

THE MILLRIGGER



MCDM

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INTRODUCTION

HEY, EVERYBODY! James Introcaso here—just kidding, it's Sadie Lowry.

Many in the MCDM community know my reputation for writing celestial-themed projects. I wrote six *ARCADIA* articles! There are memes about it! You can imagine my amusement when James scheduled a Discord call with me and broke the news: He wanted me to be the project lead for the infernal, Hell-centered revised illrigger. We had a good chuckle about that.

But I was thrilled to be involved in revising the illrigger! Our goals were twofold. First, we would bring the illrigger further in line with other fifth edition classes, following groundwork laid by the incredible Mario Ortégón. Second, we would expand the class, adding two new subclasses (the Hellspeaker and the Sanguine Knight), retainers, and magic items.

I *love* working on extraplanar material—celestial or otherwise. When players are drawn to other planes, they're looking for something larger than life. They wander fey realms, looking for stories where fairy tales are true, promises can't be broken, and mischief and whimsy are as dangerous as violence and war. They walk the halls of the gods searching for a calling, the magic to purge evil and darkness, and a connection to a higher power.

In MCDM's timescape, Hell is a place to rise to power. Illriggers navigate politics and war-mongering, infiltrate or obliterate flimsy mortal hierarchies, and crush Goodness and Light under

a gold-trimmed heel. Illriggers can be chaotic or logical, evil or pragmatic, warmongering or cunning, but they share a remarkable position in the power struggles of the Seven Cities. Their archdevils grant them terrible abilities and trust that few others are given.

When players turn to the illrigger, they're typically trying to fulfill a fantasy about that power—to lead armies, assassinate foes, manipulate politicians, or command blood as they gain prominence and infamy. Our team let that archetype—the desire to gain and wield power—guide us during the development process. The artists vividly captured scenes and brought them to life. The playtesters helped us ensure the fantasy *feels* right. Laura Hirsbrunner worked magic on the words to communicate that fantasy. And everything is under the strong vision of Matt Colville and James Introcaso, experts both in making a world feel truly epic and fantastical.

But we can only bring the story partway. The rest of an illrigger's tale happens at the table as the GM weaves nefarious plots around their party members and builds on that fantasy.

I feel very lucky to be even a small part of those stories I love so much—stories where you make a promise you can never break, channel divine power through your very being, or rise as a threatening power player of Hell.

I hope the stories you tell are nefarious, diabolical, and larger than life.

Yours in vileness (for once),
Sadie Lowry
The Illrigger Revised Lead Designer



AFTER A SHORT BATTLE, *seven heroes from seven worlds wait impatiently in the library at the top of the Tower of Enchantment.*

Magnus, human native of Orden, the Mundane World. Priest.

ERN-F8, memonek native of Axiom, the Plane of Uttermost Law. Paladin.

Uluoria, protean native of Primordius, the Sea of Eternal Change. Ranger.

Soranis, and his temporal duplicate, True Elf native of Arcadia. Wizard.

Zazamanc, fire dwarf native of Alloy, the City at the Center of the Timescape. Fighter.

Nuulus-Larr, dark elf native of the World Below, the Dark Under All. Thief.

Lady Dazran, human native of the Seven Cities of Hell. Illrigger.

There wasn't much left to do, except finishing it. Except everything. Lady Dazran paced while the dark elf Larr fidgeted with a dagger and one Soranis flipped through the *chronos codex* while the other frowned and watched.

"I'm going to pull the spear out," Magnus said to ERN-F8. The memonek knight nodded and braced herself.

Magnus's muscles tensed; his sinews went taut as he wrenched the sorcerous spear from Lady Fate's side. The living machine grunted and gritted her teeth.

The spear came free and Magnus held it as he watched the knight press her hand into her wounded side and grimace.

"I guess it hurts," the priest said.

"I am not an Inexorable," the humanoid-knight made of glass and ceramics and embossed brass said. "I feel pain. And fear."

"Almost human." Magnus smiled.

"Are all healers in your world so insulting?"

Lady Dazran threw a glance at the two copies of Soranis. "Well?" she demanded.

"This book is ..." The timeless elf wizard held the tome open in one hand, pushed his long golden hair back with the other. "If I had more time ..."

"Isn't *that* the point?" Uluoria asked, flowing upright from her perpetual crouch and standing next to the memonek. "Why did we bother dying to get that thing—" The protean hunter gestured at the *codex*. "—if it didn't have the answers?"

"It almost certainly *does* have the answers, but ..." the first Soranis began.

"... it's doubtful we have the right questions," the second Soranis finished. The only difference between the original and his temporal doppelganger was the trim of his long blue robes. ERN-F8 sighed.

"The *codices* were crafted by terran wizards. Elves need no such tomes to master lore," the first Soranis explained.

"Time. Time is the key," The second Soranis added. "If this were a wode But here, cause rules effect."

"Even two of us," the first Soranis said.

"We could spend many months studying this tome and only learn a fraction of its secrets," the second Soranis said.

"Weeks surely," the first one commented.

"Oh, you flatter us." The second one bowed.

"I thought it worked, we saw it work," Uluoria said. "That's why there's ..." She gestured to the second Soranis. "You're from the future. Don't you *know* what we did? Did we win or lose?!" The tension, the inaction, was going to tear the already disparate group apart.

"In my future—" The second Soranis looked from Uluoria to Lady F8. "—the Time Ender slumbers still."

"Wonderful," Nuulus-Larr said, and the dark elf fished out a piece of pickled mushroom from a pouch.

"Wait." Magnus held up a hand. He inhaled slowly, a metallic smell tinged the air. "It's starting, get ready."

"Finally." Lady Dazran stopped pacing, but stood on alert, fidgeting with the pommel of her great sword.

The first Soranis closed the *chronos codex* and Uluoria readied her bow.

A flash of light, and another portal opened. It stood like a black mirror fringed with bright blue crystals. There must have been a pressure differential between the library at the top of the tower and the world inside the portal, because

air constantly rushed in, blowing their hair in the sudden breeze.

“They did it,” Magnus breathed out with a sigh. “The kids did it.”

“They live.” Zazamanc, the fire dwarf, growled, impressed. “They live and their scheme succeeded.”

“They served their purpose,” Lady Dazran said flatly. “Now it is our turn.” Ignoring the debate over the *codex*, Lady Dazran turned to the group. “I will lead,” she said.

“You think so?” Larr said with a sneer.

No one moved.

“Well?” Lady Dazran, Illrigger, asked. “Why stand we here idle?”

Larr threw a warning glance at ERN-F8. It did not go unnoticed or unheeded.

“Maybe someone stays behind,” the dark elf said.

“Keep someone in reserve,” Zazamanc agreed, but there was a darkness to his tone.

“A *reserve*?” Lady Dazran asked. “Who?!”

“One of the Soranises, maybe,” the memonek knight said. And then got round to it. Her gaze rested on the hellknight. “You.”

“Me?! Don’t be a fool, you wouldn’t stand a ...” She stopped. She was brash, headstrong, utterly fearless. But she was not stupid. “What is this? When have I given you cause to question my skill? Or is this another crisis of *conscience*?”

“It’s not your skill we question,” Lady Fate said. “It’s your loyalty.”

She confronted the knight of Axiom. “Is that what you fear? My *loyalty*? Hah!” She surveyed the rest of the party. “Is that why we skulk in this tower, in the shadows, out of sight, because you fear a betrayal?” She sneered. “A dramatic betrayal in a crucial moment?”

The second Soranis looked at his comrades. Someone had to say it. “You serve Dispater. A Lord of Hell. Who knows what you might do? I don’t think ... none of us think you *will* betray us. We just think ...”

Zazamanc finished it. “We think you *could*.”

“Betray you! Hahaha. You insects.” She took a step back and surveyed the group. “You see loyalty as the truth, the truth of a person. That one,” she said, pointing to Magnus the prelate of Cavall, “is loyal to Cavall. That is his loyalty, so that is his *character*. This one—” She pointed to the dark elf.

“—serves only *skill*. That is his loyalty and so that is his character.”

“I carry the seal of Dispater and thus you feel you know *my* character. But I have served with you these many weeks and what I have learned is that you have learned *nothing*.”

She put her hand on her sword. “You know nothing of loyalty or character. I will fight with you, I will risk death and worse with you. I carry Dispater’s seal, but I *serve* Hell. Hell is my world, as real and vital to me as yours.

“Beyond this portal, none of us know what we will find. I do not know what awaits. Only a creature powerful enough to collapse the entire *timescape* into one singular universe. What would happen to my world then? Yours? You question my loyalty when my *world* hangs in the balance?”

“I do not fear what is beyond because we are Heroes from Seven Worlds. Chosen by the gods! By fate! Yet we sit here like mice and quarrel and doubt and fear and that will be our undoing! We face a god! A god of dragons! A god of time magics!” She pointed to the portal. “And the only thing *it* fears ... is *us*.”

Lady Fate considered for a moment, then weighed in.

“If we do not work together, we lose.” The others appreciated this sentiment. “I don’t think there’s anyone here with your battlefield experience or, frankly, your zeal for battle. I have no fear. Axiom will follow Hell. What says Arcadia?”

The two true elves, standing a full head taller than anyone else in the group, looked at each other, and some unspoken thought passed between them. Then they turned to face the group.

“We have seen Lady Dazran’s devotion to victory. Arcadia has no doubts. We will follow Hell.”

“Quintessence?”

The fire dwarf warrior took a step forward. “We of Alloy are no strangers to working with the Seven Cities. Quintessence will follow Hell.”

Lady Fate turned to Magnus, the cleric. The only other human besides Lady Dazran.

Magnus shrugged. “She got us this far,” he said. “Hell leads. Orden will follow.”

“Primordius?”

The shapeshifting protean hunter flowed into a new, more hideous form. “I like not this formality.

