

The Demonologist

New class for AD&D - Second edition

You will need the *Planescape Monstrous Compendium Appendix*. Planescape players will enjoy more this class, but it is useful for any other setting. I didn't include the demons from *Planescape Monstrous Compendium Appendix II* in order to give you some spell to research...

This class was written by [Zappo](#). Visit my site at <http://members.xoom.com/zappo>. All the demons' names and the books' names, as well as Planescape are copyright of TSR inc.

The demonologist is a person who has decided to dedicate himself fully to the study of the denizens of the Lower Planes, and the ways in which they can be used. Many clueless wizards tried to harness the power of fiends to their advantage, but almost all of these, sooner or later, are annihilated by these forces that they can't control. A true demonologist is dedicated exclusively to this, and with his experience he can use demons with a certain safety. At least, this is what the demons want him to believe. In fact, newbie demonologists soon learn how to perform powerful summonings, but when they do perform them, they aren't yet skilled enough to safely control the fiends they called. Despite the terrible risks of this career, the people who let themselves be attracted towards the apparently easy power it offers are numerous, brilliant, and with a generally short life expectancy.

A demonologist is usually an evil NPC, but often he can be neutral or even good. There are actually demonologists convinced to be able to use demons in favor of good. As a consequence, a demonologist can be of any alignment. However, good demonologists are usually treated with suspect by the other forces of good. Depending on his attitude towards Law or Chaos, he can be more or less facilitated towards summoning and controlling certain races of demons. A Lawful demonologist has a +2 in any roll regarding the summoning and controlling of Baatezu, but -2 when he has to deal with Tanar'ri. A Chaotic demonologist has +2 with Tanar'ri and -2 with Baatezu. A Neutral demonologist has no modifiers.

The following races can be a demonologist: Humans, Evil or Neutral Half-elves (up to 10° level), Evil Elves (up to 9° level), Tieflings (up to 12° level), Githzerai (up to 8° level). The dedication required for this activity prevents multiclassing. However, races that can be mage/cleric can be demonologist/cleric if they are of evil alignment (* = see Planescape.)

Primary requisites for a demonologist are Wisdom (minimum 15) and Intelligence (minimum 16). A naive demonologist lasts little, and a stupid one even less. Being naive in treating with fiends can be deadly, but mistaking rituals is almost certain death.

A demonologist has THAC0, Saving Throws and skills of a mage. He can use as weapons knife and staff, and he can't wear armor or shield. He can use any item reserved to wizards or clerics, but only the ones which summon creatures or deal with demons. He can access the proficiency groups of General and Wizards.

Demonologists can cast spells from the Demonology School of Magic, described below. Only demonologists have access to this school, and they can only use spells from this school. A demonologist starts with 1d4 spells of first level (at least one of these must be a summoning), and gains another one whenever he makes a level, as a mage. When he reaches ninth level, he can research new spells, as wizards do.

Advancement table:

Level	Title	XP	Hit Dice (d4)	Demonology spells
1	Apprentice	0	1	1/0/0/0/0/0/0/0
2	Apprentice	2500	2	2/0/0/0/0/0/0/0
3	Student	5000	3	2/1/0/0/0/0/0/0
4	Student	10000	4	2/2/0/0/0/0/0/0
5	Practicer	20000	5	3/2/1/0/0/0/0/0
6	Practicer	40000	6	3/2/2/0/0/0/0/0
7	Expert	60000	7	3/3/2/1/0/0/0/0
8	Expert	80000	8	4/3/2/2/0/0/0/0
9	Master	135000	9	4/3/2/2/1/0/0/0
10	Master	250000	10	4/4/3/2/1/0/0/0
11	Master of Demons	375000	10+1	5/4/3/2/2/1/0/0
12	Master of Demons	750000	10+2	5/4/3/3/2/1/0/0
13	Master of Demons	1125000	10+3	5/5/3/3/2/2/0/0
14	Lord of Demons	1500000	10+4	5/5/4/3/2/2/1/0/0
15	Lord of Demons	1875000	10+5	5/5/4/3/3/2/1/0/0
16	Lord of Demons	2250000	10+6	5/5/4/4/3/2/2/0/0
17	Power of Demons	2625000	10+7	5/5/4/4/3/3/2/1/0
18	Power of Demons	3000000	10+8	5/5/5/4/4/3/2/1/0
19	Power of Demons	3375000	10+9	5/5/5/4/4/3/3/2/0
20	Demons Highlord	3750000	10+10	5/5/5/5/4/4/3/2/1

All demonologists have the following two skills:

Communication with Demons. The first thing a demonologist learns is how to speak with demons. Any demonologist knows the tongues of Baatezu, Tanar'ri, Yugoloth, Gehreleth and of the other lesser races.

