

DUTT OGM 13/06/2018
ER 205, 19:00-2145
Agenda

1. Reports
 - a. Exec
 - b. Committee
 2. Elections
 - a. Head Ref
 - b. 3YGB Head Ref
 3. Non-Constitutional Motions (18)
 - a. Troll Face [Paul Reynolds]
 - b. Multiple Racial Packages [Phil Walsh]
 - c. One Second Rule [Phil Walsh]
 - d. Vampiric Werewolfing [Paul Reynolds]
 - e. Spiritual Damage Go Down [Paul Reynolds]
 - f. Recs and Detects: One More Time [Paul Reynolds]
 - g. Paths to Power [Stuart Watson & Paul Reynolds]
 - h. Improving Detect Lie [Cameron Margetts]
 - i. Elementalism and You [Paul Reynolds]
 - j. Elemental Elf Package Clean-Up [Paul Reynolds]
 - k. Magical Healing [Stuart Watson]
 - l. Disintegrate [Phil Walsh]
 - m. Fur and Leather Hardening [Phil Walsh]
 - n. Reset [Phil Walsh]
 - o. Armour Repair [Phil Walsh]
 - p. Embodient or Investiture [Nathan Tommis]
 - q. Demonology Rewrite I [Katy Brown]
 - r. Demonology Rewrite II [Phil Walsh]
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Reports

Exec:

- President (*Katy Brown*)
- Treasurer (*Josh Marshall*)
- Secretary (*Cameron Margetts*)
- Social Sec (*Vicky Bending*)
- Armourer (*Kathryn "Tally" Elwell*)

Committee:

- Wardrobe Officer (*Sean Patterson*)
- Web Editor (*Tim Packer & Stuart "Panda" Watson*)
- Archivist (*Vicky Bending*)
- Head Ref (*Josie Adams*)

Elections

1. Head Ref

Nominations:

- a. RON

2. 3YGB Head Ref

Nominations:

- a. RON

Motions:

Troll Face [*Proposed: Paul Reynolds*]

The Society Notes

- The Troll package

The Society Believes

- Trolls are frequently physrepped using a greenskin mask, both as monsters on adventures and by players, and this should be reflected in the rules.

The Society Resolves

- To add “, or a greenskin mask” after ‘splotches’ under ‘Racial Language and Script’ part of the Troll, Advanced Troll and Troll Chieftain packages.
 - To add ‘, and are usually at least partly covered in fur’ after ‘cold extremities of the Known World’ in the Troll, Advanced Troll and Troll Chieftain racial descriptions.
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Multiple Racial Packages [*Proposed: Phil Walsh*]

The Society Notes:

1. The racial skills as per <http://community.dur.ac.uk/treasure.trap/rules/skills.php?section=Racial>
2. That nothing states you cannot take multiple racial packages.
3. That nothing states a racial skill should be the first skill on a character sheet, thus leading to potential problems following level drain effects.

The Society Believes:

1. That this is possibly an oversight.

The Society Resolves:

1. To add to the top of the Racial Packages page:
“Only one of the following racial packages can be taken at character generation, with exception of Advanced Troll (which can be taken if you have taken Troll) and Wight (which must be achieved in play.) This should be the first skill appearing on the character sheet.”
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One Second Rule [*Proposed: Phil Walsh*]

The Society Notes:

1. Fast combat
2. Lack of guidelines as to how fast you can hit someone, or make an offensive call
3. Lack of guidelines as to how far back a weapon should be pulled between strikes
4. Lack of consistency between seperate ref teams in regard to this

The Society Believes:

1. That consistency is good
2. That combat should look good, whilst still being relatively competitive
3. That a knife does not need to swing back as far as a polearm to cause damage
4. That these points could be resolved by enforcing consistency across combat

The Society Resolves:

1. To add to the "Combat Mechanics" page, prior to "Ranged Weapons and Safety," the following:

One Second Rule

You should aim to only call damage once per second per target per weapon.
You should aim to pull your weapon back either the length of the weapon or two feet, whichever is shorter, between blows.

You may not cast spells faster than once per second per target.

This means that if you are holding a single weapon, you should aim to call damage no faster than once per second *per target*, but if you are ambidexing, you may call faster than this.

Vampiric Werewolfing [*Proposed: Paul Reynolds*]

The Society Notes

- The existence of the Vampire and Werewolf packages.

The Society Believes

- These packages should be made public.

The Society Resolves

- To instruct the Refs to send the current Vampire and Werewolf briefs to the Web Officers, and to have the Web Officers add these packages to the racial package section of the website, with notes saying the packages may not be taken as a starting character and require ref permission to take.

Spiritual Damage Go Down [*Proposed: Paul Reynolds*]

The Society Notes

- The 'Martial Spirit 3' and 'Empower Magical Weapon' skills in the Spiritual and Magical skill trees.

The Society Believes

- That spirit is not notably significantly better than magical damage.
- That spirit and magic weapon damage should be gained at the same level.
- That the requirement for a flawless weapon for spiritual empowerment makes the IC cost high.

The Society Resolves

- To replace "*Requires: Spiritual Favour 6*" with "*Requires: Spiritual Favour 4*" in the requirements for Martial Spirit 3.
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Recs and Detects: One More Time [*Proposed: Paul Reynolds*]

The Society Notes

- The total lack of clarity about who can hear Detect, Mass Detect and Rec calls.
- The response to Mass Detect Magic is only audible by the caster.

The Society Believes

- We should clear this up.