I do not wish to be led like a *thraxz* on a leash. But I like inaction even less. Therefore ... Primordius, the Sea of Eternal Change, will follow Hell.”

ERN-F8 turned to the dark elf assassin. “What says the World Below?” All eyes turned to Nuulus Larr.

Outnumbered, and unwilling to press her point, the dark elf outcast stood, pocketed her daggers and drew her rapier and short-sword.

“I withdraw my earlier suspicion. Though I reserve the right to say ‘I told you so.’” Lady Dazran sneered. “The World Below, the Dark Under All, will follow Hell.”

The group stood at attention. Lady Dazran nodded. Lady Fate had always been the group’s moral center, but none of them questioned who their battlefield commander was.

“Then we will win,” the hell knight said. “If you follow where I lead, we will win. If you strike where my finger points, we will triumph. Where we walk, *death* will follow and when the last drop of blood is shed we *seven* will still be standing and they will be a memory. Because I serve Hell.”

She drew her sword, the massive blade forged from a steel-devil’s rib.

“*And Hell demands victory!*”

She approached the portal. “Now. Ready yourselves. Put doubt behind you. As long as I am in front of you and the Time Ender before me, we are facing victory. You will not fear death, because so long as I live, you die only when I grant permission, and today I am not that *forgiving*. Listen for my *voice*. For when I call upon the Lord of War, when I unleash the *devastator*, then you shall all be servants of Hell. And Cthrion Uroniziir, Time Ender, the Wyrms of the World’s End will find that black crystal onyx and time magics are no match for steel and spell ...”

Holding the massive steel-devil blade in her right hand, she clenched her left hand into a fist and a glowing, censorious *seal* manifested there.

“... and *hellfire*.”

Lady Dazran, Illrigger, walked through the portal, and the Heroes of Seven Worlds followed.



THE ILLRIGGER

CONTENT WARNING

This class contains a subclass called the Hellspeaker, which has themes of mental manipulation and mind control. In addition, the Sanguine Knight subclass contains effects that manipulate another creature's blood. Lastly, illriggers are typically evil-aligned characters—and even those who aren't still serve evil creatures with dark agendas.

We recommend using the *MCDM Tabletop Safety Toolkit and Checklist* and adjusting as needed to ensure everyone at your table is comfortable.

The archdevils who rule the Seven Cities of Hell scheme endlessly. Each eternally plots to bring the others to heel—to ascend to the Throne of Hell, unite the Seven Cities and every infernal being living there, and lead an inexhaustible army of devils across the timescape until all worlds burn.

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

THE ORDER OF DESOLATION

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

Those accepted into the Order of Desolation become comrades with every other illrigger, regardless of which archdevil they serve. Each archdevil has grand temples, underground fanes, secret societies, and sinister cults, all with leaders fanatically devoted to the archdevil who grants

them their power. But the Order of Desolation stands above the petty political squabbles dividing the Seven Cities.

Members of the Order of Desolation, also known as the Desolate, are expected to be intelligent, resourceful, tactical, and manipulative. The order was founded to give the archdevils capable agents who could act independently 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. Each illrigger is expected to sow discord, pain, strife, deceit, and fear without instruction or supervision. It's not unusual, therefore, for a Desolate to first rely on other order members—regardless of which archdevil they serve—before turning to an institution 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 (if you want to focus on melee weapons), Dexterity (if you want to focus on archery or finesse weapons), or Charisma (if you plan to choose the Architect of Ruin subclass). Your second highest ability score should be Constitution. Then, choose the soldier or outlander background from the core rules, or any background that gives proficiency in skills such as Athletics, Deception, Intimidation, or Persuasion.

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, Religion, Stealth

EQUIPMENT

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

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

Alternatively, you can forgo this starting equipment and the equipment granted by your background, instead starting with $5d4 \times 10$ gp.

THE ILLRIGGER

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

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 Charisma score of 13 and 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.

Spell Slots. If you multiclass and choose the Architect of Ruin subclass, you determine your available spell slots by adding half your illrigger levels (rounded down) and otherwise following the guidelines in the core rules.

CLASS FEATURES

As an illrigger, you gain the following class features.

BALEFUL INTERDICT

1st-Level Illrigger Feature

You gain the ability to censure creatures with the power of Hell. Once on your turn, you can place a magical seal on a creature within 30 feet of you. You can either place this seal when you hit that target with a weapon attack (no action required), or you can use a bonus action to place this seal on a target you can see within range. This seal lasts for 1 minute or until burned (see "Burning Seals" below). A creature with one or more of your seals is referred to as an interdicted creature. Seals you place are invisible to other creatures, and when you can see an interdicted creature, the seals appear to you as glowing glyphs on the creature's body.

You can only place a limited number of seals before resting, and you regain all seals when you finish a short or long rest. The number of seals you can place increases as you gain illrigger levels, as indicated in the Seals column of the Illrigger table.

If an interdicted creature dies, you can use a bonus action on your turn to move all seals placed on them to a new creature you can see within 30 feet of them. Each seal's duration continues to

elapse when an interdicted creature dies and when that seal is moved to a new creature.

Burning Seals. When an interdicted creature you can see within 30 feet of you takes damage from any source other than a seal burned by an illrigger, you can burn any number of seals you 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. Once a seal is burned, it immediately vanishes.

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, as indicated in the Seal Damage column of the Illrigger table.

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 for these effects uses your interdict save DC, which 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, read, and write Infernal.

In addition, you can speak two other languages of your choice, but you can't read or write them. When you finish a long rest, you can draw on your archdevil's knowledge to replace one of these two languages. When you do, choose another language whose name you know; you magically forget the previous language and gain this new one instead. Once you replace a language in this way, you must finish a long rest before you can do so again.

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

COMBAT MASTERY

2nd-Level Illrigger Feature

Your archdevil grants you uncanny skill in a certain form of combat. Choose one of the following illrigger combat masteries:

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 creature who is no more than one size larger than you with an attack you make with a melee weapon you are wielding with two hands, you can move the target 5 feet horizontally. If you choose, you can then spend your movement 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 bonus of +5.

Lies. You can choose one type of melee weapon, such as a battleaxe, greatsword, or spear. When you attack with that type of weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. You can choose a new weapon type, which replaces your previous choice, when you finish a long rest.

Lissome. When you hit a creature with a melee weapon attack, you can spend your movement to move 5 feet without provoking opportunity attacks.

Unfettered. When you use your Baleful Interdict to place or burn a seal, its range is 60 feet instead of 30 feet. When you gain the Infernal Conduit feature at 6th level, its range is 30 feet instead of touch.

In addition, making a ranged attack while within 5 feet of a hostile creature does not impose disadvantage on the attack roll.

INTERDICTION

2nd-Level Illrigger Feature

You can infuse your seals with hellish magical power, enhancing their effects.

Interdict Boons Known. You learn one interdict boon of your choice from the “Interdict Boons” section at the end of the class’s description. As you gain levels in this class, you gain additional

BURN VS. EXPEND

Burning a seal is part of the main gameplay loop of this class. The illrigger places a seal by using a bonus action or hitting a creature with an attack, then burns the seal for additional damage (as described in the Baleful Interdict class feature). Many interdict boons activate when you burn a seal; these burned seals deal the normal damage to the interdicted creature in addition to any effects granted by the boon.

Other interdict boons instead require you to 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 active interdict boon details if any kind of action is required to expend the seal and activate the boon’s benefit. Part of the illrigger’s resource management is maximizing efficiency between burned seals (and their extra damage) and expended seals (and their unique effects).

boons of your choice, as shown in the Interdict Boons column of the Illrigger table. 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.

Whenever you gain an illrigger level, you can choose a boon you know and replace it with another boon you can learn.

Using Interdict Boons. Some boons allow you to expend unplaced seals to fuel abilities, while others empower all your seals or grant you benefits against interdicted creatures.

The boons that grant passive (or “always on”) benefits, such as the 2nd-level Swift Retribution boon, are marked with a “Passive” tag. You don’t need to expend a seal or take an action to benefit from the passive boons you know. All other boons, such as the 2nd-level Abating Seal boon, must be activated on a turn (for example, by expending a seal). You can activate only one non-passive boon per turn, regardless of how many you know.

DIABOLIC CONTRACT

3rd-Level Illrigger Feature

You sign a diabolic contract with an archdevil who welcomes you into the Order of Desolation. Choose between the Architect of Ruin (Asmodeus), Hellspeaker (Moloch), Painkiller (Dispater), Sanguine Knight (Sutekh), or Shadowmaster (Belial) as your archdevil. Each of these subclasses is detailed after the class's description. 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. Your chosen diabolic contract grants you two Invoke Hell options and describes how to use each.

