

MORTHULS

Morthuls are warlock familiars who aid in dark rituals and provide arcane insights. As shapeshifters, they assume humanoid forms to navigate the material plane. Concealing their true purpose, Morthuls seek to escape the Voidrealm where they are exiled.

Demon Familiars. Morthuls 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, keeping their true purpose hidden: to find a way out of the Voidrealm.

Shapeshifting Abilities. Morthuls assist demonic masters to break free from Voidrealm. They adapt by taking humanoid forms to navigate and interact with the material plane. They infiltrate humanoid societies to access knowledge that helps their masters escape. Sacrificing their shapeshifting abilities, they rely on skills and cunning to achieve their goals.

Voidrealm. Also known as the Demiplane of Exile, is a realm of darkness and emptiness where no mortal being can survive for long. Morthuls and other demons were banished here by the gods for their transgressions, and it is said that the Voidrealm is home to countless other monsters and horrors, lurking in the darkness and waiting for a chance to escape.

Demonic Enclave. Deep within the Demiplane of Exile, there exists a small pocket dimension that has been created by a group of powerful demons. This dimension closely resembles a miniature version of the lesser planes, with its own distinct landscape and features. Here, demons have established a stronghold, known as the Demonic Enclave, and it is said that they are working tirelessly to find a way to escape the void and reclaim their power.



ELDRITCH INVOCATION (OPTIONAL)



DEMONIC SIGILS

Prerequisite: Pact of the Chain

You have learned to inscribe powerful demonic sigils that allow you to summon Morthuls from the depths of the Voidrealm. 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 Morthul using one of your inscribed sigils. The Morthul 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 Morthul 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 Morthul imbued with the power of flames and the inferno. This Morthul is skilled in the art of pyromancy and can manipulate fire to devastating effect.
- **Sigil of the Frostbound:** This sigil is a powerful symbol used to summon a Morthul that possesses a deep understanding of cold magic. This Morthul is highly skilled in harnessing the icy forces of the elemental planes and can freeze its enemies in their tracks.
- **Sigil of Blood:** This sigil summons a Morthul that is fueled by blood magic. Skilled in the dark art of blood magic, this Morthul can use its abilities to drain the life force of its opponents.
- **Sigil of Shadows:** This sigil summons a Morthul that is a master of shadows and darkness. This Morthul is skilled in the art of stealth and can easily blend in with its surroundings.



INFERNO MORTHUL

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 Morthul 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 MORTHUL

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 Morthul 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 Morthul 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.



art: midjourne

BLOOD MORTHUL

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 Morthul gains temporary hit points equal to the necrotic damage dealt.

Shapechanger. The Morthul 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 MORTHUL

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 Morthul can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the Morthul 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 Morthul magically turns invisible until it attacks or uses Shadow Step, or until its concentration ends (as if concentrating on a spell). Any equipment the Morthul wears or carries is invisible with it.

Shadow Step. The Morthul 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 Morthul 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.

