

DIABOLICAL DESIGNS

Demons and Devils for 5E

5E COMPATIBLE

Dive in a Myriad of Fiendish Character Options, Magic Items, Monsters, Special Mechanics in a manual full of Demons and Devils

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ABOUT THIS BOOK

Diabolical Designs: Demons and Devils for 5E is a comprehensive manual that delves deep into the dark planes of Hell and the Abyssal Realm, bringing to life the malevolent entities that have haunted human imagination for centuries. Born from the author’s extensive studies of Dante and other classical writers, this work reflects a profound engagement with themes of demons and devils that permeate religious and cultural narratives - even for those who might not actively seek them out.

Designed for both veteran Game Masters and newcomers eager to enrich their storytelling, *Diabolical Designs* offers an expansive array of content to elevate your campaigns. Within these pages, you’ll discover new character options, devious monsters, and immersive ideas that breathe new life into the classic antagonists of fantasy lore. Each entry is meticulously crafted to reflect the nuanced distinctions between demons - chaotic evil beings of destruction - and devils - lawful evil entities of order and manipulation - addressing a gap in the 5E universe where these iconic foes deserve more prominence.

Whether your adventures lead you through the twisted layers of the Abyssal Realm or the structured hierarchies of Hell, this book provides the tools and inspiration to weave tales of temptation, corruption, and moral dilemmas. *Diabolical Designs* invites you to explore themes deeply embedded in our cultural and literary heritage, challenging players with adversaries that are as intellectually engaging as they are formidable.

Let this compendium be your gateway into the depths of darkness, where every choice tests the boundaries between good and evil, chaos and order. With *Diabolical Designs: Demons and Devils for 5E*, the timeless struggle against the forces of evil becomes the centerpiece of your most unforgettable adventures.

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The Infernal Realm: Hell

The concept of Hell is a powerful and evocative element in many cultures and mythologies, serving as a place of punishment, torment, and retribution for the wicked. In the context of 5E, Hell is often depicted as a plane of existence where souls are punished for their sins, suffering for eternity under the rule of malevolent beings. One of the most famous and influential descriptions of Hell comes from the medieval Italian poet Dante Alighieri, in his epic poem, *The Divine Comedy*.

In this manual, the creatures and environments are heavily inspired by Dante's Hell, but with devils having free reigns in Hell and without religious connotations.

Dante Alighieri and the Nine Circles of Hell

Dante Alighieri (1265–1321) was an Italian poet, writer, and philosopher, best known for his *Divine Comedy*, a three-part epic poem describing the journey of a pilgrim (Dante himself) through Hell (*Inferno*), Purgatory (*Purgatorio*), and Heaven (*Paradiso*). The *Inferno*, the first part of the poem, provides a detailed depiction of Hell, which is structured into nine concentric circles, each circle dedicated to a particular sin and its corresponding punishment. Dante's vision of Hell is filled with vivid imagery and symbolic retribution, making each circle a distinct realm of suffering that mirrors the nature of the sin committed.

Dante's Hell has had a significant impact on Western perceptions of the afterlife, influencing literature, art, and theology for centuries. In 5E, this vision of Hell is often used as a template for infernal planes, where souls are judged and punished for their misdeeds in a manner that is fitting to their earthly actions.

By incorporating the concept of Dante's Nine Circles into their campaign, Game Masters can create a richly detailed infernal setting that challenges players to confront the moral and ethical dimensions of their actions. Each circle offers a unique environment, populated by tormented souls, fearsome guardians, and the looming presence of devilish overseers, making Hell a compelling and multifaceted realm to explore.



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Demonic Traits

The following list presents a compilation of traits fitting for corrupted beings and those allied with demonic forces. These traits are intended for individuals who have undergone a transformation into a demonic entity, gaining destructive, chaotic, and necrotic powers. Any radiant damage they normally deal turns to necrotic damage, and they may lose some of their original traits while gaining these demonic ones. When you assign one or two of these traits to a creature, its Challenge Rating (CR) and difficulty in combat generally remain unchanged. However, if you grant a creature more than two traits, consider the balance of your encounters and the overall difficulty for the players. As a Game Master, it's important to weigh these enhancements to maintain a fair and engaging gameplay experience.

These traits symbolize the chaotic power and malevolent influence bestowed upon corrupted beings, transforming them into demonic entities. Whether a creature is a fallen hero or a mortal corrupted by dark forces, these traits can represent their new destructive nature and abilities. Consider increasing the damage, radius, or number of uses of these abilities if you assign these traits to powerful demons or powerful creatures.

Abyssal Resilience. The creature gains resistance to one from cold, fire, or lightning damage and immunity to poison damage and the poisoned condition.

Chaotic Rebuke. When the creature takes damage from a creature within 30 feet of it, it can use its reaction to unleash a burst of chaotic energy, dealing 11 (2d10) necrotic damage to the attacker.

Terrifying Presence. As an action, the creature can cause each creature of its choice within 30 feet of it to make a Wisdom saving throw (DC = 8 + the creature's proficiency bonus + the creature's Charisma modifier). On a failed save, the target is 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.

Corrupting Touch. The creature can use its action to make a melee spell attack using Charisma as its spellcasting ability against a creature within 5 feet. On a hit, the target takes 13 (3d8) necrotic damage and cannot regain hit points until the start of the creature's next turn.

Abyssal Step. As a bonus action, the creature can teleport up to 60 feet to an unoccupied space it can see that is in dim light or darkness.

Aura of Madness. Enemies within 10 feet of the creature have disadvantage on saving throws against being charmed or frightened.

Destructive Aura. The creature emits an aura of destruction in a 10-foot radius. Any creature that starts its turn within this aura takes 5 (1d10) necrotic damage.

Chaotic Command. The creature can cast the *confusion* spell twice per day without expending a spell slot. The spell save DC equals 8 + the creature's proficiency bonus + the creature's Charisma modifier.

Demonic Transformation. As an action, the creature can transform into a demonic form for 1 minute. While transformed, it gains a +2 bonus to AC, resistance to all damage except force and psychic, and its melee attacks deal an additional 4 (1d8) necrotic damage.

Chaotic Blast. The creature can use an action to unleash a wave of chaotic energy in a 30-foot cone. Each creature in the area must make a Dexterity saving throw (DC = 8 + the creature's proficiency bonus + the creature's Charisma modifier), taking 16 (3d10) necrotic damage on a failed save, or half as much on a successful one. The creature can use this feature a number of times equal to its proficiency bonus per long rest.

Abyssal Recovery. The creature regains 10 hit points at the start of its turn if it has at least 1 hit point. If the creature takes radiant damage, this trait doesn't function at the start of the creature's next turn.

Life Drain. When the creature reduces a target to 0 hit points with an attack, it regains hit points equal to half the damage dealt with the attack.

Shroud of Darkness. The creature can use a bonus action to become invisible until the start of its next turn. It can use this feature a number of times equal to its proficiency bonus per long rest.

Chaotic Strength. The creature has advantage on Strength (Athletics) checks and Strength saving throws.

Abyssal Knowledge. The creature has advantage on Intelligence checks to recall information about demons and their lore.