Knowledge of demons. Even newbie demonologists can understand what they are dealing with when they meet a creature from the Lower Planes. Automatically, a demonologist can tell the common name of any fiend race he meets. If he makes an Intelligence check, he can tell its most important power and which weapon can hit it (silver, iron, +1, +2, +3 or +4). He can't know anything of unique demons such as the Lords of Baator and the Tanar'ri Lords.

When a demonologist reaches level 11, he can create demonic items using the Bind spell (see below).

In addition, they have certain defenses against demons: a fiend attacking a demonologist has a to hit penalty and the character has a bonus to his saving throws against the abilities of that kind of fiend. These protections aren't in effect if the demon is in his own plane (a Baatezu in Baator, a Tanar'ri in the Abyss, etc.).

The demons from which the demonologist is protected fall in seven categories:

First category: Lemures, Nupperibo, Manes, Larvae.

Second category: Spinagon, Dretch, Rutterkin, Mephit, Imp.

Third category: Shadow Fiend, Hordling, Black Abishai, Cambion.

Fourth category: All Lesser Baatezu and Lesser Tanar'ri not mentioned before, and Farastu

Fifth category: All Greater Tanar'ri and Lesser Yugoloth, and Kelubar.

Sixth category: All Greater Baatezu (but Pit Fiend) and True and Guardian Tanar'ri (but Balor), Greater Yugoloth (but Ultroloth and Baernaloth) and Shator..

Seventh category: Pit Fiend, Balor, Ultroloth.

Level	Resistance against category.. (demon's THACO penalty and demonologist's ST bonus against their abilities)						
	First	Second	Third	Fourth	Fifth	Sixth	Seventh
1	1	0	0	0	0	0	0
2	1	0	0	0	0	0	0
3	1	1	0	0	0	0	0
4	2	1	0	0	0	0	0
5	2	1	1	0	0	0	0
6	2	2	1	0	0	0	0
7	3	2	1	1	0	0	0
8	3	2	2	1	0	0	0
9	3	3	2	1	1	0	0
10	4	3	2	2	1	0	0
11	4	3	3	2	1	1	0
12	4	4	3	2	2	1	0
13	5	4	3	3	2	1	1
14	5	4	4	3	2	2	1
15	5	5	4	3	3	2	1
16	6	5	4	4	3	2	2
17	6	5	5	4	3	3	2
18	6	6	5	4	4	3	2
19	7	6	5	5	4	3	3
20	7	6	6	5	4	4	3

Demonology Spells

All spells of "Summon demon" type require the caster to roll 1d20 under a value calculated this way: Demonologist's level + Demonologist's intelligence - Demon's intelligence. This value is modified by +2 if the summoner is Lawful and the demon is a Baatezu, +2 if he is Chaotic and the demon is a Tanar'ri, -2 if he is Lawful and the demon is a Tanar'ri, -2 if he is Chaotic and the demon is a Baatezu. There's another -2 for every demon the demonologist is currently controlling. Depending on the demon, other modifiers might apply. If the demonologist passes this check, the demon is under his control. Otherwise, it's free for the duration of the spell, and the it returns to its plane. Particularly for the most intelligent demons, the check should be made in secret by the DM: a demon could have interest in feigning being submitted for a certain period.

If a demonologist successfully summons a True, Greater or Guardian Tanar'ri, a Greater Baatezu or a Greater Yugoloth, he can order the fiend to reveal its True Name. In that case, the demonologist must roll the control check again; if he passes it, the demon must tell him its name, otherwise it is free. If a demonologist knows the True Name of a demon, the next time he casts a summoning of the same type, he can decide to call that particular demon again. This doesn't give evident advantages, but can become useful.

