

ILLRIGGER

The Lords of the Nine Cities of Hell scheme and plot endlessly, eternally. Each seeks to bring the others to heel, and ascend to the Throne of Hell, uniting the nine cities and every infernal thing that lives there, leading 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 high charisma counter-paladins who master devils and cast their own unique spells.

The Order of Desolation

Acceptance into the Order of Illriggers 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 the association of Illriggers consider themselves each more alike to the others in the order than to the priests and warlocks who serve the same master.

Members of the Order of Desolation, also known as the Desolate or the Knights of Desecration, are expected to be intelligent, resourceful, tactical, manipulative. A temple or cult may believe that the presence of an Illrigger in their midst is a sign that their Archdevil approves on their actions, but the Illriggers are independent. They serve no order, no hierarchy, no authority but the Archdevil themselves and pride themselves on being separate from all other organizations.

It is not unusual, therefore, for a member of the Order of Desolation to seek help, and find it, from other members of order first, even from Illriggers who serve other Archdevils before going to any church, cult, or temple 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 or (c) a two-handed martial weapon
- (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

1 Special thanks to Jennifer Kretchmer for the valuable, early feedback.



THE ILLRIGGER

LEVEL	PROFICIENCY BONUS	FEATURES	1ST	2ND	3RD	4TH	5TH
1ST	+2	FORKED TONGUE, INFERNAL CONDUIT	-	-	-	-	-
2ND	+2	FIGHTING STYLE, SPELLCASTING, BALEFUL INTERDICT	2	-	-	-	-
3RD	+2	KNIGHT OF HELL, HELLSIGHT	3	-	-	-	-
4TH	+2	ABILITY SCORE IMPROVEMENT	4	2	-	-	-
5TH	+3	EXTRA ATTACK	4	3	-	-	-
6TH	+3	MARQUIS OF HELL	4	3	2	-	-
7TH	+3	BALEFUL INTERDICT FEATURE	4	3	3	-	-
8TH	+3	ABILITY SCORE IMPROVEMENT	4	3	3	1	-
9TH	+4	INFERNAL CONDUIT IMPROVEMENT	4	3	3	2	-
10TH	+4	DUKE OF HELL	4	3	3	3	1
11TH	+4	IMPROVED BALEFUL INTERDICT	4	3	3	3	1
12TH	+4	ABILITY SCORE IMPROVEMENT	4	3	3	3	1
13TH	+5	INFERNAL CONDUIT IMPROVEMENT	4	3	3	3	1
14TH	+5	-	4	3	3	3	1
15TH	+5	BALEFUL INTERDICT FEATURE	4	3	3	3	1
16TH	+5	ABILITY SCORE IMPROVEMENT	4	3	3	3	1
17TH	+6	-	4	3	3	3	1
18TH	+6	AURA IMPROVEMENTS	4	3	3	3	1
19TH	+6	ABILITY SCORE IMPROVEMENT	4	3	3	3	2
20TH	+6	BALEFUL INTERDICT FEATURE	4	3	3	3	2

Forked Tongue

You double your proficiency bonus when making a Deception, Intimidation, or Persuasion check.

Infernal Conduit

There is a well of infernal power within you that replenishes after you take a long rest. With this well you can transfer up to your level x 3 hit points between your Illrigger and other targets.

As an action, touch another creature. If the creature is unwilling it must make a Constitution saving throw (DC equal to 8 + your charisma modifier + your proficiency modifier). If they succeed, this ability does not affect them and you may not attempt it on them again for 24 hours. If they fail, they know you have created a conduit between you.

Upon touching an affected target you may transfer hit points between you. Either draining hit points from the subject and healing yourself by the same amount, or draining your hit points and healing the subject by the same amount. In both instances the limit is the maximum amount remaining in your well. The conduit closes at the end of your turn.

If you are fully healed, you may use this power to gain temporary hit points. You cannot give another creature temporary hit points.

At 9th level, your Infernal Conduit allows you to remove a level of exhaustion from an ally, or inflict a level of exhaustion on an enemy.

At 13th level, your Infernal Conduit allows you to know the thoughts of an affected creature. Gaining insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates).

Fighting Style

At 2nd level you choose an Illrigger Fighting Style;

Treachery

When you flank an enemy, or attack a surprised enemy, you add 1d6 to your damage against them.

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 may use your reaction to attack an adjacent enemy who hits you with a melee weapon.

Lies

While wielding a two-handed weapon, you may choose to use your Strength or Charisma modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Baleful Interdict

Upon reaching 2nd level, you learn how to use the power granted by your Archdevil to censure other creatures. As a bonus action, burn a spell slot to place a seal on a target within 30 feet. You can do this a number of times equal to your charisma modifier. You replenish all your seals after a long rest.

When you or an ally hits a target you can see with a seal on them, you may consume the seals, inflicting 2d6 necrotic damage on the target per seal. If you are within 30 feet of the target, you heal one point of damage for each die of damage your seals inflict.

Seals evaporate if not used after one minute. Only the illrigger who placed the seal knows it's there, it appears in the illrigger's sight as a glowing glyph on the creature's forehead.