Sample file

Branded

You bear the physical and emotional scars of a harrowing ordeal: you were chosen as a sacrifice, marked for death to summon a demon or offered as tribute to devils. Whether the ritual was interrupted, you escaped, or the fiends themselves rejected you, your survival came at a great cost. The brand that marked you as an offering may still burn on your flesh, a constant reminder of your brush with fiendish forces. This experience has left you wary, resourceful, and deeply shaped by your confrontation with the darkest aspects of existence.

Skill Proficiencies: Survival, Stealth
Tool Proficiencies: Herbalism kit or forgery kit
Languages: One fiendish language of your choice (Abyssal, Infernal, or another fiendish language)
Equipment: A set of plain clothes, a relic or charm you believe helped save you, a map or notes detailing the site of your near-sacrifice, and a pouch containing 10 gp.

Feature: Survivor's Mark

The brand or mark left by the ritual grants you an instinctive awareness of fiendish presence. You can sense when a fiend is within 60 feet of you, though you do not know its exact location. Additionally, once per long rest, as an action, you can focus this awareness to know the precise location of fiends within 60 feet of you, provided they are not behind total cover.

Suggested Characteristics

The Branded carry the weight of their survival differently - some see it as a second chance, while others struggle with guilt, anger, or obsession. This ordeal has made them stronger, but it has also left its mark on their soul.

d8	Personality Trait
1	I flinch at sudden noises, always expecting danger.
2	I approach every situation with caution, planning for the worst.
3	I have a morbid curiosity about fiendish rituals and sacrifices.
4	I feel a sense of dread whenever I see fire or hear chanting.
5	I am fiercely protective of others who might be in danger.
6	I am stoic, believing I've already faced the worst life can offer.
7	I have an intense hatred for cultists and fiends.
8	I am determined to use my survival to make the world safer for others.

d6	Ideal
1	**Justice.** I survived to bring justice to those who prey on the innocent. *(Good)*
2	**Survival.** Life is a fragile thing; I will do anything to preserve it. *(Neutral)*
3	**Vengeance.** Those who tried to sacrifice me will pay for what they did. *(Chaotic)*
4	**Knowledge.** Understanding fiends is the key to fighting them. *(Neutral)*
5	**Protection.** I will ensure that no one else suffers as I have. *(Good)*
6	**Freedom.** I reject any force that seeks to control or destroy others. *(Chaotic)*

d6	Bond
1	I carry the relic that saved me as a constant reminder of my survival.
2	I owe my life to someone who intervened to stop the ritual.
3	I seek to destroy the cult or fiends who tried to sacrifice me.
4	I protect others who are marked for death or corruption.
5	I am driven to uncover the truth about why I was chosen as a sacrifice.
6	I am haunted by visions of the ritual and seek to banish them forever.

d6	Flaw
1	I am deeply paranoid, trusting no one after my ordeal.
2	I am reckless, often throwing myself into danger to prove I've overcome my fear.
3	I struggle with survivor's guilt, questioning why I lived when others did not.
4	I am obsessed with learning about fiends, even at great personal risk.
5	I am haunted by nightmares of the ritual and can become withdrawn or irritable.
6	I feel marked for death, sometimes taking unnecessary risks because of it.



Sample file

Cleric Divine Domain: Fiendish

In the depths of darkness, where devils scheme and demons rage, the Clerics of the Fiendish Domain find their calling. They worship powerful demonic or devilish deities, drawing strength from the infernal fires or chaotic abyss to spread their influence across the mortal plane. These clerics are the enforcers of their fiendish masters' will, wielding the powers of the infernal or abyssal realms to subjugate, corrupt, and dominate.

Servants of Fiendish Lords

Clerics who follow this path are devoted to fiendish gods, embracing the malevolent power that courses through their veins. These deities, whether a Demon God or the King of Hell, grant their clerics the ability to harness the destructive and manipulative forces of their respective planes. To these clerics, power is both a tool and a gift, and they wield it with ruthless precision.

Instruments of Corruption

Fiendish Domain clerics are often agents of corruption, spreading the influence of their fiendish patrons wherever they go. They may act as emissaries, tempting mortals into dark pacts, or as enforcers, crushing those who oppose their dark masters. Their presence alone can inspire fear, and their words carry the weight of their dark powers. With a mere touch, they can invoke the fires of Hell or the chaotic energies of the Abyssal Realm. Their magic reflects the nature of their fiendish patrons - whether it is the calculated malice of devils or the uncontrollable fury of demons. In the name of their dark gods, they sow chaos and domination across the realms.

Fiendish Duality

Clerics of the Fiendish Domain draw their power from one of two sources: **Hellish (Devil)** or **Abyssal (Demon)**. This choice defines their abilities and the type of fiendish energy they command. Depending on your campaign setting, Hellish and Abyssal may be treated as distinct domains, or they may represent the broader influence of related gods and fiendish powers. In such cases, clerics can serve specific gods or patrons associated with the infernal Hell or the chaotic Abyssal Realm, adapting their abilities to the nature of their chosen fiendish master. Regardless of their allegiance, these clerics are bound by the principles of their fiendish patrons and bear the mark of the infernal or abyssal realms in all they do.

Cleric: Fiendish Divine Domain

Level	Proficiency	Features	Cantrips	— Spell Slots Per Spell Level —							
1st	+2	**Dark Powers**, **Fiendish Domain**, Spellcasting	3	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity (x1), **Channel Divinity: Fiendish Presence**	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (x2), **Dark Empowerment**	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, **Fiendish Strike**	4	4	3	3	2	—	—	—	—	—
9th	+4	—	5	4	3	3	3	1	—	—	—	—
10th	+4	Divine Intervention	5	4	3	3	3	2	—	—	—	—
11th	+4	Destroy Undead (CR 2)	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	2	1	—	—
14th	+5	Destroy Undead (CR 3)	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	Destroy Undead (CR 4), **Fiendish Aurhority**	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (x3)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Intervention improvement	5	4	3	3	3	3	2	2	1	1

Sample file

Fiendish Domain

At 1st level, you must choose one of the following domains: **Hellish (Devil)** or **Abyssal (Demon)**:

- **Hellish (Devil):** Your powers draw from the organized, ruthless hierarchy of Hell.
- **Abyssal (Demon):** Your powers draw from the chaotic, destructive forces of the Abyssal Realm.

Fiendish Divine Domain Spells

The Fiendish Domain grants you spells at the cleric levels listed. These spells reflect the nature of your chosen fiendish domain. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the cleric spell list, it is nonetheless a cleric spell for you.

Fiendish Divine Domain Spells

Cleric Level	Hellish (Devil) Spells	Abyssal (Demon) Spells
1st	*command, hellish rebuke*	*abyssal blast, abyssal mark*
3rd	*hold person, scorching ray*	*abyssal burst, darkness*
5th	*fear, hellfire storm*	*abyssal howl, fear*
7th	*dominate beast, wall of fire*	*abyssal eruption, blight*
9th	*devil's mark, dominate person*	*abyssal maw, cloudkill*

Dark Powers

Also at 1st level, you gain abilities that reflect the nature of your chosen domain.

- **Hellish (Devil):** You gain resistance to fire damage, and your spells that deal fire damage are more potent. When you cast a spell that deals fire damage, you add your Wisdom modifier to the damage dealt. Additionally, when you cast a spell that deals radiant damage you can choose to deal fire damage instead.
- **Abyssal (Demon):** You gain resistance to necrotic damage, and your spells that deal necrotic damage sap vitality. When you cast a spell that deals necrotic damage, you regain hit points equal to your Wisdom modifier. Additionally, when you cast a spell that deals radiant damage you can choose to deal necrotic damage instead.