To give orders to a demon, one must speak in a high voice and clearly, in its tongue. When it is said that a demon tries to warp the meaning of an order, it means that, for example, to the order of "put this item in a safe place", the fiend might take it to the fortress of Malsheem, in Nexus, and leave it there. The demon will try in any way to interpretate the literal meaning of the order so as to bring a disadvantage to the demonologist. A demonologist must be very precise in his orders, or limit himself to simple, direct, unmistakable requests.

If a demon fails a morale check for any motive, the control check must be remade immediately. If it fails, the fiend immediately returns to its home plane. In addition, if the demonologist attacks or casts a spell on the demon, the demon has right to attack him once or use one special ability. The demon can do this every time the demonologist attacks it or uses a spell or item on it.

For example, a Chaotic Evil demonologist of the 5^o level with 16 Intelligence tries to summon a Lemure. A Lemure has 2 to 4 intelligence; the DM secretly decides that this particular demon has 4 intelligence. The control test is:

5 (level) + 16 (intelligence) - 4 (int. of the demon) - 2 (the demon is a Baatezu and the demonologist is Chaotic) = 15. The demonologist rolls a 5: the demon is at his orders. If he rolled 17, instead, the Lemure would have been free to do what it wanted.

It is impossible to summon or control demons while being in their home plane!

There are two ways to summon a demon: 'lengthy' method and 'short' method. In the first case, the casting time and the spell duration are those indicated. In the second, the casting time is that of a normal spell, with an Initiative modifier equal to the number of rounds which would be used with the 'lengthy' method. For example, a casting time of 11 rounds will become a casting time of 11. This is

very useful in combat, when there isn't much time to summon, but it has the disadvantage that the demon doesn't remain so long. The fiend's permanence is reduced by ten times.: 1 turn becomes 1 round and a demon which, if summoned with the 'lengthy' method, would remain 10 turns, remains 10 rounds.

Hasting summonings: a demonologist can decide to cast a summoning spell 'hasting' the procedure. This means that he can decide to use less time to cast the spell, but he has -1 to the control test for every round (if using the 'lengthy' method) or initiative point (with 'short' method, but he must decide before rolling initiative) he subtracts. This because normally a demonologist takes all the precautions to avoid that a summoned demon rebels, so as to have the maximum control roll possible. Willing, he can ignore partly or entirely these procedures, reducing the casting time but also the safety of the summoning. The casting time can't go under 1 round ('lengthy' method) or 1 ('short' method).

It is possible to order a demon to summon more of his kind, if it can, but new demons aren't under the control of the demonologist, and they will immediately know that the one who called them is under the control of someone else. All summoned demons have their weapons.

A demon doesn't have a magic resistance roll against summoning, Protection Signs or Circles, but he has it against any other demonology spell.

All charms and protection spells work on the demons of the specified category and also on the ones of all the inferior categories. So, the Third Charm on Demons works on any fiend up to the third category, and the Fifth Sign of Protection works on any demon up to the fifth category.

First level

Summon Lemure

Components: VSM (chalk dust)

Duration: 1 turn per level (max. 12)

Range: 3 meters

Saving throw: none

Casting time: 4 rounds

Effect: 1 lemure

This spell summons a Lemure, if possible under the control of the demonologist. To summon the lemure, the demonologist must perform a complicated ritual, at the end of which the Lemure appears. If he succeeds, the demonologist can give the Lemure any order, even suicide. The fiend executes the orders literally. If it goes to zero hit points, it instantly returns to its plane.

Summon Nupperibo

Components: VSM (a piece of rope)

Duration: 1 turn per level (max. 12)

Range: 3 meters

Saving throw: none

Casting time: 5 rounds

Effect: 1 nupperibo

As Summon Lemure, but calls a Nupperibo. The demon, if controlled, executes any order literally.

