Premium

Handbook of Dark Secrets



Many Isles

1 - Dark Rituals

Demons posess creatures, and holy servants battle these possesors for ownership of mortal bodies. In this continuous battle for domination and power, a character might quickly get lost to a red claw or golden blade.

Introduction

This handbook serves as guide to all things fiendish, be it posessed creatures or forming one's own demons. It presents a number of rulesets and character options to bring the hells to life and start corrupting innocent mortals.

Possession

Some fiends find profit, or just plain pleasure, in replacing a mortal's soul in controlling a body. They take over such a mortal body, relinquishing its soul to a lost place, and use this decoy as a way of spreading corruption.

Possessing a Creature

Any fiend of CR of 4 or greater may attempt possessing a mortal creature. The table below shows what level of power a fiend needs to possess a certain creature. The target's maximal CR can also be replaced with levels.

Possessing a Creature

Fiend's CR	Target Max CR
4-6	1
7-9	4
10-14	7
15-20	10
21-25	15
26+	20

To possess a creature, the fiend must touch it. It then makes an Intelligence or Wisdom check, contested by the target's Heroism saving throw. On a success, the creature is possessed. The target has a disadvantage on its save if it is paralyzed, stunned, unconscious, or otherwise immobilized. If the target is dead, the fiend automatically succeeds.

The possessed creature's abilities then change based on the possessor's power, usually to create an entity approximately half as powerful as the original physical form. Its new stats are up to the DM: consider taking over a number of its old abilities, and adding some new ones. The possessed body is vulnerable to goldened weapons (weapons coated with orichalcum, see the Handbook of Mystical Materials).

The fiend's body, when abandoned by its soul, quickly dissipates into reddish fog and is gone. If the fiend's soul eventually loses its host, then the body reforms within a minute, and the soul restores itself to the body.

The targeted creature's soul suffers much more. It feels as if it is wrenched from its body, flung through cold space, and finds itself in a silent void. Wherever the consciousness goes, it finds only darkness and cold. It might be doomed to remain lost forever, might be saved by a beacon, or haunt the place of its separation as a ghost. See "Restoring the Soul", under Exorcism below.

Possessing a Character

If a devil or demon attempts possessing one of your player's characters, you as the DM might choose to make the skill challenge a bit more epic.

If the fiend is able to possess the character as per the "Possessing a Creature" table above, you may engage the character and it's supposed possessor in a Battle of Souls instead of a simple mental contest. In this case, you can construct a battle much in the same way as an exorcism would take place, as seen below.

Interacting with a Possessed

It is often in the possessing fiend's best interests not to reveal that the creature's shell it inhabits no longer is what it seems to be. It might lead the life of a normal creature of that race, slowly corrupting behind the scenes: making these children commit hidden sins, slaughtering this priest in his sleep. Eventually, however, the evil creature's agenda of corrutpion is uncovered, and it is challenged.

A possessed body gains power from its possessor, as seen above. It will only use these powerful abilities when necessary, usually when finally confronted by a master exorcist. In this case, exorcism may begin, as seen below.

A possessed creature can be made out by certain minor quirks. It has a decided trend towards evil, and smiles in glee at the sight of pain. Occasionally, its eyes may glaze over in darkness, or blood might drip from its mouth. Notably, a creature with truesight sees a leering devilish shape and not the original creature's body.

Exorcism

When a fiend enters a poor soul's body and replaces it as master of the physical form, that creature's friends often want the demon gone. Possessed creatures in general are shunned, and master exorcists are called for.

Some inferior races might believe that by chanting and dancing around a possessed creature, the demon can be chased off and the original soul restored. True exorcists know that this is not so, and such rituals only go well until the fiend gets bored and kills the supposed exorcists. To chase a feindish soul out of a body, one must apply force - greater force than what the devil can muster.

A ritual of exorcism follows some basic guidelines, as presented below. These steps must be follow for the eventual defeating of the fiendish soul.

Becoming an Exorcist

To be able to perform an exorcism as a character, you must take the "Exorcist" feat, presented in the last chapter.

Preliminaries

Before a master exorcist can battle the possessing entity, they must battle the possessed body. Often, the fiendish control has granted it supernatural powers, as seen in the previous part. This makes the battle difficult, and only great paladins or clerics can succeed in it.

To battle the soul of the fiend, the physical body must first be battered down. This is achieved if the body drops to 0 HP (in which case it is stunned, not unconscious, as seen above), or if it is stunned, paralyzed, restrained or otherwise immobilized. Some exorcists achieve this by lobbing off the creature's limbs, a relatively safe maneuver.

The exorcist then presses their palm against the possessed body's head, speaks the name of their deity, and casts *Exorcism* (see final chapter). In a flash of blinding light, to an outsider's eyes, the demon is chased off. However, this is where the exorcist's real fight commences.

Battle of Souls

What the *Exorcism* spell actually does is transport the caster to a pocket dimension, in which they battle the demon's soul.

The caster and the demon's soul, which has the same stats as its physical form but with a quarter as many hit points, are transported to a pocket dimension. It is usually featureless, with a bleak sky and dry ground. Some powerful devils, and some powerful casters, can form the dimension to take a shape of their liking. A great paladin might fight in a large room with mighty white pillars, and a demon might cause the dimension to be jagged ground with rivers of fire flowing through the cracks.

In this battle, the exorcist's goal is to once more bring down the demon. The common way of doing so is to reduce it to 0 HP, but other ways also work, such as stunning, restraining, paralyzing or otherwise immobilizing it and casting *Exorcism* on it again, in this case not resulting in a new Battle of Souls, but in the defeat of the fiend.

Flavoring the Battle

In general, an adventuring party consits of more than one character. Although an exorcism is a one-on-one battle, make sure the other players also get in on it. Their characters may do their best to boost the exorcist before the battle commences, and let them all participate in the actual Battle of Souls, even if their characters never learn about it.

If the exorcist happens to be defeated (reduced to 0 HP), one of two things may happen. If the demon has been sufficiently weakend (half of its original HP or less, meaning 1/8th of its physical form's HP maximum), the spell simply ends, and the fiendish soul remains in the body. If the devil had more than half of its HP, it may choose to possess the exorcist instead, abandoning the old body.

