

THE DIABOLIST



CACKLING WITH GLEE AS THE villagers fled from her terrifying servants, the tiefling commanded her ghoul and lemure to hold down the town's priest and drew forth her sickle. She grabbed him by the hair and savagely cut it away, nicking his scalp and washing his face in red blood, blinding him as she retreated before the shouting of the local guards—this was only the beginning of the holy man's torment and path to corruption before her infernal allies claimed his soul.



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AS EXPECTED, THE ALLURE OF THE SUCCUBUS the dwarf summoned was more than enough to entice the merchant quarry to drop his guard, leaving the tavern like a fool. The man's bodyguards followed, but the will-o'-wisps bent to the spellcaster's will distracted their simple minds; by the time the swords of any defenders could react to the dying trader's screams, the dwarf and his abyssal servant were long gone.

Diabolists are not typical mages or priests, devoting themselves not to study or prayer, only to finding and taking the fastest pursuits to power—through dark pacts with evil creatures hungering for the foolish souls of bargainers. These greedy and despicable individuals wager their very souls to make fell bargains with not just one creature from the beyond the Material Plane but many entities, calling on the malevolent powers of the Abyss or Hell to do their bidding. Any and all dark arts are the purview of diabolists and there is no depth to which they will not sink as they seek to conjure ever more powerful allies. The deals one must strike in order to summon evil entities with a whim are dire indeed however, and the further along the corrupted path one travels the greater one finds the demands of their otherworldly partners.

FORBIDDEN SECRETS

The path of the diabolist is rarely lauded or promoted within society and the very nature of their art requires one to have a taste for taboo knowledge. Only the strong of will and spirit can endure the trials required to learn the secrets of diabolism, and though master summoners frequently take on many apprentices most of these deluded fools are merely pawns used for sacrifice. Devious, foul, and wily as they might

be, diabolists are always keen to acquire relics, tokens of power, or forbidden lore whenever the opportunity arises and they can be trusted to do whatever they must in their relentless pursuits.

Unyielding Avarice

Greed is what inspires most diabolists to take up the darkest arts of conjuration but they are never sated—the need for more power and wealth drives them ever forward the further they fall toward depravity in a vicious cycle that ends in eternal torment. The aid of demons and devils does not come without a cost however and either divine relics, great treasures, or the souls of the living must be sacrificed in order for diabolists to forge new unholy alliances.

CREATING A DIABOLIST

The first thing to decide when making a diabolist are the circumstances that led your character to seek out unholy alliances: are they destined to bring balance to the forces of good and evil, driven to do whatever they must to become rich, or tricked to stray into the depths of depravity? Have they any remorse for the horrendous acts they perform in exchange for power? While your diabolist is undoubtedly evil, is there any good still within the corruption overtaking their soul? Is your character a force of chaos that imposes their will on lawful servants, a slave master of chaotic entities, or devoted only to their goals and working with whatever allies they can conjure? Do they seek to inspire fear or attempt to blend in with the sheep of society? Perhaps most importantly, how do they plan to save their soul from the ultimate end of their bargains with the powerful creatures that act as their lackeys—or have they fallen too far to care?

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TABLE: DIABOLIST

	Proficiency	Conjuring	Necromantic	
Level	Bonus	Points	Touch	Features
1st	+2	1	1d8	Diabolist Spellcasting, Masterful Presence, Necromantic Touch
2nd	+2	2	1d8	Diabolic Resistance, Diabolic Strike
3rd	+2	2	1d8	Summoning, Unholy Familiar
4th	+2	3	1d8	Ability Score Improvement
5th	+3	4	2d8	Telepathic
6th	+3	4	2d8	Dark Path
7th	+3	5	2d8	Banisher, Voodoo
8th	+3	6	2d8	Ability Score Improvement
9th	+4	6	3d8	Dark Path
10th	+4	7	3d8	Breathless, Diabolic Blood
11th	+4	8	3d8	Expanded Mind
12th	+4	8	3d8	Ability Score Improvement, Dark Path
13th	+5	9	4d8	Scion of Evil
14th	+5	10	4d8	Diabolic Essence
15th	+5	10	4d8	Dark Path
16th	+5	11	4d8	Ability Score Improvement
17th	+6	12	5d8	Unbound Soul
18th	+6	12	5d8	Dark Path
19th	+6	13	5d8	Ability Score Improvement
20th	+6	14	5d8	Master of Evil

CLASS FEATURES

As a diabolist, you gain the following class features.

