

The Demon Shaman

This sub-class of a magic-user has the ability to gate in demons, and use magic-user spells at a limited level. This is the ability:

Level	% To Gate
1	5% Type I
2	10% Type I
3	20% Type I
4	25% Type I, 5% Type II
5	40% Type I, 10% Type II
6	45% Type I, 15% Type II
7	50% Type I, 25% Type II
8	60% Type I, 30% Type II, 5% Type III
9	70% Type I, 35% Type II, 10% Type III
10	75% Type I, 40% Type II, 20% Type III
11	75% Type I, 45% Type II, 25% Type III, 5% Type IV
12	75% Type I, 50% Type II, 30% Type III, 10% Type IV
13	75% Type I, 55% Type II, 35% Type III, 15% Type IV, 5% Type V
14	75% Type I, 60% Type II, 45% Type III, 20% Type IV, 10% Type V, 5% Type VI

To gate in a demon, first roll for the strongest type of demon, and then go down. For example, a 14th level shaman must first roll for a type VI demon. If this roll is below 5, a type VI demon appears, if it isn't he must roll for a type V demon, and so on, and so on. A shaman may also start on a weaker demon to reduce gating time and
Gating in demons is hard and tedious work, and afterwards the shaman must rest for at least a day. To gate in a demon the shaman must have a skull, human or animal. Gating in a demon takes a while, at least one segments per type of demon, for example a type III demon takes three segments to summon. This time is rune drawing, and chanting. While gating, a shaman cannot do anything else, and is in possible danger of attack. A shaman must be evil.

After gating in a demon, the shaman must keep it under control. It is checked every round. There is a 10% chance per level of demon that the shaman loses control. If he does so, the demon immediatly attacks the shaman and then goes into a complete frenzy. If the demon stays under control, the shaman can gate him back whenever he wants. When he wants the demon to leave, the demon simply dissapears. The shaman does, however, have a +5% chance of loosing control in that moment, so unless the demon is killed, the shaman is always in a reasonable amount of danger.

Shamans may work together to add their chances together. This counts for control and summoning chance. However, one segment gets added to the casting time per additional shaman. Often, an evil rich man has multiple shamans working for him.

A shaman has some knowledge of basic magic-user spells. For the spells that he knows, use the magic-user spell table, but subtract one level of each spell except for the first one, and all spells above third level are at minus one amount. So a shaman that would normally have 3 fourth level spells only has two.