Once the possessing soul is defeated, it shrieks in agony and gets torn apart. The fiendish soul departs and returns to its physical body, if it had one. The spell then ends, and the exorcist returns to the original scene. To any onlookers, it seems as if no time elapsed between the flashing light and the destruction of the possessing entity.

The body reverts to the physical form it had before it was possessed, but any damage caused to it remains. Although not part of the actual exorcism, the body's soul might be restored to it's physical shape.

Restoring the Soul

The soul of a possessed creature leaves its body, going to a place where the lost go. It roams around there, hoping to see a beacon guiding it back out of the eternal darkness and into its body.

To restore the soul, the body must first be healed of any considerable damage caused to it. Then, certain spells or rituals might well need to be cast upon it to restore the body fully and to guide the soul back; *Soul Beacon* is one such spell, which can be found in the last chapter. Other resuscitation spells, such as *Revivify* or just *Spare the Dying*, could also suffice to bring back the lost soul.

If it is impossible to restore the body, then at least the soul may be saved. *Soul Beacon* can guide the lost soul from its lost place to the heaven of its race, and an upcast version of the spell may even allow it to thank those that defeated its possessor.

If a soul is not saved, it might go on roaming the void forever, bound to remain in constant despair. It is also likely to come back as a ghost, haunting the place where its body died or the creatures that failed to save it, searching for redemption and a way to reach its heaven.

Afterlife

Where does one's soul go when one dies? That is a question many mortal, and some immortal, erudite people have asked. Not many truly know the answer.

Essence of Life

A soul has a vitality attached to it, which some may call essence. Most mortal souls have only one essence, and when their physical form dies and their soul isn't called back, it drifts off into the outer planes and is reincarnated into another creature, be it a demon, celestial minion, or wild beast. This reincarnation is discussed in the "Reincarnation" part.

Some souls, those beyond a mere mortal's destiny, have two essences. When they die and aren't guided back, they might be powerful enough to break the shackles of destiny and be rebirthed as they were before death, albeit weaker. These strong souls are often those of heroes or masterminds, those that made it far in their mortal lives.

A soul that rebirthed and dies again usually has lost too much of its essence of life and follows its original destiny, being reincarnated into the afterlife of its faith or race. Sometimes, such a strong soul has done deeds admired by others in the mortal realm, and the soul is bound to an object or other creature instead, living on in such a fashion.

Character Death - Binding

One way to handle character death, next to those presented here, is through binding their soul to a magic item or somesuch. They might have been a great hero, and a dwarven king in thanks bound their soul to a golden warhammer. The player's new character could then wield that object, communicating with the soul of the old one and making for great roleplay opportunities.

Rebirth

When an especially powerful soul has sufficient essence of life, it may refuse destiny and instead be rebirthed.

How well a soul handles its rebirth depends on its mental abilities.

Ability Effects on Rebirth

Modifier	Change
<1	-4
+1	-2
+2	+0
+3	+1
+4	+2
+5	+3

This table is used to find out how various abilities of the soul's new body will change.

The soul (earlier character)'s **Heroism** score represents its mental fortitude; how well it can resist the damage caused through death and rebirth without losing some of its knowledge. The rebirthed creature's character level will be modified shown on the table above.

The soul's **Intelligence** shows how adept at learning and understanding is. If the change given by the table above is negative, then the character will lose a number of skills as given. If it is positive, they will learn an additional skill of their choice.

Finally, its **Wisdom** represents how experienced the soul is; how well it truly understands the world, how mature it is. The creature's age decreases or increases by the change shown above multiplied by 20 percent. Meaning, if its modifier is +0, it will be 80% younger upon rebirth. A creature cannot grow older from this rebirth. If it was already aged and does no lose any age, it will still live on ten years without encountering the difficulties of old age and without physically aging.

At the DM's discretion, a reincarnated body may well be granted some special abilities depending on its orientation; maybe it is now a demi-god, for example.

Physical Rebirth

Once the new body's stats have been determined, the soul can be rebirthed into this body. How exactly this happens is open, but it should be based off the earlier character's beliefs and patrons.

For example, the great paladin of Tempus might rise from his grave in a breeze of red leaves, proudly brandishing his blade and swearing to fight on for the glory of his god. Or the wood elf who died from orcish monsters overrunning her forest might grow out of a mighty oak tree, striding down upon those foes and smashing them with her glory.

Reincarnation

Most souls, and almost all strong souls after their rebirth, travel from the place of their death to where their deeds and position in life destined them. Some creatures, such as fiends dying outside of their home plane, reform there; but this isn't a true reincarnation.

Most souls, when they die, go to the place where their gods reside and are embodied as servants of their deities. Others made pacts with entities, good or evil, before dying. A creature having made a contract with a devil, for example, will have its soul reincarnated in the Seven Hells. Still others might reincarnate in locations destined by their race: fey often form as animals in the Beastlands.

However, some souls are truly lost: they swore fealty to no god, have been neither corrupted nor blessed, and are of a race that has no homeland. These usually go to Tod, a wasteland of a plane, where they are reincarnated as larvae, creeping on forever with no hope of being saved. Some souls were too good to go to this fell place, and instead err the placeless, lost forever, with no hope of coming out. They remain in darkness everlasting.

A soul removed by possession, or otherwise by being forcefully taken from its body without the physical form dying, to not join their destined places and reincarnate. They err on forever, lost just like those that have no place to go.

Some souls had an unsatisfying death, one that was too horrible to accept. Such a soul vehemently refuses to be reincarnated, and instead remains in an ethereal shape around the area where it died, suffering and yearning for revenge, for realease - those are ghosts.

Another kind of life after death is achieved through undeath. Most undead are simply animated corpses, but some of the greater ones are corpses with a soul attached to them. These souls will go nowhere when they are finally torn from the place of the living, so they try remaining forever.

Death of a Soul

When a reincarnated creature dies, its soul is finally removed from existence. Theories diverge: it might just tear apart and embed iself into the fabric of the world, or it might travel beyond the known realms to places unknown. What is known is that once a reincarnated soul departs - usually a few days after the death of its reincarnated body - it is gone forever, and cannot be found again.

Some souls, as seen above, never get to the point of reincarnation. Certain creatures consume souls, and other effects might cause the premature annihilation of a soul. Those, too, are gone forever.

