

Unearthed Arcana: Fiendish Options

This document introduces new playtest options for tieflings, diabolical cults, and demonic boons.

This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Tiefling Subraces

At your DM's option, you can create a tiefling character whose ancestry includes a special link to one of the Lords of the Nine Hells. This link is represented by a subrace.

Subrace Traits

If your tiefling has a subrace, choose one of the following options—whichever one corresponds to the diabolic being connected to the tiefling's family.

The traits of the chosen subrace replace the tiefling's Ability Score Increase and Infernal Legacy traits given in the *Player's Handbook*. There is one exception: tieflings connected to Asmodeus. Those tieflings use the traits in the *Player's Handbook*.

Asmodeus

The tieflings connected to Nessus command the power of fire and darkness, guided by a keener than normal intellect, as befits those linked to Asmodeus himself. Such tieflings use the Ability Score Increase and Infernal Legacy traits in the *Player's Handbook*.

Baalzebul

The crumbling realm of Maladomini is ruled by Baalzebul, who excels at corrupting those whose minor sins can be transformed into acts of damnation. Tieflings linked to this layer can corrupt others both physically and psychically.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Legacy of Maladomini. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *ray of sickness* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *crown of madness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Dispater

The great city of Dis occupies most of Hell's second layer. It is a place where secrets are uncovered and shared with the highest bidder, making tieflings tied to Dispater excellent spies and infiltrators.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Legacy of Dis. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Fierna

A master manipulator, Fierna grants tieflings tied to her forceful personalities.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Legacy of Phlegethos. You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you

finish a long rest. Charisma is your spellcasting ability for these spells.

Glasya

Glasya, Hell's criminal mastermind, grants her tieflings useful magic in committing heists.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Legacy of Malbolge. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Levistus

Frozen Stygia is ruled by Levistus, an archdevil known for offering bargains to those who face an inescapable doom.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Legacy of Stygia. You know the *ray of frost* cantrip. When you reach 3rd level, you can cast the *armor of Agathys* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Mammon

The great miser Mammon loves coins above all else. Tieflings tied to him excel at gathering and safeguarding wealth.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Legacy of Minauros. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *Tenser's floating disk* spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *arcane lock* spell once with this trait, requiring no material component, and regain the ability to do so when you finish a long rest.

Charisma is your spellcasting ability for these spells.

Mephistopheles

In the frozen realm of Cania, Mephistopheles offers arcane power to those who entreat with him. Tieflings linked to this place master some arcane magic.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Legacy of Cania. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *magic missile* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *web* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Zariel

Tieflings with a blood tie to Zariel are stronger than the typical tiefling and receive magical abilities that aid them in battle.

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Legacy of Avernus. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *searing smite* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *branding smite* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Diabolical Cults

Cults dedicated to infernal beings are the foes of adventurers throughout the D&D multiverse. This section gives DMs ways to customize the members of cults dedicated to the powers of the Nine Hells.

Each archdevil attracts a certain type of person based on the gifts the devil offers. In the following cult descriptions, stat blocks from the *Monster Manual* are suggested in a cult's Typical Cultist entry to help you represent those people.

Each description also includes a list of signature spells associated with the cult. If a cult member can cast spells, you can replace any of those spells with spells from that list, as long as the new spell is of the same level as the spell it replaces.

Why Devils Want Cults

For all their might, most devils are effectively trapped in the Nine Hells. While other planar creatures use magic to move between planes, devils require either a portal they can physically walk through or a summoning conducted by an entity on a distant plane. They have little will in determining where they can go.

Because of this restriction, on the Material Plane most devils work through cults. Cults typically consist of folk who have used rituals to contact devils and pledge their souls to them in return for power. The Lords of the Nine drive most of the soul trade, and the gifts they can offer are determined by Asmodeus's decrees.

Cult of Asmodeus

Asmodeus demands the loyalty of all cultists who gain power and leadership in the cults of the Nine. His cult overarches all the others.

Any NPC who leads a diabolical cult must also acknowledge the power of Asmodeus. In return, the most skilled and worthy of those cult leaders gain the Demands of Nessus trait.

Demands of Nessus. At the start of each of this creature's turns, this creature can choose one ally it can see within 30 feet of it. The chosen ally loses 10 hit points, and this creature regains the same number of hit points. If the creature is incapacitated, it makes no choice; instead, the closest ally within 30 feet is the chosen ally.

