wings, granting you a fly speed equal to your walking speed. You can use these wings to fly for up to 1 minute, once per long rest.

## ABYSSAL RESISTANCE

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*Prerequisite: Wisdom 13 or higher*

Your exposure to the chaotic energies of the Abyss has granted you resistance to necrotic damage and advantage on saving throws against spells or effects that inflict the frightened condition.

## FIENDISH HERITAGE

---

*Prerequisite: Tiefling race*

Your infernal lineage manifests in unique and powerful ways. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain resistance to cold damage.
- You learn the cantrip *Thaumaturgy*. Charisma is your spellcasting ability for this cantrip.

## INFERNAL LORE

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*Prerequisite: Intelligence 13 or higher*

Your knowledge of the infernal realms is unparalleled. You gain proficiency in the *Arcana* skill and advantage on Intelligence (*Arcana*) checks made to recall information about fiends or the planes of Hell.

## SOUL EATER

---

*Prerequisite: Constitution 15 or higher*

You have learned to devour the souls of fallen enemies. Whenever you reduce a creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your proficiency bonus. Temporary hit points gained by this feat stack and last until your next long rest.

## HELLISH ENDURANCE

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*Prerequisite: Constitution 13 or higher*

You have developed a superior tolerance for pain. Your hit point maximum increases by an amount equal to your level when you take this feat, and it increases by an additional 2 hit points whenever you level up.

## MALEVOLENT SPELLCASTING

---

*Prerequisite: Spellcasting ability*

Your connection to the infernal realm infuses your spells with malevolent power. You gain the following benefits:

- Increase your Charisma or Intelligence score by 1, to a maximum of 20.
- When you cast a spell that deals damage, you can reroll any 1s on the damage dice. You must use the new roll.

## INFERNAL SMITH

---

*Prerequisite: Proficiency with smith's tools*

You have learned the secrets of forging infernal weaponry. You can use smith's tools to create or repair weapons infused with hellish enchantments, allowing them to deal an additional 1d6 fire damage.

## ABYSSAL STRIKE

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*Prerequisite: Strength 13 or higher*

Your strikes carry the chaotic essence of the Abyss. Once per turn, when you hit a creature with a melee weapon attack, you can deal an additional 1d6 necrotic damage.

## INFERNAL AEGIS

---

*Prerequisite: Constitution 13 or higher*

You have been blessed with infernal protection. You gain resistance to acid damage and have advantage on saving throws against being petrified or restrained. Additionally, your maximum hit points increase by 1 per character level.

## HELLISH PARRY

---

*Prerequisite: Dexterity 13 or higher*

Your reflexes are attuned to the fiery battles of Hell. When a creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC against that attack.

## EYES OF THE DAMNED

---

*Prerequisite: Wisdom 13 or higher*

The eyes of the damned have bestowed upon you an eerie perception. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have darkvision with a range of 60 feet.
- You have advantage on Wisdom (*Perception*) checks made to detect hidden or invisible creatures.

## INFERNAL RESISTANCE

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*Prerequisite: Constitution 13 or higher*

Your exposure to Hell's environment has made you resistant to extreme conditions. You have advantage on saving throws against environmental effects such as extreme heat, cold, or toxic fumes.

## INFERNAL BLADE MASTERY

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*Prerequisite: Proficiency with martial weapons*

You have trained extensively in the art of wielding infernal blades. Your attacks with martial melee weapons deal an additional 1d4 fire damage.

## DEVILISH TELEPORTATION

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*Prerequisite: Charisma 15 or higher*

You have unlocked the ability to teleport short distances through the power of Hell. Once per short rest, you can teleport up to 30 feet as a bonus action.

## DIABOLIC CONJURING

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*Prerequisite: Spellcasting ability*

You have gained knowledge of forbidden summoning spells. You can cast the spell "Summon Lesser Fiend" once per long rest without expending a spell slot.

## INFERNAL STAMINA

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*Prerequisite: Constitution 13 or higher*

Your time spent in the infernal realms has toughened your endurance. You gain an additional hit dice and can roll it during a short rest to regain hit points.

## HELLISH HEX

---

*Prerequisite: Charisma 15 or higher*

You have learned to channel the powers of Hell to curse your foes. Once per short rest, when you hit a creature with a spell or a weapon attack, you can curse it. The cursed creature has disadvantage on saving throws against your spells or abilities until the end of your next turn.

## INFERNAL SPELLCASTING FOCUS

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*Prerequisite: Spellcasting ability*

You have acquired a unique infernal artifact that serves as your spellcasting focus. When you use this focus, you gain a +1 bonus to spell attack rolls and spell save DC.

## DIABOLIC MANIPULATION

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*Prerequisite: Intelligence 13 or higher*

You have mastered the art of manipulating infernal magic. When you cast a spell with a range of touch, you can use your reaction to make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes additional fire damage equal to your spellcasting ability modifier.

## INFERNAL RESILIENCE

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*Prerequisite: Constitution 13 or higher*

You have endured the torments of the infernal realm, granting you exceptional resilience. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on saving throws against poison damage and being poisoned.
- When you roll hit dice to regain hit points during a short rest, you regain an additional hit point for each hit die spent.





## NEW BACKGROUNDS: INFERNAL ORIGINS

**I**N THE SHADOWED DEPTHS OF INFERNAL realms, where the air is thick with the scent of brimstone and the echoes of ancient pacts, adventurers find themselves drawn to the allure of the netherworld's mysteries. This chapter serves as a gateway to the uncharted territories of the damned, offering a rich foundation for those who dare to explore the infernal influences that shape the denizens of these cursed landscapes. Here, within these pages, lie the origins of souls touched by the infernal, each carrying the burden of their realms' inferno in their hearts and on their shoulders.

You will find many backgrounds that breathe life into characters born from or seared by the flames of the nether realms. These backgrounds provide not just a narrative cornerstone but also a wellspring of motivations, conflicts, and abilities that are as diverse as the realms themselves. This chapter is designed to enrich your game, offering new possibilities for creating characters that have been shaped by the complexities of the infernal. Whether your campaign dances on the edges of the abyss or plunges headfirst into its fiery embrace, these backgrounds will add depth and nuance to your storytelling.

As you sift through these offerings, let your imagination roam the endless landscapes of the netherworld. Consider how the infernal has influenced

the history, ambitions, and fears of your characters. How has their brush with these forces marked them? What alliances or enmities have they forged within the fiery depths? And, most importantly, how will their infernal legacies drive them forward in their quests?

This is not merely a collection of backgrounds; it is an invitation to venture beyond the mundane and embrace the complexity of characters born from or battling against the influence of the infernal. Here, in the crucible of creation, you will find the seeds of epic tales waiting to be sown. Let these pages inspire you to weave narratives that resonate with the depth and drama of the infernal realms, forging heroes and antiheroes whose stories are etched in the very flames of perdition.

STEP FORTH, BRAVE STORYTELLER,  
INTO THE EMBRACE OF THE INFERNO.  
HERE, IN THE CLASH OF FIRE AND  
FATE, NEW LEGENDS AWAIT.

# 1. SOULBOUND SCHOLAR

Soulbound Scholars are dedicated seekers of knowledge, delving deep into the mysteries of Hell and its torments. With expertise in Arcana and History, they possess a wealth of information about infernal realms, their denizens, and the punishments that await souls. Their insatiable thirst for knowledge drives them to uncover the secrets of Hell, and their understanding of its lore grants them unique advantages when dealing with infernal creatures. Soulbound Scholars are often focused, detached, and driven by their pursuit of knowledge.

**Skill Proficiencies:** Arcana, History

**Tool Proficiencies:** None

**Languages:** Choose two languages from Abyssal, Infernal, Celestial, or Deep Speech.

**Equipment:** A set of common clothes, a writing kit (including ink, quills, parchment, and a small journal), a trinket related to your studies, a small pouch containing 10 gp.

## FEATURE: LORE OF THE INFERNAL

As a Soulbound Scholar, you have dedicated your life to studying the depths of Hell and the intricacies of its torments. Your relentless pursuit of knowledge about the infernal realms, their denizens, and the various punishments that await souls has granted you a wealth of information and insight. You are well-versed in the lore and legends of Hell, possessing a deep understanding of its history, hierarchy, and unique properties.

You have advantage on Intelligence (Arcana) checks made to recall information about demons, devils, and other infernal creatures. Additionally, when interacting with creatures native to Hell, you can use your knowledge to attempt to gain advantage on Charisma-based ability checks involving persuasion, intimidation, or deception.

## SUGGESTED CHARACTERISTICS

Soulbound Scholars are typically driven individuals, consumed by their desire to understand the mysteries of Hell. They tend to be studious, analytical, and often have a certain detachment from emotions, focusing instead on the pursuit of knowledge. However, each Soulbound Scholar is unique, and their experiences in the infernal realms can shape their personality and motivations.

### d8 Personality Trait

- 1 I am fascinated by the torments of Hell and eagerly share tales of infernal punishments with anyone who will listen.
- 2 I have an insatiable thirst for knowledge and will stop at nothing to uncover the secrets of Hell.
- 3 I am often lost in thought, contemplating the complexities of the infernal realms and their implications.
- 4 I take great pride in my intellect and enjoy displaying my knowledge whenever possible.
- 5 I find solace in books and knowledge, preferring their company over that of others.
- 6 I am haunted by the horrors I've witnessed in Hell, often lost in nightmares and dark thoughts.
- 7 I have a dark sense of humor, finding amusement in the irony and absurdity of the infernal realms.
- 8 I am relentless in my pursuit of the truth, refusing to accept anything at face value.

### d6 Ideal

- 1 **Knowledge.** The pursuit of knowledge is paramount, even if it means risking everything. (Neutral)
- 2 **Redemption.** I seek to understand the torments of Hell to find a way to save souls from eternal damnation. (Good)
- 3 **Power.** Knowledge is power, and I will use it to gain influence and control over infernal forces. (Evil)
- 4 **Balance.** The forces of Hell must be understood and kept in check to maintain equilibrium in the universe. (Lawful)
- 5 **Curiosity.** I am driven by an insatiable curiosity, always seeking new experiences and discoveries. (Chaotic)
- 6 **Acceptance.** Hell is an inevitable part of existence, and understanding it helps me accept the world's inherent darkness. (Neutral)

### d6 Bond

- 1 I made a pact with an infernal being to gain access to forbidden knowledge.
- 2 My family was affected by a terrible event related to Hell, and I seek to uncover the truth behind it.
- 3 I am determined to write the definitive tome on Hell, documenting its horrors for future generations.
- 4 I owe a debt to a powerful being from Hell and must fulfill a favor in return.
- 5 My mentor, a renowned scholar of Hell, disappeared under mysterious circumstances, and I am determined to find them.
- 6 I lost a loved one to the torments of Hell and will do anything to rescue their soul.

d6

**Flaw**

- 1 I can become lost in my studies, neglecting personal relationships and the world around me.
- 2 I am willing to take great risks to obtain forbidden knowledge, even if it endangers myself or others.
- 3 I struggle to relate to others and often come across as aloof or socially awkward.
- 4 My obsession with Hell and its secrets can lead me to disregard the consequences of my actions.
- 5 I am haunted by the visions and nightmares that plague my mind after witnessing the horrors of Hell.
- 6 I am easily tempted by the promises of power and forbidden lore, making it difficult to resist darker influences.

## 2. INFERNAL ARTIFICER

Drawing upon the dark forces of Hell, you have become a master of infernal artifice. Through your skill in crafting and manipulating infernal energy, you create powerful artifacts that harness the essence of damnation. With proficiency in Smith's Tools and Tinker's Tools, you have the ability to craft diabolical devices and imbue them with otherworldly power.

Your knowledge of infernal lore allows you to decipher cryptic symbols, identify infernal artifacts, and understand the workings of demonic creatures. As an Infernal Artificer, you walk the fine line between creation and destruction, wielding infernal energy for your own purposes while navigating the moral complexities of your craft.

**Skill Proficiencies:** Arcana, Investigation

**Tool Proficiencies:** One type of artisan's tools of your choice

**Languages:** Infernal, one other of your choice

**Equipment:** A set of artisan's tools (of your choice), a set of traveler's clothes, a pouch containing 10 gold pieces, and a small trinket of infernal origin.

### FEATURE: INFERNAL CRAFTSMANSHIP

Your mastery of infernal arts grants you the ability to harness the powers of Hell in your creations. You have learned to channel infernal energy into mundane objects, imbuing them with otherworldly properties. When you have access to appropriate tools and materials, you can spend 1 hour and 10 gold pieces to create a single Infernal Artifice. The Infernal Artifice functions as a common magical item, with the DM's approval.

### SUGGESTED CHARACTERISTICS

Infernal Artificers are known for their ingenuity and their unique relationship with the forces of Hell. They are often driven by a desire to unlock the secrets of infernal power or to twist it for their own purposes. Their personalities can vary greatly, ranging from those who are benevolent and seek to protect others from the infernal forces to those who are driven by ambition and a thirst for power.

d8

**Personality Trait**

- 1 I am fascinated by the inner workings of infernal machinery and often find myself lost in thought, pondering new possibilities.
- 2 I take great pride in my craftsmanship and insist on perfection in every creation I make.
- 3 I am suspicious of others and constantly worry that someone might steal or misuse my infernal creations.
- 4 I am eager to share my knowledge with others and enjoy teaching those who show an interest in infernal artifice.
- 5 I have a mischievous streak and enjoy pranks and tricks involving my infernal devices.
- 6 I am consumed by curiosity and am constantly searching for new artifacts or relics to study and understand.
- 7 I am fiercely protective of my infernal creations and can become enraged if someone mishandles or damages them.
- 8 I am haunted by the moral implications of my work and am constantly questioning the ethics of using infernal power.

d6

**Ideal**

- 1 **Creation.** I strive to unlock the potential of infernal artifice and create powerful artifacts that can reshape the world. (Any)
- 2 **Ambition.** I seek to amass power and influence through my infernal creations, using them as a means to control others. (Evil)
- 3 **Protection.** I use my infernal artifice to safeguard others from the dangers of the infernal realms. (Good)
- 4 **Curiosity.** I am driven by an insatiable curiosity to explore the mysteries of the infernal realms and uncover hidden knowledge. (Neutral)
- 5 **Balance.** I believe in utilizing infernal power responsibly, finding harmony between its destructive potential and its constructive applications. (Lawful)
- 6 **Chaos.** I embrace the chaotic nature of infernal energy and delight in causing mayhem and destruction with my creations. (Chaotic)

d6

**Bond**

- 1 I have a deep connection with an infernal entity, and I believe they guide my work and grant me inspiration.
- 2 My infernal creations are a testament to the memory of a loved one who was lost to the infernal realms.
- 3 I seek to redeem myself for a past mistake by using my infernal artifice to combat the forces of evil.
- 4 I am part of a secret society or organization that specializes in infernal artifice, and I am dedicated to advancing its goals.
- 5 The knowledge and power I gain through my infernal creations are resources that I can use to protect and support my family or community.
- 6 I am constantly searching for a specific infernal artifact or relic that I believe holds the key to unlocking untold power.



**d6**

**Flaw**

- 1 I am obsessed with my infernal creations and often neglect basic needs like eating and sleeping.
- 2 I am easily tempted by the allure of infernal power and find it difficult to resist using it for personal gain.
- 3 I am distrustful of others and often suspect that they want to steal my designs or sabotage my work.
- 4 I am prone to fits of madness, brought on by exposure to infernal energy or the pressures of my work.
- 5 I am haunted by nightmares of the infernal realms and am plagued by vivid visions of my own damnation.
- 6 I am so focused on my work that I often forget about the consequences of my actions, causing unintended harm to others.



**SAMPLE INFERNAL ARTIFICE**

When you create an Infernal Artifice, you may roll on the table below to determine its nature:

**d8**

**Infernal Artifice**

- 1 **Infernal Cogwheel.** A small mechanical cog infused with infernal energy. When attached to a mundane device, it grants advantage on a specific skill check related to its function.
- 2 **Hellfire Amulet.** An amulet adorned with a fiery gemstone. When worn, it grants resistance to fire damage.
- 3 **Soulbound Key.** A key that can open infernal locks and wards. It has a chance of unlocking or disabling infernal traps.
- 4 **Tormentor's Whispers.** A small, obsidian orb that emits whispers in Infernal. It can cast the *Message* spell at will, targeting creatures that understand Infernal.
- 5 **Shadowed Gauntlet.** A black, leather gauntlet that grants advantage on Dexterity (Sleight of Hand) checks when attempting to pick locks or disarm traps.
- 6 **Abysal Lens.** A crystal lens that allows the user to see through magical darkness and gain darkvision up to a range of 60 feet.
- 7 **Inferno Blade Oil.** A vial of oily substance that can be applied to a weapon. It causes the weapon to deal an additional 1d6 fire damage on a hit for one minute.
- 8 **Infernal Grappling Hook.** A grappling hook infused with infernal magic. It has an additional 30-foot length of magically unbreakable chain.

### 3. LOST SOUL

You are a wanderer who has traversed the forsaken landscapes of Hell, cursed to roam its desolate realms. As a Lost Soul, you have endured unimaginable torment and have become hardened by your experiences.

**Skill Proficiencies:** Survival, Perception

**Tool Proficiencies:** None

**Languages:** One of your choice

**Equipment:** A tattered cloak, a small pouch containing 10 gold pieces, a token from your former life, a set of traveler's clothes, and a belt pouch.

#### FEATURE: INFERNAL RESILIENCE

Your time spent surviving in the hellscape has granted you a certain resilience and a keen instinct for danger. You have an uncanny ability to detect hidden threats and navigate treacherous terrains. When traveling through hazardous terrain or when you make a Wisdom (Survival) check to track creatures or navigate difficult terrain, you are considered proficient in the Survival skill and add double your proficiency bonus to the check.

#### SUGGESTED CHARACTERISTICS

Lost Souls vary greatly in their demeanor and outlook on life, but they often possess a certain ruggedness and a touch of cynicism, shaped by their experiences in the depths of Hell. Use the tables for the Acolyte background as a starting point, modifying them to fit the theme and flavor of a Lost Soul.

##### d6 Personality Trait

- 1 I am haunted by the screams and torments of Hell, and it has made me taciturn and introspective.
- 2 I have witnessed the true face of despair and suffering, and now I strive to bring hope to others.
- 3 I am quick to find fault in others, as I have seen the depths of depravity that souls are capable of sinking to.
- 4 I am constantly on edge, expecting betrayal and danger at every turn.
- 5 I find solace in the quiet solitude of desolate places, for they remind me of the emptiness within my own soul.
- 6 I have a grim sense of humor, finding irony and dark amusement in the direst of situations.

##### d6 Ideal

- 1 **Survival:** My only goal is to stay alive and find a way out of this infernal nightmare. (Neutral)
- 2 **Redemption:** I am determined to find a way to redeem myself and escape the eternal torment of Hell. (Good)
- 3 **Vengeance:** Those who wronged me will pay, and I will make sure they suffer as I have. (Evil)
- 4 **Endurance:** I will endure any hardship and overcome any obstacle to prove my strength. (Lawful)
- 5 **Freedom:** I will not be shackled by the chains of Hell. I seek freedom above all else. (Chaotic)
- 6 **Acceptance:** I have come to terms with my fate and embrace the eternal damnation that awaits me. (Neutral)

##### d6 Bond

- 1 I am driven by a burning desire to find a way to save the souls trapped in Hell.
- 2 I carry the guilt of a past mistake that led me to my damnation, and I seek a way to make amends.
- 3 The memory of a loved one gives me strength and hope in this desolate realm.
- 4 I am part of a group of Lost Souls, and we have formed a bond of camaraderie and mutual survival.
- 5 I hold on to a glimmer of hope, a prophecy or legend that promises a way out of Hell, and I will see it fulfilled.
- 6 I am convinced that my suffering has a purpose, and I seek to uncover the greater plan behind it all.

##### d6 Flaw

- 1 I am haunted by nightmares of my past sins, and they often cloud my judgment.
- 2 I am fiercely independent and struggle to trust others, as I have been betrayed too many times before.
- 3 I have grown callous and indifferent to the suffering of others, for I have seen far worse in Hell.
- 4 I am haunted by the faces of those I failed to save, tormented by the belief that I could have done more.
- 5 The horrors of Hell have left me emotionally scarred, and I have difficulty forming meaningful connections.
- 6 I am consumed by an insatiable hunger for power, willing to do anything to gain an advantage and survive.



## 4. SIN EATER

You have dedicated your life to absolving the sins of others, offering them a chance at redemption within the fiery depths of Hell. Whether driven by a personal quest for atonement or a genuine desire to help others, you have taken on the burden of carrying the weight of their transgressions. Your ability to empathize with the darkest aspects of humanity sets you apart from others who fear the touch of sin.

**Skill Proficiencies:** Insight, Medicine

**Tool Proficiencies:** None

**Languages:** One of your choice

**Equipment:** A set of common clothes, a holy symbol, a small vial of holy water, a pouch containing 10 gp

### FEATURE: SIN ABSOLUTION

Your unique ability allows you to absorb the sins of others, offering temporary relief and redemption. When you touch a willing creature, you can use your action to absorb their sins. This process lasts for 1 minute, during which the target is relieved of their guilt and experiences a sense of catharsis. Once you have used this feature, you must complete a long rest before you can use it again.

### SUGGESTED CHARACTERISTICS

Sin Eaters are driven by their quest to absolve the sins of others and offer them a chance at redemption. They often carry a heavy emotional burden and are willing to confront the darkest aspects of humanity. Here are some suggested characteristics for a Sin Eater:



### d8 Personality Trait

- 1 I am haunted by the sins I have absorbed and constantly seek my own redemption.
- 2 I am empathetic and have a deep understanding of the struggles of others.
- 3 I speak softly and choose my words carefully, aiming to provide comfort and solace.
- 4 I am unyielding in my pursuit of absolution and refuse to give up on those who have sinned.
- 5 I am burdened by guilt and take personal responsibility for the sins of others.
- 6 I am calm and composed even in the face of the most heinous acts.
- 7 I am driven by a deep-seated desire to see the good in everyone, no matter their past actions.
- 8 I am tormented by visions of the sins I have absorbed, often struggling to sleep at night.

### d6 Ideal

- 1 **Redemption.** Everyone deserves a chance at forgiveness and redemption.
- 2 **Atonement.** Through the absolution of sins, we can find true inner peace.
- 3 **Compassion.** I will always show empathy and understanding to those burdened by guilt.
- 4 **Justice.** Those who commit heinous acts must face the consequences of their actions.
- 5 **Sacrifice.** I am willing to carry the sins of others, even at great personal cost.
- 6 **Healing.** My purpose is to heal the souls of the damned and bring light to the darkest places.

### d6 Bond

- 1 I have a mentor who guided me on the path of becoming a Sin Eater.
- 2 I carry a sacred relic that serves as a reminder of the sins I have absolved.
- 3 I am devoted to a religious order that upholds the principles of redemption.
- 4 I seek to absolve the sins of a loved one who is trapped in Hell.
- 5 I am haunted by the memory of a sin I was unable to absolve.
- 6 I am driven to prove that even the most damned souls can be redeemed.

### d6 Flaw

- 1 I am overly self-critical and find it difficult to forgive myself for past mistakes.
- 2 I struggle to see the good in those who have committed heinous acts.
- 3 I am so focused on absolving the sins of others that I neglect my own well-being.
- 4 I am haunted by the sins I have absorbed, leading to bouts of depression and despair.
- 5 I am prone to taking unnecessary risks to prove the redeemable nature of others.
- 6 I am judgmental of those who have not witnessed the depths of sin I have seen.



## 5. HELLFIRE GLADIATOR

Hellfire Gladiators are warriors who have willingly entered the infernal arenas of Hell to fight for glory, survival, or even the chance of redemption. They come from various backgrounds and have found themselves drawn into the brutal world of gladiatorial combat. Trained in deadly fighting techniques and armed with a variety of weapons, they entertain the denizens of Hell and visitors alike, battling both for their own survival and the adoration of the crowd.

**Skill Proficiencies:** Athletics, Performance

**Tool Proficiencies:** Choose one type of gaming set or musical instrument

**Languages:** Infernal, one other of your choice

**Equipment:** A set of gladiator's armor, a trident or net (choose one), a gaming set or musical instrument of your choice, a small trinket from a fan, and a belt pouch containing 15 gold pieces.

### FEATURE: ARENA FAME

Your skill and showmanship in the infernal arenas have garnered you a degree of fame and recognition. People who are fans of gladiatorial combat or residents of Hell might recognize you and treat you with respect or awe. However, your notoriety may also attract unwanted attention from rivals or enemies. Additionally, you can gain free access to some gladiatorial events or receive discounts when attending such spectacles.

### SUGGESTED CHARACTERISTICS

Hellfire Gladiators are known for their boldness, competitiveness, and flair for showmanship. They possess a wide range of personalities, but they often share a deep passion for combat and the desire to entertain the crowds. Here are some suggested characteristics for a Hellfire Gladiator:

d8

#### Personality Trait

- 1 I relish the thrill of combat and always seek new challenges.
- 2 I am fiercely competitive and strive to outshine my fellow gladiators.
- 3 I entertain others with grand gestures and boastful tales of my victories.
- 4 I am surprisingly humble and show great respect to those who have earned it.
- 5 I have a fiery temper and can be easily provoked.
- 6 I am haunted by the memories of gladiatorial combat and sometimes suffer from nightmares.
- 7 I am deeply introspective and ponder the philosophical implications of violence and suffering.
- 8 I find solace in the company of my fellow gladiators, bonding over our shared experiences and struggles.

**d6** **Ideal**

- 1 **Mastery.** I seek to become the greatest gladiator, mastering every weapon and fighting style.
- 2 **Glory.** I fight for the thrill of victory and the adoration of the crowd.
- 3 **Redemption.** I fight to redeem myself for past mistakes and seek a chance at a new life.
- 4 **Loyalty.** I am loyal to my fellow gladiators and would do anything to protect them.
- 5 **Freedom.** I fight to earn my freedom from the chains of the arenas and the oppressive rule of Hell.
- 6 **Justice.** I fight to bring justice to the corrupt and powerful forces within Hell.

**d6** **Bond**

- 1 I fight to support my family or loved ones, providing for their needs and ensuring their safety.
- 2 I have a deep bond with a fellow gladiator, and we support each other in and out of the arenas.
- 3 I fight to honor the memory of a fallen comrade, vowing to avenge their death.
- 4 I fight for the liberation of other enslaved gladiators, seeking to overthrow the oppressive system.
- 5 I fight to prove my worth to a powerful figure in Hell, hoping to gain their favor or earn a boon.
- 6 I fight to reclaim a lost artifact or weapon that holds personal significance to me.

**d6** **Flaw**

- 1 I am easily swayed by flattery and often fall victim to manipulation.
- 2 I have a tendency to show off and take unnecessary risks, endangering myself and others.
- 3 I struggle with an addiction to the adoration and attention of the crowd.
- 4 I despise authority figures and often rebel against their commands or expectations.
- 5 I hold a grudge against an individual or group and seek vengeance at any opportunity.
- 6 I have a fear of failure and will go to extreme lengths to avoid being seen as weak or inadequate.

## 6. PACTBOUND AGENT

You have made a pact with a devilish entity, willingly exchanging a piece of your soul for otherworldly power. As a Pactbound Agent, you are both servant and wielder of infernal magic. Your pact has granted you a unique set of skills and a connection to the depths of Hell.

**Skill Proficiencies:** Deception, Arcana

**Tool Proficiencies:** Choose one type of artisan's tools or one musical instrument.

**Languages:** Infernal, one other of your choice

**Equipment:** A set of artisan's tools or one musical instrument (of your choice), a set of fine clothes and a pouch containing 15 gold pieces.

### FEATURE: INFERNAL PACT

You have forged a pact with a devilish entity, granting you access to infernal magic and providing you with a warlock spellcasting ability. The entity you made the pact with might be a powerful devil, an infernal archfiend, or a cunning fiendish entity. Consult your Dungeon Master to determine the specifics of your pact.

### SUGGESTED CHARACTERISTICS

Pactbound Agents are complex individuals, torn between their desire for power and the consequences of their pact. They often possess a dark charisma, using their charm and infernal magic to deceive others.

**d8** **Personality Trait**

- 1 I have an unsettling aura that unnerves those around me.
- 2 I speak in hushed whispers, as if constantly sharing secrets.
- 3 I have a fiendish sense of humor, finding amusement in the suffering of others.
- 4 I always seem to have a mysterious and captivating smile.
- 5 I am fascinated by the occult and enjoy discussing infernal lore.
- 6 I have an uncanny ability to blend into shadows and go unnoticed.
- 7 I find solace in solitude and often contemplate the nature of my pact.
- 8 I exude an air of confidence and superiority, looking down on those who are weaker.

**d6** **Ideal**

- 1 **Power.** I seek to increase my own power and influence through my infernal pact.
- 2 **Knowledge.** I strive to uncover hidden secrets and forbidden knowledge.
- 3 **Ambition.** I have grand ambitions and will stop at nothing to achieve them.
- 4 **Freedom.** I yearn to break free from the shackles of my pact and regain my independence.
- 5 **Revenge.** I seek vengeance against those who wronged me, using my infernal powers to exact my retribution.
- 6 **Corruption.** I am drawn to the darker aspects of my pact, embracing the temptations of evil.

**d6** **Bond**

- 1 I made my pact to protect someone I hold dear, and I will do anything to keep them safe.
- 2 My infernal patron holds a piece of my soul, and I must complete certain tasks to regain my freedom.
- 3 I seek to uncover the truth behind my patron's hidden agenda and the true nature of our pact.
- 4 I owe a life debt to a powerful devil or fiend, and I am bound to fulfill their commands.
- 5 My pact is a means to an end, a stepping stone toward achieving a greater goal or fulfilling a prophecy.
- 6 I am part of an infernal organization that wields influence and power, and I am loyal to their cause.

d6

Flaw

- 1 I am constantly tempted to use my infernal powers for personal gain, regardless of the consequences.
- 2 I am haunted by the screams and torments of those whose souls have been damned by my patron.
- 3 I find it difficult to trust others, believing that everyone has their own hidden agenda.
- 4 I am paranoid that my patron will discover a way to claim my soul entirely and condemn me to eternal torment.
- 5 I have a crippling fear of the consequences that await me when my pact comes to an end.
- 6 I am unable to resist the allure of forbidden knowledge and will risk everything to acquire it.

d8

Personality Trait

- 1 I often lose myself in my art, losing track of time and neglecting basic needs.
- 2 My emotions are intense and ever-present, fueling my creative process.
- 3 I am drawn to the dark and macabre, finding beauty in the most unsettling subjects.
- 4 My art is my sanctuary, a way to escape the horrors of the world.
- 5 I am highly sensitive to criticism, often taking it to heart and dwelling on it.
- 6 I see the world through a different lens, finding inspiration in the most unlikely places.
- 7 I struggle with perfectionism, constantly seeking to create the perfect masterpiece.
- 8 My art reflects my inner turmoil, a visual representation of my personal demons.

## 7. TORTURED ARTIST

You are an artist whose works are born from a deep understanding of pain and torment. Your creations captivate audiences with their haunting beauty, evoking the essence of Hell itself.

**Skill Proficiencies:** Performance, Insight

**Tool Proficiencies:** One type of artisan’s tools

**Languages:** Any one of your choice

**Equipment:** A set of artisan’s tools (of your choice), a musical instrument (of your choice), a costume (dark and dramatic), a piece of artwork depicting despair, a pouch containing 10 gold pieces

d6

Ideal

- 1 Beauty: I believe that art has the power to heal and bring beauty even in the darkest places.
- 2 Freedom: Art should be unrestricted, breaking societal norms and challenging conventions.
- 3 Truth: My art is a medium for expressing the harsh realities of life and exposing hidden truths.
- 4 Redemption: I seek redemption and solace through my art, hoping to inspire others to do the same.
- 5 Catharsis: My art is a release for my own pain and suffering, allowing me to find peace within.
- 6 Legacy: I strive to leave a lasting legacy through my art, ensuring that my name lives on beyond death.

