

Introduction

The Illrigger is MCDM's first custom class. Illriggers are intended to be versatile armored warriors with a wide array of supernatural abilities that reflect the infernal source of their power. Depending on their contract they can be highly mobile stealthy assassins, heavily armored battlefield commanders, or fighting illusionists.

*As you read this, you will develop your own ideas about how over- or under-powered this ability or that ability is. We ask of you the same thing we asked of the testers: if the flavor of the class seems cool to you, **try it out**. Use it in your game and see if it's wildly OP or useless.*

Often in the Illrigger Beta, we'd have a new tester feel strongly about how some things were "too good" based on reading it, but in play it was actually pretty mild.

We intend on doing more custom classes for 5E! So even now, after release, your feedback will inform future work and maybe even a revision to this class. But as with everything, we value lessons learned during play most.

*We hope you think the Illrigger is as cool as we do. Now go forth, and **raise hell!***

-MCDM

Writing and Design: Matthew Colville

Additional Design: Lars Bakke

Art: Grace Cheung

Layout: Gordon McAlpin

Editing: Joshua Yearsley

Playtest Coordinators: GuardianRoborn/Nathan Clark, Previteror/John Previtera, Pesto_Enthusiast/Spencer Hibnick, Lord_Durok/John Champion, ArchmageMC37/Jake Sargent, James L.

Alpha Testers: Jennifer Kretchmer, Matthew T., Campbell M., Dan B., Cat, Hal 9000, Emmi K., Jacob McEwen, Joette, Dig, Dard, Arek O. S., James Dewar, Joseph Carothers, Flame Warp, Lyme/Jermiah, Monk, Willy_Trombone/Kyle Trammell, Illidasi/Nathan Hidding, N3sting, Corrupted Chaos, Omni, LemonLupin, Potion Enthusiast/Jarrad, The Angry Celt/Clayton Graham, Anutham Suresh, Vaddix/David Mitolo, EvilDans

MCDM is:

Lars Bakke: Development

Jerod Bennett: Technology

Grace Cheung: Art

Matt Colville: Writing & Design

Anna Coulter: Production

Jason Hasenauer: Art & Art Direction

The Illrigger

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

Their elite shock troops, the terror-commandos of Hell, are the *illriggers*. Knights of Hell, they are charismatic counter-paladins who master devils, disrupt enemy organizations, and command Hell's armies.

The Order of Desolation

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

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

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

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

Class Features

As an illrigger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per illrigger level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

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

Equipment

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

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

Multiclassing

An existing character choosing to multiclass into illrigger must meet the following prerequisites:

Charisma 13. Strength 13 or Dexterity 13

You gain the following proficiencies when you choose illrigger as a new class:

Light armor, medium armor, shields, simple weapons, martial weapons

Multiclass characters divide their illrigger levels by three for the purposes of determining how many spell slots they get.

The Illrigger

Level	Proficiency Bonus	Features	Infernal Conduit Dice
1st	+2	Forked Tongue, Infernal Conduit	1
2nd	+2	Fighting Style, Baleful Interdict	
3rd	+2	Hellsight, Diabolic Contract	2
4th	+2	Ability Score Improvement	
5th	+3	Extra Attack	3

6th	+3	Baleful Interdict Improvement	
7th	+3	Diabolic Contract Improvement	4
8th	+3	Ability Score Improvement	
9th	+4	Diabolic Contract Improvement	5
10th	+4	Baleful Interdict Improvement	
11th	+4	Improved Infernal Conduit	6
12th	+4	Ability Score Improvement	
13th	+5	Diabolic Contract Improvement	7
14th	+5	Aura of Desolation	
15th	+5	Diabolic Contract Improvement	8
16th	+5	Ability Score Improvement	
17th	+6	Diabolic Contract Improvement	9
18th	+6	Baleful Interdict Improvement	
19th	+6	Ability Score Improvement	10
20th	+6	Infernal Contract Improvement	

Forked Tongue

You have a facility with speech and know how to manipulate an audience. Whenever you make an ability check to persuade, deceive, or intimidate, you can treat a d20 roll of 7 or lower as an 8.

Infernal Conduit

There is a pool of infernal power within you that replenishes after you take a long rest. This pool is represented by dice, starting with 1d10 at 1st level. Your pool gains dice as shown on The Illrigger chart. With these dice you can transfer hit points between your illrigger and other targets, healing allies at the expense of your own health or draining the life force of enemies to rejuvenate your own vitality.