2 - Demon Forger

Those who follow the path of the Demon Forger act as a gateway between the realm of the mortals and the Abyss. They use their forging skills to create bodies that act as a vessel to demons from another realm to possess it.

Even though the Demon Forger can create as many monsters as they want, they are able to maintain control of only a few of them, which gives them a bad reputation of unleashing an uncontrollable army of demons in the land.

The Demon Forger is a prestige class, which can be taken as long as the following prerequisites are met.

Prerequisite: Character level of 5 or higher, ability to cast spells, Heroism of at least 13

Demon Forger Features

Level	Feature
1st	Tool Proficiency, Cursed Bound, Soul Forge
2nd	Cursed Infusions
3rd	Curse Expertise
4th	Curse Mastery

Tool Proficiency

When you follow this path, you gain proficiency with the Herbalism Kit. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Cursed Bound

Starting when you choose this class, your soul becomes bound to the Abyss. You gain the ability to speak and write Abyssal. When you die, your soul will go to the Abyss and become a minor demon.

During a short or long rest, you can communicate with a demon of your choice telepathically as long as you know its true name.

If the demon doesn't want to be disturbed, it can make a Heroism saving throw contested by your Spellcasting Ability. If it succeeds, you cannot enter in contact with it for the next 24 hours.

Soul Forge

Starting when you choose this class, you learn how to transform dead bodies into vessels for demons to possess. You can spend one Spell Slot to perform a 1-hour Ritual to create these demons called Night Creatures. You need to take a long rest before being able to use this ability again.

The Ritual requires a Small or Medium size non-demonic corpse with all its limbs intact, as well as some herbs with healing properties worth 10 gp. If you use a small body, you create a Nightling Creature. If you use a medium body you create a Night Creature. The stat blocks of these creatures are shown in the end of this sub-class. You can call a specific demon to inhabit this body, as long as its CR is equal to or less than your character level.

The Night Creature assumes a form that you want, as long as it retains the original number of limbs and size of the body used. It will always look fiendish in nature.

Your Night Creature's maximum hit points depends on your abilities and the spell slot you expended on the ritual, as seen in the creautres' stat blocks.

As soon as you finish this Ritual, you can try to gain control over the demon possessing the body. It must make a Heroism saving throw contested by your Spellcasting Ability. If you know its true name, it rolls this saving throw with disadvantage.

Night Creatures out of Control

If you lose control over a Night Creature, it physically transforms into a possessed body at the DM's discretion; it might well grow much more powerful.

If it fails the saving throw, it becomes friendly to you and your companions and obeys your commands that it can understand. If it succeeds on the throw, it becomes hostile to you and all non-demonic creatures it can see. It might attack you or try to escape from you.

The Night Creature is under your control for 24 hours, after which time it stops obeying your commands and becomes hostile to you. You can reassert your control over any Night Creatures under your command by using a 1st level spell slot to extend the duration of servitude of a demon under your command by 24 hours. If you cast this spell using a slot of 2nd level or higher, you can control additional demons according to the amount of slots higher than 1st you used.

If a Night Creature under your command dies, the demon's soul leaves the corpse and is restored to its physical form where it left it. If the demon is exorcised (see chapter 1), the Night Creature body dies. It is too corrupted for the original soul to be restored into that body.

As a 1st level demon forger, you can only control 1 Night Creature at a time. At 2nd level, you can control 2, and at third level, you control three.



Cursed Infusions

You learn how to modify your Night Creatures with cursed infusions. You learn a number of Infusions equal to your Intelligence modifier.

You can infuse a Night Creature under your control with one of your Cursed Infusions. You cannot have the same infusion on two Night Creatures under your control at once.

Whenever you gain a level in this class, you can replace up to three cursed infusions you learned with another three cursed infusions from the Cursed Infusion List.

Curse Expertise

At 3rd level in this class, you become an expert in demonology and learn how to modify your Night Creatures with more curses. You can now Infuse each of your Night Creatures with 2 cursed infusions at the same time.

In addition, your Night Creature attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Curse Mastery

At 4th level in this class, you mastered the ability to create Night Creatures. You can now Infuse each of your Night Creatures with 3 cursed infusions at the same time.

Additionally, the number of cursed infusions available to you increases by 3.

Cursed Infusions

Early on, demon forgers learned how to infuse a Night Creature with special abilities, to make them more powerful. Of course, simply allowing the demon to take control over the body would have allowed to create much more powerful servants, if they could have been controlled.

The description of each cursed infusion tells you the type of modification the Night Creature gets. Some infusions can change the stat block of a Night Creature completely. These are noted as Major infusions. A Night Creature may only carry one Major infusion at a time.

Some infusions specify a minimum character level. You can't learn such an infusion until you are at least that level.

You cannot use the same infusion twice. Infusions are permanent; you may use them again only if the Night Creature dies or if it is no longer under your control.

Sharp Claws

The claws of your Night creature becomes sharper. Your Night Creature gains 1d6 slashing damage to its claw attack.

Precision Instincts

Your Night Creature's battle instincts become more sharpened. It gains a +2 bonus to hit in its hAttacks, and +1 bonus damage on its melee attacks.

Fetid Cloud

The Night Creature can use its action to use the following ability:

Fetid Cloud (3/Day): A 10-foot radius of disgusting green gas extends out from the Night Creature. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Aquatic Structure

Your Night Creature now resembles a fish. It gains a swimming speed of 30 feet and can breathe under water.

Mole Claws

Your Night Creature now resembles a mole. It gains 30 feet blindsight and a burrow speed of 10 feet.

Wolf in Sheep's Wool

Your Night Creature looks less fiendish and draws less attention. It is now proficient (bonus +2) in Persuasion.

Demon Wings

Prerequisite: character level 7

Your Night Creature grows demonic wings. It gains a flying speed of 30 feet.

Spider Fang

Prerequisite: character level 7

Your Night Creature now resembles a Spider. It gains the actions and the traits of a Giant Spider.

Spider Climb: The Night Creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the Night Creature knows the exact location of any other creatures in contact with the same web.

Web Walker: The Night Creature ignores movement restrictions caused by webbing.

Bite: Melee Weapon Attack: reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 Hit Points, the target is stable but Poisoned for 1 hour, even after regaining Hit Points, and is Paralyzed while Poisoned in this way.