### FEATURE: HAUNTING ARTISTRY

Your artwork carries an otherworldly quality, leaving a lasting impression on those who behold it. Whenever you create a work of art, whether it be a painting, sculpture, or performance, you can use it to create a profound impact on others. You have advantage on Charisma (Performance) checks and Charisma (Persuasion) checks when your art is the focal point of the interaction.

d6

Bond

- 1 My art is dedicated to someone I love who is trapped in Hell, and I create to keep their memory alive.
- 2 The Muses of Hell have granted me inspiration, and I am bound to create art that honors their infernal influence.
- 3 I am driven to create a masterpiece that captures the essence of Hell and reveals its true nature to the world.
- 4 My art is a reflection of my soul, and I believe that by sharing it, I can forge connections with others.
- 5 I seek to prove that beauty can be found in even the darkest corners of existence through my art.
- 6 My art holds a hidden message or secret, and I am determined to uncover the truth behind its enigmatic meaning.

### SUGGESTED CHARACTERISTICS

A Tortured Artist background suggests a character who is deeply connected to their emotions, using their art to express their inner turmoil. Here are some suggested characteristics:



d6

**Flaw**

- 1 I am prone to melancholy and bouts of depression, which can hinder my ability to create.
- 2 I am easily distracted by new ideas, often abandoning unfinished projects in my pursuit of inspiration.
- 3 My obsession with my art makes it difficult for me to form and maintain meaningful relationships.
- 4 I am envious of other artists and their talents, harboring a deep-seated jealousy within me.
- 5 I struggle with self-doubt, constantly questioning the worth and meaning of my own creations.
- 6 I am willing to go to extreme lengths and take risks in the name of creating the perfect masterpiece.

## 8. CURSED HEIR

You are an heir to a bloodline cursed by infernal forces, forever tied to the realms of Hell. Whether through a pact made by your ancestors or a dark secret buried within your lineage, you bear the weight of their transgressions and the burden of breaking the cycle. Your connection to Hell grants you unique insights and abilities, but it also brings forth challenges and temptations that test your resolve.

**Skill Proficiencies:** History, Persuasion

**Tool Proficiencies:** One type of gaming set or musical instrument

**Languages:** One of your choice

**Equipment:** A signet ring or other family heirloom, a set of fine clothes, a gaming set or a musical instrument of your choice, a pouch containing 15 gp

### FEATURE: INFERNAL HERITAGE

You have a deep connection to the infernal realms, granting you knowledge and insights tied to your cursed bloodline. You can call upon your infernal heritage to gain advantage on Charisma (Persuasion) checks when dealing with creatures tied to Hell or those aware of your lineage.

### SUGGESTED CHARACTERISTICS

A Cursed Heir often grapples with the weight of their lineage and the temptations associated with their infernal connection. Use the tables below as inspiration, modifying or rolling randomly to determine your character's traits, ideals, bonds, and flaws.

d8	Personality Trait
1	Confident
2	Ambitious
3	Reserved
4	Curious
5	Charismatic
6	Meticulous
7	Enigmatic
8	Eloquent

d6

**Ideal**

- 1 Redemption. I seek to break the curse that plagues my bloodline.
- 2 Power. I will harness the infernal connection to achieve greatness.
- 3 Legacy. I strive to restore honor and dignity to my family name.
- 4 Freedom. I will not be controlled by the demons of my lineage.
- 5 Sacrifice. I am willing to endure any hardship to protect those I care about.
- 6 Vengeance. I seek retribution against those who brought this curse upon us.

**d6** **Bond**

- 1 I am determined to find a way to lift the curse and save my family.
- 2 I have a close relationship with a devil who has taken an interest in my bloodline.
- 3 I am bound by honor to carry out a specific task or mission for my family.
- 4 I seek guidance from a powerful ancestor who once succumbed to the curse.
- 5 I will protect the secrets of my family's infernal dealings at any cost.
- 6 I am driven to prove that there is goodness and redemption within my cursed bloodline.

**d6** **Flaw**

- 1 I am constantly haunted by dark visions of my family's past.
- 2 I am easily tempted by the promises of power and forbidden knowledge.
- 3 I struggle with trust, always suspicious of others' motives.
- 4 I feel an overwhelming sense of guilt for the sins committed by my ancestors.
- 5 I am secretive and reluctant to reveal the truth about my heritage.
- 6 I am consumed by pride and will not tolerate insults or disrespect.

## 9. INFERNAL INVESTIGATOR

You are a seeker of justice in the infernal realms, determined to uncover the truth and bring wrongdoers to account for their sins. Your keen deductive skills and unwavering commitment to the pursuit of justice make you a formidable force amidst the chaos of Hell.

**Skill Proficiencies:** Investigation, Insight

**Tool Proficiencies:** Thieves' Tools

**Languages:** Infernal, one of your choice

**Equipment:** A magnifying glass, a set of fine clothes, a disguise kit, a pouch containing 25 gold pieces, a notebook with records of past investigations

### FEATURE: INFERNAL INSIGHT

Your experience as an Infernal Investigator has sharpened your instincts and granted you valuable insights into the workings of Hell. You have an uncanny ability to spot hidden details and decipher subtle clues. When investigating a crime scene or searching for hidden objects, you can add twice your proficiency bonus instead of the usual once, to your Investigation checks.

### SUGGESTED CHARACTERISTICS

Infernal Investigators are driven by a strong sense of justice and an unwavering commitment to uncovering the truth. They possess a sharp mind and an unyielding determination to bring order to the chaotic realm of Hell. Use the following tables to determine your character's personality traits, ideals, bonds, and flaws, or choose ones that best fit your concept.

**d8** **Personality Trait**

- 1 I am methodical and meticulous in my investigations, leaving no stone unturned.
- 2 I have a cynical outlook on life and trust very few individuals, especially those from Hell.
- 3 I am haunted by the sins I have witnessed and seek to bring justice to the damned.
- 4 I have a dark sense of humor, finding amusement in the absurdity of Hell.
- 5 I am driven by an insatiable curiosity, always seeking to uncover hidden knowledge.
- 6 I am intensely focused and become obsessive when pursuing a lead or solving a case.
- 7 I am calm and composed even in the face of danger, relying on logic and reason to guide me.
- 8 I have a sixth sense for danger and can quickly assess threats in any given situation.

**d6** **Ideal**

- 1 Justice. The guilty must be punished, and the innocent protected, no matter the cost.
- 2 Truth. I strive to uncover the hidden truths of Hell and expose the lies that thrive within.
- 3 Redemption. I believe that even in Hell, souls can find redemption and be saved from eternal damnation.
- 4 Order. I work tirelessly to maintain order and bring structure to the chaotic realms of Hell.
- 5 Vengeance. I seek to avenge those who have suffered at the hands of the wicked, making wrongdoers pay for their sins.
- 6 Survival. In Hell, one must do whatever it takes to survive, even if it means compromising principles.

**d6** **Bond**

- 1 I have a personal vendetta against a powerful devil who has evaded justice for far too long.
- 2 The memory of a loved one who perished in Hell fuels my determination to bring justice to the damned.
- 3 I owe a debt to a powerful celestial being who guided me out of the clutches of Hell.
- 4 I am part of a secret organization of investigators dedicated to maintaining balance in the infernal realms.
- 5 I have forged a pact with a devil to gain access to forbidden knowledge and resources for my investigations.
- 6 I am bound by an ancient prophecy that foretells my role in unraveling a great mystery in Hell.

d6

**Flaw**

- 1 I am haunted by my failures and the cases I couldn't solve, constantly second-guessing my own abilities.
- 2 I am willing to bend the rules and break laws if it means achieving my goals and bringing justice to Hell.
- 3 My single-minded pursuit of justice can blind me to the perspectives and motivations of others.
- 4 I have a crippling fear of demons and other infernal creatures, making it difficult to operate in Hell.
- 5 I struggle with trust issues and find it hard to form meaningful connections with others, even allies.
- 6 I am plagued by visions and nightmares of the atrocities I have witnessed, often losing focus during investigations.

## 10. DAMNED NOBLE

You were once a member of a noble family who, through a fateful event, found yourself damned to the eternal torment of Hell. Despite your fallen status, you retain the refinement and grace of your former life, even amidst the horrors that surround you. Whether you seek redemption or wield your power for your own purposes, you navigate the infernal realms with a combination of cunning, charm, and a touch of the damned.

**Skill Proficiencies:** Persuasion, History

**Tool Proficiencies:** None

**Languages:** Two of your choice

**Equipment:** Fine clothes, signet ring, a trinket representing your noble lineage, a set of common clothes, and a purse containing 15 gp

### FEATURE: INFERNAL CONNECTIONS

Your noble lineage grants you certain privileges and connections, even in the depths of Hell. You can call upon these connections to gain an audience with influential figures or receive aid from other Damned Nobles who recognize your fallen status.

### SUGGESTED CHARACTERISTICS

Damned Nobles often possess a mix of their former noble traits and a dark, twisted side acquired from their time in Hell. They may be driven by a desire for redemption, power, or vengeance. Use the following tables to determine your character's personality traits, ideals, bonds, and flaws.

d8

**Personality Trait**

- 1 I maintain a calm and composed demeanor, even in the face of the most horrific ordeals.
- 2 I am highly perceptive, always alert to the dangers and subtleties of the infernal realms.
- 3 I possess a biting wit and use it to mask the pain and bitterness that resides within me.
- 4 I am fiercely protective of those who are still alive and seek to shield them from the terrors of Hell.

d6

**Flaw**

- 1 I maintain a sense of superiority and entitlement, despite my fallen status, and look down on those I deem beneath me.
- 2 I have a fascination with the infernal powers that surround me, and I strive to understand and control them for my own purposes.
- 3 I am haunted by memories of my former life and constantly strive to reclaim what I have lost.
- 4 I am consumed by guilt for the actions that led to my damnation and seek to make amends, even if it means sacrificing myself.

d6

**Ideal**

- 1 Redemption. I seek to redeem myself and ascend from the depths of Hell.
- 2 Power. I will harness the infernal energies to rise to the pinnacle of Hell.
- 3 Vengeance. I will exact revenge on those who caused my damnation.
- 4 Preservation. I will protect the innocent and prevent further damnation.
- 5 Influence. I will use my connections and charm to manipulate others in Hell.
- 6 Survival. I will do whatever it takes to endure and escape Hell's torment.

d6

**Bond**

- 1 I hold on to a glimmer of hope that one day I will be freed from Hell's clutches.
- 2 I am loyal to my noble lineage and strive to preserve its honor, even in Hell.
- 3 I have made a pact with a devilish entity, and I am bound to fulfill my end of the bargain.
- 4 I have formed a deep connection with another Damned Noble, and we watch out for each other.
- 5 I seek to uncover the truth behind the event that damned me, no matter the cost.
- 6 I am haunted by the memories of a loved one who suffered because of my actions.

d6

**Flaw**

- 1 I am consumed by an insatiable desire for power and will do anything to obtain it.
- 2 I find it difficult to trust others, believing that betrayal lurks around every corner.
- 3 I am tormented by nightmares and visions that constantly remind me of my damnation.
- 4 I am quick to anger and often lose control, unleashing my fury upon unsuspecting targets.
- 5 I am haunted by the voices of the damned, whispering dark secrets and tempting me to embrace the infernal powers.
- 6 I have an intense fear of being forgotten and will go to great lengths to ensure my name is remembered.



## CHAPTER IV: THE INFERNAL BESTIARY

ABANDON ALL HOPE, YE WHO ENTER HERE...

**I**N THE DARKEST RECESSES OF THE WORLD LIES a realm of terror and torment, where the vilest of souls are condemned to suffer for eternity. This abominable place is none other than Hell. Within this realm of damnation, countless malevolent beings lurk, each embodying the twisted nature of sin and representing the depths of human depravity.

Campaign in Hell can serve as a chilling portrayal of the afterlife, a descent through the nine circles of Hell, each representing a specific sin and its corresponding punishment. It is a journey that reveals the intricate tapestry of suffering and retribution, where lost souls endure eternal torment in the most unfathomable ways imaginable.

But within the pages of this final chapter, we explore the monstrous denizens that lurk in the shadowy recesses of the infernal realms. From the damned souls transformed into grotesque abominations to the demonic entities that administer their punishments, this compendium of horrors offers a glimpse into the macabre ecosystem that thrives within the boundaries of Hell.

WELCOME, BRAVE READER, TO THE INFERNAL BESTIARY, A CHAPTER OF THE INFERNAL TOME THAT SEEKS TO ILLUMINATE THE GROTESQUE DENIZENS THAT DWELL WITHIN HELL.

PREPARE TO FACE UNSPEAKABLE HORRORS, FOR THE INFERNAL BESTIARY WILL EXPOSE THE VILEST CREATURES SPAWNED FROM THE DARKEST CORNERS OF THE HUMAN SOUL.



## MALEVOLENT IMPS

**I**MPS, THE DIMINUTIVE FIENDS OF INFERNAL origin, embody the essence of mischief and malevolence. These mischievous creatures are often found scurrying through the deepest recesses of Hell, ever eager to carry out the dark bidding of more powerful infernal beings. Though individually weak and physically unimposing, their collective presence and cunning nature make them a constant threat to unsuspecting adventurers who dare to venture into the infernal realms.

Imps typically stand no taller than a human child, their wiry frames adorned with grotesque features and twisted horns protruding from their heads. Their beady, malevolent eyes burn with an unsettling intensity, reflecting their insatiable thirst for chaos and destruction. Possessing limited magical abilities, they can manipulate fire and darkness, conjuring flames and shadows to sow fear and confusion among their foes.

These impish creatures revel in spreading chaos and tormenting souls. Their penchant for trickery is legendary, as they excel in deceiving and misleading both mortals and other creatures alike. Often acting as spies or scouts for more powerful denizens of the underworld, they use their diminutive size and nimble movements to infiltrate and gather information, relishing in the suffering and despair they sow along the way.

Though individually weak combatants, their sheer numbers and their ability to coordinate with one another make them a formidable force. Imps employ hit-and-run tactics, darting in and out of combat, harrying opponents with swift strikes and distracting maneuvers. Their agility and knack for mischief allow them to disrupt the flow of battle, undermining the morale and resolve of those who stand against them.

Beware the impish horde, for they are relentless in their pursuit of chaos and their unyielding commitment to their infernal masters. Any encounter with these malevolent creatures demands caution and vigilance, as their twisted minds and dark magic pose a threat that far exceeds their small stature.

# PESTILENT IMP

Pestilent Imps are diminutive fiends that revel in chaos and spread disease wherever they go. These mischievous creatures are often found skulking in the dark corners of the lower planes, seeking opportunities to sow discord and inflict suffering upon unsuspecting victims. With their agile movements and venomous stingers, Pestilent Imps strike fear into the hearts of those unfortunate enough to cross their path.

## PESTILENT IMP

*Tiny fiend, chaotic evil*

**Armor Class:** 13

**Hit Points:** 27 (6d6 + 6)

**Speed:** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

**Skills:** Stealth +5, Perception +2

**Damage Resistances:** Poison

**Damage Immunities:** Fire

**Condition Immunities:** Poisoned

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Infernal

**Challenge:** 1 (200 XP)

**Fiendish Fortitude.** The imp has advantage on saving throws against being poisoned.

**Infernal Nature.** The imp's attacks are considered magical.

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

**Stinging Tail.** If a creature is hit by the imp's stinger attack, the target must make a DC 11 Constitution saving throw or become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.



# BLIGHTED IMP

Blighted imps are mischievous and malevolent fiends that delight in spreading chaos and destruction wherever they go. Born from the depths of the Abyss, these impish creatures are infused with infernal fire, granting them the ability to manipulate and harness flames to their advantage. With their cunning and fiery nature, blighted imps make formidable adversaries, particularly in environments where fire is abundant.



## BLIGHTED IMP

*Small fiend, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 45 (6d6 + 24)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

**Skills** Perception +3, Stealth +5

**Damage Resistances** Poison

**Damage Immunities** Fire

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Common, Infernal

**Challenge** 4 (200 XP)

**Infernal Camouflage.** The blighted imp has advantage on Dexterity (Stealth) checks made to hide in fiery environments.

**Fiery Presence.** Any creature that starts its turn within 5 feet of the blighted imp takes 5 (2d4) fire damage.

**Pack Tactics.** The blighted imp has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

**Spellcasting.** The blighted imp is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The blighted imp has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*

1st level (3 slots): *burning hands*, *charm person*, *shield*

## ACTIONS

**Multiattack.** The imp makes two Fiery Claw attacks.

**Fiery Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 7 (2d6) fire damage.

**Fiery Burst (Recharge 6).** The blighted imp releases a burst of fiery energy in a 10-foot radius. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

## IMP OF IMPERSONATION

The Imp of Impersonation is a cunning and devious creature that revels in assuming the forms of other beings. Its natural form is that of a small, bat-winged fiend, but it possesses the ability to morph into various humanoid shapes. This fiendish trickster is known for its deceptive nature and its knack for infiltrating unsuspecting groups, sowing chaos and discord from within.



## IMP OF IMPERSONATION

*Small fiend, chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 45 (10d6 + 10)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	18 (+4)

**Skills** Deception +6, Sleight of Hand +6

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, Common, Infernal

**Challenge** 3 (700 XP)

**Shapechanger.** The imp can use its action to polymorph into a Small or Medium humanoid or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Innate Spellcasting.** The imp's spellcasting ability is Charisma (spell save DC 14). The imp can innately cast the following spells, requiring no material components:  
At will: *disguise self*, *minor illusion* (can only create sounds)

**Sneak Attack.** Once per turn, the imp deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the imp that isn't incapacitated and the imp doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The imp makes two attacks: one with its bite and one with its stinger.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## RAVENOUS IMP

Ravenous imps are mischievous and malevolent fiends that delight in causing chaos and tormenting mortals. Standing only a foot tall, these tiny creatures possess a devilish charm that masks their wicked intentions. With their small, bat-like wings and sharp, stinger-tipped tails, they flit about with unparalleled agility, spreading fear and mayhem wherever they go.



## RAVENOUS IMP

*Small fiend, chaotic evil*

**Armor Class** 13

**Hit Points** 22 (4d4 + 8)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Skills** Stealth +5

**Damage Resistances** cold, fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Infernal, understands Common but can't speak

**Challenge** 2 (450 XP)

**Infernal Nature.** The imp can't be compelled to act in a manner contrary to its nature or instructions unless a superior power commands it.

**Shapechanger.** The imp can use its action to polymorph into a beast form that resembles a small bat or a rat, or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Flyby.** The imp doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

### ACTIONS

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

**Invisibility (1/day).** The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

**Summon Demon (1/Day).** The imp attempts to magically summon a dretch with a 30% chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.



## SHADOWS AND SPECTERS

**I**

WITHIN THE DEPTHS OF THE INFERNAL REALM, a host of eerie and otherworldly entities lurk, embodying the essence of darkness and despair. This category, known as Shadows and Specters, encompasses haunting creatures that dwell in the darkest corners of Hell. These eldritch beings are the embodiments of lost souls, twisted by their sins and condemned to eternally roam the abyss.

Shadows, the ethereal remnants of those who succumbed to their darkest vices, are elusive and stealthy creatures that blend seamlessly with the darkness that surrounds them. They are shrouded in an aura of foreboding, draining hope and sowing fear into the hearts of mortals. Shadows possess an uncanny ability to manipulate the very essence of darkness, granting them an advantage in striking from unseen angles.

Specters, on the other hand, are the tortured souls of the damned, forever trapped in a state of anguish and torment. They manifest as ethereal phantoms, their twisted forms reflecting the sins that led them astray in life. These sorrowful entities are bound to their past transgressions, haunting the infernal landscape and seeking to inflict suffering upon any who cross their path.

Both Shadows and Specters draw power from the depths of the infernal realm, feeding off the anguish and despair that permeate their surroundings. They are often found lurking in the lower circles of Hell, where the darkness is at its most oppressive. These malevolent entities are formidable adversaries, possessing supernatural abilities that can disrupt the minds and souls of those unfortunate enough to confront them.

Adventurers who dare to face the Shadows and Specters must steel their resolve and be prepared for the psychological toll that comes with battling these otherworldly terrors. Protection against their insidious abilities and a source of light are crucial in fending off their ethereal assaults. Even the most valiant warriors and cunning spellcasters must exercise caution when confronting these haunting entities, for the line between reality and nightmare blurs within their presence.

## TORMENTING SHADOW

Medium undead, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	14 (+2)

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common

**Challenge** 5 (1,800 XP)

**Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

**Shadow Glide.** The shadow can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Incorporeal Movement.** The shadow can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Shadowy Embrace.** Whenever a creature starts its turn within 5 feet of the shadow, the creature takes 7 (2d6) necrotic damage.

### ACTIONS

**Shadowy Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

**Shadowy Form.** The shadow magically turns invisible until its concentration ends (as if concentrating on a spell). Any light level brighter than dim light within 10 feet of the shadow is reduced to dim light, and dim light within the same radius is extinguished.

**Create Spawn (Recharge 6).** A humanoid slain by the shadow rises 24 hours later as a shadow under the shadow's control, unless the humanoid is restored to life or its body is destroyed. The shadow can have no more than twelve shadows under its control at one time.

## TORMENTING SHADOW

The Tormenting Shadow is a haunting and malevolent undead creature that embodies the essence of darkness and despair. Created from the restless souls of those who have suffered great torment in life, these shadows roam the depths of the world, spreading misery and feeding on the life force of the living.



# SHADOWED FIEND

The Shadowed Fiend is a sinister and elusive creature that dwells within the depths of darkness. Its origins remain shrouded in mystery, as it emerges from the shadowy realms to haunt unsuspecting adventurers. These fiends possess an affinity for darkness, using it to their advantage and striking fear into the hearts of those who dare to cross their path.



## SHADOWED FIEND

*Medium fiend, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	10 (+0)	12 (+1)	16 (+3)

**Skills** Stealth +6

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, Common

**Challenge** 5 (1,800 XP)

**Shadow Stealth.** While in dim light or darkness, the fiend can take the Hide action as a bonus action.

**Invisibility.** The fiend magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).

**Shadow Step.** The fiend magically teleports up to 30 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

### ACTIONS

**Multiattack.** The fiend makes two attacks: one with its claws and one with its shadow bolt.

**Shadow Bolt.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (4d6) necrotic damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage.

**Shadow Grasp.** The fiend magically grasps the shadow of a creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or become restrained. While restrained, the target's speed is reduced to 0, and it takes 14 (4d6) necrotic damage at the start of its turn. The restrained target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Shadowy Aura** (Recharge 5-6). The fiend releases a dark aura in a 15-foot radius centered on itself. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.



## LAMENTING SPECTER

The Lamenting Specter is a haunting undead creature that embodies grief and sorrow. Its ethereal form, wreathed in a mournful aura, instills profound sadness in those unfortunate enough to encounter it. These spectral beings are trapped between the Material Plane and the Ethereal Plane, their existence bound to the tormented memories that tether them to the mortal realm.

**Appearance and Behavior.** Lamenting Specters appear as ethereal apparitions, their semi-translucent forms draped in tattered shrouds that sway in an unseen wind. Their features, once human, are now distorted by eternal anguish, with tear-stained faces and eyes filled with despair. They emit an otherworldly wail, a haunting lament that echoes through the air, leaving an eerie chill in its wake.

These specters are often encountered in desolate places or areas steeped in tragedy, drawn to locations where sorrow and loss have left an indelible mark. Lamenting Specters are eternally consumed by their own grief, their mournful cries serving as a constant reminder of the suffering they endured in life.

### LAMENTING SPECTER

*Medium undead, neutral evil*

**Armor Class** 13

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	15 (+2)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 2 (450 XP)

**Ethereal Sight.** The specter can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Lamenting Aura.** Any creature that starts its turn within 10 feet of the specter must make a DC 12 Wisdom saving throw or be filled with a profound sadness. On a failed save, the creature has disadvantage on attack rolls and ability checks until the start of its next turn.

### ACTIONS

**Life Drain.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit* 10 (3d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Wail of Despair (Recharge 5-6).** The specter releases a mournful wail. Each creature of the specter's choice within 30 feet of it and aware of it must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the specter's Wail of Despair for the next 24 hours.

**Etherealness.** The specter enters the Ethereal Plane from the Material Plane, or vice versa.

# WANDERING SPECTER

The Wandering Specter is a haunting undead creature that roams the ethereal realms, bound to the material plane by an unfulfilled purpose or a tragic demise. This eerie apparition, once a sentient being, now exists as a restless soul consumed by dark emotions and a thirst for life force.

**Appearance.** Wandering Specters appear as ethereal entities, their forms barely visible and shrouded in an ominous mist. Their ghostly visage is often distorted, reflecting the anguish and suffering that marked their final moments. These apparitions exude an aura of desolation, instilling dread and unease in any who witness their spectral presence.



## WANDERING SPECTER

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Etherealness.** The specter enters the Ethereal Plane from the Material Plane, or vice versa.

# LUSTFUL SPIRIT

Lustful spirits are malevolent entities that embody the relentless desires and carnal passions that consumed them in life. Bound to the Ethereal Plane, these tormented souls seek to fulfill their insatiable lust by preying upon the living. Once individuals who were consumed by their own desires, they now exist as ethereal apparitions trapped between realms, forever driven by their unquenchable thirst for satisfaction.



## LUSTFUL SPIRIT

*Medium undead, chaotic evil*

**Armor Class** 14

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

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

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, Common

**Challenge** 2 (450 XP)

**Incorporeal Movement.** The lustful spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Ethereal Sight.** The lustful spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Ethereal Step.** As a bonus action, the lustful spirit can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

**Distracting Gaze.** When a creature starts its turn within 30 feet of the lustful spirit and can see it, the spirit can force the creature to make a DC 13 Wisdom saving throw if the spirit isn't incapacitated and can see the creature. On a failed save, the creature can't take reactions until the start of its next turn.

### ACTIONS

**Chilling Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit* 10 (3d6) cold damage.

**Whispers of Temptation (Recharge 5-6).** The lustful spirit targets one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw or be charmed by the spirit until the end of its next turn. While charmed, the target is incapacitated and has a speed of 0. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on a success.

**Seductive Gaze.** The lustful spirit targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Wisdom saving throw or be charmed by the spirit for 1 minute. The charmed target regards the spirit as a trusted friend to be heeded and protected. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this spirit's Seductive Gaze for the next 24 hours.

# HUNGRY SPECTER

Hungry Specters are haunting entities driven by an insatiable hunger for life force. These ethereal undead beings, often the remnants of individuals who met tragic and untimely ends, manifest as specters trapped between the realms of the living and the dead. Consumed by an eternal longing for vitality, they are cursed to wander the mortal plane, forever seeking sustenance to fill the void within their ethereal existence.



## HUNGRY SPECTER

*Medium undead, neutral evil*

**Armor Class** 12

**Hit Points** 71 (11d8 + 22)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages it knew in life but can't speak

**Challenge** 3 (700 XP)

**Ethereal Sight.** The specter can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Invisibility.** The specter turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

### ACTIONS

**Spectral Touch.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 20 (4d6 + 6) necrotic damage.

**Frightful Moan (Recharge 5-6).** Each non-undead creature within 60 feet of the specter that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the specter's Frightful Moan for the next 24 hours.

# MIRROR SHADE

The Mirror Shade is a haunting creature that dwells in the darkest corners of the world. Born from the tortured souls of the deceased, these spectral entities embody the eerie nature of shadows and mirrors. Their existence is a twisted reflection of life, forever trapped between the realms of the living and the dead.



## MIRROR SHADE

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 80 (10d8 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

**Saving Throws** Dex +7, Wis +5

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 5 (1,800 XP)

**Shadow Stealth.** While in dim light or darkness, the mirror shade can take the Hide action as a bonus action.

**Sunlight Sensitivity.** While in sunlight, the mirror shade has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

**Mirror Reflection.** When the mirror shade is targeted by a spell or magical effect that requires an attack roll, it can use its reaction to force the attacker to make a DC 14 Dexterity saving throw. On a failed save, the attacker is affected by the spell or magical effect instead.

**Ethereal Jaunt.** As a bonus action, the mirror shade can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

### ACTIONS

**Multiaction.** The mirror shade makes two attacks: one with its shadowy claws and one with its shadowy bite.

**Shadowy Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

**Shadowy Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

## FROZEN SHADOW

The Frozen Shadow is a haunting undead creature that dwells in frigid and desolate regions. It is born from the souls of those who perished in icy wastelands, their spirits forever trapped in a state of eternal frost. These spectral beings embody both darkness and cold, wielding powers that chill the very souls of their unfortunate victims.



### FROZEN SHADOW

Medium undead, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	11 (+0)

**Saving Throws** DEX +8, CON +7, WIS +6

**Damage Resistances** necrotic, cold

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** Common

**Challenge** 9 (5,000 XP)

**Shadow Stealth.** While in dim light or darkness, the frozen shadow can take the Hide action as a bonus action.

**Sunlight Sensitivity.** While in sunlight, the frozen shadow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Freezing Touch.** The frozen shadow's melee weapon attacks deal an additional 7 (2d6) cold damage. (included in the attacks)

### ACTIONS

**Multiattack.** The frozen shadow makes three melee attacks: one with its icy claws and two with its chilling touch.

**Icy Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) cold damage.

**Chilling Touch.** *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its speed reduced by 10 feet until the start of its next turn.

**Shadow Nova (Recharge 5-6).** The frozen shadow releases a burst of icy darkness in a 20-foot radius sphere centered on itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one.



## DAMNED SOUL

*Medium undead, chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	8 (-1)	7 (-2)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Undead Fortitude.** If damage reduces the Damned Soul to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Damned Soul drops to 1 hit point instead.

**Horriifying Presence.** Each creature of the Damned Soul's choice that is within 30 feet of it and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Soul Wail.** The Damned Soul emits a mournful wail. Each creature within 10 feet of the Damned Soul that can hear it must succeed on a DC 12 Wisdom saving throw or take 10 (3d6) psychic damage and be frightened until the end of its next turn.

### ACTIONS

**Spectral Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

**Terrifying Gaze.** The Damned Soul fixates its gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Soul Drain (Recharge 5-6).** The Damned Soul targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw or take 14 (4d6) necrotic damage and have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. If the target's hit point maximum is reduced to 0, it dies and its soul becomes trapped within the Damned Soul, granting it temporary hit points equal to the target's hit point maximum.

## DAMNED SOUL

The Damned Soul is a tormented undead creature bound to the eternal suffering of the afterlife. Once mortal beings who committed heinous acts or made dark pacts in their previous lives, they are condemned to wander the realms as cursed souls. These wretched entities are forever trapped in a state of anguish, their spectral forms distorted by the weight of their sins.

# SHADOW WRAITH

The ethereal darkness shrouds the realm of the Shadow Wraith, a fearsome undead creature that exists between the material plane and the Shadowfell. These malevolent beings are born from the tormented souls of those who met tragic fates or were consumed by a deep-rooted desire for revenge. Bound to the plane of shadow, they haunt the darkest corners of the world, emerging to feed on the life force of the living.



## SHADOW WRAITH

*Medium undead, neutral evil*

**Armor Class** 14

**Hit Points** 68 (12d8 + 14)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common

**Challenge** 4 (1,100 XP)

**Shadow Stealth.** While in dim light or darkness, the shadow wraith can take the Hide action as a bonus action.

**Incorporeal Movement.** The shadow wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the shadow wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Shadow Drain.** When the shadow wraith hits a creature with a melee attack, the target must succeed on a DC 13 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

### ACTIONS

**Shadowy Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 5) necrotic damage.

**Shadow Form (Recharge 5-6).** The shadow wraith transforms into a shadowy mist, becoming resistant to all damage except force damage. While in this form, it can move through other creatures and objects as if they were difficult terrain. The wraith can't take any actions, speak, or manipulate objects. It is immune to all conditions, except for the condition "turned." It must make a DC 14 Wisdom saving throw if targeted by a turning effect, and it automatically succeeds if it is in sunlight.