Summon Mephit

Components: VSM (the appropriate element)

Duration: 1 turn per level (max. 12)

Range: 3 meters

Saving throw: none

Casting time: 6 rounds

Effect: 1 mephit of the appropriate element

There is a different version of this spell for each kind of mephit. The demonologist has a +3 bonus to his control roll, because summoning mephits is relatively easy. Mephits obey interpreting orders, but without warping their meaning. They can refuse to execute evidently suicidal orders.

First Circle of Protection

Components: VSM (a candle)

Duration: 1 turn per level

Range: 0

Saving throw: none

Casting time: 5

Effect: 25 cm. radius per level

This spell creates a circle of protection against the First Category of demons. None of these demons can cross the circle, entering or getting out of it, or attack in any way a person on the other side of the circle. It's a good idea to cast this spell before summoning one! The circle is immediately destroyed if a being with 2 or more intelligence crosses it, or attacks in any way a being on the other side of the circle. If a demon can teleport, it can't do it from the inside of the circle to outside or vice versa.

First Charm Demons

Components: VS

Duration: 5 rounds per level

Range: 3 meters per level

Saving throw: neg.

Casting time: 1

Effect: a demon of the first category

If the target, a demon of the First Category, fails a save versus spells, he is subject to Charm towards the demonologist.

First Sign of Protection

Components: VSM (a stick)

Duration: 1 turn per level

Range: 50 centimeters

Saving throw: none

Casting time: 5

Effect: 1 meter length per level

With this spell the demonologist can draw a straight sign that no fiend of the first category can cross, as per a Circle of Protection. The conditions are the same of a circle, but a teleporting demon can teleport on the other side of the line freely.

Second level

Lower Magic Resistance I

Components: VS
Range: 3 meters per level
Casting time: 2
Duration: special
Saving throw: neg.
Effect: 1 magic resistant creature
This spell lowers the magic resistance of a creature of 1% per level of the demonologist. The creature regains the resistance at the rate of 1% per round, starting after the following round. A magic resistance roll against this isn't allowed, but a save versus spells can be done.

Summon Manes

Components: VSM (a lock of hair)
Range: 3 meters
Casting time: 6 rounds
Duration: 1 turn per level (max 12)
Saving throw: none
Effect: 1 manes
Summons a Manes, which if controlled obeys literally to any order as per Summon Lemure.

Summon Dretch

Components: VSM (some dust)
Range: 3 meters
Casting time: 7 rounds
Duration: 1 turn per level (max 12)
Saving throw: none
Effect: 1 dretch
Summons a Dretch which if controlled obeys literally to any order as per Summon Lemure.

Summon Rutterkin

Components: VSM (a coin)
Range: 3 meters
Casting time: 8 rounds
Duration: 1 turn per level (max 12)
Saving throw: none
Effect: 1 rutterkin
Summons a Rutterkin which if controlled obeys literally to any order as per Summon Lemure.

Second Circle of Protection

Components: VSM (two candles)
Range: 0
Casting time: 6
Duration: 8 rounds per level
Saving throw: none
Effect: 25 cm. radius per level
This spell creates a circle of protection against the Second Category of demons, exactly like the First Circle of Protection

Second Charme Demons

Components: VS
Range: 3 meters per level
Casting time: 2
Duration: 5 rounds per level
Saving throw: neg.
Effect: a demon of the second category
If the target, a demon of the Second Category, fails a save versus spells, he is subject to Charme towards the demonologist.

Second Sign of Protection

Components: VSM (a stick)
Range: 50 centimeters
Casting time: 6
Duration: 8 rounds per level
Saving throw: none
Effect: 1 meter length per level
With this spell the demonologist can draw a straight sign that no fiend of the second category can cross, as per a Circle of Protection. The conditions are the same of a circle, but a teleporting demon can teleport on the other side of the line freely.