Web (Recharge 5-6): Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is Restrained by webbing. As an action, the Restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Toad Mouth

Prerequiste: character level 7, Medium Night Creature or larger

Your Night Creature now resembles a Toad. It gains a swimming speed of 40 feet and it can breathe under water. It also gains the actions of a Giant Toad.

Bite: Melee Weapon Attack: reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is Grappled (escape DC 13). Until this grapple ends, the target is Restrained, and the toad can't bite another target.

Swallow: The Night Creature makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, has total cover against attacks and other effects, and takes 10 (3d6) acid damage at the start of each of the Night Creature's turns. The Night Creature can have only one target swallowed at a time. If the Night Creature dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Cursed Healing

Prerequisite: character level 7

Your Night Creature's body now can magically heal itself.

At the start of each of its turns, it regains hit points equal to its Constitution modifier (min. of 1) if it has at least 1 hit point. It also regrows any lost limbs when it finishes a long rest.

Night Servant (Major)

Prerequisite: character level 9

You now infuse your Night Creature with cursed powers so it can assume the form of an Abyssal knight. You now replace the stat block of your Night Creature with the stat block of a Night Servant. The stat block of the creature is given at the end of this chapter.

Cursed Magic

Prerequisite: character level 9

Your Night Creature now gains the ability to cast spells. Its Wisdom score becomes 18 (+4).

Innate Spellcasting: The Night Creature's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, without requiring material components:

Frequency	Spells
At will	Pestilent Mist
3/day each	Disguise Self, Drain
1/day each	Blood Boil, Heat Metal

Burning Soul

Prerequisite: character level 10

Your Night Creature's flesh is now made out of fire. It gains Immunity to fire damage and vulnerability to cold damage. It also gains the following trait:

Heated Body. A creature that touches the Night Creature or hits it with a melee attack while within 5 feet of it takes 1d6 fire damage. All of the Night Creature's melee attacks also deals an additional 1d6 fire damage.

Stone Armor

Prerequisite: character level 9

Your Night Creature's body is now covered with blocks of stone.

It gains resistance to bludgeoning, piercing and slashing damage from Nonmagical attacks, as well as a bonus of 3 to its hAC and -2 to its dAC.

Deadly Claws

Prerequisite: character level 11

The claws of your Night creature become much sharper and deadlier. Your Night Creature gain the following attack:

Deadly Claw Attack: Melee Attack: h+8 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 4) slashing damage.

Killer Instincts

Prerequiste: character level 8

Your Night Creature's battle instincts make it a ferocious killer. It gains a +4 bonus to hit in its h melee attacks, and +3 bonus damage on its melee attacks.

Multiattack

Prerequisite: character level 13

The Night Creature becomes more ferocious and more eager to kill. It can now use its action to make 2 melee attacks.

Shamantic Demon (Major)

Prerequisite: character level 13 and Cursed Magic infusion

Your Night Creature's spellcasting becomes more powerful. Its Wisdom score is now 20 (+5).

Innate Spellcasting: The Night Creature's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells:

Frequency	Spells
At will	Pestilent Sphere, Disguise Self, Drain
3/day each	Blood Boil, Heat Metal
1/day each	Pure Insanity, Fireball

Night Troll (Major)

Prerequisite: character level 15

You infuse your Night Creature with cursed powers so it can assume the form of an Abyssal Troll. Replace the stat block of your Night Creature with the stat block of a Night Troll. The stat block of the creature is given at the end of this chapter.

Night Angel (Major)

Prerequisite: character level 15

You infuse your Night Creature with cursed powers so it can assume the form of a fallen angel. Replace the stat block of your Night Creature with the stat block of a Night Angel. The stat block of the creature is given at the end of this chapter.

Abyssal Resistance (Major)

Prerequisite: character level 8

Your Night Creature is no longer vulnerable to damage from goldened weapons.

Night Creatures

Night Angel

Medium fiend, chaotic evil

Armor Class d12 h17
Hit Points 10 per Level of Spell Slot used for its Ritual + CON Mod + your INT mod
Speed 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	7 (-2)

Saving Throws Str +8, Con +6
Skills Acrobatics +6, Athletics +8, Perception +5
Condition Immunities exhaustion
Damage Resistance Radiant, Necrotic
Senses Truesight 30 Ft., passive Perception 15
Languages Abyssal, Celestial
Challenge 5

Innate Spellcasting. The Night Angel's spellcasting ability is Wisdom (spell save DC 14). The Night Angel can innately cast the following spells:

At will: Detect Magic, Saver
3/day each: Witch Bolt, Searing Smite, Shield

Actions

Longsword. *Melee Weapon Attack:* d+6 h+8, reach 5ft., one target. *Hit:* 10 (1d10 +5) slashing damage plus (2d10) necrotic damage.



Night Creature

Medium fiend, chaotic evil

Armor Class d5 h11
Hit Points 10 per Level of Spell Slot used for its Ritual + CON Mod + your INT mod
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	9 (-1)	14 (+2)	7 (-2)

Saving Throws Str +4, Wis +4
Skills Athletics +4, Perception +4
Condition Immunities exhaustion
Senses Darkvision 60ft., passive Perception 14
Languages Abyssal
Challenge 1/2

Actions

Claw. *Melee Weapon Attack:* d+1 h+4, reach 5ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Nightling Creature

Small fiend, chaotic evil

Armor Class d10 h14
Hit Points 10 per Level of Spell Slot used for its Ritual + CON Mod + your INT mod
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	7 (-2)	9 (-1)	14 (+2)	7 (-2)

Saving Throws Dex +4, Wis +4
Skills Acrobatics +4, Perception +4, Sleight of Hand +4, Stealth +4
Condition Immunities exhaustion
Senses Darkvision 60ft., passive Perception 14
Languages Abyssal
Challenge 1/2

Actions

Claw. *Melee Attack:* d+4 h+1, reach 5ft., one target. *Hit* 5 (1d6 + 2) slashing damage.