## VENGEFUL PHANTOM

The vengeful phantom is a haunting specter, bound to the mortal realm by unfulfilled vengeance and seething with malevolence. These ethereal beings are remnants of tortured souls that were wronged in life, their anger and despair transforming them into vengeful spirits. Their spectral forms, wreathed in an eerie glow, instill fear and dread in all who encounter them.



## VENGEFUL PHANTOM

*Medium undead, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands all languages it knew in life but can't speak

**Challenge** 7 (2,900 XP)

**Ethereal Sight.** The vengeful phantom can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The vengeful phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Malevolent Presence.** When a creature starts its turn within 30 feet of the vengeful phantom, it must succeed on a DC 14 Wisdom saving throw or be frightened until the start of its next turn. On a successful saving throw, the creature is immune to the vengeful phantom's Malevolent Presence for 24 hours.

**Sunlight Sensitivity.** While in sunlight, the vengeful phantom has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Ghostly Fire Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) necrotic damage and 12 (3d6 + 2) fire damage.

**Spectral Drain.** The vengeful phantom targets one creature it can see within 5 feet of it. The target must succeed on a DC 14 Constitution saving throw or take 24 (7d6) necrotic damage. The vengeful phantom regains hit points equal to the necrotic damage dealt.

**Etherealness.** The specter enters the Ethereal Plane from the Material Plane, or vice versa.

# WAILING BANSHEE

The Wailing Banshee is a dreaded undead creature that haunts desolate places, spreading fear and despair with its mournful cries. Once a tragic soul consumed by overwhelming grief or rage, the banshee's existence has been transformed into one of eternal torment. Its ethereal form is draped in tattered raiments, and its eyes, glowing with a malevolent light, reflect the pain and anguish that permeate its being.

## WAILING BANSHEE

*Medium undead, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Elvish

**Challenge** 5 (1,800 XP)

**Ethereal Jaunt.** As a bonus action, the banshee can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

**Incorporeal Movement.** The banshee can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Eerie Visage.** Any humanoid that starts its turn within 30 feet of the banshee and can see it must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

### ACTIONS

**Withering Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit* 17 (4d6 + 3) necrotic damage.

**Banshee's Keen.** The banshee emits a mournful wail. Each creature of the banshee's choice within 60 feet of it that can hear it and is not an undead must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

**Invisible Passage (Recharge 5-6).** The banshee magically becomes invisible until it attacks or until its concentration ends (as if concentrating on a spell).

**Teleport (Recharge 5-6).** The banshee magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



# VENGEFUL SHADOW

Vengeful Shadows are tormented spirits, trapped between the realms of the living and the dead. These malevolent entities arise from the darkest corners of the ethereal plane, seeking retribution against those who wronged them in life. Bound by an insatiable thirst for revenge, Vengeful Shadows haunt the very places where their lives were unjustly extinguished, forever seeking to bring suffering to the living.



## VENGEFUL SHADOW

*Medium undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 145 (17d8 + 68)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

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

**Languages** Common

**Challenge** 10 (5,900 XP)

**Shadow Stealth.** While in dim light or darkness, the vengeful shadows can take the Hide action as a bonus action.

**Sunlight Sensitivity.** While in sunlight, the vengeful shadows have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Incorporeal Movement.** The vengeful shadows can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Shadow Spawn.** When a creature dies within 30 feet of the vengeful shadows, a new vengeful shadow forms in an unoccupied space within 5 feet of the corpse at the start of the vengeful shadows' next turn. The new shadow has full hit points and can act immediately.

### ACTIONS

**Shadow Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 15 (3d8 + 2) necrotic damage.

**Shadow Drain.** *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit* 18 (4d8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Shadow Veil (Recharge 5-6).** The vengeful shadows magically create an area of magical darkness. The darkness spreads from a point the vengeful shadows can see within 60 feet of it, creating a sphere with a 15-foot radius. The darkness lasts as long as the vengeful shadows maintains concentration, up to 1 minute. Any creature that starts its turn in the darkness must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. While frightened in this way, a creature is incapacitated and has disadvantage on all ability checks, attack rolls, and saving throws. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Soul Shriek (1/Day).** The vengeful shadows emits an ear-piercing shriek. Each creature of the vengeful shadows' choice within 30 feet of it must make a DC 15 Constitution saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one.



## HELLISH BEASTS

**I**N THE REALM OF NIGHTMARISH ENTITIES, FEW strike fear into the hearts of mortals and denizens of the abyss alike like the Hellish Beasts. These abominations, birthed from the very depths of damnation itself, stand as harbingers of terror, embodying the twisted malevolence and unrelenting torment that define the infernal realms.

Their origins lie in the fiery pits of the underworld, where infernal flames sculpt their monstrous forms, shaping them into grotesque amalgamations of nightmare-inducing features and horrifying appendages. These creatures are the embodiment of chaos and suffering, their very existence a testament to the eternal anguish that pervades the infernal landscape.

Feared by mortals and despised even by the denizens of the abyss, Hellish Beasts are relentless in their pursuit of destruction and despair. They roam the fiery wastelands with an insatiable hunger, seeking out souls to torment and devour, leaving naught but devastation and terror in their wake. Even the most seasoned adventurers tremble at the mere mention of their name, knowing the horrors that await those who dare to cross paths with these monstrous fiends.

But it is not just their terrifying physical strength that makes them formidable adversaries. No, Hellish Beasts wield powers derived from the primordial darkness of their origins, powers that defy comprehension and strike dread into the hearts of all who oppose them. From unleashing torrents of infernal flames to weaving unholy magics, these abominations are masters of destruction and manipulation, capable of corrupting and twisting the minds of their victims with ease.

And yet, perhaps what makes them truly terrifying is their cunning and relentless nature. Hellish Beasts are not solitary predators but often work in tandem with other infernal creatures, their unholy alliance bringing forth untold chaos and suffering to the mortal world. In their wake, they leave nothing but devastation and despair, a reminder of the horrors that lurk in the shadows of the infernal realm.

# DEMONFLAME BEAR

The Demonflame Bear is a fearsome creature that embodies the primal fury of the Abyss. Towering at a height of 10 feet and covered in charred, obsidian-black fur, this monstrous beast emanates an intense heat that causes the air around it to shimmer with waves of blistering energy. Flames dance across its muscular body, their fiery glow illuminating the darkness with an ominous aura.

With piercing red eyes that radiate malevolence, the Demonflame Bear strikes fear into the hearts of those unfortunate enough to cross its path. Its elongated claws are sharp as razors, capable of rending even the sturdiest armor, while its powerful jaws can crush bones with a single bite.



## DEMONFLAME BEAR

*Large fiend, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

**Skills** Perception +5, Stealth +6

**Damage Resistances** cold, fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal

**Challenge** 9 (5,000 XP)

**Hellish Aura.** The Demonflame Bear exudes an aura of intense heat. Any creature that starts its turn within 10 feet of the bear takes 7 (2d6) fire damage.

**Magic Resistance.** The Demonflame Bear has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The Demonflame Bear makes two attacks: one with its bite and one with its claw.

**Fiery Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) fire damage.

**Raking Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 7 (2d6) fire damage.

**Burning Roar (Recharge 5-6).** The Demonflame Bear emits a mighty roar, causing flames to erupt from its mouth. Each creature within a 20-foot radius cone must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



## ABYSSAL COBRA

Medium beast, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 40 ft., climb 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	4 (-3)	14 (+2)	6 (-2)

**Skills** Perception +5, Stealth +7

**Senses** darkvision 60 ft., passive Perception 15

**Languages** –

**Challenge** 6 (2,300 XP)

**Camouflaged Ambusher.** The abyssal cobra has advantage on Dexterity (Stealth) checks made to hide in its natural environment.

**Reactive Strike.** The abyssal cobra can make an opportunity attack against a creature that moves within 10 feet of it.

**Venomous Bite.** On a hit with its bite attack, the target must succeed on a DC 14 Constitution saving throw or take 21 (6d6) poison damage and become poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

**Constrict.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the abyssal cobra can't constrict another target.

## ICE SPIDER

Medium monstrosity, neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Skills** Stealth +5

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 10

**Languages** None

**Challenge** 1 (200 XP)

**Freezing Bite.** When the ice spider hits a creature with its bite attack, the target must make a DC 12 Constitution saving throw or take an additional 7 (2d6) cold damage. On a successful save, the target takes half damage.

**Web Sense.** While in contact with a web, the ice spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The ice spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) cold damage.

**Web.** The ice spider can shoot a web up to 30 feet away. The webbing is a ranged weapon attack with a +5 to hit. On a hit, the target is restrained by the webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, 5 hit points, vulnerability to fire damage, immunity to bludgeoning, poison, and psychic damage).



# STYGIAN WOLF

The Stygian Wolf is a formidable predator that roams the dark and treacherous realms of the underworld. With sleek, midnight-black fur and eyes that gleam with an otherworldly luminescence, this creature embodies the fearsome and shadowy essence of the Styx River.



## STYGIAN WOLF

Medium beast, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

**Skills** Perception +6, Stealth +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** None

**Challenge** 5 (1,800 XP)

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

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

**Shadow Blend.** The wolf has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Howl of Despair (Recharge 5-6).** The wolf releases a chilling howl. Each creature of the wolf's choice within 60 feet of it that can hear the howl must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Shadow Pounce (Recharge 6).** The wolf magically teleports up to 30 feet to an unoccupied space it can see. It then makes a bite attack against a target within its reach. After teleporting, the wolf has advantage on the bite attack roll.

# GLUTTONY'S RAT

Gluttony's Rat is a small and repugnant creature that thrives within the darkest and filthiest corners of the world. This vile rodent is associated with the sin of gluttony, known for its insatiable hunger and its ability to spread disease. Despite its diminutive size, the Gluttony's Rat possesses a ferocious nature and a keen sense of survival, making it a formidable foe.



## GLUTTONY'S RAT

*Small creature, neutral evil*

**Armor Class** 11

**Hit Points** 27 (6d6 + 6)

**Speed** 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 2 (450 XP)

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

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

**Disease Bite.** The rat's bite is contaminated with a vile disease. On a hit, the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### ACTIONS

**Multiattack.** The rat makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage.

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

**Rabid Charge (Recharge 5-6).** The rat moves up to its speed in a straight line and can make one bite attack against a creature in its path. If the attack hits, the target takes an additional 7 (2d6) piercing damage and must succeed on a DC 12 Strength saving throw or be knocked prone.



## ASSASSINS AND STALKERS

**I**N THE MURKY DEPTHS OF THE INFERNAL realms, where darkness reigns unchallenged and despair hangs heavy in the air, one finds the clandestine abode of the dreaded Assassins and Stalkers. These sinister entities, born of the primordial chaos that pervades their realm, embody the very essence of malevolence and deceit.

Within the shadowy recesses of their domain, Assassins and Stalkers lurk with an eerie patience, their very existence a testament to the mastery of stealth and subterfuge. Their forms, shrouded in darkness and adorned with sinister ornamentation, blend seamlessly with the inky blackness that cloaks their surroundings.

Yet, it is not merely their physical prowess that sets these malevolent beings apart, but their unparalleled skill in the art of assassination. With a precision honed through countless eons of practice, they strike swiftly and without mercy, leaving naught but chaos and despair in their wake.

But it is not only their prowess in combat that makes them feared throughout the infernal realms. No, it is their ability to manipulate the very fabric of reality itself, bending it to their will with a mastery that defies mortal

comprehension. From weaving intricate illusions to ensnare the unwary, to conjuring deadly traps from the very shadows, there is no limit to the depths of their depravity.

Each Assassin and Stalker is a unique terror unto itself, shaped by the malevolent energies of its assigned domain. Some lurk in the forgotten crypts, their presence heralded by the eerie silence that pervades those accursed halls. Others stalk their prey through labyrinthine corridors, their every movement a whispered promise of death.

Yet, for all their power and cunning, there exists a glimmer of hope amidst the darkness. For where there is light, there is also shadow, and where there is shadow, there is the potential for redemption. But in the infernal realms, such notions are but fleeting dreams, for here, in the domain of the Assassins and Stalkers, only the strong survive, and even they do so at great peril.

# INFERNAL ASSASSIN

The Infernal Assassin is a deadly fiendish creature skilled in the art of stealth and assassination. Embodying the cunning and treachery of the lower planes, these malevolent beings are often employed as enforcers and spies by powerful fiendish overlords. Their loyalty lies solely with their infernal masters, and they carry out their missions with unwavering dedication and precision.

Clad in darkened studded leather armor that blends seamlessly with the shadows, the Infernal Assassin moves with unearthly grace and agility. Their piercing gaze and sinister presence send shivers down the spines of even the most stalwart adventurers. Each step is deliberate, and their movements are calculated, making them masters of subtlety and subterfuge.



## INFERNAL ASSASSIN

Medium fiend, lawful evil

**Armor Class** 15 (studded leather)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	13 (+1)	12 (+1)	14 (+2)

**Skills** Perception +5, Stealth +9

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Infernal, Common

**Challenge** 7 (2,900 XP)

**Devil's Sight.** Magical darkness doesn't impede the infernal assassin's darkvision.

**Evasion.** If the infernal assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The infernal assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

**Infernal Blade.** The infernal assassin's weapon attacks are considered magical.

### ACTIONS

**Multiattack.** The infernal assassin makes three melee attacks: two with its shortsword and one with its infernal dagger.

**Shortsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

**Infernal Dagger.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 7 (2d6) fire damage.

**Shadow Step (Recharge 4-6).** The infernal assassin magically teleports up to 60 feet to an unoccupied space it can see. Until the end of its next turn, it gains advantage on the first attack it makes.

**Infernal Poison (1/Day).** The infernal assassin coats its weapons with a potent infernal poison. On a successful hit with a weapon attack, the target must make a DC 15 Constitution saving throw or take 21 (6d6) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success.

**Summon Infernal Ally (1/Day).** The infernal assassin calls upon an infernal ally for assistance. A bearded devil appears in an unoccupied space within 60 feet of the infernal assassin and acts immediately after the assassin in the initiative order. The bearded devil remains for 1 minute or until it or the assassin is reduced to 0 hit points, whichever comes first.

## SINISTER IMPERSONATOR

The Sinister Impersonator is a cunning and malevolent creature that thrives on deceit and manipulation. This fiendish being possesses the ability to assume the form of any humanoid it has encountered, using its shapechanging abilities to infiltrate societies and sow chaos from within. With its natural talent for deception and its knack for taking advantage of unsuspecting victims, the Sinister Impersonator is a formidable adversary capable of undermining trust and turning allies against one another.



## SINISTER IMPERSONATOR

Medium fiend (shapechanger), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

**Skills** Deception +7, Insight +4, Perception +4, Stealth +7

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Abyssal

**Challenge** 4 (1,100 XP)

**Shapechanger.** The sinister impersonator can use its action to polymorph into a Small or Medium humanoid it has seen or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Innate Spellcasting.** The sinister impersonator's innate spellcasting ability is Charisma (spell save DC 13). The sinister impersonator can innately cast the following spells, requiring no material components:

At will: *disguise self*

1/day each: *charm person*, *invisibility*, *suggestion*

**Sly Manipulator.** The sinister impersonator has advantage on saving throws against being charmed or frightened.

**Surprise Attack.** If the sinister impersonator surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

### ACTIONS

**Multiattack.** The sinister impersonator makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) poison damage.

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

**Misleading Whispers.** The sinister impersonator whispers unsettling words to a creature within 30 feet of it that can hear it. The target must make a DC 13 Wisdom saving throw or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## AGENT OF ASMODEUS

Agents of Asmodeus are elite fiends entrusted with carrying out the will of the archdevil himself. These cunning and manipulative creatures serve as the infernal emissaries, infiltrating mortal realms to sow chaos and corruption. With their dark powers and deceptive nature, they are formidable adversaries for any who dare oppose the will of the Nine Hells.

**Appearance.** An Agent of Asmodeus stands tall and imposing, its form exuding an aura of power and authority. Clad in infernal armor, their features blend the elegance of a noble with the sinister aspects of a devil. Their eyes burn with an inner fire, and a subtle aura of dread surrounds them, unsettling those who stand in their presence.

**Infernal Envoys.** These fiends possess a natural cunning and charisma, honed through their allegiance to the Archduke of Nessus. They are often found acting as intermediaries between Asmodeus and mortal souls, conducting infernal bargains and manipulating events to serve their dark master's agenda.



### AGENT OF ASMODEUS

*Medium fiend, lawful evil*

**Armor Class** 16 (chain mail)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	20 (+5)

**Saving Throws** Str +7, Con +6, Wis +4, Cha +9

**Skills** Deception +9, Insight +4, Persuasion +9

**Damage Resistances** cold, fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal, Common

**Challenge** 15 (13,000 XP)

**Aura of Dread.** At the start of its turn, any creature within 30 feet of the agent must make a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

**Spellcasting.** The agent is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The agent has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *prestidigitation*, *thaumaturgy*

1st level (4 slots): *armor of Agathys*, *command*, *hellish rebuke*

2nd level (3 slots): *hold person*, *invisibility*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *hunger of Hadar*

4th level (3 slots): *banishment*, *dimension door*

5th level (2 slots): *contact other plane*, *scrying*

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

### ACTIONS

**Multiattack.** The agent makes two attacks: one with its *scimitar* and one with its *hellish rebuke*.

**Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) fire damage.

**Hellish Rebuke** (Recharge 5-6). The agent points at a creature it can see within 60 feet of it and utters a dark incantation. The target must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

**Infernal Word** (Recharge 6). The agent speaks a blasphemous word in Infernal. Each creature of its choice within 30 feet of it must succeed on a DC 17 Wisdom saving throw or take 28 (8d6) psychic damage and become stunned until the end of their next turn. On a successful save, the creature takes half damage and isn't stunned.

**Summon Lesser Devil** (1/day). The agent magically summons one barbed devil or two spined devils. The summoned devil(s) appear in an unoccupied space within 60 feet of the agent and vanish after 1 minute or when they drop to 0 hit points.

## DEMONIC INFILTRATOR

The Demonic Infiltrator is a cunning and devious fiend that excels at blending into humanoid society while carrying out its sinister agenda. As its name suggests, this malevolent creature specializes in infiltrating various organizations, establishments, or even households, exploiting the trust of its unsuspecting victims. With its shapechanging abilities and innate spellcasting, the Demonic Infiltrator is a formidable adversary, capable of sowing chaos and discord from within.



## DEMONIC INFILTRATOR

*Medium fiend (demon), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

**Skills** Deception +2, Stealth +5

**Damage Resistances** cold, fire, lightning

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, Common, Infernal

**Challenge** 2 (450 XP)

**Innate Spellcasting.** The infiltrator's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: *detect magic* 1/day each: *charm person*, *invisibility*

**Shapechanger.** The infiltrator can use its action to polymorph into a Small or Medium humanoid it has seen or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Sneak Attack (1/turn).** The infiltrator deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator that isn't incapacitated and the infiltrator doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The infiltrator makes two attacks: one with its bite and one with its claws or shortsword.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### REACTIONS

**Uncanny Dodge.** When an attacker that the infiltrator can see hits it with an attack, it can use its reaction to halve the attack's damage against it.



## ABYSSAL STALKER

Abyssal Stalkers are malevolent fiends that dwell within the darkest corners of the Abyss, emerging only to hunt and terrorize the mortal realms. These sinister creatures embody the essence of darkness and stealth, striking fear into the hearts of those unfortunate enough to encounter them. With their shadowy forms and deadly abilities, Abyssal Stalkers are the embodiment of terror and malice.

Abyssal Stalkers stand roughly the height of an average humanoid, with lithe and sinewy bodies covered in jet-black, glistening scales. Their eyes burn with a malevolent crimson glow, piercing through the darkness with an unnerving intensity. They possess long, razor-sharp claws and rows of serrated teeth, perfectly adapted for rending flesh and inflicting pain upon their prey.

### ABYSSAL STALKER

*Medium fiend, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 92 (8d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

**Skills** Perception +6, Stealth +6

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic

**Condition Immunities** petrified

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Common, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

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

At will: *darkness*, *pass without trace*, *invisibility* (self only)  
3/day each: *detect thoughts*, *misty step*, *dimension door*

**Shadow Blend.** The abyssal stalker has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

**Shadow Step.** The abyssal stalker can use its bonus action to magically teleport up to 30 feet to an unoccupied space it can see in dim light or darkness.

### ACTIONS

**Multiattack.** The abyssal stalker makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 10 (1d10 + 4) piercing damage plus 7 (2d6) poison damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d6 + 4) slashing damage.

**Shadow Bomb.** The abyssal stalker magically throws a shadowy bomb at a point it can see within 60 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

## MALEVOLENT STALKER

Malevolent Stalkers are eerie aberrations that haunt the fringes of reality, lurking in the infernal plane of Hell and venturing into the material world to sow chaos and fear. These otherworldly creatures possess a malevolent intelligence and an arsenal of supernatural abilities that make them formidable adversaries.



## MALEVOLENT STALKER

*Medium aberration, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

**Condition Immunities** Charmed, Frightened

**Senses** Darkvision 120 ft., passive Perception 11

**Languages** None

**Challenge** 8 (3,900 XP)

**Ethereal Jaunt.** The stalker can move from the Ethereal Plane to the Material Plane, or vice versa, as a bonus action.

**Shadow Camouflage.** The stalker has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

**Spellcasting.** The stalker is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The stalker has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *shocking grasp*

1st level (4 slots): *mage armor*, *shield*, *sleep*

2nd level (3 slots): *invisibility*, *mirror image*

3rd level (3 slots): *blink*, *counterspell*

4th level (3 slots): *dimension door*, *greater invisibility*

### ACTIONS

**Multiattack.** The stalker can make three attacks with its Claws.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

**Shadow Bolt (Recharge 5-6).** The stalker casts a shadowy bolt at a creature it can see within 60 feet of it. The target must make a DC 13 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

**Ethereal Reversal (1/Day).** The stalker shifts itself and up to three willing creatures it can see within 30 feet of it into the Ethereal Plane for 1 minute. While on the Ethereal Plane, the creatures are incapacitated and have a flying speed of 10 feet.

# EBON SKULKER

Ebon Skulkers are menacing creatures that dwell in the darkest corners of the world, haunting underground tunnels, subterranean cities, and forgotten caverns. These aberrations possess a sinister appearance, with sleek, obsidian-black skin that seems to absorb all light around them. Their elongated limbs end in sharp, shadowy claws, and their eyes gleam with an otherworldly glow.

These cunning creatures are highly adapted to their subterranean habitat, capable of traversing difficult surfaces with their spider-like climbing abilities. Their bodies are nimble and agile, allowing them to move with exceptional speed and dexterity. Ebon Skulkers are amphibious, seamlessly transitioning between the depths of underground rivers and the hidden recesses of underground lairs.

## EBON SKULKER

*Medium aberration, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

**Skills** Stealth +7, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Deep Speech, Undercommon

**Challenge** 4 (1,100 XP)

**Amphibious.** The ebon skulkers can breathe air and water.

**Shadow Blend.** In dim light or darkness, the ebon skulkers can take the Hide action as a bonus action.

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

**Innate Spellcasting.** The ebon skulkers' innate spellcasting ability is Intelligence (spell save DC 12). They can innately cast the following spells, requiring no material components:

At will: *darkness*

1/day each: *invisibility*, *shadow blade*

## ACTIONS

**Multiattack.** The ebon skulkers make two attacks: one with their shadowy claws and one with their bite.

**Shadowy Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 9 (2d4 + 4) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 8 (1d8 + 4) piercing damage.

## REACTIONS

**Shadow Step.** When the ebon skulkers are hit by an attack, they can use their reaction to magically teleport up to 30 feet to an unoccupied space they can see within 30 feet of them.



# HELLBLADE ASSASSIN

The Hellblade Assassin is a formidable creature, born in the depths of the Nine Hells and honed in the arts of stealth and assassination. These devilish beings are feared for their lethal precision, utilizing infernal powers and their mastery of martial combat to strike down their targets with ruthless efficiency. Within the infernal hierarchy, Hellblade Assassins serve as elite operatives, carrying out secretive missions for their devilish overlords. They are often dispatched to eliminate high-profile targets or to sow chaos among their enemies' ranks.



## HELLBLADE ASSASSIN

*Medium humanoid (devil), lawful evil*

**Armor Class** 18 (studded leather, dexterity modifier)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

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

**Skills** Acrobatics +9, Stealth +12, Perception +6

**Damage Resistances** cold, fire, poison

**Damage Immunities** lightning, necrotic

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Infernal, Common

**Challenge** 9 (5,000 XP)

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/turn).** The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

**Shadow Step.** The assassin magically teleports up to 60 feet to an unoccupied space it can see that is in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

**Hellish Blade.** The assassin's weapon attacks are considered magical and deal an additional 7 (2d6) fire damage.

### ACTIONS

**Multiattack.** The assassin makes two melee attacks.

**Hellblade. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 5) piercing damage plus 7 (2d6) fire damage.

**Assassinate.** The assassin surprises a creature and hits it with an attack during the first round of combat. The target must make a DC 15 Constitution saving throw. On a failed save, it takes an extra 21 (6d6) necrotic damage. On a successful save, the damage is halved.

**Poisoned Dagger. Melee or Ranged Weapon Attack:** +9 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 7 (1d4 + 5) piercing damage plus 14 (4d6) poison damage. The target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.



## FIENDS AND FIENDISH CREATURES



DEEP WITHIN THE ABYSSAL DEPTHS OF DANTE'S Inferno, where the very air pulses with malevolence and the shadows writhe with sinister intent, lies a macabre menagerie known collectively as Fiends and Fiendish Creatures. These abhorrent entities, spawned from the primordial darkness and steeped in the essence of chaos and depravity, stand as harbingers of dread and torment.

In the Stygian depths of Hell, Fiends manifest in a myriad of grotesque forms, each a testament to the boundless creativity of damnation. From towering behemoths whose very footsteps shake the infernal plains to cunning, serpentine fiends who weave webs of deceit with every flick of their forked tongues, they embody the myriad facets of evil itself.

But beyond the overt horrors of their physical forms lies a more insidious aspect of their malevolence. Fiends are masters of manipulation, adept at exploiting the fears and weaknesses of their prey with cruel precision. Through psychological torture, infernal rituals, and the relentless pursuit of souls, they ensnare the unwary in a web of despair from which escape seems nigh impossible.

In the shadowed recesses of the Nine Circles, where the damned writhe in eternal agony, fiends prowl with predatory grace, their malevolent whispers echoing through the tortured corridors of the damned. With each soul they claim, their power swells, feeding the insatiable hunger that drives them ever onward in their quest for domination.

And yet, even amidst this sea of darkness, there exists a twisted beauty to their malevolence. Some fiends possess a deceptive allure, their forms twisted into grotesque parodies of celestial beauty, their serpentine smiles belying the abyssal void that lurks behind their eyes. Others, with their jagged horns and leathery wings, exude an aura of primal terror, striking fear into the hearts of mortals and immortals alike.

Within this bleak tapestry of despair, countless horrors await those foolish enough to tread its cursed halls. From the depths of the Pit to the fiery reaches of the Malebolge, the denizens of Hell lie in wait, their twisted forms hungering for the souls of the living. So heed this warning, brave traveler, and tread carefully in the infernal realms, for even the stoutest of hearts can be consumed by the relentless darkness that lurks within these malefic entities.

# TORTURE FIEND

The Torture Fiend is a fearsome entity that lurks in the darkest corners of the Nine Hells. Born from the torment and suffering of damned souls, these malevolent creatures embody the essence of anguish and derive pleasure from inflicting pain upon others. Encased in ethereal chains that bind their wicked power, Torture Fiends are relentless tormentors and masters of sadistic warfare.



## TORTURE FIEND

*Large fiend, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 156 (16d10 + 64)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	16 (+3)

**Saving Throws** Str +9, Dex +6, Con +7, Wis +4

**Skills** Perception +4, Intimidation +6

**Damage Resistances** cold, fire, lightning

**Damage Immunities** acid

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Infernal, Common

**Challenge** 8 (3,900 XP)

**Chainbound.** The Torture Fiend is constantly bound by ethereal chains, granting it advantage on saving throws against being grappled, restrained, or knocked prone. Additionally, any creature that starts its turn within 10 feet of the Torture Fiend takes 7 (2d6) piercing damage from the razor-sharp chains.

**Fiendish Tactics.** The Torture Fiend is a cunning combatant and has advantage on attack rolls against any creature that hasn't taken a turn yet in the combat.

**Infernal Fortitude.** If damage reduces the fiend to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the fiend drops to 1 hit point instead.

## ACTIONS

**Multiattack.** The Torture Fiend makes two attacks: one with its Chains and one with its Bite.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

**Chains.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15). While grappled, the creature is also restrained, and it takes 7 (2d6) piercing damage at the start of each of its turns from the chains.

**Chain Whip (Recharge 5-6).** The Torture Fiend swings its chains in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) slashing damage on a failed save, or half as much damage on a successful one.

**Summon Chains (1/Day).** The Torture Fiend magically summons chains to entangle its foes. As an action, it can cause chains to erupt from the ground in a 30-foot radius centered on a point it can see within 60 feet of it. Each creature in that area must succeed on a DC 15 Strength saving throw or be restrained by the chains for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## REACTIONS

**Chain Retaliation.** In response to being hit by a melee attack, the Torture Fiend can make a Chains attack against the attacker as a reaction.

# INFERNAL FURIE

The Infernal Furie is a fearsome fiend that embodies the destructive forces of fire and chaos. Standing at approximately 6 feet tall, this creature possesses a muscular and athletic build, covered in dark, charred scales that emit an eerie, smoldering glow. Its eyes burn with an intense, fiery glare, and its razor-sharp claws and fangs drip with molten lava, ready to rend and tear its adversaries apart.



## INFERNAL FURIE

*Large fiend, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 171 (18d10 + 72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+3)	12 (+1)	10 (+0)	16 (+3)

**Saving Throws** Str +9, Dex +6, Con +5

**Skills** Perception +6

**Damage Resistances** fire, bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Infernal, Common

**Challenge** 9 (5,000 XP)

**Infernal Fury.** The Infernal Furie's melee weapon attacks deal an additional 4d6 fire damage.

**Infernal Leap.** The Infernal Furie can jump up to 30 feet horizontally or 15 feet vertically without needing to make an Athletics check.

### ACTIONS

**Multiattack.** The Infernal Furie makes three attacks: one with its claws and two with its bite.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 14 (4d6) fire damage.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 14 (4d6) fire damage.

**Fire Breath (Recharge 5-6).** The Infernal Furie exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

**Infernal Burst (1/Day).** The Infernal Furie releases a burst of fiery energy in a 30-foot radius. Each creature in that area must make a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



## APOSTATE FIEND

The Apostate Fiend, a vile creature hailing from the depths of the Abyss, is a formidable medium-sized fiend of chaotic evil nature. Known for its cunning intellect and wicked powers, this demonic entity strikes fear into the hearts of those who dare to cross its path.

## APOSTATE FIEND

*Medium fiend (demon), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 84 (8d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

**Skills** Perception +5, Stealth +7

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal, Common

**Challenge** 5 (1,800 XP)

**Magic Resistance.** The apostate fiend has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The apostate fiend is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The apostate fiend has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *charm person*, *magic missile*, *shield*

2nd level (3 slots): *invisibility*, *misty step*

3rd level (2 slots): *counterspell*, *fireball*

**Fiendish Sight.** The apostate fiend can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

### ACTIONS

**Multiattack.** The apostate fiend makes two melee attacks or two ranged attacks.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Infernal Blast.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 13 (3d8) fire damage.

**Soul Drain (Recharge 5-6).** The apostate fiend targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw or take 14 (4d6) necrotic damage and the apostate fiend gains temporary hit points equal to the damage dealt.

