

PLAYTEST CONTENT

Hello! This is Playtest Content! As such, it might change in time, this is **not a final release**.

There'll be channels to give feedback on this article and future articles soon!

DISCLAIMER: This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of its author.

This product is a work of fiction.

Hellish Adepts

Three Devil Stat Blocks



Hellish Adept of Dexterity:



HELLISH ADEPT of DEXTERITY

Large Fiend (Devil), Typically Lawful Evil

Armor Class 20 (Natural Armor)

Hit Points 161 (19d10+57)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	16 (+3)	20 (+5)	14 (+2)	12 (+1)

Saving Throws DEX +11, CON +8, INT +10, WIS +7

Skills Acrobatics +11, Perception +7, Sleight of Hand +11, Stealth +11

Damage Resistances Poison

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses darkvision 120 ft., passive Perception 17

Languages Infernal

Challenge 14 (11,500 XP)

Proficiency Bonus +5

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

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

Amorphous. The hellish adept can move through a space as narrow as 1 inch wide without squeezing.

Gaseous Form. The hellish adept 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 or creature.

ACTIONS

Multiattack. The hellish adept makes four attacks with its daggers, or uses its Discorporation ability. If the hellish adept begins its turn disorporated, it must spend its action to use its Reincorporation ability.

Dagger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Discorporation (Recharge 5-6). The hellish adept's form dissipates into a thick, one-foot-high mist that covers the floor in a 30-foot radius. Any creature of the adept's choice that begins its turn touching the mist must succeed on a DC 16 Constitution saving throw or take 17 (5d6) poison damage, or half as much damage on a successful one. While the hellish adept is disorporated, it is immune to all bludgeoning, piercing, and slashing damage, has advantage on Dexterity saving throws, and cannot make attacks of opportunity.

Reincorporation (only when under Discorporation). The mist of the discorporated hellish adept resolves into its usual form in an unoccupied space within the 30-foot radius it had previously covered. Any creature of the adept's choice that began the adept's turn touching the mist must succeed on a DC 18 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Cunning Action. The hellish adept takes the Dash, Disengage, or Hide action.

Hellish Adept of Intelligence:



HELLISH ADEPT of INTELLIGENCE

Large Fiend (Devil), Typically Lawful Evil

Armor Class 17 (Natural Armor)

Hit Points 123 (19d10+19)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	22 (+6)	20 (+5)	16 (+3)

Saving Throws CON +6, INT +11, WIS +10, CHA +8

Skills Arcana +11, History +11, Nature +11, Perception +10, Religion +11

Damage Resistances Psychic

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses darkvision 120 ft., passive Perception 20

Languages Infernal, Common, telepathy 120 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus +5

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

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

ACTIONS

Psychic Whip. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* 11 (2d8+2) psychic damage. If the target is a creature concentrating on a spell or other ability that requires concentration, it makes its Constitution saving throw at disadvantage.

Psychic Blast (Recharge 5-6). Creatures of the hellish adept's choice within 30 feet of it must succeed on a DC 19 Intelligence saving throw or take 35 (10d6) psychic damage and be stunned for one minute, or half as much damage and not be stunned on a successful one. Regardless of the result of the roll, any creature affected by the psychic blast while concentrating on a spell automatically loses concentration. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

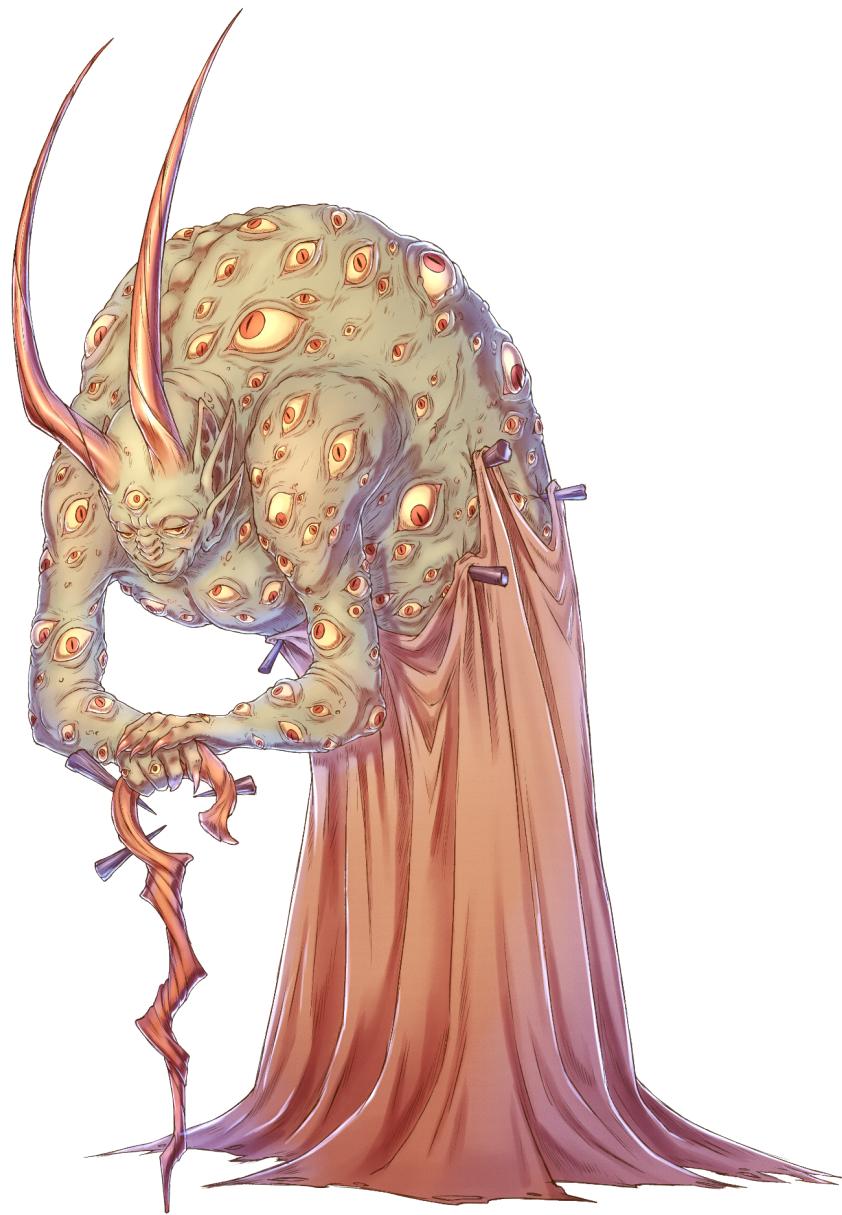
Innate Spellcasting. The hellish adept casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 19):