Cult of Baalzebul

Goals: Restoration of honor and respect, at the cost of those who stole it

Typical Cultist: Any NPC or monster who has suffered a fall from grace

Signature Spells: *Minor illusion* (cantrip), *disguise self* (1st level), *phantasmal force* (2nd level), *major image* (3rd level)

Baalzebul typically recruits individuals rather than cults. He offers hope to those whose failures drive them to seek redemption.

Baalzebul sometimes increases the Charisma of those who follow him. He also grants a boon,

the Path of Baalzebul trait, that allows a favored cultist to look good in light of an ally's failure.

Path of Baalzebul. As a bonus action on its turn, this creature can choose one ally it can see within 30 feet of it. Until the start of this creature's next turn, it gains advantage on all ability checks and attack rolls, while the chosen ally suffers disadvantage on all ability checks, attack rolls, and saving throws.

Cult of Dispater

Goals: Power gained and used in secret, influence exerted via blackmail, control of people and organizations through knowledge of their weaknesses and shames

Typical Cultist: Acolyte, bandit, bandit captain, cult fanatic, cultist, mage, noble, spy

Signature Spells: *Guidance* (cantrip), *identify* (1st level), *see invisibility* (2nd level), *clairvoyance* (3rd level)

Dispater trades in secrets, offering them in return for a creature's soul. His cults typically trade secrets to devils in return for other information. They often hatch conspiracies aimed at toppling and replacing governments or religious orders.

Renegade mind flayers sometimes strike pacts with Dispater in search of the secrets needed to forever escape an Elder Brain's domination.

Cultists can gain the Infernal Insight trait. Cult leaders might also have the Vexing Escape trait.

Infernal Insight (Recharges after a Short or Long Rest).

As a bonus action, this creature gains advantage on all ability checks and attack rolls it makes until the end of the current turn.

Vexing Escape (1/Day). As a reaction when this creature takes damage, it reduces that damage to 0 and teleports up to 60 feet to an unoccupied space it can see.

Cult of Fierna

Goals: Control over the emotions of others, turning them into puppets and playthings

Typical Cultist: Acolyte, archmage, bandit captain, cult fanatic, cultist, knight, noble, priest, spy

Signature Spells: *Friends* (cantrip), *charm person* (1st level), *suggestion* (2nd level), *hypnotic pattern* (3rd level)

Fierna is a master manipulator. Mortals who desire success in love or who seek to become beloved leaders at the head of a band of fanatics are drawn to striking bargains with her.

Fierna grants gifts that allow her cultists to manipulate emotions; they gain increases to Charisma, as well as proficiency with skills such as Persuasion and Intimidation. In addition, cultists can gain the Infernal Loyalty trait. Cult leaders can also gain the Loyalty beyond Death trait.

Infernal Loyalty. This creature has advantage on saving throws while it can see a creature within 30 feet of it that has the Loyalty beyond Death trait.

Loyalty beyond Death (Recharges after a Short or Long Rest). As a reaction when an ally this creature can see is reduced to 0 hit points, that ally is instead reduced to 1 hit point and gains temporary hit points equal to this creature's Charisma score + half its number of Hit Dice.

Cult of Geryon

Goals: Physical prowess, domination of others through strength, destruction of all opposition

Typical Cultist: Bandit, bandit captain, berserker, cult fanatic, cultist, gladiator, thug, tribal warrior, veterans

Signature Spells: *Shillelagh* (cantrip), *wrathful smite* (1st level), *enhance ability* (2nd level), *aura of vitality* (3rd level)

Despite being deposed, Geryon still has the ability to strike bargains. He deals especially with those who seek brute strength. Any warlike monster—such as orcs, ogres, and trolls—can be lured into Geryon's cult.

Geryon's cultists typically form fighting companies and bandit gangs, proving their strength by defeating others in battle and taking what they want as loot.

Geryon grants increases to Strength and Constitution. In addition, cultists can gain the Crushing Blow trait. Cult leaders can also gain the Indomitable Strength trait.

Crushing Blow (Recharges after a Short or Long Rest). As a bonus action, the creature gains a bonus to the damage roll of its next melee weapon attack. The bonus equals its Strength modifier (minimum of +1).

Indomitable Strength (Recharge 5–6). As a reaction when this creature takes damage, it can roll a d10 and subtract the number rolled from the damage.

