



Bilos

"They are not like us, child. The blackest human heart would be virtuous in their courts."
– Archmage Bilos



FIENDISH HORRORS

Ravenous, chaotic, evil that answers only the call of slaughter and ruin. Dripping with ichor, bristling spines, and claws—they glut themselves on pain.

NALFESHNEE LVL 19, LARGE

290 **12 TELE**

- **Spellthief.** Cast a spell you saw cast this round. OR:
- **Ichorbolt.** (Range 6) d6 to creatures in a 3x3 area.

A grotesque swine-fiend, bloated with dark magic.

Cast copies of weaker spells, stay near melee heroes.

Use your mobility to stay far away from heroes.

GLABREZU LVL 14, LARGE

H **110**

- Doomclaw (2x).** (Reach 2) 3d6+10. On damage: Grappled (escape DC 17). If the same creature is Grappled by both of the glabrezu's claws, it must escape from each of them separately. OR:
Tear Asunder. (A creature Grappled by both claws) 50 unpreventable damage. If the target is at 0 HP: DC 17 STR save or be torn in two, dying instantly.

A mighty fiend with terrible pincers and heavy carapace.

Target two different heroes with Doomclaw.

Target a single weak/slow hero with both Doomclaws.

HEZRou LVL 13, LARGE

M **150**

- Bite (2x).** 2d6+6. Highest die is Primary. On Crit:

Consumed. At the end of each of your turns suffer 2d6+6 damage (ignoring armor) and 1 Wound. Your attacks have advantage and ignore armor (teleport or escape DC 15).

A nightmarish toad-fiend, large enough to swallow a horse whole.

Move twice instead of one of your attacks. Target high-STR/DEX classes to be consumed.

Target classes that buff their allies (e.g., Commander, Songweaver) to limit their special abilities.

VROCK LVL 11, LARGE

130

- Horrid Screech.** (Reach 6) 20 psychic damage (ignoring armor), enemies are also Dazed on a failed DC 15 STR save. (Reach 18) 10 damage instead and advantage on the save.

A foul, carrion bird, often kept by fiends as a living alarm system.

Keep it near strong melee heroes (Berserker, Commander, Oathsworn) so the save is much easier to overcome.

Keep it in the air out of melee reach, target weaker heroes (Mage, Songweaver, Stormshifter).

INCUBUS/SUCCUBUS LVL 8

90

Infernal Allure. At the beginning of each round, Allure 1 hero on a failed DC 15 Will save (you spend one of their actions this round). They gain advantage on the save for each time they fail this encounter.

- Brimstone Whip.** (Reach 3) 2d6+6 damage.

Cruel tempters who use their allure to sow chaos and inflict pain.

Target strong-willed heroes (Shepherd & Songweaver)

Target weak-willed heroes (The Cheat & Shadowmancer)

HOOKSPAWN LVL 6, LARGE

68

- Rend (2x).** 1d6+6. On damage: Lacerated.

Lacerated. Suffer 1 damage for each space you move (or are moved). Healing or a DC 15 Examination check ends.

Its enormous scythe-like hooks prevent prey from fleeing.

Target Ranged heroes who have little need to move.

Lacerate as many heroes as possible. Combine with Glabrezu, Hezrou, or Incubus/Succubus to force movement.

SPINY FIEND LVL 4

49

- Spines.** Melee attackers take 3 damage.

- Claws (2x).** 1d6+6. OR:

- Shoot Spine.** (Range 12) 1d6+6.

Covered in wickedly sharp spines, both a defence and cruel offense.

IMP LVL 2, SMALL

34

Cowardly. Advantage on attacks when an ally is adjacent, Disadvantage otherwise.

- Sting.** 1d6+6.

Cowardly opportunists, they strike whenever attention falters.

STENCHLING LVL 1/2, SMALL

18

- Bite.** 2d6.

Putrid Cloud. On Death: 2d6 poison damage to enemies within Reach 2.

Scavengers whose foul stench make them a menace to all.



FIENDISH TYRANTS

EXECUTOR LVL 18, LARGE

270

Torment. (Reach 8) Select up to 3 enemies, each must SECRETLY choose:

- **Courage.** Suffer 2d20 damage.
- **Cowardice.** Take no damage; If ALL choose Cowardice, Suffer 2d20 damage and 1 Wound.

Direct envoys to Vorgrath, these towering, supreme judges wield dominion over the minds of those that dare stand against them.

Allow the heroes to creatively coordinate their choices in secret (e.g., telepathy or stealth check).

If the Executor notices coordination, heroes may forfeit their choice and you choose for them this round instead.

OVERLORD LVL 15, LARGE

200

Cruel Dealer. Whenever an enemy rejects an Offering, they take 10 psychic damage.

- **Rise, My Minions!** (Reach 8) Summon 3 fiendish minions (size:d8). Then:
- **We Offer You Clarity!** Each fiendish minion Offers to Taunt an enemy.

Eyeless, robed lawmakers that tip the scales ever in their own favor. They enforce deals through malevolent cunning.

Have all minions Offer to Taunt a single nearby enemy who can easily dispatch them with an AoE.

Have each minion Offer to Taunt a different enemy, continue to target any Hero who rejects. Extra challenging when combined with the Lumbrax, Pactmonger, or Hierarch.

HIERARCH LVL 13, LARGE

170

Tip the Scales. Enemies roll Disadvantage, with +1 Disadvantage. Allies roll Advantage with +1 Advantage.

I Offer You ABSOLUTION! (Reach 8) Permit 1 hero to kneel (considered Prone). Otherwise punish them for 2d20+10 damage.