The Society Resolves

- To add the sentence ‘Only the user gains the results of this call IC.’ to the end of the following skill descriptions:
 - General:
 - First Aid I
 - First Aid II
 - Scouting:
 - Recognise Scent
 - Disguise I
 - Disguise II
 - Recognise Forgery
 - Herb Lore
 - Magic:
 - Elemental Theory
 - Detect Magic
 - Detect Heat
 - Detect Inanimate
 - Spirit:
 - Spiritual Favour
 - Spirit Sight
 - Undeath Lore
 - Demon Lore
 - Alchemy
 - Demonology:
 - Demonology
 - Rite of Clarity
-

Paths to Power [*Proposed: Stuart Watson & Paul Reynolds*]

The Society Notes:

1. The "Paths to Power" OOC document in the old library section of website.

The Society Believes:

1. This document was way out of date, and some bits may never have been true.
2. That this document should be updated and included in a new library section on the website

The Society Resolves:

1. To adopt the following as the content of the new document:

Paths to Power

As long as Humanity and their precursors have walked this world, they have sought means of controlling the world around them without recourse to the more mundane ways of wielding such influence. Many and diverse are the methods by which Humans, Elves, Dwarves, Orcs, Vetch, Trolls and other races may gain some measure of supernatural power. All have their individual benefits, and all have their downfalls.

The Elemental Route: Magic

Perhaps the best-understood means of achieving supernatural power, magic use has spread from its earliest proponents among Dragons and Elves until Mages can be found of almost every race. The Elemental Lords and Ladies are more "distant" masters than Gods or Demons, and a mage can easily be forgiven for thinking that they are not tapping power from alien intelligences from beyond the Veil. As any mage who tries casting without a proper focus or - in these modern times - trespasses in the Elemental Planes, or tries to develop Paraelemental casting, knows, though, this is not the case. Mages exist only at the sufferance of the Elemental Powers, and their power is easily taken away. Fortunately for the mage who wishes to be left out of internecine warfare between the Elemental Powers, mages are not expected to make war on their opposition element, even when a Mage favours one type of spell above all others.

There are six elements, as well as the paraelemental practise of 'Grey magic' (for which, see below):

Elemental Plane	Elemental Lord/Lady	Themes	Opposing Element
Air	Ariel	Motion & Change	Earth
Earth	Grome	Maintenance & Station	Air
Water	Straasha	Defence & Harmony	Fire
Fire	Kakatal	Combat & Violence	Water
Light	Elbereth	Perception & Communication	Darkness
Darkness	Noir	Obfuscation & Misdirection	Light

A new mage makes a ritual entreaty to the Elemental Powers (note that this ritual is, in essence, the only limiting factor on how many mages exist in the world - there aren't enough Ley Nexii in the world to mass-train Elementalists) to empower a "Focus" - a material object linked to the mage themselves and the Six Elemental Planes. Foci tend to be small trinkets capable of remaining in contact with the mage.

Through personal research or tutelage, a mage will be able to delve deeper into the various elemental lores, and through them learning the practical ability to cast spells. To cast a spell, a

mage carries out the required verbal and physical actions needed for that particular spell while in contact with their focus. Most spells contain a verbal component, usually consisting of 'By my power over the element of...' or something similar, which serve both to focus the mind and to aid in shaping the elemental energies being drawn forth. While the spell is being cast, a tiny (usually about half an inch in diameter) portal to the Elemental Plane being called upon opens over the mage's focus, and the energy flowing from the plane into the world is shaped by the mage into a spell - interacting with the world until its energy dissipates. Elemental spells are ranked according to difficulty of casting - some Mages' Guilds use the phrase 'Circle' to denote a given difficulty of spell.

For reasons that escape most mages, contact with large amounts of metal prevents spells from being cast - the energy 'grounds' itself through the metal and vanishes into the world. In practise, the major restriction this places on a mage is an inability to wear heavier armour, or large amounts of armour at all.

Casting is a strenuous process, and takes great reserves of mental fortitude. The mage must hold the Gate open for the required amount of time, yet prevent any Prime Material matter (such as the mage themselves) from being pulled through to the Elemental Plane. Mages usually find they can cast more and more spells between resting as they become more experienced, but pity the mage who overextends their limits. Mages commonly refer to this inner reserve of strength as "Mana", originally an Elven term first coined to describe the transmigration of elemental energy into newborn Elven souls.

It is impossible for a mage to accidentally overexert themselves - in this case they would not have the mental fortitude to pull open a Gate in the first place. However, in times of dire need, it is possible for a mage to deliberately cast a spell while their Mana reserves are too low to sustain the spell, in a process known as Overcasting. In this case, the spell will work, but the mage will be unable to keep control over the Gate, and will be bodily sucked into their own focus, being crushed by the forces involved and dying in the process, essentially using their own body as fuel for the spell.

The only multi-Elemental form of Magic that the Elemental Lords will allow a mage to learn willingly is "Grey" magic, occasionally called 'Metamagic' - the practice of opening the Gate to all six Elements at once. Invented by Human mages working for the Dwarven Roma Emperors in the great Imperial Age, Grey magic is specialised towards interacting with other active spells - either reinforcing the elemental energies and thereby extending spell durations, or snuffing them out in a "dispel".

A popular form of spell that bears its own discussion is the process of summoning the denizens of the Elemental Planes to this world. Elementals vary in size from the smallest Elemental sprite, through the Elemental types usually summoned by Mages, up through the ranks of Elemental Titans and Collossii (thankfully, a rare, but increasingly common sight in these modern times) and reaching their apex at the Elemental Lords themselves. Mages can essentially temporarily replace themselves with an elemental in a process known as 'embodying'. The mage briefly enters the appropriate elemental realm, protected from the effects of the realm itself, and an elemental appears in their place, controlled by the mage's will. When the spell ends, or if the elemental is destroyed, the mage reappears in their place, none the worse for wear. It was once common practice for a mage to summon an Elemental, magically immunize their own bodies from that Element and command the Elemental to take them into the Elemental Plane. This rather foolhardy form of fast transportation, called "Gating" as the mage effectively vanished into their own spell-Gate, has now

expended the Elemental Lord's notoriously thin supplies of tolerance - mages attempting it are set upon by Elemental Titans and devoured, or (some say) taken to the Elemental Lords themselves to answer for their trespass. It is said that Ariel has bargained with mortals to allow this, but at what cost is unknown...

