

Hey MCDM Fans,

It's time to raise Hell ... again! The second round of the open beta playtest for *The Illrigger Revised* starts now.

You may remember that in April 2021, we put out *The Illrigger* on our shop and Patreon. Several weeks ago we ran the first open beta for the revised version of the 5e class and based on our surveys, more than 70% of folks preferred the new version to the old. But the class still needed some tweaks, so the product's lead designer [Sadie Lowry](#) took all your comments and went back to work at her infernal forge and has now bestowed upon us an updated playtest for *The Illrigger Revised*.

Compared to the April 2021 release, the revised version of the class still drips with fiendish flavor, but it has been rebalanced to better progress with the rest of the fifth edition classes and provides more options for customization. It also contains two new subclass options: the devilishly charming Hellspeaker and the blood-magic-wielding Sanguine Knight.

Now we need your help. Check out the playtest materials below! Once you review the playtest materials, please complete the playtest survey linked below:

<https://forms.gle/Lg36Dri3bY7WidDg9>

It may look long, but most of the questions are optional. As a heads up, we want to know what you like and dislike about the class. We don't need your complex solutions to fix the problems you find. In fact, it's better if you don't. You can simply say, "This is overpowered," or "This is too complicated to be fun," and let us figure out how to fix it. The reasons for this are threefold:

1. First, if you design your own stuff to fix our problems, it gets us into legally murky territory

if we use a similar solution. For this reason, we don't even read long-winded solutions to problems. If a suggestion is simple, for instance, "This class feature giving advantage on attacks is too powerful on top of everything else it grants," that's fine.

2. If we do ask for solutions, many folks give them without saying what the issue is. That means we have to do a lot of backwards engineering to figure out the issue so we can actually address it.

3. Proposed solutions often don't work because they include options we've already tried internally and have already ruled out for one reason or another, or they don't take into account other game mechanics that could be affected by the change. We find the results of testing are far more useful if we ask for what we want from folks, which is, "Please tell us the problems. We'll figure out the solutions."

This playtest ends on 8/14 at noon Eastern, which is also when the survey closes.

Once this version is ready for release, we'll update the files for anyone who has purchased the Illrigger on our shop and we'll also update it on the original illrigger Patreon post.

You can come chat about *The Illrigger Revised* and other MCDM products on the [MCDM Discord](#). Check the Server Guide for information about how to join the Playtest channels.

Ab Inferno,
James Introcaso
MCDM Lead Designer

CHANGELOG

Here is a list of the changes made between rounds 1 and 2 of the Illrigger Revised Open Beta playtest.

The changes to the class and subclasses are as follows.

Changes made to the **core class**:

- The Illrigger is now Charisma-based instead of Constitution-based.
- **Bravado** has been added to combat masteries.
- **Brutal** has been adjusted to have a smaller range but more Illrigger mobility.
- **Inexorable** has been clarified to each *hostile* creature.
- **Lies** has been added to combat masteries.
- **Unfettered** no longer scales.
- **Forked Tongue** grants an extra language, made Infernal always available, and made the advantage to Insight checks always available, and removed the restriction from Common.
- **Infernal Conduit** is now a saving throw instead of a spell attack, with half damage on a success.
- **Terrorizing Force** has been tweaked with damage types.
- **Infernal Majesty** has been adjusted to change how the Blood Price option works.
- **Master of Hell** has been reworked.

Changes made to various **Interdict Boons**:

- **Bedevil** scales with your proficiency bonus.
- **Styx's Apathy** no longer has a saving throw, but only triggers one effect instead of two.
- **Kasyrgan's Spite** has been slightly reworked to have a short duration but to remove the second negative effect.
- **Impaling Shot** scales with your proficiency bonus.
- **Sheol's Doom** scales with your proficiency bonus.

Changes made to the **Architect of Ruin**:

- **Spellcasting** has been replaced with **Pact Magic**.
- **Hellion** has been replaced by **Asmodeus's Blessing**.
- **Spellblade** has been replaced with **Illusion Adept**.
- **Hell Mage** has been slightly reworked.
- The spell list has been edited to have more illusion and enchantment spells and to remove more of the combat-focused spells.

Changes made to the **Hellspeaker**:

- **Incontrovertible** gives disadvantage on Wisdom saving throws as well as Charisma.
- **Silver Tongue** has been replaced with **Quid Pro Quo**.

Changes made to the **Painkiller**:

- **Grand Strategist** no longer requires reactions.

Changes made to the **Sanguine Knight**:

- **Exsanguinate** doesn't affect Constructs or Undead.
- **Domineer** has been replaced with **Vitalize**.
- **Inflaming Ward** has been replaced with **Blood for Blood**.
- **Foul Interchange** has had its duration reduced.
- **Embolden Allies** is now just a bonus action, requiring no triggering melee hit.

Changes made to the **Shadowmaster**:

- **Slippery Devil** has been replaced with **Strike from the Dark**.
- **Nimble Malediction** has been replaced with **Dark Malediction**.
- **Doomed to the Shadows** has been reworked.

Changes made to **spells**:

- The damage for **Hell's Lash** has been adjusted.
- **Hellfire** has been given a longer range.
- **Infernal Challenge**'s wording has been tweaked.
- **Maligned Weapon** is now a Wisdom saving throw.
- **Mote of Hell** has been given a slight damage boost.

The Illrigger Revised

CW: This revision contains a subclass called the Hellspeaker, which has themes of mental manipulation/mind control.

The archdevils who rule the Seven Cities of Hell scheme endlessly, plot eternally. Each seeks to bring the others to heel—to ascend to the Throne of Hell, unite the seven cities and every infernal thing that lives there, and lead an infinite army of devils across the timescape until all worlds burn.

Their elite operatives are the illriggers. Knights, assassins, mages, and terror-commandos of Hell, illriggers command the battlefield, disrupt enemy organizations, and carry out their archdevil's infernal will.

THE ORDER OF DESOLATION

Millennia ago, the Lords of Hell did something remarkable: they cooperated. Together, they created the Order of Desolation, knights sworn to serve Hell first, their patron archdevil second.

Acceptance into the Order of Desolation makes you a comrade with every other illrigger, regardless of which archdevil you serve. Each archdevil has churches, underground fanes, secret societies, and cults, all with leaders manically devoted to the archdevil who grants them their power. But the Order of Desolation is above the petty political squabbles that divide the seven cities.

Members of the Order of Desolation, also known as the Desolate, are expected to be intelligent, resourceful, tactical, manipulative. A temple or cult might conclude that the presence of an illrigger in their midst is a sign that their archdevil approves of their actions, but the illriggers are independent. The order was founded to give the Lords of Hell agents capable of acting across the timescape, free from the direct control of their patron. An illrigger has many powerful abilities granted by their archdevil, but more precious is their patron's trust. Left to their own devices, the illrigger is expected to sow discord, pain, strife, deceit, and fear without instruction or supervision.