**Summon Demon (1/Day).** The apostate fiend attempts (30% chance to succeed) to summon another fiend or a demon of CR 4 or lower. The summoned demon appears in an unoccupied space within 60 feet of the apostate fiend, and the summoned demon acts on its own initiative count. It remains for 1 minute or until it or the apostate fiend dies or is incapacitated.

# ENRAGED FIEND

The Enraged Fiend is a formidable creature that embodies the chaotic and malevolent essence of Hell. Its twisted form stands at about 6 feet tall, covered in dark, leathery skin with jagged spikes protruding from its muscular frame. Glowing, malevolent eyes burn with a fiery intensity, while wickedly sharp claws and fangs hint at its deadly nature.

Driven by an insatiable rage, the Enraged Fiend unleashes havoc upon all that crosses its path. Its mere presence exudes an aura of fury and chaos, unsettling even the most courageous warriors. The origins of these creatures lie deep within the 5th circle of Hell, where their fiery temper and destructive tendencies flourish.

## VARIANT: LORD OF FURY

Among the Enraged Fiends, there exists a rare and more powerful variant known as Lords of Fury. These monstrous beings tower over their kin, wielding infernal powers with greater mastery. Lords of Fury command legions of lesser fiends and act as champions of chaos, spreading destruction wherever they tread. Their wrathful presence is enough to bring entire realms to their knees, and facing a Lord of Fury is a challenge few survive.

## ENRAGED FIEND

*Medium fiend, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 35 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	10 (+0)

**Skills** Perception +2, Stealth +4

**Damage Resistances** cold, fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal

**Challenge** 1 (200 XP)

**Fiendish Fury.** When the enraged fiend takes damage, it gains advantage on its next attack roll. This advantage lasts until the end of its next turn.

**Infernal Resilience.** The enraged fiend has advantage on saving throws against being frightened.

## ACTIONS

**Multiattack.** The enraged fiend makes two melee attacks: one with its claws and one with its bite.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) piercing damage.

**Fiery Breath** (Recharge 5-6). The enraged fiend exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



## LORD OF FURY

*Large fiend, chaotic evil*

**Armor Class** 16 (chain mail)

**Hit Points** 138 (10d10 + 73)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	18 (+4)

**Saving Throws** Dex +5, Con +5, Wis +5

**Skills** Perception +5, Intimidation +8

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal, Common

**Challenge** 7 (2,900 XP)

**Legendary Resistance (1/Day).** If the Lord of Fury fails a saving throw, it can choose to succeed instead.

**Fiendish Fury.** When the Lord of Fury takes damage, it gains advantage on its next attack roll. This advantage lasts until the end of its next turn.

**Magic Resistance.** The Lord of Fury has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The Lord of Fury makes two melee attacks: one with its fiery trident and one with its Fiery Slam.

**Fiery Trident.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 3 (1d6) fire damage.

**Hellfire Burst (Recharge 5-6).** The Lord of Fury releases a burst of hellfire in a 20-foot radius centered on itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

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

**Attack.** The Lord of Fury makes a melee weapon attack.

**Fiery Presence.** The Lord of Fury gains advantage on its next attack roll.

**Infernal Command (Costs 2 Actions).** The Lord of Fury chooses one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be charmed by the Lord of Fury for 1 minute. The charmed creature regards the Lord of Fury as a trusted ally to be heeded and protected, and can repeat this saving throw to end the effect on it.

## ICEFORGED FIEND

The Iceforged Fiend is a menacing creature that stalks the frozen realms, its body encased in an icy natural armor forged from the very essence of the frigid depths. Its chilling presence freezes the air around it, and its clawed hands are capable of delivering icy death to its foes. This fiend exudes an aura of cold, causing even the hardiest of adventurers to shiver in its presence. Legends tell of these fiends being born from the icy heart of the 9th circle of Hell, summoned by powerful entities to serve as guardians or assassins in wintry domains.



## ICEFORGED FIEND

*Medium fiend, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

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

**Skills** Perception +3, Stealth +4

**Damage Resistances** Cold

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., passive Perception 13

**Languages** Infernal, Common

**Challenge** 3 (700 XP)

**Icebound Body.** The fiend's body is encased in a layer of icy armor, providing it with resistance to cold damage.

**Chilling Aura.** Any creature that starts its turn within 5 feet of the fiend must make a DC 13 Constitution saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

**Icy Claws.** The fiend's melee weapon attacks are considered magical and deal an additional 4 (1d8) cold damage.

**Freezing Grasp.** If the fiend hits a creature with both of its claw attacks on the same turn, the target must make a DC 13 Dexterity saving throw or become restrained as ice forms around its body. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### ACTIONS

**Multiattack.** The fiend makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage plus 4 (1d8) cold damage.

**Icy Breath** (Recharge 5-6). The fiend exhales a blast of freezing cold air in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

# HELLISH ENFORCER

The Hellish Enforcer is a fearsome fiend that resides within the darkest depths of the Nine Hells. Serving as merciless sentinels and enforcers of infernal law, these fiends embody the relentless pursuit of order and obedience. Clad in sinister armor and wielding burning greatswords, Hellish Enforcers strike fear into the hearts of those who dare to oppose them.

## HELLISH ENFORCER

*Medium fiend, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3, Intimidation +2

**Damage Resistances** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Infernal, Common

**Challenge** 2 (450 XP)

**Hellish Aura.** The area within 10 feet of the Hellish Enforcer is difficult terrain for creatures other than fiends.e.

### ACTIONS

**Multiattack.** The Hellish Enforcer makes two melee attacks.

**Burning Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) fire damage.

**Infernal Grasp.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. The target must succeed on a DC 13 Strength saving throw or be grappled by the Hellish Enforcer (escape DC 13).



## GOURMAND FIEND

Gourmand fiends are twisted, demonic entities that embody insatiable hunger and gluttony. These malevolent creatures possess an unnerving combination of physical prowess and an insidious supernatural aura. Standing at an imposing height of around 6 feet, the gourmand fiend possesses a sinewy and muscular frame. Its body is covered in leathery, green skin that exudes an eerie glow, giving it an unearthly appearance. The fiend's elongated arms end in razor-sharp claws, while its mouth is filled with rows of serrated teeth that drip with acidic saliva. Glowing, malevolent eyes burn with an intense hunger, revealing its relentless desire to devour anything in its path.



### GOURMAND FIEND

*Medium fiend, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 85 (10d8 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

**Skills** Perception +4, Stealth +4

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Infernal, Common

**Challenge** 4 (1,100 XP)

**Magic Resistance.** The gourmand fiend has advantage on saving throws against spells and other magical effects.

**Devourer's Gaze.** When a creature starts its turn within 30 feet of the gourmand fiend and the fiend isn't incapacitated, the fiend can force the creature to make a DC 13 Wisdom saving throw if the fiend isn't incapacitated. On a failed save, the creature is frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### ACTIONS

**Multiattack.** The gourmand fiend makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d6 + 4) slashing damage.

**Devour Soul (Recharge 5-6).** The gourmand fiend targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Constitution saving throw or take 21 (6d6) necrotic damage and the gourmand fiend regains hit points equal to the damage dealt.

# HOARDFIEND

The Hoardfiend is a fearsome and malevolent creature that embodies the insatiable greed and avarice found within the depths of Hell.

Towering over its victims, this monstrous fiend possesses a hulking frame adorned with thick, scaly skin that acts as natural armor. Its form is a grotesque fusion of various creatures, featuring a serpentine tail, leathery wings, and razor-sharp claws. Glowing malevolent eyes peer out from beneath a crown of twisted horns, exuding an aura of darkness and cruelty.



## HOARDFIEND

Large fiend, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	10 (+0)

**Skills** Perception +5, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Abyssal

**Challenge** 6 (2,300 XP)

**Fiendish Presence.** The hoardfiend can project an aura of malevolence and fear. Creatures within 30 feet of the hoardfiend have disadvantage on saving throws against being frightened.

**Treasure Hoarder.** The hoardfiend is obsessed with collecting valuable items and treasures. It has advantage on Wisdom (Perception) checks to locate hidden or valuable objects.

**Legendary Resistance (1/Day).** If the hoardfiend fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The hoardfiend makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 4) slashing damage.

**Breath of Avarice (Recharge 5-6).** The hoardfiend exhales a cloud of noxious gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

**Treasure Stash (1/Day).** The hoardfiend summons a mound of treasure in an unoccupied space within 30 feet. The treasure is an illusory image that remains for 1 minute or until it is touched or attacked. Any creature that moves within 5 feet of the illusion must succeed on a DC 14 Wisdom saving throw or become charmed for 1 minute, regarding the treasure as a prized possession and being unwilling to willingly leave its presence. The effect ends if the illusion is dispelled or the creature takes damage.

# BLACKENED FIEND

The Blackened Fiend is a fearsome and malevolent entity hailing from the darkest corners of the infernal realm. Its form exudes an aura of seething flames, with smoldering embers licking its charred skin. This fiendish creature stands at an imposing height, its sinewy muscles rippling beneath its obsidian-like exterior. Its eyes glow with an intense fiery gaze, emanating an otherworldly menace that sends shivers down the spines of even the bravest adventurers.



## BLACKENED FIEND

Medium fiend, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 160 (16d8 + 96)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	14 (+2)	16 (+3)	20 (+5)

**Saving Throws** Dex +9, Con +11, Wis +8

**Skills** Perception +8, Stealth +9

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Infernal, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Aura of Flames.** At the start of each of its turns, any creature within 10 feet of the fiend takes 10 (3d6) fire damage. A creature that touches or hits the fiend with a melee attack while within 10 feet of it also takes this damage.

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

**Shadow Step.** As a bonus action, the fiend can magically teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.

**Spellcasting.** The fiend is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The fiend has the following spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*  
1st level (4 slots): *burning hands*, *hellish rebuke*, *shield*  
2nd level (3 slots): *darkness*, *scorching ray*  
3rd level (3 slots): *fireball*, *counterspell*  
4th level (3 slots): *wall of fire*, *dimension door*  
5th level (2 slots): *cone of cold*

## ACTIONS

**Multiattack.** The fiend makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) fire damage.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage.

**Hellish Fire** (Recharge 5-6). The fiend unleashes a wave of hellish flames in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.



## CURSED ONES



DEEP WITHIN THE SHADOWY RECESSES OF THE infernal realms, shrouded in an everlasting gloom, dwell the Cursed Ones. These abhorrent entities are a chilling testament to the malevolent forces that bind them, their tortured souls forever ensnared in a web of eternal torment. Each of these wretched beings bears the weight of its own unique curse, a harrowing echo of the transgressions that led to their damnation or the wrath of higher powers that condemned them to this perpetual anguish.

As varied as the sins that condemned them, the Cursed Ones manifest in a myriad of grotesque forms, each a macabre reflection of the curse that shackles them. Some are twisted and malformed, their once-human semblance lost to a nightmarish distortion of flesh and bone. Others retain a semblance of their former selves, their visages etched with an unending sorrow that pierces the soul. Yet, regardless of their outward appearance, they all share a common fate—a fate steeped in despair and unending suffering.

But it is not merely their ghastly appearance that sets the Cursed Ones apart; it is the dark powers they wield, born from the very curses that bind them. Some are gifted with the blackest of magic, weaving spells of

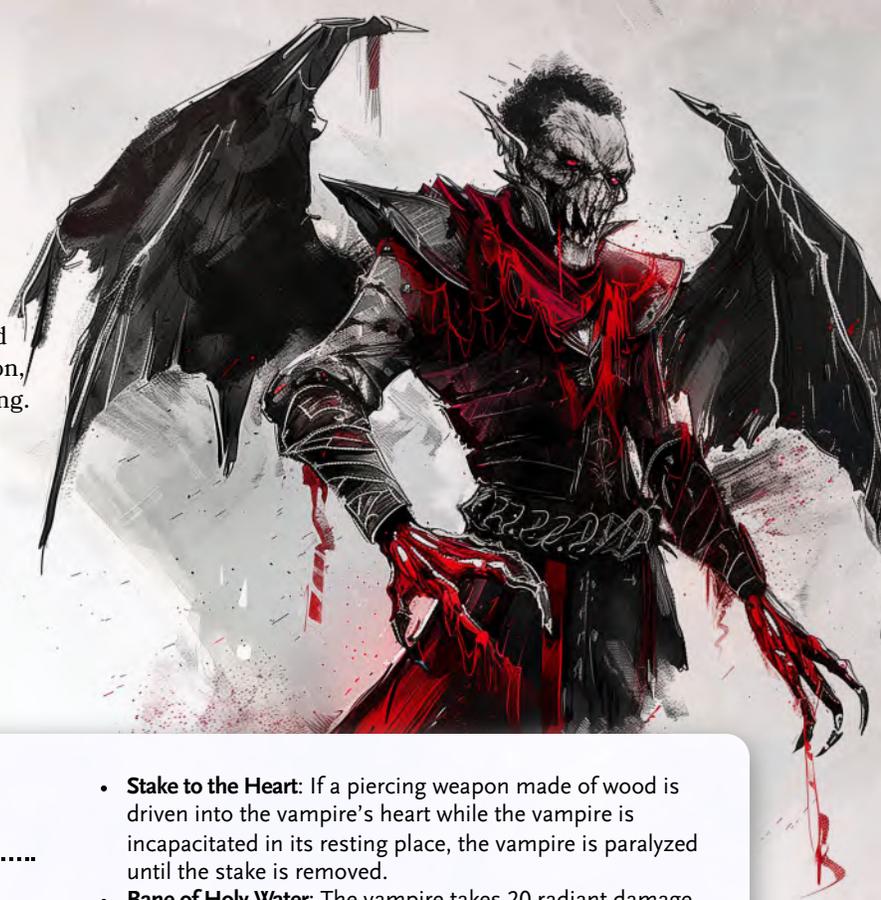
agony and destruction with but a whispered incantation. Others command the elements themselves, bending infernal flames to their will or cloaking themselves in shadow to strike terror into the hearts of mortals. And with each curse comes an unnatural resilience, making them nigh unstoppable foes to those who dare to challenge them.

Approach with caution, for the Cursed Ones are not mere victims—they are tormentors in their own right, driven by an insatiable desire to spread their suffering to any unfortunate soul who crosses their path. Only the most vigilant and prepared adventurers dare to face these cursed beings, armed with both blade and resolve to withstand the horrors that lie within the infernal depths. For within this dark category lies a twisted and diverse array of cursed entities, each eager to test the mettle of those who would dare to challenge their dominion.

# HELLBOUND VAMPIRE

Hellbound Vampires are sinister undead creatures cursed to eternal damnation. Created through dark rituals and the infusion of infernal energies, these undead beings embody both the supernatural power of a vampire and the malevolence of the lower planes. Unlike their vampiric counterparts, Hellbound Vampires serve as harbingers of chaos and destruction, driven by an insatiable hunger for the souls of the living.

Hellbound Vampires possess a haunting and otherworldly beauty, with pale skin and piercing crimson eyes that gleam with a sinister fire. They retain the grace and elegance of their vampiric origins, but their appearance is twisted by the corrupting influence of the Lower Planes. Their fangs are sharper and more pronounced, and their aura exudes an unsettling aura of malevolence.



## HELLBOUND VAMPIRE

*Medium undead, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	12 (+1)	10 (+0)	16 (+3)

**Saving Throws** Dex +6, Wis +3

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

**Vampiric Weaknesses.** The vampire has the following flaws:

- **Sunlight Hypersensitivity.** While in sunlight, the vampire has disadvantage on attack rolls and ability checks.
- **Running Water Aversion:** The vampire can't enter a body of running water, such as a river or stream. It can cross running water, but its speed is halved while doing so.

- **Stake to the Heart:** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
- **Bane of Holy Water:** The vampire takes 20 radiant damage when it starts its turn in running water or ends its turn in sunlight, and it must make a DC 15 Constitution saving throw or be destroyed if it is reduced to 0 hit points by this damage.

## ACTIONS

**Multiattack.** The vampire makes two attacks, only one of which can be a bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14) provided the target is Medium or smaller.

**Shadowy Mist** (Recharge 5-6). The vampire transforms into a cloud of mist, or back into its true form. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. The vampire can revert to its true form as a bonus action on its turn. While in mist form, the vampire has resistance to all damage except radiant damage, and it can't regain hit points or gain temporary hit points.

# HOUNDMASTER OF RUIN

Houndmasters of Ruin are sinister and merciless figures who command a pack of vicious hellhounds to carry out their bidding. These formidable adversaries are often encountered in the darkest corners of the world, lurking in ruined fortresses and desolate wastelands. Clad in leather armor or furs and wielding deadly weapons, they strike fear into the hearts of their enemies.

## HOUNDMASTER OF RUIN

*Medium humanoid (human), chaotic evil*

**Armor Class** 16 (breastplate)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

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

**Skills** Animal Handling +5, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 8 (3,900 XP)

**Pack Tactics.** The houndmaster have advantage on an attack roll against a creature if at least one of their hellhounds' allies is within 5 feet of the creature and the ally isn't incapacitated.

**Command Hounds.** As a bonus action, the houndmaster can command any number of their hellhounds within 60 feet of them to make an attack.

**Call Reinforcements (3/Day).** The houndmaster can call for reinforcements, summoning 1d4 hellhounds to join the battle. The summoned hellhounds appear in unoccupied spaces within 30 feet of the houndmasters. They act immediately after the houndmaster in the initiative order.

### ACTIONS

**Multiattack.** The houndmaster makes two attacks with their longsword or two ranged attacks with their longbow.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.



## HELLHOUND

*Medium beast, neutral evil*

**Armor Class** 14

**Hit Points** 52 (8d8 + 16)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** -

**Challenge** 2 (450 XP)

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

# CURSED OGRE

Cursed Ogres are hulking creatures of pure malevolence, their forms grotesquely altered by the sinister forces that have plagued them. Once ordinary ogres, these beings have become vessels of dark enchantments, transforming into monstrous abominations that strike terror into the hearts of all who behold them. Their immense size and unnatural strength are only matched by their insatiable thirst for bloodshed.

## CURSED OGRE

*Large giant, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

**Saving Throws** Constitution +6, Wisdom +3

**Skills** Perception +3, Stealth +1

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses** Darkvision 60 ft., passive Perception 13

**Languages** Common, Giant

**Challenge** 7 (2,900 XP)

**Bloodthirsty Rage.** When a cursed ogre takes damage, it gains advantage on its next melee attack roll. Additionally, while in this rage, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

**Regeneration.** At the start of its turn, the cursed ogre regains 10 hit points if it has at least 1 hit point remaining.

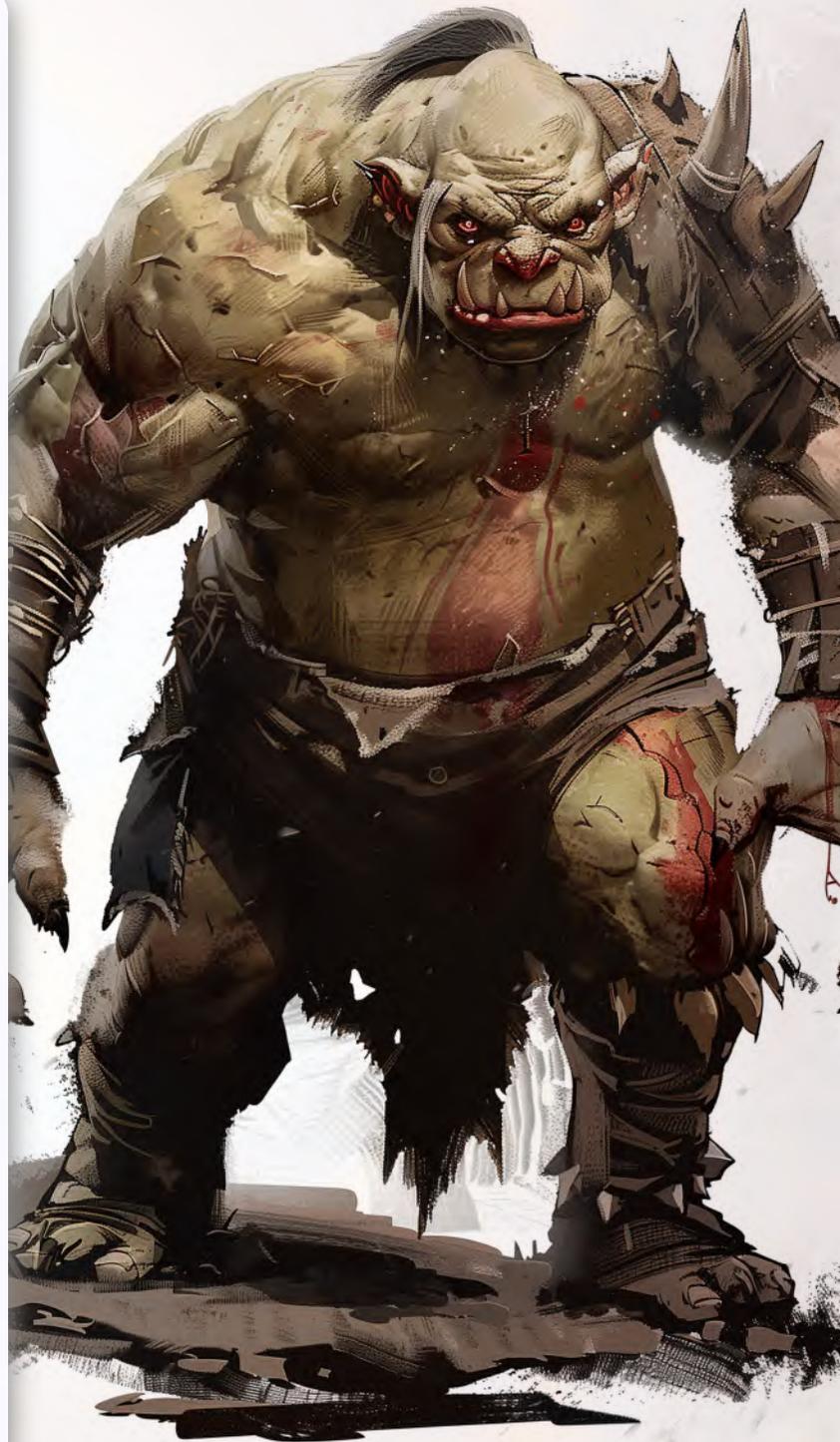
**Spell Resistance.** The cursed ogre has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The cursed ogre makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

**Trample.** The cursed ogre moves up to its speed in a straight line and can move through the space of any creature smaller than Huge. Each creature in the cursed ogre's path must make a DC 15 Dexterity saving throw, taking 21 (3d10 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one.



# OTYUGH FEASTER

The Otyugh Feasters are large aberrations with an insatiable hunger for flesh, known for their aggressive tendencies and their ability to thrive in the filthiest environments. These monstrous creatures are often found lurking in the darkest corners of sewers, dungeons, and other squalid places, where they feast upon any unfortunate prey that crosses their path. Despite their repulsive appearance, Otyugh Feasters possess a certain level of cunning and are capable of setting up ambushes to ensure a steady supply of sustenance.

## OTYUGH FEASTER

Large aberration, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	13 (+1)	6 (-2)

**Skills** Perception +4, Stealth +3

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Undercommon

**Challenge** 5 (1,800 XP)

**Stench.** Any creature that starts its turn within 10 feet of the Otyugh Feasters must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Otyugh Feasters' stench for 24 hours.

### ACTIONS

**Multiattack.** The Otyugh Feasters makes three attacks: one with its bite and two with its tentacles.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 7 (2d6) poison damage.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. The target is grappled (escape DC 13) if the Otyugh Feasters isn't already grappling a creature, and the target is restrained until the grapple ends.

**Gore (Recharge 5 - 6).** The Otyugh Feasters lowers its head and charges at a target within 20 feet. The target must succeed on a DC 14 Dexterity saving throw or take 14 (3d6 + 3) piercing damage and be knocked prone. On a successful save, the target takes half damage and isn't knocked prone.





## SOUL MANIPULATORS

**I**N THE VAST AND OMINOUS REALM OF THE infernal, where shadows dance with sinister intent and the air is thick with the scent of malevolence, there exists a cadre of beings whose very existence is intertwined with the essence of torment and suffering. Among the dark inhabitants that call this domain home, the Soul Manipulators reign supreme, their mastery over the macabre arts setting them apart as the architects of despair.

These vile entities possess an intrinsic connection to the deepest recesses of the human soul, a connection that allows them to tap into the raw energy that courses through mortal beings. With chilling precision, they wield this spiritual essence like a weapon, twisting and contorting it to suit their nefarious desires.

But their power extends far beyond mere manipulation; it delves into the very fabric of existence itself. Through ancient rituals shrouded in darkness, cursed artifacts steeped in malevolence, and pacts forged in the fires of damnation, Soul Manipulators command a myriad of supernatural abilities that grant them dominion over the souls of the living.

Their methods are as varied as they are diabolical. Some weave intricate spells that ensnare their victims in a web of agony, while others invoke nightmares so vivid and horrifying that they leave scars upon the psyche that may never heal. Still, others possess the ability to fracture the very essence of an individual's identity, leaving behind naught but a hollow shell of their former self.

Yet, it is not merely the depths of their depravity that set Soul Manipulators apart; it is the insatiable hunger that drives them. For in the twisted hierarchy of the infernal realms, power is the ultimate currency, and souls the most coveted of treasures. And so, these dark beings roam the shadows, forever seeking to sate their hunger, forever seeking to expand their dominion over the realm of the living.

Their existence is a blight upon the tapestry of creation, a reminder of the darkness that lurks in the hearts of all beings. And though their influence may wax and wane with the passing of eons, the legacy of their malevolence shall endure, a shadow that stretches across the annals of time itself.

# SOUL DRAINER

Soul Drainers are sinister undead creatures that dwell in the darkest corners of the world, forever hungering for the essence of living beings. These malevolent beings are often found lurking in ancient ruins, haunted crypts, or other places steeped in death and despair.

## SOUL DRAINER

*Medium undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

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

**Damage Resistances** necrotic

**Condition Immunities** exhaustion

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 4 (1,100 XP)

**Life Drain.** When the soul drainer hits with a melee weapon attack, it deals an additional 10 (3d6) necrotic damage to the target. The target must also succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. A creature reduced to 0 hit points by this damage dies, and its soul is consumed by the soul drainer.

**Ethereal Sight.** The soul drainer can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Rejuvenating Aura.** The soul drainer emits an aura of malevolent energy within a 15-foot radius. At the start of each of its turns, the soul drainer regains 2 hit points for each other creature in the aura (minimum of 2).

### ACTIONS

**Multiattack.** The soul drainer makes two claw attacks.

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

**Life Drain Ray (Recharge 5-6).** The soul drainer fires a ray of necrotic energy at a creature it can see within 60 feet of it. The target must make a DC 13 Dexterity saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.





## SOUL DESTROYER

The Soul Destroyer is a fearsome undead creature that resembles a skeletal drake, a menacing combination of draconic and undead features. Born from dark rituals and infused with the essence of necromantic energy, these creatures are harbingers of death and despair. With their sharp fangs, razor-sharp claws, and an aura of desolation, they strike terror into the hearts of all who encounter them.

### SOUL DESTROYER

*Large undead, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	16 (+3)

**Saving Throws** Dex +5, Wis +4, Cha +6

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

**Aura of Desolation.** At the start of its turn, each creature within 10 feet of the Soul Destroyer takes 10 (3d6) necrotic damage. Undead creatures are immune to this effect.

**Rejuvenating Death.** When the Soul Destroyer is reduced to 0 hit points, it explodes in a burst of dark energy. Each creature within 30 feet of it must make a DC 14 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

### ACTIONS

**Multiattack.** The Soul Destroyer makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) slashing damage.

**Frightful Presence.** Each creature of the Soul Destroyer's choice that is within 120 feet of it and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Soul Destroyer's Frightful Presence for the next 24 hours.

# SOUL LEECH

The Soul Leech is a sinister aberration that feeds on the life essence of living beings. Its small, elongated body is covered in smooth, dark gray skin that seems to absorb any light around it. With its sharp fangs and elongated limbs, the Soul Leech is a formidable predator lurking in the shadows. Its eerie presence instills fear and unease in those unfortunate enough to encounter it.

## SOUL LEECH

*Tiny aberration, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (6d4 + 7)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

**Skills** Stealth +5

**Damage Resistances** necrotic

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Deep Speech but can't speak

**Challenge** 1 (200 XP)

**Shadow Stealth.** While in dim light or darkness, the soul leech can take the Hide action as a bonus action.

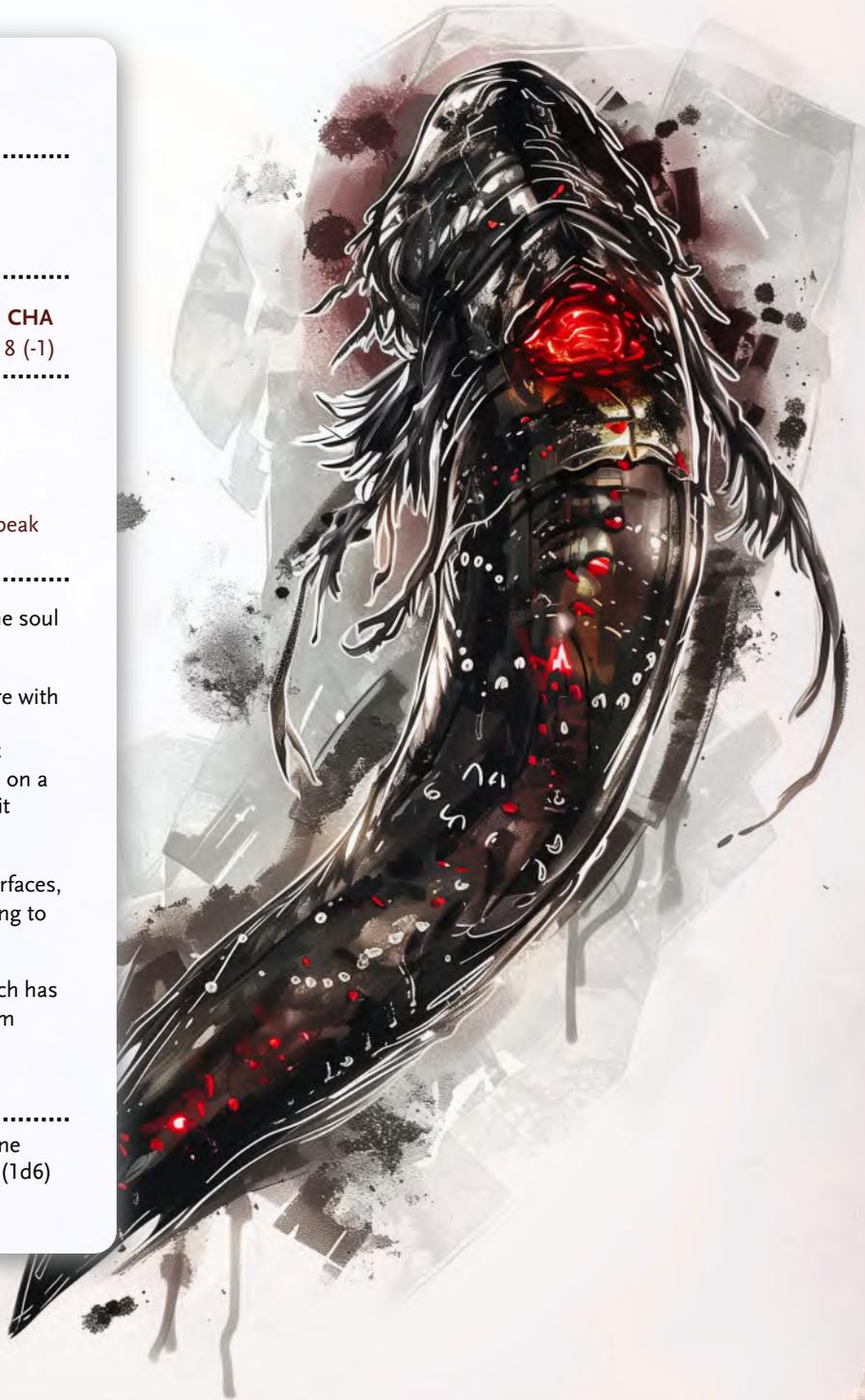
**Soul Drain.** Whenever the soul leech hits a creature with its bite attack, the target must make a DC 11 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. The soul leech gains temporary hit points equal to the damage dealt.