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 a saving throw. 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

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

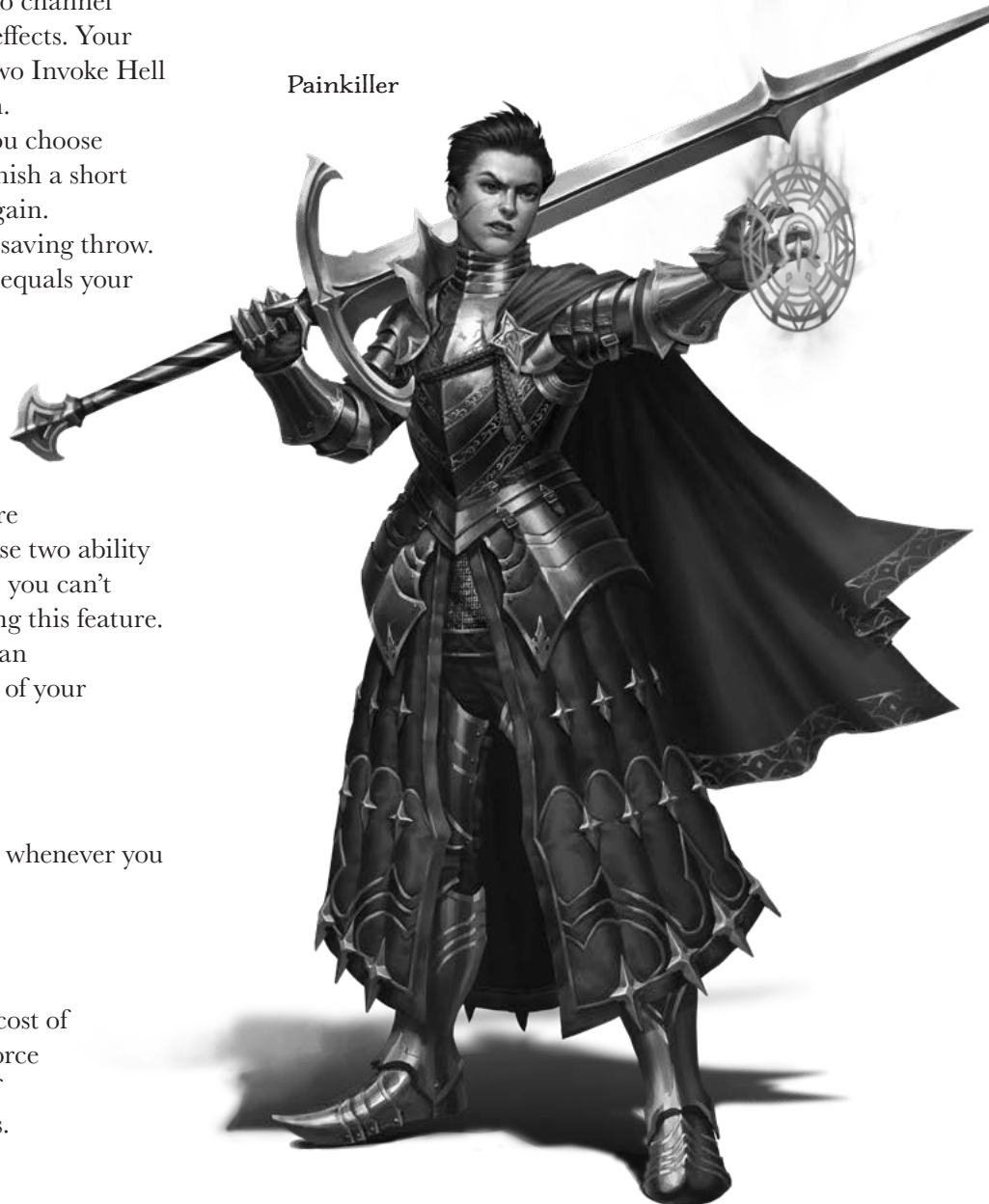
You can strengthen your allies at the cost of yourself—or drain your enemy's life force for your own gain. You have a pool of Infernal Conduit dice, which are d10s. The number of Infernal Conduit dice

in your pool increase as you gain illrigger levels, as shown in the Infernal Conduit Dice column of the Illrigger table.

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

Invigorate. On a failed save, the target regains hit points equal to the total you rolled, and you take necrotic damage equal to that total. On a successful save, the target regains half as many

Painkiller



hit points, and you take necrotic damage equal to that total. Save or fail, this necrotic damage can't be reduced in any way, and if this damage reduces you to 0 hit points, you fall unconscious and are stabilized.

Devour. On a failed save, the target takes necrotic damage equal to the total you rolled, and you regain hit points equal to that total. On a successful save, the target takes half as much damage, and you regain hit points equal to the damage the target took. Save or fail, or if the target chose to fail their saving throw against this effect, the necrotic damage can't be reduced in any way. When you reach 11th level in this class, the target also gains a level of exhaustion on a failed save against this effect. This level of exhaustion can be reduced as normal, and a creature can't suffer more than three levels of exhaustion combined from all illriggers' Infernal Conduit features.

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

BLOOD PRICE

10th-Level Illrigger Feature

You can 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. You can choose a different damage type when you finish a long rest.

SUPERIOR INTERDICT

14th-Level Illrigger Feature

Damage from your seals ignores any damage resistances the target has.

In addition, you can use a bonus action to regain a seal if you have none remaining. Once you regain a seal in this way, you can't do so again until you finish a long rest.

INFERNAL MAJESTY

17th-Level Illrigger Feature

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

- You gain resistance 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 you can see within 10 feet of you to take damage equal to the number rolled on your Hit Die.
- When you hit with a weapon attack, your Terrorizing Force deals an extra 2d8 damage instead of 1d8.

For the duration, if you die, you can choose to have your body disappear in a burst of flame, leaving behind only your equipment. 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 channel your Infernal Majesty, you must finish a long rest before you can do so again.

MASTER OF HELL

20th-Level Illrigger Feature

You learn to tear open a rift to Hell and wreak its fury on your enemies. As an action, you can summon a hellstorm centered on a point you can see within 150 feet of you. Choose one of the following effects, which fills a 50-foot-radius sphere centered on that point:

Inferno. Hellfire rains down on your foes. Each enemy in that area must make a Dexterity saving throw. On a failed save, a creature takes 5d10 fire damage plus 5d10 necrotic damage, and they burn for 1 minute. On a successful save, a creature takes half as much damage and does not burn. A creature burning in this way must repeat this saving throw at the end of their turn, taking 1d10 fire damage plus 1d10 necrotic damage on a failed save, or ending the effect on themselves on a successful one. This hellfire can't be extinguished by nonmagical means.

Pestilence. A foul miasma swirls around your foes. Each enemy in that area must make a Constitution saving throw. On a failed save, a creature takes 5d10 poison damage plus 5d10 necrotic damage and becomes poisoned for 1 minute. On a successful save, a creature takes half as much damage and does not become poisoned.

Darkness. A bitter storm assails your foes. Each enemy in that area must make a Constitution saving throw, taking 10d10 cold damage on a failed save, or half as much damage on a successful one. Additionally, the storm's gloom persists for 1 minute, and each enemy within that area is blinded for the duration or until they leave the area.

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

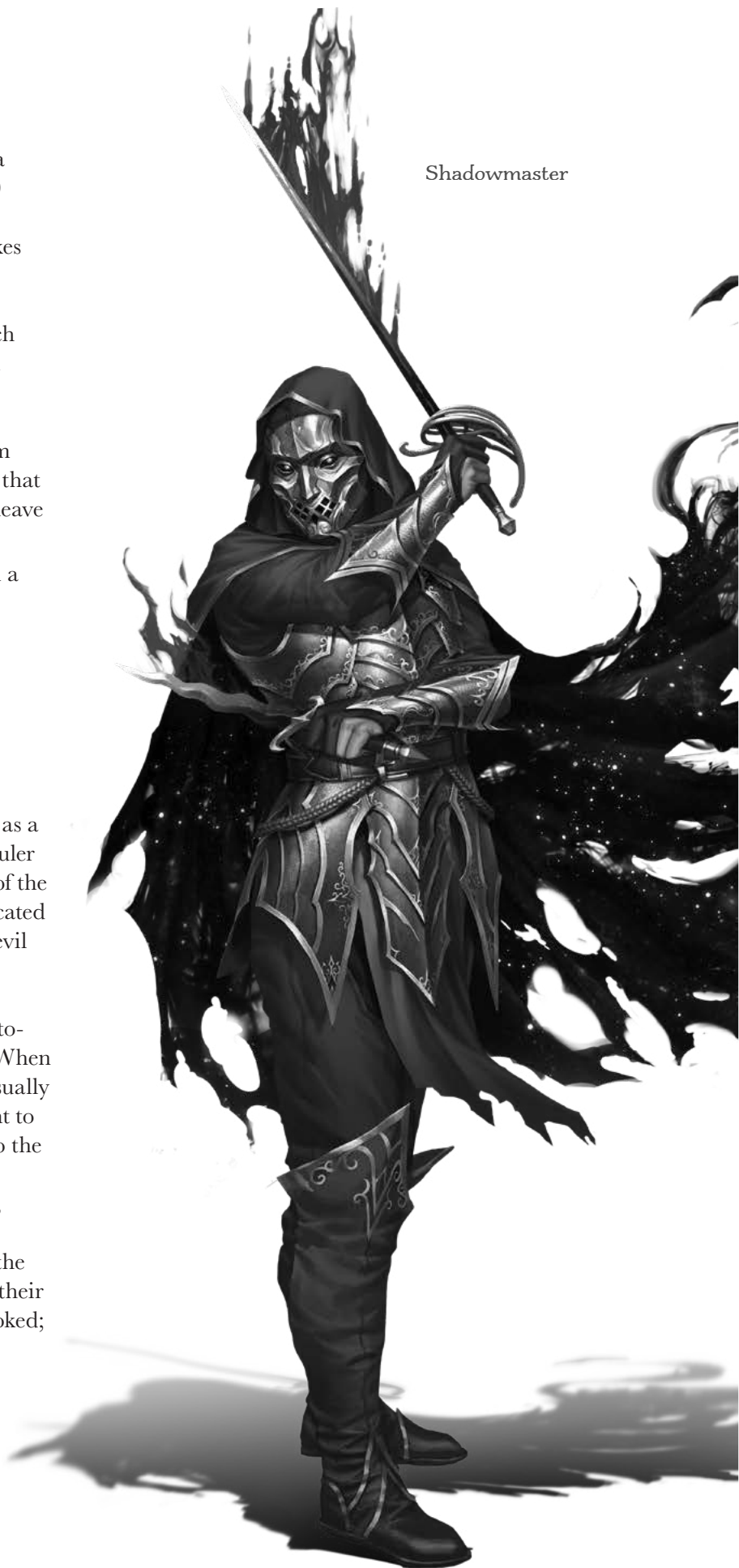
DIABOLIC CONTRACTS

Those who walk the path of Hell may gain the powers of an illrigger purely through their own devotion. No oath is necessary, no mentor—a fledgling illrigger might not even be aware the Order of Desolation exists. But true acceptance as a Desolate means swearing an oath to a specific ruler of Hell. This usually requires a senior member of the order to perform an elaborate ritual, but a dedicated illrigger might attract the attention of an archdevil by doing deeds of great treachery on their own.