Cult of Glasya

Goals: Power gained by turning a system against itself, yielding power that is not only absolute but legitimate on a cultural and legal basis

Typical Cultist: Bandit, bandit captain, cult fanatic, cultist, knight, noble, spy, thug

Signature Spells: *Friends* (cantrip), *charm person* (1st level), *invisibility* (2nd level), *haste* (3rd level)

As an expert in finding loopholes and exploiting the law for her own good, Glasya is a patron of thieves and other criminals, especially corrupt nobles. Her influence is supposed to strengthen family bonds, but she has taken a liberal interpretation of that and offers gifts that can be turned against family members.

Goblins who risk insurrection against their hobgoblin masters make pacts with Glasya, as do kenku who form criminal gangs.

Glasya grants increases to Charisma and Dexterity. In addition, cultists can gain the Step into Shadows trait. Cult leaders can also gain the Infernal Ring Leader trait.

Step into Shadows (Recharges after a Short or Long Rest). As an action, this creature, along with anything it is wearing and carrying, magically becomes invisible until the end of its next turn.

Infernal Ring Leader. As a reaction when this creature is hit by an attack roll, it can choose one ally it can see within 5 feet of it and cause that ally to be the target of that attack roll instead.

Cult of Levistus

Goals: Survival and eventual revenge against those who wrong them

Typical Cultist: Assassin, bandit captain, cult fanatic, cultist, mage, noble, spy, thug

Signature Spells: *Blade ward* (cantrip), *expeditious retreat* (1st level), *spider climb* (2nd level), *gaseous form* (3rd level)

Levistus has no cult in the traditional sense. Instead, he offers favors to those who are desperate to escape a seemingly inevitable fate.

Drow are sometimes worshipers of Levistus, as their cruel society often pushes them into situations they feel they can't escape.

Levistus usually grants those who pledge their souls to him a single chance to escape from

danger, but some cunning folk strike a deal with Levistus, pledging their souls to him in return for escape at a future date. This boon takes the form of the Path of Levistus trait.

Path of Levistus. This creature magically teleports to a location of Levistus's choice within 1 mile of its location. This ability also restores all of the creature's hit points. It can be invoked as an action by the creature or when the creature would die. Once the creature uses it, the creature can't use it again.

Cult of Mammon

Goals: Wealth, secured not only to promise personal comfort and power but to deny wealth and its benefits to others.

Typical Cultist: Bandit, bandit captain, cult fanatic, cultist, noble, spy, thug

Signature Spells: *Mending* (cantrip), *Tenser's floating disk* (1st level), *arcane lock* (2nd level), *glyph of warding* (3rd level)

Mammon's greed overwhelms everything else. He deals with mortals who desire material wealth and provides them with the ability to spread that greed like an infection.

The greedy duergar and even some dragons are prone to falling prey to Mammon's temptations, and merchants and trade guilds are vulnerable to his bargains.

Mammon's cultists can gain the Grasping Hands trait. Cult leaders can also gain the Promise of Wealth trait.

Grasping Hands (Recharges after a Short or Long Rest). As a bonus action, this creature makes a Dexterity (Sleight of Hand) check contested by the Wisdom (Insight) check of a creature it can see within 15 feet of it. If this creature succeeds, one handheld item of its choice that it can see on the target magically teleports to its open hand. The item can't be one that the target is holding, and it must weigh no more than 10 pounds.

Promise of Wealth (Recharges after a Short or Long Rest). As a bonus action, this creature chooses one creature it can see. Up to five allies of its choice become convinced that the target carries great wealth. Until the end of this creature's next turn, those allies gain advantage on all attack rolls against the target.

Cult of Mephistopheles

Goals: Magical skill and power, backed with the will to use it to crush rivals

Typical Cultist: Archmage, cult fanatic, cultist, mage, priest

Signature Spells: *Fire bolt* (cantrip), *burning hands* (1st level), *flaming sphere* (2nd level), *fireball* (3rd level)

As a master of the arcane arts, Mephistopheles finds eager recruits among those who study magic. Any monster that uses spells, such as storm giants and oni, might follow him, and wizards' guilds and conclaves of sages are the most likely to come under his influence.

Mephistopheles grants spellcasting ability to many of his followers. In addition, cultists can gain the Spell Shield trait. Cult leaders can also gain the Spell Leech trait.

Spell Shield. This creature gains advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

Spell Leech. As a bonus action, this creature chooses one ally it can see within 30 feet of it. The target loses its lowest-level spell slot, and this creature gains it.