As an action, choose a number of dice from your remaining pool and touch another creature. If they are unwilling, this is a melee spell attack with which you are proficient, using Charisma as your spellcasting ability. If you miss, nothing happens—you do not roll or lose dice from your pool. If you hit, or if you're targeting a willing creature, roll the chosen dice.

The result of your roll is the number of hit points you transfer. If you're touching an ally, they gain that many hit points, ignoring any hit points in excess of their maximum. You lose hit points equal to the number of hit points they gained. If your sacrifice reduces you to 0 hit points, you fall unconscious.

If you're touching an enemy, they take necrotic damage equal to your roll, and you gain that many hit points. If you would gain hit points in excess of your maximum, you gain that number of temporary hit points instead.

Beginning at 11th level, in addition to draining the life force of an enemy, you can also inflict one level of exhaustion on them. They may recover this exhaustion normally. This ability does not work if the target already has three or more levels of exhaustion, or if you have no dice left in your pool, and you cannot choose to inflict exhaustion *instead* of draining life.

Fighting Style

At 2nd level, you choose an illrigger fighting style:

Treachery: When you attack an enemy who has none of your allies adjacent to it, you gain a +3 bonus to damage rolls.

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.

Schemes: While you wield a melee weapon in one hand and no other weapons, you can use your reaction after an adjacent enemy attacks you to move into any other unoccupied space within five feet of the attacking enemy. This movement does not provoke an opportunity attack.

Lies: When you attack with a two-handed melee weapon, you can use your Charisma modifier, instead of your Strength modifier, for both the attack and damage rolls.

Baleful Interdict

When you reach 2nd level, you learn to use the power of Hell to censure other creatures. As a bonus action, you can place a seal on a target you can see within 30 feet. You can do this a number of times equal to your Charisma modifier. When you finish a short or long rest, you regain all your seals.

When you or an ally hits a target you can see with any seals on it, you can consume the seals to make the attack deal an extra 2d6 necrotic damage to the target per seal consumed.¹ If you are within 30 feet of the target, you heal 2 hit points for each die of damage your seals deals.

A creature with a seal on them is an **interdicted creature**.

Seals evaporate if not used after 1 minute. Only the illrigger who placed the seal knows it's there; it appears to the illrigger as a glowing glyph on the creature's forehead. If a creature with any of your seals on it dies, you can move all of its seals to another creature within range.

When you reach 10th level, you feel your connection to your archdevil increase. Your seals deal an extra 1d6 damage.

Your seals improve differently based on which contract you choose. These improvements are listed under Diabolic Contract, below.

Hellsight

When you reach 3rd level, your mastery of deception makes it easy for you to recognize the use of concealing sorcery. As an action, you extend your awareness out from you. Until the end of your next turn, you know the location of creatures within 60 feet using magic to hide or disguise themselves.

You can use this feature a number of times equal to your Charisma modifier. When you finish a long rest, you regain your expended uses.

Diabolic Contract

When you reach 3rd level, you sign a diabolic contract with your archdevil who welcomes you into the Order of Desolation. You gain the Invoke Authority ability and choose either Painkiller (Dispater), Shadowmaster (Moloch), or Architect of Ruin (Asmodeus) as your archdevil.

Furthermore, you are a noble knight in the lists of Hell and will be accorded fine treatment and hospitality anywhere in Hell you travel, even to cities ruled by enemy archdevils. More cosmopolitan cities in the timescape—like Alloy, the City of Brass—will also respect your noble rank.

Invoke Authority

You invoke the authority granted you by your archdevil, channelling baleful energy to fuel magical effects. Each Invoke Authority option provided by your archdevil explains how to use it.

¹ This is not a reaction, it's free.

When you use your Invoke Authority, you choose which option to use. Once you use this feature, you must finish a long rest to use it again.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Desolation

Beginning at 14th level, you radiate a magical aura of evil. Whenever a hostile creature within 15 feet of you makes an attack roll or a saving throw, it must roll a d4 and subtract the number rolled from the result.

Summon Hell

Beginning at 15th level, as an action, you can summon a bone devil to serve you for 1 minute. The devil appears in an unoccupied space within 30 feet. It is bound to you and must obey your commands to the best of its ability. It acts on the same initiative that you act on, and may both act and move on the turn you summon it. If you die or fall unconscious, the devil returns to Hell. Once you use this feature, you must wait 1 week before you can use it again.

Diabolic Contracts

The knight who walks the path of Hell may gain access to the powers of the Illrigger purely through their own devotion. No oath is necessary, no mentor. A fledgling hellknight might not even be aware Hell's Paladins exist.