Since the end of the Age of High Magic, hundreds of spells were lost when their creators died, towers fell and learning vanished from the world. Rumours of undiscovered spells transcribed in lost tomes or other, stranger recording methods are a favourite topic of mage conversation - particularly the spell for "Permanency" - the very high-Circle Grey spell that bound another spell into an item or creature forever, allowing the construction of "Magic Items", creatures such as Golems and permanent enchantments upon oneself. Perhaps it is best that it remains lost.

The Road of the Soul: Spiritualism

Seen in some places as a socially-acceptable alternative to Magic, Spiritualism relies on making a pact with a powerful being of the Spiritual Planes - also called a "God" - to serve that being's interests on Urth in exchange for the priest gaining some measure of command over the servitor spirits of that deity, being able to order them to perform tasks. The degree of authority a priest has may increase with their standing in the eyes of their deity.

To cast a "Miracle", many priests find mentally focusing in on their own soul helpful, using it to seek out a spirit devoted to the God the priest worships. Once one is found, the priest commands it aloud to perform its task, and the spirit (if the priest has the correct authority in the celestial hierarchy) will do so. Each priest has a limit on how many of these favours they are allowed to call in a day, and must petition their Deity at Dawn to have this "allowance" replenished. It is possible for a Miracle to transfer extra allowances of Spiritual Authority from priest to priest - these "Power Melds" are usually used by priests of members of the same pantheon.

By and large, Spiritualism is a smoother process than Magic use and Spirits are usually dedicated to their tasks. The downside of Spiritualism is that it requires devotion to a particular deity - each God places restrictions known as 'strictures' on how its priests act, which can affect the way that they live, socialise and carry out their duties. In many ways, the powers granted by the Gods are no compensation for the life of service that the priest willingly enters into. Breaking the strictures of a god carries severe penalties, usually involving the reduction of spirits available for use by that priest, and in extreme cases, known as 'Spirit-Wracking', making casting even a single miracle extremely painful and dangerous.

The Gods are organised into distinct societies - three groups of seven Gods each with the twenty-second God (The Circle of the Balance) being a member of all three groups - properly called Pantheons. Worse still, each God has an adversary in the form of a particular member of the opposite Pantheon, and many priests are expected to further their own God's cause at the expense of the opposition, as long as such actions fit with the interests of the God, of course.

Where once there were many dozens of Gods, following a series of metaphysical catastrophes there are only twenty-two. As such, it is possible to make a short list of deities, their areas of influence and their opposite numbers. For more information, contact a member of the relevant temple.

Seal Pantheon	Sword Pantheon	Bone Pantheon
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Astalon - Goddess of Law & Truth	Vivamort - God of Undeath & Vampires	Olympia - God of Heroism
St John - God of Healing & Worthiness	Mallan - God of Power & Rulership	The Rat Lord - Goddess of Community through Pragmatism
Children of the Light - God of Restraining Power	Morpheus - God of Dreams	Teletos - God of Ritualism
Humact - God of Honour & Death	Azrael - God of Self & Death	The Seeker - God of Knowledge & Learning
Ishmund - God of Justice	Sordan - God of Pain & Sensation	Gedhrent - God of Demonslaying
The Triplicity - God of Protection & Community	The Crofter - God of Labours	The Dominion of Vortex - Goddess of Deception & Manipulation
Morvana - Goddess of Selflessness & Community	Bast - Goddess of Cats & Selfishness	Cyranis - Goddess of Peace & Harmony
The Circle of the Balance - God of Neutrality		

In 1300 a major spiritual shift saw similar miracles being combined into eleven different domains, which were shared by the various gods, with each god granting access to one major and five minor domains. Priests of specific gods had access to selection of those domains granted by their deity.

The Ley Lines: Geomancy

Geomancy is the manipulation of Ley energy to produce changes to physical reality. Only able to be used on the Prime Material or Planes directly powered from it (such as the pocket worlds constructed in the Age of High Magic), Geomancy is capable of virtually any result, but concurrently is the most dangerous form of power still practiced today.

Ley lines crisscross the Prime Material plane, the energy that makes up the Plane flowing down them from unknown origin to equally unknown end. At places where ley lines cross - a ley "Nexus" - the energy wells up and may be used by those schooled in Geomancy, who may order it to produce localised changes in reality, alter the shape of the world around the Nexus, produce enchanted items, divert the ley line through the Veil to construct a pocket dimension or any other imaginable end. The greatest practitioners of Geomancy in ages past were the Dwarves, who built their Empire along Geomantic lines and used it for vast landscaping projects in the Underdark.

The processes behind each ritual are unique, and the ritualist must be careful to match his or her ritual to both the intended result and the nature of the Ley Nexus being used. Some rituals - such as the Empowerment ritual to create a magical focus - are almost routine, following tried and tested formulae handed down through the centuries. Ultimately, it is in these unenlightened times almost impossible to tell how much of a recorded ritual script is showmanship, how much is simply there "just in case" and how much is actually necessary to the ritual. It is not advised for beginners, and experimentation with the forces that create and maintain the world in which we live is a delicate art

indeed.