At some point on the illrigger's journey, be it through ritual or deed, they find themselves face-to-face with one of the rulers of the Seven Cities. When they do, a contract must be signed in blood—usually the knight's own. This binds the itinerant knight to the Order of Desolation and adds their name to the Lists of Hell.

Though this experience can be intimidating, the rulers of Hell are usually easy masters and ask little from their chosen. The busy rulers of the Seven Cities pay little heed to the daily lives of their illriggers. Even breaches of precepts are overlooked; as long as the knight sows discord and opposes the Celestial Host, they successfully advance Hell's agenda.

Shadowmaster





ARCHITECT OF RUIN

Architects of Ruin are cool and calculating arcane knights who serve Asmodeus, deploying spells, steel, and subterfuge to win at any cost.

Asmodeus rules 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 archdevils is one of deception and information.

His Architects of Ruin work to make Hell's enemies seem outnumbered and outmaneuvered. These illriggers are skillful spellblades on the battlefield, though some employ tactics such as research, infiltration, and propaganda to play mind games with their quarry. When an Architect of Ruin finally confronts an enemy, the advantage is theirs—they have studied, prepared, and gripped fate within their gauntlet, forcing it to favor them. They hungrily seek the dark arts to arm both themselves and Asmodeus with the impossible.

PRECEPTS OF RUIN

Architects of Ruin swear an oath to Asmodeus when they join the Order of Desolation. These precepts commit them to destroy Asmodeus's enemies by commanding great magic, causing fear, and sowing distrust.

The Battlefield of the Mind. By the time my armies meet yours, you'll 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 learn every detail about my enemy and anticipate their every move, checkmating them before the game even begins.

Magic Is Mine to Command. Cunning is also as powerful as steel. I wield the dark arcane arts to manipulate your senses, weaken your resolve, and strengthen my blade. Your soldiers will quake for fear of what dark magics may next cloak my blade.

ASMODEUS'S BLESSING

3rd-Level Architect of Ruin Feature

When Asmodeus accepts you as an Architect of Ruin, he grants you 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 also read and write the languages granted by your Forked Tongue, instead of only speaking them.

SPELLCASTING

3rd-Level Architect of Ruin Feature

As an Architect of Ruin, you access a well of profane magic to cast spells. See "Spellcasting" in the core rules for the general rules of spellcasting.

Cantrips. You know two cantrips of your choice from the Architect of Ruin spell list (presented at the end of this subclass). You learn an additional cantrip from this list at 10th level.

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

For example, if you know the 1st-level spell *hellish rebuke* and have a 1st-level and a 2nd-level spell slot available, you can cast *hellish rebuke* using either slot.

Spells Known of 1st Level and Higher. At 3rd level, you know three 1st-level spells of your choice from the Architect of Ruin spell list (presented at the end of this subclass).

The **Spells Known** column of the Architect of Ruin Spellcasting table shows when you learn more illrigger spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. When you reach 7th level, for example, you learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the illrigger spells you know with another spell of your choice from the illrigger spell list. The new spell 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 have an unholy symbol, such as an amulet symbolizing your archdevil, a fragment of a blasphemous relic, or a glass orb holding a consecrated drop of archdevil blood. You can use the unholy symbol as a spellcasting focus for your illrigger spells. You must have a free hand to use the unholy symbol, but it can be the same hand you use to perform somatic components.

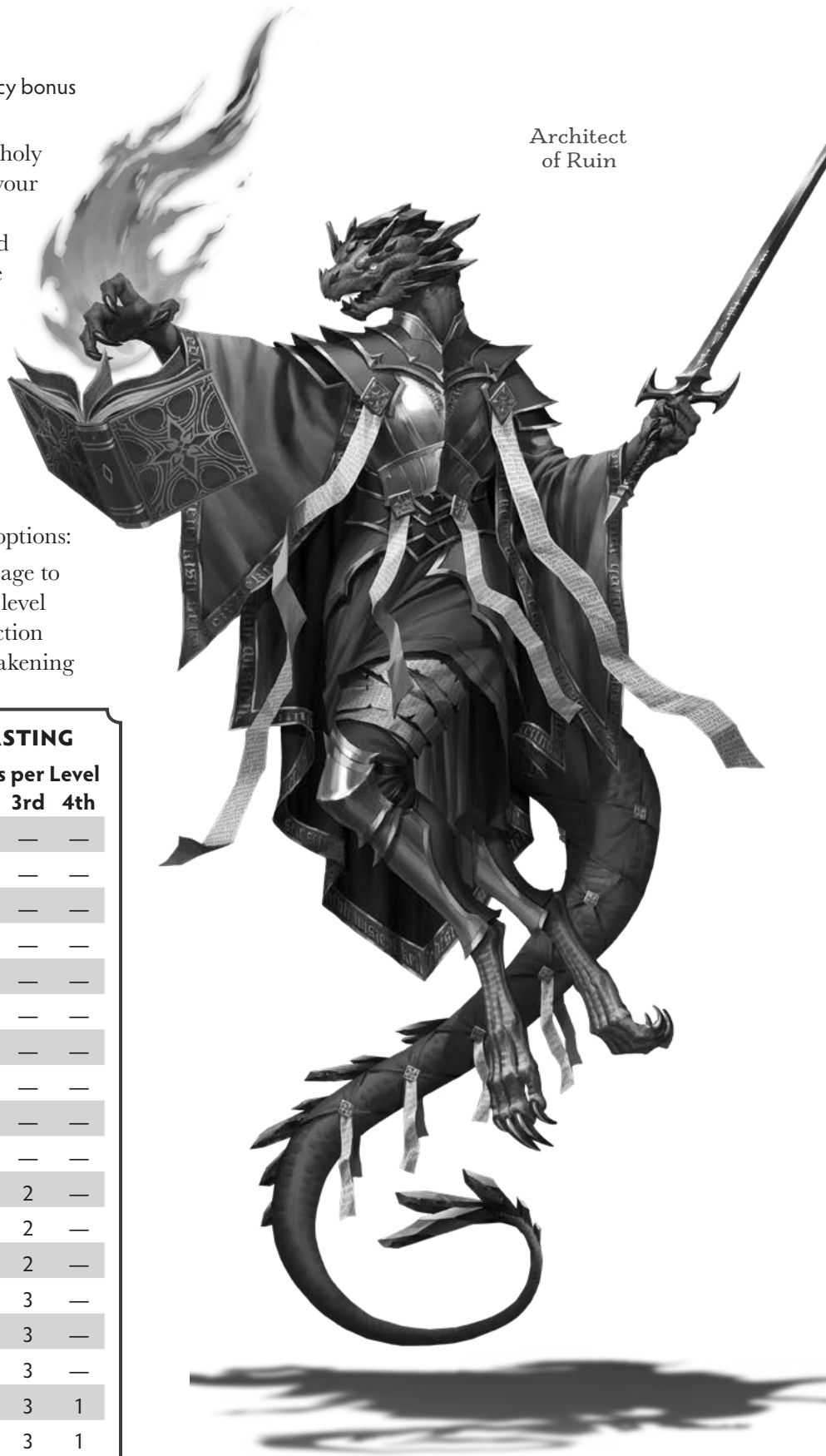
INVOKE HELL

3rd-Level Architect of Ruin Feature

You gain the following two Invoke Hell options:

Enervating Spell. When you deal damage to a creature with an illrigger spell of 1st level or higher, you can expend a seal (no action required) and imbue the spell with weakening

Architect
of Ruin



ARCHITECT OF RUIN SPELLCASTING

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

magic. The target has vulnerability to that spell's damage. If they normally have resistance or immunity to the spell's damage, that resistance or immunity is suppressed for this spell, and the target has vulnerability to the damage instead.

Spellblade. You can use an action to both make a melee weapon attack and cast an illrigger spell you know that has a casting time of one action.

HELLISH VERSATILITY

7th-Level Architect of Ruin Feature

Once on each of your turns, you can cast one of your illrigger cantrips in place of one of your attacks granted by your Extra Attack feature.

ASMODEUS'S INTERDICTION

7th-Level Architect of Ruin Feature

You learn the following additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, you always know it, and 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. When you burn one or more seals to deal damage to a creature, you can activate this boon (no action required) to add your Charisma modifier (minimum of 1) to each seal's damage roll.

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 or more of the seals on them. When you do, burning the seal deals no damage, and instead you cast *counterspell* on them without expending a spell slot. Your spell's level increases by 1 for every additional seal you burn after the first.

Hell Mage (18th Level; Passive). When you or an ally within 30 feet of you succeed on a saving throw against a spell or other magical effect imposed by an enemy, you can immediately place one or more seals on that enemy, up to a number equal to your proficiency bonus.

SUBMIT

11th-Level Architect of Ruin Feature

When you cast an illrigger spell you know, you can burn two seals on an interdicted creature (no action required) to impose disadvantage on their saving throw against the spell.

VILE TRANSMOGRIFICATION

15th-Level Architect of Ruin Feature

You uncover two new ways to employ Asmodeus's magic:

Regaining Seals. As a bonus action on your turn, you can expend one spell slot to 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 to 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 one of these benefits, you can't use that benefit again until you finish a long rest.



A VERSATILE SPELLCASTER

During this class's development, we wanted to merge the visions of our development team, playtesters, and the MCDM audience on what the Architect of Ruin should be. As a result, we revised this subclass many (many) times. At one point in testing, the subclass had the Pact Magic feature; this felt fun and thematic to some, but limiting and frustrating to others. We tried out several versions of the Spellcasting feature—a less-than-third caster, a third-caster, and even a half-caster! Many players wanted a sneaky illusionist with out-of-combat utility, while others wanted a gish with spells to empower combat.