Hit Points

- **Hit Dice:** 1d8 per diabolist level
- **Hit Points at 1st Level:** 8 + your Constitution modifier.
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per diabolist level after 1st.

Proficiencies

- **Armor:** None
- **Weapons:** Simple weapons
- **Tools:** Ceremonial Relics
- **Saving Throws:** Wisdom, Charisma
- **Skills:** Choose three from Arcana, Deception, Insight, Intimidation, Perception, Persuasion, and Religion.

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background.

- (a) a dagger or (b) a sickle
- a light crossbow and 20 bolts
- (a) an arcane focus or (b) a holy symbol
- (a) a priest's pack or (b) a scholar's pack

SPELLCASTING

At 1st level, you know three cantrips of your choice from the cleric and wizard spell lists. You learn one additional cantrip at 5th level, 10th level, and 15th level.

You receive a number of conjuring points determined by your diabolist level. You are able to cast the *find familiar* spell as an action by expending one conjuring point. Conjuring points are restored at the end of a short or long rest.

Wisdom is your spellcasting ability for your diabolist spells, since you draw your spells from a dark connection in your soul with things from the beyond. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a diabolist spell you cast and when making an attack roll with one.

- ▶ Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
- ▶ Spell attack modifier = your proficiency bonus + your Wisdom modifier

MASTERFUL PRESENCE

While you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

NECROMANTIC TOUCH

Starting at 1st level, the fell pacts you've made have garnered you a measure of power that lets you manifest energy antithetical to life but one that revitalizes the forces of evil. As an action, you may make a melee spell attack, dealing 1d8

necrotic damage to a living creature on a hit. If you kill a creature using necromantic touch, you gain a number of temporary hit points equal to the damage you dealt with the killing blow. Temporary hit points gained through this feature are additive and disappear 1 hour after the most recent Necromantic Touch kill. You may gain a maximum number of temporary hit points this way equal to twice your diabolist level. When you target one of your diaboli with this ability, you restore the creature's hit points instead.

At 5th, 9th, 13th, and 17th level this ability increases by 1d8.

DIABOLIC RESISTANCE

Beginning at 2nd level, you gain resistance to poison damage and advantage on saving throws to resist being poisoned.

DIABOLIC STRIKE

At 2nd level you channel more unholy power into your strikes, adding your Wisdom or Charisma modifier (whichever is higher) to your necromantic touch.

You may choose not to add your Charisma modifier to your necromantic touch to instead inflict a condition on your target, forcing them to make a saving throw against DC 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target gains the blinded or deafened condition for a number of rounds equal to your diabolist level. The target may repeat this saving throw at the end of each of its turns, ending the condition on a success. You may attempt to inflict a condition a number of times equal to your proficiency bonus, after which you must complete a long rest before you can do so again.

SUMMONING

Starting at 3rd level, you learn to summon lesser creatures to do your bidding. At first these minor diaboli are undead creatures as all diabolists dabble in necromancy, but inevitably acquaintances are made with conjured horrors.



Summoning a diabolus takes an entire turn during which you do not take any movement or other actions (including reactions) and expend conjuring points equal to the amount listed for the creature. If you take damage while summoning a diabolus, a concentration check is required or the diabolus dies in transition. Your summoned diaboli appear in unoccupied spaces that you can see within range. Once summoned, a diabolus remains on the Material Plane until it has taken an amount of damage equal to its hit points, you dismiss it as a reaction, or the diabolus travels more than 500 feet from you. If a diabolus suffers a critical hit, you must succeed on a Constitution saving throw as if to maintain concentration in order to keep your connection to it. On a failure, you lose control of the creature; at the GM's discretion, it may attack an ally, but never you. You may only have a number of summoned diaboli equal to your proficiency bonus.