It is not unusual, therefore, for a member of the Order of Desolation to rely on other members of the order first, even from illriggers who serve other archdevils, before going to any church, cult, or temple devoted to their own archdevil.

CREATING AN ILLRIGGER

To create an illrigger, consult the following subsections, which give you hit points, proficiencies, and starting equipment. Then look at the Illrigger table to see which features you get at each level. The descriptions of those features appear in the "Class Features" section.

QUICK BUILD

You can make an illrigger quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, depending on whether you want to

focus on melee weapons or on archery and finesse weapons. Alternatively, if you plan to choose the Architect of Ruin Diabolic Contract, choose Charisma as your highest score. Your next highest ability score should be Constitution. Then, choose a background that gives proficiency in skills such as Athletics, Deception, Intimidation, and Persuasion (such as the soldier or outlander backgrounds from the core rules).

HIT POINTS

Hit Dice: 1d10 per illrigger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per illrigger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Athletics, Deception, Insight, Intimidation, Investigation, Persuasion, and Religion

EQUIPMENT

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

- a martial weapon and a shield or two martial weapons
- chain shirt or leather armor, longbow, and 20 arrows
- a priest's pack or a dungeoneer's pack
- five javelins

Alternatively, if you want to buy equipment a la carte, you begin with 5d4 x 10 gp.

Multiclassing and the Illrigger

If your group uses the optional rule on multiclassing in the core rules, here's what you need to know if you choose illrigger as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Strength or Dexterity score of 13 to take a level in this class, or to take a level in another class if you are already an illrigger.

Proficiencies Gained. If illrigger isn't your initial class, here are the proficiencies you gain when you take your first level as an illrigger: light armor, medium armor, shields, simple weapons, and martial weapons.

Multiclassing with Warlock. If you have the Pact Magic class feature from two different classes, you combine the spell slots from both. The level of the spell slots is determined by whichever class gives you the highest-level spell slots.

THE ILLRIGGER

Level	Prof. Bonus	Features	Seals	Seal Damage	Interdict Boons	Infernal Conduit Dice
1	+2	Baleful Interdict, Forked Tongue	3	1d6	–	
2	+2	Combat Mastery, Interdict Boons	3	1d6	1	
3	+2	Diabolic Contract, Invoke Hell	4	1d6	1	
4	+2	Ability Score Improvement	4	1d6	1	
5	+3	Extra Attack	4	2d6	1	
6	+3	Infernal Conduit	4	2d6	1	3
7	+3	Additional Boons, 7th-Level Interdict Boons, Diabolic Contract Feature	5	2d6	2	4
8	+3	Ability Score Improvement	5	2d6	2	4
9	+4	Forked Tongue Improvement	5	2d6	2	5
10	+4	Blood Price	5	2d6	2	5
11	+4	Diabolic Contract Feature, Infernal Conduit Improvement, Terrorizing Force	5	3d6	2	6
12	+4	Ability Score Improvement	5	3d6	2	6
13	+5	Additional Boons, 13th-Level Interdict Boons	6	3d6	3	7
14	+5	Superior Interdict	6	3d6	3	7
15	+5	Diabolic Contract Feature	6	3d6	3	8
16	+5	Ability Score Improvement	6	3d6	3	8
17	+6	Infernal Majesty	6	3d6	3	9
18	+6	Additional Boons, 18th-Level Interdict Boons	7	3d6	4	9
19	+6	Ability Score Improvement	7	3d6	4	10
20	+6	Master of Hell	7	4d6	4	10

CLASS FEATURES

As an illrigger, you gain the following class features.

BALEFUL INTERDICT

1st-Level Illrigger Feature

You gain the ability to use the power of Hell to censure other creatures. Once on your turn, when you hit a creature within 30 feet of you with a weapon attack on your turn, you can place a magical seal on the target. Alternatively, you can use a bonus action to place a seal on a creature you can see within 30 feet of you. This seal lasts for 1 minute or until burned (see "Burning Seals" below). You can only place one seal per turn. Seals you place are only visible to you—appearing as glowing glyphs on a creature's body whenever you can see them. A creature with one or more of your seals is referred to as an *interdicted creature*.

The number of seals you can place increases as you gain illrigger levels, as indicated in the Seals column of the Illrigger table. You regain seals at the end of a short or long rest.

If an interdicted creature dies, you can use a bonus action on your turn to move seals placed on them to a new creature within 30 feet of them. If a seal remains on a dead creature for 1 minute, it disappears.

BURNING SEALS

When an interdicted creature you can see within 30 feet of you takes damage, you can burn any number of seals placed on them to deal 1d6 fire or necrotic damage (your choice) to that creature per seal burned. You deal this damage immediately after the triggering damage. Burning

a seal doesn't require an action from you, but you can't do so while incapacitated. If you have multiple illriggers in the party, one illrigger burning seals cannot trigger an opportunity for another illrigger to burn seals.

Once you reach 5th level in this class, your connection to your archdevil strengthens. Each burned seal deals an extra 1d6 damage, for a total of 2d6. The damage of each seal increases again by 1d6 when you reach 11th level (for a total of 3d6) and 20th level (for a total of 4d6) in this class.

INTERDICT SAVE

Class features you gain later can add additional effects to your Baleful Interdict and require your target to make a saving throw to resist them. The saving throw DC is calculated as follows:

$$\text{Interdict save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

FORKED TONGUE

1st-Level Illrigger Feature

You can instinctively speak and understand Infernal, as well as two other languages of your choice.

At the end of a long rest, you can draw upon your archdevil's knowledge to replace one language granted by this feature other than Infernal with another language of your choice, as long as you know that language's name. You magically forget the original language and gain the new one instead. In addition, you can only speak languages gained from this feature; you can't read or write in them. You must then finish a long rest before you can use this ability again.

Starting at 9th level, this feature grants you another language, for a total of three (other than Infernal). Furthermore, you gain advantage on Wisdom (Insight) checks made to ascertain the intentions or sincerity of creatures.

COMBAT MASTERY

2nd-Level Illrigger Feature

You choose an illrigger combat mastery.

BRAVADO

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

BRUTAL

When you hit a Large or smaller creature with an attack you make with a melee weapon you are wielding with two hands, you can move them 5 feet horizontally in a direction of your choice and can choose to move into the space they left.

INEXORABLE

You gain a +1 bonus to saving throws for each hostile creature within 5 feet of you, to a maximum of 3.

LIES

You can choose a melee weapon, such as battleaxe, greatsword, or spear. When you make an attack with that weapon, you can use your Charisma modifier for both the attack and damage rolls instead of Strength or Dexterity.