Night Troll

Large fiend, chaotic evil

Armor Class d8 h15
Hit Points 10 per Level of Spell Slot used for its Ritual + CON Mod + your INT mod
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Saving Throws Str +7, Con +8
Skills Athletics +7, Perception +2
Condition Immunities exhaustion
Senses Darkvision 60ft., passive Perception 12
Languages Abyssal, Giant
Challenge 5

Keen Smell. The Night Troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The Night Troll regains 10 hit points at the start of its turn. If the Night Troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Giant Claw. *Melee Attack:* d+4 h+7, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Night Servant

Medium fiend, chaotic evil

Armor Class d13 h17
Hit Points 10 per Level of Spell Slot used for its Ritual + Con Mod + your INT mod
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	9 (-1)	14 (+2)	7 (-2)

Saving Throws Str +7, Dex +7
Skills Acrobatics +7, Athletics +7, Perception +5, Stealth + 7
Condition Immunities exhaustion
Senses Darkvision 60ft., passive Perception 15
Languages Abyssal
Challenge 5

Actions

Sword Attack. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 4) slashing damage.

Crossbow Attack. *Ranged Weapon Attack:* +7 to hit, reach 20/60ft., one target. *Hit* 9 (1d10 + 4) piercing damage.

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3 - Fiends

Next to the great stats given in the Monster Manual, Volo's Guide to Monsters and Mordenkainen's Tome of Foes, we have included some of our own choice devils. An evil entity whose only desire is to possess, a poor possessed creature, and other fiendish monsters can be found in this monstrous chapter.

Soul Flayer (Ar'Az'Erm)

These terrifying fiendish spirits roam the mortal realms, searching for innocent creatures to enter and corrupt. A soul flayer lives solely for the pleasure of disrupting peaceful life and terrorize mortals.

Hunger for Souls. An ar'az'erm hates having no body. Whenever it is exorcised from a creature, it hungrily searches the lands, looking for an innocent body to take with no means of driving it out again. It then enjoys slowly corrupting the people around it, until all ends in a bloodbath and it moves on to its next prey.

Hate of Gold. In contrast to most other fiends, a soul flayer in its true form is also vulnerable to weapons coated in orichalcum. For that reason, the traces of corruption caused by an ar'az'erm can be identified through the absolute destruction of anything gold. If encountered by a creature wielding a goldened weapon that isn't immediately identifiable as weak, the soul flayer is likely to flee, even if this requires abandoning its body. Possessing the wielder of such a weapon is of course the ar'az'erm's greatest pleasure.

Immortal Form. The soul flayer does not require air, sleep, or food and drink.



Ar'Az'Erm

Medium fiend, neutral evil

Armor Class d13 h1
Hit Points 91 (20d8+1)
Speed fly 25ft. (hover)

STR	DEX	CON	INT	WIS	HON
1 (-5)	18 (+4)	18 (+4)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +7, Con +7, Hon +5
Skills Performance +5
Damage Vulnerabilities physical damage from goldened weapons
Damage Resistances cold, fire
Damage Immunities necrotic, poison, physical damage from non-goldened weapons
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 60 ft, passive Perception 11
Languages Infernal, telepathy 120 ft
Challenge 8 (3900 XP)

Amorphous. The soul flayer can move through space as narrow as 1 inch wide wihout squeezing.

Possess. The soul flayer can possess creatures up to CR 7. Additionally, in a Battle of Souls, it retains all its HP.

Actions

Multiattack. The soul flayer makes two Claw attacks. If it hits, it may forgo its second attack for a Possess.

Claw. *Melee Weapon Attack:* d+7 hAuto, 5 feet, 1 target. *Hit:* 2d10+4 poison damage. Additionally, the target must succeed on a DC 16 Constitution or Heroism saving throw or be paralyzed until the end of its next turn.

Possess. The soul flayer attempts entering the body of a creature. For this attack to function, the target must be paralyzed or unconscious and of CR 7 or less. It makes a Performance contest against the creature's Heroism save. On a success, it possesses that creature's body (see the rules in chapter 1).

Worrowroot

Out of the most disgusting layer of the Abyss, the darkest pit of demonic horrors, creep the worrowroots. Native to the 222nd and final layer of the Abyss, worrowroots are servants of Juiblex, and they please in the oozing corruption and death.

Great Hunger. A worrowroot is always hungry, and it has many ways of feeding itself. It will creep towards any living creatures it detects, paralyzing them in its sickening ooze and digesting their flesh with great eagerness. They are also attracted by any effects subjecting them to lightning or acid damage, creeping towards its source as fast as they can.

Worrowroot

Large fiend (demon), chaotic evil

Armor Class d5 h14
Hit Points 170 (20d10+60)
Speed 5 feet

STR	DEX	CON	INT	WIS	HON
20 (+5)	8 (-1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Str +8, Con+7
Damage Vulnerabilities acid, fire
Damage Resistances cold, poison, physical damage from nonmagical weapons
Damage Immunities lightning, necrotic
Condition Immunities exhaustion, frightened, grappled, paralyzed, poisoned, prone
Senses blindsight 40 ft (blind beyond), passive Perception 11
Languages Abyssal, telepathy 120 ft
Challenge 18 (20'000 xp)

Innate Spellcasting. The worrowroot can innately cast the following spell, requiring no components:

At will: *Pure Insanity*

Absorb Energy. When targeted by an effect dealing lightning or necrotic damage, the worrowroot instead regains a number of HP equal to the damage that would have been dealt.

Legendary Resistance(3/Day). If the worrowroot fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The worrowroot uses Sickening Flood and makes four attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* The target must make a DC 15 Dexterity save, reach 30 ft. *Hit:* 2d10+5 bludgeoning damage. The worrowroot has eight tentacles. If it has 5 or more free, it can also grapple and restrain the creature.

Sickening Flood. The area around this fould creature corrupts. Stinking red ooze drips out of the worrowroot, covering an area of 10 feet radius around the demon. It remains for 3d4 days, or until washed away by acid or fire. Any non-oozes or non-worrowroots starting their turn in the ooze or entering the ooze for the first time in their turn must make a DC 17 Constitution saving throw or be paralyzed until the start of their next turn.