Diaboli are friendly to you but not necessarily your companions—the further removed an ally's alignment is from a diabolus, the less likely the diabolus is to be friendly when interacting with that companion. Roll initiative for your diaboli as a group; they have their own turns. They obey any verbal (or telepathic) commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Diaboli with innate spellcasting can cast a number of spells equal to the conjuring points you spent to summon the diabolus but afterward you must expend 1 conjuring point to have a diabolus use its innate spellcasting.

In addition, you are able to cast any spell with the ritual tag so long as the spell level is equal to or less than half your diabolist level. You may only cast a number of ritual spells equal to your proficiency bonus before requiring a long rest to cast more ritual spells. You may use either an arcane focus or a divine focus as a spellcasting focus for your diabolist spells.

- Minor Diabolus (1 Conjuring Point):
cacodaemon (CR ½, Conjured Horrors EN5ider article), skeleton (CR ¼), zombie (CR ¼)

UNHOLY FAMILIAR

Beginning at 3rd level, the familiar you summon is undead. It gains darkvision 60 ft., resistance to bludgeoning, piercing, and slashing from nonmagical attacks, immunity to necrotic and poison damage, and immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, poisoned.

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.

DARK PSYCHE

Starting at 5th level, you gain telepathy to a range of 30 feet and darkvision 60 feet. When using telepathy with your diaboli, the range increases to 60 feet.

DARK PATH

The evil pacts you've made with lesser creatures have their limitations and eventually you find their gifts lacking, leaving your lust for power to drive you to find darker entities to make your allies. At 6th level, you choose to focus your studies on either the summoning of ephemeral undead and demons or corporeal unlife and devils.

At 9th, 12th, 15th, and 18th level you learn to summon more creatures determined by your Dark Path.

BANISHER

Starting at 7th level you can cast *banishment* or *hallow* (evil options only) by expending 2 conjuring points.

AUROMANCY

Beginning at 7th level, you learn how to read and manipulate the subtle impressions left by souls as they travel across the Material Plane. By gathering up a bit of a creature's physical embodiment, you can manipulate their aura from afar, working an effigy of your victim to diabolical ends.

- ▶ After a long rest choose either Investigation or Perception. The passive score for the skill you choose increases by 5.
- ▶ After collecting at least 1 ounce of hair, skin, blood, or other part of another creature's body, you are able to fashion it into a small effigy tied to the creature's life force. So long as the creature you make the effigy from is within 100 feet per diabolist level (or 100 feet per proficiency bonus, whichever is higher) and you are able to see it, you may cast cantrips, make melee weapon attacks, or use the Necromantic Touch ability against the creature by targeting its effigy. After damaging a creature through the effigy a number of times equal to its hit dice, the effigy is destroyed if you do not make a Wisdom saving throw (DC 10 + hit dice of target creature).

BREATHLESS

Starting at 10th level, you no longer need to breathe. You gain advantage on saving throws against spells and effects that come from dangerous gases.

DIABOLIC BLOOD

At 10th level, you gain immunity to poison damage and the poisoned condition.

EXPANDED MIND

Beginning at 11th level, the range of your telepathy increases to 60 feet, or 120 feet if communicating with your diaboli. The range of your darkvision increases to 120 feet.

SCION OF EVIL

Starting at 13th level, you gain advantage on saving throws made to resist the spells and effects of undead. You also gain advantage to saving throws made to resist the spells and effects of the type of fiends you can summon via your Dark Path (either demons or devils).

DIABOLIC ESSENCE

At 14th level you gain resistance to necrotic damage.