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

**Sunlight Sensitivity.** While in sunlight, the soul leech has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage.



# SOUL COLLECTOR

Soul Collectors are fearsome undeads with a haunting presence that instills terror in the hearts of mortals. These malevolent beings are charged with a grim task - to harvest and imprison souls for their dark masters. Standing at an imposing height and cloaked in shadows, they emanate an aura of pure dread, causing even the bravest warriors to quiver in fear. Clad in hardened blackened armor that seems to absorb light, their eyes glow with an otherworldly radiance, their gaze capable of penetrating the deepest recesses of a person's soul. Their most distinctive feature is a wicked scythe they wield with deadly precision.

## SOUL COLLECTOR

Medium undead, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	20 (+5)

**Skills** Perception +5, Stealth +7

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Infernal, Common

**Challenge** 5 (1,800 XP)

**Aura of Dread.** At the start of each of its turns, any creature within 30 feet of the soul collector must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Soul Drain.** Whenever the soul collector hits a creature with a melee weapon attack, the target takes an extra 10 (3d6) necrotic damage, and the soul collector gains temporary hit points equal to the damage dealt.

**Magic Resistance.** The soul collector has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The soul collector makes two scythe attacks.

**Scythe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 10 (3d6) necrotic damage.

**Soul Extraction (Recharge 5-6).** The soul collector targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or its soul is extracted, and it gains one level of exhaustion. While its soul is extracted, the creature's hit point maximum is reduced by 10 (3d6). The soul can be restored by greater restoration or similar magic.





## CULTISTS AND INQUISITORS



WITHIN THIS MALEVOLENT DOMAIN, YOU WILL find yourself immersed in a chilling tableau of darkness, where every shadow seems to pulse with a sinister energy. Here, amidst the echoing whispers of ancient evils, you will encounter a myriad of diabolical beings whose devotion to darkness and their infernal masters knows no bounds.

These wicked creatures, veiled in shadow and draped in malevolence, embody the twisted beliefs and fanatical zealotry that infest the infernal realms. As ardent worshippers of infernal powers, the Cultists and Inquisitors are driven by an insatiable desire to spread chaos, corruption, and suffering throughout the realms, their every action a testament to their dedication to the abyssal forces they serve.

In this category, you will find an assortment of unholy minions and sinister leaders who orchestrate their vile machinations with meticulous precision. From lowly acolytes to sinister high priests, these creatures are bound by a perverted sense of devotion, sacrificing their own morality in service to their dark lords, their hearts consumed by the black flames of damnation.

The Cultists and Inquisitors draw power from the darkest recesses of the infernal planes, channeling their malefic energies into forbidden rituals and wicked incantations that seethe with the promise of destruction and damnation. With their twisted knowledge of forbidden arts and hidden secrets, they can unleash curses that wither the soul, summon dark entities that hunger for mortal flesh, and even manipulate the very fabric of reality itself, leaving naught but chaos and despair in their wake.

But beware, for these malevolent beings are not to be underestimated. Clad in dark robes and bearing symbols of their sinister affiliations, they move stealthily through the shadows, their every step a whisper of impending doom. Infiltrating unsuspecting communities, they ensnare the weak-willed with promises of power and forbidden knowledge, their words dripping with honeyed poison as they lure their victims into the abyssal depths of damnation. They are masters of manipulation, using fear and intimidation to bend others to their unholy will, their very presence a harbinger of dread and despair.

# HERETIC SCRIBE

Heretic scribes are sinister individuals who delve into forbidden knowledge and dabble in dark magic. Often found in secretive cults or shadowy organizations, these small humanoid creatures possess a thirst for power and seek to unlock the secrets of the arcane. Clad in dark robes and armed with a trusty spellbook, heretic scribes are formidable foes who combine their magical prowess with deceptive tactics to outwit and manipulate their adversaries.

## HERETIC SCRIBE

Medium humanoid (human), neutral evil

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d6 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	12 (+1)

**Skills** Arcana +4, Deception +3, Insight +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1/2 (100 XP)

**Spellcasting.** The heretic scribe is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The heretic scribe has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*  
1st level (4 slots): *charm person*, *magic missile*, *shield*  
2nd level (2 slots): *hold person*, *invisibility*

**Heretic Scholar.** The heretic scribe has advantage on Intelligence (Arcana) checks related to infernal or forbidden knowledge.

**Bookish Defense.** The heretic scribe gains a +2 bonus to AC against melee attacks while wielding a spellbook.

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



# SINISTER INQUISITOR

The Sinister Inquisitor is a figure feared and loathed in equal measure, an embodiment of ruthless justice and fanatical devotion. Clad in darkened chain mail and wielding a rapier with deadly precision, this menacing individual exudes an air of authority and malevolence. Behind their piercing gaze lies a mind sharp as a blade, honed by years of training in martial combat and the manipulation of arcane powers.

## VARIANT: SUPREME INFERNAL INQUISITOR

The Supreme Infernal Inquisitor represents the pinnacle of power within the hierarchy of the Sinister Inquisitors. These elite individuals have ascended to the highest echelons of their order through sheer ruthlessness and unwavering devotion to their infernal patrons.

## SINISTER INQUISITOR

*Medium humanoid (human), lawful evil*

**Armor Class** 16 (chain mail, shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	16 (+3)

**Saving Throws** Wis +4, Cha +5

**Skills** Insight +6, Intimidation +8, Perception +4

**Senses** passive Perception 14

**Languages:** : Common, Infernal

**Challenge** 5 (1,800 XP)

**Inquisitorial Authority.** The sinister inquisitor can take the Dodge action as a bonus action on its turn.

**Spellcasting.** The sinister inquisitor is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The sinister inquisitor has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*

1st level (4 slots): *charm person*, *disguise self*, *shield*

2nd level (3 slots): *hold person*, *misty step*

3rd level (2 slots): *counterspell*, *fear*

## ACTIONS

**Multiattack.** The sinister inquisitor makes two melee attacks or casts a spell and makes one melee attack.

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

**Smite the Heretic (Recharge 5-6).** The sinister inquisitor imbues its weapon with dark energy and makes a melee weapon attack. On a hit, the target takes an additional 10 (3d6) necrotic damage.





## SUPREME INFERNAL INQUISITOR

Medium humanoid (corrupted/fire paladin), lawful evil

**Armor Class** 19 (plate armor)  
**Hit Points** 144 (17d8 + 68)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

**Saving Throws** Wisdom +7, Charisma +8

**Skills** Insight +7, Intimidation +8, Religion +5

**Damage Resistances** fire

**Condition Immunities** frightened

**Senses** passive Perception 13

**Languages** Infernal, Common

**Challenge** 8 (3,900 XP)

**Infernal Smite.** When the Supreme Infernal Inquisitor hits a creature with a melee weapon attack, it can expend a spell slot to deal an additional 4d8 fire damage to the target, plus 1d8 fire damage for each level higher than 1st.

**Spellcasting.** The Supreme Infernal Inquisitor is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The Supreme Infernal Inquisitor has the following paladin spells prepared:  
 Cantrips (at will): *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *divine favor*, *wrathful smite*  
 2nd level (3 slots): *hold person*, *branding smite*, *spiritual weapon*  
 3rd level (3 slots): *dispel magic*, *elemental weapon*  
 4th level (3 slots): *fire shield*, *staggering smite*  
 5th level (1 slot): *banishing smite*, *destructive wave*

### ACTIONS

**Multiattack.** The Supreme Infernal Inquisitor makes three melee attacks: two with its longsword and one with its infernal fire bolt.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 4 (1d8) fire damage.

**Infernal Fire Bolt.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 15 (3d8 + 2) fire damage.

**Fiery Smite (Recharge 5-6).** The Supreme Infernal Inquisitor infuses its weapon with dark flames. On its next successful weapon attack, the target takes an additional 14 (4d6) fire damage and must make a DC 16 Dexterity saving throw, taking an additional 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

**Hellish Rebuke (1/Day).** The Supreme Infernal Inquisitor points a finger at a creature that has damaged it. The creature must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) fire damage, or half as much damage on a successful save.

# DAMNED CULTIST

Damned Cultists are devout followers of dark and malevolent forces, bound by an unwavering commitment to their sinister beliefs. These insidious individuals are willing to embrace damnation in exchange for forbidden knowledge and the power it bestows. Cloaked in shadows and bearing the marks of their unholy allegiance, Damned Cultists are a menacing presence, spreading chaos and despair wherever they tread.

## DAMNED CULTIST

Medium humanoid (human), lawful evil

**Armor Class** 12 (leather armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

**Skills** Perception +4, Religion +3

**Senses** passive Perception 14

**Languages** Common

**Challenge** 3 (700 XP)

**Spellcasting.** The cultist is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The cultist has the following spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *inflict wounds*

2nd level (2 slots): *hold person*, *spiritual weapon*

**Fanatic.** The cultist has advantage on saving throws against being charmed or frightened.

**Dark Ritual.** Once per long rest, as an action, the cultist can attempt to perform a dark ritual. This requires concentration and takes 1 minute to complete. At the end of the ritual, the cultist can summon a demon of challenge rating 1 or lower, which is hostile to all creatures except the cultist. The summoned demon remains for 1 hour or until it is reduced to 0 hit points, at which point it disappears. If the cultist loses concentration or is incapacitated, the ritual fails.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Infernal Blast.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 9 (2d8) necrotic damage.



# CULTIST OF ASMODEUS

Cultists of Asmodeus are devoted followers of the archdevil, Asmodeus, ruler of the Nine Hells. These sinister individuals willingly offer their souls and dedicate their lives to serving their infernal master. Clad in darkened chain mail adorned with unholy symbols, the Cultists of Asmodeus are a formidable presence on the battlefield, blending martial prowess with insidious spellcasting.



## CULTIST OF ASMODEUS

Medium humanoid (human), lawful evil

**Armor Class** 15 (chain mail)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	15 (+2)	12 (+1)	18 (+4)

**Saving Throws** Wisdom +5, Charisma +8

**Skills** Deception +8, Insight +5, Religion +5

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** Common, Infernal

**Challenge** 13 (10,000 XP)

**Infernal Resistance.** The cultist has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The cultist is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The cultist has the following warlock spells prepared:

Cantrips (at will): eldritch blast, prestidigitation, thaumaturgy

1st level (4 slots): *command*, *comprehend languages*, *hellish rebuke*, *protection from good and evil*

2nd level (3 slots): *hold person*, *scorching ray*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *banishment*, *wall of fire*

5th level (2 slots): *cone of cold*, *dominate person*

**Dark One's Blessing (1/Day).** When the cultist reduces a creature to 0 hit points with a spell, it regains hit points equal to 2d12+3.

## ACTIONS

**Multiattack.** The cultist makes two attacks with its rapier.

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Infernal Blast (Recharge 6).** The cultist unleashes a blast of infernal energy. Each creature within a 15-foot cone originating from the cultist must make a DC 16 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

**Summon Fiend (1/Day).** The cultist attempts to summon a fiendish ally from the Nine Hells. The specific fiend summoned is determined by the DM and should be appropriate for a challenge rating 6 or lower. The summoned creature appears in an unoccupied space within 60 feet of the cultist and acts immediately, obeying the cultist's commands to the best of its ability.

## REACTIONS

**Hellish Rebuke.** In response to being damaged by a creature within 60 feet of it that it can see, the cultist points a finger and the creature must make a DC 16 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



## TITANS AND GIANTS

**T**ITHIN THE FIERY DEPTHS OF THE INFERNAL realms, where torment and despair know no bounds, dwell the colossal beings known as Titans and Giants. These immense and powerful creatures are the epitome of strength and magnitude, embodying the overwhelming force that resides within the infernal plane. In this nightmarish landscape, the air is thick with the acrid stench of brimstone, and the skies are perpetually shrouded in an ominous, blood-red hue. Rivers of molten lava carve their way through the desolate terrain, casting an eerie glow that illuminates the fearsome denizens of this hellish domain.

Titans, with their imposing presence and towering stature, command awe and fear in equal measure. Born from ancient chaos, these ancient deities possess unrivaled might, and their forms radiate a sense of primordial grandeur. Their immense power manifests through devastating elemental forces, as they can wield flames, earthquakes, storms, and other cataclysmic phenomena with ease. Titans are often associated with the deepest layers of the infernal domains, where they reign as brooding lords over their dominions.

Each Titan exudes an aura of dread and supremacy, their eyes burning with the fires of creation and destruction. Their massive forms are often adorned with armor forged in the inferno's heart, and their voices, when they speak, echo like thunder across the desolate plains.

Giants, on the other hand, while slightly less colossal than Titans, are by no means any less formidable. These monstrous beings are born from the wicked souls of mortals who embraced corruption and wickedness during their mortal lives. Giants possess grotesque and twisted forms, towering over the damned souls around them. Their skin is often scarred and burned, a testament to the suffering they both endured and now inflict. They are fueled by an insatiable hunger for destruction and revel in inflicting suffering upon those unfortunate enough to cross their path. Their immense strength allows them to crush their enemies with devastating blows, shatter fortresses with a single swing, and wield weapons of immense size with astonishing proficiency. Giants are often seen leading hordes of lesser demons, their brutal tactics and savage leadership ensuring their dominance in the perpetual warfare of the infernal realms.

# CHAOS TITAN

The Chaos Titan is an immense and terrifying creature, a true force of destruction in the realm of elemental chaos. Born from the swirling energies of the Elemental Plane, this colossal entity embodies the volatile and capricious nature of chaos itself. Towering over the landscape, the Chaos Titan exudes an aura of raw power that sends shivers down the spines of even the bravest warriors.



## CHAOS TITAN

*Gargantuan elemental, chaotic evil*

**Armor Class** 23 (natural armor)

**Hit Points** 700 (28d20 + 420)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	28 (+9)	10 (+0)	14 (+2)	16 (+3)

**Saving Throws** Str +19, Con +18, Wis +9, Cha +10

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Immunities** lightning, thunder

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** truesight 120 ft., passive Perception 12

**Languages** Primordial

**Challenge** 23 (50,000 XP)

**Legendary Resistance (3/Day).** If the titan fails a saving throw, it can choose to succeed instead.

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

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

**Elemental Demise.** If the titan is reduced to 0 hit points, it explodes in a burst of chaotic energy. Each creature within 60 feet of the titan must make a DC 22 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one. The explosion destroys the titan's remains.

**Siege Monster.** The titan deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The titan makes two attacks: one with its thunderous slam and one with its chaotic storm.

**Thunderous Slam.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 55 (6d12 + 10) bludgeoning damage and the target must succeed on a DC 23 Strength saving throw or be knocked prone.

**Chaotic Storm.** The titan summons a swirling storm of chaotic energy in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 44 (8d10) force damage and 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

**Chaos Bolt (Recharge 5-6).** The titan hurls a bolt of chaotic energy at a target within 120 feet. The target must make a DC 23 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one.

**Bellowing Roar (1/Day).** The titan releases a thunderous roar. Each creature of the titan's choice within 120 feet of it must make a DC 23 Constitution saving throw. On a failed save, the creature is stunned until the end of its next turn.



## CORRUPTED TITAN

The Corrupted Titan is a horrifying sight to behold, a towering abomination that embodies the twisted forces of black magic and necromantic energy. Once a mighty titan, this colossal creature has been corrupted by dark powers, transforming it into a relentless and malevolent force of destruction.

### CORRUPTED TITAN

*Gargantuan undead, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 360 (20d20 + 140)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	26 (+8)	10 (+0)	12 (+1)	18 (+4)

**Saving Throws** Str +18, Con +15, Wis +8, Cha +12

**Skills** Perception +13

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 120 ft., passive Perception 23

**Languages** Abyssal, Common

**Challenge** 19 (22,000 XP)

**Magic Resistance.** The corrupted titan has advantage on saving throws against spells and other magical effects.

**Undead Fortitude.** If damage reduces the corrupted titan to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corrupted titan drops to 1 hit point instead.

**Aura of Corruption.** At the start of each of its turns, the corrupted titan emits an aura of corruptive energy in a 30-foot radius. Creatures of its choice within the aura must make a DC 18 Constitution saving throw or suffer 22 (4d10) necrotic damage and be poisoned until the start of their next turn.

**Black Magic Mastery.** The corrupted titan has access to a pool of black magic energy. It can use its black magic to cast spells as if it were a 9th-level spellcaster (spell save DC 20; +12 to hit with spell attacks). It can cast the following spells:

At will: *dissonant whispers*, *ray of enfeeblement*, *vampiric touch*

3/day each: *circle of death*, *blight*, *finger of death*, *dominate person*

1/day: *power word kill*

### ACTIONS

**Multiattack.** The corrupted titan can make two slam attacks.

**Slam.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 33 (4d10 + 10) bludgeoning damage.

**Black Magic Burst (Recharge 5-6).** The corrupted titan releases a burst of black magic energy in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 77 (22d6) necrotic damage on a failed save, or half as much damage on a successful one.

**Titanic Roar (Recharge 6).** The corrupted titan lets out a bone-chilling roar. Each creature of its choice within 60 feet of it must make a DC 18 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the corrupted titan's Titanic Roar for the next 24 hours.



## GLUTTONOUS GIANT

The Gluttonous Giant is a terrifying creature of immense size and insatiable hunger. Towering over its enemies, this monstrosity strikes fear into the hearts of those unfortunate enough to cross its path. With its grotesque appearance and voracious appetite, it embodies the embodiment of gluttony and chaos.

### GLUTTONOUS GIANT

*Huge monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 178 (17d12 + 68)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

**Saving Throws** Con +8, Wis +4

**Skills** Perception +4

**Damage Immunities** poison, acid

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** None

**Challenge** 9 (5,000 XP)

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

**Stomach of Gluttony.** When the giant starts its turn, any creatures grappled by it must succeed on a DC 16 Constitution saving throw or be swallowed by the giant. A

swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the giant, and it takes 24 (7d6) acid damage at the start of each of the giant's turns. If the giant takes 30 damage or more on a single turn from a creature inside it, the giant must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giant. If the giant dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

**Hungry Strikes.** When the giant hits a creature with a melee attack, the target takes an extra 14 (4d6) acid damage.

#### ACTIONS

**Multiattack.** The giant makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit* 20 (3d8 + 6) piercing damage plus 14 (4d6) acid damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the giant can't bite another target.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit* 16 (3d6 + 6) slashing damage.



## DEMONIC FROST GIANT

Demonic Frost Giants, towering and powerful creatures, are a menace of the icy-cold areas, deep in Hell. Standing over 20 feet tall, these demonic giants possess an intimidating presence that sends chills down the spines of those who encounter them. Clad in thick layers of furs or armor made from the bones of their fallen foes, demonic frost giants are perfectly adapted to withstand the freezing temperatures of their icy domains.

## DEMONIC FROST GIANT

*Huge giant, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	20 (+5)

**Saving Throws** Con +8, Wis +3

**Skills** Athletics +12, Perception +3, Deception +8

**Damage Resistances** cold, fire

**Senses** passive Perception 13

**Languages** Giant, Abyssal

**Challenge** 8 (3,900 XP)

**Perceptive.** The giant has advantage on Wisdom (Perception) checks.

**Cold Weapons.** The giant's weapon attacks are considered magical.

**Fiend Leader.** Any fiend within 120 feet of the giant, with a CR of 7 or lower, gains a +2 bonus to attack and damage rolls if they can see the giant.

**Demonic Fury:** The giant can cast aside all concern for defense to unleash its inner demonic rage. When it makes its first attack on its turn, it can choose to attack with fury. Doing so grants it advantage on melee weapon attack rolls for that turn, but also grants attackers advantage on attack rolls against it until the start of its next turn.

### ACTIONS

**Multiattack.** The frost giant makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 6) slashing damage.

**Rock Throw.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 6) bludgeoning damage.

**Freezing Stomp (Recharge 5-6).** The frost giant stomps the ground, causing ice shards to erupt in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one.

# MOLTEN GIANT

The Molten Giant is a fearsome creature forged from the very essence of fire and earth. These towering beings are born from the convergence of elemental forces deep within the heart of volcanic mountains, emerging with an unquenchable hunger for destruction and an infernal aura that leaves a trail of scorched earth in its wake. Their molten forms and intense heat make them a formidable adversary, capable of turning their surroundings into a raging inferno.

## MOLTEN GIANT

*Huge elemental, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 192 (16d12 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Ignan

**Challenge** 12 (8,400 XP)

**Fiery Aura.** At the start of each of its turns, the molten giant deals 10 (3d6) fire damage to any creature within 10 feet of it.

**Heated Body.** A creature that touches the molten giant or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

### ACTIONS

**Multiattack.** The molten giant makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 7) bludgeoning damage plus 10 (3d6) fire damage.

**Fire Breath (Recharge 5-6).** The molten giant exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

**Flaming Hurl (1/Day).** The molten giant hurls a molten rock at a point it can see within 60 feet of it. Each creature within 10 feet of that point must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The molten rock then explodes, and each creature within 10 feet of the explosion must make the same saving throw, taking the same damage on a failed save, or half as much damage on a successful one.





## TEMPTERS AND SEDUCTRESSES

**T**

WITHIN THE INFERNAL REALMS OF HELL, a particular category of fiends has thrived on the very essence of temptation and seduction, elevating these dark arts to a diabolical perfection. These creatures, known collectively as “Tempters and Seductresses,” possess a mastery over manipulation and allure that rivals the most cunning of their demonic counterparts. Unlike the brute force and

sheer terror often associated with other hellish entities, these insidious beings employ subtlety, charm, and beguiling tactics to ensnare the souls of mortals.

Tempters and Seductresses, in their myriad and diverse forms, are experts at exploiting the deepest weaknesses and most hidden desires of those they encounter. Their allure may manifest through breathtaking physical beauty, the honeyed tones of persuasive words, or even supernatural abilities that can mesmerize and enthrall even the most resolute of hearts. They are masters of manipulation, capable of weaving intricate webs of deceit, luring unsuspecting victims into their clutches with promises of forbidden pleasures and unattainable dreams.

These monstrous entities are not bound by the limitations of gender or appearance, as their true nature transcends physical forms. They may take on the guise of irresistibly attractive individuals, captivating and ensnaring both men and women alike with equal ease. Their mesmerizing presence and unearthly powers can corrupt the virtuous, sow discord among close companions, or even lead entire nations astray. No matter the guise they assume, the core objective remains the same: to seduce and tempt mortals into succumbing to their base desires, thereby securing their eternal damnation and adding to the legions of the damned.

Heroes who dare to confront these seductive beings must remain ever vigilant and resolute, for the temptations they offer are deceptively alluring and perilously enticing. The key to victory lies in recognizing their deceit, resisting their charms, and maintaining a steadfast grip on one’s own principles. Adventurers must arm themselves not only with potent weapons and powerful spells but also with unwavering moral compasses, steadfast determination, and an unshakeable belief in their own inherent worth and virtue. Only through such resolute defenses can they hope to withstand the manipulative schemes of these fiendish seducers and emerge triumphant.

# ABYSSAL SUCCUBUS

The Abyssal Succubus is a seductive and manipulative creature that hails from the deepest recesses of the Abyss. Known for their unearthly beauty and captivating allure, these fiends specialize in luring mortals into temptation and leading them astray. With their devilish charm and innate magical abilities, Abyssal Succubi have perfected the art of ensnaring the hearts and minds of their victims.

**Appearance and Deception.** An Abyssal Succubus appears as a strikingly beautiful humanoid, often resembling a perfect blend of alluring femininity and exotic charm. They possess flawless features, mesmerizing eyes that hint at untold secrets, and lustrous, flowing hair that seems to shimmer with otherworldly radiance. Their lithe and graceful forms are further accentuated by seductive attire, which enhances their bewitching presence.

**Charm and Subterfuge.** The power of an Abyssal Succubus lies not only in their physical beauty but also in their supernatural abilities. They possess an enchanting aura that can overwhelm the senses of those who dare to come near. This charm aura compels creatures to succumb to their irresistible allure, leaving them incapacitated and completely under the succubus's control.



## ABYSSAL SUCCUBUS

Medium fiend, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	18 (+4)	15 (+2)	16 (+3)	20 (+5)

**Saving Throws** Dex +7, Wis +6, Cha +8

**Skills** Deception +8, Insight +6, Perception +6, Persuasion +8

**Damage Resistances** cold, fire, lightning

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Common, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Charm Aura.** Any creature that starts its turn within 10 feet of the abyssal succubus must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, the target is incapacitated and can't move or speak. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Innate Spellcasting.** The abyssal succubus's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *minor illusion*

3/day each: *charm person*, *darkness*, *suggestion*

**Teleport.** As a bonus action, the succubus magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Draining Kiss.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature charmed by the succubus. *Hit:* The target takes 22 (4d10) psychic damage, and the succubus regains hit points equal to the damage dealt.

**Succubus's Kiss (Recharge 5-6).** One humanoid the succubus can see within 30 feet of it must succeed on a DC 15 Constitution saving throw or be magically charmed for 1 hour. The charmed target obeys the succubus's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, the target is immune to the succubus's Succubus's Kiss for the next 24 hours.

## SWARM OF LUST BEETLES

The Swarm of Lust Beetles is a writhing mass of small, iridescent beetles that congregate in swarms, driven by their insatiable desire to feed and propagate. These beetles, with their captivating shimmer and alluring glow, are often mistaken for harmless insects at first glance. However, their true nature is far more sinister. They are attracted to creatures emanating strong emotions of desire, drawing them in with an almost supernatural allure.

**Behavior.** Lust Beetles are chaotic creatures that roam the darkest corners of the world, seeking out victims who are consumed by overwhelming passions and desires. They are instinctively drawn to intense emotions, such as love, lust, and obsession, and congregate around individuals who exude such fervor. As a swarm, they move with fluid coordination, their actions guided by a collective consciousness that enhances their predatory capabilities.



## SWARM OF LUST BEETLES

*Small swarm of beetles, chaotic neutral*

**Armor Class:** 12

**Hit Points:** 27 (6d6)

**Speed:** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	2 (-4)

**Skills:** Perception +2, Stealth +5

**Damage Resistances:** Bludgeoning, Piercing, Slashing  
**Condition Immunities:** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses:** Blindsight 10 ft., darkvision 60 ft., passive Perception 12

**Languages:** –

**Challenge:** 1 (200 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

**Distraction.** Any creature that starts its turn within 5 feet of the swarm must succeed on a DC 11 Wisdom saving throw or be charmed until the start of its next turn. The charmed creature can't attack the swarm. A charmed creature can repeat the saving throw at the end of its turn, ending the effect on a success.

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

**Invasive Aura.** Any creature that enters the swarm's space or starts its turn there must succeed on a DC 11 Constitution saving throw or become infected with an invasive parasite. While infected, the creature is poisoned and takes 2 (1d4) piercing damage at the start of its turn. The infected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### ACTIONS

**Voracious Bite.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

## VICIOUS TEMPTER

*Medium fiend, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	20 (+5)

**Saving Throws** Dex +7, Wis +7, Cha +9

**Skills** Deception +9, Insight +7, Perception +7, Persuasion +9

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Abyssal, Common, Infernal

**Challenge** 7 (2,900 XP)

**Innate Spellcasting.** The tempter's spellcasting ability is Charisma (spell save DC 17). The tempter can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *suggestion*

3/day each: *charm person*, *dominate person*

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

**Evasion.** If the tempter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Misty Escape.** When the tempter drops to 0 hit points outside its home plane, it transforms into mist instead of falling unconscious, provided it isn't in sunlight. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its true form, and it must reach its home plane within 2 hours or be destroyed. Once in its home plane, it reverts to its true form. It regains all its hit points and can't use this feature again for 1d4 days.

### ACTIONS

**Multiattack.** The tempter makes two attacks: one with its claws and one with its tail.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Seductive Whispers** (Recharge 5-6). The tempter targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. While charmed in this way, the target takes 7 (2d6) psychic damage at the start of each of its turns, and the tempter can't use Seductive Whispers on another target. The charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## VICIOUS TEMPTER

The Vicious Tempter is a cunning and malevolent fiend that thrives on manipulation and temptation. From the darkest corners of the infernal realms, these creatures emerge to sow discord and corruption among mortals, reveling in their ability to exploit weaknesses and lead others astray. Their alluring appearance and beguiling charm mask their true intentions, making them formidable enemies to those who dare to cross their path.



## SIREN OF DECEPTION

Sirens of Deception are treacherous creatures that lure unsuspecting victims with their enchanting melodies and alluring illusions. These devious humanoids possess the physical beauty of seductive sirens and are known for their ability to manipulate minds and emotions. With their mesmerizing voices and captivating appearances, they draw in their prey before revealing their true malicious nature.

Sirens of Deception have slender, alluring figures with long, flowing hair that matches the colors of the sea. Their eyes are mesmerizing and often hypnotic, capable of captivating even the strongest-willed individuals. Their natural armor is a shimmering, iridescent skin that protects them during their predatory pursuits both on land and in the water.



## SIREN OF DECEPTION

*Medium humanoid (siren), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	20 (+5)

**Skills** Deception +9, Stealth +8

**Damage Immunities** psychic, fire

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

**Lava Amphibious.** The siren can breathe air, water and lava.

**Song of Illusions.** The siren can create minor illusions. It can cast the *minor illusion* cantrip at will, using Charisma as its spellcasting ability.

### ACTIONS

**Multiattack.** The siren makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Siren's Call (Recharge 5-6).** The siren sings a captivating melody. Each humanoid and giant within 30 feet of the siren that can hear the song must succeed on a DC 14 Wisdom saving throw or be magically charmed until the song ends, taking 14 (4d6) psychic damage at the start of each of its turns. A charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the siren's Enthralling Song for the next 24 hours.

**Illusory Appearance.** The siren creates an illusory duplicate of itself as a bonus action. The duplicate lasts until it is destroyed, until the siren creates a new duplicate, or until the siren dies. The duplicate appears as if it were an identical twin of the siren and mimics its actions, movement, and speech.



## TWISTED INCUBUS

Twisted Incubi are cunning and seductive fiends that delight in spreading chaos and corruption among mortals. Born from the darkest corners of Hell, these malevolent beings possess an unnerving allure, their appearance shifting between their captivating human form and their terrifying demonic visage. With their ability to charm and manipulate, Twisted Incubi play upon the desires and weaknesses of their victims, luring them into a web of deceit and corruption.

The Twisted Incubus stands at the crossroads of beauty and horror. In their human form, they exude an otherworldly charm, with flawless features and an enchanting presence that draws attention and trust. Their demonic form, however, reveals their true nature—a grotesque hybrid of fiendish and human features. Spiked horns protrude from their temples, leathery wings sprout from their back, and a barbed tail lashes ominously behind them. Their eyes, glowing with a malevolent fire, instill fear and unease in all who gaze upon them.

## TWISTED INCUBUS

*Medium fiend, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	20 (+5)

**Skills** Deception +8, Perception +5, Stealth +7

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common, Infernal

**Challenge** 5 (1,800 XP)

**Form Change.** The Twisted Incubus can use an action to magically transform into its demonic or human form. In its demonic form, it gains a +1 bonus to its AC and its melee attacks deal an additional 1d6 necrotic damage. In its human form, it has advantage on Deception checks.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be charmed by the Twisted Incubus until the end of its next turn.

**Fiery Gaze (Recharge 5-6).** The Twisted Incubus targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Charisma saving throw or take 22 (4d10) fire damage and be blinded until the end of its next turn. On a successful save, the target takes half the damage and isn't blinded.

