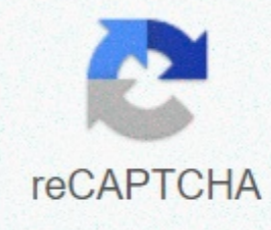




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## Summon greater demon pathfinder

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Summon Greater Demon was an evocation spell that summoned a single strong demon from the depths of the Abyss. [1] Effects[edit | edit source] After uttering foul words, the spell summoned a demon of caster choice, among several options that included bargura, shadow demon, babau, dybbuk, bulezau, rutterkin, and other demons of similar or lesser strength. [1] [2] [3] As the caster grew in power and experience, it became possible to summon even stronger demons. [1] The demon appeared in a visible position of the caster's choice within a radius of 60 feet (18 meters). He obeyed the caster's verbal commands, but constantly tried to resist. If the caster knew the demon's real name, it became considerably easier to control. In the absence of commands, the demon attacked only in self-defense. If the charmer's control over the demon ended before the spell expired, he entered a fury, chasing and attacking every creature in sight that was not a demon, including the caster, starting with those closest to him. The charmer could form a protective circle large enough to surround a creature the size of a human, using the blood needed to cast the spell. The summoned demon could not cross the circle or harm anyone inside. [1] The demon remained summoned for up to an hour, until the caster continued to concentrate, or until he was killed. He disappeared immediately when he was killed or when the spell reached its entire duration. However, if the caster soon broke his concentration, an uncontrolled demon remained for several seconds before returning to the Abyss, while a demon still enslaved was immediately repulsed. [1] Components[edit | edit source] The spell required verbal, somatic, and material components. The required material was the blood of a humanoid killed within 24 hours of casting the spell. Blood could not be reused as a component when used to draw the protective magic circle. [1] Appendix[edit | edit source] See also[edit | edit source] References[edit | edit source] † 1.0 1.1 1.2 1.3 1.4 1.5 1.6 Jeremy Crawford, Mike Mearls, Robert J. Schwab, Adam Lee, Christopher Perkins, Matt Sernett (November 2017). *Xanathar's Guide to Everything*. Edited by Kim Mohan. Wizards of the Coast, pp. 148–149, 166–167. ISBN 978-0-7869-6612-7. † Mike Mearls, Jeremy Crawford, Christopher Perkins, James Wyatt (2014). *Dungeon Master's Guide* 5th edition. Wizards of the Coast, pp. 306–308. ISBN 978-0786965622. † Wizards RPG Team (2016). *Flight Monster Guide*. Wizards of the Coast, pp. 221–222. ISBN 978-0786966011. † Mike Mearls, Jeremy Crawford (May 29, 2018). The tome of Mordekainen's enemies. Curated by Kim Mohan, Michele (Maghi della Costa), p. 254. ISBN 978-0786966240. Community content is available under CC-BY-SA, unless otherwise stated. Demons are chaotic evil strangers who call the the their home. Demons possess a particular suite of traits (unless otherwise indicated in a creature's voice) as summarized here. Immunity to electricity and poison. Acid resistance 10, cold 10 and fire 10. Summon (Sp) Demons share the ability to summon others of their kind, typically another of their kind or a small number of less powerful demons. Telepathy. Unless otherwise noted, demons speak abyssal, celestial, and drachonic. A demon's natural weapons, as well as any weapon he wields, are treated as chaotic and evil in order to solve damage reduction by tying a demonic source: PRG:UM (see Binding Outsiders for more details). The great weakness of demons is a holy weapon or other good weapon. Such weapons overcome the natural resistance of each demon, and are one of the few types of weapons that all demons fear in the same way. When dealing with demons, it is better to remember that they do not respect any contract other than power, and showing power - or at least hints of it - is the key to keeping them in check. Their magic circle is made of cold iron powder. All demons are immune to electricity and poisonous effects. Many have other resistances based on their chaotic forms and natures. Babau (SR 17): Any sacrifice for a babau must involve an intelligent creature, which the demon must be allowed to rend and destroy completely. Balor (SR 31): Balors do not come when summoned and actively resist calls. Only the offer of a legitimate outsider or good bound CR 15, or a helpless paladin or a cleric of 15th level or higher, mitigates their anger to be ripped from their home. Even so appeased, they will surely seek revenge unless the mortal they face shows greater power. Dretch: As a slave labor of the Infinite Abyss, the fate of the dretch would be pitiful if the creature were