Third level

Summon Spinagon

Components: VSM (a wilted rose)
Range: 3 meters
Casting time: 9 rounds
Duration: 1 turn per level (max 12)
Saving throw: none
Effect: 1 spinagon
If the demonologist succeeds, he can summon and control a spinagon. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Imp

Components: VSM (a jewel 500 GP worth)
Range: 3 meters
Casting time: 12 rounds
Duration: 1 turn per level (max 12)
Saving throw: none
Effect: 1 imp
If the demonologist succeeds, he can summon and control an imp. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Abishai

Components: VSM (a vial of poison)
Range: 3 meters
Casting time: 10 rounds
Duration: 1 turn per level (max 12)
Saving throw: none
Effect: 1 abishai
If the demonologist succeeds, he can summon and control an abishai. The type of abishai depends on the demonologist's level: from fifth to ninth level he calls a black abishai; from tenth to fourteenth level he summons a green abishai; from fifteenth level on he calls

a red abishai. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Third Charme Demons

Components: VS
Range: 3 meters per level
Casting time: 3
Duration: 5 rounds per level
Saving throw: neg.
Effect: a demon of the third category
If the target, a demon of the Third Category, fails a save versus spells, he is subject to Charme towards the demonologist.

Lesser Demonic Weapon

Components: VS
Range: 0
Casting time: 3
Duration: 2 rounds per level
Saving throw: none
Effect: a weapon of a demon
This spell enables a demonologist to wield any weapon that is typical of a demon, even if his class wouldn't allow it or if the weapon would normally hurt him (as the sword of a Balor). It doesn't give him the proficiency in that weapon, so the demonologist must attack with the relative penalties.

First Command

Components: VSM (chalk dust)
Range: 0
Casting time: 9 turns
Duration: special
Saving throw: neg.
Effect: a first category demon
This spell binds to a definite location a demon of the first category, which is under the control of the demonologist by means of a summoning or a charme demons. The demon must make a save versus spells, and check any magic resistance. If it fails, it can't leave the place to which it is bound. The demonologist must then give a simple order to the demon, of a number of words lower or equal to the intelligence of the demon. It must then continually execute that order, until the demonologist frees it (for ex. "attack anyone but me", "spy what happens and tell me", "clean the toilet except when I'm in there!", "cast hold person on everybody you see except me and my friends"). The area to which the demon is bound can be defined in two ways: 1) a single room or cave. 2) a square area with a side of maximum the level of the demonologist in meters and minimum 5 meters. It is impossible to bind more than a demon to the same area, and it is also impossible to overlap two Command areas.

Fourth level

Summon Shadow Fiend

Components: VSM (a black pearl 100 GP worth)
Range: 3 meters
Casting time: 13 rounds
Duration: 1 turn per level (max 10)
Saving throw: none
Effect: 1 shadow fiend
If the demonologist succeeds, he can summon and control a shadow fiend. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Lesser Hordling

Components: VSM (some gray rock dust)
Range: 3 meters
Casting time: 11 rounds
Duration: 1 turn per level (max 10)
Saving throw: none
Effect: 1 hordling
This spell summons a hordling. If the being has 4 intelligence or less, it obeys literally to the orders, even suicidal ones. If it has more than 4 intelligence, it tries to warp their meaning and can refuse to execute suicidal orders. The hordlings summoned with this spells are randomly generated and must subtract one from the CA, Movement, HD, MR rolls, and 2 from the strength one. In both cases, the result of the roll is minimum 1.

Summon Cambion Major

Components: VSM (a human skull)
Range: 3 meters
Casting time: 14 rounds
Duration: 1 turn per level (max 10)
Saving throw: none
Effect: 1 cambion
If the demonologist succeeds, he can summon and control a cambion major. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Alu-fiend

Components: VSM (a small golden rimmed mirror)
Range: 3 meters
Casting time: 15 rounds
Duration: 1 turn per level (max 10)
Saving throw: none
Effect: 1 alu-fiend
If the demonologist succeeds, he can summon and control an alu-fiend. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and she can refuse to execute evidently suicidal orders. If the demon is a wizard, it will try to hide her powers. Because the fiend's intelligence is very variable, the DM should roll the control check secretly.