Spellcasting

By 2nd level, you have learned to compel your patron Archdevil to grant you arcane magic to cast spells.

Preparing and Casting Spells

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

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 four 1st-level and three 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 a 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 their 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

Spellcasting Focus

You can use a holy symbol (found in chapter 5) as a spellcasting focus for your illrigger spells.

Hellsight

By 3rd level, you have advantage on Wisdom (Perception) checks to notice disguised, hidden, or invisible creatures.

Marquis of Hell

Starting at 6th level, devils will not attack you. As an action, choose a devil you can see within 30 feet. It must succeed on a Charisma saving throw (DC equal to 8 + your charisma modifier + your proficiency modifier) or you become its master and it behaves as though you summoned it. If it succeeds, you cannot use this ability on it for 24 hours.

Improved Baleful Interdict

Upon reaching 11th level you feel your connection to your Archdevil increase. Your seals inflict an extra 1d6 damage. While you have unspent seals, your weapon attacks inflict an additional 1d6 damage.

Duke of Hell

Upon reaching 10th level, you gain the ability to summon a devil to serve you for one minute as an action once a week. The Devil is bound to you and must obey your commands to the best of its ability.

It acts on same initiative 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.

D12 RESULT	DEVIL
1-7	BARBED DEVIL
8-11	CHAIN DEVIL
12	BONE DEVIL

KNIGHT OF HELL

Upon reaching 3rd level you pledge your soul to the service of an archdevil and are welcomed into the Order of Desolation, becoming an illrigger. You gain the **Invoke Authority** ability and choose either Shadowmaster (Moloch), Painkiller (Dispater) or Architect of Ruin (Asmodeus) as your specialty.

Furthermore, you are a noble 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.

Authority Spells

Each of the Lords of Hell grant different spells to their elite death commandos. You gain access to these spells at the levels specified in the Invoke Authority description. Once you gain access to an oath spell, you always have it prepared. Authority spells don't count against the number of spells you can prepare each day.

If you gain an authority spell that doesn't appear on the illrigger spell list, the spell is nonetheless an illrigger spell for you.

Invoke Authority

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

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

Some Invoke Authority effects require saving throws. When you use such an effect from this class, the DC equals your illrigger spell save DC.

Shadowmaster

The shadowmasters serve Moloch and excel at stealth and guerilla combat, the armored assassins of Hell.

Invoke Authority: *Cloud of Brimstone.* As a bonus action, you can teleport up to fifteen feet.

Invoke Authority: *Compel the Graceless.* As an action, you can choose a target. If their dexterity is less than yours they must make a Wisdom save. If they fail, they attack their closest ally. If their dexterity is equal to or higher than yours this ability has no effect.

Scion of Moloch

At 7th level you may choose a second fighting style.

Blessing of Shadow

Upon attaining 15th level, you become invisible to any creature with one of your seals on it.

Shadowform

Starting at 20th level you may use an action to become a Greater Shadow for one minute.

You gain damage resistance to acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons.

You gain Incorporeal Movement and a fly 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 attack drain 1d4 strength from the target. The target dies if this reduces its Strength to 0. Otherwise, the reduction 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.

You regain the use of this ability after a long rest.

Painkiller

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

AUTHORITY SPELLS

ILLRIGGER LEVEL	SPELLS
3RD	DISGUISE SELF, EXPEDITIOUS RETREAT
5TH	DARKNESS, ALTER SELF
9TH	BLINK, GASEOUS FORM
13TH	CONFUSION, FREEDOM OF MOVEMENT
17TH	MODIFY MEMORY, PASSWALL

AUTHORITY SPELLS

ILLRIGGER LEVEL	SPELLS
3RD	BANE, INFLICT WOUNDS
5TH	BLINDNESS/DEAFNESS, SCORCHING RAY
9TH	HASTE, LIGHTNING BOLT
13TH	FIRE SHIELD, WALL OF FIRE
17TH	FLAME STRIKE, DISPEL EVIL AND GOOD

Invoke Authority: *Devastator* (action). Every enemy within 30 feet takes 1d8 damage per seal on them. This does not consume the seals.

Invoke Authority: *Compel the Weak* (action). Choose a target. If their strength is less than yours they must make a Wisdom save. If they fail, they attack their closest ally. If their strength is equal to or higher than yours this ability has no effect.

Bonus Proficiencies

When you choose Dispatser as your Archdevil you gain proficiency with heavy armor.

Scion of Dispatser

Starting at 7th level, you may consume a seal on an enemy when attacking them to gain advantage on the attack.

Blessing of Fury

Starting at 15th level you gain an extra attack against an enemy with one of your seals on it.

Devil Knight (action)

Starting at 20th level you can transform yourself into a devil for one minute. Your size becomes large. Your Strength becomes 26(+8) and your Constitution becomes 24 (+7). You emanate an aura of fear forcing every creature that starts their turn within 20 feet of you to make a DC 16 Wisdom saving throw or be frightened for 1 minute. Affected targets can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Your type becomes (devil) and while you are in this form, Hell is your home plane. You replenish this ability after a long rest.