At will: *mage hand, levitate*

3/day each: *counterspell, mind spike, suggestion, thunderwave*

1/day each: *confusion, feebblemind, telekinesis*

Hellish Adept of Wisdom:



HELLISH ADEPT of WISDOM

Large Fiend (Devil), Typically Lawful Evil

Armor Class 16 (Natural Armor)

Hit Points 142 (19d10+38)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA					
8 (-1)	12 (+1)	14 (+2)	20 (+5)	22 (+6)	16 (+3)					
Saving Throws CON +8, INT +10, WIS +11, CHA +8										
Skills Deception +8, Insight +11, Investigation +10, Perception +11										
Damage Resistances Thunder										
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks										
Senses Truesight 120 ft., passive Perception 21										
Languages Infernal, Common										
Challenge 15 (11,500 XP)	Proficiency Bonus +5									
<p>Magic Resistance. The hellish adept has advantage on saving throws against spells and other magical effects.</p> <p>Enigmatic. The hellish adept is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks to ascertain the adept's intentions or sincerity are made with disadvantage.</p> <p>True-Hearing. The hellish adept automatically succeeds on Wisdom (Insight) checks to tell whether another creature is lying. A creature protected by a <i>mind blank</i> spell can't be perceived in this manner.</p>										
<h2>ACTIONS</h2> <p>Multiattack. The hellish adept makes two attacks with its Knowing Touch, activates one Mark effect, or casts a spell.</p> <p>Knowing Touch. <i>Melee Weapon Attack:</i> +7 to hit, range 30 ft., one target. <i>Hit:</i> 11 (2d8+2) psychic damage. On hit, the adept also brands the target with its Seeker's Mark: a symbol in the shape of an eye appears on the target's forehead. The adept can mark up to 10 creatures with this symbol at a time. The Seeker's Mark remains for one week or until the hellish adept that created it dies. A Marked creature can use its action to make a DC 19 Wisdom saving throw against the Seeker's Mark, erasing it on a success.</p> <p>Blinding Mark. Each creature within 120 feet of the hellish adept that bears a Seeker's Mark must make a DC 17 Constitution saving throw or be blinded for 1 minute or until the hellish adept chooses a different Mark effect. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.</p> <p>Fearful Mark. Each creature within 120 feet of the hellish adept that</p>										

bears a Seeker's Mark must make a DC 17 Wisdom saving throw or be frightened of the hellish adept for 1 minute, or until the hellish adept chooses a different Mark effect. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Revealing Mark. Each creature within 120 feet of the hellish adept that bears a Seeker's Mark must make a DC 17 Constitution saving throw. On a failure, the creature is outlined in a red light for 1 minute, or until the hellish adept chooses a different Mark effect. Any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature can't benefit from being invisible or tell a lie. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Searing Mark. Each creature within 120 feet of the hellish adept that bears a Seeker's Mark must make a DC 17 Wisdom saving throw or take 35 (10d6) psychic damage, or half as much damage on a successful one. Activating this effect removes the Seeker's Mark from the target.

Innate Spellcasting. The hellish adept casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 19):

At will: *detect thoughts, zone of truth*

3/day each: *blindness/deafness, dispel magic, remove curse, scrying*

1/day each: *banishment, eyebite, spirit guardians* (cast at 5th level)

License

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Pointy Hat Content, Copyright 2022, Antonio Demico.

PRODUCT IDENTITY

The following items are designated Product Identity, as defined in Section 1(e) of the Open

Gaming License Version 1.0a and are subject to the conditions set forth in Section 7 of the Open Gaming License, and are not Open Content:

All trademarks, registered trademarks, propernames, dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

OPEN GAMING CONTENT

All content from the System Reference Document 5.1 is Open Game Content as described in Section 1(d) of the License. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without permission.