Legendary Actions

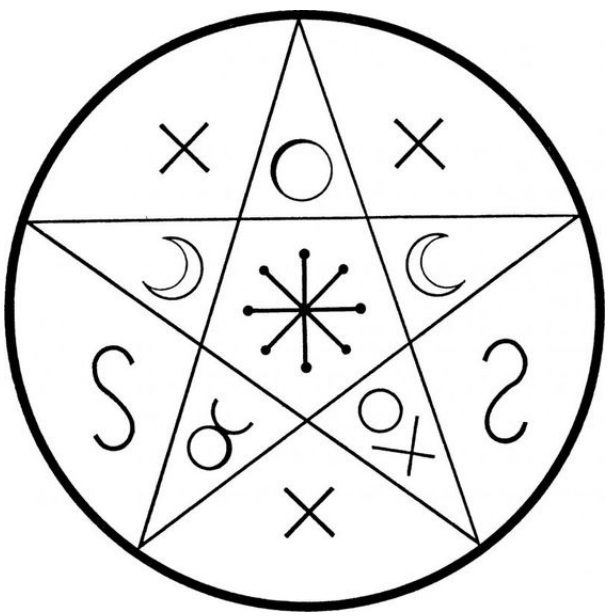
The worrowroot can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The demon regains spent legendary actions at the start of its turn.

Reel In. The demon pulls in a creature it is grappling and places it in a spot covered by its ooze.
Noxious Ooze. A wave of poison emits from the worrowroot. Any creatures paralyzed in its ooze must make a DC 17 Constitution saving throw or take 8d8 poison damage.

Seven Deadly Sins

Widely known in folklore, the seven deadly sins are the stories told to scare children and teach adults about negative aspects of life. But all myths have a root in the truth - as is the case for these demon lords.

Below, you'll find two sample sins - lust and gluttony. Feel free to use them to inspire further powerful fiends!



Lust

Medium fiend (demon, shapechanger), chaotic evil

Armor Class d20 h14
Hit Points 310
Speed 40 ft, fly 40 ft.

STR	DEX	CON	INT	WIS	HON
20 (+5)	24 (+7)	21 (+5)	25 (+7)	19 (+4)	23 (+6)

Saving Throws Dex +14, Int +14, Wis +11, Hon +13
Skills Acrobatics +14, Deception +21, Insight +11, Performance +13
Damage Resistances cold, poison
Damage Immunities necrotic, physical damage from nonmagical weapons
Condition Immunities exhaustion, charmed, frightened, poisoned
Senses truesight 120 ft, passive Perception 14
Languages Abyssal, telepathy 120 ft
Challenge 24 (62'000 xp)

Shapechanger. Lust can use its action into any form that resembles a medium humanoid, or back into its true form (an extremely attractive tiefling).

Innate Spellcasting. Lust's spellcasting ability is Intelligence (save DC 22, +14 to spell attacks), it can innately cast the following spell, requiring no components:

At will: *Suggestion, Charm Monster*
3/day each: *Ice Storm, Chain Lightning*
1/day: *Increase Love*

Legendary Resistance(3/Day). If Lust fails a saving throw, it can choose to succeed instead.

Magic Resistance. Lust has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Lust makes two attacks with its claws.

Claw. *Melee Weapon Attack:* d+14 h+16, reach 5 ft. *Hit:* 3d8+7 slashing damage plus 3d6 necrotic damage

Charm. One humanoid Lust can see within 60 feet must succeed on a DC 22 Wisdom save or be charmed by Lust. A charmed creature obeys its telepathic commands. If the creature takes damage or is given a suicidal command, it may attempt the saving throw again, ending the effect on a success.

Legendary Actions

Lust can take three legendary actions, choosing from the options below.

Draining Kiss. The demon kisses a creature charmed by it. That creature must succeed on a DC 22 Constitution saving throw or take 117 (20d10+7) damage.
Teleport. Lust teleports to an unoccupied space within 120 feet it can see.

Gluttony

Huge fiend (demon), chaotic evil

Armor Class d6 h22
Hit Points 420
Speed 40 ft, climb 40 ft.

STR	DEX	CON	INT	WIS	HON
24 (+7)	10 (+0)	24 (+7)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Str +14, Con +14, Hon +12
Skills Athletics +14
Damage Resistances cold, poison, fire, acid
Damage Immunities necrotic, physical damage from nonmagical weapons
Condition Immunities exhaustion, charmed, frightened, poisoned, stunned
Senses blindsight 300 ft (blind beyond), passive Perception 14
Languages Abyssal, telepathy 120 ft
Challenge 24 (62'000 xp)

Absorb Energy. When targeted by an effect dealing necrotic damage, Gluttony instead regains a number of HP equal to the damage that would have been dealt.

Legendary Resistance(3/Day). If Gluttony fails a saving throw, it can choose to succeed instead.

Magic Resistance. Gluttony has advantage on saving throws against spells and other magical effects.

Actions

Devour. Each creature in a line 20 feet wide through which Gluttony moves must make a DC 22 Dexterity saving throw to jump out of that line or be ingested. An ingested creature takes 5d10+7 piercing damage and is restrained, blinded, and deafened. As an action, the creature may attempt a DC 20 Athletics check to escape the creature.

Legendary Actions

Gluttony can take two legendary actions, choosing from the options below.

Gulp. The demon tries consuming all creatures in its mouth. They must make a DC 19 Constitution saving throw or be engulfed into its intestine. All creatures in its intestine take 5d10 necrotic damage. As an action, they may attempt a DC 20 Athletics check to climb back up to the mouth.
Devour. Any creatures with less than 50 HP in Gluttony's intestine are devoured, dying immediately. Their equipment will be excreted in 1d4 hours.

4 - Recipies from Hell

A devil might make a pact with you, for the cheap price of acquiring your soul. In fear of possessed creatures assassinating you in your sleep, you've prepared a special weapon - a blade coated in orichalcum, sworn to sear through fiendish hide.

Fiendish Contracts

Devils are renowned for their enjoyment at making contracts with unsuspecting mortals. The price for a devil's service, be it for physical work (killing a man or building a bridge) or manipulation (make her love me, allowing you to rise as king), a devil will demand an unfair price. Their ultimate goal is acquiring one's soul, but they might agree to less if their service isn't sufficient to warrant a soul. But corruption can still be spread...

Here are some random things a devil with mischief on its mind might insert into a contract!