Architect of Ruin

You serve Asmodeus, Lord of Acheron the Seventh City of Hell. Hell's Architects are powerful spellcasters who use their seals to improve their arcane might.

Invoke Authority: *Infernal Arcanist*. Until the end of your next turn, you can cast spells that normally have a casting time of one action as a bonus action.

Invoke Authority: *Compel the Credulous*. Choose a target. If their Charisma is less than yours they must make a Wisdom save. If they fail, they attack their closest ally. If their Charisma is equal to or higher than yours this ability has no effect.

Scion of Asmodeus

Starting at 7th level, enemies with seals on them have disadvantage when saving against your spells.

Blessing of Fire

Starting at 15th level, when an enemy with a seal on them attacks you, they immediately take 5 fire damage per seal. This does not consume the seals.

Hellmage (action)

Starting at 20th level you can assume the form of an Archmage of Hell for one minute. While in this form, you may use your reaction to absorb a spell that targets only you. The spell has no effect, and you regain a spell slot equal to the level of the spell cast on you.

Illrigger Spell List

* *Illrigger spell described below*

1st level

Charm Person
Command
Comprehend Languages
Cure Wounds
Detect Magic
Furious Interdict*
Hellish Rebuke
Hell's Lash*
Hex
Immobilizing Interdict*
Rejuvenating Interdict*
Shield of Faith
Single Combat*

2nd level

Burning Halo*
Darkness
Enthrall
Hold Person
Invisibility
Lesser Restoration
Loquelic Interdict*
Protection from Poison
Ray of Enfeeblement
Suggestion

AUTHORITY SPELLS

ILLRIGGER LEVEL	SPELLS
3 RD	<i>IDENTIFY, MAGIC MISSILE</i>
5 TH	<i>AUGURY, SILENCE</i>
9 TH	<i>ANIMATE DEAD, SLOW</i>
13 TH	<i>DIVINATION, POLYMORPH</i>
17 TH	<i>CONJURE ELEMENTAL, DOMINATE PERSON</i>

3rd level

Counterspell
Dispel Magic
Fear
Fly
Summon Hell*
Interdict Iteritas*
Remove Curse
Revivify
Tongues
Vampiric Touch

4th level

Aura of Loathing*
Banishment
Blight
Death Ward
Dimension Door
Interdict Barrier*

5th level

Aura of Desecration*
Contact Other Plane
Dispel Evil and Good
Hold Monster
Ultimatum*

ILLRIGGER SPELLS

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. Each creature in the aura (except you) takes 1d6 damage at the beginning of each of your turns, and you heal an amount equal to the total damage inflicted to all creatures.

Aura of Loathing

4th-level abjuration

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

Duration: Concentration, up to 10 minutes
Those who gaze upon your magnificence feel deeply inadequate. Creatures who begin their turn in the aura and who do not take precautions to avert their eyes suffer a penalty to their attack rolls equal to your charisma modifier.

Burning Halo

2nd-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M

Duration: Concentration, up to 1 minute.
You gift an enemy with a fiery halo that infects their mind with infernal thoughts, causing them to see allies as enemies. Chose a creature you can see within range. They must succeed on a Charisma saving throw or be charmed by you for the duration. While under your sway, a halo of fire floats above the target's head.

The charmed target must use their action before moving on each of its turns to make a weapon attack against a creature other than itself that you mentally select. The target can act normally on their turn if you choose no creature or if none are within range of their weapons.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. The target can make a Charisma saving throw at the end of each of their turns. On a success, the spell ends.

Furious Interdict

1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Instantaneous

Consume a seal on an enemy within 30 feet. Every ally adjacent to that enemy may use their reaction to immediately make a melee weapon attack against that enemy.

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 electric red 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.

If the target has one of your seals on it, the damage from the hellish conduit is maximized.

Immobilizing Interdict

1st-level evocation

Casting Time: 1 reaction

Range: 30 feet

Components: V

Duration: Until the end of your next turn

Consume a seal on an target within 30 feet. The target must make a Charisma save or become restrained until the end of your next turn.

Interdict Barrier

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Until the end of your next turn

Consume a seal on an target within 30 feet. The target must make a Charisma save. If they fail, they cannot attack you until the end of your next turn.

Interdict Iteritas

3rd-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Place a seal on every enemy within 30 feet. This does not use any of your seals.

Loquelic Interdict

2nd-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

Place as many of your remaining seals as you wish on a target.

Rejuvenating Interdict

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Until the end of your next turn

Your enemies' life force restores your allies' health. Until the end of your next turn when an ally makes a successful melee weapon attack against an enemy with one of your seals on it, they heal 1d6 damage. This does not consume the seal.

Single Combat

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 minute.

You offer a creature a challenge they might not be able to resist. One creature within range who can see and hear you 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 make a Charisma save each time they attempt 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 spell or if you end your turn more than 30 feet away from the target.

Summon 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.

Ultimatum

5th-level evocation

Casting Time: 1 action

Range: 30 feet

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

Duration: Instantaneous

Consume all seals on all enemies within 30 feet. Each of those enemies must make a Charisma save or suffer 5d10 necrotic damage per seal on a failed save, half as much on a successful save.