Summon Barbazu

Components: VSM (rotten algae)
Range: 3 meters
Casting time: 15 rounds
Duration: 1 turn per level (max 10)
Saving throw: none
Effect: 1 barbazu

If the demonologist succeeds, he can summon and control a barbazu. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Hamatula

Components: VSM (a poisonous mushroom) Duration: 1 turn per level (max 10)
Range: 3 meters Saving throw: none
Casting time: 14 rounds Effect: 1 hamatula

If the demonologist succeeds, he can summon and control a hamatula. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Lower Magic Resistance II

Components: VS Duration: special
Range: 3 meters per level Saving throw: neg.
Casting time: 4 Effect: 1 magic resistant creature

This spell lowers the magic resistance of a creature of 2% per level of the demonologist. The creature regains the resistance at the rate of 1% per round, starting after the following round. A magic resistance roll against this isn't allowed, but a save versus spells can be done.

Intermediate Demonic Weapon

Components: VS Duration: 2 rounds per level
Range: 0 Saving throw: none
Casting time: 4 Effect: 1 weapon

As per Lesser Demonic Weapon, but the demonologist gains proficiency in that weapon for the duration of the spell.

Third Circle of Protection

Components: VSM (three candles) Duration: 7 rounds per level
Range: 0 Saving throw: none
Casting time: 7 Effect: 25 cm. radius per level

This spell creates a circle of protection against the Third Category of demons, exactly like the First Circle of Protection

Third Sign of Protection

Components: VSM (a stick) Duration: 7 rounds per level
Range: 50 centimeters Saving throw: none
Casting time: 7 Effect: 1 meter length per level

With this spell the demonologist can draw a straight sign that no fiend of the third category can cross, as per a Circle of Protection. The conditions are the same of a circle, but a teleporting demon can teleport on the other side of the line freely.

Larvae

Components: VSM (an insect) Duration: 1 rounds per level
Range: 10 meters per level Saving throw: none
Casting time: 4 Effect: a square with a side of 50 cm. per level

This spell summons dozens of larvae from the Lower Planes, confining them in a definite area. All the creatures present in that area suffer 1d4+1 damage per round, and after the first round the suffer 1 additional damage from bleeding until they are healed. They must also roll a save versus poison or contract a disease (see "larva" in the *Planescape Monstrous Compendium Appendix*).

Second Command

Components: VSM (iron dust) Duration: special
Range: 0 Saving throw: neg.
Casting time: 9 turns Effect: a second category demon

This spell is similar to First Command, but it works on the demons if the Second Category.

Fourth Charm Demons

Components: VS Duration: 5 rounds per level
Range: 3 meters per level Saving throw: neg.
Casting time: 4 Effect: a demon of the Fourth category

If the target, a demon of the Fourth Category, fails a save versus spells, he is subject to Charm towards the demonologist.

Fifth level

Demonic Horde

Components: VSM (some ants) Duration: instantaneous
Range: 1,5 meters Saving throw: ½
Casting time: 5 Effect: a cone 12 meters long and 6 meters wide at the base.

This spell summons from the Gray Waste a hord of Hordlings for a very short period. The Hordlings charge towards the enemy sweeping the area of effect with their rage and inflicting a compressive damage of 1d6 per demonologist level up to 10d6, which can be halved with a ST. In addition, a roll of 1d6 must be made on this table to know the additional effect due to the randomness of the Horling powers.

crosses the circle (as per First Circle of Protection). When the demonologist has finished casting Bind, the master must make a percentile roll under this value:

Intelligence of the demonologist + Level of the demonologist – Intelligence of the demon – Hit dice of the demon.

If the roll fails, the demonologist can try again the following day, with a +1% cumulative to the test. If one day the roll is 96, 97 or 98 the Bind fails and the Circle of Protection is dispelled. The demon will probably try to attack the demonologist, if he thinks he can win, and the demonologist is automatically surprised because he must recover from the 12 hours of casting. He must start again, all the +1% bonuses due to the past days are nulled.

If the check results in 99-00, the bind seems to succeed but the item is cursed. The details of the curse are left to the DM.

If the check succeeds, the demon immediately disappears, being sucked in the item. Now the demonologist can choose one of the special abilities of the demon (except psionics): the item will have that power. If the item is a weapon, instead of choosing a special ability, the demonologist can make a weapon with a magical plus equal to the ability of the demon to hit magical targets. For example if a demon can hit targets which can be hit only by +2 or better weapons, a weapon can be made +2 by binding that demon inside it. In the same way, an armor can be made magical by binding a demon that requires to be hit the same bonus as the plus of the armor. A demon that can be hit by +2 weapons or better can be used to make a +2 armor.