But acceptance into the Order of Desolation at 3rd level means swearing an oath to a specific Lord of Hell and this usually requires a senior member of the order to perform an elaborate ritual. A dedicated knight, however, can attract the attention of one of the Infernal Dukes by doing deeds of great treachery on their own.

Through ritual or deed, the young Illrigger eventually finds themselves face-to-face with one of the Lords of the Seven Cities...and the Contract must be signed. The contract that binds the itinerant knight to the Order the and adds their names to the Lists of Hell. A contract signed in blood. Usually the knight's.

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

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

Painkiller

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

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

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

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

Tenets of Pain

The Painkillers swear an oath to Dispater when they join the Order of Desolation. The oath commits them to lead Hell's armies and wage war against Good across the timescape.

Lead from the Front—I am at the front of every battle. I charge in, inspiring my soldiers and causing fear in my enemy. I will not use stealth nor hide my face. Let them see their doom.

Commander—Wherever I go, I command. I give orders, I do not take them.

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

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

Contract with Dispater

Dispater's heavy shock troops must be effective battlefield commanders, and quickly dispatch enemies.

Invoke Authority: *Devastator*. As an action, you invoke the authority of Dispater. You and a number of allies equal to your Charisma modifier may use a reaction to make one weapon attack.

Invoke Authority: *Infernal Surge*. Upon invoking Dispater's authority, you gain an extra action in addition to your normal action and any possible bonus action.

Bonus Proficiencies

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

By the Throat

Starting at 7th level, you can, as an action, place a seal on an enemy within 30 feet. If they are large or smaller, they must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be grappled (escape DC 15), and the target is restrained until the grapple ends.

Telekinetic Seal

Starting at 9th level, you can, as a reaction to an enemy moving into a space adjacent to you, place a seal on them. If you do, they must make a Wisdom saving throw. If they fail, they are thrown back 30 feet and knocked prone.

You Die On My Command

Starting at 13th level, when an ally within 30 feet who can hear you drops to 0 hit points, you can use your reaction to shout an order at them, causing them to drop to 1 hit point instead. When you finish a short rest, you replenish this ability.

Steelmind

Starting at 17th level, you gain advantage on Wisdom saving throws against spells and enemy abilities.

Pain Devil

Starting at 20th level, you can use your action to become a pain devil for 1 minute. Your size becomes large. Your gain +3 to hit and damage with melee weapons. You gain 100 temporary hit points.

You emanate an aura of pain that forces every creature starting their turn within 20 feet of you to make a DC 16 Constitution saving throw or suffer 4d12 force damage on a failed save (half that on a

successful saving throw) as wounds in their flesh spontaneously open. Once a creature saves, they are immune to this ability for 24 hours.

While in this form, your type becomes fiend (devil) and Hell is your home plane. When you finish a long rest, you replenish this ability.

Interdict Improvements

As your Painkiller levels up, Dispat's interdiction carries more power.

I Am Death

At 6th level, after placing a seal on a creature, your attacks against that creature have advantage until the end of your turn.

Hell's Fury

At 10th level, the bonus action you use to place a seal on a creature now also grants you a weapon attack against them.

Deathstrike

At 18th level, when you consume a seal after a successful attack roll against an interdicted creature, you may use your reaction to make the attack score a critical hit.

Shadowmaster

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

Moloch is the Lord of Styx, the City of Lies. He strives to rule Hell through subterfuge, deceit, and trickery. His illriggers are assassins, striking from the shadows or using deception to earn high-ranking positions close to powerful rulers. Many Shadowmasters run networks of spies and assassins who have no idea of the infernal provenance of their master.

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

Tenets of Shadow

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

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

Create Chaos—Disorder is my goal. Where there is peace, I will create strife. Where there is certainty, I will create doubt. If there is war, it must never end.

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

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

Contract with Moloch

Moloch's elite assassins must be able to survive to get close to their enemies and quickly eliminate them.

Invoke Authority: *Fade*. As an action, you can become invisible and can, as part of this action, attempt to take the Hide action. The invisibility ends after 1 minute or if you make an attack or cast a spell.

Invoke Authority: *Moloch's Blessing*. As a bonus action, you can place all your remaining seals on a creature.

Flash of Brimstone

As a reaction to placing a seal on a target, you can teleport to an unoccupied space that you can see adjacent to the target.

Bonus Proficiencies

When you choose Moloch as your archdevil, you gain proficiency with Stealth, Acrobatics, and thieves' tools.

Dagger Adept

Your training makes you skilled with certain light weapons. While two-weapon fighting with daggers and/or sickles, you can add your ability modifier to the damage of the second attack, and you can draw or stow two daggers or sickles when you would normally be able to draw or stow only one.

