



TUTELAGE OF DEMONMANCY



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A new arcane tradition for wizards that can summon demons from the abyss
for the world's greatest roleplaying game

WIZARD

ARCANE TRADITION

TUTELAGE OF DEMONMANCY

You went to no school or arcane college, but studied directly under the tutelage of a powerful demon lord.

You carry a small spell book, binded in the flesh of those you offered to your demon lord in exchange for power. For your vows and devotion to evil and chaos, your demon lord has inscribed secret spells in your demonomicon.

This flesh bound spell book looks empty to all who read it but you, when you open it, the spell you are looking for appears in abyssal script and new spells appear in your demonomicon as you grow in power.

TUTELAGE OF DEMONMANCY FEATURES

Wizard Level	Feature
2nd	Demonomicon, Demonmancer
6th	Demonic Nexus
10th	Abyssal Concentration
14th	Archdemonmancer

DEMONOMICON

Beginning at 2nd level, your tutelage allows you to record any demon related spell, arcana, or information into your small flesh-bound spell book by speaking into your demonomicon and at no cost or risk of failure.

As you speak, abyssal writing burns onto the paper recording the spell or info. When you open your demonomicon, the book can speak your intended spell without the need of any components to produce the desired spell, ritual, or effect.

Additionally, no demon summoned by your demonomicon will attack the holder of its demonomicon.

DEMONMANCER

At 2nd level, you learn the abyssal language, Barazhad, and add a variant of the *Find Familiar* spell to your demonomicon. With it, you can summon one quasit to serve you as your loyal familiar. This quasit acts on its own initiative and has no restrictions on its traits and features. Under your command, it can attack or use its abilities. Additionally,

- At 5th level, the *Summon Lesser Demons* spell is inscribed in your demonomicon.
- At 7th level, the *Summon Greater Demon* spell is inscribed in your demonomicon.
- At 11th level, the *Summon Fiend* (demon only) spell is inscribed in your demonomicon.

DEMONIC NEXUS

Beginning at 6th level, your ability to summon demons has grown more powerful, changing your appearance and empowering your demonomicon to grant your summoned demons the following traits:

- Your demons add your spellcasting ability modifier to their attack and damage rolls.
- Your demons movement speed is increased by +5. At 10th level, it increases to +10; at 15th level, it increases to +15; and at 20th level, to +20.

ABYSSAL CONCENTRATION

Starting at 10th level, your demonomicon helps you keep your demons at your service. You gain advantage against any saving throw or checks that threatens to end your concentration while a demon is summoned.

Additionally, you can maintain concentration on two spells, one spell from your spellbook and one spell from your demonomicon.

ARCHDEMONMANCER

Starting at 14th level, your powerful demon lord has inscribed a sacred spell into your demonomicon:

Summon Devouring Demon

Casting Time: 1 action

Range: 250 feet

Components: Demonomicon

Duration: Concentration, up to 1 hour

You summon a devouring demon with up to a max CR of 8 or a min CR of 6 in an unoccupied space you can see within range, it is summoned with double its hit points. The powerful demon disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the devouring demon, which has its own turns. At the start of the devouring demon's turn, the DM makes a secret Wisdom check on your behalf, with a bonus equal to your level. The check DC starts at 10 and increases by 2 each round. You can issue orders to the devouring demon and have it obey you as long as you succeed on the Wisdom check.

If the check fails, the spell no longer requires concentration and the demon is no longer under your control. The devouring demon then focuses on devouring any corpses it can see. If there are no such meals at hand, it attacks the nearest creatures and eats anything it kills. If its hit points are reduced to 0, it returns to the Abyss.