Channel Divinity: Fiendish Presence

Starting at 2nd level, you can use your Channel Divinity to exude an aura of fear and dominance. As an action, you present your holy symbol and unleash a wave of malevolent energy. Each creature of your choice within 30 feet of you must succeed on a 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. While frightened in this way, creatures have disadvantage on saving throws against being charmed.



Sample file

7th-Level Spells

Abyssal Transformation

7th-level transmutation

Casting Time: 1 action
Range: Self
Target: Self
Components: V, S, M (a drop of demon blood)
Duration: Concentration, up to 1 minute
Classes: Cleric, Sorcerer, Warlock, Wizard

You channel the chaotic power of the Abyssal Realm, transforming into a demonic form. For the duration, you gain the following benefits:

- You gain 25 temporary hit points. If any of these remain when the spell ends, they are lost.
- Your hands transform into vicious claws. You can use your action to make a melee spell attack with these claws. On a hit, the claws deal 3d8 slashing damage plus your spellcasting ability modifier, and an additional 1d8 necrotic damage. If you take the Attack action on your turn, you can make one additional melee attack with the claws as a bonus action.
- You have resistance to necrotic and fire damage.
- You have advantadge on Constitution saving throws. If you fail a Constitution saving throw, you can use your reaction to reroll it, taking the new result.
- Your AC increases by 2 if you are not wearing armor.
- Once during the duration of this spell, when you hit a creature with your claws, you can unleash a demonic roar. Each creature of your choice within 60 feet that can hear you must make a Wisdom saving throw against your spell save DC or be frightened of you until the end of their next turn.

Diabolic Pact

7th-level enchantment

Casting Time: 1 action
Range: 30 feet
Target: One willing creature other than you
Components: V, S, M (a contract written in blood)
Duration: 1 hour
Classes: Cleric, Sorcerer, Warlock

You forge a powerful pact with a willing creature, bestowing it with infernal power at a significant cost. The target gains 10 temporary hit points and a +3 bonus to attack rolls, saving throws, and ability checks for the duration. However, at the end of the duration, the target takes 12d10 psychic damage and is stunned for 1 minute. Psychic damage taken in this way cannot be resisted or reduced by any means. If the target is reduced to 0 hit points by this damage, its soul is sent to Hell, and it can only be revived by a *true resurrection*, or *wish* spell.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the duration extends to 4 hours for an 8th-level slot, and 8 hours for a 9th-level slot. Additionally, the psychic damage taken increases by 2d10 for each slot level above 7th.



Sample file

Eye of the Hellbound

Wondrous item, uncommon (requires attunement)

This strange, floating eye resembles a demonic, clawed creature with leathery wings sprouting from its sides. The crimson, slitted pupil within the eye seems to stare into your very soul, and it glows faintly in dim light.

While attuned to it, you gain darkvision out to a range of 60 feet, or an additional 30 feet if you already have darkvision, and magical darkness doesn't impede your sight. Once per day, as a bonus action, you can detect invisible creatures within 60 feet, allowing you to see them for 1 minute as if you had truesight. This ability recharges at dawn.

Mask of the Infernal Actor

Wondrous item, uncommon (requires attunement)

This red mask, adorned with devilish features, seems to change slightly depending on who is looking at it.

While wearing this mask, you gain advantage on Charisma (Deception) checks. Twice per day, you can cast *disguise self* (DC 13), allowing you to adopt any fiendish or humanoid appearance. This ability recharges at dawn.

Hellfire Candle

Wondrous item, uncommon

A black candle that burns with a deep crimson flame and gives off the faint smell of sulfur.

When lit, the candle provides dim light in a 10-foot radius. Once per day, while the candle is lit, as an action, you can focus on the flame to cast *detect magic* without expending a spell slot. The candle lasts 1 hour when lit and recharges at dawn.





Devil's Gambit Coin

Wondrous item, uncommon

A heavy gold coin etched with a fiendish face on one side and a flaming skull on the other.

Once per day, as a bonus action, you can flip this coin. On heads, your next attack roll made within one minute has advantage and deals an additional 1d4 fire damage on a hit. On tails, you take 1d4 fire damage, and your next attack roll has disadvantage. This ability recharges at dawn.

Infernal Hunter's Quiver

Wondrous item, uncommon

A quiver made from the hide of a fiend, faintly glowing with dark energy.

While holding this quiver, once per day you can imbue up to three arrows with infernal energy. These arrows deal an additional 1d4 fire damage on a hit. The effect lasts for 1 hour or until you shoot the arrows. This ability recharges at dawn.

Dagger of Ash

Weapon (dagger), uncommon (requires attunement)

This dagger is entwined with thorned, crimson vines, while flakes of ash fall from its blade with each movement.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Twice per day, when you hit a creature with this dagger, you can cause it to emit a cloud of ash in a 5-foot radius, forcing creatures other than yourself in the area to make a DC 13 Dexterity saving throw or be blinded until the end of their next turn. This ability recharges at dawn.

Sample file

Rare

Soulreaver Blade

Weapon (any sword), rare (requires attunement)

This ominous sword is forged entirely from the bones of fallen fiends, with a hilt shaped like a menacing skull and a blade made of sharpened bone. Dark energy pulses through its marrow, radiating an aura of dread that can be felt by those nearby.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this sword, it deals an extra 1d4 necrotic damage. You regain hit points equal to half the necrotic damage dealt in this way (rounded down). The absorbed life force briefly manifests as dark tendrils that flow from the blade to your wounds, knitting them together with unholy energy. Once per day, you can use an action to activate the blade's greater power, causing it to glow with dark energy for 1 minute. During this time, the necrotic damage dealt by the sword is doubled. This ability recharges at dawn.

Rod of Fire

Rod, rare (requires attunement by a spellcaster)

A rod made of dark iron, topped with a small flaming skull that whispers infernal secrets to its wielder.

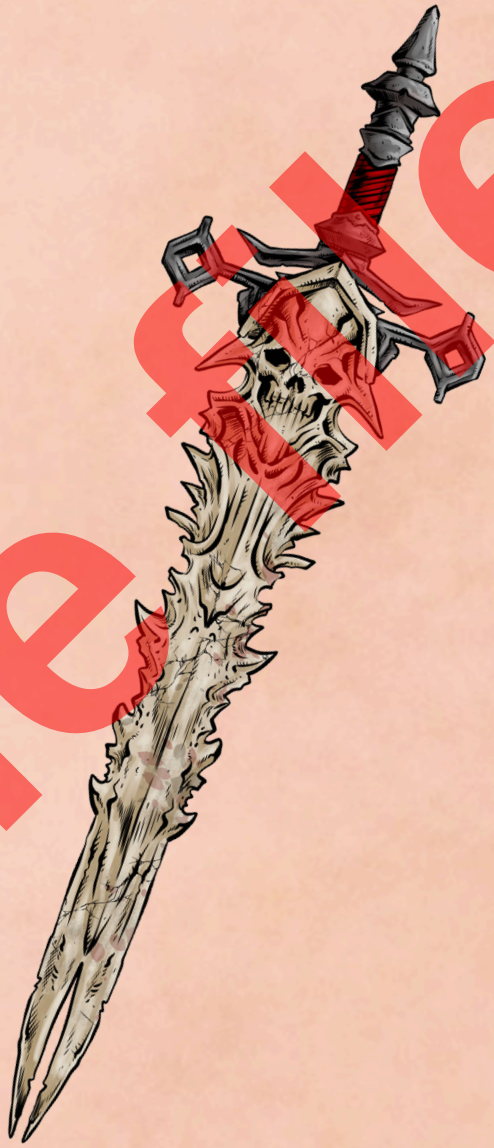
While holding this rod, you gain a +1 bonus to spell attack rolls and a +1 bonus to your spell save DC. The rod has 5 charges. You can use expend 1 or more charges to cast the following spells, using your spellcasting ability modifier and spell save DC: *hellish rebuke* (1 charge), *fireball* (2 charges), or *wall of fire* (3 charges). The rod regains 1d4 + 1 expended charges daily at dawn.