We learned that half-casting made the subclass too complex, while Pact Magic was too limiting. After much iteration, trial, error, and oh-so-many playtests, we settled on the final Architect of Ruin design. This third-caster illrigger provides enough spells to create options without being overwhelming, and it gives the subclass exactly what we wanted: flexibility.

No subclass is a perfect fit for every character, but that's why we offer so many of them! Manipulators and charmers can turn to the Hellspeaker, assassins can turn to the Shadowmaster, and so forth. Meanwhile, the Architect of Ruin is intended to make way for multiple play styles and support those who want a lot of options. Players who want a gish can turn to spells such as *shield*, *blur*, *mirror image*, and *haste*, while players who want more out-of-combat tools can choose spells such as *disguise self*, *silent image*, *invisibility*, and enchantment spells.

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.

CANTRIPS

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

1ST LEVEL

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

2ND LEVEL

arcanist's magic aura
augury
blur
darkness
detect thoughts
enthrall
heat metal
hold person
*infernal challenge**
invisibility
lesser restoration
mirror image
ray of enfeeblement
scorching ray
silence
suggestion

3RD LEVEL

bestow curse
dispel magic
fear
fly
haste
major image
*mote of Hell**
phantom steed
remove curse
revivify
slow

Most of these spells are from the core game. If the spell's name is followed by an asterisk, the spell is instead from the "New Spells" section presented at the end of this class.

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

HELLSPEAKER

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

CONTENT WARNING

This subclass has themes of mental manipulation and mind control. Before choosing this subclass, please ensure everyone at the table is comfortable exploring these dark and harmful themes. And as always, we encourage the ongoing use of safety tools throughout your game.

Moloch rules Styx, the City of Lies, but his reach extends far beyond it. Hell's greatest politicians and diplomats rise to prominence through Moloch's subtle manipulations. They follow him with great loyalty, for they know they are nothing without him—and thus his power echoes through all of Hell.

Moloch's illriggers are silver-tongued enchanters, lulling his foes to complacency with sorcery and subterfuge until they wake and find themselves under the command of the Order of Desolation. These Hellspeakers train in the art known as the Red Cant or Hell's Cant. By understanding their enemy and through weaving subtle sorceries into normal speech, Hellspeakers can make their foes feel, think, or do nearly anything to accelerate Hell's victory.

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

PRECEPTS OF DECEPTION

Hellspeakers swear an oath to Moloch when they join the Order of Desolation. By following these precepts, they infiltrate the farthest reaches of power and manipulate all under their influence.

My Voice Is a Weapon. Even when my enchantments fail, if my enemy can hear me, they are mine.

Doubt Is Certainty. I need not convince my enemy, only sow doubt and wait for it to bear fruit.

Trust Me. For each lie I utter, I tell the truth tenfold. One who always lies says nothing.

Never Tell the Same Lie Twice. An overused skill becomes too predictable. Keep moving, switch targets, keep them guessing.

MOLOCH'S BLESSING

3rd-Level Hellspeaker Feature

When Moloch accepts you as his illrigger, 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 that skill.

In addition, your Forked Tongue feature grants you an additional language (for a total of three at 3rd level and four at 9th level). Whenever you speak in a language gained by this feature, your devilish influence is subconsciously felt by creatures who can hear and understand you, granting you advantage on Charisma checks to influence those creatures.

CHARM ENEMY

3rd-Level Hellspeaker Feature

When you use your bonus action to place a seal on a Humanoid, you can attempt to charm them. The target must succeed on a Charisma saving throw or be charmed by you for 1 hour or until you or your companions do anything harmful to them. While charmed, the target regards you as a friendly acquaintance. When the charmed condition ends, the target knows they were charmed by you.

When you use this bonus action, you can additionally burn one or more seals on one or more other interdicted Humanoids within 30 feet of you, attempting to charm those targets as well. After taking damage from the burned seals, each of those targets must succeed on a Charisma saving throw or be under the same charmed effect.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain 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. When you make a weapon attack against an interdicted creature, you can gain advantage on that attack (no action required). 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 themselves.

MOLOCH'S INTERDICTION

7th-Level Hellspeaker Feature

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

Red Cant (7th Level). When you make a Charisma 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, spell, or other magical effect, 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 effect.

Incontrovertible (18th Level; Passive). Interdicted creatures have disadvantage on Wisdom and Charisma saving throws.

INTRANSIGENT

11th-Level Hellspeaker Feature

You and each creature of your choice within 10 feet of you are immune to the charmed condition while you are conscious.

LET'S MAKE A DEAL

11th-Level Hellspeaker Feature

You can offer your allies a deal—at a price, of course. As a bonus action, you choose one willing ally within 60 feet of you who can hear you.

Once within the next 10 minutes, the creature can choose to gain 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 this attack hits or this saving throw succeeds, the creature gains temporary hit points equal to your

illrigger level. If this attack misses or this saving throw fails, the creature has 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. You regain any expended uses when you finish a long rest.

QUID PRO QUO

15th-Level Hellspeaker Feature

You can 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. On a failed save, the target is banished to the wastes of Hell for 1 minute, after which they return to the unoccupied space nearest to the one they left. A target banished in this way can repeat the saving throw at the end of each of their turns, ending the effect early on a success. A creature who succeeds on a saving throw against this effect becomes immune to your Quid Pro Quo for 24 hours.

Additionally, when a target is banished in this way, a **devil jurist** (from MCDM's *Flee, Mortals!*) or a **horned devil** (from the core rules) appears in their place. This devil acts as an ally to you and follows your commands until the banished creature is no longer banished, at which time the devil disappears.

Once you successfully banish a creature in this way, you can't use this feature again until you finish a long rest.

PAINKILLER

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

Dispater rules 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. The imperious Painkillers are full of pride and hubris, and they often obsess over their personal appearance.

Though among the most chivalrous of the illriggers, a Painkiller's gallantry is twisted. They accept and honor challenges to single combat, and swiftly punish any who try to interfere—but if losing, they don't hesitate to cheat, and if winning, they arrogantly toy with an enemy before finishing them.

In a moment of weakness or desperation, a ruler in another world might see their army facing certain defeat and call on Dispater. Ever eager to sow strife and discord, Dispater often responds to these pleas by sending a Painkiller to lead the desperate ruler's armies.

PRECEPTS OF PRIDE

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

Lead from the Front. I charge in at the front of every battle, inspiring my soldiers and terrifying my enemies.

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 treat them honorably. But once swords are drawn, I use every trick in my arsenal to win, expecting them to do the same.

Soldiers Die. I care not for the lives of my soldiers, for they are resources I spend to secure my victory.

DISPATER'S BLESSING

3rd-Level Painkiller Feature

When Dispater accepts you as his illrigger, 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 creatures up to your proficiency bonus who you can see within 30 feet of you. Each creature you choose can use a reaction to make a weapon attack or cast a damage-dealing cantrip with a casting time of 1 action.

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

INVOKE HELL

3rd-Level Painkiller Feature

You gain the following two Invoke Hell options:

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

Punishment. When a creature damages you with an attack, 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 they dealt you with the triggering attack. On a successful save, the attacker takes half as much damage.

DISPATER'S INTERDICTION

7th-Level Painkiller Feature

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

Telekinetic Seal (7th Level). When a creature you can see moves within 5 feet of you, you can use your reaction to place a seal on them. When you do, the target must succeed on a Wisdom saving throw or be either pushed back 15 feet or knocked prone (your choice).

By the Throat (13th Level). When you use a bonus action to place or move a seal on a creature who is no more than one size larger than you, they must succeed on a Wisdom saving throw or be restrained until the end of their next turn.

Dispater's Supremacy (18th Level; Passive). Your attacks against interdicted creatures score a critical hit on a roll of 18 through 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 the seals on them 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 use this reaction 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, Sanguine Knights serve Sutekh, Lord of Blood. Their sorceries drain their enemies' life force, pouring this stolen vitality into infernal rituals to turn the tide of battle.