Usually (though by no means always), a Ritual calls upon some outer power, be it an Elemental Lord, Demon or God, to lend its support to the ritual. This can help focus the energies, is good manners if one is intending to affect the entity's focus of power and may - in disastrous circumstances - save the ritualist's life if the being called upon is lenient and the ritual goes horribly wrong.

It is best to work from scripts passed down from the Age of High Magic, or to learn the Art by careful observation of other (successful) rituals. If you choose to tread this route, good luck. And may the Ley Lines be forgiving. Geomancy is dangerous - a failed spell or miracle does nothing, but a failed ritual will tend to severely injure those involved. At best.

The Demonic Track: Diablerie

Often simply called Demonology (which more specifically concerns the study of demons), Diablerie is a bastardised cross between Geomancy and Spiritualism. The prospective infernalist performs a rite to attract the attention of a Demon from the Abyss beyond the Spiritual Planes in which they dwell, and bargains with it for granted powers. As long as they upholds their side of the bargain (and the things asked for by the Demons are left to the reader's imagination), the Diablerist is granted supernatural powers resembling either Elemental Magic, Spiritual Miracles or both.

The Way of Metal: Hextech

Hextech is a new art created in the Mists of 1299. Before this, there was no Hextech anywhere in the world. Hextech has existed for a few decades in Byzantium, which was itself created in the same Mists, but is still a new technology even there. There is no 'ancient Hextech'.

Hextech is usually composed of a combination of 'elemental metal', which contains elemental power of one element or another, alchemical metal, which can be distilled from silver by alchemists, and more mundane materials, in order to create devices capable of replicating large numbers of primarily elemental abilities.

The Elemental Metals are as follows:

Etherium - Air
Bronzite - Earth
Viridium - Water
Bloodstone - Fire
True Gold - Light
Darksteel - Darkness

Hextech devices are created by drawing up a design schematic and then combining the required amounts of elemental and alchemical metals. The skills required to build Hextech devices have a large overlap with those needed for construction and smithing.

All Hextech items have a limited working life, which can be extended by regular maintenance. Hextech devices channel magical energy along the precisely delineated paths of elemental metal in their construction, and are powered by their alchemical metal content, plus potentially mana crystals or other power sources. Although Hextech items cannot produce spiritual effects, a skilled Hextech technician might be able to work out ways to create effects that appear superficially similar

despite the different method of execution underlying them.

In truth, Hextech devices function in a manner akin to geomancy on the microscopic scale, which is why the precise outlining of a schematic is so vital. They have an understanding of the ways in which the various metals may conduct, block, or alter magical energy to produce almost any magi-mechanical effect. Runemetal, a very rare and magically inclined form of metal, may also be used to power Hextech items, as it is much more powerful, albeit also much harder to acquire, than alchemical metal.

The other rare metal which should be mentioned is Cold Iron. Where the elemental metals and Runemetal work to enhance magical abilities, Cold Iron actively works against elemental effects. Woe betide anyone using Cold Iron in an elemental metal construction. Cold Iron inhibits and blocks magical abilities, and also has detrimental effects on geomancy practised in its vicinity. This metal is also useful for killing elementals, elemental elves and others bound to the elements. The most common source of Cold Iron in Albion is from the Peaks, a blasted wasteland where Cold Iron periodically falls from the skies and poisons the very air.

DUTT Further Resolves:

1. To thank Paul for the enormous amount of work he put into this document, compiling the bulk of the new areas like hextech.

Improving Detect Lie [*Proposed: Cameron Margetts*]

The Society Notes:

1. The divination miracle tree
2. The miracle “Detect Lie”
3. The miracle “Discern Truth”

The Society Believes:

1. The divination tree is weaker than the other miracle trees
2. The miracle Detect Lie is weak compared to the other 4th level miracles

The Society Resolves:

1. To replace the miracle “Detect Lie” with:
Discern Lie
Range: 30ft (point at target)
Duration: 1 minute
Vocal: Discern Lie
Effect: The caster may call ‘Detect Lie’ at will on a selected target for the duration. The target must truthfully tell the caster (out of character) whether or not the last sentence he said was a lie or not. If the character believes the information to be true, or if they did not lie, merely told half-truths or attempted to mislead, then they should answer 'NO.' If the character has lied, then they should answer 'YES'.

Optional Amendment:

Change duration to 5 minutes

Instances of “Detect Lie” to be changed on website (if passed) (these are all the ones I've found):

Miracle table
Divination miracle list
Rite of Will in Diablerie

Elementalism and You [*Proposed: Paul Reynolds*]

The Society Notes:

- The inconsistency of the Magic System.

The Society Believes:

- This should be clarified.

The Society Resolves:

- To replace the Spell Vocals section in the Elementalism document with the following:

Spell Vocals

- You must speak the spell vocal loud enough for nearby people to hear.
- You must refer to the relevant element(s) for the spell.
- All vocals for spells above 1st level must be at least 8 words long.
- Spell vocals above 1st level must contain at least 8 words, call upon the relevant element, and be appropriate to the spell's effect. The vocals are followed by an activation phrase which clearly informs the target(s) about what has happened as a result of the spell being cast. This will be listed in the spell description.

For example, a possible vocal for the spell 'Barrier (self)' could be 'By my power over the element of Water, Barrier'.

For spells which cause direct damage, the activation phrase should include a damage call at the end, as noted in the spell description.

Example: Svetlana casts Fireball. Her player calls: 'By my power over the element of Fire, Fireball FLAMING THREE'

Note that the spell vocal and initial part of the activation phrase are both considered IC speech, while any damage call, and other obviously OC calls such as 'TIME FREEZE' or 'CONE', are OC utterances.