LISSOM

When you hit a creature with a melee weapon attack, you can move 5 feet without provoking opportunity attacks, provided you aren't grappled or restrained.

UNFETTERED

The range of your Baleful Interdict, including burning seals, is 60 feet.

When you get the Infernal Conduit feature at 6th level, its range is 30 feet.

In addition, when making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.

INTERDICT BOONS

2nd-Level Illrigger Feature

You can infuse your seals with magical power. You learn one interdict boon of your choice from the list below, and whenever you gain an illrigger level, you can choose a boon you know and replace it with another boon that you can learn. As you gain levels in this class, you gain additional boons; the Illrigger table shows when you learn more boons. Each new boon must be of a level you can learn. When you reach 7th level, for example, you learn one new boon of 2nd or 7th level.

Some boons allow you to expend unplaced seals to fuel a variety of abilities, while others add permanent benefits to your seals or grant you benefits against interdicted creatures.

You can activate no more than one boon per turn, regardless of how many you know. This does not apply to passive or ("always on") boons, such as the Architect of Ruin's Axiomatic Seals. These boons are marked.

Burn vs. Expend

Burning a seal is part of the main gameplay loop of this class. The illrigger places a seal with when they hit with an attack or use a bonus action, then burns the seal for additional damage (as described under "Burning Seals"). Many interdict boons activate once you burn a seal, or have you burn a seal as an action, bonus action, or reaction. When you burn a seal as part of a boon, it deals damage to the interdicted creature in addition to any effects granted by the boon.

Other interdict boons instead require that the illrigger "expend" a seal. In this case, the illrigger expends an *unplaced* seal from their pool of available seals. This may require using an action, bonus action, or reaction, but not always (such as in the case of the Hellspeaker's Charm Enemy feature, where you can expend seals to increase the number of targets).

Each interdict boon lists what kind of action is required (if any) to expend the seal. Part of the illrigger's resource management is maximizing efficiency between burned seals (and thus extra damage) and expended seals (which usually have unique effects).

2ND-LEVEL INTERDICT BOONS

You can choose any of these boons when you gain this feature at 2nd level, or whenever you gain a new boon.

Abating Seal. When a creature you can see damages you or an ally within 10 feet of you, you can expend a seal as a reaction to reduce the damage taken by the target by an amount equal to 1d6 + half of your illrigger level (rounded down).

Bedevil. When you burn seals on an interdicted creature within 30 feet of you, the creature must subtract a number equal to your proficiency bonus from the result of the next saving throw they make before the end of their next turn.

Soul Eater. Each time you burn seals from an interdicted creature within 30 feet of you, you gain temporary hit points equal to your level.

Styx's Apathy. When you burn seals from an interdicted creature within 30 feet of you, you can use your reaction to flood them with an otherworldly chill. Until the end of their next turn, the target can't take reactions.

Swift Retribution (Passive). When an interdicted creature provokes an opportunity attack from you, you can make that attack without using your reaction, provided you're not incapacitated. You can't do so again until the start of your next turn.

7TH-LEVEL INTERDICT BOONS

When you reach 7th level, the following interdict boons are added to the list of boons you can pick from whenever you gain an illrigger level.

Acheron's Chain. When you place or move a seal on a Large or smaller creature as a bonus action, you can conjure infernal chains to grasp them, forcing them to make a Strength saving throw. On a failure, you can either pull the creature 10 feet toward you or cause them to be grappled until the end of your next turn (the escape DC is equal to your interdict save DC).

Gehennom's Shroud. You can expend a seal as an action to weave a mantle of semi-solid shadows around yourself or a creature you touch. The target gains a +2 bonus to AC for 1 minute.

Conflagrant Channel. You can expend a seal as a bonus action to teleport up to 60 feet to an unoccupied space you can see.

Kasyrgan's Spite. When you use a bonus action to place or move a seal onto a creature, you can cruelly spite them. The target must make a Wisdom saving throw. On a failed save, whenever the interdicted target takes damage before the end of your next turn, they take extra damage equal to your proficiency bonus.

Naraka's Eye. As an action, you can expend one or more seals to attempt to bind your awareness with that of a creature within 60 feet of you who you can see. The target must make a Wisdom saving throw. A creature can willingly fail this save. On a failed save, you are bound to their awareness. During this time, you can use an action to see and hear through the target's senses if they are within 300 feet of you for a number of hours equal to the seals you expended, or until you use this boon on another creature. You continue to do so until you use your action to return to your normal senses. While bound to another's awareness, you are deaf and blind with regard to your own senses.

For the duration, you can place seals, burn them, and use interdict boons as if you were in the creature's space, but doing so causes the creature to become aware of this bond. An aware creature can use their action to repeat the save, ending the effects of this boon on a success.

Unleash Hell. Whenever you burn the seals of an interdicted creature to deal damage, you can use your reaction to unleash an explosion of hellish energy around them. Creatures of your choice within 5 feet of the target must succeed on a Dexterity saving throw, taking damage of the same type equal to the amount of damage dealt by the seals to the interdicted creature on a failed save, or half as much damage on a successful one.

Vengeful Strike. When you or an ally within 30 feet of you is the target of a ranged attack, you can expend a seal as a reaction to make a ranged weapon attack against the attacker.

13TH-LEVEL INTERDICT BOONS

When you reach 13th level, the following interdict boons are added to the list of boons you can pick from whenever you gain an Illrigger level.

Dis's Onslaught (Passive). Each time you use a bonus action to place or move one of your seals, you can make one weapon attack as part of the same bonus action.

Flash of Brimstone. When you place or move a seal on a creature, you can magically teleport a distance up to your

walking speed to an unoccupied space you can see within 5 feet of them.

Impaling Shot. When you hit an interdicted creature with a ranged weapon attack, you expend a seal as a bonus action to create a weak point in their defenses. Until the end of your next turn, the creature takes a penalty to AC equal to your proficiency bonus.

Iron Gaol. As an action, you can touch a creature and expend a seal to attempt to send them to Hell. The creature must succeed on a Charisma saving throw or be pulled through a rift into the gaols of your archfiend's infernal city.

If the target is native to Hell, or if their level or challenge rating is 4 or lower, they remain there and must find their own way out. Otherwise, the target remains in the gaol for 1 minute, after which they reappear in the space they left or in the nearest unoccupied space available. The target can repeat the saving throw at the end of each of their turns, ending the effect on a success.

When you expend additional seals, you can target one additional creature within 30 feet of you per seal expended.

Hellish Frenzy. Whenever you start your turn within 30 feet of an interdicted creature, you can expend a seal to be empowered by a hellish frenzy until the start of your next turn. While frenzied, your movement speed is doubled, you have +2 bonus to your AC, and you can make an extra weapon attack when you take the Attack action.

Hellsight. You can expend a seal as an action to gain truesight out to 60 feet for 1 hour.