Chain of Damnation

Wondrous item, rare (requires attunement)

A chain necklace adorned with a single black iron link, representing the unbreakable bonds of the damned.

While wearing this chain, you gain advantage on saving throws against being charmed or frightened, and your are immune to being charmed or frightened by spell or effects from fiends. Additionally, twice per day, you can use an action to cast the *hold person* spell (DC 15) as a 3rd-level spell. This ability recharges at dawn.



Hellish Mantle of Resistance

Wondrous item, rare (requires attunement)

A dark red mantle lined with the scales of a hellhound, offering protection against infernal fire.

While wearing this mantle, you gain resistance to fire damage. Additionally, when you take fire damage, you can use your reaction to absorb the flames. If you do, you don't take the damage and instead gain temporary hit points equal to the fire damage that would have been dealt (after resistance is applied). Once this property is used, it can't be used again until the next dawn.

Sample file

Axe of the Infernal Ravager

Weapon (greataxe), very rare (requires attunement)

This fearsome greataxe is forged from dark metal, with sharp, jagged blades that resemble wings of flame. A menacing fiendish skull rests at the center, with glowing red eyes that seem to follow its wielder's every move. The haft is wrapped in dark leather, and the entire weapon hums with latent destructive energy. The axe is imbued with dark magic, granting its wielder immense power in battle.

While wielding the Axe of the Infernal Ravager, you gain the following benefits:

- **Infernal Strikes:** You gain a +3 bonus to attack and damage rolls made with this weapon. When you hit a creature, the axe deals an additional 2d6 fire damage.
- **Ravaging Cleave:** Once per day, as an action, you can swing the axe in a wide arc, releasing a burst of infernal energy. Each creature in a 30-foot cone in front of you must make a DC 18 Dexterity saving throw or take 5d6 fire damage and 5d6 slashing damage. On a successful save, a creature takes half as much damage. This ability recharges at dawn.
- **Fiendish Fury:** When you score a critical hit with this weapon, you can choose to unleash a devastating roar from the fiendish skull. The creature hit by the critical strike must make a DC 18 Wisdom saving throw or be frightened of you 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.



Bracers of the Fiend

Wondrous item, very rare (requires attunement)

A pair of bracers made from fiendish scales, with sharp, claw-like protrusions.

While wearing these bracers, you gain a +2 bonus to AC if you are not wearing armor. Your unarmed strikes gain a +3 bonus to attack rolls, deal 2d8 slashing damage (not including any modifiers from your ability score), and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks. Twice per day, when you hit a creature with an unarmed strike, you can choose to force the creature to make a DC 18 Constitution saving throw or be paralyzed until the end of its next turn. This ability recharge at dawn.

Horn of the Pit

Wondrous item, very rare

A large, twisted horn made from the horn of a pit fiend, etched with runes that glow a sinister red when in use.

Once per week, as an action, you can blow this horn to summon a legion of fiendish creatures. Choose one of the following effects:

- Summon 1d4 + 2 barbed devils.
- Summon 2d6 + 3 imps.
- Summon 1 erinyes.

The summoned creatures appear within 60 feet of you, obey your commands, and remain for 1 hour or until they are dismissed or slain.

Sample file

Skullrummager

Skullrummagers are small, peculiar creatures that roam the Abyssal Realm, scavenging the remains of demon battles and fiendish debris. Fascinated by the detritus of war - demon carcasses, shattered weapons, and arcane remnants - they hoard their findings in enchanted bags rumored to be bottomless, accumulating strange and dangerous items with obsessive curiosity.

Despite their size, Skullrummagers are resilient and agile, with a natural affinity for the Abyssal Realm's chaotic environment. They can teleport anywhere within the realm, allowing them to escape danger and evade capture, making them notoriously hard to pin down.

Occasionally, they may encounter adventurers coming from outside the Abyssal Realm. To a Skullrummager, anything from beyond this realm is a rare treasure, and it may eagerly trade their bizarre findings for mundane trinkets, which they consider "exotic" and highly valuable.



Sample file

Skullrummager

Small fiend, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 39 (6d6 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +5, Wis +3
Skills Investigation +4, Perception +3, Stealth +7
Damage Resistances fire, cold
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Cunning Scavenger. The Skullrummager has advantage on Intelligence (Investigation) checks made to locate valuable items or useful materials.

Endless Bag. The Skullrummager's enchanted bag or backpack is magically enhanced to store vast quantities of items without gaining weight. The bag can hold up to 10000 pounds of material, not exceeding a volume of 128 cubic feet. The Skullrummager can retrieve any item it has previously stored in the bag as an action.

Actions

Multiattack. The Skullrummager makes two attacks with its improvised weapon.

Improvised Weapon. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning, piercing, or slashing damage, depending on the improvised weapon used.

Pouch of Oddities (Recharge 5–6). The Skullrummager reaches into its enchanted bag and pulls out a random small object and hurls it at a target within 30 feet. Roll a d6 to determine the effect:

1. *Fiery Ember*: The target takes 13 (3d8) fire damage.
2. *Acidic Vial*: The target takes 13 (3d8) acid damage at the start of its next turn.
3. *Sticky Resin*: The target must succeed on a DC 13 Dexterity saving throw or be restrained until the end of its next turn.
4. *Flashbang Stone*: The target must succeed on a DC 13 Constitution saving throw or be blinded until the end of its next turn.
5. *Chilling Shard*: The target takes 13 (3d8) cold damage.
6. *Healing Herb*: The Skullrummager gains 13 (3d8) hit points.

Abyssal Teleportation (1/Day). The Skullrummager teleports to a location within the Abyssal Realm of its choice where it has been before.

Reactions

Quick Escape. When a creature the Skullrummager can see within 5 feet of it makes an attack roll against it, the Skullrummager teleports up to 30 feet away, potentially causing it to miss.


sample file

Malakaar, the Netherlord

Medium fiend (demon), chaotic evil

Armor Class 17 (20 with *mage armor*)
Hit Points 345 (30d8 + 210)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	24 (+7)	26 (+8)	22 (+6)	30 (+10)

Saving Throws Dex +15, Con +15, Wis +14, Cha +18
Skills Arcana +16, Deception +26, Insight +14, Intimidation +26,
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 16
Languages Abyssal, telepathy 120 ft.
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Abyssal Power Overflow (1/Day). Malakaar can channel raw energy from the Abyssal Realm, empowering its spells and increasing its magical prowess until the end of its next turn. During this time, its spell save DC and spell attack bonus increase by 2, and it can cast one additional spell of up to 5th level that has a casting time of 1 action as a bonus action on each of its turns.