When the target of a spell is not immediately clear, it is useful to state the name of the character or player you are targeting at the end of your spell vocal. You may need to repeat the spell's activation phrase if they did not hear you originally; you do not need to cast the spell again.

Cantrips (level 0 spells) and 1st level spells only require their activation phrase to cast.

- To remove 'This is a charge spell' from the spells Mana Drain and Mana Steal.
- To replace the description of Shock with the following: "Allows the caster to call FLAMING DOUBLE by touch once."
- To change the names of the following spells:
 - 'Imbue Weapon with Flame' to 'Imbue Weapon with Fire'

- 'Imbue Area with Flame' to 'Imbue Area with Fire'
- 'Flight (Self)' and 'Flight (Other)' to 'Fly (Self)' and 'Fly (Other)' respectively
- 'Discern Nature of Creature' to 'Recognise Nature of Creature'
- 'Winds of Disarming' to 'Disarm'
- To change the activation phrases for the following spells (which are listed below in the form 'Spell Name - New activation phrase' as follows:
 - Embody Small Elemental - Embody Small [relevant element] Elemental TIME
FREEZE
 - Embody Medium Elemental - Embody Medium [relevant element] Elemental TIME
FREEZE
 - Embody Large Elemental - Embody Large [relevant element] Elemental TIME
FREEZE
 - Extension I - Extension I
 - Extension II - Extension II
 - Reflection - Reflection
 - Enchant - Enchant
 - Absorption - Absorption
 - Extension III - Extension III
 - Shock - Shock, FLAMING DOUBLE
 - Fireblade I - Fireblade I
 - Fireblade II - Fireblade II
 - Heat Metal - Heat Metal that [item]
 - Flamebow - Flamebow
 - Fireblade III - Fireblade III
 - Wall of Fire - Wall of Fire TIME FREEZE
 - Sword of Power - Sword of Power
 - Protection from Fire (Self/Other) - Protection from Fire
 - Fireblade IV - Fireblade IV
 - Flame Storm - Flame Storm CONE GLOBAL FLAMING SINGLE
 - Disruption - Disruption FLAMING SEVEN (point at target)
 - Plate (Self/Other) - Plate
 - Genesis - Genesis
 - Wall of Vines - Wall of Vines TIME FREEZE
 - Protection from Water (Self/Other) - Protection from Water
 - Bubble - Bubble TIME FREEZE
 - Ice Body - Ice Body
 - Glue - Glue that [item] to that [item]
 - Magnetise - Magnetise that [item]
 - Protection from Earth (Self/Other) - Protection from Earth
 - Earthquake - Earthquake CONE STRIKEDOWN
 - Winds of Disarming - Disarm that [item]
 - Reshape - Reshape [item] into [item]
 - Protection from Air (Self/Other) - Protection from Air
 - Flight - Fly
 - Detect Heat - Mass Detect Heat
 - Detect Inanimate - Mass Detect [item]
 - Talk to Animals - Talk to Animals
 - Discern Nature of Creature - Recognise Nature of Creature
 - Talk to Inanimate - Talk to Inanimate
 - Talk to Sentient - Talk to Sentient
 - Announcement - Announcement

- Project Image - Project Image
 - Elbereth's Sweet Whispers - Elbereth's Sweet Whispers, I speak to [name]
 - Protection from Light (Self/Other) - Protection from Light
 - With One Voice - With One Voice, I speak to [name]
 - Comprehension - Comprehension
 - Conceal Object - Conceal Object
 - Hide in Inanimate - Hide [item] in [item]
 - Protection from Darkness (Self/Other) - Protection from Darkness
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Elemental Elf Package Clean-up [*Proposed: Stuart Watson*]

The Society Notes:

1. The elemental elf package
(http://community.dur.ac.uk/treasure_trap/rules/skills.php?section=Racial)
2. The “Example of Spell-effects” subsection.
3. That said section contains ‘Phase (Self)/Phase (Other)’ will affect Tomten for only two and a half minutes.’ and ‘A Pyrokin summoning a small Salamander and casting ‘Protection from Fire’ will be protected against fire for ten minutes. However, the Salamander will only be around for five minutes.’
4. That elementals cannot commonly be summoned any more, but that they can be embodied.
5. That phase (self/other) are both instant duration spells.

The Society Believes:

1. That the salamander summoned in the text should be updated to be embodied.
2. That an instant duration spell cannot take two and a half minutes.
3. That the tomten example should be replaced with an example of a spell that does affect tomten differently to other elemental elves.

The Society Resolves:

1. To replace the word “summoning” above with “embodying” in the pyrokin example.
 2. To replace ‘Phase (self/other)’ example with ‘levitate (self/other)’ in the tomten example.
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Magical Healing [*Proposed: Stuart Watson*]

The Society Notes:

1. The existence of partially spiritual creatures, commonly the elemental elves, elemental dragons and chimera.
2. That elemental elves, chimera and elemental humans have been played by PCs in recent years; and several elemental dragons have been met played by NPCs.
3. That spiritual healing does not work on purely magical creatures and is very inefficient on partially magical creatures, elemental elves.
4. That the RAW (Rules As Written) don't specify how beneficial spiritual effects, like spiritual healing, affect chimera or elemental dragons, both of which have partial spiritual nature.
5. That magical healing, in the form of extension spells, exists with in system for elemental elves.
6. That, with the RAW, extensions do not heal elemental dragons, chimera, elementals, titans or elemental lords and ladies, nor any other elemental, or part elemental, creatures.

