

CONJURED HORRORS



THESE ARE A FEW OF THE MOST common daemons, demons, and devils conjured onto the Material Plane by evil summoners. This article is a companion to the diabolist class*, but can also be used by Game Masters to increase their repertoire of fiends.

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Cacodaemon

Tiny fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	8 (-1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Wis +3

Skills Deception +3, Perception +3, Stealth +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Infernal

Challenge ½ (100 XP)

Regeneration. The cacodaemon regains 2 hit points at the start of its turn if it has at least 1 hit point. If the cacodaemon takes radiant damage or damage from holy water, this trait doesn't function at the start of the cacodaemon's next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d2 + 1) piercing damage.

Impish, cyclopean cacodaemons are the weakest of their kin and seek to inflict pain whenever possible in attempts to sate their unending appetite for mortal souls. Those who dally on the shores of the River Styx are harried by these warped creatures in hosts that grow larger the longer a victim resists.



Hyrodaemon

Large fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	9 (-1)	15 (+2)	14 (+2)

Saving Throws Con +7, Dex +5, Wis +5

Skills Athletics +7, Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The hydrodaemon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) magical piercing damage and sleep spittle.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) magical slashing damage.

Sleep Spittle. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. *Hit:* The target makes a DC 15 Wisdom saving throw. On a failed saving throw the target falls unconscious for 1d4 rounds, or until they either take damage or someone uses an action to shake or slap the sleeper awake.

Frog-like horrors that swim the River Styx, hydrodaemons devour souls that dare to dip their hands into the supernatural waters before their drop into the Abyss or arrival in Hell.

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Thanadaemon

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Dex +6, Int +6, Wis +6

Skills Deception +7, Insight +6, Perception +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Draconic, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The thanadaemon uses *paralyzing gaze* then makes two pole attacks or two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 5 (1d10) necrotic damage.

Ferryman's Pole. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 5 (1d10) necrotic damage.

Paralyzing Gaze. The thanadaemon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the thanadaemon's gaze for the next 24 hours.

These empowered skeletons ply the River Styx after dying of old age and run ferries across its waters, transporting the newly dead to the Abyss or Hell on ferries made from bones stripped clean of flesh by cacodaemons.

Abrikandilu (Wrecker Demon)

Medium fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 50 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	6 (–2)	10 (+0)	13 (+1)

Saving Throws Str +6, Dex +3, Con +4, Wis +3

Skills Athletics +6, Perception +3

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from attacks that aren't silvered

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, telepathy 100 ft.

Challenge 5 (1,800 XP)

Hatred of Mirrors. When adjacent to a mirror or creature wielding a polished metal shield, the abrikandilu makes a DC 15 Wisdom saving throw at the start of its turn or focuses on destroying the mirror.

Innate Spellcasting. The abrikandilu's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The abrikandilu can innately cast the following spells, requiring no material components:

3/day each: *fear*, *shatter*

ACTIONS

Multiattack. The abrikandilu makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) magical slashing damage.

Aggressive, destructive demons that frequently fill out the infantry of Abyssal armies, abrikandilu were destroyers of beauty in life that continue their envious vandalism for eternity. These fiends are driven to madness by the sight of their own mutated reflections and they do whatever is necessary to destroy it, enraged by the reminder of what they've become.

Accuser Devil

Small fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	9 (–1)	15 (+2)	12 (+1)

Saving Throws Dex +6, Con +4, Int +1, Cha +3

Skills Deception +3, Perception +4, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Infernal Informant. The accuser devils records everything it witnesses and can pass this information onto another creature through visions. The accuser devil can replay up to 24 hours of events it has seen to a willing creature, taking 1 round per hour of recorded images. After replaying a vision, the accuser devil cannot replay it again.

Innate Spellcasting. The accuser devil's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The accuser devil can innately cast the following spells, requiring no material components:

3/day each: *grease*, *invisibility*, *sending*, *teleport* (self only)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage. A target hit by this attack makes a DC 12 Strength saving throw or gains the poisoned condition until the damage is healed.

Accuser devils are the souls of children that have been cast down to Hell, warped into stealthy sentries that can garner valuable secrets and share them with their masters without deception or guile.

Contract Devil

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	20 (+5)	19 (+4)	20 (+5)

Skills Arcane +7, Deception +7, Insight +6, Persuasion +7, Religion +7

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The contract devil's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The contract devil can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *produce flame*, *tongues*

3/day each: *dimension door* (self only), *identify*, *major image*, *sending*

1/day each: *arcane eye*, *bestow curse*, *contact other plane*, *hold person*, *locate creature*, *scorching ray*, *silence*, *plane shift* (evil planes only), *teleport* (self only)

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

ACTIONS

Multiattack. The contract devil makes two whipping contract attacks.

Whipping Contract. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) magical slashing damage. A creature that has made any kind of agreement with the contract devil and takes damage from this attack makes a DC 15 Charisma saving throw or gains the charmed condition for 1 minute.

When powerful mages beseech dark powers, contract devils use their acumen with words and understanding of fell agreements to entrap all but the cleverest bargainers. These fiends frequently goad fools into making deals without realizing their error—a mistake that proves severe indeed.

Warmonger Devil

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Str +8, Dex +6, Cha +5

Skills Athletics +8, Insight +6, Perception +6

Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)



Daemons

All souls travel the River Styx before their final judgment, but some become lost in this transitory realm. Those who make deals with fiends along the river become daemons, lost souls in services of both chaotic and lawful forces in their pursuit to bring souls to the Abyss or Hell.

Evil Presence. All allied fiends adjacent to the warmonger devil have advantage on attack rolls and deal an extra 1d6 fire damage on successful attacks.

Freedom of Movement. The warmonger devil ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The warmonger devil makes one net attack and two trident attacks.

Trident. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) magical piercing damage. When the warmonger devil is attacking a creature restrained by an infernal net, it deals 9 (2d8) additional damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Infernal Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one target. *Hit:* A Huge or smaller creature hit by the infernal net is restrained until it is freed. A creature can use its action to make a DC 16 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the infernal net (AC 13) also frees the creature without harming it, ending the effect and destroying the infernal net.

Most of Hell's legions are compelled to battle when called upon, but not every soldier does as they should; warmonger devils are responsible for enforcing morale in the weak of arm. Even without a phalanx of troops around them, however, warmonger devils are terrors in combat, capturing foes before mercilessly stabbing them to death. 🐉