UNBOUND SOUL

Beginning at 17th level, the range of your telepathy increases to 120 feet. As long as you have at least one diabolus on the same plane of existence, you can communicate with them using your telepathy. Your darkvision can also see through magical darkness.

You can cast *plane shift* or *teleport* by expending 4 conjuring points.

PLANAR MASTER OF EVIL

At 20th level you gain immunity to necrotic damage. You learn the true name of an extraplanar creature determined by your dark path, forcing it to become one of your diaboli: either a **hezrou** (CR 8) or a **chain devil** (CR 8). You may spend 100 gp in materials throughout an hour long ritual to summon this diabolus, or you may expend 10 conjuring points to summon it.

Once per month you can perform a ritual requiring 500 gp and 1d4 + 1 hours to summon a more powerful demon or devil, but this may be met with a celestial response by the powers of good (at the GM's discretion).

In addition, for a number of rounds equal to your proficiency bonus you do not take energy damage from an environmental effect of a plane that is not your own (usually the Material Plane). You may spend a conjuring point to increase the duration of this feature to a number of minutes equal to your proficiency bonus. Afterward it can be extended by 1 hour per additional spent conjuring point.

DEMONIC DARK PATH

Your research into the entities of the beyond led you to the denizens of the Abyss, forging a pact with evil as rife with chaos as malevolence. As though you were one among them, you can call on demons to grant you aid, slay your enemies, and obey your every command.

At 6th level your unholy familiar becomes a demonic undead familiar. It gains resistance to cold, fire, lightning, and truesight to a range of 2 feet per diabolist level (round down to the nearest multiple of 5 feet).

You learn Abyssal and how to summon demons to do your bidding. At 9th, 12th, 15th, and 18th level you can summon more potent demons to serve as your diaboli.

- **6th level.** Lesser Diaboli (2 Conjuring Points): **dretch** (CR ¼), **shadow** (CR ½), **quasit** (CR 1), **specter** (CR 1)
- **9th level.** Moderate Diaboli (3 Conjuring Points): **ghast** (CR 2), **will-o'-wisp** (CR 2), **wight** (CR 3)
- **12th level.** Dire Diaboli (4 Conjuring Points): **ghost** (CR 4), **succubus** (CR 4)
- **15th level.** Greater Diaboli (5 Conjuring Points): **abrikandilu*** (CR 5), **wraith** (CR 5)
- **18th level.** Epic Diaboli (6 Conjuring Points): **hydrodaemon*** (CR 6), **vrock** (CR 6)

Variant: Alignment

Diabolists cannot be of Good alignment. If your group uses alignment, a Diabolist whose alignment becomes Good cannot level in this class again until their alignment changes from Good.

DEVILISH DARK PATH

Thinking it unwise to strike bargains with unfettered evil, you sought out the devils in Hell in your pursuit to power. Your agreement with infernal creatures allow you to call on them to do battle, practice guile, and otherwise serve you.

At 6th level your unholy familiar becomes a devilish undead familiar. It gains resistance to cold, resistance to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered, immunity to fire damage, and blindsight to a range of 5 feet per two diabolist levels.

You learn Infernal and how to summon devils to do your bidding. At 9th, 12th, 15th, and 18th level you can summon more potent devils to serve as your diaboli.

- **6th level.** Lesser Diaboli (2 Conjuring Points): **lemure** (CR 0), **warhorse skeleton** (CR ½), **ghoul** (CR 1), **imp** (CR 1)
- **9th level.** Moderate Diaboli (3 Conjuring Points): **minotaur skeleton** (CR 2), **ogre zombie** (CR 2), **bearded devil** (CR 3)
- **12th level.** Dire Diaboli (4 Conjuring Points): **accuser devil*** (CR 4), **contract devil*** (CR 4)
- **15th level.** Greater Diaboli (5 Conjuring Points): **barbed devil** (CR 5), **vampire spawn** (CR 5)
- **18th level.** Epic Diaboli (6 Conjuring Points): **warmonger devil*** (CR 6), **thanadaemon*** (CR 6) 

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