If the roll is one or two points over the check value, the bind works anyway but the item is intelligent, of the same alignment and intelligence of the demon, and an ego equal to twice its category. The item can communicate as an intelligent magical item, depending on its intelligence. It can only be used by people of a similar alignment, as for the other magical items. A demonic item can be intelligent without being a weapon; in that case it tries to control its wearer when it is used or worn. For the shock, for 1d6 months, the demon won't remember anything of what happened, but after that it will have a great desire of revenge against the demonologist. If a demonic item is destroyed, the demon instantly returns to its home plane. If the item is destroyed in the demon's home plane, the fiend appears, free.

Seventh level

Summon Superior Hordling

Components: VSM (emerald dust)

Range: 3 meters

Casting time: 20 rounds

Duration: 1 turn per level (max 10)

Saving throw: none

Effect: 1 hordling

This spell summons a hordling. If the being has 4 intelligence or less, it obeys literally to the orders, even suicidal ones. If it has more than 4 intelligence, it tries to warp their meaning and can refuse to execute suicidal orders. The hordlings summoned with this spell are randomly generated and must add two to the CA, Movement, HD, MR rolls, and 3 to the strength one. In all cases, the result of the roll is maximum the greatest one in the table. The being has a 30% of possibility of having a special attack and 30% of having a special defense.

Summon Nabassu Mature

Components: VSM (a gem of 300 GP worth)

Range: 3 meters

Casting time: 20 rounds

Duration: 1 turn per level (max 9)

Saving throw: none

Effect: 1 nabassu

If the demonologist succeeds, he can summon and control a mature nabassu. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Amnizu

Components: VSM (a 500 GP worth gem)

Range: 3 meters

Casting time: 24 rounds

Duration: 1 turn per level (max 8)

Saving throw: none

Effect: 1 amnizu

If the demonologist succeeds, he can summon and control an amnizu. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Cornugon

Components: VSM (a flail)

Range: 3 meters

Casting time: 25 rounds

Duration: 1 turn per level (max 8)

Saving throw: none

Effect: 1 cornugon

If the demonologist succeeds, he can summon and control a cornugon. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Farastu

Components: VSM (some slime)

Range: 3 meters

Casting time: 22 rounds

Duration: 1 turn per level (max 8)

Saving throw: none

Effect: 1 farastu

If the demonologist succeeds, he can summon and control a farastu. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Babau

Components: VSM (an acid vial)

Range: 3 meters

Casting time: 23 rounds

Duration: 1 turn per level (max 8)

Saving throw: none

Effect: 1 babau

If the demonologist succeeds, he can summon and control a babau. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Chasme

Components: VSM (some dead insects) Duration: 1 turn per level (max 8)
Range: 3 meters Saving throw: none
Casting time: 24 rounds Effect: 1 chasme

If the demonologist succeeds, he can summon and control a chasme. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Wastrilith

Components: VSM (a crystal) Duration: 1 turn per level (max 8)
Range: 3 meters Saving throw: none
Casting time: 23 rounds Effect: 1 wastrilith

If the demonologist succeeds, he can summon and control a wastrilith. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Dergoloth

Components: VSM (a small metal sphere) Duration: 1 turn per level (max 8)
Range: 3 meters Saving throw: none
Casting time: 24 rounds Effect: 1 dergoloth

If the demonologist succeeds, he can summon and control a dergoloth. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Hydroloth

Components: VSM (a 100 GP diamond) Duration: 1 turn per level (max 8)
Range: 3 meters Saving throw: none
Casting time: 24 rounds Effect: 1 hydroloth

If the demonologist succeeds, he can summon and control a hydroloth. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Hezrou

Components: VSM (a skeletal hand) Duration: 1 turn per level (max 8)
Range: 3 meters Saving throw: none
Casting time: 25 rounds Effect: 1 hezrou

If the demonologist succeeds, he can summon and control a hezrou. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Fifth Command

Components: VSM (diamond dust) Duration: special
Range: 0 Saving throw: neg.
Casting time: 9 turns Effect: a demon of the fifth category

This spell is similar to First Command, but it works on the demons of the Fifth Category.