7. That in recent years, it has been ruled by adventure refs, that elemental dragons are healed very slowly by exposure to their element, or by the use of extensions in the same way as extensions affect elemental elves.
8. That canonically the 7 sentient races are Humans, Elves, Orcs, Trolls, Vani, Dragons and Dwarves and that partially magical sub-races have been known in the Game for elves, dragons and humans.
9. That current magical healing for elemental elves is rarely used as it requires high circle grey magic (7th circle for one point of healing, 8th circle for two points of healing and 9th circle for four points of healing), and is also very inefficient for mana spent.

The Society Believes:

1. That extensions should work the same for all magical and partially magical creatures regarding healing.
2. That spiritual healing should work for all partially spiritual creatures in the same way as it does for elemental elves at present.
3. That exposure to sufficiently strong sources of an element to a creature (partially or wholly) of the same element should heal that creature inefficiently, as previously ruled by adventure refs for elemental dragons.
4. That such “strong sources” should be interaction with the element drawn straight from the elemental plane.
5. That exposure to weak sources of an element to a creature (partially or wholly) of the same element should heal that creature inefficiently, and very slowly, requiring complete rest, as previously ruled by adventure refs or elemental dragons.
6. That “weak sources” should be interaction with mundane sources of the element.
7. That strong exposure to 3 mana’s worth of an element should heal 1 point of damage to a creature (partially or wholly) of the same element; similarly 6 mana’s worth of exposure would heal 2 points of damage and 9 mana’s worth of exposure would heal 4 points of damage.
8. That weak exposure to the relevant element should heal 1 point per hour of continuous rest in contact with the relevant element.

The Society Resolves:

1. To create a subsection titled “Magical Healing” between the subsections “Spell Vocals” and “Dispels” on the “Elemental Magic” rules page (<http://community.dur.ac.uk/treasure.trap/rules/DUTTElementalMagic.php>).
2. To include the following content within the “Magical Healing” subsection:

* creatures tied to the elemental planes of magic can be healed upon exposure to their aligned element or to a raw magical energy

In order to be healed by elemental magic one needs to be tied to an elemental plane, such as nixie to the elemental plane of water, and to be exposed (by a spell, visiting the elemental plane or being in contact with that element for a prolonged period) to that raw element.

Metamagical spells known as “extensions” affect elemental creatures as follows:

Extension Effect

Extension I: Heals 1 hit in any location

Extension II: Heals 2 hits in any locations

Extension III: Heals 4 hits in any locations

Basic elemental spells, known as “Elemental Heals” affect elemental creatures as follows:

[Element] Heal I: Heals 1 hit in any location

[Element] Heal II: Heals 2 hits in any location

[Element] Heal III: Heals 4 hits in any locations

Visiting the relevant elemental plane will immediately heal all damage, but may incur the wrath of the Lord or Lady of that plane.

Prolonged exposure to a mundane source of an element will very slowly heal the creature being exposed, at a rate of 1 hit per hour of complete rest whilst being in contact with the relevant element.

3. To create the following spells for each element:
 - a. Name: [Element] Healing I
Level: 3
XP Cost: 2XP
Mana Cost: 3 mana
Range: 30 feet
Duration: Instant
Activation Phrase: [Element] Heal 1
Effect: When cast the target of the spell regains 1 hit point to the location of their choice.
 - b. Name: [Element] Healing II
Level: 6
XP Cost: 4XP
Mana Cost: 6 mana
Range: 30 feet
Duration: Instant
Activation Phrase: [Element] Heal 2
Effect: When cast the target of the spell regains 2 hit points to the location(s) of their choice.
 - c. Name: [Element] Healing III
Level: 9
XP Cost: 5XP
Mana Cost: 9 mana
Range: 30 feet
Duration: Instant
Activation Phrase: [Element] Heal 4
Effect: When cast the target of the spell regains 4 hit points to the location(s) of their choice.
4. To create a subsection titled “Spiritual Healing” in the Spirit System document (<http://community.dur.ac.uk/treasure.trap/rules/spiritsystem.php>) between “Bestowing Miracles” and “Mind Control Miracles”.
5. To include in the “Spiritual Healing” subsection the following text:

Gods giving the 'Healing' miracle tree grant the ability to heal creatures. Most creatures take the full effect of the healing. Wholly magical creatures and trolls cannot be healed by spiritual means; partially spiritual creatures take half-effect from healing miracles.

Disintegrate [*Proposed: Phil Walsh*]

The Society Notes:

1. The spells "Disintegrate" and "Disintegrate Range"

The Society Believes:

1. That we cannot physrep an item turning to dust
2. That "is this item broken or not" is not clearly shown
3. That the disintegrate effect is extremely powerful

The Society Resolves:

1. To replace the "Disintegrate" spell with the following:

Shatter (Blue Second, Duration Instant, Activation Phrase "Shatter this [item]")
Effect: Renders an item broken and unusable, or a weapon severely damaged. Against a mastercrafted or flawless item, this spell can be resisted once or twice, respectively. Against a weapon, the quality of the weapon is reduced to dross; it cannot be used to call more than SINGLE, and any skills that require a mastercrafted or flawless weapon cease to function with that weapon until it can be fixed. The weapon is also knocked out of the target's hand as per Winds of Disarming.
The damage caused by this spell can be repaired by the 'Mend' spell or in downtime as a minor action. This damage does not affect magical, spiritual or demonic items - it should be noted that the disarming effect will still take place.

2. To replace the "Disinregrate (range)" spell with the following:

Shatter (Range) (Blue Fourth, Duration Instant, Activation Phrase "Shatter that [item]")
Effect: Renders an item broken and unusable, or a weapon severely damaged. Against a mastercrafted or flawless item, this spell can be resisted once or twice, respectively. Against a weapon, the quality of the weapon is reduced to dross; it cannot be used to call more than SINGLE, and any skills that require a mastercrafted or flawless weapon cease to function with that weapon until it can be fixed. The weapon is also knocked out of the target's hand as per Winds of Disarming.
The damage caused by this spell can be repaired by the 'Mend' spell or in downtime as a minor action. This damage does not affect magical, spiritual or demonic items - it should be noted that the disarming effect will still take place.

