Arcane Traditions

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

School of Diabolism

You have long considered that power is most often profane. Vile fiends, which reside in eternal pits of flame outside the mortal realm, wield power that puts the works of mortal men to shame. Yet, they are unequivocally evil and going so far as to strike a bargain with one is worthy of damnation. Through intense study of obscure summoning and binding rituals, you've reached out to the Lower Planes and have contacted a fiend yourself, not to parlay with, but to command.

Vile Knowledge

By 2nd level, you are well versed in all manner of occult rituals and fiendish summons, and have advantage on Intelligence (Arcana) checks involving them.

Imp Familiar

At 2nd level, you add the *find familiar* spell to your spellbook, if it was not there already. When you summon your familiar, you can instead summon an imp which obeys your commands as a familiar does. As a bonus action on your turn, you can command your imp familiar to perform an action or make an attack.

Anchor of Hell

At 6th level, as an action you can select 1 creature you can see within 30 feet to make a Charisma saving throw. On a failed save, for the next minute every foot the creature moves costs 1 extra foot. After using this ability, you must complete a short or long rest before using it again.

Devil's Advocate

By 10th level, you are exceptionally shrewd at infernal negotiations, and have advantage on Charisma (Persuasion) checks made against fiends. Additionally, the time required for you to cast the *find familiar* spell as a ritual to summon an imp is reduced to 1 action.

Form Pact

Beginning at 14th level, by expending a spell slot of 3rd level or higher, a spell slot of 5th level or higher, and a pint of fresh blood, you can perform a ritual requiring 1 hour of concentration to summon a fiend from the lower planes.

By sacrificing a living, intelligent creature to the fiend, or by sacrificing a great quantity of your own blood to the fiend (reducing your hit points by half your maximum, and reducing your Constitution score by 2 until you complete a long rest) you can gain one of the following benefits for the next 24 hours:

- You can enlist the services of a fiend of challenge 5 or lower for a day.

  Roll initiative for the fiend, which has its own turns. The fiend disappears when it drops to 0 hit points or at the end of 24 hours. The fiend is friendly to you and your companions for the duration but otherwise acts according to its alignment. It obeys any verbal commands that you issue to it (no action required by you), but can interpret the command insidiously if proper wording isn't used. If you don't issue any commands to the fiend, it defends itself from hostile creatures but takes no other actions.
- You can gain resistance to nonmagical bludgeoning, piercing, and slashing damage for the duration.
- When you roll damage for a spell, you can reroll a number of the damage dice up to your Intelligence modifier. You must use the new rolls.
- You can cast any spell of 7th level or lower once in the next 24 hours without expending a spell slot or spell components.

After making a pact, your pact must end and you must take a long rest before making another.