Arcane Devourer. Malakaar can cast any spell from the sorcerer spell list, even if the spell is not prepared. When casting a spell in this way, it takes force damage equal to the spell's level (this damage cannot be reduced in any way).

Chaotic Magic. When Malakaar casts a spell that deals damage, it can choose to deal necrotic damage instead of the spell's usual damage type. Additionally, when Malakaar casts a spell that deals damage, it can roll a d6. On a 5, the spell deals an additional 17 (3d12) necrotic damage. On an 6, the spell deals an additional 26 (4d12) necrotic damage.

Chaotic Wellspring. At the start of each of Malakaar's turns, it rolls a d10. Malakaar regains a spell slot of a level equal to the number rolled or lower (up to a 9th-level slot).

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

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

Spellcasting. Malakaar is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). Malakaar has the following spells prepared:

Cantrips (at will): *abyssal grasp, abyssal spines, chill touch, thaumaturgy, vile blood*
1st level (4 slots): *abyssal blast, bane, inflict wounds, mage armor*
2nd level (3 slots): *abyssal burst, mirror image, ray of enfeeblement*
3rd level (3 slots): *abyssal howl, blight aura, fear*
4th level (3 slots): *abyssal eruption, shadow walk*
5th level (3 slots): *abyssal maw, arcane hand*
6th level (2 slots): *circle of death, harm*
7th level (2 slots): *abyssal transformation, finger of death*
8th level (1 slot): *fel explosion, power word stun*
9th level (1 slot): *abyssal maelstrom, power word kill*

Actions

Multiattack. Malakaar makes one Necrotic Touch attack and casts a spell.

Necrotic Touch. *Melee Spell Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 42 (5d12 + 10) necrotic damage.

Reactions

Abyssal Disruption. When a creature that Malakaar can see within 60 feet of it casts a spell, Malakaar attempts to disrupt the casting. The caster must make a DC 18 spellcasting ability check. On a failure, the spell is negated as per the *counterspell* spell, and the caster takes necrotic damage equal to twice the level of the spell (minimum 2).

Life Drain. When Malakaar deals necrotic damage to a creature within 60 feet of it, it can force the creature to make a DC 26 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and saving throws until the end of its next turn, and Malakaar regains hit points equal to the necrotic damage dealt. On a successful save, the creature does not suffer disadvantage, and Malakaar regains half the necrotic damage dealt.

Legendary Actions

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

Casts a Spell. Malakaar casts a spell of 3rd level or lower.
Teleport. Malakaar magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Major Spellcasting. Malakaar casts a spell of 7th level or lower.
Dark Devastation (Costs 2 Actions). Malakaar releases a wave of necrotic energy in a 50-foot radius around itself. Each creature in that area must make a DC 26 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

Sample file

Abyssal Dragon

Abyssal Dragons are dragons that have been irrevocably tainted by the chaotic, corrupting energies of the Abyssal Realm. Though they were once wise and noble creatures, their descent into the Abyss warped their minds and bodies beyond recognition. Legend tells of a dragon who, in its fervor to avenge fallen kin and recover stolen eggs, ventured into the Abyssal Realm. There, the endless slaughter and twisted energies overwhelmed its sense of self, transforming it into a creature of chaos and malice. The first of its kind, this Abyssal Dragon was consumed by the darkness, becoming a ruthless, chaotic entity, a new race of dragon forever bound to the Abyssal Realm.

Abyssal Dragons live for slaughter and relish the anarchy of combat, embodying the madness of the their new home. Their forms reflect this chaotic origin: their scales are dark, almost shadow-like, seeming to swirl and shift in patches, while jagged spines protrude along their spines and wings. These dragons often reek of decay, and their presence seems to drain life from the air around them. Their breath weapon, a torrent of necrotic energy, saps the very essence from their foes, leaving behind only withered remnants.

These dragons are rarely seen outside the Abyssal Realm, but when they appear in the material plane, they leave a trail of destruction and suffering in their wake.

Legends of the Abyssal Dragon

- **The First Descent:** According to legend, the first Abyssal Dragon was once a wise and noble being who descended into the Abyssal Realm to avenge its kin. Overcome by the chaotic energies and the thrill of slaughter, it became lost in madness, transforming into a creature of unparalleled malevolence.
- **Dragons' Bane:** It is said that the Abyssal Dragon despises other dragons, seeing them as weak and "unawakened". It actively hunts its kin, driven by an insatiable urge to dominate and consume.
- **The Curse of Madness:** Some claim that encountering an Abyssal Dragon can corrupt and twist the minds of other creatures, instilling an uncontrollable urge for chaos and slaughter in those who survive its presence.
- **Void Touch:** An ancient tale suggests that an Abyssal Dragon's scales, if touched, can drain the life force of any creature.
- **The Bone Gorge:** Tales tell of a dragon graveyard deep within the Abyssal Realm, where Abyssal Dragons drag the corpses of those they kill. The bones there are said to be infused with Abyssal energy, slowly mutating and resurrecting as twisted fiends. Adventurers who have ventured to the Bone Gorge claim that the ground itself seems alive, and some even say they've seen bones start to slither together, forming strange, draconic shapes.

Abyssal Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +2, Cha +5
Skills Intimidation +5, Perception +4, Stealth +4
Damage Resistances cold
Damage Immunities necrotic
Condition Immunities charmed, frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Aura of Slaughter. The dragon exudes an aura of bloodlust. Creatures of the dragon's choice that start their turn within 10 feet of the wyrmling must succeed on a DC 13 Wisdom saving throw or have disadvantage on attack rolls until the end of their next turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

Abyssal Breath (Recharge 5-6). The dragon exhales a wave of necrotic energy in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

Withering Touch. The dragon targets a creature within 15 feet with a wave of withering energy. The target must succeed on a DC 13 Constitution saving throw or take 12 (3d8) necrotic damage and the dragon regains hit points equal to half the damage dealt.

Sample file


sample file

Balor

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) 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, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor'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 balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

Actions

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

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



Sample file

Balor

At the pinnacle of the demonic hierarchy, just beneath the Demon Lords and Demon Gods, stand the mighty Balors. Figures of ancient and terrible evil, Balors rule as generals over demonic armies, their presence inspiring both fear and bloodlust in lesser demons. With every battle they engage in, Balors seek to seize greater power, unleashing a relentless wrath upon any who dare oppose them. Balors wield deadly weapons that reflect their destructive power: a flaming whip that ignites all it touches and a longsword that crackles with the fury of the storm.

Variant: Balor Sovereign

The Balor Sovereign stands at the pinnacle of demonic power, rivaling lesser Demon Lords in strength and commanding vast legions of the Abyssal Realm. Only the mightiest demons can challenge its rule. Larger, fiercer, and more cunning than other Balors, the Sovereign embodies chaotic fury tempered with a twisted intelligence. Its mere presence inspires terror, and the dark fires of its aura can sear the soul as well as the flesh. A Balor Sovereign's strength lies not only in its brutal combat prowess but also in its resilience and tenacity.