Fur and Leather Hardening [*Proposed: Phil Walsh*]

The Society Notes:

1. The existence of the Fur and Leather hardening skill, as follows:

2. That following an amendment last general meeting, whilst the skill states "Fur and Leather Hardening" the skill states all kind of light armour, including padded cloth.

The Society Believes:

1. That the maintenance requirement is essentially pointless admin
2. That this skill could be streamlined and better explained

The Society Resolves:

1. To replace the "Fur and Leather Hardening" skill with the following:

Light Armour Expertise (10xp)
Requires: Scouting III
The character is adept at moving in light armour, and avoiding blows. Any 1-pt armour that they are wearing counts as 2-pt. The armour still counts as 1-point armour for all other purposes, including total armour worn and casting spells.

Reset [*Proposed: Phil Walsh*]

The Society Notes:

1. Time taken on adventures between encounters to allow a character party to restore their armour, DAC and other timed stats.
2. The existence of the "Faff" call.

The Society Believes:

1. That this can often take a disproportionately long time, at the expense of the monster party.
2. That the "Faff" call exists to slow a party down, and in the event of mechanical effects forcing a party to take longer, it would be good to have a way to speed a party up.

The Society Resolves:

1. To note under "Verbal Calls" the following:

Reset - to be used by character refs on adventures only, at their discretion, when either weather or long-lasting restorative measures are slowing a party down unnecessarily - All armour is reset to its full value; all DAC or similar timed defenses are restored. Should any member of a party have any longer-lasting effects (eg, extended spells), then the character ref should make a call as to how long to remove from the remaining time of that effect. Should any member of a party object to the use of this, then they may request that the effect does not take place either immediately after it is called, at which point it will not take effect, or directly prior to the adventure itself, at which point it should not be used.

Armour Repair [*Proposed: Phil Walsh*]

The Society Notes:

1. The Combat Mechanics state the following: "Any character can repair Physical armour at the rate of 1 point per 5 minutes of role-played repair."

The Society Believes:

1. That this is an incredibly long time, and may not correlate to how it has been played.

The Society Resolves:

1. To amend this to read “Any character can repair Physical armour at the rate of 1 point per 1 minute of role-played repair.”
-

Embodiment or Investiture [*Proposed: Nathan Tommis*]

The Society Notes:

1. The Embody Elemental Spells

The Society Believes:

1. There is an inordinate amount of faff required to use these spells
2. That these abilities are something we wish to attain in system.
3. That the costume and time freeze required make these spells difficult
4. Embody Elemental is very powerful

The Society Resolves:

1. To replace 'Embodiment X Elemental' in (list of places where it appears)
With the following (list of places where it appears)

Lesser (Relevant Element) Investiture - Fifth Level Spell

Duration: Five Minutes

The Mage calls forth an elemental to empower their focus and person for a time.

The Caster Immediately gains 10 points of Global Magical Armour, they may replace their damage calls with (ELEMENT) Singles by Ambidex Weapons 36". The caster takes one degree less damage from damage of (ELEMENT). These benefits are lost when the caster loses the last point of magic armour or the spell reaches the end of its duration. A caster may not cast an 'Investiture' spell while under the effects of this spell.

(ELEMENT) Investiture - Seventh Level Spell

Duration: Five Minutes

The Mage calls forth an elemental to empower their focus and person for a time.

The Caster Immediately gains 20 points of Global Magical Armour, they may replace their damage calls with (ELEMENT) Doubles by Ambidex Weapons no longer than 36". The caster takes one degree less damage from damage of (ELEMENT). These benefits are lost when the caster loses the last point of magic armour or the spell reaches the end of its duration. A caster may not cast an 'Investiture' spell while under the effects of this spell.

Greater (ELEMENT) Investiture - Ninth Level Spell

The Mage calls forth an elemental to empower their focus and person for a time.

The Caster Immediately gains 30 points of Global Magical Armour, they may replace their damage calls with (ELEMENT) Triples by Ambidex Weapons no longer than 36". The caster takes one degree less damage from damage of (ELEMENT). These benefits are lost when the caster loses the last point of magic armour or the spell reaches the end of its duration. A caster may not cast an 'Investiture' spell while under the effects of this spell.

Demonology Rewrite I [*Proposed: Katy Brown*]

The Society Notes:

1. The existence and use of the Demonology skillset.

The Society Believes:

1. That the current Demonology system lacks clarity and usefulness, and is needlessly complex and difficult, both for players and refs.
2. That by simplifying and adding more structure to the Demonology system, as well as altering certain skills, these issues may be fixed.

The Society Resolves:

1. To replace the current Demonology system with the one outlined in this document.

Demonology

Aspects

Every demon has at least one Aspect to them. During the summoning process the Demonologist invokes an aspect that they wish to use. An Aspect is a one word description of what that Demons 'portfolio' is; it is what it embodies, what it seeks and the type of power it is able to manifest in the material plane. Demon Rank then settles the level of appropriate effect. The example aspects listed below are not complete; indeed the intention of the system is that the refs and the players can 'invent' or 'discover' new aspects as the game desires.

Souls serve as a 'universal' sacrifice in that almost every Demon with any aspect would accept a soul as a sacrifice.