Cult of Zariel

Goals: Conquest, glory in battle, fame and fortune derived from military conquest

Typical Cultist: Berserker, cult fanatic, cultist, gladiator, guard, knight, veteran

Signature Spells: *True strike* (cantrip), *heroism* (1st level), *spiritual weapon* (2nd level), *crusader's mantle* (3rd level)

Zariel's cult offers martial training and talent. It flourishes in areas wracked by war. Refugees with the will to fight but lacking experience are drawn to Zariel, as she can provide them with the skills needed to survive. Established warriors looking for an edge are otherwise her most common recruits.

Knightly orders, fighters' guilds, and mercenary companies are the most likely to come under her sway. Hobgoblins sometimes turn to her, but only if they have escaped the influence of Maglubiyet and his priests.

Zariel gifts her followers with martial prowess. For example, a simple peasant might gain the abilities of a veteran. In addition, cultists can gain the Ferocious Surge trait. Cult leaders can also gain the Infernal Tactics trait.

Ferocious Surge (Recharges after a Short or Long Rest). When this creature hits with an attack that isn't a critical hit, it can turn the hit into a critical hit.

Infernal Tactics. This creature has a keen eye for seizing a tactical advantage. Immediately after rolling initiative, it can choose itself and up to three allies it can see if it isn't incapacitated. It can swap the initiative results of the chosen creatures among them.

Demonic Boons

Wicked folk who seek power from demons are scattered across the multiverse. Some of them gather in cults, but many of them act on their own or in small groups. Whatever their organization, they are united in their desire to draw power from the bottomless evil of the Abyss.

The following entries outline boons that a DM can grant to monsters and NPCs dedicated to a particular demon lord. The entries also list signature spells associated with a demon lord. If the monster or NPC can cast spells, you can replace any of those spells with spells from that list, as long as the new spell is of the same level as the spell it replaces.

A demon can impart boons to a number of creatures equal to the number of Hit Dice it has. In contrast, demon lords have no limit on the number of creatures that can receive their boons.

Boons from demons are fickle gifts. They remain in place only so long as the demon is pleased. Accepting such a boon is a damning act that corrupts the soul and drives a person toward acts of chaos, evil, and madness. Rejecting a boon likely provokes a demon's wrath.

Baphomet

Ability Score Adjustment: Up to a +4 bonus to Strength, Wisdom, or both

Signature Spells: *Hunter's mark* (1st level), *beast sense* (2nd level), *slow* (3rd level)

Baphomet grants the gifts of cunning and physical power. He grants his rank and file followers the Unerring Tracker trait, and cult leaders gain the Incite the Hunters trait. All of his devotees also gain the Labyrinthine Recall trait.

Unerring Tracker. As a bonus action, this creature magically creates a psychic link with one creature it can

see. For the next hour, as a bonus action this creature learns the current distance and direction to the target if it is on the same plane of existence. The link ends if this creature is incapacitated or if it uses this ability on a different target.

Incite the Hunters (Recharges after a Short or Long Rest). As an action, this creature allows each ally within 30 feet of it that has the Unerring Tracker trait to make one weapon attack as a reaction against the target of that ally's Unerring Tracker.

Labyrinthine Recall. This creature can perfectly recall any path it has traveled.

Demogorgon

Ability Score Adjustment: Up to a +4 bonus to Strength, Charisma, or both

Signature Spells: *Charm person* (1st level), *enlarge/reduce* (2nd level), *vampiric touch* (3rd level)

Demogorgon's followers are typically lone killers driven by the whispering voice of their master. His most blessed followers gain the Two Minds of Madness trait.

Two Minds of Madness. This creature has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Fraz-Urb'luu

Ability Score Adjustment: Up to a +4 bonus to Wisdom, Charisma, or both

Signature Spells: *Minor illusion* (cantrip), *disguise self* (1st level), *invisibility* (2nd level), *hypnotic pattern* (3rd level)

As a master of deceit, Fraz-Urb'luu teaches his initiates the secrets of lies and illusions. They can also gain the Liar's Eye trait.

Liar's Eye. This creature has advantage on Wisdom (Insight or Perception) checks.

As a bonus action, it automatically detects the location of all illusions and hidden creatures within 15 feet of it.