Balor Sovereign

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 312 (25d12 + 150)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	23 (+6)	20 (+5)	18 (+4)	23 (+6)

Saving Throws Str +15, Con +13, Wis +11, Cha +13
Skills Athletics +16, Intimidation +13
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, telepathy 120 ft.
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Death Throes. When the Balor Sovereign dies, it explodes, and each creature within 60 feet of it must make a DC 22 Dexterity saving throw, taking 77 (22d6) 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, and it destroys the Balor Sovereign's weapons.

Soulfire Aura. At the start of each of the Balor Sovereign's turns, each creature within 10 feet of it takes 10 (3d6) fire damage and 7 (2d6) necrotic damage. Flammable objects in this aura that aren't being worn or carried ignite. A creature that touches the Balor Sovereign or hits it with a melee attack while within 10 feet takes 10 (3d6) fire damage.

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

Magic Weapons. The Balor Sovereign's weapon attacks are magical.

Legendary Resistance (3/Day). If the Balor Sovereign fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The Balor Sovereign makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 9) slashing damage plus 10 (3d6) fire damage. The target must succeed on a DC 22 Strength saving throw or be pulled up to 25 feet toward the Balor Sovereign. If the target fails this saving throw by 5 or more, it is briefly ensnared in an Abyssal Rift, taking an additional 10 (3d6) necrotic damage.

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

Legendary Actions

The Balor Sovereign can take 4 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 Balor Sovereign regains spent legendary actions at the start of its turn.

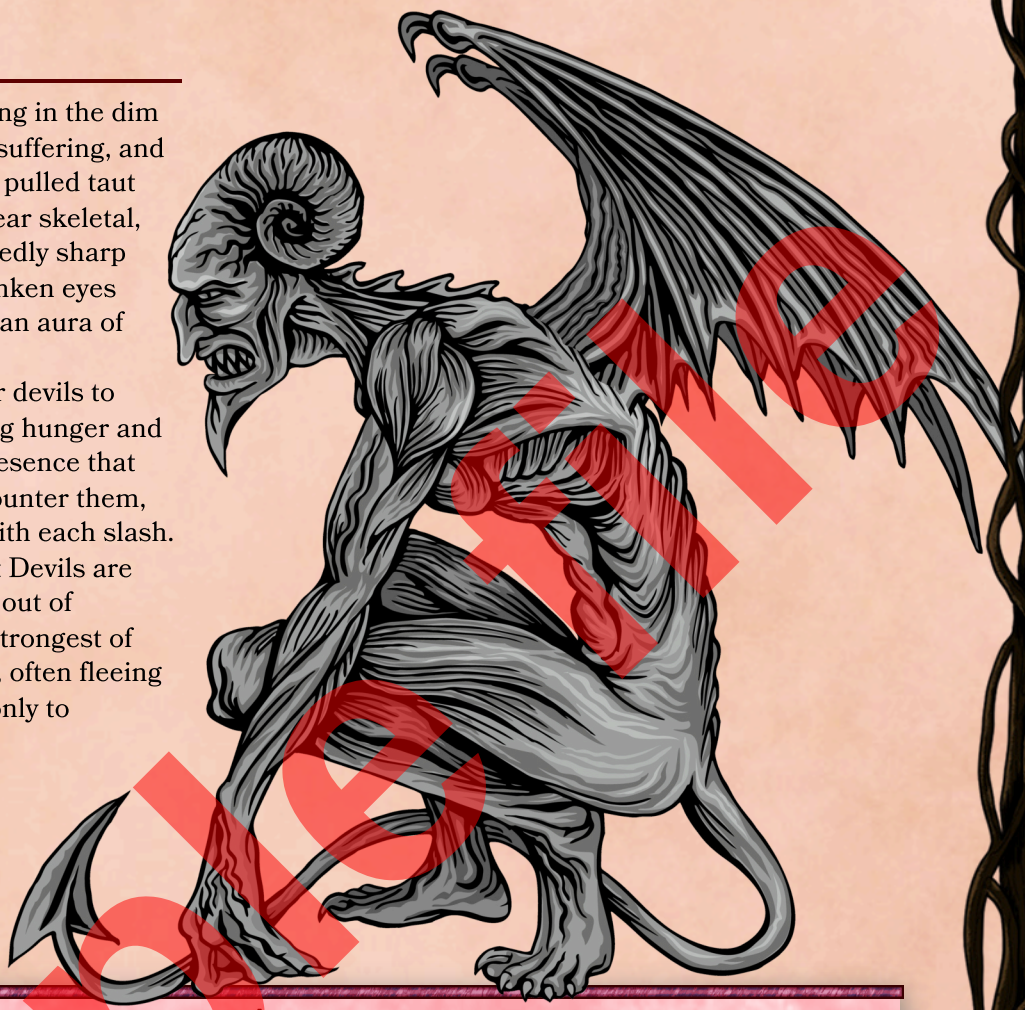
Detect. The balor makes a Wisdom (Perception) check.
Weapon Strike (2/Round). The Balor Sovereign makes a whip or longsword attack.
Abyssal Rift (1/Round) (Costs 2 Actions). The balor opens a small, temporary rift to the Abyssal Realm in a space within 90 feet of it. Each creature within 10 feet of that point must succeed on a DC 22 Dexterity saving throw or take 27 (6d8) necrotic damage and be pulled 10 feet toward the rift.
Infernal Flame (Costs 3 Actions). The balor's Soulfire Aura flares to life. Each creature within 20 feet of it must make a DC 22 Constitution saving throw, taking 31 (7d8) fire damage and 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one. Flammable objects in the area are instantly consumed by fire, turning to ash.

Sample file

Gaunt Devil

Gaunt Devils are sinister fiends lurking in the dim recesses of Hell, embodying famine, suffering, and cruelty. With stretched, leathery skin pulled taut over a bony frame, Gaunt Devils appear skeletal, their emaciated limbs ending in wickedly sharp claws. Their faces are gaunt, with sunken eyes and a wide, tooth-filled grin, exuding an aura of malice and despair.

These devils are often sent by greater devils to torment souls or mortals by spreading hunger and hardship. They have an unsettling presence that can sap the vitality of those who encounter them, and their claws can drain life force with each slash. Despite their frail appearance, Gaunt Devils are deceptively quick and can slip in and out of shadows with ease. Though not the strongest of devils, they are resilient and cunning, often fleeing into the darkness when threatened, only to reappear and strike unexpectedly.



Sample

Gaunt Devil

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., fly 20 ft.

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

Saving Throws Dex +5, Wis +4
Skills Perception +3, Stealth +5
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 13
Languages Common, Infernal
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Life Draining Claws. When the Gaunt Devil hits a creature with its claw attack, the target must succeed on a DC 12 Constitution saving throw or take an extra 4 (1d8) necrotic damage, and the Gaunt Devil regains hit points equal to the necrotic damage dealt (already included in the attack).

Actions

Multiattack. The Gaunt Devil makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus the target must succeed on a DC 12 Constitution saving throw or take an additional 4 (1d4) necrotic damage, and the Gaunt Devil regains hit points equal to the necrotic damage dealt.