CONTENT WARNING

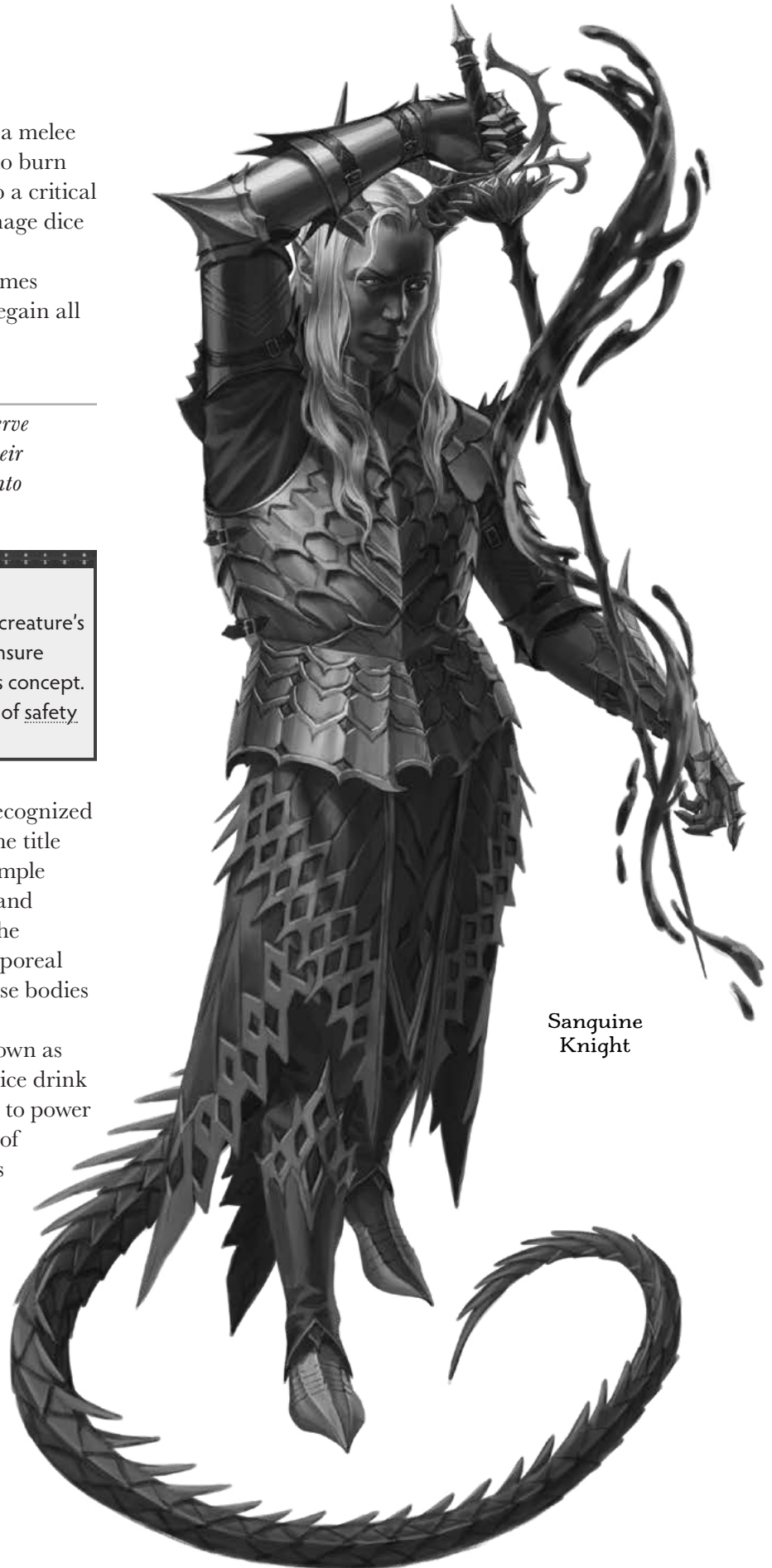
This subclass deals with manipulating another creature's blood. Before choosing this subclass, please ensure everyone at your table is comfortable with this concept. And as always, we encourage the ongoing use of safety tools throughout your game.

Sutekh rules 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 magic, and his inner circle of priests and wizards are the Bloodliches, undead spellcasters whose corporeal forms turned to ash centuries ago and whose bodies are crafted from solid blood.

Sutekh's illriggers all belong to a cult known as the Chalice of Vitality. Knights of the Chalice drink deeply of their enemies' essence, draining it to power their magics. Other members of the Order of Desecration fear that the Sanguine Knights seek more than Sutekh's mere ascension to the Throne of Hell; some whisper that the Chalice secretly schemes to make Sutekh a god. This would, of course, be treason.

PRECEPTS OF BLOOD

Sanguine Knights swear an oath to Sutekh when they join the Order of Desolation. These tenets swear them to wield profane blood magic, commanding loyalty and inflicting terror.



Sanguine Knight

Their Strength Is Their Weakness. I target the strongest of my foes, for their vitality shall feed my victory.

Sin Demands Suffering. Opposing me is heresy. Before my enemies taste defeat, they must pay for their unbelief with agony.

Loyalty Rewarded. My boons lead my allies to depend on me—and on the bloodshed that empowers me.

Mercy Is Power. In granting succor to my allies, I prove how great my power is. Each time I restore life, it serves as a reminder of how quickly I can strip it away.

EXSANGUINATE

3rd-Level Sanguine Knight Feature

You can drain enemies to embolden your allies. Whenever you burn one or more seals on a creature who isn't a Construct or Undead, you can choose an ally you can see within 30 feet of you. That ally gains temporary hit points equal to the damage dealt by the seals to the interdicted creature.

SUTEKH'S BLESSING

3rd-Level Sanguine Knight Feature

When Sutekh accepts you as his illrigger, he grants you 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 of life around you. Until the end of your next turn, you can sense creatures who have blood within 120 feet of you without having to see them. This ability can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. You know the distance and direction of each creature, as well as the creature's type. 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 restore a total number of hit points equal to five times your illrigger level, divided however you choose between yourself and other creatures within 30 feet of you.

Vitalize. You can flood your allies with invigorating vivacity (no action required). 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 the following additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, you always know it, and 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. Another 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 that creature is immune to the condition, they don't suffer the condition, but the condition ends for the original creature.

Sanguine Gift (13th Level). When a creature you can see within 30 feet of you regains hit points, you can expend a seal (no action required) and the creature regains additional hit points equal to your illrigger level.

Blood for Blood (18th Level; Passive). Whenever an ally takes damage from an interdicted creature, that 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 their enemies' strength. When an ally who has temporary hit points from your Exsanguinate feature is hit by a melee attack, the attacker takes cold, fire, or necrotic damage (your choice) equal to your illrigger 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 use your reaction to burn one of the seals on them and transfer their power. The target must roll a d8 and subtract the number rolled from the triggering 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, Shadowmasters serve Belial and excel at stealth and disguise.

Belial rules Gehennom, the City of Darkness. He strives to rule Hell through poison, torture, and assassination. His illriggers strike from the shadows or use 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 leader.

Shadowmasters are sworn not to reveal their true allegiance, and if need be, they must take their own lives to fulfill this oath. Many Shadowmasters prepare elaborate plans for their own assassination so that, should they risk discovery, their assassination obscures the truth. Of course, these killers never learn they were hired by their deceased target.

PRECEPTS OF SHADOW

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

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

Positions of Power. I control everything from the shadows by knowing who to deceive and where to hide in plain sight.

Power in Patience. I study my enemy and methodically build their trust. My loyalty must be unquestionable so my inevitable betrayal is unthinkable.

Hesitation Is Failure. Though I usually rely on agents, when the opportunity presents itself, I can unhesitatingly kill with efficiency and precision.

MARKED FOR DEATH

3rd-Level Shadowmaster Feature

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

STRIKE FROM THE DARK

3rd-Level Shadowmaster Feature

You understand the power of striking from the shadows. Once per turn, when you hit an interdicted creature with a melee weapon attack and you have advantage on the attack roll, you can roll a number of d4s equal to your proficiency bonus and deal extra damage equal to the total you rolled. This 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 the *disguise self* spell without expending a spell slot.

No Escape. As a bonus action, you can call on the shadows to entrap a creature you can see within 30 feet of you. The target must make a Charisma saving throw, made with disadvantage if they are in dim light or darkness. On a failed save, the target's speed is halved and they can't willingly move more than 30 feet away from you. This effect ends for the target if you are incapacitated or die or if the target is more than 30 feet away from you.

BELIAL'S INTERDICTION

7th-Level Shadowmaster Feature

You learn the following additional interdict boons at the noted illrigger levels. Once you learn an interdict boon granted by this feature, you always know it, and 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 or cast a spell.

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



Dark Malediction (18th Level; Passive).

Interdicted creatures radiate darkness in a 10-foot radius. 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.

THE POWER OF DARKNESS

In testing, we found that many believed Dark Malediction was intended to blind someone. While this may certainly work on some enemies—or help assassinate someone without being seen—the true reason for this boon is so the Shadowmaster can deal extra damage with their Strike from the Dark and Doomed to the Shadows features. With Dark Malediction, a Shadowmaster of 18th level or higher deals 8d8 damage each turn against an interdicted creature with their Strike from the Dark—not too shabby!

As a bonus, this boon gives a creature disadvantage on the saving throw for No Escape (an Invoke Hell option), making it challenging for an assassination target to escape.

UMBRAL KILLER

11th-Level Shadowmaster Feature

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

- You gain darkvision out to 60 feet. If you already have darkvision, its range increases by 60 feet.
- Your movement speed increases by 10 feet.
- You have advantage on Dexterity (Stealth) checks made to hide. 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 extra damage from your Strike from the Dark feature increases to a number of d8s equal to your proficiency bonus (instead of that number of d4s), and you deal an extra 2d8 damage if the target is in dim light or darkness (instead of an extra 1d4 damage).

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

INTERDICT BOONS

Your Interdiction feature grants you access to interdict boons, which are detailed below. Some boons specify a minimum illrigger level; the boons in the “7th-Level Interdict Boons” section and the “13th-Level Interdict Boons” section can’t be learned until you are at least that level.

2ND-LEVEL INTERDICT BOONS

You can choose from these boons when you gain the Interdiction 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 30 feet of you, you can expend a seal as a reaction to reduce the damage taken by the target by an amount equal to $1d10 +$ half of your illrigger level (rounded down).

Bedevil. When you burn a seal on an interdicted creature, you can activate this boon (no action required). The target 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. When you burn a seal on an interdicted creature, you can activate this boon (no action required) to gain temporary hit points equal to your illrigger level.

Styx’s Apathy. When you burn a seal on an interdicted creature, you can use your reaction to flood the target with an otherworldly chill. Until the end of the target’s next turn, they 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. Once you benefit from this boon, 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 your list of Interdiction options.

Acheron’s Chain. When you use a bonus action to place or move a seal on a Large or smaller creature, you can activate this boon (no action

required). You conjure infernal chains to grasp the target, forcing them to make a Strength saving throw. On a failed save, you can either pull the creature 10 feet toward you or cause them to be grappled until the end of your next turn (escape DC equal to your interdict save DC).

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

Eyes of the Gate. As an action, you can expend one or more seals to attempt to bind your awareness to a creature you can see within 60 feet of you. The target must make a Wisdom saving throw; they can willingly fail this save. On a failed save, you are bound to the target’s awareness for a number of hours equal to the number of seals you expended, or until you use this boon on another creature. For the duration, while the target is within 300 feet of you, you can use an action to see and hear through their senses, gaining the benefit of any special senses the target possesses, and you continue to do so until you use your action to return to your normal senses. While perceiving through the target’s senses, you are deaf and blind with regard to your own senses.

Additionally, 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 makes the creature aware of this bond. An aware creature can use their action to repeat the saving throw, ending the effects of this boon on a success.

