

DIABOLICS

Diabolics are a category of demonic creatures from the depths of hell, summoned by sorcerers and witches to serve as familiars and assistants. They are often called upon to perform dark rituals and to provide insight into the arcane arts. Diabolics are shapeshifters, able to take on many forms.

Demon Familiars. Diabolics are often summoned to serve as familiars to warlocks. They are bound to their masters by powerful magic and provide them with magical assistance and knowledge.

Masters of Infernal Magic. Diabolics are skilled in the art of hellfire and infernal magic, and their knowledge and expertise are highly valued by their masters. They provide insight into the arcane arts of the underworld, helping their masters to develop new spells and magic that harness the power of flames and the inferno.

Infernal Intelligence. Diabolics possess a deep understanding of the infernal realm, its denizens, and its magic. They are able to provide valuable insights and advice to their masters, especially when it comes to dealing with the fiery forces of hell.

Shapeshifting Abilities. Diabolics are shapeshifters, able to take on many forms. They often appear in the form of small fiends, but can also take on the form of humanoid creatures. Their shapeshifting abilities make them excellent spies and infiltrators, able to blend in with their surroundings and gather information unnoticed.

Catalysts of Demonology. Diabolics are powerful catalysts for warlocks who draw their powers from the depths of hell. They are summoned using powerful demonic sigils and rituals and are feared by many for their dark powers and infernal origins.



ELDRITCH INVOCATION (OPTIONAL)



DEMONIC SIGILS

Prerequisite: Pact of the Chain

You have learned to inscribe powerful demonic sigils that allow you to summon diabolics from the depths of hell. You can inscribe these sigils as tattoos on your body, on objects, or on surfaces, and activate them using your own blood or the blood of a willing creature. When you cast the *find familiar* spell, you can choose to summon a diabolic using one of your inscribed sigils. The diabolic appears in an unoccupied space within 10 feet of you and obeys your commands until it is slain or dismissed.

Choose one demonic sigil that you have inscribed, representing a specific type of diabolic that you can summon. After inscribing a demonic sigil, you can change it during a long rest. However, you can only inscribe one sigil per object, except for tattoos, which can hold multiple sigils. Here are some possible sigils to choose from:

- **Sigil of the Inferno:** This sigil summons a diabolic imbued with the power of flames and the inferno. This diabolic is skilled in the art of pyromancy and can manipulate fire to devastating effect.
- **Sigil of the Frostbound:** This sigil summons a diabolic that originates from the icy planes of the underworld. This diabolic is skilled in the art of cold magic and can freeze its enemies in their tracks.
- **Sigil of Blood:** This sigil summons a diabolic that is fueled by blood magic. This diabolic is skilled in the art of blood magic.
- **Sigil of Shadows:** This sigil summons a diabolic that is a master of shadows and darkness. This diabolic is skilled in the art of stealth and can easily blend in with its surroundings.



INFERNO DIABOLIC

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 8 (-1) | 16 (+3) | 10 (+0) | 16 (+3) | 8 (-1) | 10 (+0) |

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

ACTIONS

Infernal Flames. Ranged Spell Attack: +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) fire damage.

Shapechanger. The diabolic can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.

FROSTBOUND DIABOLIC

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 8 (-1) | 16 (+3) | 10 (+0) | 16 (+3) | 8 (-1) | 10 (+0) |

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

ACTIONS

Frozen Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) cold damage and the

target's speed is reduced by 10 feet until the end of its next turn.

Frost Nova. The diabolic unleashes a wave of freezing energy in a 10-foot radius centered on itself. Each creature in the area must make a DC 11 Dexterity saving throw, taking 5 (1d10) cold damage on a failed save, or half as much damage on a successful one. On a failed save, the creature also has disadvantage on Athletics and Acrobatics checks until the end of its next turn, due to being slowed down by the cold. This effect is ignored if the creature has resistance to cold damage.

Shapechanger. The diabolic can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.



BLOOD DIABOLIC

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 8 (-1) | 16 (+3) | 10 (+0) | 16 (+3) | 8 (-1) | 10 (+0) |

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

ACTIONS

Blood Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one. The diabolic gains temporary hit points equal to the necrotic damage dealt.

Shapechanger. The diabolic can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.

SHADOW DIABOLIC

Small fiend (demon), lawful evil

- **Armor Class** 13
- **Hit Points** 15 (6d4)
- **Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 8 (-1) | 16 (+3) | 10 (+0) | 16 (+3) | 8 (-1) | 10 (+0) |

- **Skills** Arcana +5, Perception +1
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 120 ft., passive Perception 11
- **Languages** Abyssal, Infernal
- **Challenge** 1/2 (100 XP)

Shadow Stealth. While in dim light or darkness, the diabolic can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the diabolic has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 2 (1d4) necrotic damage.

Invisibility. The diabolic magically turns invisible until it attacks or uses Shadow Step, or until its concentration ends (as if concentrating on a spell). Any equipment the diabolic wears or carries is invisible with it.

Shadow Step. The diabolic magically teleports up to 30 feet to an unoccupied space it can see that is in dim light or darkness. It can use this ability once per turn as part of its movement.

Shapechanger. The diabolic can use its action to polymorph into a form resembling a humanoid creature, retaining its statistics but changing its appearance. It reverts to its true form if it dies or if it uses its action to revert to its true form.