Last Word. When you are reduced to 0 hit points and have seals remaining, the hellfire in you refuses to die. You can expend up to 3 seals you haven't placed and release an explosion around you (no action required). Roll 3d6 per seal you expended. Each creature of your choice within 30 feet of you must make a Dexterity saving throw. On a failed save, a creature takes fire damage equal to the total you rolled. On a successful save, a creature takes half as much damage. If this explosion damages at least one creature, you regain a number of hit points equal to the damage you rolled.

Sheol's Doom. When you burn one or more seals on a creature, you can use your reaction to burn it into their soul. For 1 minute, whenever the creature takes damage of the burned seal's type, they take extra damage of that type equal to your proficiency bonus.

DIABOLIC CONTRACT

3rd-Level Illrigger Feature

You sign a diabolic contract with an archdevil who welcomes you into the Order of Desolation. Choose between Architect of Ruin (Asmodeus), Hellspeaker (Moloch), Painkiller (Dispater), Sanguine Knight (Sutekh), or Shadowmaster (Belial) as your archdevil. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

INVOKE HELL

3rd-Level Illrigger Feature

Your diabolic connection allows you to channel infernal energy to empower magical effects. Each Invoke Hell

option provided by your diabolic contract explains how to use it.

When you use your Invoke Hell, you choose which option to use. You must then finish a short or long rest to use your Invoke Hell again.

Some Invoke Hell effects require saving throws. When you use such an effect, the DC equals your interdict save DC.

ABILITY SCORE IMPROVEMENT

4th-Level Illrigger Feature

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.

EXTRA ATTACK

5th-Level Illrigger Feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

INFERNAL CONDUIT

6th-Level Illrigger Feature

You can strengthen your allies at the cost of yourself—or drain your enemies of their very life force for your own gain. You have a pool of Infernal Conduit dice, which are d10s. The number of Infernal Conduit dice in your pool increase as you gain illrigger levels, as shown on the Illrigger table.

As an action, you can touch another creature and spend any number of dice from your pool. The target must make a Constitution saving throw against your interdict save DC. Roll the spent dice and choose one of the following effects:

- On a failed save, or if you targeted a willing creature, the target regains hit points equal to the total rolled, and you lose hit points equal to that total. If this damage reduces you to 0 hit points, you fall unconscious and are stabilized. On a successful save, the target regains half as many hit points, and you lose hit points equal to that total.
- On a failed save, or if you targeted a willing creature, the target takes necrotic damage equal to the total rolled, and you gain hit points equal to that total. In addition, beginning at 11th level, the target also suffers a level of exhaustion. The target recovers this exhaustion normally, and a creature can't suffer more than three levels of exhaustion from any illrigger's Infernal Conduit feature. On a successful save, the target takes half as much damage and doesn't suffer a level of exhaustion, you regain hit points equal to the damage the target took.

You regain any spent Infernal Conduit dice when you finish a long rest.

BLOOD PRICE

10th-Level Illrigger Feature

You develop the ability to strengthen your defenses at the cost of your vitality. Whenever you fail a saving throw, you can spend one of your Hit Dice, rolling it and adding the number rolled to the result of the save.

TERRORIZING FORCE

11th-Level Illrigger Feature

Your attacks are empowered with devastating might. When you gain this feature, choose a damage type: cold, fire, necrotic, or poison. When you hit with a weapon attack, you deal an extra 1d8 damage of the chosen type.

SUPERIOR INTERDICT

14th-Level Illrigger Feature

Damage from your seals ignores any damage resistances the target has. Moreover, you can use a bonus action to regain a seal if you have none remaining. Once you use this feature to regain a seal, you can't use it in this way again until you finish a long rest.

INFERNAL MAJESTY

17th-Level Illrigger Feature

Your archdevil bestows upon you the ability to temporarily don a measure of their power. As a bonus action, you channel the might of the Hells, gaining the following benefits for 10 minutes:

- You gain immunity to fire, cold, and necrotic damage.
- Wings appear on your back, granting you a flight speed of 60 feet.
- When you use your Blood Price, you can cause an enemy within 10 feet of you to take damage equal to the number rolled.
- The extra damage you deal on weapon attacks increases to 2d8.
- If you die while transformed, you can choose to have your body disappear in a burst of flame, leaving your equipment but no other remains behind. If you do, your body reforms 1d6 days later somewhere in Hell. Once your body reforms, you return to life and regain all of your hit points.

Once you transform, you must finish a long rest before you can do so again.

MASTER OF HELL

20th-Level Illrigger Feature

You can activate multiple boons on a turn, provided you don't activate more than one at a time when placing, moving, burning, or expending a seal.

DIABOLIC CONTRACTS

Those who walk the path of Hell may gain access to the powers of an illrigger purely through their own devotion. No oath is necessary, no mentor. A fledgling illrigger might not even be aware that Hell's Knights exist. But true acceptance into the Order of Desolation means swearing an oath to a specific Lord of Hell, and this usually requires a senior member of the order to perform an elaborate ritual. A dedicated illrigger, however, can attract the attention of one of the Infernal Dukes by doing deeds of great treachery on their own.

At some point on their journey, be it through ritual or deed, an illrigger will find themselves face-to-face with one of the Lords of the Seven Cities, and a Contract must be signed. The contract binds the itinerant knight to the Order and adds their names to the Lists of Hell. This contract is signed in blood—usually the knight's own.

As intimidating an experience as this can be, the Lords of Hell are easy masters. They ask little from their chosen. Breaches of tenets are overlooked, as long as the knight sows discord and opposes the Celestial Host. The Dukes of the Seven Cities are busy and do not worry too much about the daily lives of their illriggers.

Indeed, this is what the order is for. Advancing Hell's agenda, independent of the current political climate of the Seven Cities.

ARCHITECT OF RUIN

Hell's Architects are cool and calculating arcane knights who deploy spells, steel, and subterfuge to win at any cost.

Asmodeus is the Lord of Acheron, the City of Fear. His illriggers scour the timescape, collecting secrets and spells designed to deceive and terrify his opponents. The war he fights against the other Lords of Hell is one of deception and propaganda.

Acheron's illriggers work to make Hell's enemies seem outnumbered and outmaneuvered. Half their strategy involves research and infiltration, the other half illusion and propaganda. When an Architect of Ruin finally confronts an enemy, the foe sees the illrigger's forces as impossibly powerful, while their own allies betray them and their armies flee in terror.

TENETS OF RUIN

Hell's Architects swear an oath to Asmodeus when they join the Order of Desolation. The oath commits them to destroy Asmodeus's enemies by causing fear and sowing distrust.

The Battlefield of the Mind. By the time my armies meet yours, you will be filled with terror and doubt your own strength. I won't have to lift a finger to defeat you.