**Summon Demons (1/Day).** The Twisted Incubus magically summons 1d4+2 dretches. The summoned demons appear in unoccupied spaces within 60 feet of the Twisted Incubus and obey its commands until they are destroyed or the Twisted Incubus dismisses them as a bonus action.



## DEMONS



MONS ARE MALEVOLENT ENTITIES originating from the depths of the infernal realms, spawned from the darkest recesses of human sin and torment. They embody the twisted nature of evil itself, representing the culmination of humanity's most nefarious desires and actions. These vile creatures are notorious for their grotesque and horrifying appearances, each one reflecting the specific sins they symbolize. Their forms are often a

hideous amalgamation of monstrous features, designed to evoke fear and revulsion. Demons possess an array of supernatural powers and abilities, ranging from dark sorcery to brute physical strength, making them formidable adversaries for any who dare to challenge them.

The demons depicted in Dante's *Inferno* are meticulously categorized into various infernal circles, each one corresponding to a specific sin. These circles, from the fiery pits of the First Circle to the icy depths of the Ninth Circle, house denizens of Hell that exhibit unique attributes and characteristics, mirroring the sins they embody. Whether they manifest as malevolent spirits, grotesque monsters, or twisted hybrids, these demons are relentless in their pursuit of corruption and suffering. Their forms and powers are as varied as the

sins they represent, creating a diverse and terrifying landscape within the infernal realms.

Within the category of demons, a wide variety of entities can be found. Some wield dark sorcery and command unholy spells that can warp reality and bend it to their will. Others rely on sheer brute strength and ferocity to overpower their adversaries, smashing through defenses with terrifying ease. Certain demons possess the ability to manipulate and warp their surroundings, transforming even the most benign environments into nightmarish landscapes filled with peril and despair.

Adventurers who venture into the depths of Hell must be exceptionally prepared to face the horrors that await them in the demonic realm. Only by gaining a deep understanding of the nature and weaknesses of these infernal beings can one hope to overcome the myriad challenges that lie ahead. From the terrifying lords of the infernal domains, who command legions of lesser demons, to the lowliest foot soldiers, who serve as the relentless enforcers of their masters' will, demons are a constant reminder of the consequences of unchecked wickedness. They epitomize the eternal struggle between good and evil, serving as both a warning and a test for those who dare to confront them.

# CHAOS SPAWN

The Chaos Spawn is a terrifying fiendish creature that embodies the chaotic forces of Hell. Born from the ever-shifting energies of the plane, it is an amalgamation of twisted flesh, constantly writhing and mutating in unpredictable ways. This medium-sized demon exhibits an unsettling mix of features, with limbs sprouting at odd angles, jagged fangs protruding from its misshapen maw, and a body covered in pulsating, vibrant hues that seem to shift and change without warning.



## CHAOS SPAWN

Medium fiend (demon), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	7 (-2)	10 (+0)	5 (-3)

**Damage Resistances** cold, fire, lightning

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Abyssal

**Challenge** 5 (1,800 XP)

**Unpredictable Form.** The chaos spawn's body constantly writhes and shifts, making it difficult to predict. It has advantage on saving throws against spells and other magical effects.

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

**Magic Resistance.** The chaos spawn has advantage on saving throws against spells and other magical effects.

**Random Mutation.** At the start of each of the chaos spawn's turns, roll a d6 to determine its mutation. Each mutation lasts until the start of the chaos spawn's next turn. Roll a d6 to determine the effect:

1. **Acidic Touch:** The chaos spawn's melee attacks deal an additional 1d6 acid damage.

2. **Corrosive Aura:** Creatures within 10 feet of the chaos spawn at the start of their turn take 1d6 acid damage.

3. **Flaming Scales:** The chaos spawn's melee attacks deal an additional 1d6 fire damage.

4. **Fiery Presence:** Creatures within 10 feet of the chaos spawn have disadvantage on saving throws against being frightened.

5. **Lightning Form:** The chaos spawn is resistant to lightning damage and deals an additional 1d6 lightning damage with its melee attacks.

6. **Vicious Bite:** The chaos spawn's bite attack deals an additional 1d6 piercing damage.

## ACTIONS

**Multiattack.** The chaos spawn makes three attacks: two with its claws and one with its bite.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.  
**Hit:** 9 (2d4 + 4) slashing damage.

**Bite. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.  
**Hit:** 8 (1d8 + 4) piercing damage.

**Spawn Acid (Recharge 5-6).** The chaos spawn spews a gout of acid in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

**Hellish Rift (Recharge 6).** The chaos spawn opens a dimensional rift within a 30-foot radius. Each creature in that area must make a DC 14 Wisdom saving throw or be banished to a random circle of Hell for 1 minute or until the spawn dies. A banished creature can repeat the saving throw at the start of each of its turns to end the effect early.

# VOIDWALKER

The Voidwalker is a demon that thrives in the absence of light. It is a creature that seems to be made of darkness itself, with a haunting silhouette that blends into the night. Its body appears both solid and insubstantial, with wisps of purple-hued darkness that emanate from it like an aura of miasma. Its eyes are vacant yet luminous, glowing with a sinister light that seems to drain hope from the air around it. This demon is often found lurking near places of great tragedy and sorrow, feeding on the despair that such events leave behind. In the demonic hierarchy, the Voidwalker is often a solitary agent of chaos, rarely bound to the will of more powerful fiends, unless it serves its enigmatic purposes.



## VOIDWALKER

*Medium demon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 126 (12d8 + 72)

**Speed** 0 ft., hover 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	22 (+6)	12 (+1)	14 (+2)	16 (+3)

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Hover.** The voidwalker can hover in the air and is unaffected by difficult terrain or magical effects that would impede its movement.

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

At will: *detect magic, darkness*

1/day each: *dimension door, greater invisibility*

**Void Step.** As a bonus action, the voidwalker can teleport up to 30 feet to an unoccupied space it can see.

**Void Presence.** Creatures that start their turn within 30 feet of the voidwalker must succeed on a DC 14 Wisdom saving throw or become frightened until the start of their next turn. A creature that succeeds on the saving throw is immune to the voidwalker's Void Presence for the next 24 hours.

### ACTIONS

**Void Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

**Void Bolt.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d10) force damage.

**Void Burst (Recharge 5-6).** The voidwalker releases a burst of void energy in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) force damage on a failed save, or half as much damage on a successful one.

# DEMONIC BERSERKER

The Demonic Berserker is a fearsome and savage creature, embodying the pure chaos and destructive power of Hell. Towering at a height of over 8 feet, this hulking fiend possesses a muscular and imposing physique, adorned with spiky protrusions that jut out from its infernal, dark red skin. Its eyes glow with an intense, burning hatred, reflecting the malevolence that fuels its relentless aggression.



## DEMONIC BERSERKER

*Large fiend (demon), chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Abyssal

**Challenge** 10 (5,900 XP)

**Rampage.** When the demonic berserker reduces a creature to 0 hit points with a melee attack on its turn, the berserker can take a bonus action to move up to half its speed and make a melee weapon attack.

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

**Bloodlust.** The demonic berserker has advantage on saving throws against being charmed or frightened.

**Brute Force.** The demonic berserker's melee weapon attacks deal an additional 7 (2d6) damage.

### ACTIONS

**Multiattack.** The demonic berserker makes two melee attacks.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 5) slashing damage.

**Hellish Leap.** The demonic berserker leaps up to 30 feet in a straight line and lands in a space that it can occupy. Each creature in that space and within 5 feet of it must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Additionally, the berserker can make one greataxe attack against a creature within its reach as a bonus action.

# WHIPLASHER DEMON

Whiplasher demons are fearsome fiends from the depths of the Abyss, bound to chaos and destruction. These malevolent creatures possess a sinewy and muscular form, their bodies covered in tough, scaly skin that resembles burned flesh. With their elongated limbs and bestial countenance, they strike an intimidating figure. One of the distinguishing features of a whiplasher demon is its whip-like appendage, which serves as both a weapon and a symbol of its dominion over pain and suffering. This demonic whip is infused with dark energies, granting it a deadly precision and an additional potency in combat. Whiplasher demons are known for their proficiency and mastery with this weapon, expertly lashing out at their foes with a combination of speed and precision.



## WHIPLASHER DEMON

*Medium fiend (demon), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	11 (+0)	8 (-1)

**Skills** Perception +2

**Damage Resistances** cold, fire, lightning

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal

**Challenge** 2 (450 XP)

**Whip Mastery.** The whiplasher demon has proficiency with the whip and deals an additional 7 (2d6) damage with whip attacks.

**Infernal Speed.** The whiplasher demon can take the Dash action as a bonus action on its turn.

**Relentless Endurance.** When the whiplasher demon is reduced to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the demon drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The whiplasher demon makes two whip attacks.

**Whip. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. **Hit:** 7 (1d4 + 3) slashing damage.

# NIGHTMARE DEMON

The Nightmare Demon is a terrifying and elusive fiend that resides in the darkest corners of Hell. Born from the depths of twisted dreams and nightmares, these malevolent creatures embody the chaotic essence of fear and torment.

With their shadowy forms and otherworldly powers, Nightmare Demons strike fear into the hearts of even the bravest adventurers.



## NIGHTMARE DEMON

Medium fiend (demon), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	20 (+5)

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The nightmare demon's 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: *darkness*, *minor illusion*

1/day each: *fear*, *phantasmal force*

**Shadow Step.** When in dim light or darkness, the nightmare demon can use a bonus action to magically teleport up to 30 feet to an unoccupied space it can see that is also in dim light or darkness.

### ACTIONS

**Multiattack.** The nightmare demon makes two attacks: one with its claws and one with its tail.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit* 8 (1d8 + 4) piercing damage.

**Shadow Bolt (Recharge 5-6).** The nightmare demon magically hurls a bolt of shadowy energy at a creature it can see within 60 feet of it. The target must make a DC 15 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.



## OGHURD

The Oghurd is a fearsome and imposing creature, standing tall at its full height of twelve feet. Its muscular frame is covered in tough purple skin, giving it an otherworldly appearance. With its broad shoulders, and large horns protruding from its forehead, the Oghurd strikes an intimidating figure. Its eyes burn with a malevolent crimson glow, reflecting its chaotic and malicious nature. The Oghurd wields a massive polearm, its weapon of choice in unleashing devastation upon its foes.

## OGHURD

*Large demon, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal

**Challenge** 14 (11,500 XP)

**Blood Frenzy.** The oghurd has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Fiendish Resilience.** The oghurd has advantage on saving throws against being charmed or frightened.

**Enrage.** While the oghurd's hit points are less than half its hit points maximum, its successful melee weapon attacks deal 7 (2d6) additional damage.

### ACTIONS

**Multiattack.** The oghurd makes two polearm attacks.

**Polearm.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 14 (2d8 + 5) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Terrifying Roar (Recharge 5-6).** The oghurd emits a terrifying roar. Each creature of the oghurd's choice within 30 feet of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Behavior.** Oghurds are demonic beings driven by their insatiable hunger for power and domination. They revel in chaos and destruction, delighting in causing pain and suffering to those unfortunate enough to cross their path. Oghurds are often encountered leading bands of lesser demons, commanding them with a cruel and iron fist. Their commanding presence and fierce demeanor make them natural leaders in the twisted hierarchy of Hell.

## WRETCHED ABOMINATION

Large fiend (demon), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	7 (-2)	12 (+1)	9 (-1)

**Skills** Perception +4, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal

**Challenge** 7 (2,900 XP)

**Hideous Presence.** Any creature that starts its turn within 30 feet of the Wretched Abomination must make a DC 14 Wisdom saving throw or become frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Stench Aura.** Any creature that starts its turn within 10 feet of the Wretched Abomination must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Wretched Abomination's Stench Aura for 24 hours.

**Magic Resistance.** The Wretched Abomination has advantage on saving throws against spells and other magical effects.

**Fat and Ugly.** The Wretched Abomination's grotesque appearance grants it advantage on Charisma (Intimidation) checks.

### ACTIONS

**Multiattack.** The Wretched Abomination makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 5 (2d4) poison damage.

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

**Foul Breath (Recharge 5-6).** The Wretched Abomination exhales a foul breath in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

## WRETCHED ABOMINATION

The Wretched Abomination is a revolting fiendish creature, a manifestation of pure grotesquery and repulsiveness. Standing at a hulking size, this bloated demon resembles a mishmash of swollen flesh and distorted features, earning its reputation as a fat ugly demon. Its corpulent form is covered in sagging, sickly grey skin, oozing with pustules and weeping sores that continuously leak a putrid, noxious substance. Its eyes, set deeply within its misshapen face, glow with a malevolent intensity, radiating an aura of malice and revulsion.

**Behavior and Abilities.** As a chaotic evil being, the Wretched Abomination revels in spreading terror and misery wherever it roams. It delights in the repulsion and fear it instills in its victims, using its hideous appearance to its advantage. The creature's Fat and Ugly trait grants it an innate talent for intimidation, enabling it to impose its will upon weaker beings through sheer repugnance.

The Wretched Abomination possesses a hideous presence that exudes an aura of fear. Any creature that comes within range of this aura risks succumbing to paralyzing fright, overwhelmed by the mere sight of the abomination. Furthermore, its Stench Aura emanates a foul odor that permeates the air around it, poisoning those unfortunate enough to be in close proximity.



## TENTACLE DEMON

Tentacle demons are sinister and cunning creatures that hail from the depths of the Nine Hells. These fiendish beings are known for their grotesque appearance, with their bodies covered in chitinous armor and adorned with writhing, barbed tentacles. With their amphibious nature, they are equally adept at navigating both the waters and the land, making them formidable adversaries in any environment.

Standing at around six feet tall, Tentacle Demons possess a muscular and imposing physique. Their long, sinewy tentacles extend from their backs, each tipped with a razor-sharp appendage that allows them to grapple and immobilize their foes. Their eyes glow with a malevolent crimson light, and their mouths are filled with rows of sharp, jagged teeth that drip with venomous saliva. These creatures emanate an aura of menace and power, leaving those who encounter them with an overwhelming sense of dread.



## TENTACLE DEMON

*Medium fiend (demon), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	12 (+1)	13 (+1)	12 (+1)	12 (+1)

**Saving Throws** Str +7, Dex +4, Wis +4

**Skills** Perception +4

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Infernal, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Amphibious.** The demon can breathe air and water.

**Brute.** Melee weapon attacks deal one extra die of damage (included in the attacks).

**Demonic Sight.** Magical darkness doesn't impede the demon's darkvision.

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

### ACTIONS

**Multiattack.** The demon makes three melee attacks: two with its pike and one with its tentacles. It can use Hurl Flame in place of any melee attack.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) poison damage, and the target is grappled (escape DC 14). Until this grapple ends, the demon can't make attacks with its tentacles against a different target.

**Hurl Flame.** *Ranged Spell Attack:* +4 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage.

# MAELSTROM DEMON

The Maelstrom Demon is a fearsome and powerful entity that embodies the chaotic forces of the Abyss. Towering over its adversaries, this colossal fiend radiates an aura of primal malevolence, exuding an overwhelming sense of dread.

Its form is a grotesque fusion of sinewy muscles, churning storm clouds, and crackling energy. With eyes ablaze with fiery malice, the Maelstrom Demon is a force to be reckoned with in the darkest depths of the planes.



## MAELSTROM DEMON

Gargantuan fiend (demon), chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 315 (30d12 + 120)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	18 (+4)	14 (+2)	16 (+3)	22 (+6)

**Saving Throws** Str +13, Con +11, Wis +10, Cha +14

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 20 (25,000 XP)

**Legendary Resistance (3/Day).** If the maelstrom demon fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The maelstrom demon has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** The maelstrom demon's spellcasting ability is Charisma (spell save DC 22). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *dispel magic*, *plane shift*

3/day each: *chain lightning*, *counterspell*, *teleport*

1/day each: *dominate monster*, *meteor swarm*, *power word kill*

### ACTIONS

**Multiattack.** The maelstrom demon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 23 (3d8 + 10) piercing damage plus 14 (4d6) cold damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 19 (3d6 + 10) slashing damage plus 14 (4d6) lightning damage.

**Whirlwind.** The maelstrom demon creates a whirlwind in a 15-foot radius centered on itself. The whirlwind lasts for 1 minute or until the demon is incapacitated. Any creature that starts its turn within 15 feet of the demon must succeed on a DC 20 Strength saving throw or take 21 (6d6) bludgeoning damage and be knocked prone. The area is difficult terrain for creatures other than the maelstrom demon.

### LEGENDARY ACTIONS

The maelstrom demon can take 3 legendary actions, choosing from the options below. It can use only one legendary action at a time and only at the end of another creature's turn. The maelstrom demon regains spent legendary actions at the start of its turn.

**Teleport.** The maelstrom demon magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

**Chaos Wave (Costs 2 Actions).** The maelstrom demon unleashes a wave of chaotic energy in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 35 (10d6) force damage and 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one.

**Seize the Mind (Costs 3 Actions).** The maelstrom demon targets one creature it can see within 60 feet of it. The target must succeed on a DC 20 Wisdom saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# HELLGATE KEEPER

The Hellgate Keeper emerges from the deepest fires of Hell as a powerful guardian of infernal passages. As an entity tasked with maintaining the divide between the chaotic infernos of the abyss and the mortal world, it stands vigilant, preventing the escape of lesser demons and the intrusion of would-be heroes or foolish mortals. Its existence is bound to the arcane locks and wards that seal the gates it watches over, making it not only a physical deterrent but also a key to the very barriers it defends. To those who face the Hellgate Keeper, it is a symbol of ultimate guardianship, a relentless force that will not be swayed from its task. Its presence at the gates is a constant reminder that some doors are not meant to be opened and that the fires of Hell are ever ready to consume the unwary.



## HELLGATE KEEPER

*Large fiend (demon), chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d10 + 90)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	14 (+2)	16 (+3)	18 (+4)

**Saving Throws** Dex +7, Con +10, Wis +8, Cha +9

**Skills** Perception +8, Intimidation +9

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 18

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Infernal Fortitude.** If damage reduces the Hellgate Keeper to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the demon drops to 1 hit point instead.

**Magic Weapons.** The Hellgate Keeper's weapon attacks are magical.

**Magic Resistance.** The Hellgate Keeper has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The Hellgate Keeper makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 14 (4d6) fire damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

**Hellfire Chain (Recharge 5-6).** The Hellgate Keeper releases a chain of hellfire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

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

**Fiery Aura.** At the start of each of the Hellgate Keeper's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the Hellgate Keeper or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

## REACTIONS

**Hellish Retort.** In response to being hit by a melee attack, the Hellgate Keeper can cause flames to erupt from its body at the attacker. The attacker must make a DC 18 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

# SKORCHLING

Rising from Hell with fury ablaze, this creature is known as a Skorchling, a lesser demon spawned from the smoldering pits of the infernal realms. Standing at a diminutive height, its size belies the malice that flickers in its crimson eyes. The Skorchling's skin is charcoal black, crackling with embers that escape its body in fits of fiery temper. With its gaunt, sinewy build, it moves with a skittish agility, eager to release its pent-up wrath upon the mortal plane. Horns akin to sharp obsidian scythes crown its head, a menacing silhouette against the backdrop of its burning homeland. Its hands are clawed, and from one, it conjures a whip of pure flame, a gift from the demonic forges, ready to sear flesh and soul alike.

## SKORCHLING

*Small fiend (demon), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	6 (-2)	11 (+0)	10 (+0)

**Skills** Stealth +4

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal

**Challenge** 1 (200 XP)

**Fiery Rebirth.** When the Skorchling dies, it explodes in a burst of flame. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

### ACTIONS

**Multiattack.** The Skorchling makes two attacks: one with its bite and one with its flaming whip.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Flaming Whip.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) fire damage. The target ignites in flames and takes 3 (1d6) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

### REACTIONS

**Infernal Retort.** When the Skorchling takes damage from a creature within 5 feet of it, the Skorchling can cause flames to leap from its body at the attacker. The attacker must make a DC 12 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one.



# BLACKWING TORMENTOR

The Blackwing Tormentor is a fearsome and powerful demon that haunts the darkest corners of the multiverse. Born from the depths of the Abyss, these creatures embody chaos and malevolence. With their imposing size, shadowy wings, and wicked intellect, they strike fear into the hearts of those who dare to oppose them. Their name, derived from the ominous black feathers that adorn their wings, serves as a warning of the torment they inflict upon their victims.



## BLACKWING TORMENTOR

*Large fiend, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	14 (+2)	16 (+3)	18 (+4)

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Abyssal, Common, Infernal

**Challenge** 13 (10,000 XP)

**Fiendish Resistance.** The tormentor has advantage on saving throws against spells and other magical effects.

**Flyby.** The tormentor doesn't provoke an opportunity attack when it flies out of an enemy's reach.

**Innate Spellcasting.** The tormentor's innate spellcasting ability is Charisma (spell save DC 16). The tormentor can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, dispel magic

3/day each: fear, teleport

1/day: plane shift

**Shadowy Wings.** The tormentor's wings give it a fly speed of 60 feet. While flying, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

### ACTIONS

**Multiattack.** The tormentor makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 10 (3d6) fire damage.

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

**Shadow Breath (Recharge 5-6).** The tormentor exhales shadowy energy in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.



## GREATER FIENDS & DEVILS

**T**HE DENIZENS OF THE INFERNAL REALMS ARE as diverse as the torments they inflict upon the damned souls. These hellish beings, each more dreadful than the last, populate a landscape of eternal suffering and despair. Within the category of Greater Fiends & Devils, you will encounter an assortment of malevolent entities that embody the very essence of wickedness and despair. These monstrous beings wield unimaginable power, cunningly exploiting their victims' weaknesses to perpetuate suffering. Their forms are as varied as their torments, ranging from towering, horned monstrosities to serpentine horrors that slither through the shadows, all exuding an aura of malevolence.

Greater Fiends & Devils often serve as rulers and commanders within their respective infernal domains. They inhabit the upper echelons of Hell's hierarchy, their authority stemming from a combination of diabolical intelligence, supernatural abilities, and ruthless ambition. Each fiend or devil holds dominion over a particular level of torment, exercising control over countless minions and lesser creatures. These beings are the architects of suffering, meticulously crafting new ways to inflict pain and anguish upon the unfortunate souls condemned to their realms. Their

lair is nightmarish fortresses, where the screams of the tormented echo through endless corridors of dread.

These infernal beings possess an insatiable hunger for souls and derive perverse pleasure from the anguish of mortals. They are masters of manipulation, employing deceit, temptation, and trickery to lure unsuspecting victims into their clutches. Their power is formidable, as they harness dark magic and employ vile tactics to subjugate both body and spirit. Their influence extends far beyond the boundaries of Hell, reaching into the mortal world to corrupt and destroy. They weave intricate schemes, playing the long game to ensnare powerful souls and sow chaos across the planes of existence.

In battle, Greater Fiends & Devils are formidable opponents, utilizing a lethal combination of supernatural abilities, combat prowess, and intricate knowledge of the darkest arts. They are cunning strategists, capable of commanding legions of minions with ruthless efficiency. Their mere presence exudes an aura of malevolence, striking fear into the hearts of even the bravest heroes. Their attacks are swift and merciless, leaving a trail of devastation in their wake. To face one of these fiends is to confront the very embodiment of evil, a test of both might and will that few can hope to survive unscathed.

# PYROCLASM DEVIL

Pyroclasm Devils are fearsome and destructive fiends that embody the essence of fire and chaos. These malevolent creatures are believed to originate from the infernal planes, where they serve powerful devil lords as enforcers and agents of destruction. Possessing a burning countenance and a hulking form wreathed in flames, Pyroclasm Devils strike terror into the hearts of even the most courageous adventurers.

**Combat.** Pyroclasm Devils are relentless combatants, utilizing their fiery powers and formidable physical strength to decimate their foes. They revel in causing havoc and setting ablaze anything that stands in their way. The flames that surround their bodies not only provide them with a fearsome appearance but also act as a dangerous deterrent to anyone foolish enough to engage them in close combat.



## PYROCLASM DEVIL

*Large fiend (devil), lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 216 (18d10 + 108)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	22 (+6)	16 (+3)	18 (+4)	20 (+5)

**Saving Throws** Dex +10, Con +11, Wis +9, Cha +10

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Infernal, telepathy 120 ft.

**Challenge** 16 (15,000 XP)

**Fire Aura.** Any creature that starts its turn within 10 feet of the Pyroclasm Devil takes 14 (4d6) fire damage.

**Flaming Strikes.** The Pyroclasm Devil's weapon attacks are imbued with fiery energy. Its melee weapon attacks deal an extra 7 (2d6) fire damage.

**Immolation.** When the Pyroclasm Devil drops to 0 hit points, it explodes in a burst of flame. Each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

**Magic Resistance.** The Pyroclasm Devil has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Pyroclasm Devil makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 9) slashing damage plus 7 (2d6) fire damage.

**Inferno Breath (Recharge 5-6).** The Pyroclasm Devil exhales fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

## CACODEMONIC BRUTE

Large fiend, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 225 (18d12 + 108)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	6 (-2)	10 (+0)	6 (-2)

**Saving Throws** Str +12, Con +11

**Damage Immunities** Poison

**Condition Immunities** Frightened, Poisoned

**Senses** Darkvision 120 ft., passive Perception 10

**Languages** Abyssal

**Challenge** 15 (13,000 XP)

**Rampaging Charge.** If the Cacodemonic Brute moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an additional 14 (4d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

**Terrifying Presence.** Each creature of the Cacodemonic Brute's choice that is within 30 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Demonic Resilience.** The Cacodemonic Brute has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Cacodemonic Brute makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

**Infernal Roar** (Recharge 5-6). The Cacodemonic Brute emits a terrifying roar. Each creature of the Brute's choice within 30 feet of it must make a DC 16 Constitution saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save, the creature is stunned until the end of its next turn.

**Hurl Object.** The Cacodemonic Brute hurls a large object at a target within 60 feet. The target must succeed on a DC 18 Dexterity saving throw or take 21 (6d6) bludgeoning damage and be knocked prone.

## CACODEMONIC BRUTE

The Cacodemonic Brute is a hulking fiend that seems to have been chiseled out of the very rocks of the lower planes. Its skin is ashen and cracked, with smoldering embers visible in the fissures that line its body. The brute's eyes burn with a fierce crimson light, and its mouth is filled with jagged teeth that can tear through armor and flesh with equal ease. It is adorned with jagged armor and chains, carrying the trophies of its countless battles and the souls it has claimed. This fiend thrives in the heat of conflict, delighting in the clangor of battle and the screams of the defeated.



# HARBINGER OF RUIN

The Harbingers of Ruin are powerful entities hailing from the depths of the Nine Hells. These fiendish beings embody the evil nature of devils, executing their infernal machinations with precision and ruthlessness. Serving as harbingers of doom, they are often deployed by powerful devil lords to carry out their bidding and spread chaos and despair across the mortal realms.

**Appearance.** Harbingers of Ruin manifest as imposing figures standing at an average height of six feet. Their dark skin and their terrifying form exude an aura of despair. Gleaming red eyes glow with an intensity that instills fear in the hearts of their enemies. With wings of blackened membranes, these fiends possess the ability to take flight, soaring through the air with sinister grace.



## HARBINGER OF RUIN

Medium fiend (devil), lawful evil

**Armor Class** 18 (natural armor)

**Hit Points** 153 (18d8 + 72)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	15 (+2)	14 (+2)	20 (+5)

**Damage Resistances** cold; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Infernal, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Devil's Sight:** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance:** The devil has advantage on saving throws against spells and other magical effects.

**Fiendish Teleportation:** As a bonus action, the devil can magically teleport up to 60 feet to an unoccupied space it can see.

### ACTIONS

**Multiattack:** The devil makes two attacks: one with its spear and one with its tail.

**Spear.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 7 (2d6) fire damage.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Infernal Blast (Recharge 5-6):** The devil releases a blast of infernal energy in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

**Summon Reinforcements (1/Day):** The devil magically summons 2d6 lemures or 1d6 barbed devils. The summoned devils appear in unoccupied spaces within 60 feet of the devil and act immediately after it in the initiative order.

### LEGENDARY ACTIONS

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

**Infernal Leap:** The devil leaps up to 30 feet in a straight line, passing through other creatures' spaces. Each creature within 5 feet of the devil's path must make a DC 16 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

**Hellish Rebuke:** The devil points at a creature it can see within 60 feet of it. The target must make a DC 16 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

**Dark Aura (Costs 2 Actions):** The devil emits an aura of darkness in a 20-foot radius. The area becomes heavily obscured. Creatures other than the devil that start their turn in the area must succeed on a DC 16 Constitution saving throw or be blinded until the start of their next turn.

## CORRUPTIVE WARDEN

Corruptive Wardens are infernal enforcers born from Hell's deepest fissures. These monstrous entities are cloaked in smoldering darkness, their very presence an affront to the natural order. With limbs like charred pillars and eyes like molten pits, they exude an aura of corruption that desecrates the ground they walk upon.

Tasked with the containment and punishment of wayward souls, their dominion is one of fire and shadow. A Corruptive Warden's touch is ruinous, leaving seared marks on flesh and spirit alike. They are relentless in their duty, unyielding and utterly without mercy. To confront a Corruptive Warden is to face an ancient and implacable malice from the depths of Hell itself.



### CORRUPTIVE WARDEN

*Large fiend, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	15 (+2)	14 (+2)	18 (+4)

**Saving Throws** Str +8, Con +9, Cha +8

**Skills** Perception +6, Intimidation +8

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Infernal, telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Aura of Corruption.** At the start of each of the corruptive warden's turns, each creature within 10 feet of it takes 5 (1d10) poison damage.

**Devil's Sight.** Magical darkness doesn't impede the corruptive warden's darkvision.

**Magic Resistance.** The corruptive warden has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The corruptive warden is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The corruptive warden has the following spells prepared:

Cantrips (at will): *fire bolt*, *prestidigitation*, *thaumaturgy*  
1st level (4 slots): *bane*, *command*, *protection from good and evil*

2nd level (3 slots): *darkness*, *scorching ray*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *dispel magic*, *fireball*

4th level (3 slots): *banishment*, *wall of fire*

5th level (2 slots): *dominate person*, *flame strike*

### ACTIONS

**Multiattack.** The corruptive warden makes three attacks: two with its claws and one with its tail.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 4) slashing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Infernal Grasp (Recharge 5-6).** The corruptive warden targets one creature it can see within 60 feet of it. The target must succeed on a DC 16 Dexterity saving throw or be magically pulled up to 20 feet toward the warden. On a failed save, the warden can make a claw attack against the target as a bonus action.

# BLIGHTLORD

Blightlords are the embodiment of decay and ruin, a terrifying consequence of infernal corruption manifesting in the material realm. Birthed from the foulest pits of Hell, these abominations are sent forth by their demonic masters to sow desolation across the lands. Standing taller than most men and adorned with jagged spikes, their skin weeps with acidic ichor that burns all it touches.

A Blightlord's presence is often heralded by withering crops, souring water, and a palpable sense of dread that clings to the air like a thick fog. These creatures are not mindless beasts; they possess a cruel intelligence and revel in the suffering they cause. With each step, they corrupt the very essence of life around them, leaving only barrenness in their wake.



## BLIGHTLORD

Medium fiend, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	16 (+3)

**Skills** Perception +4, Stealth +4

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Infernal, Abyssal

**Challenge** 14 (11,500 XP)

**Aura of Decay.** At the start of each of its turns, any creature within 30 feet of the Blightlord must make a Constitution saving throw. On a failed save, they take 10 (3d6) necrotic damage or half damage on a success.