Shadow Shroud. You can expend a seal as a bonus action to weave a mantle of semisolid shadows around yourself or a creature you touch. The target gains a +2 bonus to AC for 1 minute.

Unleash Hell. When you burn one or more seals on an interdicted creature, you can use your reaction to unleash an explosion of hellish energy around them. Each creature of your choice within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes the same amount and type of damage as the seals dealt to the interdicted creature. On a successful save, a creature takes half as much damage.

Vengeful Shot. When a creature makes a ranged attack against you or an ally you can see within 30 feet of you, you can expend a seal as a reaction to make a ranged weapon attack against the attacker. If your attack hits, it deals extra damage equal to half your illrigger level (rounded down).

13TH-LEVEL INTERDICT BOONS

When you reach 13th level, the following interdict boons are added to your list of Interdiction options.

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

Flash of Brimstone. When you place or move a seal, you can activate this boon (no action required) to magically teleport to an unoccupied space you can see within 5 feet of the target.

Hellish Frenzy. When you start your turn within 30 feet of an interdicted creature, you can expend a seal to become frenzied by the power of Hell until the start of your next turn. While frenzied, your movement speed is doubled, you have a +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.

Impaling Shot. When you hit an interdicted creature with a ranged weapon attack, you can 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 four seals to attempt to send that creature to Hell. The target must succeed on a Charisma saving throw or be pulled through a rift into the prisons 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 prison for 1 minute, after which they reappear in the space they left or in the nearest unoccupied space available; this target can repeat the saving throw at the end of each of their turns, ending the effect early on a success.

Last Word. When you are reduced to 0 hit points and have unplaced seals remaining, the hellfire in you refuses to die. You can expend up to 3 seals and release an explosion around you (no action required). Roll 3d6 per seal 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 total you rolled.

Soul's Doom. When you use a bonus action to place or move a seal, you can scorch the seals into the target's soul. For 1 minute, whenever that interdicted creature takes damage, they take extra damage equal to your proficiency bonus.



NEW SPELLS

THE FOLLOWING SPELLS are new and available to the Architect of Ruin. If your GM agrees, these spells are also available to the classes noted in each spell description.

AURA OF DESECRATION

4th-Level Abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Classes: Cleric, paladin

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 failed save, a creature takes 4d6 necrotic damage and can't regain hit points until the start of their next turn. On a successful save, 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

Classes: Sorcerer, warlock, wizard

You lash a whip of crimson energy at a creature you can see within range, creating a conduit between you and the target. The target must succeed on a Constitution saving throw or take 4d4 fire damage and be tethered. A tethered creature takes 2d4 fire damage at the beginning of each of their turns. A tethered creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

For the duration, if the target is an interdicted creature, you can use your reaction to burn one of your seals on the creature. When you do, the creature makes their next saving throw to end this spell with disadvantage.

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, and the subsequent damage increases by 1d4 for each slot level above 1st.



HELLFIRE

Evocation Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, warlock, wizard

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 damage plus 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

2nd-Level Enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Paladin

You offer a creature a compelling challenge. If you have no allies within 5 feet of you, choose one creature within range who can see and hear you. They must succeed on a Charisma saving throw or answer your challenge and 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 the first time the target tries to move away from you on a turn, they must succeed on a Charisma saving throw or their speed becomes 0 until the start of their next 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

Classes: Paladin

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, attacks made with the weapon 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 end the spell early and cause the weapon to emit a burst of dark energy. Each creature of your choice who 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 Wisdom 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

Classes: Sorcerer, warlock, wizard

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

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

VENGEFUL BLADE

Evocation Cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon worth at least 1 gp)

Duration: Instantaneous

Classes: Sorcerer, warlock, wizard

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then radiates a dark aura of energy until the start of your next turn. If the target makes an attack or casts a spell before then, the target takes 1d8 necrotic damage and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target on a hit, and the damage the target takes for making an attack or casting a spell increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

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

Classes: Druid, sorcerer, wizard

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 who 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 end their turn there. The other side of the wall deals no damage.

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



RETAINERS

RULES FOR RETAINERS appear in the “Retainers” section of *Flee, Mortals!* Using those rules, you can add the following illrigger retainers to your game.

AGENT (SHADOWMASTER)

Medium Humanoid, Any Alignment

Armor Class 15 (medium armor)

Hit Points Seven times their level (number of d8 Hit Dice equal to their level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	10(+0)	10(+0)	10(+0)	14(+2)

Saving Throws +PB to all

Skills Acrobatics +3 plus PB, Deception +2 plus PB, Perception +0 plus PB, Stealth +3 plus PB

Senses passive Perception 10 plus PB

Languages Common, Infernal

Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Daggers). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2d4 plus PB piercing damage. Beginning at 7th level, the agent can make this attack twice, instead of once, when they take the Attack action on their turn.

FEATURES

3rd Level: Shadow Gate (3/Day). As a bonus action, the agent teleports up to 30 feet to an unoccupied space they can see. The next time the agent hits a creature with a signature attack before the end of their next turn, the attack deals an extra PB piercing damage.

5th Level: Dark Strike (3/Day). As an action, the agent makes a signature attack, then places infernal seals on the target. The next time the target is hit by an attack, the seals burn darkly, dealing an extra PBd6 necrotic damage to the target.

7th Level: Seal Fate (1/Day). As an action, the agent makes two signature attacks against a creature. If one or both attacks hit, the target's speed is reduced to 0 and the target has disadvantage on attack rolls until the end of the agent's next turn.

BLOODLETTER (SANGUINE KNIGHT)

Medium Humanoid, Any Alignment

Armor Class 15 (medium armor)

Hit Points Eight times their level (number of d10 Hit Dice equal to their level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	10(+0)	10(+0)	10(+0)	14(+2)

Saving Throws +PB to all

Skills Intimidation +2 plus PB, Medicine +0 plus PB

Senses passive Perception 10

Languages Common, Infernal

Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Halberd). *Melee Weapon Attack:* +3 plus PB to hit, reach 10 ft., one target. *Hit:* 1d10 plus PB slashing damage. Beginning at 7th level, the bloodletter can make this attack twice, instead of once, when they take the Attack action on their turn.

FEATURES

3rd Level: Exsanguinate (3/Day). As an action, the bloodletter makes a signature attack, then grants an ally they can see within 30 feet of them PBd6 temporary hit points.

5th Level: Rubescent Protector (3/Day). When an ally the bloodletter can see within 10 feet of them is hit with an attack, the bloodletter can use their reaction to redirect the attack to themselves, potentially causing the attack to miss. If the attacker is within 10 feet of the bloodletter, the bloodletter can then make a signature attack against the attacker.

7th Level: Fuilech (3/Day). When the bloodletter hits a creature with a signature attack, they can use their reaction to siphon the creature's vitality. For 1 minute, the bloodletter empowers up to three creatures they can see within 30 feet of them (potentially including themselves), granting those creatures a bonus to saving throws equal to half the bloodletter's PB.

DECEIVER (ARCHITECT OF RUIN)

Medium Humanoid, Any Alignment

Armor Class 13 (light armor)

Hit Points Seven times their level (number of d8 Hit Dice equal to their level)

Speed 30 ft.

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

Saving Throws +PB to all

Skills Arcana +1 plus PB, Deception +3 plus PB, Persuasion +3 plus PB

Senses passive Perception 10

Languages Common, Infernal

Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Hellfire). *Melee or Ranged Spell Attack:* +3 plus PB to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 1d4 necrotic damage plus 1d4 fire damage. Both of the spell's damage types increase by 1d4 when the deceiver reaches 5th level (2d4 each), 11th level (3d4 each), and 17th level (4d4 each).

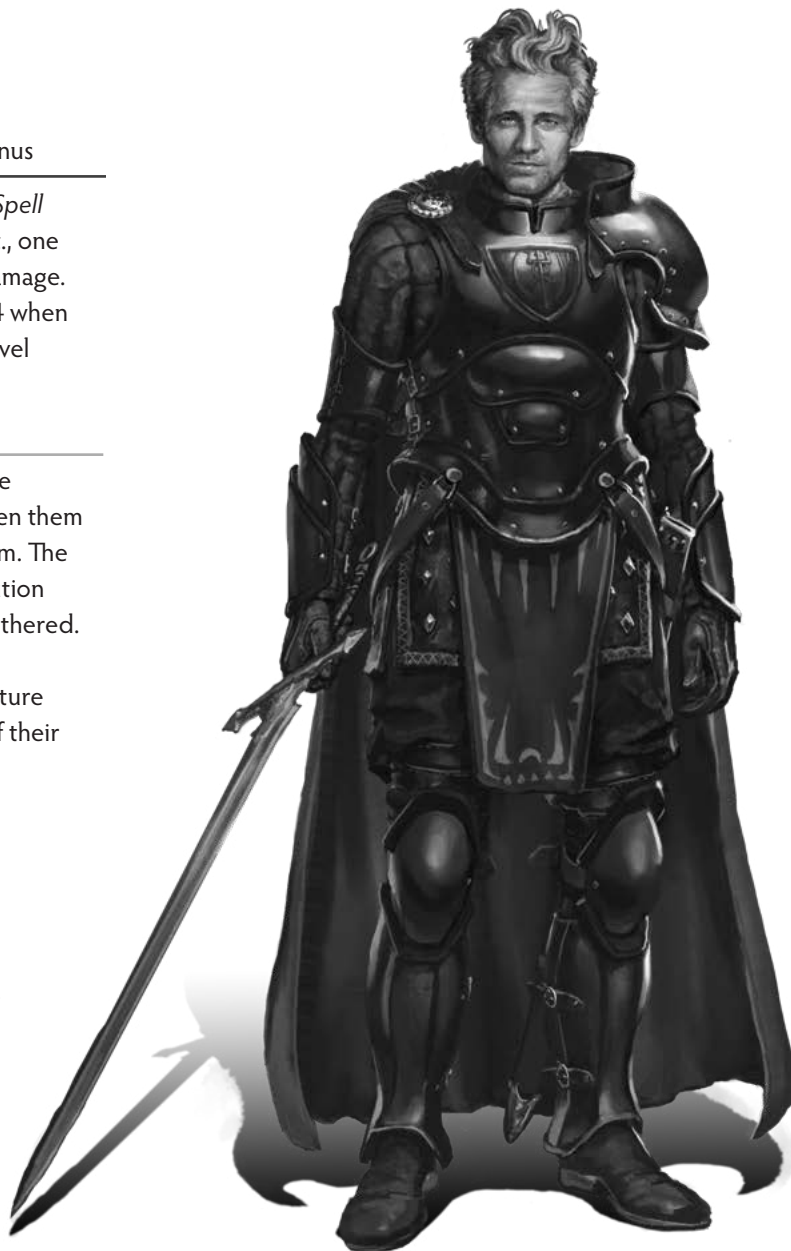
FEATURES

3rd Level: Hell's Lash (3/Day). As an action, the deceiver lashes a whip of crimson energy between them and a creature they can see within 30 feet of them. The target must succeed on a DC 10 plus PB Constitution saving throw or take PBd4 fire damage and be tethered. A tethered creature takes PBd4 damage at the beginning of each of their turns. A tethered creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

5th Level: Armor of Deception (3/Day).