The Proper Secret. Once I know your secrets, I know your weakness.

Knowledge Is Power. Lore is as powerful as steel. I will learn every detail about my enemy so that, when I strike, I will know their every move. They will be checkmated before the game even begins.

Perception Is Reality. Illusion is *also* as powerful as steel.

I will spread so many rumors about my own powers, your friends will desert you, your soldiers will quake. So, what if none of it's true? And some of it is...

ASMODEUS'S BLESSING

3rd-level Architect of Ruin Feature

When Asmodeus accepts you as an Architect of Ruin, you gain access to his infernal knowledge. You gain proficiency in one of the following skills of your choice: Arcana, History, Nature, or Religion.

In addition, you can read and write the languages granted by your Forked Tongue, instead of only speaking and understanding them.

PACT MAGIC

3rd-level Architect of Ruin Feature

As an Architect of Ruin, you access a well of profane magic to cast spells.

Cantrips. You know two cantrips of your choice from the architect of ruin spell list, included at the end of this section. You learn an additional cantrip from this list at 10th level.

Spell Slots. The Architect of Ruin table shows how many spell slots you have to cast your spells of 1st level and higher. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your spells of 1st level or higher, you must expend a spell slot. You regain all expended Pact Magic spell slots when you finish a short or long rest.

For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell *bane*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. At 1st level, you know one 1st-level spell of your choice from the Architect of Ruin spell list.

The Spells Known column of the Architect of Ruin table shows when you learn more spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 7th level, for example, you learn a new spell, which can be 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from the architect of ruin spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your spells, so 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 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

Spellcasting Focus. You can use an arcane focus (see the "Adventuring Gear" section in the core rules) as a spellcasting focus for your illrigger spells.

ARCHITECT OF RUIN

Illrigger Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	2	1	1st
4th	2	2	1	1st
5th	2	3	1	1st
6th	2	3	2	1st
7th	2	4	2	2nd
8th	2	4	2	2nd
9th	2	5	2	2nd
10th	3	5	2	2nd
11th	3	6	2	2nd
12th	3	7	2	3rd
13th	3	7	2	3rd
14th	3	8	2	3rd
15th	3	9	2	3rd
16th	3	9	2	3rd
17th	3	9	2	3rd
18th	3	10	2	4th
19th	3	10	3	4th
20th	3	11	3	4th

INVOKE HELL

3rd-level Architect of Ruin Feature

You gain the following two Invoke Hell options.

Enervating Spell. As a reaction when you deal damage to a creature with a spell of 1st level or higher, you imbue the spell with weakening magic. The target has vulnerability to all of that attack's damage.

Illusion Adept. You can cast an illusion spell without verbal or somatic spell components.

HELLISH VERSATILITY

7th-level Architect of Ruin Feature

You can cast one of your cantrips in place of one of your attacks granted by your Extra Attack feature.

ASMODEUS' INTERDICTION

7th-level Architect of Ruin Feature

You learn additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, it doesn't count against the number of interdict boons you know.

Axiomatic Seals (7th Level; Passive). Asmodeus's secrets allow you to infuse your seals with manifest power. You add your Charisma modifier (minimum of 1) to your seals' damage rolls per each seal burned.

Spellbreaker (13th Level). When an interdicted creature you can see within 60 feet of you casts a spell, you can use your reaction to burn one of their seals to cast *counterspell* as a 3rd-level spell on them without expending a spell slot, instead of dealing damage. You can increase the spell's level by 1 for every additional seal you burn after the first.

Hell Mage (18th Level; Passive). When you succeed on a saving throw against a spell or magical effect that targets only you, you can immediately place a number of seals on the caster up to an amount equal to your proficiency bonus.

SUBMIT

11th-level Architect of Ruin Feature

As a reaction when you cast a spell, you can burn a seal on an interdicted creature to impose disadvantage on their saving throw against the spell.

VILE TRANSMOGRIFICATION

15th-level Architect of Ruin Feature

You uncover new ways to employ Asmodeus's magic:

Regaining Seals. As a bonus action on your turn, you can expend one spell slot and regain a number of seals equal to that slot's level.

Regaining Spell Slots. As a bonus action on your turn, you can expend any number of seals and regain a spell slot of a level equal to one third that number. For example, you can expend six seals to regain a 2nd-level spell slot.

Once you use each of these options once, you must finish a long rest before you can use this feature again.

ARCHITECT OF RUIN SPELL LIST

The following is the list of spells you consult when you learn an architect of ruin spell. The list is organized by spell level, not character level.

Most of these spells are from the core game. If the spell's name is followed by an asterisk, the spell is instead a new spell included at the end of this document.

CANTRIPS

chill touch
dancing lights
fire bolt
*hellfire**
message
minor illusion
ray of frost
thaumaturgy
vicious mockery

1ST LEVEL

bane
burning hands
charm person
color spray
command
detect magic
disguise self
*hell's lash**
hellish rebuke
shield
silent image

2ND LEVEL

arcane's magic aura
augury
blur
darkness
detect thoughts
enthrall
heat metal

hold person
invisibility
lesser restoration
mirror image
ray of enfeeblement
scorching ray
silence
suggestion

3RD LEVEL

bestow curse
dispel magic
infernal challenge*
fear
fly
major image
mote of hell*
phantom steed
remove curse
revivify
vampiric touch

4TH LEVEL

aura of desecration*
banishment
blight
compulsion
death ward
dimension door
dominate beast
greater invisibility
hallucinatory terrain
locate creature
maligned weapon*
phantasmal killer
wall of death*

HELLSPEAKER

CW: This subclass has themes of mental manipulation/mind control.

The charismatic and manipulative Hellspeakers serve Moloch as they slip about the battlefield, coercing enemies into becoming unwitting allies.

Moloch is the Lord of Styx, the City of Lies. Hell's greatest diplomats and politicians are Moloch's. His illriggers are silver-tongued enchanters, lulling enemies to sleep with sorcery and subterfuge, magic and lies, until they wake and find themselves under the command of the Order of Desolation.

The Hellspeakers train in the art known as the Red Speech or Hell's Cant. By understanding their enemy's background and motivation, through weaving subtle sorceries into normal speech, the Hellspeakers can make an enemy feel, think, or do whatever is necessary to accelerate Hell's victory.

Across the timescape the Hellspeakers enjoy a reputation as flamboyant, swashbuckling rogues. Smiling, charismatic villains. An asset in any negotiation, the Hellspeakers know that in a world of lies, the truth can be as potent a weapon as steel.

TENETS OF DECEPTION

The Hellspeakers swear an oath to Moloch when they join the Order of Desolation.

My Voice Is a Weapon. Even without my enchantments, if my enemy can hear me, they are mine.

Doubt Is Certainty. I don't have to convince my enemy, only sow doubt. That alone gives me the opening I need.