**Spellcasting.** The Blightlord is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The Blightlord has the following spells prepared:

Cantrips (at will): *chill touch*, *poison spray*, *thaumaturgy*  
1st level (4 slots): *bane*, *inflict wounds*, *ray of sickness*  
2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*  
3rd level (3 slots): *bestow curse*, *vampiric touch*  
4th level (3 slots): *blight*, *phantasmal killer*  
5th level (2 slots): *cloudkill*, *insect plague*

## ACTIONS

**Multiattack.** The Blightlord makes two attacks: one with its acidic bite and one with its necrotic touch.

**Acidic Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 12 (2d6 + 4) piercing damage plus 7 (2d6) acid damage.

**Necrotic Touch.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit* 14 (4d6) necrotic damage.

# INFERNAL HARPY QUEEN

The Infernal Harpy Queen is a malevolent sovereign of the skies in the lower realms, commanding the obedience and fear of those that dwell in the accursed skies of Hell. Her visage is striking, with a crown of flame-like plumage that burns without consuming and a gaze that pierces through the bravest of souls. The Queen's wings, etched with veins of fire, carry her through the sulfurous air with terrifying grace. Her talons are capable of rending the strongest armor, and her voice, when she chooses to unleash it, weaves a spell of enthrallment more potent than any siren's call.



## INFERNAL HARPY QUEEN

Medium fiend, neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 257 (23d10 + 138)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	16 (+3)	18 (+4)	24 (+7)

**Saving Throws** Dex +12, Con +12, Wis +10, Cha +15

**Skills** Perception +10, Deception +15, Insight +10, Persuasion +15

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 20

**Languages** Infernal, Common, telepathy 120 ft.

**Challenge** 18 (20,000 XP)

**Infernal Majesty.** Erinyes has advantage on saving throws against being charmed or frightened. She exudes an aura of oppressive authority within a 30-foot radius, making all Charisma (Persuasion) checks made by her have advantage.

**Keen Sight.** Erinyes has advantage on Wisdom (Perception) checks that rely on sight.

**Magic Resistance.** Erinyes has advantage on saving throws against spells and other magical effects.

**Flyby.** Erinyes doesn't provoke an opportunity attack when she flies out of an enemy's reach.

### ACTIONS

**Multiattack.** Erinyes makes three attacks: one with her talons and two with her claws.

**Talons.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

**Hellfire Breath (Recharge 5-6).** Erinyes exhales fire in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

**Infernal Shriek (Recharge 5-6).** Erinyes emits a piercing shriek that is audible within 300 feet of her. Each creature within 60 feet of her that can hear her must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature's speed is halved, and it takes 14 (4d6) psychic damage at the start of each of its turns. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Dominating Gaze (Recharge 6).** Erinyes targets one creature she can see within 60 feet of her. The target must succeed on a DC 20 Wisdom saving throw or be charmed by Erinyes for 1 minute. While charmed in this way, the creature regards Erinyes as a trusted ally to be heeded and protected. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

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

**Talon Attack.** Erinyes makes one talons attack.

**Claw Attack.** Erinyes makes one claws attack.

**Hellfire Burst (Costs 2 Actions).** Erinyes uses her Hellfire Breath.

**Seductive Whisper (Costs 3 Actions).** Erinyes whispers a seductive incantation, targeting one creature she can see within 60 feet of her. The target must succeed on a DC 20 Wisdom saving throw or fall prone, charmed by Erinyes for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## DUKES AND DUCHESSES OF HELL

**I**N THIS CATEGORY, WE DELVE INTO THE formidable Dukes and Duchesses of Hell, powerful entities that hold commanding positions in the hierarchy of the infernal dominion. These diabolical aristocrats are the pinnacle of demonic authority, embodying the very essence of wickedness and malevolence. With their immense intelligence, supernatural abilities, and insatiable hunger for chaos, they are the architects of suffering and the masters of manipulation within their respective domains.

These infernal nobles wield considerable influence over the dark legions of Hell, commanding hordes of lesser demons to do their bidding. Each Duke or Duchess of Hell possesses a unique combination of cunning intellect and strategic acumen, allowing them to exploit the weaknesses of both mortals and other infernal beings with devastating efficiency. Their machinations perpetuate a cycle of torment and despair, ensuring their dominion remains unchallenged.

The precise powers and appearances of these demonic aristocrats vary widely. Some manifest in grotesque, monstrous forms adorned with horrific mutations and appendages, while others adopt an illusion of beauty, using their beguiling appearances to lure unsuspecting

victims into their treacherous grasp. Despite these differences, they all share an unparalleled malice and an insidious desire to corrupt and dominate souls.

To encounter a Duke or Duchess of Hell is to confront the embodiment of evil itself. Their presence is suffused with an overwhelming aura of malevolence, and their dominion radiates an oppressive and vile energy that chills the very soul. They wield formidable magical abilities, casting dark spells and curses with ease to torment and subjugate all who dare challenge their authority. Their power is absolute, and their cruelty knows no bounds, making them some of the most fearsome entities in the infernal hierarchy.

Their influence extends beyond the infernal realms into the mortal world, where they sow discord and chaos through their minions and followers. These human agents, often corrupted by promises of power and wealth, carry out the nefarious plans of their dark masters, spreading fear and corruption among the living. The reach of a Duke or Duchess of Hell is long and insidious, leaving a trail of devastation and despair in their wake, forever altering the fates of those unfortunate enough to cross their path.

## VALERIAN, THE BLADE OF DARKNESS

Valerian, known as the Blade of Darkness, is a formidable and imposing figure among the hierarchy of demons. Towering at a height of over ten feet, his muscular form is covered in sleek, obsidian-black armor adorned with intricate, twisting patterns that seem to writhe and pulsate with dark energy. Fiery crimson eyes burn with an intense malevolence within the depths of his helm, which resembles the snarling visage of a fearsome horned beast. In his hands, Valerian wields a massive greatsword, its blade forged from an otherworldly black metal that seems to absorb all light, leaving only a chilling void in its wake.



**Lore.** Valerian holds the prestigious title of Duke of Hell, a position of power and authority within the demonic hierarchy. As the Blade of Darkness, he embodies chaos, brutality, and the insatiable thirst for destruction. He is a master of combat, his movements swift and precise, as if guided by an unseen force of maleficent skill. Valerian's strikes are a deadly dance of flashing blades, tearing through armor and rending flesh with cruel efficiency. His dark presence instills fear and despair, as the mere sight of his wicked form sends shivers down the spines of even the bravest warriors.

**History.** The origins of Valerian remain shrouded in mystery, lost amidst the eons of demonic history. However, ancient tales speak of his rise to power through a series of treacherous battles and vile pacts forged in the darkest recesses of the abyssal realms. It is said that he emerged as a favored champion of the Abyss, a force of chaos that revels in the corruption of mortal souls. Valerian's ascent to the position of Duke of Hell is a testament to his indomitable will and ruthless ambition, as he outmaneuvered rivals and vanquished adversaries in a relentless pursuit of dominance.

Whispers of Valerian's exploits echo through the twisted halls of the infernal realms, as tales of his insatiable bloodlust and unyielding might spread like wildfire among demons and mortals alike. His name has become a symbol of terror, his actions leaving trails of devastation in his wake. It is said that even the most fortified bastions of good tremble at the mere mention of Valerian, for his presence heralds an age of darkness and suffering.

Beware, for crossing paths with Valerian means courting a swift and merciless demise. His blade thirsts for blood, and his demonic essence exudes an aura of malefic power that few can withstand. Those who dare to challenge him must be prepared for a battle that tests not only their strength but also their resolve to resist the allure of darkness. Valerian, the Blade of Darkness, stands as a testament to the eternal struggle between the forces of evil and the valiant defenders of light.

# VALERIAN, THE BLADE OF DARKNESS

Large fiend (demon), chaotic evil

**Armor Class** 22 (natural armor)

**Hit Points** 253 (22d10 + 132)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	18 (+4)	16 (+3)	20 (+5)

**Saving Throws** Str +14, Dex +10, Con +13, Cha +12

**Skills** Acrobatics +10, Arcana +11, Athletics +14, History +11, Insight +10, Intimidation +12, Investigation +11, Perception +10, Survival +10

**Damage Resistances** cold, fire, psychic, necrotic, radiant; bludgeoning, piercing, and slashing from magical attacks

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, petrified, poisoned

**Senses** passive Perception 20

**Languages** Celestial, Common

**Challenge** 21 (33,000 XP)

**Ancient Ascended.** Valerian has advantage on saving throws made to resist spells and other magical effects. His attacks are considered magical for the purpose of overcoming resistance and immunity.

**Immutable Form.** Due to his shifting nature, Valerian and his sword are immune to any spell or effect that would alter their form.

**One with the Blade.** Valerian cannot be disarmed of his greatsword.

**Life-drinker.** Valerian regains 7 (2d6) hit points for each creature he damages in the Critical Zone of his abilities and 3 (1d6) for each creature damaged by the lesser areas.

**Deathbringer Stance.** Valerian's first Greatsword attack each round deals an additional 3d6 piercing damage. Any hit points the target would recover from any source until the start of Valerian's next turn are reduced by an amount equal to this bonus damage. A creature cannot be subject to this bonus damage on consecutive rounds.

## ACTIONS

**Multiattack.** Valerian can make three Greatsword attacks, three consecutive Dark Blade actions, and up to two Umbral Dash actions in between those options.

**Greatsword. Melee Weapon Attack:** +17 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage and 18 (4d8) necrotic damage. Valerian gains hit points equal to half of the slashing damage dealt and an amount equal to the necrotic damage dealt.

**Dark Blade.** Valerian slings his weapon in a crescendo of concussive force.

- **First attack.** Valerian damages a line 15 feet long and 10 feet wide in front of him. The adjacent spaces at the end of the area are the Critical Zone. All creatures in the area make a DC 22 Strength saving throw. On a failure, creatures in the lesser area take 11 (3d8) bludgeoning damage, while creatures in the Critical Zone take 18 (4d8) bludgeoning damage and are knocked prone. Creatures that succeed take half damage and are not knocked prone.
- **Second attack.** Valerian swipes his sword across an area in front of him. He damages a 40-foot rectangle in front of him, 10 feet away from him and 20 feet across. The spaces furthest from him are the Critical Zone. Creatures within the area make a DC 22 Dexterity saving throw. Creatures that fail within the lesser area take 18 (4d8) slashing damage, and 27 (6d8) slashing damage in the Critical Zone while also being knocked prone. Creatures that succeed take half damage and are not knocked prone.
- **Third attack.** Valerian jumps into the air and slams his weapon to the ground with his full weight behind it. Creatures within a 20-foot radius, 10 feet tall cylinder centered on Valerian, make a DC 22 Dexterity saving throw, taking 27 (6d8) bludgeoning damage on a failed save and half as much on a success. Creatures within 10 feet of Valerian are in the Critical Zone. They take 36 (8d8) bludgeoning damage and are knocked prone on a failed save and half as much damage and resist being knocked prone on a success. Valerian can break up these actions with movement as if they were standard attacks.

**Umbral Dash.** Valerian shoves himself 10 feet forward. On his next Greatsword or Dark Blade action, he can reroll all 1's and 2's for damage. He must use the new rolls.

**World Ender (1/Day).** Valerian pulls dark energy from within his weapon. Creatures that can see Valerian within 60 feet of him must make a DC 20 Wisdom saving throw or become frightened of Valerian for one minute. Valerian gains the following traits for 1 minute:

- Gains a flying speed equal to his land speed, as wings spring from his shoulders.
- Can make an additional Greatsword attack on his turn or with his Attack Legendary Action.

## LEGENDARY ACTIONS

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

**Attack.** Valerian can make one Greatsword attack against a creature within range.

**Umbral Dash (Costs 2 Actions).** Valerian can make one Umbral Dash in any direction. On his next turn, Valerian cannot make an Umbral Dash as his first action.

**World Ender (Costs 3 Actions).** Valerian can activate World Ender.

# BAEL, THE DEMONLORD OF FLAMES

Bael, the fearsome Demonlord of Flames, stands as a towering figure in the hierarchy of the infernal realms. With a hulking, muscular form covered in scales of crimson and black, Bael emanates an aura of searing heat and overwhelming power. Its eyes burn with an intense, malevolent fire, and its elongated horns curve upwards, dripping molten lava. This demon's massive wings, adorned with fiery patterns, enable it to soar through the air with a grace that belies its gargantuan size. Clad in infernal armor that glows with an intense heat, Bael wields immense claws and a spiked tail capable of devastating blows, each imbued with the scorching flames of its demonic domain.

**Lore.** Bael is one of the infamous Dukes of Hell, a position it has earned through ruthless domination and mastery over the element of fire. This cunning and brutal demon revels in chaos and destruction, delighting in the torment of souls and the engulfing infernos that consume realms. Known as a tactical genius, Bael possesses an unparalleled strategic mind, making it a formidable adversary even among its demon brethren.

**History.** The origins of Bael are shrouded in mystery, with dark tales and ancient legends hinting at its ascent to power. Whispers among occult scholars suggest that Bael was once a mortal who made a pact with the primordial forces of the abyss, sacrificing its humanity in exchange for diabolical might and immortality. Through centuries of bloody conquest and manipulation, Bael rose through the ranks of demonkind, gaining favor with the infernal powers and ultimately becoming one of the most dreaded Demonlords.

Legends speak of Bael's involvement in cataclysmic events that have reshaped the planes. It is said that Bael orchestrated the great inferno that consumed the Forbidden City of Pyradis, reducing it to smoldering ruins and claiming countless lives as tribute to its insatiable hunger for destruction. The Demonlord's fiery wrath has left a scorched trail across countless realms, and its malevolent influence continues to spread like wildfire.



## BAEL, THE DEMONLORD OF FLAMES

*Huge fiend (demon), chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 345 (30d12 + 150)

**Speed** 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	20 (+5)	22 (+6)	16 (+3)	24 (+7)

**Saving Throws** Str +15, Dex +11, Con +12, Wis +9, Cha +14

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 22 (41,000 XP)

**Legendary Resistance (3/Day).** If Bael fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Bael has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Bael's weapon attacks are magical.

## ACTIONS

**Multiattack.** Bael makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 8) piercing damage plus 10 (3d6) fire damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 8) slashing damage plus 10 (3d6) fire damage.

**Hellfire Breath (Recharge 5-6).** Bael exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

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

**Claw Attack.** Bael makes one claw attack.

**Hellfire Aura (Costs 2 Actions).** Bael activates or deactivates its hellfire aura. While active, any creature that starts its turn within 10 feet of Bael takes 10 (3d6) fire damage.

**Fiery Presence (Costs 3 Actions).** Bael releases a wave of intense heat in a 30-foot radius around it. Each creature in that area must make a DC 21 Constitution saving throw, taking 33 (6d10) fire damage and being blinded for 1 minute on a failed save, or half as much damage and not blinded on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the blinded condition on a success.

# HECATE, THE DUCHESS OF WITCHCRAFT

Hecate, the Duchess of Witchcraft, is a formidable fiend that exudes an aura of dark power and malevolence. Towering at a height of over 10 feet, she possesses a commanding presence and an air of regal authority. Her form is an amalgamation of fiendish and humanoid features, with gleaming red eyes that radiate a sense of cunning intelligence. She is adorned with intricate and ominous black armor, which blends seamlessly with her ebony skin, accentuating her imposing figure. Hecate's flowing obsidian hair seems to writhe with an otherworldly energy, and her elongated, clawed fingers crackle with arcane power.



**Lore.** Known throughout the infernal hierarchy as the Duchess of Witchcraft, Hecate is a master manipulator of dark magic and a renowned sorceress among the denizens of Hell. While her true origins remain shrouded in mystery, legends speak of a powerful coven of witches that made a pact with dark forces, granting them unearthly powers. Hecate, the most ambitious and cunning of them all, sought to ascend to the ranks of Hell's nobility and became an envoy of chaos and malevolence.

**History.** Hecate's rise to power within the demonic hierarchy was marked by her relentless pursuit of arcane knowledge and her mastery of the dark arts. Over the centuries, she forged alliances, manipulated lesser fiends, and outwitted rivals, solidifying her position as a prominent figure in the infernal court. Her insidious influence reached far and wide, extending even to mortal realms, where cults and covens sought her favor, believing that they could harness her forbidden powers.

Legends surrounding Hecate's infamous Witchcraft Sabbaths are whispered in hushed tones by both mortals and fiends alike. These gatherings, said to occur in desolate corners of the Material Plane, are said to be steeped in unspeakable rituals, where mortals are enticed into dark pacts, offering their souls in exchange for power or arcane secrets. Hecate, ever the temptress, revels in the corruption of mortal souls, further fueling her own unholy power.

Her domain within Hell is a twisted reflection of her nature—a realm shrouded in perpetual darkness, with eerie landscapes distorted by twisted, gnarled trees and shadowy mists that conceal lurking horrors.

Hecate's court is filled with sycophantic witches, demons subservient to her power, and enslaved spirits forced to do her bidding. From her throne, she orchestrates sinister machinations, expanding her dominion and furthering her influence over both mortal and infernal realms.

# HECATE, THE DUCHESS OF WITCHCRAFT

Large fiend (demon), chaotic evil

**Armor Class** 22 (natural armor)

**Hit Points** 375 (30d10 + 210)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	26 (+8)	24 (+7)	22 (+6)	22 (+6)	21 (+5)

**Skills** Acrobatics +15, Arcana +13, Deception +12, History +13, Insight +13, Perception +13, Religion +13, Sleight of Hand +15, Stealth +15

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, lightning

**Damage Immunities** fire, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 23

**Languages** all, telepathy 120 ft.

**Challenge** 21 (33,000 XP)

**Legendary Resistance (3/Day).** If Hecate fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Hecate has advantage on saving throws against spells and other magical effects.

**Spellcasting.** Hecate is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). She knows the following spells:

*Cantrips (at will):* mage hand, ray of frost, shocking grasp

*1st level (at will):* detect magic, magic missile, shield

*2nd level (at will):* arcane lock, detect thoughts, invisibility, mirror image

*3rd level (at will):* animate dead, counterspell, dispel magic, fireball

*4th level (3 slots):* blight, ice storm, phantasmal killer

*5th level (3 slots):* cloudkill, hold monster, wall of force

*6th level (3 slots):* chain lightning, circle of death, disintegrate

*7th level (3 slots):* finger of death, plane shift, teleport

*8th level (2 slots):* maze, mind blank

*9th level (1 slot):* power word kill

## ACTIONS

**Multiattack.** Hecate can use her Frightful Presence. She then makes three attacks.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 28 (2d6 + 8) slashing damage plus 14 (4d6) necrotic damage.

**Shadow's Embrace (Recharge 6).** Hecate extends her hand towards a creature she can see within 30 feet of her and shrouds it in a veil of darkness. The target must make a DC 20 Dexterity saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. Hecate then regains hit points equal to the damage dealt.

**Frightful Presence.** Each creature of Hecate's choice that is within 120 feet of Hecate and aware of her must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Hecate's Frightful Presence for the next 24 hours.

**Change Shape.** Hecate magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Hecate's choice). In a new form, Hecate retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

## REACTIONS

**Unbridled Fury.** In response to being hit by a melee attack, Hecate can make one melee attack with advantage against the attacker.

## LEGENDARY ACTIONS

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

**Attack.** Hecate makes one claw attack.

**Teleport.** Hecate magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

**Shadow Slip (Costs 2 Actions).** Hecate becomes invisible until the start of her next turn.

**Shadow's Embrace (Costs 3 Actions).** Hecate recharges and uses her Shadow Embrace.

## MORGATH, THE LORD OF PLAGUE

Morgath, known as the Lord of Plague, is a towering fiend of immense power and malevolence. This monstrous creature stands at an intimidating height, its grotesque form exuding an aura of decay and corruption. Covered in festering wounds and oozing sores, Morgath's hulking frame is a testament to the vile diseases it spreads. Its eyes burn with a sickly green light, filled with malice and the promise of suffering. Morgath's presence is suffused with a foul stench, an olfactory assault that announces the arrival of the Lord of Plague.

**Lore.** Among the infernal hierarchy, Morgath is known as a Duke of Hell, wielding authority over the legions of demons and other vile entities dedicated to spreading pestilence and decay. It is whispered that his origins lie in the darkest recesses of Gluttony, where corruption and rot reign supreme. Morgath's dominion over diseases and plagues is unparalleled, and he revels in the suffering and despair inflicted upon mortals by his wicked machinations.

**History.** Legends of Morgath's existence trace back to ancient times, where he was rumored to have emerged from the depths of the mortal world, heralding an era of death and pestilence. As his power grew, Morgath gathered a following of fanatical cultists, twisted alchemists, and foul necromancers who reveled in his malevolent gifts. Their vile experiments and sacrilegious rituals granted Morgath even greater influence, solidifying his position as a feared entity among both mortals and denizens of the infernal realms.

Over the centuries, Morgath's influence spread like a contagion, his name whispered in dread by those who had witnessed the devastation caused by his plagues. Entire cities fell into ruin, their populations decimated by incurable diseases unleashed at the whim of the Lord of Plague. His wrath was indiscriminate, striking down the innocent and guilty alike, for in his eyes, all mortals were but vessels for his insidious creations.

Morgath's power and influence reached its zenith when he forged alliances with other dark forces, including necromantic cults and wicked sorcerers. Together, they orchestrated cataclysmic events, laying waste to entire kingdoms and plunging entire regions into darkness and despair. Morgath reveled in the suffering he caused, delighting in the cries of anguish and the rivers of tears shed by those who fell victim to his plagues.



# MORGATH, THE LORD OF PLAGUE

Huge fiend (demon), chaotic evil

**Armor Class** 19 (natural)

**Hit Points** 348 (24d12+192)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	26 (+8)	17 (+3)	16 (+3)	18 (+4)

**Skills** History +10, Insight +10, Perception +10, Religion +10

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

**Damage Immunities** acid, poison

**Condition Immunities** blinded, deafened, charmed, frightened, paralyzed, petrified, poisoned, sleep

**Senses** truesight 120 ft.; passive Perception 20

**Languages** abyssal, celestial, infernal; telepathy 100 ft.

**Challenge** 23 (50,000 XP)

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

**Magic Resistance.** Morgath has advantage on saving throws against spells and other magical effects.

**Foul Weapons.** Morgath's weapons are magical. On a hit, they inflict an extra 4d8 poison damage.

**Siege Monster.** Morgath's attacks deal double damage to objects and structures.

**Stench.** Any creature that starts its turn within 10 feet of Morgath must succeed on a DC 20 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to Morgath's stench for 24 hours.

## ACTIONS

**Multiattack.** Morgath makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage and 18 (4d8) poison damage.

**Effluvial Discharge** (Recharge 5-6). Morgath expels a tide of rancid filth in a 60-foot cone. All creatures within that area must make a DC 20 Dexterity saving throw, taking 33 (6d10) acid damage and 33 (6d10) poison damage on a failed save, or half as much on a successful one.

**Malaise.** Morgath hurls a glob of filth to a point he can see within 120 feet of him. All creatures in a 20-foot radius of that point must make a DC 20 Constitution saving throw, taking 17 (3d10) poison damage and 17 (3d10) acid damage on a failed saving throw, or half as much on a successful one.

**Miasma** (Recharge 5-6). Morgath expels a cloud of toxic vapors that fill an area within a 30-foot radius of him. All creatures within that area must make a DC 20 Constitution saving throw. On a failed save, they take 33 (6d10) poison damage and gain one level of exhaustion. On a successful save, they take half as much damage and are not exhausted. The levels of exhaustion inflicted by this ability are cumulative.

**Pestilence** (1/Day). Morgath opens his belly and lets the impurities he has consumed pour forth, poisoning the very air and land. All creatures within 60 feet of Morgath must make a DC 20 Constitution saving throw, taking 77 (14d10) poison damage on a failed save, or half as much damage on a successful one. The ground in a 60-foot radius of the spot where Morgath used Pestilence becomes saturated with poisonous ichor for 1 day. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 1d10 poison damage for every 5 feet it travels.

## LEGENDARY ACTIONS

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

**Beatdown.** Morgath makes a slam attack.

**Malaise** (Costs 2 Actions). Morgath uses Malaise.

**Festering Fog** (Costs 3 Actions). Morgath fills the air in a 30-foot radius of himself with a magical fog that inhibits healing magic. All creatures within that area recover only half as much health from healing spells and effects until the start of Morgath's next turn.



## ARCHDEMONS OF HELL

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ITHIN THE FIERY DEPTHS OF HELL, WHERE chaos reigns supreme and tormented souls writhe in eternal suffering, dwell the Archdemons. These malevolent beings embody the darkest aspects of the infernal realms, wielding formidable powers and commanding legions of lesser demons. As the overseers of specific domains within Hell, they preside over their infernal dominions with a cruel and merciless

efficiency, their influence felt in every corner of the underworld.

Archdemons are ancient and insidious entities, born from the primeval darkness that permeates the abyssal planes. Each Archdemon possesses a unique appearance and a distinct set of abilities, reflecting the sin or vice they represent. These monstrous entities tower over their demonic minions, their forms warped and twisted by the unholy energy that courses through their veins. Their presence alone is enough to instill fear and dread in the hearts of even the bravest souls, as their malevolent aura radiates a palpable sense of doom.

Their diabolical influence extends beyond their physical might, for Archdemons possess a profound understanding of mortal weaknesses and desires. They exploit these vulnerabilities to sow discord and temptation, relentlessly corrupting souls and perpetuating the infernal cycle of damnation. Through whispers of deceit and promises of power, they lure mortals into their grasp, ensnaring them in a web of sin from which there is no escape. The corruption spreads like a plague, infecting all it touches and leaving behind a trail of devastation and despair.

Though the Archdemons share a malevolent nature, they are not united in purpose. Their insatiable lust for power and dominance often pits them against each other, resulting in bitter rivalries and fierce battles. These internal conflicts are a constant source of turmoil within Hell, as the Archdemons vie for control over territories and seek to expand their infernal realms. The clashes of infernal might that ensue are cataclysmic, devastating landscapes and consigning countless souls to eternal torment. The echoes of their battles reverberate through the underworld, a testament to their unending thirst for supremacy.

## MALEBOLGE, THE ARCHDEMON OF FRAUD

Malebolge, the Archdemon of Fraud, is a towering and malevolent figure that strikes fear into the hearts of mortals and celestial beings alike. Standing at an immense height, this colossal fiend exudes an aura of deceit and corruption. Its form is a grotesque fusion of demonic and serpentine features, with scales as black as obsidian and eyes that burn with an unholy fire. Its serpentine tail whips and coils with malicious intent, while its massive wings span outwards, casting a shadow of dread upon all who behold it. Malebolge's entire body is adorned with intricate patterns of dark runes, pulsating with the essence of wickedness.

**Lair.** Malebolge's lair lies deep within the 8th circle of Hell, the realm of Fraud. Here, amidst the treacherous landscape, the archdemon has carved out its domain of deceit and betrayal. The lair itself is a sprawling citadel of wicked design, adorned with sinister architecture that twists and warps in unsettling ways. Malebolge's presence permeates the very fabric of the lair, corrupting the surroundings with an oppressive aura of falsehood. Illusory flames dance throughout the halls, casting an eerie glow upon the treacherous paths that wind through the chamber. The air is heavy with the stench of deceit, and the walls whisper with the echoes of forgotten lies.

**Lore and History.** Malebolge holds a prominent place in the infernal hierarchy, serving as a dreaded commander in the legions of Hell. Its name strikes fear into the hearts of demons and mortals alike, for it embodies the essence of deception and betrayal. Legends tell of Malebolge's rise to power, born from the darkest depths of Hell and ascending through cunning and treachery.

Throughout the ages, Malebolge has orchestrated grand schemes and intricate webs of deceit, ensnaring both mortals and celestial beings in its malevolent plans. It revels in the corruption of truth and the manipulation of trust, taking pleasure in the suffering and downfall of its victims. Countless souls have fallen prey to its illusions and machinations, their fates sealed by the archdemon's treacherous grasp.

Whispered tales speak of Malebolge's insatiable hunger for power, as it seeks to expand its influence and dominion over the realms. Its mastery of illusion and deception has allowed it to amass a legion of followers, creatures lured by promises of wealth and power, only to become pawns in Malebolge's grand game of manipulation.

Beware, for encountering Malebolge is to risk falling victim to its web of lies and deceit. Its words are honeyed poison, its illusions beguiling and deadly.



# MALEBOLGE, THE ARCHDEMON OF FRAUD

*Gangantuan fiend (demon), chaotic evil*

**Armor Class** 26 (natural armor)

**Hit Points** 666 (36d20 + 288)

**Speed** 40 ft., burrow 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	26 (+8)	20 (+5)	24 (+7)	28 (+9)

**Saving Throws** Str +19, Dex +11, Con +16, Wis +14, Cha +18

**Skills** Deception +18, Insight +14, Perception +14, Persuasion +18

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 24

**Languages** Abyssal, Common, Infernal

**Challenge** 24 (62,000 XP)

**Innate Spellcasting.** Malebolge's spellcasting ability is Charisma (spell save DC 26). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *dispel magic*, *nondetection*, *true seeing*  
3/day each: *dominate person*, *modify memory*, *project image*

1/day each: *dominate monster*, *feeblemind*, *power word stun*, *prismatic spray*

**Legendary Resistance (3/Day).** If Malebolge fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Malebolge has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Malebolge's weapon attacks are magical.

**Mist Form.** Malebolge can enter a misty form as a bonus action. While in this form, it can't take damage, can't be grappled or restrained, and has advantage on Dexterity saving throws. It can remain in this form for up to 1 minute, ending it early as a bonus action.

**Aura of Deception.** Malebolge emits an aura of deceit within 60 feet of it. Creatures of its choice have disadvantage on Wisdom (Perception) checks made to perceive creatures or objects within the aura.

## ACTIONS

**Multiattack.** Malebolge makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage plus 14 (4d6)

fire damage.

**Claw.** *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 22 (4d6 + 10) slashing damage.

**Tail Slam.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 30 (4d10 + 10) bludgeoning damage.

**Fiery Breath (Recharge 5-6).** Malebolge exhales fire in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Malebolge can take a lair action to cause one of the following effects:

**1. Veil of Illusion.** Malebolge creates an illusory wall of flickering flames within 60 feet of it. The wall is 30 feet long, 20 feet high, and 1 foot thick. It provides total cover and blocks line of sight. Any creature that starts its turn within 10 feet of the wall must succeed on a DC 24 Wisdom saving throw or become charmed until the start of its next turn.

**2. Corrupting Influence.** Malebolge corrupts the ground within 60 feet of it, causing it to become treacherous and deceptive. The area becomes difficult terrain, and any creature that starts its turn there must succeed on a DC 24 Dexterity saving throw or fall prone.

**3. Lurking Shadows.** Malebolge summons shadows that flicker and dance in a 30-foot radius centered on a point within 60 feet of it. The shadows provide dim light in the area, and any creature other than Malebolge that starts its turn there must succeed on a DC 24 Wisdom saving throw or be frightened until the start of its next turn.

## REGIONAL EFFECTS

The region containing Malebolge's lair is subject to the following effects:

**1. Aura of Deception.** The area within 1 mile of Malebolge's lair is shrouded in an aura of deception. Creatures have disadvantage on Wisdom (Perception) checks made to detect hidden or disguised creatures or objects.

**2. Muffled Sounds.** Sounds within 1 mile of Malebolge's lair are muffled and distorted, making it difficult to discern their exact origin. Perception checks made to hear or locate specific sounds have disadvantage.

**3. Illusory Projections.** Malebolge can create illusory duplicates of itself within 1 mile of its lair. These projections appear as flaming specters and can move within the area. The illusions have no physical form and cannot cause harm, but they can communicate with creatures using telepathy. These illusions last until Malebolge dismisses them or uses a lair action to create a different illusion.



## BELPHAGOR, THE LORD OF GLUTTONY

Belphagor, the Lord of Gluttony, is a towering and grotesque archdemon that rules over the domain of insatiable hunger within the depths of Hell. This monstrous entity stands at an imposing height, its hulking frame adorned with bulging muscles and taut, leathery flesh. Its skin, a sickly pallor tinged with a sickening shade of green, stretches tightly over its immense form, highlighting the veins pulsating with the essence of unquenchable desire.