High-Judges of Fiendlaw who tip the scales ever in their own favor.

Act last amongst monsters or Offer Absolution to those not at risk of being attacked.

Act first and Offer Absolution to those at greatest risk of being attacked.

LASHFIEND LVL 10, LARGE

130

I Offer You REVENGE! When attacked by an Lashfiend, the target may choose to make a DC 15 STR save.

Punish. (Reach 8) 2d20+10 damage. If the Offer was accepted, roll 1 additional d20. On save, the hero chooses one of the dice rolled for the Lashfiend to suffer, the hero takes the remaining damage.

Vengeful fiends with spiny, whip-like tails who revel in revenge.

Target strong heroes (Berserker, Commander, Oathsworn)

Target weak heroes (Mage, Songweaver, Stormshifer)

JUSTICIAH LVL 6, LARGE

70

Infernal Edict. When damaged by the Justicar, enemies MUST accept the next Offer they receive. Enemies suffer 5 damage whenever they act while it is not their turn.

Cruel Judgment. (Reach 6) 1d20+5.

Large judges of Fiendlaw with enormous, gaping maws. They bellow judgements toward foes, forcing them into terrible deals.

Limit the need to Interpose by spreading damage out and attacking more well-armored heroes.

Focus-fire weak heroes, force their allies to Interpose. Tempt them into making Opportunity Attacks against weak enemies. Use Cruel Judgment to set up devastating Offerings for the Hierarch, Lashfiend, or Pactmonger.

LUMBRAX LVL 4, LARGE

50

I Offer You REPRIEVE! If accepted, summon 3 minions (size:d8). If rejected Brutalize:

• **Brutalize.** 2d20 damage.

Hulking, powerful, but lazy. Prefer to have their underlings do most physical labor for them.

Swarm your minions around Heroes who can easily deal AoE damage. The minions are lazy and attack next round.

Threaten weakened heroes with BIG damage (feel free to let them know you'll be rolling d20s!) so you can summon LOTS of minions (who attack right away). Works great with the Grumbulus.

PACTMONGER LVL 3

40

- **I Offer You POWER!** (Reach 8) Offer a hero an additional Action. Then:
- **Reckoning.** (Reach 8) 2d8+4; or twice as much if the target has accepted an Offer this round.

Cruel predators who seek out and feed upon the weak-willed and power-hungry.

Choose strong heroes, ones that can easily be protected, or ones that have already accepted an offer.

Act last amongst monsters. Choose heroes with very low HP, they'll lose the action anyway when they drop to 0!

GRUMBULUS LVL 2, SMALL
Gnash. 2d8+4.

32

I Offer You SECRETS! (1 use) When an attacker would kill you: offer control of a random Fiend on their next turn. If accepted, you can't be harmed this round.

Blackmailing, little secret-hoarders. They leverage this illicit information to hold sway over other fiends.

Make your Offer more often (e.g., when you take damage), or select a powerful Fiend instead of choosing randomly.

Use these with other powerful Fiends to really tempt Heroes into taking the offer—or with ones that summon weak minions like the Lumbrax to increase the chances of the heroes getting a bad deal!

QUASIT LVL 1, TINY

20

Mobile. Move 3 spaces away after attacking.

Slash. 1d8+4.

I Offer You RICHES! (1 use) When an attacker would kill you: offer LVL gp. If accepted, you can't be harmed this round.

Diminutive, horned fellows with exquisitely tailored suits.

When damaged, it can make its Offer, if accepted it can flee combat in a puff of sulfuric smoke.

Tempt multiple heroes with smaller weapons to make Opportunity Attacks by moving past them or moving away after attacking. It can OFFER more riches, but they only carry enough gp to fulfil the offer once—"I'll owe you! hehehehe..."

RUNNING TYRANTS

Fiendish Tyrants offer cruel choices to the heroes—sometimes they'll want to take the offer, other times they may be forced to take them, or punished for rejecting it. Tyrants often work alongside other creatures (usually mortals who have entered bargains with them), either as mooks to soak up damage for them or a single champion to protect them.

Fiendishly Crafty. A crafty fiend reveals only the benefits of the Offer and NOT the drawbacks—though if a hero insists, you may reveal all the terms.

TPK ALTERNATIVES

You are taken hostage by the Fiends, and your essence harvested from your lifeless bodies with the following potential outcomes:

- **Freaky Game Day.** You break free from your infernal shackles and will have to pilot random monsters to find a way back to your bodies.
- **No Body to Go With.** Your now-undead bodies have arisen to save yourselves!





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VORGRATH, THE INSATIABLE

Lore & tactics, coming soon!

Level 14 Solo Progenitor of Fiends

Vorgrath, the Insatiable

After each hero's turn perform 1 action (recommended: in order).

- **Bow Before Me!** Each hero rolls 3d20. Allow each to bow (become Prone) or take that much damage.
- **Serve Me!** (Prone target) Spend 3 actions for them (they regain any spent actions).
- **Suffer!** Fly 8 then Ichorbolt. (Range 8) d66 damage to creatures in a 3x3 area.



375

ALL+

BLOODY: BLEED WITH ME! At **187 HP**, Vorgrath inflicts Lacerated on all heroes.

Lacerated. Suffer 1 damage for each space you move (or are moved). Healing or a DC 15 Examination check ends.

LAST STAND: Your Pain Will Be Unending! Vorgrath is dying! **140** more damage and more damage and he dies! Until then he can force a hero within Reach 8 to Interpose for him (1 time use).