Trust Me. I tell the truth ten times before I utter a single lie. One who always lies says nothing.

Never Tell the Same Lie Twice. The more I abuse my skills, the less I can rely on them. Keep moving, switch targets, keep them guessing.

BONUS PROFICIENCIES

3rd-level Hellspeaker Feature

When you choose Moloch as your archdevil, you gain proficiency in the Persuasion or Deception skill (your choice) If you already have proficiency in the skill of your choice, your proficiency bonus is doubled for any ability check you make with the skill.

In addition, your Forked Tongue feature grants you an additional language (for a total of four at 9th level). Whenever you speak in a language gained by this feature, your devilish influence is heard subconsciously by creatures who can understand you, granting you advantage on Charisma checks directed at those creatures.

CHARM ENEMY

3rd-level Hellspeaker Feature

When you use your bonus action to place a seal on a Humanoid you can see within 30 feet of you, you can attempt to charm them. The Humanoid must make a Charisma saving throw. If they fail the saving throw, they are charmed by you for 1 hour or until you or your companions do anything harmful to them. The charmed creature regards you as a friendly acquaintance. When the charmed condition ends, the creature knows they were charmed by you.

In addition, you can burn a seal on interdicted Humanoids within 30 feet of you to target one additional Humanoid per seal burned.

You can use this feature a number of times equal to your Charisma modifier, and you gain all expended uses when you finish a long rest.

INVOKE HELL

3rd-level Hellspeaker Feature

You gain the following two Invoke Hell options.

Honey-Sweet Blades. You can use a bonus action to gain advantage on a weapon attack against a creature affected by your Charm Enemy or Silver Tongue feature. If the attack hits, it becomes a critical hit.

Turncoat. As an action, you wield your manipulative tongue against your enemies. You choose a number of enemy creatures up to your proficiency bonus within 60 feet of you who can hear you. Each target must succeed on a Charisma saving throw or use their reaction to make a weapon attack against a single target of your choice. A creature affected by this feature can't attack itself.

MOLOCH'S INTERDICTION

7th-level Hellspeaker Feature

You learn additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, it doesn't count against the number of interdict boons you know.

Red Cant (7th Level). When you make a Charisma (Persuasion, Deception, or Intimidation) check, you can expend a seal to treat a d20 roll of 9 or lower as a 10.

Slippery Ploy (13th Level). When a creature targets you with an attack or a spell, you can place a seal on them as a reaction and force the creature to make a Charisma saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Incontrovertible (18th Level; Passive). Creatures interdicted by you have disadvantage on Wisdom and Charisma saving throws.

INTRANSIGENT

11th-level Hellspeaker Feature

You and friendly creatures within 10 feet of you are immune to the charmed condition while you are conscious.

IRRESISTIBLE DEAL

11th-level Hellspeaker Feature

You can offer your allies a deal—no matter what lies between the lines. As a bonus action, you choose one creature other than yourself within 60 feet of you who can hear you.

Once within the next 10 minutes, the creature gains advantage on one attack roll or saving throw they make and can add a bonus equal to your proficiency bonus to the same roll. If they hit with the attack or succeed on the saving throw, they get temporary hit points equal to your level. If the creature misses with the attack roll or fails the saving throw, they have disadvantage on the next attack roll or saving throw they make. This disadvantage can't be canceled out with advantage in any way. A creature can strike only one deal with you at a time.

You can use this feature a number of times equal to your proficiency bonus (a minimum of once). You regain any expended uses when you finish a long rest.

QUID PRO QUO

15th-level Hellspeaker Feature

You can use your tongue to whisper to the legions of hell, ensnaring enemies and calling allies. As an action, you can attempt to banish a creature you can see within 30 feet of you. The target must succeed on a Charisma saving throw or be banished to the wastes of hell for 1 minute. The target can repeat the save at the end of each of their turns, ending the effect on themselves on a success. If the target succeeds, they have immunity to this effect for 24 hours.

Additionally on a failed save, a **horned devil** (or a **devil jurist**, if you have access to MCDM's *Flee, Mortals!*) appears in their place. This devil remains for 1 minute or until the target succeeds on the save, during which they act as an ally to you and follow your commands.

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

PAINKILLER

The heavily armored death troopers of Hell, the Painkillers serve Dispater, leading from the front of every major infernal battle.

Dispater is the Lord of Dis, the City of War. When Hell invades another world, Dispater's army does the fighting and dying. His Painkillers are master strategists who lead from the front, inspiring terror and awe in their soldiers. They are full of pride and hubris and present themselves as lordly, often having a fastidious obsession with their personal appearance.

The Painkillers are among the most chivalrous of the illriggers, but theirs is a twisted chivalry. They will accept and honor a challenge to single combat, and swiftly punish any who try to interfere. But they will cheat if losing and toy with an enemy before finishing them if winning.

In a moment of weakness or desperation, a ruler in another world might see their army facing certain defeat and call upon Dispater. Seeing the opportunity to sow strife and discord, Dispater might send a Painkiller to lead the desperate lord's armies.

DISPATER'S PRECEPTS

Dispater's heavy shock troops must be effective battlefield commanders, and quickly dispatch enemies. The Painkillers follow precepts that instruct them to lead Hell's armies and wage war against Good across the timescape.

Lead from the Front. I am at the front of every battle. I charge in, inspiring my soldiers and causing fear in my enemy.

Commander. Wherever I go, I command. I don't take orders from those who don't have the will to lead.

Victory at Any Cost. I respect the enemy leader and will treat them honorably. But once swords are drawn I will use every tool and trick in my arsenal to win, and they should do the same.

Soldiers Die. I care not for the lives of my soldiers, for they exist to serve my victory. They are resources to be spent.

BONUS PROFICIENCIES

3rd-level Painkiller Feature

When you choose Dispater as your archdevil, you gain proficiency with heavy armor.

DEVASTATOR

3rd-level Painkiller Feature

As an action, you invoke the authority of Dispater. You make a weapon attack and choose a number of willing allies up to your proficiency bonus that you can see within 30 feet of you. Each target can use a reaction to make a weapon attack or a spell attack with a cantrip that has a casting time of 1 action.

Once you use this action, you must finish a short or long rest before you can use it again.

INVOKE HELL

3rd-level Painkiller Feature

You gain the following two Invoke Hell options.

Grand Strategist. You can order a number of allies equal to your proficiency bonus within 60 feet of you who can hear you to follow your formation (no action required). Each target can immediately move up to half their speed without provoking opportunity attacks.

Punishment. Immediately after an attacker deals damage with an attack against you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes necrotic damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

DISPATER'S INTERDICTION

7th-level Painkiller Feature

You learn additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, it doesn't count against the number of interdict boons you know.