From its monstrous maw, jagged fangs protrude, dripping with foul, corrosive saliva. Its eyes, burning with a ravenous and unholy hunger, glow with an eerie malevolence. Belphagor's massive claws, sharp and deadly, are poised to rend and tear as it seeks to satiate its bottomless appetite.

**Lair.** Belphagor's lair lies deep within the Gluttony Circle of Hell, a nightmarish realm that mirrors the archdemon's insatiable craving for excess and indulgence. The domain is an abhorrent landscape, tainted by the remnants of endless feasts and the stench of decay. Mounds of decaying food, putrid and rotting, pile high, forming grotesque sculptures that stretch towards the darkened sky.

Within this vile domain, Belphagor's influence is palpable. The very air is heavy with the scent of decay and overindulgence, making it difficult to discern any other aromas. Any food or drink brought into the area spoils rapidly, turning rancid and inedible within moments. The ground itself quakes under the weight of insatiable hunger, erupting with pockets of corrosive acid that threaten any intruders who dare to trespass upon Belphagor's domain.

**Lore and History.** Belphagor's origins trace back to the darkest depths of Hell, where the hierarchy of demons vies for power and dominance. As an archdemon, Belphagor has risen through the ranks by embodying the essence of gluttony and excess, gaining influence and authority over the Circle of Gluttony. Legends tell of mortals who have fallen prey to Belphagor's temptations, their desires exploited and twisted until they willingly relinquish their souls to the archdemon's insatiable hunger.

Within the hierarchy of Hell, Belphagor's power is second only to the infernal lords themselves. It is said that the archdemon has brokered dark pacts with other demonic entities, bartering forbidden knowledge and granting favors in exchange for loyalty and servitude. Belphagor's immense strength and insatiable appetite have allowed it to amass a legion of devoted followers, each equally consumed by their own lusts and desires.

Scholars of the occult warn that Belphagor's hunger extends beyond mere sustenance. It is said that the archdemon seeks to devour not only flesh and souls but also the very essence of ambition and willpower.

# BELPHAGOR

*Gangantuan fiend (demon), chaotic evil*

**Armor Class** 21 (natural armor)

**Hit Points** 450 (30d12 + 270)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	16 (+3)	20 (+5)	26 (+8)

**Saving Throws** Str +18, Dex +10, Con +17, Wis +12, Cha +16

**Skills** Perception +12, Intimidation +16

**Damage Resistances** acid, fire, cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, necrotic

**Condition Immunities** frightened, poisoned

**Senses:** truesight 120 ft., passive Perception 22

**Languages** Abyssal, Common, Infernal

**Challenge** 24 (62,000 XP)

**Legendary Resistance (3/Day):** If Belpagor fails a saving throw, it can choose to succeed instead.

**Magic Resistance:** Belpagor has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting:** Belpagor's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). Belpagor can innately cast the following spells, requiring no material components:

At will: *detect magic*, *dispel magic*, *darkness*

3/day each: *circle of death*, *dominate monster*

1/day each: *power word stun*, *power word kill*

**Gluttony Aura:** Belpagor exudes an aura of gluttony in a 30-foot radius. Creatures that start their turn or enter the aura must make a DC 24 Wisdom saving throw or be charmed for 1 minute. While charmed, the creature is compelled to use its action on each of its turns to consume food within its reach and can't willingly move away from the aura.

## ACTIONS

**Multiattack:** Belpagor makes three attacks: one with its bite and two with its claws.

**Bite:** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage plus 14 (4d6) acid damage. The target must succeed on a DC 24 Constitution saving throw or be poisoned until the end of its next turn.

**Claw:** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 10) slashing damage.

**Swallow:** Belpagor makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside Belpagor, and it takes 42 (12d6) acid damage at the start of each of Belpagor's turns. Belpagor can have only one creature swallowed at a time.

## LEGENDARY ACTIONS

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

Belpagor regains spent legendary actions at the start of its turn.

**Attack:** Belpagor makes one claw or bite attack.

**Devour Magic:** Belpagor targets a creature within 60 feet that is concentrating on a spell. The target must succeed on a DC 24 Constitution saving throw or lose concentration.

**Infernal Bellow (Costs 2 Actions):** Belpagor releases a thunderous bellow. Each creature of its choice within 60 feet of Belpagor must make a DC 24 Constitution saving throw, taking 33 (6d10) thunder damage on a failed save, or half as much damage on a successful one. Additionally, any nonmagical objects that aren't being worn or carried in that area are destroyed.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Belpagor can take a lair action to cause one of the following effects:

**1. Gluttonous Tremor:** The ground rumbles as the insatiable hunger of the lair intensifies. Each creature within 30 feet of Belpagor must succeed on a DC 24 Dexterity saving throw or be knocked prone.

**2. Voracious Feast:** Belpagor summons a banquet of grotesque and tempting food within a 60-foot radius of himself. Any creature that starts its turn within this area must make a DC 24 Wisdom saving throw or be charmed by the food for 1 minute. Charmed creatures are compelled to use their action to consume the food, unable to take any other actions until they break free from the charm.

**3. Acidic Eruption:** Pockets of corrosive acid burst forth from the ground within a 40-foot radius of Belpagor. Each creature in that area must make a DC 24 Dexterity saving throw, taking 33 (6d10) acid damage on a failed save, or half as much on a successful one. Additionally, any nonmagical objects in the area that are not being worn or carried are corroded and destroyed.

Belpagor can't use the same lair action consecutively, and he can't use lair actions while incapacitated.

## REGIONAL EFFECTS

The area surrounding Belpagor's lair is warped by his immense power. The following effects extend up to 1 mile from the lair:

**1. Scent of Decay:** The air is heavy with the sickly sweet scent of decay and overindulgence, causing disadvantage on Wisdom (Perception) checks that rely on smell.

**2. Rapid Spoil:** Food and drink within the area spoil rapidly, turning rancid and inedible within minutes.

**3. Hellish Bound:** Any creatures attempting to teleport or use planar travel within the area must succeed on a DC 20 Charisma saving throw or have their transportation spell or ability fail.

## MAMMON, THE ARCHDEMON OF GREED

Mammon, the Archdemon of Greed, is a formidable entity that reigns over the Greed Circle of Hell with insatiable avarice and an insidious desire for material wealth. Towering at a monstrous height, Mammon embodies the ultimate manifestation of unquenchable greed. Its grotesque form combines draconic aspects with an air of regal dominance. Its body, covered in thick, golden scales, exudes an oppressive aura of opulence and covetousness.

The Archdemon's eyes flicker with malevolence, shining with a fiery, possessive light that reflects its relentless pursuit of treasures. Its muscular arms end in razor-sharp claws, capable of rending through flesh and seizing coveted objects with precision. Mammon's powerful wings, shimmering with the luster of precious metals and fire, grant it unparalleled agility and the ability to traverse its domain with ease.

**Lair.** Mammon's lair is situated within the Greed Circle of Hell, an infernal domain devoted to the vice of avarice. Here, the very fabric of the surroundings reflects Mammon's insidious influence, transforming the landscape into a twisted reflection of material wealth. The ground is littered with remnants of opulent treasures, shattered golden statues, and gleaming gemstones embedded within the earth.

The air itself is thick with the intoxicating scent of riches, and ethereal whispers echo through the corridors of this hellish domain, tempting mortals to embrace their most covetous desires. Mammon's lair itself is a grand, opulent chamber adorned with towering pillars of gold and shimmering tapestries depicting scenes of untold wealth. Pools of molten gold bubble and flow, creating an eerie glow that bathes the chamber in a sickly, golden radiance.

**Lore and History.** Mammon, one of the most influential Archdemons in the hierarchy of Hell, has long been associated with the insidious sin of greed. Among the infernal powers, Mammon's dominance over wealth and material possessions is unmatched. Legends speak of the Archdemon's ascent to power, as it rose through the ranks of Hell's hierarchy by exploiting the deepest desires of mortals, enticing them with promises of boundless riches.

Throughout history, Mammon has orchestrated countless bargains and pacts, often luring desperate souls into his clutches. Its sinister influence extends beyond the boundaries of Hell, permeating the mortal world and corrupting those who succumb to their greed. Mortals driven to acts of unfathomable avarice unknowingly strengthen Mammon's position, inadvertently paving the way for the Archdemon's rise to even greater heights of power.



# MAMMON, THE ARCHDEMON OF GREED

*Gangantuan fiend (demon), lawful evil*

**Armor Class** 23 (natural armor)

**Hit Points** 450 (30d12 + 270)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	28 (+9)	21 (+5)	20 (+5)	30 (+10)

**Saving Throws** Str +16, Dex +12, Con +17, Int +13, Wis +13, Cha +19

**Skills** Perception +13, Deception +19, Insight +13, Persuasion +19

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 23

**Languages** Abyssal, Common, Infernal

**Challenge** 25 (75,000 XP)

**Legendary Resistance (3/Day).** If Mammon fails a saving throw, it can choose to succeed instead.

**Innate Spellcasting.** Mammon's spellcasting ability is Charisma (spell save DC 27). Mammon can innately cast the following spells, requiring no material components:

At will: *detect magic, dispel magic, major image, telekinesis, charm person*

3/day each: *dominate person, teleport, modify memory, symbol (greed)*

1/day each: *wish, power word stun*

**Magic Resistance.** Mammon has advantage on saving throws against spells and other magical effects.

**Aura of Greed.** Mammon's presence radiates an aura of intense greed within a 30-foot radius. Creatures that start their turn in the aura must make a DC 25 Wisdom saving throw or be charmed by Mammon until the start of their next turn. While charmed in this way, the creature is compelled to prioritize acquiring wealth and treasures above all else.

## ACTIONS

**Multiattack.** Mammon makes three attacks: one with its Bite and two with its Claw.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage plus 14 (4d6) poison damage. The target must make a DC 25 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 8) slashing damage.

**Tail Slap.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be knocked prone.

**Greedy Grasp (Recharge 5-6).** Mammon reaches out with its massive claws, attempting to grapple a creature within 30 feet. The target must make a DC 25 Strength saving throw. On a failed save, the creature is restrained and takes 21 (6d6) slashing damage at the start of each of its turns. The restrained creature can repeat the saving throw at the end of each of its turns, ending the restraint on a success.

**Coin Cascade (Recharge 6).** Mammon conjures a torrent of golden coins that rain down on creatures within a 60-foot radius. Each creature in that area must make a DC 25 Dexterity saving throw, taking 42 (12d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not being knocked prone on a successful one.

## LEGENDARY ACTIONS

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

**Attack.** Mammon makes one claw attack or tail slap.

**Greedy Gaze (Costs 2 Actions).** Mammon targets a creature it can see within 60 feet. The target must succeed on a DC 25 Wisdom saving throw or be charmed by Mammon until the end of its next turn. While charmed in this way, the creature has disadvantage on Wisdom saving throws and ability checks.

**Move.** Mammon moves up to his speed.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Greed Circle of Hell takes a lair action. Mammon can't use the same lair action two rounds in a row. The lair actions have magical effects, and their effects extend throughout the entire area of the lair.

**1. Golden Temptation.** Mammon summons illusory images of vast treasures and riches, creating an irresistible allure to greed. Each creature of Mammon's choice within the lair must make a DC 25 Wisdom saving throw. On a failed save, the creature is charmed for 1 minute, regarding the illusory riches as real and becoming obsessed with acquiring them. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**2. Mire of Avarice.** The ground in a 30-foot radius centered on a point within the lair becomes treacherous, transforming into a sticky, golden mire. This area becomes difficult terrain. Any creature that starts its turn in the area must succeed on a DC 25 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**3. Greed's Grasp.** Mammon channels the power of greed, attempting to pull all nearby objects and creatures toward him. Each non-magical object within 60 feet of Mammon is drawn toward him, sliding along the ground or tearing free from weak restraints. Additionally, each creature of Mammon's choice within 30 feet of him must succeed on a DC 25 Strength saving throw or be pulled 10 feet closer to Mammon.

## REGIONAL EFFECTS

The area containing the Greed Circle of Hell is warped by Mammon's presence, creating the following regional effects:

**1. Aura of Avarice.** The air is thick with an insatiable desire for wealth and possessions. Creatures that start their turn within the lair must make a DC 20 Wisdom saving throw or become charmed for 1 minute, regarding Mammon as their utmost desire. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**2. Gold Enrichment.** Any non-magical items made of gold within the lair gradually increase in value, becoming more valuable and pristine. Objects made of gold can fetch double their usual price, and their quality is enhanced as if they were crafted by master artisans.

**3. Greed's Fortune.** When a creature takes any form of treasure or valuable object from the lair, they have disadvantage on Wisdom saving throws and ability checks for the next hour. Additionally, Mammon gains advantage on saving throws against effects caused by the creature who took the treasure, and he can sense the general direction and distance to the thief as long as they remain on the same plane of existence.



## WRATHFUL OVERLORD, THE FURIOUS ARCHDEMON

The Wrathful Overlord, a towering and fearsome creature, stands as a colossal embodiment of wrath within the depths of Hell. Towering at immense heights, its body is a sight to behold, exuding an overwhelming aura of anger and power. Thick, ebony scales cover its muscular form, providing a formidable natural armor that deflects all but the most potent of attacks. Its fiery eyes burn with an intensity that mirrors the rage within, while jagged horns crown its head, further emphasizing its demonic nature. With each movement, the air crackles and hisses, as if unable to contain the fiery fury that surges within this malevolent entity.

**Lair.** The Wrathful Overlord holds dominion over the Anger Circle of Hell, a realm where fury reigns supreme. Within this circle, the archdemon's lair resides—a seething, fiery landscape punctuated by scorching infernos and tumultuous volcanic eruptions. The very air crackles with the intensity of burning embers, and the ground trembles under the weight of suppressed rage. The lair itself is a massive citadel, constructed from blackened obsidian and adorned with ornate, twisted spikes that evoke the essence of anger. Here, the archdemon broods and plots, surrounded by the manifestations of wrath that are drawn to its overwhelming presence.

**Lore and History.** The Wrathful Overlord is an ancient and powerful archdemon, feared and revered by denizens of Hell alike. Legends speak of a time when this malevolent entity was a mortal consumed by an insatiable thirst for vengeance. Through dark pacts and forbidden rituals, it clawed its way out of the mortal realm and into the infernal hierarchy, ascending to its current position of authority. For millennia, the Wrathful Overlord has ruled with an iron fist, harnessing the fury of the Anger Circle to enforce its dominion and unleash devastation upon its enemies.

Legends also tell of a prophecy whispered in the darkest corners of Hell, foretelling the archdemon's ultimate reckoning — a cataclysmic event that will test the limits of its wrath and determine the fate of Hell itself. Some claim that the Wrathful Overlord's power is so immense that it rivals even the greatest fiendish lords, posing a formidable challenge to the very fabric of the Nine Hells.

Whether these prophecies hold any truth or are mere tales spun in the depths of despair, only time will reveal.



# WRATHFUL OVERLORD, THE FURIOUS ARCHDEMON

*Gangantuan fiend (demon), chaotic evil*

**Armor Class** 24 (natural armor)

**Hit Points** 550 (30d20 + 240)

**Speed** 60 ft., teleport 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	26 (+8)	18 (+4)	20 (+5)	26 (+8)

**Saving Throws** Str +19, Dex +14, Con +16, Int +12, Wis +13, Cha +16

**Skills** Intimidation +20, Perception +13

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 23

**Languages** Infernal, telepathy 120 ft.

**Challenge** 27 (105,000 XP)

**Aura of Fury.** At the start of each of its turns, any creature within 30 feet of the Wrathful Overlord takes 20 (4d8 + 2) psychic damage. Creatures that can't be charmed or frightened are immune to this effect.

**Legendary Resistance (3/Day).** If the Wrathful Overlord fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The Wrathful Overlord has advantage on saving throws against spells and other magical effects.

**Anger Incarnate.** The Wrathful Overlord gains a bonus to its attack rolls equal to the number of creatures within 30 feet of it.

## ACTIONS

**Multiattack.** The Wrathful Overlord makes three melee attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 10) piercing damage plus 14 (4d6) fire damage.

**Claws.** *Melee Weapon Attack:* +20 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage plus 14 (4d6) fire damage.

**Fiery Breath (Recharge 5-6).** The Wrathful Overlord exhales fire in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

The Wrathful Overlord can take 3 legendary actions, choosing from the options below. Only one legendary action

option can be used at a time and only at the end of another creature's turn. The Wrathful Overlord regains spent legendary actions at the start of its turn.

**Strike.** The Wrathful Overlord makes one claw attack.

**Furious Charge.** The Wrathful Overlord moves up to its speed in a straight line and can make one bite attack against a creature in its path.

**Bellow of Wrath (Costs 2 Actions).** The Wrathful Overlord emits a terrifying bellow. Each creature of its choice within 60 feet of it that can hear it must make a DC 23 Constitution saving throw, taking 33 (6d10) thunder damage and becoming stunned for 1 minute on a failed save, or half as much damage and not stunned on a successful one. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Wrathful Overlord can take a Lair Action to cause one of the following effects. The Wrathful Overlord can't use the same effect two rounds in a row:

**1. Burning Rampage.** The ground within 60 feet of the Wrathful Overlord becomes volatile and fiery. Each creature in that area must make a DC 23 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

**2. Anguished Ground.** The lair becomes unstable, causing the ground to tremble and crack. Each creature of the Wrathful Overlord's choice within 30 feet of it must succeed on a DC 23 Dexterity saving throw or be knocked prone.

**3. Wrathful Aura.** The Wrathful Overlord intensifies its Aura of Fury, increasing the damage to 30 (6d8 + 2) psychic damage. Additionally, creatures that can't be charmed or frightened have disadvantage on the saving throw against this effect.

## REGIONAL EFFECTS

The region containing the lair of the Wrathful Overlord is subject to the following effects:

**1. Fiery Atmosphere.** The air is thick with burning embers and intense heat. All flames within the region burn brighter and hotter, providing bright light in a 40-foot radius and dim light for an additional 40 feet. Additionally, all fire-based spells cast within the region have their damage increased by 1d8.

**2. Residual Wrath.** The overwhelming anger of the Wrathful Overlord lingers in the region, causing emotions to run high. All creatures within the region have disadvantage on Wisdom saving throws to resist being frightened or charmed.

**3. Wrathful Presence.** The presence of the Wrathful Overlord affects the region, causing the region's creatures to be more prone to aggression. Whenever a creature makes a melee attack within the region, it gains a bonus to the attack roll equal to the number of other creatures within 30 feet of it.

# MOLOCH, THE FALLEN ANGEL

Moloch, the Fallen Angel, is an archdemon of Hell, an embodiment of heresy and rebellion against divine authority. Towering at colossal heights, Moloch's form is a grotesque fusion of angelic beauty and demonic corruption. His once resplendent wings, now tattered and corrupted, radiate an aura of darkness and despair. Moloch dons a suit of divine plate armor, emblazoned with blasphemous symbols and adorned with infernal runes. His fiery eyes burn with a malevolent intelligence, capable of captivating even the strongest-willed.

**Lair.** Moloch makes his abode within the Heresy Circle of Hell, a realm where the souls of the defiant and unrepentant are eternally condemned. The Heresy Circle manifests as a desolate wasteland of twisted landscapes and jagged obsidian spires.

The air is thick with the scent of sulfur and the echoes of tormented souls. Within this unholy domain, the ground itself becomes tainted, transforming into difficult terrain for all but celestial beings. Dark energies surge through the air, impeding the actions of those who dare to challenge Moloch's reign.

**Lore and History.** Once a mighty angel of heaven, Moloch succumbed to the allure of power and fell from grace, becoming a champion of rebellion in the depths of Hell. His name became synonymous with heresy and defiance, inspiring legions of demonic followers. Moloch's rebellion against divine authority and his fervent advocacy for free will led to his eventual banishment to the deepest reaches of Hell.

Throughout the ages, Moloch has carved out his dominion within the Heresy Circle of Hell, manipulating and corrupting souls who share his disdain for divine order. He thrives on the spiritual decay and unrest that permeates the realm, bolstering his power and influence with each soul that succumbs to his temptations. His malevolent presence desecrates the ground, making it a place of suffering and perpetual torment.

Legends tell of the archdemon's insatiable hunger for power and his relentless pursuit of forbidden knowledge.

It is said that Moloch seeks to unravel the very fabric of existence, seeking to reshape reality in his own image. His blasphemous rituals and unholy pacts with other infernal entities have garnered him immense strength and influence within the hierarchy of Hell.



# MOLOCH, THE FALLEN ANGEL

*Gargantuan celestial (demonic), lawful evil*

**Armor Class** 25 (Divine Plate)

**Hit Points** 540 (30d20 + 240)

**Speed** 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	26 (+8)	24 (+7)	22 (+6)	26 (+8)

**Saving Throws** Str +18, Dex +12, Con +16, Int +15, Wis +14, Cha +16

**Skills** Perception +20, Insight +19, Intimidation +16

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 30

**Languages** all, telepathy 120 ft.

**Challenge** 28 (120,000 XP)

**Innate Spellcasting.** Moloch's innate spellcasting ability is Charisma (spell save DC 24). He can innately cast the following spells, requiring no material components:

At will: *blade barrier*, *divine word*, *plane shift* (self only)

3/day each: *chain lightning*, *finger of death*, *imprison*, *power word kill*

1/day each: *gate*, *meteor swarm*, *time stop*

**Divine Resistance.** Moloch has advantage on saving throws against spells and other magical effects.

**Aura of Dread.** Moloch emits an aura of dread within 60 feet of him. All hostile creatures in the aura have disadvantage on saving throws against spells and other magical effects.

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

**Magic Resistance.** Moloch has advantage on saving throws against spells and other magical effects.

**Heresy Circle.** Moloch's presence desecrates the ground he walks on. Within 100 feet of Moloch, the area is considered difficult terrain for non-celestial creatures. Additionally, celestial creatures have disadvantage on attack rolls against Moloch.

## ACTIONS

**Multiattack.** Moloch makes three attacks: one with his Divine Spear and two with his Divine Claws.

**Divine Spear.** *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit* 34 (4d10 + 10) slashing damage plus 24 (7d6) fire damage.

**Divine Claws.** *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit* 28 (4d8 + 10) slashing damage plus 24 (7d6) necrotic damage.

**Celestial Flame Blast (Recharge 5-6).** Moloch conjures a blast of celestial flames in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 45 (10d8) fire damage and 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

**Fallen Seraphic Presence (Recharge 6).** Moloch releases his fallen seraphic essence, creating an explosion of darkness and despair. Each creature within 120 feet of Moloch must make a DC 24 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Additionally, on a failed save, the creature takes 44 (8d10) necrotic damage and 44 (8d10) psychic damage, or half as much damage on a successful save.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Heresy Circle of Hell can take a lair action to cause one of the following effects:

**1. Unholy Ground.** The ground within the Heresy Circle of Hell twists and distorts with dark energy. The area becomes difficult terrain for all creatures except celestial beings. Additionally, any creature that starts its turn within the area must make a DC 24 Wisdom saving throw or suffer disadvantage on attack rolls and ability checks until the start of its next turn.

**2. Blasphemous Whispers.** Echoes of damned souls fill the air, taunting and distracting creatures within the Heresy Circle of Hell. Each creature of Moloch's choice within 60 feet of him must succeed on a DC 24 Wisdom saving throw or suffer disadvantage on its next attack roll or ability check before the end of its next turn.

**3. Chains of Damnation.** Iron chains covered in infernal runes burst from the ground and attempt to restrain creatures within the Heresy Circle of Hell. Moloch chooses up to three creatures he can see within 60 feet of him. Each chosen creature must make a DC 24 Strength saving throw or be restrained by spectral chains until the end of its next turn.

## REGIONAL EFFECTS

The Heresy Circle of Hell manifests the following effects:

**1. Aura of Corruption.** The air is thick with malevolent energy. Celestial creatures within the Heresy Circle of Hell have disadvantage on all saving throws.

**2. Maddening Whispers.** Faint whispers of heretical doctrines and lost souls' laments fill the minds of creatures within the Heresy Circle of Hell. Any creature that starts its turn within the area must succeed on a DC 24 Wisdom saving throw or suffer disadvantage on attack rolls and ability checks until the start of its next turn.

**3. Eternal Desecration.** The ground within the Heresy Circle of Hell is eternally marked by Moloch's presence. Spells that restore hit points have their effectiveness halved, and healing spells have no effect on undead creatures.



## ASMODEUS, THE RULER OF HELL

**A**

WITHIN THE DEPTHS OF THE INFERNAL REALM, amidst the swirling chaos and eternal torment, stands Asmodeus, an embodiment of malevolence and power. As the supreme sovereign of Hell, he commands the legions of demonic forces, weaving their collective malice into a nightmarish tapestry that spans across the nine circles.

Legend tells of a time when Asmodeus was once an angelic being, entrusted with a position of great honor among the celestial hierarchy. However, pride and insatiable ambition took root within his heart, leading him down a treacherous path of rebellion against the divine order. With each step, he became more enamored with his own potency, until his treachery knew no bounds.

Banished from the heavens, Asmodeus descended into the depths of the abyss, where he forged a dark pact with the infernal powers. Through his cunning and unyielding resolve, he clawed his way to the summit of power, wresting control of Hell's dominions from lesser demonic entities. Now, as the ruler of the damned, his influence permeates every inch of the infernal realm.

Asmodeus, with his regal bearing and an aura of sinister authority, embodies the very essence of tyranny and corruption. He is depicted as a towering figure, clad in infernal armor adorned with the symbols of damnation. His eyes burn like smoldering coals, revealing a boundless hunger for dominance. His voice reverberates with a chilling resonance, capable of sowing fear even in the most courageous of hearts.

While his infernal legions serve him without question, Asmodeus is not without his adversaries. Angels and mortal heroes alike dare to challenge his reign, seeking to overthrow the tyrant and bring an end to the suffering he perpetuates. But such endeavors are met with unrelenting cruelty and cunning, as Asmodeus employs every means at his disposal to crush any flicker of resistance and maintain his grip on power.

Asmodeus, the Ruler of Hell, stands as the prime antagonist in the dark tales of Dante's *Inferno*, an entity of unparalleled malevolence and ambition. His legend serves as a cautionary tale, a reminder of the dangers that lie within the hearts of mortals and the consequences of succumbing to one's darkest desires.

# ASMODEUS

Large fiend (demon), lawful evil

**Armor Class** 30 (natural armor)

**Hit Points** 310 (20d10 + 200)

**Speed** 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	30 (+10)	30 (+10)	27 (+8)	28 (+9)

**Saving Throws** Str +19, Con +20, Int +20, Wis +18, Cha +19

**Skills** Arcana +20, Deception +29, Insight +28, Intimidation +29, Perception +18, Religion +20

**Proficiency Bonus** +10

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, lightning, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, fire, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, petrified, poisoned

**Senses** darkvision 240 ft., truesight 120 ft., passive Perception 28

**Languages** all, telepathy 1 mile

**Challenge** 30 (155,000 XP)

**Disincorporation.** When Asmodeus drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain in the Nine Hells, and he is unable to take physical form for a time. However, if he is killed in his domain in the 9th circle of Hell, this does not happen.

**Innate Spellcasting.** Asmodeus' innate spellcasting ability is Intelligence (spell save DC 30, +25 to hit). Asmodeus can cast the following spells without needing components or expending a spell slot:

*At will:* Animate dead, geas (9th level), ice storm (9th level), thunderwave (9th level), fire bolt (max level), chill touch (max level), bestow curse (9th level), fireball (9th level), chain lightning (9th level), disguise self, identify, blight (6th level), phantasmal force

*4/day each:* Blindness/deafness (9th level), enthrall, dispel magic (9th level), counterspell (9th level), slow (unlimited range), hold monster, mass suggestion (9th level), wall of fire, wall of ice, sickening radiance, polymorph

*3/day each:* Banishment, phantasmal killer, dominate person (9th level), mental prison, harm, finger of death, forcecage, divine word, greater invisibility, symbol

*2/day each:* Feeblemind, dominate monster (9th level), shapechange, imprisonment, meteor swarm, power word kill, true polymorph, mass polymorph

*1/day each:* Dark star, true resurrection

**Limited Magic Immunity.** Asmodeus is immune to spells of 6th level or lower, unless he wants to be affected.

**Regeneration.** Asmodeus regains 30 hit points at the start of his turn.

**Magic Weapons.** Asmodeus's weapon attacks are magical.

**Legendary Resistance (5/Day).** If Asmodeus fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Asmodeus has advantage on saving throws against magical effects.

**Soul Bartering.** Asmodeus can grant any humanoid one wish (using the spell wish) in its lifetime on the condition that the PC is bound to him after death. Asmodeus can make minor changes to the wishes if he wants. Asmodeus suffers no harmful effects from this action.

## ACTIONS

**Multiattack.** Asmodeus can use his frightful presence. He then makes five attacks with either his Slam or Ruby Rod, and then one with his Horns.

**Slam.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 53 (10d8 + 8) bludgeoning damage.

**Ruby Rod.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 51 (8d8 + 15) piercing damage.

**Ruby Rod.** *Ranged Weapon Attack:* +14 to hit, reach 150/600 ft., one target. *Hit:* 50 (9d8 + 10) fire damage or 51 (10d8 + 6) lightning damage.

**Horns.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 4d4 piercing damage. The target must succeed on a DC 20 Charisma saving throw or be poisoned. The target must roll again every day. If they fail the saving throw, they take 3d10 poison damage. If they succeed, they are no longer poisoned.

**Frightful Presence.** Each creature of Asmodeus's choice that is within 200 feet of Asmodeus and aware of him must succeed on a DC 30 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Asmodeus's Frightful Presence.

**Innate Spellcasting.** As a bonus action, Asmodeus can innately cast one spell.

**Now You See Me.** As a bonus action on his turn, Asmodeus can teleport anywhere within his line of sight or in the Nine Hells.

**Loyalty to the Lord.** As a bonus action, if Asmodeus' rod was ever knocked or taken out of his hand, he can instantly teleport it back into his palm.

**Reverie of Hell (1/Day).** As an action, Asmodeus can encase himself in a protective barrier which heals him and stops enemies from attacking him. This barrier acts as a globe of invulnerability. The Reverie of Hell lasts for three rounds, with a different effect for each one:

- In the 1st round, Asmodeus is automatically purged of any unwanted spell effects or conditions.
- In the 2nd round, Asmodeus is purged of any diseases, poisons, or physical maladies (including lost body parts).
- In the 3rd round, Asmodeus is healed to full hit points and feels as though he just rested a full day, regaining spells and class abilities accordingly.

## LEGENDARY ACTIONS

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

**Chilling Gaze.** Asmodeus targets one creature within 30 feet. The target makes a Wisdom saving throw (DC 25). On a failed save, the target takes 3d10 psychic damage, becomes frightened for 30 seconds, and gains 1 level of exhaustion. If a creature gains six levels of exhaustion, it doesn't die but is instead dominated by Asmodeus.

**Contract Established.** Asmodeus, upon touching a humanoid or a piece of a dead humanoid, calls its soul back and forms a new adult body for the soul to enter. If the target isn't willing, the spell fails. The body formed for the soul is that of a Tiefling. The soul retains all its memories and experiences but is now friendly towards Asmodeus (its memories are altered to obey Asmodeus).

**Call of the Lord (Costs 2 Actions).** Asmodeus can summon up to eight creatures (with a total challenge rating of 20 or below) that reside within the Nine Hells.

**Hell's Gate (Costs 3 Actions).** As the King of Hell, Asmodeus has absolute control over all the gates and portals that lead to Hell, as well as those within Hell. He can cause a gate or portal to open, sucking in those within 60 feet into a location in the Nine Hells of Asmodeus' choosing if they fail a Wisdom saving throw (DC 25). The gate remains open for 5 rounds (suction only during the first round). A Hell's Gate appears as a great, diabolically evil human male face with jagged, chewing teeth. Flames burst from the gaping maw as it attempts to suck in unlucky victims. The gate is two-way and remains open for five rounds (suction only during the first round).



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