Whisper of Despair (Recharge 5–6). The Gaunt Devil mutters a haunting incantation, targeting one creature it can see within 30 feet. The target must succeed on a DC 12 Wisdom saving throw or be filled with a sense of despair, giving it disadvantage on attack rolls and ability checks until the end of its next turn.

Bonus Actions

Cloak of Shadows. The Gaunt Devil shrouds itself in shadows, gaining advantage on Dexterity (Stealth) checks made to hide for 1 minute. This effect ends if the Gaunt Devil attacks, or enters a brightly lit area.

Reactions

Retreat into Shadow. When the Gaunt Devil takes damage, it moves up to half its speed without provoking opportunity attacks.



Greater Phantasmal Devil

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	14 (+2)	15 (+2)	18 (+4)

Skills Deception +7, Stealth +10
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 12
Languages Common, Infernal, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Magic Resistance. The Greater Phantasmal Devil has advantage on saving throws against spells and other magical effects.

Phantasmal Shroud. Creatures have disadvantage on attack rolls against the Greater Phantasmal Devil while it is not incapacitated. If the devil takes damage, this effect ceases to function until the start of its next turn.

Actions

Multiattack. The Greater Phantasmal Devil makes two claw attacks and one illusionary strike.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Illusionary Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage, and the target must succeed on a DC 15 Intelligence saving throw or be incapacitated until the end of its next turn.

Mass Phantasmal Illusion (Recharge 5-6). The Greater Phantasmal Devil projects a mass illusion into the minds of up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 15 Intelligence saving throw or be frightened for 1 minute. While frightened in this way, the target is also confused (as per the *confusion* spell). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Phantasmal Displacement (Recharge 6). The Greater Phantasmal Devil creates mirror images of itself as per the *mirror image* spell.

Phantom Shift. The Greater Phantasmal Devil teleports up to 30 feet to an unoccupied space it can see.

Sample file

Infernal Judge

The Infernal Judge is one of the most feared and respected devils in all of Hell. Tasked with presiding over the most significant legal matters in the infernal realm, these towering, malevolent beings are entrusted with the authority to pass final judgments on disputes, conflicts over infernal contracts, and the punishments of souls condemned to be sen to to Hell. While devils are notorious for their strict adherence to legal bindings, even in Hell there are moments when the interpretation of a contract, the extent of a punishment, or the scope of a soul's torment may become uncertain or ambiguous. In these rare and complex cases, the matter is brought before the Infernal Courts, where an Infernal Judge holds sway.

Infernal Courts are ancient and prestigious institutions located in the largest infernal cities deep within Hell. These towering buildings of law and punishment are stark, oppressive places, constructed from dark obsidian, eternally lit by the fires of Hell, and filled with the infernal bureaucracy that governs much of the devilish hierarchy. To have a matter judged in an Infernal Court is a rare occurrence, typically reserved for cases where a contract is unclear, disputes between powerful devils arise, or where the punishment of a soul needs special consideration due to unusual circumstances. Infernal trials are slow, meticulous, and unforgiving, for every word, every clause, and every precedent is examined with painstaking precision.

In the infernal realm, contracts with devils are often soul-binding, and any deviation from the agreed terms can lead to a conflict that requires arbitration. Likewise, the punishments that souls must endure are typically written in the dark laws that govern Hell, but there are times when the extent of torment, or the legal standing of a particular soul, may require higher judgment. When an Infernal Judge passes a ruling, it is considered absolute and final; defying such a ruling is tantamount to declaring yourself an enemy of Hell itself. Even powerful devils hesitate to challenge the authority of an Infernal Judge. To defy an infernal judgment means incurring the wrath of Hell as a whole, from its lowest devils to its highest Archdukes. Only the most powerful beings in the infernal hierarchy - the Archdukes of Hell or the Prince of Hell himself - have the authority to overturn or annul the ruling of an Infernal Judge, and such reversals are exceedingly rare.

Physically imposing and cloaked in robes of dark fire and brimstone, Infernal Judges are embodiments of law and retribution. Their eyes burn with the light of absolute authority, and their voices carry the power of infernal law. Lesser fiends, mortals, and even greater devils tremble before their commanding presence. An Infernal Judge's word is law, and its decisions carry the weight of all Hell behind them. They are not just judges, but executioners, enforcers of infernal law, and arbiters of fate for those unfortunate enough to be brought before them.



Sample file



Infernal Judge

Large fiend (devil), lawful evil

Armor Class 17 (+1 chainmail)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	20 (+5)	18 (+4)	22 (+6)

Saving Throws Int +9, Wis +8, Cha +10
Skills Insight +12, Intimidation +14, Perception +8, Persuasion +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 60 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Infernal Authority. The Infernal Judge radiates an aura of command and control. Any creature that starts its turn within 30 feet of the judge must succeed on a DC 18 Charisma saving throw or be compelled to immediately obey the judge's commands for that turn (exactly like a *command* spell that last until the end of the creature's current turn). Creatures immune to being charmed are unaffected. A creature that succeeds on the saving throw is immune to this effect for 24 hours.

Infernal Sight. The Infernal Judge knows when a creature within 60 feet is telling a lie. Additionally, it can see through any form of magical or nonmagical darkness.

Innate Spellcasting. The Infernal Judge's spellcasting ability is Charisma (spell save DC 18). The Infernal Judge can innately cast the following spells, requiring no material components:

At will: *infernal rebuke, mage hand, minor illusion*
3/day: *command, hellish chains, hellish rebuke, hold person*
2/day: *blightfire, infernal command*
1/day: *hellfire storm*

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

Actions

Multiattack. The Infernal Judge makes two attacks with its Infernal Gavel or two Hellfire Bolt attacks.

Infernal Gavel. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 13 (3d8) fire damage.

Hellfire Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage. On a hit, the target must succeed on a DC 18 Constitution saving throw or be pushed up to 20 feet away from the Infernal Judge.

Judgment (2/Day). The Judge chooses one creature within 30 feet. The target must make a DC 18 Wisdom saving throw. On a failure, the target becomes cursed and cannot regain hit points or receive benefits from magical healing until the curse is lifted by *remove curse* or similar magic.

Infernal Decree (Recharge 5-6). The Infernal Judge declares a binding decree. All creatures of the judge's choice within 30 feet must succeed on a DC 18 Wisdom saving throw or be stunned until the end of their next turn.

Reactions

Judicial Wrath. When the Infernal Judge is hit by a creature within 60 feet, it can use its reaction to force that creature to make a DC 18 Charisma saving throw. On a failure, the creature is 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.

Legendary Actions

The Infernal Judge can take 2 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 Infernal Judge regains spent legendary actions at the start of its turn.

Gavel. The Infernal Judge makes an attack with its gavel.
Cast a Spell (Costs 2 Actions). The Infernal Juddge casts a spell with its Innate Spellcasting.
Restraint Order (Costs 2 Actions). The Infernal Judge commands up to two creatures it can see within 60 feet to stay put. The targets must succeed on a DC 18 Wisdom saving throw or be restrained by the judge for 1 minute. A restrained creature can repeat the saving throw at the end of each of its turns.

Sample file

Sarathiel, the Ancient

Sarathiel, the enigmatic ruler of Limbo, is a figure of both reverence and dread, standing as the guardian of Hell's gateway and the arbiter of its first circle. His form, clad in ancient, blackened armor, speaks of his angelic origins, while the crimson glow of his eyes betrays the infernal corruption that has consumed him. Sarathiel is often depicted as seated upon a colossal iron throne within Limbo's eternal twilight, his greatsword resting across his knees, as if eternally judging those who enter his domain.