By the Throat (7th Level). When you use a bonus action to place or move a seal on a Large or smaller creature, they must make a Wisdom saving throw or be restrained until the end of their next turn.

Telekinetic Seal (13th Level). Whenever a creature moves within 5 feet of you, you can use your reaction to place a seal on them. When you do, the creature must succeed on a Wisdom saving throw or be either thrown back 15 feet or knocked prone (your choice).

Dispater's Supremacy (18th Level; Passive). Your attacks against interdicted creatures score a critical hit on a roll of 19 or 20.

YOU DIE ON MY COMMAND!

11th-level Painkiller Feature

When an ally within 30 feet of you who can hear you drops to 0 hit points without being killed outright, you can use your reaction to shout an order at them, causing them to drop to 1 hit point instead. Once you use this reaction, you can't do so again until you finish a short or long rest.

DEATHSTRIKE

15th-level Painkiller Feature

When you hit an interdicted creature with a melee weapon attack, you can use your reaction to burn one of their seals to turn the hit into a critical hit. When you do, you also double the damage dice you roll for the burned seal.

You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SANGUINE KNIGHT

The blood-knights of Hell, the Sanguine Knights serve Sutekh the Lord of Blood. Their sorceries drain their enemies' life-force pouring their vitality into infernal rituals that turn the tide of battle.

Sutekh is the Lord of Naraka, the City of Blood. Recognized as the greatest sorcerer in hell, he carries the title of High

Sanguinary and rules from the Temple of Vitality. He is a master of blood-magics, his inner circle of priests and wizards are the Bloodlich, undead spellcasters whose corporeal forms turned to ash centuries ago and whose bodies are crafted from solid blood.

His illriggers all belong to a cult known as the Chalice of Vitality. Knights of the Chalice drink deeply of their enemies essence, draining it and using it to power their magics. Other members of the Order of Desecration suspect the Sanguine Knight seek more for their Archduke than merely ascending to the Throne of Hell, they fear the Chalice secretly schemes to make Sutekh a God. This would, of course, be treason.

TENETS OF BLOOD

The Sanguine Knights swear an oath to Sutekh when they join the Order of Desolation.

Their Strength Is Their Weakness. Whichever among my enemies is strongest? They are my target. Their vitality shall feed my victory.

Sin Demands Suffering. My enemies commit heresy by opposing me, and this must be paid for. It is not enough that I defeat them, they must suffer for opposing me.

Loyalty Rewarded. My allies will come to depend on me thanks to the boons I grant them. All paid for by the blood of our enemies.

Mercy Is Power. I can be merciful, granting my allies more life, a second chance. This mercy merely shows how great my power is.

EXSANGUINATE

3rd-level Sanguine Knight Feature

You can drain enemies to embolden your allies. When you burn seals on a creature that isn't a Construct or Undead, you can grant an ally you can see within 30 feet of you temporary hit points equal to the damage dealt to the interdicted creature by the seals.

SUTEKH'S BLESSING

3rd-level Sanguine Knight Feature

When you choose Sutekh as your archdevil, you gain access to his sacrilegious command of blood and life. You gain proficiency in the Religion skill.

In addition, as an action, you can expand your awareness to life around you. Until the end of your next turn, you can sense creatures with blood within 120 feet of you without having to see them. You know the distance and direction of each creature. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

INVOKE HELL

3rd-level Sanguine Knight Feature

You gain the following two Invoke Hell options.

Embolden Allies. As a bonus action, you cause creatures of your choice within 30 feet of you (which can include you) to regain hit points. The total number of hit points equals 1d8 + your level in this class, divided among the chosen creatures however you like.

Vitalize. You can flood your allies with invigorating

vivacity. For 1 minute, each creature of your choice within 30 feet of you gains a bonus to ability checks equal to your proficiency bonus.

SUTEKH'S INTERDICTION

7th-level Sanguine Knight Feature

You learn additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, it doesn't count against the number of interdict boons you know.

Foul Interchange (7th Level). As an action, you choose a creature you can see within 30 feet of you and expend a seal to end one of the following conditions afflicting them: blinded, charmed, dazed, deafened, frightened, paralyzed, or poisoned. A creature you can see within 60 feet of you must succeed on a Constitution saving throw or suffer that same condition until the end of your next turn. If the creature is immune to the condition, they don't suffer the condition, but the condition ends for the original creature.

Sanguine Gift (13th Level). Whenever a creature you can see within 30 feet of you regains hit points, you can expend a seal and the creature regains additional hit points equal to your level.

Blood for Blood (18th Level; Passive). When an ally takes damage from an interdicted creature, the interdicted creature takes necrotic damage equal to your proficiency bonus.

BLOODSTROKE

11th-level Sanguine Knight Feature

The magic that shields your allies now also saps at their enemies' strength. When a creature hits your ally with a melee attack while they have temporary hit points from your Exsanguinate feature, the creature takes cold, fire, or necrotic damage (your choice) equal to your level.

HAEMAL EXCHANGE

15th-level Sanguine Knight Feature

You have mastered the ability to enervate enemies and endow allies. When an interdicted creature within 60 feet of you makes an attack roll or saving throw, you can burn one of their seals as a reaction to transfer power. The target must roll a d8 and subtract the number rolled from the attack roll or saving throw.

You then empower an ally within 30 feet of you; the next time that ally makes an attack roll or saving throw, they roll a d8 and add the number rolled to the attack roll or saving throw.

SHADOWMASTER

The hidden assassins of Hell, the Shadowmasters serve Belial and excel at stealth and disguise.

Belial is the Lord of Gehennom, the City of Darkness. He strives to rule Hell through poison, torture, and assassination. His illriggers strike from the shadows or using deception to earn high-ranking positions close to powerful rulers. Many Shadowmasters run networks of spies and assassins who have no idea of the infernal provenance of their master.

The Shadowmasters are sworn not to reveal themselves and to take their own lives before betraying their true allegiance. Many Shadowmasters have elaborate plans ready for their own assassination so that, should someone get close to discovering their true identity, they will be killed by their own assassins, preserving the truth. Of course, these killers have no idea who they were really working for.

TENETS OF SHADOW

The Shadowmasters swear an oath to Belial when they join the Order of Desolation. The oath commits them to serve Belial's foes as allies before revealing themselves as enemies.

Plans Within Plans. My enemies must never discover my true goals. I will sacrifice myself to protect my schemes.

Positions of Power. I know where to place myself to be most effective. I control everything from the shadows by knowing who to deceive.

Power in Patience. I will study my enemy. I will prepare, research, slowly build trust, so that my loyalty is unquestioned and any thought of betraying my lord unthinkable.

Hesitation Is Failure. I am perfectly willing and able to kill swiftly and efficiently should the need arise. I may rely on agents, but when the opportunity presents itself, I will kill without hesitation.