not so despicable. The best sacrifice for a dretch is the promise that he can spend at least a third of his time in servitude to rest. Glabrezu (SR 24): These insidious demons peddle secrets they destroy, and to bring them to the Material Plane as interested negotiators, the caster must know secrets that can destroy influential families, bring down nations, or otherwise use the foundation of society. Hezrou (SR 22): Expensive poisons and powerful potions worth at least 500 gp can arouse the interest of these toad-like demons. Marilith (SR 28): Either powerful magical weapons (+2 enchantment or higher) or the promise of command of cult armies can attract a marilite; any offer below this earns the caster a penalty of -6 on control of the Charisma. Kalavakus (SR 21): These horned demons barter almost always for the in exchange for their services. Nabasu (SR 19): These demons love nothing more than devouring or enslaving humanoids so that they can become greasy and stronger. Nalfeshnee (SR 25): These demons love knowledge, especially that within their manipulation handling specialties Greed. Nalfeshnees needs knowledge for knowledge, but never gives more than they earn. Omox (SR 23): These slimy demons enjoy the destruction of beautiful things. For their services, they often take gifts that involve the destruction of beautiful things, especially a young man or an attractive woman as a sacrifice. Quasit: Even more pathetic than the dretch, the quasit only seeks certainty that it can return to the Abyss when its task is complete. Shadow Demon (SR 17): The shadow demon simply asks for the shell of a beautiful person to wear for the duration of his servitude. It doesn't matter if that shell is pure or impure. Shembazian (SR 27): These powerful demons serve deadly charmers at a single price: when their service is over, they can kill and devour the collector. This makes attempts to control them very rare. Sometimes they also require the life of the collector's family or friends. Succubus (RS 18): The primary joy of the Succubus is to destroy innocence and love; offering a child, a virgin or a beloved member of the caster family is enough to get the interest of the Succubus. Vrock (SR 20): The vrock loves to undress and follow things of great beauty. Works of art worth at least 250 gp or a living and intelligent creature to destroy are equally desirable sacrifices. Since their ruin attack dance is more powerful, the more vrocks are involved, they are often summoned and corrupted into groups. Vrolikai (SR 30): These transformed nabasus hate being summoned to the Material Plane, believing that their time is over and destined for bigger things. When summoned, they typically ask for twice the normal amount in gifts. These demands are often accompanied by outrageous, sometimes impossible, demands. In the end they can be reasoned, but only when the binders show power over them. Becoming a demon While it is a matter of a sinful soul being judged and then sent to manifest itself on the Abyss as a larva, from there to perhaps one day turning into a newborn demon, it is another to completely bypass this process. However, for some, the power exercised by demons is too seductive and compelling to wait for, especially considering that the process of becoming a larva almost always expels memories of life. To this end, there are methods by which mortals can accelerate the transformation into a demon - demonic implants and a vile transformation ritual. The ritual of transformation The forbidden and blasphemous rituals of demonic transformation can only be found in the rarest tomes (such as the Book of the Damned). Some rare demons, ranging from the low quasit to the most powerful balori, know these rituals and can teach them too : it closely preserves this knowledge, offering it only to that they deem deserving of tradition. One way to learn such a ritual from a demon is to use the gliding ally or gliding attack to evoke the in question and offer her a payment in exchange for the secrets of the transformation ritual - this could also be a four-step process that requires a new evocation for each stage of the ritual. Not all demons know this information, of course, so searching for a specific demon's name can add an extra layer of search required before the process can begin. A character may also receive methods by which to transform into a demon through a series of dreams or visions (typically granted to him by a demonic patron as a reward for service), although this path is best left to NPCs that are strictly under GM's control. First ritual: the first ritual is the simplest and requires nothing more than user alignment to become chaotic evil. Undertaking acts of a vile and destructive nature, the mortal delivers his soul to the Abyss even if the