Fiendish Contract Price

Price
The signatory has to carry a device that pulls energy from them, charging it. It radiates with heat (not damaging) and glows red at night.
The signatory must become the hive for a nest of dire hornets.
The signatory must throw 25% of all gold they earn into the sea (or appropriate way to lose it based on the contract). If they gain items for any reason, 25% of the item can be taken as a substitute tax.
Two nights a week, the signatory is not allowed to sleep. The sleep they would get is transferred to an unnamed slumbering creature that requires a set amount of slumber before awakening. The signatory gains a level of exhaustion after each of these nights.
Everyone forgets an event in which the signatory participated.
From now on, another creature will take all the credit for the signatory's deeds.
The contract specifies that the signatory must break a fellow demon out of a prison in heaven within the next 30 days. Failure to bring the demon home means the fiend can possess the signatory's body and use it as a vessel.
The signatory signs over the rights to all of their teeth, and all future teeth they may acquire through any means.
At any time, any place, under any circumstance, the fiend may plane shift the signatory to their home plane for one minute. A fiend of similar power to the signatory replaces the signatory for the time period. Per the conditions of the contract, any such interplanar travel is voluntary for the signatory, and cannot be resisted.
The signatory owes a tithe of blood. It takes 1d4 damage at dusk each day. Any class features or magic used to prevent the damage will void the contract.
At the start of any combat, the signatory must make a DC13 Wisdom save or be frightened of the enemy combatants for 1 minute. The signatory can make another save at the beginning of their turn each round to resist the effect.
The fiend narrates the signatory's every move, providing inner monologues as well. The narration is not necessarily true. Signatory has disadvantage on stealth and deception checks.
Each time the signatory get a full night's rest, they take on the appearance of someone else.
The signatory loses the ability to read.
The signatory will be transported to the contract owner's position in the event the contract owner is threatened.
The signatory gives up their fertility and any other means of producing an offspring.
The signatory must house a sentient parasite for one year. If the parasite does not survive, a new one will arrive and the year starts over.
The signatory must act irrationally towards certain people or groups of people, chosen beforehand. The signatory is required to act foolishly, be very annoying or hectic, and never explain their action to anybody.
The signatory must wear a necklace of severed fingers, and isn't allowed to hide it under clothes or conceal it in any way.
The contract holder must receive one good-aligned sacrifice every new moon. If an evil-aligned creature is sacrificed instead, the contract holder becomes beholden to the sacrificial creature. If the sacrifice is forgotten or otherwise missed, the contract is void.
The signatory must open a gate to the contract holder's home plane within a year and a day of signing the contract.
The signatory must betray the trust of someone they love. This must happen during the period of the contract.
Any healing magic cast upon the signatory is now split with the contract holder, with half of the HP value going to each. Any regeneration from items is also split between them. Resurrection or restoration magic works as normal. This effect lasts through the duration of the contract.

Keep in mind that fiends come in all varieties, and feel free to inspire yourself off this table to develop your own clauses in fiendish contracts!

Goldening

Possessed bodies are vulnerable to a special type of metal, much like lycanthropes are vulnerable to silver. For possessed creatures, this is "gold" - the rare metal orichalcum.

Commonly used for its magical properties mirroring those of +2 weapons thanks to its otherworldly inertia, faint orichalcum filigrees were found to be especially effective at wounding possessed creatures.

The information given here is largely taken from the Handbook of Mystical Materials. You can find two samples of items made with orichalcum in chapter 5's "Magic Items".

Orichalcum

Found in Waterlond

Underneath the sea level on Waterlond, huge but sparse orichalcum veins exist. Tritons originally built large cities upon orichalcum veins, using them slowly at a time. Dwarves of the Eternal Empire, however, built huge underground cities and staged enormous expeditions, industrially excavating orichalcum for sale overseas. The fact that orichalcum coating, called goldening, is powerful against fiendish entities only increases the sale value.

Orichalcum has the same properties as bronze, but looks like matte gold. It oxidises like bronze and behaves in the same way, and doesn't need purification after extraction. A very thin amount of orichalcum, usually acieved by inserting a filigree of it on a weapon, suffices to tie that weapon to the Weave. This connection to the Weave also gives orichalcum its proerties: if separated from the Weave for longer than a seccond, it turns dark copper and becomes ten times as heavy as gold, losing all magical properties forever.

Price. In Waterlond, a 1-pound trade bar of orichalcum is worth about 400 gp. Cost increases greatly the farther one goes from there.

Usage

The metal's connection to the Weave has been found to improve the inertia of an item, seemingly the physical laws of the real world apply less strongly on it, which greatly helps the penetration of weapons.

Ammunition and Weapons. Items whose goal is to damage by penetration can profit of the increase of orichalcum's inertia. A filigree of orichalcum can be worked into any weapon. It gains a magical bonus to hAttack and damage rolls, based on the amount of orichalcum added. However, this affects the agility of attacks.

Orichalcum Bonuses VS Detriments

Bonus	dAttack decrease	Cost
+1	-1	50 gp
+2	-1	100 gp
+3	-3	500 gp
+4	-5	1'000 gp

Spell Focus. Orichalcum may also be used to make a spell focus. To function, such a spell focus needs at least 1 pound of orichalcum, worth 400 gp. The caster using the focus gains +1 to Spell DC and attack rolls, as the material's bond to the Weave slightly increases the connection between the two planes, aiding the caster.

Goldening a Weapon

It's possible to hire someone to golden a weapon, or simply to do it by oneself.

Artisan's Crafting

The most common thing to do for an in-world person wishing for a special item is to go to a professional artisan and ask for that item to be made, paying with food or money or whatever the artisan wishes in exchange.

Known Materials

A character might well request an item, armor or blade or whatever, to be made out of materials known to the artisan. For this to be done, the cost or materials necessary have to be carried by the client. Then, the artisan will get to work over a certain period of time, requiring daily payment (see tables below).

Time Needed

Item Type (example)	Time
Simple (axe)	1 day
Easy (sword)	2-3 days
Medium (breastplate)	4 - 7 days
Advanced (scale mail)	1 - 4 weeks
Complicated (plate armor)	5-12 weeks

Daily Work Cost

Depending on the location, and the need for an artisan's services, the worker will ask more or less money for the work being done. The daily cost for an artisan's work can be anywhere between 1 and over 10 gp, depending on the location.

Unknown Materials

A party might very well come to an artisan with unknown materials and ask for certain items to be made in that material.

An artisan must first somehow learn how to use a material. Typically, a good blacksmith will need about 2 pounds of a metal before understanding it enough to make goods out of it.