MARKED FOR DEATH

3rd-level Shadowmaster Feature

You are particularly skilled against foes that you mark for death. You have advantage on your first attack against an interdicted creature on your turn.

STRIKE FROM THE DARK

3rd-level Shadowmaster Feature

You know how to critically strike when it matters. Once per turn, when you hit an interdicted creature with a melee weapon attack and you have advantage on the attack, you deal additional damage equal to a number of d4s equal to your proficiency bonus. The damage increases by 1d4 if the target is in dim light or darkness.

INVOKE HELL

3rd-level Shadowmaster Feature

You gain the following two Invoke Hell options.

Master of Disguise. As an action, you can cast *disguise self*. When you cast the spell in this way, a creature uses your interdict save DC when attempting to discern that you are disguised.

You Can't Escape. As a bonus action, you can send seeping shadows at your targets to prevent their escape. A creature of your choice that you can see within 30 feet of you must make a Charisma saving throw. On a failed save, a creature's speed is halved, and they can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

BELIAL'S INTERDICTION

7th-level Shadowmaster Feature

You learn additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, it doesn't count against the number of interdict boons you know.

Veil of Lies (7th Level). As a bonus action, you can expend a seal to become invisible for 10 minutes, or until you attack, cast a spell, or manifest a power.

Hell's Assassin (13th Level; Passive). Whenever you roll a 1 or 2 on a die to determine the damage of your seals, you can reroll the die and must use the new roll.

Dark Malediction (18th Level; Passive). A creature interdicted by you radiates darkness in a 10-foot radius until the end of your next turn. Mundane sources of light can't illuminate this darkness, but creatures with darkvision can see through it. If any of this darkness overlaps with an area of light created by magic or psionics, the overlapping area of darkness is illuminated by the light.

UMBRAL KILLER

11th-level Shadowmaster Feature

Shadows are a companion to you, aiding you in your exploits. You gain the following benefits:

- When you are in dim light or darkness, you gain darkvision out to 60 feet. If you already have darkvision, its range increases by 60 feet in dim light or darkness.
- Your movement speed increases by 10 feet.
- You have advantage on Dexterity (Stealth) checks made to hide.
- You gain Evasion, which means that whenever you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and half damage if you fail.

DOOMED TO THE SHADOWS

15th-level Shadowmaster Feature

You have perfected your assassin's strike. The additional damage from your Strike from the Dark feature increases to a number of d8s equal to your proficiency bonus, and you deal an extra 2d8 damage if the target is in dim light or darkness.

In addition, when you deal damage using your Strike from the Dark feature, you can use your reaction to burn one of the seals on the creature, causing them to be blinded for 1 minute instead of dealing the seal's damage.

NEW SPELLS

The following spells are new and available to the Architects of Ruin.

AURA OF DESECRATION

4th-Level Abjuration

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V

Duration: Concentration, up to 10 minutes

Life-defiling energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Whenever creatures of your choice enter the area for the first time on a turn or start their turn there, they must make a Constitution saving throw. On a failure, a creature takes 4d6 necrotic damage and can't regain hit points until the start of their next turn. On a success, a creature takes half as much damage and suffers no other effect.

HELL'S LASH

1st-Level Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (the forked tongue of a serpent)
Duration: Concentration, up to 1 minute

You produce a whip of crimson energy that lashes out at a creature within range, creating a conduit between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 4d4 fire damage, and on each of your turns for the duration you can use your action to deal 4d4 fire damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if they have total cover from you.

If the target is an interdicted creature, and they try to move out of the range of this spell, you can use your reaction to burn one of the seals on the creature, forcing them to make a Charisma saving throw instead of dealing damage. On a failure, the creature can't leave the spell's range until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 2d4 for each slot level above 1st.

HELLFIRE

Evocation cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create an eruption of smoldering hellfire around a creature you can see within range. The target must succeed on a Charisma saving throw or take 1d4 fire and 1d4 necrotic damage.

At Higher Levels. Both of the spell's damage types increase by 1d4 when you reach 5th level (2d4 each), 11th level (3d4 each), and 17th level (4d4 each).

INFERNAL CHALLENGE

3rd-Level Enchantment

Casting Time: 1 bonus action
Range: 30 feet
Components: V
Duration: Up to 1 minute

You offer a creature a challenge they might not be able to resist. If you have no allies within 5 feet of you, choose one creature within range who can see and hear you. They

must make a Charisma saving throw. On a failed save, the creature answers your challenge and must fight you. For the duration, you gain a +2 bonus to AC, the target has disadvantage on attack rolls against creatures other than you, and if the target tries to move away from you, they must succeed on a Charisma saving throw or their speed becomes 0 until the start of their next turn. If they succeed on this saving throw, this spell doesn't restrict the target's movement for that turn.

This spell ends if you end your turn more than 30 feet away from the target.

MALIGNED WEAPON

4th-Level Evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You imbue a weapon you touch with an infernal blessing. Until the spell ends, the weapon extinguishes any mundane sources of light in a 30-foot radius. In addition, weapon attacks made with it deal an extra 2d6 necrotic damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration.

As a bonus action on your turn while holding this weapon, you can dismiss the spell and cause the weapon to emit a burst of dark energy. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature takes 4d6 necrotic damage and is frightened for 1 minute. On a successful save, a creature takes half as much damage and isn't frightened. At the end of each of their turns, a frightened creature can make a Constitution saving throw, ending the effect on themselves on a success.

MOTE OF HELL

3rd-Level Conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of sulfur)

Duration: Concentration, up to 1 minute

You manifest a pocket of Hell. A 15-foot-radius sphere of darkness, brimstone, and blasting heat arrives, centered on a point within range and lasting for the duration of the spell. The cloud of hellfire echoes with the cries of damned souls that can be heard by anyone within 30 feet of the cloud. No light, even magical light, can illuminate the area, and any creatures fully within the area are blinded.

The cloud warps the timescape and the area is difficult terrain. Any creature that starts their turn in the area takes 3d6 fire damage. Any creature that ends their turn in the area must succeed on a Wisdom saving throw or take 3d6 psychic damage as the voices of the damned crowd their mind.

WALL OF DEATH

4th-Level Necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a chip of onyx)

Duration: Concentration, up to 1 minute

You create a wall of necrotic energy on a surface within range. You can make a wall up to 60 feet long, 20 feet high, and 1 foot thick, or can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature in its area must make a Constitution saving throw. A creature takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 4d8 necrotic damage to each creature that ends their turn within 10 feet of that side or inside the wall. A creature takes the same damage when they enter the wall for the first time on a turn or ends their turn there. The other side of the wall deals no damage.

While the wall remains, whenever a creature takes damage from it, you can use your reaction to gain temporary hit points equal to the amount of damage dealt.