second and third rituals never end. The mortal must select a demon lord (or a nascent demon lord or Balor Lord) at this point to serve as a demonic patron. The acts that the user must undertake may vary, but they should be of a nature that represents and honors the areas of interest of his chosen demonic patron: these acts are intended to attract the attention of the patron, after all. Even mortals who begin the ritual of transformation as an already chaotic evil must undergo this phase of the ritual, if only to select a demonic patron. In total, the first ritual must progress in this way for a minimum of a year: at the end of the ritual, the alignment of the mortal changes to chaotic evil. Second ritual: The second ritual takes many more months of degraded acts and vile plots, but at some point during this second year, the mortal must contact his chosen demonic patron, by common or contact another plane. A trusted servant or ally can cast this spell on behalf of the mortal: it is common for a charmer to acquire a familiar quasit so that the quasit can use his spell-like ability common for this purpose. Once contact has been made, the demonic patron must be told of the mortal's desire to become a demon - the municipality or contact other aerial spells cannot be used to ask other questions. At some point, but before a year has passed, the mortal must offer a significant sacrifice to his demonic patron as a burned offering in a temple consecrated to the demon lord. This offer can be alive or dead - either way, the burned offerings must be of someone who is bound to the mortal by blood or family - an adopted parent or child is sufficient if, at some point, the mortal and the offering a they loved each other. The mortal must do a DC 20 Knowledge (religion) check to properly execute the burned offering - if the sacrifice is or was once a worshipper of a legal or good deity, the check drops to DC 10 (and thus becomes something that even an untrained one in Knowledge Knowledge can attempt). If this control is successful, the second ritual ends and the mortal obtains a demonic implant (typically demonic senses or a demon) as evidence of his demon's favor. Third ritual: At some point, after the mortal contacts his demon lord (typically after the success of the second ritual, but sometimes before), the demon sends the mortal a vision of a task that needs to be completed (such as freeing an evil stranger bound by a Material Plan prison or assassinating a powerful cleric of a good religion). This task is typically significant for the Demon Lord, and in many cases a task that the mortal has no hope of completing until he becomes more powerful. There is no time limit on how long the mortal must complete this task, but he must keep his weekly devotions to his demon in the time that passes in the form of regular worship and continuous atrocities in the demon's name. Additional demon-burned offerings, allied betrayals, and assaults on innocents are popular choices. Once the assigned task is complete, the mortal must perform another ritual in honor of his Demonic Lord, a sacrifice composed of no less than a dozen unwillized intelligent creatures offered over the course of no more than a single week. The mortal must do a dc knowledge 30 (religion) check at the end of the sacrifice, but gets a +1 bonus on the check for every 5 additional sacrifices offered beyond the initial dozen. If the check succeeds, the third ritual ends and the mortal permanently obtains the model of half a devil. Fourth ritual: For many, getting the half-demon model is enough, but for those who wish to go even further, there is a fourth ritual. The demon lord of the mortal grants no vision or advice to begin this ritual: the mortal must take care to honor his demon lord in a manner appropriate to the interests and areas of concern of that Demon Lord. Once a year, on the anniversary of the day the mortal completed the third ritual, he must perform a special ceremony that recounts his successes in the last year and culminates in a significant sacrifice (usually consisting in the sacrifice of an important member of an enemy faith, or a legitimate or good outsider; in both cases, the sacrifice must be at least CR 9). The mortal then does a dc 40 knowledge check (religion), with a cumulative bonus of +1 for each previous such ritual he has performed in recent years. Success results in a final transformation into a full-effect demon: the mortal loses all the benefits of his previous race or half-demon model, but can immediately apply all his class levels to his new demonic race (for example, a human fighter 10 could become a vrock 10 fighter). The type of demon in which the mortal transforms depends both on the nature of his chosen demon lord and the discretion of the