Then, the time needed to make items (see "Time Needed" table above) may likely increase as the artisan is unfamiliar with the material, and the material itself may take longer or less long to use, at the DM's discretion.

Of course, the daily work cost will take into account all the time spent fiddling around with the new material and the time spent actually making the requested item.

It is also likely that a more skilled artisan will have to be contacted due to the unknown nature of the materials, meaning that their daily work cost might well be higher.

Character's Crafting

A character may of course attempt crafting an item of their own. In addition to the required tools and facilities for the crafting of a certain item and the working of a certain material, they need sufficient raw materials to make an item and the knowledge required for the crafting.

The time required to make an item can be molded after "Artisan's Crafting", above, especially the "Time Needed" table. The DMs judgement is decisive here, because many materials require much longer or shorter work periods to be handled.

Also note that these materials aren't restricted to weapons and armor. It can be perfectly fine for a character to make a dark oak ship, or orichalcum shackles! Allow them to get creative, and come in with fees and time problems when things get too out of hand

5 - Character Options

When braving the great wild lands, characters must be ready for the great danger fiends pose. To this effect, they can equip and train themselves to survive a fiendish encounter - by learning special abilities, discovering spells useful against these creatures, or by stocking up on items capable of defeating these fell monsters.

Feats

Some people learn how to defeat fiends through rigorous training, gaining enough experience to know how to circumvent fiendish defenses and where a strike hurts the most.

Demon Slayer

Prerequisite: Proficiency with martial weapons

You have trained well and are ready to defeat some demons. You gain the following benefits:

- Increase your Strength or Constitution score by 1
- You know how to circumvent demonic defenses. You ignore resistances to physical damage when attacking a demon.
- You have learned how to resist demon's attacks. You have advantage on saving throws made to elude an effect caused by a demon.

Exorcist

Prerequisite: Cleric, Paladin, Warlock, Witch

You learn the difficult art of exorcising a demon from the mortal shell it occupies. You gain the following benefits:

- Increase any of your Ability scores by 1
- You gain Proficiency in the Bravery and Sanity skills
- You are now able to cast the *Exorcism* spell and can add it to your spell list.

Magic Items

An easy way to deal with fiends is to wield great magic against them. Magic items are powerful means of smiting demons.

Armor of Protection from Fiends

Armor (any Heavy Armor), very rare

While wearing this suit of armor, you have resistance to fire and necrotic damage. Additionally, it has 3 charges, and regains 1d3 charges daily at dawn.

As a bonus action, you can use a charge to gain immunity to fire and poison damage, as well as resistance to physical damage caused by fiends, until the end of your next turn.

Blade of Fiend Smiting

Weapon (any Sword), rare (requires attunement)

You gain a +2 bonus to hAttacks and damage rolls made with this weapon. Additionally, it has 4 charges, and regains 1d4 charges daily at dawn.

As a bonus action, you can use a charge to cast the spell *Smite Foul Being*, with a saving throw of 16.

Goldened Axe

Weapon (Battleaxe), uncommon

This axe has been adorned with a fine grain of orichalcum, a heavy golden metal. Your hAttacks and damage rolls gain a +2 bonus with this weapon; however, your dAttacks decrease by 1.

Additionally, any possessed creatures (including chapter 2's Night Creatures) have vulnerability to damage from this weapon.

Orichalcum Spell Focus

Wondrous Item, uncommon

When using this spell focus made out of orichalcum (see "Goldening", chapter 4) to cast a spell requiring material components, you gain a +1 bonus to your Spell Save DC on and spell attack rolls with that spell.

Ring of Fiendish Deflection

Wondrous Item (Ring), rare

While wearing this ring, you gain a +1 bonus against effects caused by fiends which require you to make a saving throw.

Spells

When dealing with great devils and possessed creatures, a spellcaster would better be well prepared!

This part introduces a number of exclusive spells, which you can only find here. If you're using our website's Spell List generator, you can add them after creating the list by typing in the spell's name.

If your class fits the Classes prerequisite given in each spell's description, then you may add it to your spell list.

Exorcism

4th-level Mystication

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Classes: Exorcist feat

You target a creature you can see within 5 feet of you that is paralyzed, unconscious, stunned, or otherwise immobilized that is possessed. You shout out the name of your patron, and in a blinding flash of light, you begin a Battle of Souls against the possessing spirit. For the duration, you are resistant to nonmagical damage.

Once the Battle of Souls ends, you reappear in the exact position you cast the spell in. To all other creatures, it seems as if the effect was immediate. The body, whether the spirit was defeated or not, is unconscious for 1d10 minutes.

Find Evil

1st-level Tilemeta (Discernation)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Classes: Any

You know where any fiends within 40 feet of you are located, and approximately how powerful they are. If a fiend is within line of sight, you know how it looks. Additionally, you learn of any desecrated areas within range and what their effects are.

Protect Soul

2nd-level Abjuration (Interdiction)

Casting Time: 1 turn
Range: Touch
Components: V, S, M (a relic)
Duration: 24 hours
Classes: Cleric, Paladin, Psion, Warlock, Wizard

You target a creature you can see within 5 feet of you. It may make a Heroism saving throw, ending the spell on a success.

The creature's mind is now shielded from possession. When tabulating whether the creature may be possessed or not, its CR increases by 5.

Smite Foul Being

4th-level Evocation

Casting Time: 1 bonus action
Range: Self
Components: V, M (a holy relic)
Duration: Concentration, up to 1 minute
Classes: Paladin

The next time you hit a fiend with a melee weapon attack while this spell lasts, your weapon pierces through its evil hide, and the attack deals an extra 5d10 radiant damage to the target. It must make a Heroism saving throw. On a failed save, it is stunned until the end of its next turn.

Soul Beacon

3rd-level Mystication

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Special
Classes: Cleric

While touching the body of a creature, you reach out to your deity and beg them to guide home a lost soul. If you can name the soul that has gone lost, and it has died in a foul way (such as through possession) and hasn't been reincarnated, it is restored to the body you are touching. If the body is too damaged to sustain life, the soul instead is found and reincarnated in the manner you would be if you died.

Higher Levels. If you cast this spell using a 4th-level slot, you may speak to the found soul before it departs if it cannot be restored to the body. It remains for 1 minute, then disappears.

The Many Isles thank you!

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