At 5th level, your daggers and sickles do 1d6 damage.

At 11th level, your daggers and sickles do 1d8 damage.

At 17th level, your daggers and sickles do 1d10 damage.

Relentless

At 7th level, your movement increases by 10 feet.

Only A Memory

Starting at 9th level, your mastery of shadow grants you advantage on Dexterity (Stealth) checks when taking the Hide action, and Hide becomes a bonus action for you.

Evasion

Starting at 13th level, when you are prompted to 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 only half damage if you fail.

Shadowkiller

At 17th level, you gain darkvision and can see normally in magical darkness. In addition you can see the exact location of any creatures within 60' using illusion spells to obfuscate their location, such as *blur*, *mirror image*, or *invisibility*.

Shadowform

Starting at 20th level, as an action, you can become a greater shadow for 1 minute. You gain damage resistance to acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing damage. You gain Incorporeal Movement and a flying speed of 50. You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. Your weapon attacks deal necrotic damage, and successful attacks drain 1d4 Strength from the target. If this drain reduces the target's Strength to 0, it dies. Otherwise, the drain lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later. When you finish a long rest, you regain the use of this ability.

Interdict Improvements

As your shadowmaster levels up, Moloch's interdiction carries more power.

Marked For Death

At 6th level, your connection to Moloch's power deepens. If you hit an interdicted creature with a melee attack, you can mark them for death. The target has disadvantage on attack rolls that do not include you until the end of its next turn. While that creature is interdicted, it must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) whenever it tries to leave your reach. On a failure, its speed instead becomes 0 until the start of its next turn. These effects last until it is no longer interdicted, you leave its reach, or it leaves your reach.

He Is the Darkness

At 10th level, while within 10 feet of an interdicted enemy, shadows envelop you and you gain the benefits of half cover.

Hell's Assassin

At 18th level, your seals do 3d10 damage each, rather than 3d6.

Architect of Ruin

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

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

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

Tenets of Ruin

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

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

The Proper Secret—Once I know your secrets, I know what you fear.

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

Perception Is Reality—Illusion is *also* as powerful as steel. I will spread so many rumors about my own powers, your friends will desert you, your soldiers will quake. So what if none of it's true? And some of it is...

Contract with Asmodeus

Asmodeus' fighting mages must be able to thwart an enemy's spells as well as their plans.

Invoke Authority: *Veteran of Sorcery*. As a reaction to failing a saving throw against a spell, you can choose to succeed instead.

Invoke Authority: *Spellbreaker*. You call on Asmodeus' authority and cast *counterspell* as a reaction to an enemy spellcaster's magic. The level of your *counterspell* equals your Charisma modifier (minimum 3).

Spellcasting

When Asmodeus accepts you as an Architect of Ruin, you gain access to his infernal power and learn to access divine magic to cast illrigger spells.

Preparing and Casting Spells

Cantrips. You learn two cantrips of your choice from the illrigger spell list. At 8th level, you learn an additional cantrip.

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

You prepare the list of illrigger spells that are available for you to cast, choosing from the illrigger spell list. When you do so, choose a number of illrigger spells equal to your Charisma modifier + half your illrigger level (rounded down), minimum of one spell. The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level illrigger, you have three 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level in any combination. If you prepare the 1st-level spell *Hell's lash*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of illrigger spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your illrigger spells, since your power derives from your ability to command the attention of your patron archdevil. 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 an illrigger 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

Architect of Ruin Spellcasting

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

Illrigger Spell List

Cantrips	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level
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Chill Touch	Charm Person	Augury	Dispel Magic	Banishment [†]	Aura of Desecration* [†]	Circle of Death
Dancing Lights	<i>Color Spray</i>	<i>Blur</i> [†]	<i>Fear</i> [†]	Blight	Contact Other Plane	Mass Suggestion
Fire Bolt	Command	Darkness [†]	Fly [†]	Death Ward	Dispel Evil and Good [†]	Planar Ally
Light	Comprehend Languages	Enthrall	<i>Major Image</i> [†]	Dimension Door	<i>Dream</i>	<i>Programmed Illusion</i>
Message	Detect Magic [†]	Hold Person [†]	<i>Phantom Steed</i>	Divination	Hold Monster [†]	
Minor Illusion	<i>Disguise Self</i>	<i>Invisibility</i> [†]	Remove Curse	<i>Greater Invisibility</i> [†]	<i>Mislead</i> [†]	
Ray of Frost	Hellish Rebuke	Lesser Restoration	Revivify	<i>Hallucinatory Terrain</i>	Wall of Death* [†]	
Thaumaturgy	Hell's Lash* [†]	Ray of Enfeeblement [†]	Mote of Hell* [†]	<i>Phantasmal Killer</i> [†]		
True Strike	Shield of Faith [†]	Suggestion [†]	Tongues			
	<i>Silent Image</i> [†]		Vampiric Touch [†]			
	Single Combat*					

* indicates a new spell.