GM, but generally should not result in a total total of Hit Says it more than doubles the mortal's original success dice. DESCRIPTION Demons exist for a reason: to destroy. Where their most lawful counterparts, the devils of Hell, try to distort mortal minds and values to remake and reshape them into reflections of their own evil, demons only try to mutilate, ruin, and nurture. They recruit mortal life only if such cooes accelerate along the eventual destruction of hope and goodness. Death is, in some way, their enemy: for a mortal who dies he can often escape the deprivations of a demon and escape his reward in the afterlife. It is the prolongation of mortal pain and suffering that feeds the desires and desires of a demon, because it is partly from mortal sin and cruelty that these monstrous demons were born. Demons are the most prolific and among the most destructive of evil races, but despite what some lores might preach, it was not the first forms of life to rise in the smelly pits of ruin and cruelty known through the multiverse as the Abyss. Before the first rising deity looked at reality, before mortal life took its breath away, even before the Material Plane itself had fully formed, the Abyss was infested with life. Known to many scholars as proto-demons, these miserable and deadly beings were qliphoths. Today, due to the influence of sinful mortal souls on the Abyss, mixed with hem tampering at the hands of daemonic bearers and the cruel whims of destiny and evolution, the qliphoth rule has regressed. Proto-demons now dwell in the out-of-phase and forgotten corners of the Abyss, and much more fruitful and prolific demons now rule in their place. With every evil mortal soul finding its way into the Abyss, the ranks of the demonic hordes - a single soul can fuel the manifestation of dozens or even hundreds of demons, with the exact nature of the sins brought by the soul that guides the shapes and roles of newly formed demons. The Abyss is a vast (some say infinite) kingdom, much larger than any other aircraft except perhaps the primordial chaos of the Maelstrom itself. As befits such a vast and varied kingdom, the demonic host is similarly varied. Some carry humanoid forms in their frames, while others are twisted beasts. Some flops on land while others flay in the air or at sea. Some are programmers and manipulators of emotions and politics, others are destructive engines of ruin. Yet all demons work on the same goal: pain and suffering for mortal life in all its forms. Yet, despite this, mortals have sought demonic help from the beginning. Whether it was an instinctive attraction to self-destruction or a mistaken desire for magicians to this day continue to attract demons with forbidden magic. Some summon demons by tradition, while others call on them to serve as murderers or guards. Demons display such summoners with a mix of hate and thank you, because most demons don't have the ability to come to Material Material to wreak havoc on their own. They depend on the madmen to call them back from the Abyss, and as they gnaw their fangs and ruin themselves against the commands and restrictions applied, most demons find a way to distort the demands of their summoners so that even the most closely controlled demonic slave leaves a trace of ruin and despair in its wake. Most of the time, a silly charmer makes a fatal mistake in summoning and paying him with blood, inadvertently releasing a terrible plague on the world as his evocation frees himself from his control. The truly insane appeal to demons to offer themselves, both body and soul, in the mistaken belief that the alliance with the Demonic can buy salvation and protection when the demonic apocalypse is finally called. Tales of desperate kings trying to engage demons to serve as generals for their armies or of lunatics seeking demonic sires to give them away with horrible children are quite common, but the worst are those mortals who worship the most powerful demons as gods, and who promise their lives in support of what would bring destruction to all. Demonkind Source: PCS:BotDV2 Although mortals cannot remember a time when they were not persecuted and tormented by demons, the strange truth is that the demon is one of the youngest races to climb the Outer Planes, because they are the direct result of the interaction between sinful mortal souls and the Abyss itself. In essence, demons are the latest evolution of sins born of mortal choice, a final scourge on existence and a necessary price to pay for free will. When the first sinful mortal souls were judged and sent to their final fate, those sent to the Abyss did not manifest themselves as the Damned and entered the ruthless machine that is Hell, nor rematerialized into their living bodies on Abaddon to become