Graz'zt

Ability Score Adjustment: Up to a +4 bonus to Constitution, Charisma, or both

Signature Spells: *False life* (1st level), *hold person* (2nd level), *fear* (3rd level)

The Lord of Forbidden Pleasures grants his cultists the ability to transform even the most hideous pain into pleasure. His cultists gain the Joy from Pain trait, while his cult leaders gain the Master of Pleasures trait.

Joy from Pain. Whenever this creature suffers a critical hit, it can make one melee weapon attack as a reaction.

Master of Pleasures. As a reaction when this creature takes damage, it can magically grant 5 temporary hit points to itself and up to three allies within 30 feet of it.

Juiblex

Ability Score Adjustment: Up to a +8 bonus to Constitution, with an equal penalty to Intelligence, Wisdom, and Charisma

Signature Spells: None

The Faceless Lord's followers are bizarre loners who prefer the company of slimes and oozes to other creatures. They gain the hardiness of a slime at the cost of their minds. Lesser followers gain the Liquid Movement trait. The most dedicated devotees of ooze also gain the Slimy Organs trait.

Liquid Movement. As an action, this creature can move up to 20 feet through spaces no more than an inch in diameter. It must end this movement in a space that can accommodate its full size. Otherwise, it takes 5 force damage and returns to the space where it began this movement.

Slimy Organs. This creature has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Whenever it suffers a critical hit or is reduced to 0 hit points, all creatures within 5 feet of it take acid damage equal to its number of Hit Dice.

Orcus

Ability Score Adjustment: Up to a +4 bonus to Intelligence, Wisdom, or both

Signature Spells: *False life* (1st level), *ray of enfeeblement* (2nd level), *animate dead* (3rd level)

In most cases, Orcus transforms his followers into undead creatures such as ghouls and wights. Sometimes he needs his followers to retain their mortal forms, to more easily infiltrate a kingdom or city. He grants rank and file cultists the

Undying Soul trait, and his cult leaders gain the Aura of Death trait.

Undying Soul (Recharges after a Short or Long Rest). If this creature is reduced to 0 hit points, it immediately makes a DC 10 Constitution saving throw. If it succeeds, it is instead reduced to 1 hit point.

Aura of Death. This creature emanates a deathly aura that extends 30 feet in every direction from its space while it isn't incapacitated. The aura is blocked by total cover. While in the aura, the creature and any friendly undead are immune to the frightened condition and have resistance to radiant damage. Enemies suffer disadvantage on death saving throws while in the aura.

Yeenoghu

Ability Score Adjustment: Up to a +4 bonus to Strength and Dexterity, with an equal penalty to Intelligence and Charisma

Signature Spells: *Tasha's hideous laughter* (1st level), *crown of madness* (2nd level), *fear* (3rd level)

Yeenoghu's followers form roving packs of cannibalistic marauders. They grow more like gnolls in temperament and action with each passing day. His most devoted followers gain the Gnashing Jaws action option and the Rampage trait, while cult leaders gain the Aura of Bloodthirst trait.

Gnashing Jaws. Melee Weapon Attack: bonus to hit equal to this creature's proficiency bonus plus its Strength modifier, reach 5 ft., one target. *Hit:* 1d4 + this creature's Strength modifier piercing damage.

Rampage. When this creature reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make its Gnashing Jaws attack once.

Aura of Bloodthirst. If this creature isn't incapacitated, any creature with the Rampage trait can make its Gnashing Jaws attack as a bonus action while within 10 feet of this creature.

Zuggtmoy

Ability Score Adjustment: Up to a +4 bonus to Constitution, with an equal penalty to Intelligence, Wisdom, and Charisma

Signature Spells: None

Zuggtmoy's followers are primarily mindless victims of her children's strange spores. The spores burrow into a victim's brain, turning it into a fanatic servitor. They gain the Spore Kissed trait.

Spore Kissed. This creature is immune to the charmed and frightened conditions. In addition, if it is reduced to 0 hit points, each creature within 10 feet of it takes poison damage equal to its number of Hit Dice.

Other Demons

Demons of sufficient cunning and power can attempt to form their own cults, using them as pawns against their enemies. A demon can grant a special trait based on its type, as shown below.

Balor

Fiery Soul. This creature has resistance to fire damage. When it dies, it explodes; each creature within 10 feet of it takes fire damage equal to its number of Hit Dice.

Goristro

Labyrinthine Recall. This creature can perfectly recall any path it has traveled.

Marilith

Serpentine Reaction. This creature can take a second reaction each round.

Nalfeshnee

Guarded Mind. This creature is immune to the frightened condition.