[†] indicates a concentration spell.

Italics indicates an illusion spell.

New Illrigger Spells

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

Aura of Desecration

5th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Life-defiling energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. When a creature enters the area or starts its turn there, it takes 1d6 necrotic damage and you heal that amount of hit points.

Hell's Lash

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the forked tongue of a serpent)

Duration: Concentration, up to 1 minute

You produce a whip of red electric energy that lashes out at a creature within range, creating a conduit between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d10 fire damage, and on each of your turns for the duration you can use your action to deal 1d10 fire damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d10 for each slot level above 1st.

If the target has one of your seals on it, the infernal whip deals its maximum damage.

Mote of Hell

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

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

Duration: Concentration, up to 1 minute

You manifest a mote of Hell on the Mundane World. A 15-foot-radius sphere of darkness, brimstone, and blasting heat arrives, centered on a point within range and lasting for the duration of the spell. The cloud of hellfire echoes with the cries of damned souls that can be heard by anyone within 30 feet of the cloud.

No light, even magical light, can illuminate the area, and any creatures fully within the area are blinded. The cloud warps the timescape and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 fire damage. Any creature that ends its turn in the area must succeed on a Wisdom saving throw or take 2d6 psychic damage as the voices of the damned crowd their mind.

Devils are immune to this damage, can see through the darkness, and heal 2d6 hit points if they start their turn in this area.

Single Combat

1st-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You offer a creature a challenge they might not be able to resist. If you have no allies adjacent to you, choose one creature within range who can see and hear you. They must make a Charisma saving throw. On a failed save, the creature falls for your ruse and must fight you. For the duration, they have disadvantage on attacks that do not include you, and must succeed on a Charisma save against your spellcasting DC each time they try to move away from you.

This spell ends if you attack any other creature, if you cast a spell that doesn't include the creature as a target, if an ally damages the target or targets them with a spell, or if you end your turn more than 30 feet away from the target. The spell also ends if any of your allies end their turn adjacent to you.

Wall of Death

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of phosphorus)

Duration: Concentration, up to 1 minute

You create a wall of necrotic energy on a solid 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 within its area must make a Constitution saving throw. On a failed save, a creature takes 5d8 necrotic damage and immediately gains one failed death save; on a successful save, it takes half as much damage and gains no death save. You regain hit points equal to half the amount of necrotic damage dealt. One side of the wall, selected by you when you cast this spell, deals 5d8 necrotic damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Spellmaster

Starting at 7th level, you have advantage on concentration checks made to maintain your spells.

Instant Illusion

Starting at 9th level, when you place a seal on an enemy, you can, as a reaction, cast an illusion spell that normally has a casting time of 1 action.

By Will Alone

At 13th level, your illusion spells no longer require any components. When casting an illusion spell, there is no indication you are casting the spell. You can cast illusion spells while blind, while gagged, and with your hands bound.

Asmoedus' Blessing

At 17th level, you can, as a reaction to taking damage, cast *fire shield*. The shield is always a warm shield, deals fire damage, and deals 4d8 damage instead of 2d8. When you finish a long rest, you regain the use of this ability.

Lore Devil

Starting at 20th level, as an action, you can become a lore devil for 1 minute. You gain three extra seals. Enemies with seals on them automatically fail their saving throws against your spells. You emanate an interference aura, forcing any creature within 60 feet trying to cast a spell to first succeed at a DC 18 Intelligence saving throw or else the spell fails and they lose the spell slot.

Whenever you use a spell slot to cast a spell, there is a 25% chance the spell works normally but you do not lose the spell slot.

While in this form, your type becomes fiend (devil) and Hell is your home plane. When you finish a long rest, you regain the use of this ability. At their discretion, your GM may choose one *codex* and grant you limited use of one of the abilities from that *codex*.

Interdict Improvements

As your Architect of Ruin levels up, Asmodeus' interdiction carries more power.

Hellimage

Starting at 6th level, when you cast an illusion spell, you may choose to expend an unused seal instead of a spell slot.

Submit!

Starting at 10th level, as a reaction when you cast a spell, you can consume a seal on an interdicted creature to impose disadvantage on their saving throws against the spell.

Magic Resistance

Starting at 18th level, you gain advantage on saving throws against spells and magical effects from interdicted creatures.