

School of Demonology (Corpus Malicious)

The School of Demonology explores the cosmic creatures of chaos and evil: the demons. As you focus your studies on demonology, you learn the nature of demons, as well as their powers and methods. As you delve deeper into demonology, you learn how to manipulate these creatures, bringing them to your world temporarily and binding them to the rules of our reality.

Mastering demonology generally leads to an evil path. It is a taboo in most societies since the powers of demons and their methods are evil. However, through careful practice, this mastery can also be used in non-evil ways.

Demonology 101

Your studies regarding demons grant you an extended knowledge about them. Starting at 2nd level, you gain the following benefits:

- You can add your proficiency bonus again on Intelligence (Arcana, History, and Religion) checks you make about demons.
- You gain advantage on the rolls you make in your social interactions with demons.
- You can summon a Quasit as a part of the find familiar spell.

Demonic Summoning

You have been granted knowledge on demonic and forbidden summoning rites by your fiendish sources. Starting at 2nd level, you can use your action to summon a demon with a Challenge rating 1 or lower (this Challenge rating increases to 3 at 6th, 5 at 10th, and 7 at 14th level). Summoned creatures stay with you for 1 hour. Once you use this feature, you must finish a short or long rest to use it again. You can use this feature twice at 6th, three times at 10th, and four times at 14th level. Also, you can choose to conjure creatures that are changed by creatures with [corruption \(fiendish\) template](#) with conjuration spells (such as conjure elemental). You can only affect beasts, constructs, dragons, elementals, fey, giants, humanoids, monstrosities, and plants in this way.

Demon Ward

Starting at 6th level, you can create a ward against demons. You can prepare a circle with a 10-foot radius by performing a 1-minute ritual. Demons standing inside the circle cannot leave and ones standing outside the circle cannot enter. To attack the inside of the circle (or outside if the demon is within the circle), the demon must succeed on a Wisdom saving throw against your spell save DC, or it cannot do so. The demon ward stays active for 1 hour.

Abolish Demon

You are now an expert at using magical energies to summon demons and converting that energy for other purposes.

Starting at 10th level, you can use your reaction to abolish and destroy a demon you have summoned in order to create and wear an instantaneous shield that can absorb damage.

The amount of damage that this shield can absorb is equal to 5 x the challenge rating of the demon.

Demonic Binding

Starting at 14th level, you gain the ability to perform one of the most forbidden rites of demonic arts and can summon and bind demons to your service for a limited time. This feature requires serious preparation because it calls a creature of another plane and binds it in a way that defies the rules of reality.

To perform this rite, you need a vial of blood taken from the body of a living humanoid within the last 24 hours, a bowl of sulfur, and a bowl of saffron. You draw two circles on the ground using a mixture of these components. One is for summoning the demon and the other one is for binding it to your will. Then you perform the rite. You can read the words that must be spoken in 1 hour if you rush through it, or in 8 hours if you read it slowly.

In either case, the demon is summoned. It can be a demon with a challenge rating 9 or lower.

If you cast it in 1 hour, it can make a Charisma saving throw against your spell save DC to not be bound. Otherwise,

no roll is required. This binding stays active for 66 days if you perform the rite in 1 hour or for 13 months if you perform it in 8 hours. You can use your action to dismiss the demon at will.

You need to perform the rites again to summon and bind it again. You can summon a type of demon or a specific demon.

Summoning a specific demon requires the name of the demon, a piece from the demon (a piece of hair, a part of skin, etc.), or an item strongly connected (a weapon, armor etc.) to it.

The demon obeys your commands. It can travel with you, guard you, kill or steal for you. However, demons do not like to be bound and used in this way. So, the demon may not want to save your life in times of trouble if you do not command it to do so. If you die, the demon is set free and it will surely try

to wreak vengeance on you, your soul, or whatever is left of you.

Creatures With Corruption Template

All creatures can become corrupted. A creature changes differently depending on the source of corruption. A creature with corruption keeps its statistics except as follows.

Alignment. The corrupted creature's alignment changes based on the source of corruption.

Source Alignment

Fiendish Lawful Evil (Devil) or Chaotic Evil (Demon)

Nature Neutral Evil

Necromantic Varies

Aberrant Chaotic Evil

New Feature: Aura of Corruption. A corrupted creature reflects the maddening emotions the corruptions invoked within it and emanates an aura of 10-foot radius. Any creature who enters the aura or ends its turn within the aura must make a Wisdom saving throw or it takes 1d10 psychic damage. If a creature fails the saving throw for 3 times within 1 minute, it becomes corrupted.

Challenge. The creature's challenge rating increases by 1.

Senses. The corrupted creature's eye changes color. It can even become pitch black completely. As a result of this change, the creature gains Darkvision with a radius of 60 feet. If it already has Darkvision with a radius of 60 feet, the creature gains Blindsight with a radius of 10 feet

Language. The corrupted creature gains a language according to the source.

Source Language

Fiendish Abyssal or Infernal

Nature -

Necromantic -

Aberrant Deep Speech

Resistances. The corrupted creature gains resistance to a type of damage based on the source of corruption.

Source Damage Type

Fiendish Fire or Poison

Nature Acid or Poison

Necromantic Necrotic

Aberrant Radiant

Revision #5

Created 30 April 2026 05:04:39 by Andrej

Updated 3 May 2026 12:23:13 by Andrej