As an action, the deceiver weaves frightening illusions around a creature they can see within 60 feet of them. The illusions last for 1 minute. A creature who attacks the target while the illusions are active must succeed on a DC 10 plus PB Wisdom saving throw or take PBd6 psychic damage and be frightened until the end of their next turn. A creature who succeeds on the saving throw is immune to this effect for 24 hours.

7th Level: Mote of Hell (1/Day). As an action, the deceiver manifests a pocket of Hell, creating a 15-foot-radius sphere of brimstone and darkness centered on a point within 150 feet of them. That area becomes difficult terrain. A creature who starts their turn in that area or enters it for the first time on a turn takes PBd6 fire damage. A creature who ends their turn in that area must succeed on a DC 10 plus PB Wisdom saving throw or take PBd6 psychic damage from the screams of the damned in their mind.



SCHEMER (HELLSPEAKER)

Medium Humanoid, Any Alignment

Armor Class 13 (light armor)

Hit Points Seven times their level (number of d8 Hit Dice equal to their level)

Speed 30 ft.

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

Saving Throws +PB to all

Skills Deception +3 plus PB, Insight +1 plus PB, Persuasion +3 plus PB

Senses passive Perception 11

Languages Common, Infernal

Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Daggers). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 2d4 plus PB damage. Beginning at 7th level, the schemer can make this attack twice, instead of once, when they take the Attack action on their turn.

FEATURES

3rd Level: Quick Trick (3/Day). When a creature targets the schemer or an ally within 30 feet of the schemer with an attack, spell, or other magical effect, the schemer can use their reaction to force that creature to make a DC 10 plus PB Charisma saving throw. On a failed save, the creature must choose a new target or lose the attack or effect.

5th Level: Promises and Lies (1/Day). As an action, the schemer turns enemies into allies. Each creature within 30 feet of the schemer who can hear them and who understand Common or Infernal must succeed on a DC 10 plus PB Charisma saving throw or be charmed by the schemer for 1 minute. While charmed in this way, a creature can't willingly harm any of the schemer's allies. A creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

7th Level: Turncoat (3/Day). As an action, the schemer chooses up to PB creatures they can see within 30 feet of them. Each target must succeed on a DC 10 plus PB Charisma saving throw or make an attack against their nearest ally (no action required). A creature charmed by the schemer automatically fails this saving throw.

TYRANT (PAINKILLER)

Medium Humanoid, Any Alignment

Armor Class 18 (heavy armor)

Hit Points Eight times their level (number of d10 Hit Dice equal to their level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	10(+0)	10(+0)	10(+0)	14(+2)

Saving Throws +PB to all

Skills Athletics +3 plus PB, Intimidation +2 plus PB

Senses passive Perception 10

Languages Common, Infernal

Proficiency Bonus (PB) equals the mentor's bonus

Signature Attack (Longsword). *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d8 plus PB slashing damage. Beginning at 7th level, the tyrant can make this attack twice, instead of once, when they take the Attack action on their turn.

FEATURES

3rd Level: Shift Ranks (3/Day). As an action, the tyrant makes a signature attack and allows up to three allies within 30 feet of them who can hear them to move up to 10 feet without provoking opportunity attacks (no action required).

5th Level: Devastation (3/Day). As an action, the tyrant makes a signature attack, and up to three allies within 30 feet of them who can hear them can use their reaction to make one weapon attack.

7th Level: Choke (1/Day). As an action, the tyrant makes a signature attack; if the attack hits, the tyrant chokes the target with infernal magic. The target is grappled (escape DC 10 plus PB) and restrained until the grapple ends.

ITEMS

THE FOLLOWING NEW ITEMS are available for illrigger player characters and NPCs.

TRUE NAME

Weapon (Any), Uncommon, Rare, Very Rare, or Legendary (Requires Attunement by an Illrigger)

This weapon is ornately decorated with elegant details in brimstone and obsidian. It smells of iron and incense. When you attune to this weapon, you must whisper your true name to it. The name sears across the weapon in Infernal runes, then fades.

The typical *True Name*, an uncommon item, empowers an illrigger's Baleful Interdict. Whenever you roll an 18, 19, or 20 on your attack roll with this weapon and place a seal on a creature as part of the attack, you can place an additional seal on that creature.

More powerful variants of *True Name* gain an additional property depending on rarity:

Rare. You gain a +1 bonus to attack and damage rolls made using the weapon, and the damage dealt by your seals increases by 1d6.

Very Rare. You gain a +2 bonus to attack and damage rolls made using the weapon, and the damage dealt by your seals increases by 2d6. In addition, when you reduce an enemy to 0 hit points, you can choose to regain a seal (no action required). Once you regain a seal in this way, you can't do so again until the following dusk.

Legendary. You gain a +3 bonus to attack and damage rolls made using the weapon, and the damage dealt by your seals increases by 3d6. In addition, when you reduce an enemy to 0 hit points, you can choose to regain two seals and gain temporary hit points equal to your illrigger level (no action required). Once you regain seals and gain temporary hit points in this way, you can't do so again until the following dusk.

"The weapon known as True Name is inseparable from the history of the Seven Cities. Whenever two devils entered into a deal with one another, the offeree of the contract would seal their true name into its ornamentations, then the blade would remain in the possession of the offerer. Should the offeree fail to uphold their end of the contract, the offerer would magically learn the name from the blade, thus gaining power over they who betrayed the sacred pact.

Is there, thus, any blade with more potential? It is written that if an infernal soul could discover the true name of the weapon itself, they could draw from it every name sworn to it since the blade's creation. Imagine the power that individual would have over the Seven Cities. Imagine the proud devils who could do naught but fall to their knees.

I have sought the blade's name for centuries. With luck, when I find it, its bearer will not know the power they wield, and it will be mine."

— Infernal Chancellor Lazivos's personal writings

AN ANCIENT TRUE NAME

Since the illrigger has many viable playstyles, *True Name's* shape and rarity are flexible, allowing the GM to bestow a weapon that best fits the illrigger in their party. We suggest tying this weapon into a greater story, such as a power squabble in the Seven Cities, a feud between two fiends, or even a devil trying to learn your illrigger's true name—in Hell, a devil's true name can be spoken aloud to aid in summoning the fiend or to strip them of their power (see *Flee, Mortals!* for these mechanics). Similar rules could apply to your infernal illrigger, if you wish.

Once a character claims *True Name*, they might quest to find its original name, thus learning the true names of many fiends in the hells and gaining great leverage. However, the weapon's wielder will undoubtedly encounter fiends who crave the weapon for themselves—such as Infernal Chancellor Lazivos, a chancellor in the Seven Cities whose agents collect powerful relics to enable his election to the Court. You can find his stat block and more information about him in *Flee, Mortals!*

BLOODSBANE

Potion, Very Rare

This oil is deceptively clear and smells faintly like parchment, dried ink, and a touch of sulfur. To unlock the oil's power, an additional component must be mixed in (as shown in the Bloodsbane Effects table); this component may have already been added, or the oil's user can acquire an unmixed oil and add the component as part of a short or long rest. These components are difficult to sense once diluted in the oil, and identifying this oil may require a keen nose or additional research.

The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil in this way takes 1 minute, during which time a willing creature must offer one drop of their blood, mixing it into the oil to activate its magic.

A creature hit with a weapon or ammunition coated in this oil must succeed on a DC 15 Constitution saving throw or suffer an effect depending on the oil's special component added. In addition, if the creature fails the saving throw and the blood in the oil came from an illrigger, the creature has a seal placed on them by that illrigger. This seal doesn't count against the number of seals granted by the illrigger's Baleful Interdict feature.

BLOODSBANE EFFECTS

Ingredient	Effect
Mentha arvensis oil	The target is under the effects of the <i>zone of truth</i> spell for 10 minutes.
Nightshade oil	The target is paralyzed for 1 minute.
Bloodhound fur	The creature who offered their blood to the oil knows the direction and distance to the target for 24 hours.
Rose oil	The target is under the effect of the <i>charm person</i> spell for 1 hour. The creature they are charmed by is the creature who offered their blood to the oil.

“Once you unlock the secrets of brewin’ Bloodsbane, set up shop in Dis and Styx. The servants of Dispater and Moloch can’t get enough of it, especially the floral stuff. And I know a knight or a mage or two in Sutekh and Asmodeus’s service who’ll pay no small sum for a bottle or two with nightshade.

But if you share the means to make it with anyone, the last thing you’ll smell will be parchment, sulfur, and something sweet.”

— Arzarach, Seven Cities merchant

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