The Angel Who Fell

Long before the mortal realms knew of Hell's full power, Sarathiel was a celestial warden tasked with watching over its borders. His charge was not to intervene but to act as a sentinel, ensuring that Hell's influence would not seep into other planes. Over millennia, however, the whispers of the King of Hell and the pervasive aura of corruption began to gnaw at his resolve. Slowly, Sarathiel became consumed by doubt, questioning the justice and purpose of his vigil.

Eventually, the King of Hell appeared before him, offering a pact. What this pact entailed remains one of the greatest mysteries of Hell's history, but it is said that Sarathiel willingly stepped into the infernal darkness, forsaking his divine purpose and losing his celestial wings. Though his angelic power was twisted and warped, the echoes of his celestial nature remain, granting him a terrifying blend of heavenly might and infernal cunning.

The Knight of Limbo

Unlike the scheming devils that fill Hell's hierarchy, Sarathiel has no desire for intrigue or political power. He rules Limbo with an iron fist, focused entirely on his singular purpose: to draw more souls into his dominion. His actions suggest an obsessive compulsion to fulfill his pact, as though his very existence depends upon ensuring Limbo's steady flow of condemned souls.

Limbo itself is a realm of eternal uncertainty, filled with the wailing souls of the uncommitted, the lost, and the forsaken. Sarathiel's presence in this desolate plane is as constant as the mists that obscure its horizon. He patrols its expanse like a knight-errant, cutting down intruders and deserters with precision. His voice, deep and unyielding, carries the weight of judgment, and his decrees are law within Limbo.

A Mystery Wrapped in Iron

Sarathiel's power remains shrouded in mystery, as few have dared to face him and lived to tell the tale. The accounts that do exist describe him as a devastating force, wielding his greatsword with a precision and discipline that speaks of his angelic training. His presence radiates an aura of oppressive authority, instilling fear and hopelessness in those who stand before him.

Some say that Sarathiel's soul remains bound to the pact he made with the King of Hell, preventing him from ever leaving Limbo's bounds. Others suggest that he stays willingly, determined to oversee his domain to the very end of days. Whether he remains loyal to the King of Hell or merely bound by his ancient bargain is a subject of great speculation among devils and scholars alike.

The Eternal Knight

Sarathiel's disposition and demeanor are unlike any other Archdevil. He sees himself as a warden rather than a ruler, and his motives are entirely driven by his duty to Limbo. He is not driven by cruelty or ambition like his peers; instead, his actions seem almost mechanical, as if he is fulfilling an obligation that transcends his infernal nature.

Though Sarathiel rarely engages with other Archdevils, his power is universally acknowledged and respected. Those who approach him with schemes or offers are often met with silence, as he has no interest in politics or alliances. Yet, his loyalty to the King of Hell remains unshaken, a fact that frustrates many who seek to sway him to their cause.

The Eternal Question

Is Sarathiel truly damned, or does some fragment of his angelic self still linger within? This question has puzzled scholars, devils, and celestials alike for millennia. His actions, though undeniably ruthless, lack the cruelty and malice of his infernal peers, leading some to believe that his corruption is not as absolute as it seems. His relentless dedication to Limbo and the unyielding order he imposes may be attributed either to his former celestial nature or to his new devilish purpose

Some speculate that even his infernal corruption is part of a greater celestial plan, a gambit orchestrated by Heaven to maintain a foothold at Hell's very gates. They whisper that Sarathiel's fall was no accident, but a calculated sacrifice.

Sample file


sample file

Sarathiel, the Ancient

Large fiend (devil), lawful evil

Armor Class 21 (+3 plate)
Hit Points 378 (28d10 + 224)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	23 (+6)	26 (+8)	20 (+5)	27 (+8)	24 (+7)

Saving Throws Str +16, Dex +13, Con +15, Wis +15, Cha +14
Skills Athletics +16, Insight +15, Intimidation +14, Perception +15
Damage Resistances fire, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 25
Languages Celestial, Common, Infernal, telepathy 120 ft.
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Aura of Dread. Sarathiel exudes a 30-foot aura of oppressive power. Creatures of his choice within the aura at the start of their turn must succeed on a DC 22 Wisdom saving throw or be frightened for 1 minute. A creature that succeeds on this saving throw becomes immune to this effect for 24 hours.

Divine Heritage. Sarathiel has advantadge on attack rolls made against fiends. Additionally, Sarathiel can cast the *divine word* spell at will. The spell save DC is 22.

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

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

Magic Weapons. Sarathiel's weapon attacks are magical.

Master of Limbo. While in Limbo, Sarathiel regains 10 hit points at the start of his turn if he has at least 1 hit point. Additionally, he can reshape the terrain within 60 feet of him, creating difficult terrain, removing cover, or opening small gaps as a bonus action.

Necrotic Smite. Once per turn, when Sarathiel hits a creature with a melee weapon attack, he can deal an additional 36 (8d8) necrotic damage. The target must succeed on a DC 22 Constitution saving throw or have its hit point maximum reduced by an amount equal to half the necrotic damage dealt. This reduction lasts until the target finishes a long rest.

Actions

Multiattack. Sarathiel makes three melee attacks with his Greatsword of Judgment.

Greatsword of Judgment. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage plus 18 (4d8) necrotic damage. If the target is a creature, it must succeed on a DC 22 Wisdom saving throw or become restrained until the end of its next turn.

Wings of Limbo (Recharge 5–6). Sarathiel summons illusionary black wings, releasing an overwhelming wave of necrotic power. Each creature of his choice within 60 feet must make a DC 22 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much on a successful one. Creatures that fail the saving throw are also frightened until the end of their next turn.

Bonus Actions

Shackles of Order (Recharge 6). Sarathiel summons spectral chains to bind his enemies. Each creature of his choice within 60 feet must succeed on a DC 22 Strength saving throw or become restrained for 1 minute. A restrained creature can make a DC 22 Strength (Athletics) check at the end of its turns, ending the effect on itself on a success.

Legendary Actions

Sarathiel 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. Sarathiel regains spent legendary actions at the start of his turn.

Attack. Sarathiel makes one melee weapon attack.
Aura Shift. Sarathiel temporarily expands his Aura of Dread by 30 feet until the start of his next turn.
Limbo's Wrath (Costs 2 Actions). Sarathiel summons the power of Limbo to lash out at his foes. Each creature of his choice within 40 feet must make a DC 22 Dexterity saving throw, taking 36 (8d8) necrotic damage on a failed save or half as much on a successful one.
Celestial Echo (Costs 3 Actions). Sarathiel summons a spectral echo of his former angelic self, which appears in his space and fights alongside him. The echo has the same statistics as Sarathiel but has 30 hit points and does not have access to Legendary Actions, Bonus Actions, Reactions, or Actions other than its Greatsword of Judgment attack. It acts on Sarathiel's turn and can make a single melee attack using Sarathiel's attack bonus and damage statistics. If the attack hits, the echo can also use Sarathiel's Necrotic Smite trait. The echo lasts for 1 minute, until it is reduced to 0 hit points, or until Sarathiel dismisses it as a bonus action.

Sample file