prey to the meonic host. Those who arrived in the Abyss manifested themselves as larvae, worm-like creatures with pale, shimmering bodies, and twisted human faces stretched over the pulpy, chitinous masses that now passed like their heads. These larvae gathered on the edges of deep-sea fractures, and as the countless worlds of the Material Plan continued to offer sinful souls as grit for the Abyss, vast seas of larvae began to suffocate the kingdom. It was only when a now-forgotten demon lord, one of the first Horsemen of the Apocalypse, came up with a fatal idea that true demons existed. This gentleman had long had a strange interest in the qliphoth of the deepest abyss, and in his kingdom he kept many as stock for experiments and investigations. Intrigued by the potency of the larvae, the ancient Knight began to conduct experiments with larvae and experiments that showed immediate promises. Over time, the senseless Knight perfected his methods, and was eventually able to trigger a more emquadra transformation. The amalgam of soul-stuff sinner and living aeons born makes from the abyss convulsive and transformed from the inside inward, making something completely new: the first demon. Legends vary depending on who this first demon might have been. While many believe that the creature born that fateful moment would eventually become itself, much evidence suggests otherwise. It seems likely that this first demon has long been killed and reworked in some strange new form from the Abyss — apocalyptic scholars and explorers believe that the first demon can still exist in some deep, unsealed knot in the Abyss or beyond, and that its re-surface in the multiverse heralds a new era of transformation in the Outer Rifts. Yet the nature and fate of that first demon are overshadowed by a much larger event that occurred a moment after its creation. For the creation of that first demon, that first transformation of the mortal soul into demonic life, has not gone invisible or unknown. The Abyss itself felt the transformation, and almost as if the act was similar to tearing a bearing pebble from the fractured expanse of a vast dam, the transformation spread explosively. On the other side of the Abyss, spasms of birth shuddered through the disarming seas of larvae. Waves of undue meat flowed on the edges of fractures as individual larvae - their bowels swallowed plants or deep-sea meat, dirt and decay - turned into demons by millions of people. This chain reaction fills the Outer Rifts with a new form of violent life within a few heartbeats, and in the blink of an eye demons became the most populous of the diabolical races. Not all larvae were suitable for transformation, and while the number of persistent souls had been vast, it had not been truly infinite. Yet the demons far outnumbered the other inhabitants of the Outer Rifts. Qliphoth, once master of the Abyss, was driven to extinction and fled to the deepest canyons where even demons feared going. Countless demonic infestations were destroyed within minutes by the demonic tide: these demons retreated in shock to their kingdoms on Abaddon, and for many ages, that kingdom was also invaded by demonic invaders. Even on the shores of Hell itself, the change had an impact, as the infernal kingdom suffered a rare siege against which it barely held its own. After the initial explosion, demonic growth levels rapidly, though in an unimaginably large population. Hell regained control of its borders. Abaddon drove out his invaders and recovered the lands that had been stolen from him. The forgotten Knight who had unleashed this new era was killed and erased from memory forever, though, both by the tide of who rose up around his fortress or from his incensed apocalyptic relatives, no one can tell. Yet the Abyss itself had changed forever, and the cloak of its dominion now lay firmly in the grip of the demonic horde. Demonic roles Although the demonic demonic race almost infinite number - an unhappy proof of the infinite capacity for mortality from sin, regardless of worlds or cultures - the types of demons that make up that host are relatively limited in shape and scope. While the demon lords are unique and individualistic, the demons themselves are shaped and formed by the constants of sin. When a soul full of sin arrives in the Abyss and makes its transformation into a full-blown demon, that transformation, like water, follows the path of least resistance - the results of these transformations almost always manifest themselves as one of the known races of demons. Individually, these demons can vary in appearance as much as the humanoids from which they were born, but overall, the number of types of demonic races remains quite small. Small.

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