Lower Magic Resistance IV

Components: VS Duration: special
Range: 3 meters per level Saving throw: neg.
Casting time: 7 Effect: 1 magic resistant creature

This spell lowers the magic resistance of a creature of 4% per level of the demonologist. The creature regains the resistance at the rate of 1% per round, starting after the following round. A magic resistance roll against this isn't allowed, but a save versus spells can be done.

Eighth level

Summon Mezzoloth

Components: VSM (a dagger) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 27 rounds Effect: 1 mezzoloth

If the demonologist succeeds, he can summon and control a mezzoloth. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Piscaloth

Components: VSM (a fish spine) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 28 rounds Effect: 1 piscaloth

If the demonologist succeeds, he can summon and control a piscaloth. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Yagnoloth

Components: VSM (a 600 GP jewel) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 29 rounds Effect: 1 yagnoloth

If the demonologist succeeds, he can summon and control a yagnoloth. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Nalfeshnee

Components: VSM (a prism) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 29 rounds Effect: 1 nalfeshnee

If the demonologist succeeds, he can summon and control a nalfeshnee. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Vrock

Components: VSM (a bird corpse) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 28 rounds Effect: 1 vrock

If the demonologist succeeds, he can summon and control a vrock. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Glabrezu

Components: VSM (a 500 GP jewel) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 29 rounds Effect: 1 glabrezu

If the demonologist succeeds, he can summon and control a glabrezu. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Kelubar

Components: VSM (a sponge) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 28 rounds Effect: 1 kelubar

If the demonologist succeeds, he can summon and control a kelubar. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Summon Gelugon

Components: VSM (ice) Duration: 1 turn per level (max 7)
Range: 3 meters Saving throw: none
Casting time: 30 rounds Effect: 1 gelugon

If the demonologist succeeds, he can summon and control a gelugon. The fiend executes orders, but tries to warp their meaning to the demonologist's disadvantage, and he can refuse to execute evidently suicidal orders.

Sixth Command

Components: VSM (any magical gem) Duration: special
Range: 0 Saving throw: neg.
Casting time: 9 turns Effect: a demon of the sixth category

This spell is similar to First Command, but it works on the demons of the sixth Category.

Sixth Charm Demon

Components: VS Duration: 5 rounds per level
Range: 3 meters per level Saving throw: neg.
Casting time: 8 Effect: a sixth category demon

If the target, a demon of the Sixth Category, fails a save versus spells, he is subject to Charm towards the demonologist.

Sixth Circle of Protection

Components: VSM (six candles) Duration: 5 rounds per level
Range: 0 Saving throw: none
Casting time: 10 Effect: 25 cm. radius per level

This spell creates a circle of protection against the Sixth Category of demons, exactly like the First Circle of Protection

Sixth Sign of Protection

Components: VSM (a stick) Duration: 5 rounds per level
Range: 50 centimeters Saving throw: none
Casting time: 10 Effect: 1 meter length per level

With this spell the demonologist can draw a straight sign that no fiend of the sixth category can cross, as per a Circle of Protection. The conditions are the same of a circle, but a teleporting demon can teleport on the other side of the line freely.

Range: 3 meters per level

Saving throw: neg.

Casting time: 9

Effect: a seventh category demon

If the target, a demon of the seventh Category, fails a save versus spells, he is subject to Charm towards the demonologist.

Seventh Circle of Protection

Components: VSM (seven black candles)

Duration: 5 rounds per level

Range: 0

Saving throw: none

Casting time: 1 rounds

Effect: 25 cm. radius per level

This spell creates a circle of protection against the seventh Category of demons, exactly like the First Circle of Protection

Settimo Segno di Protezione

Components: VSM (an ebony stick)

Duration: 5 rounds per level

Range: 50 centimeters

Saving throw: none

Casting time: 1 rounds

Effect: 1 meter length per level

With this spell the demonologist can draw a straight sign that no fiend of the seventh category can cross, as per a Circle of Protection.

The conditions are the same of a circle, but a teleporting demon can teleport on the other side of the line freely.