The following are the example aspects:

Aspect	Powers (Boons granted and calls used)	Sacrifices and Wants
Domination	Mind Control	Servitude (Geas)
Warfare	Harming, Fire Magic, Warrior-like skills	Violent Acts (Geas)
Fear	Mind Control, Debilitation	Memories, Servitude (Geas)
Arcane	Elemental Powers, Usually Grey Magic	Mana, Magical Artifacts
Chaos	Air Magic, misc mind control and similar powers	Chaotic Acts (Geas)

Secrets	Darkness Magic, Mental Shield	Secret information, servitude (Geas), memories*
Knowledge	Divination, Light Magic Information	Information, memories, experience (i.e. a level drain)
Death	Necromancy	A Death (Geas)
Life	Healing	Servitude (Geas)

*loss of memories due to demonological power removes one level of the 'Personal Genius' skill.

Geas

A Geas is a bond which a Demon can place upon a willing participant as part of a deal. Geas compels a person to perform an act in accordance with the Demons will. A Geas cannot be forced upon a Demonologist, it is part of a willing exchange. It is possible to transfer a geas to another, alter or end the geas early through further deals with a demon of the same aspect as the one that placed the geas on the Demonologist. However, a Demon must be both a higher rank and of the same aspect to do so. A demon can always remove a geas it placed.

Otherwise a Demon will specify how a Geas ends, usually in accordance with the length of time that the power is imposed upon a person. Geas are a deep and powerful part of Demonic Power and as such effects such as *Mental Shield* do not cause them to cease.

Breaking a Geas:

If a person breaks a Geas they are subject to terrible retribution. For one thing the Demon who made the Geas instinctively knows that it is so. Furthermore a Demonologist that does so is marred by the experience, and all Demonological power begins to take its toll. Each time the Demonologist uses *any* demonically granted power they take an unblockable *SINGLE THROUGH* to the head that cannot be healed.

Some examples of Geas:

"For this next week, you must attack any undead creature you see."

"Kill a human."

"For the duration of our deal, you must not tell a lie."

Summoning, Binding and Dismissal

The basic formula for summoning a demon is as follows:

<Call the attention of the Demonic Powers>
 <Invoke Aspect>
 <Invoke Circle>
 <Call the answerer forth>

You may be as specific or vague as you wish, for example using the specific name of a demon, or calling for a demon with the Life Aspect from any Circle.

A complete example:

*“I, the Demonologist known as Bradley, call the attention of the Demonic Powers
I seek the Demons of the Warfare Aspect to answer this call
I seek those Demons of the Fourth Circle to answer this call
I call whichever Demon answers me forth!”*

This summoning can be altered to have a specific name, or to say something like ‘fourth circle or higher’.

To bind a demon, you must have the Diablerie skill to the same level or higher than the Circle of Demon you are attempting to summon. Simply add a line in after invoking the Circle and before calling the Demon forth, stating that you bind the demon within the circle, as per the following example:

*“I, the Demonologist known as Bradley, call the attention of the Demonic Powers
I seek the Demons of the Warfare Aspect to answer this call
I seek those Demons of the Fourth Circle to answer this call
I bind the Demon who answers me within this circle
I call whichever Demon answers me forth!”*

Binding a demon gives you the ability to dismiss it if it is unwilling to be dismissed, however it may also cause the demon to view you in a negative light.

Dismissing an unwilling Demon requires something in opposition to its aspect. The basic formula for dismissing a Demon is as follows:

<Focus will onto the target Demon>
<Utilise item of opposing Aspect>
<Banishment of the Demon>

Following on from the summoning example, a worked dismissal would be as follows:

*“I, the Demonologist known as Bradley, force my will onto this Demon
With this broken weapon, a symbol of Peace, I dismiss this Demon of Warfare
I banish this demon to the planes from which it came!”*

The dismissal can be altered to use a specific name. Banishing an unwilling demon this way will anger it, and it will not look upon you favourably should you summon it again.

Dismissing a willing demon can simply be done with the words “I dismiss you”.

Demonology Skills

Demonology (12XP)

Required for: Diablerie.

After extensive study, training, and delving into gruesome secrets, the student learns the basic tenets of demonology: knowledge of the names of the Demon Princes, knowledge of the basic

theory of the nature of demons, the ability to Recognise Demon (3" range).

This skill also enables the character to perform the rites that summon or dismiss a demon. (See the Demonology Brief for details)

Diablerie (10xp)

Requires: Demonology

Required for: Rite of Sacrifice, Rite of Clarity, Rite of the Sword, Rite of Will.

Diablerie is the term for the sorcery practiced by demonologist. This is the skill that allows a Demonologist to gain benefits from the pacts they make with Demons. It is also the skill that allows a Demonologist to bind a demon.

If a Demonologist makes a deal with a Demon of a higher circle than their level of Diablerie, then they may only use that power once before it fades away from them. If they increase their level of Diablerie before using the power, then the power will endure for the entire length of time that the original deal specified. (Note: Some powers may still only be granted for a single use).

A Demonologist can only successfully bind a Demon whose rank is equal to or lower than their level of Diablerie.

To gain a level of this skill, the character must have successfully summoned and bargained with a demon of the circle equal to the level or higher than the level of diablerie sought. However, one summoning will only serve for one rank of Diablerie.

This skill may be bought in ascending levels [to level VIII] but may not be bought above level..

Rite of Sacrifice (5xp)

Requires: Diablerie I

The Diablerist can Recognise Demon within a 30' range.

Rite of Clarity (5xp)

Requires: Diablerie II

The diablerist can Recognise Aspect within a 30' range.

Rite of the Sword (15xp)

Requires: Diablerie IV

The diablerist has learned to recognise the weaknesses of those who appear strong. They may call "through", "magic", or "spirit" damage against anything identified as a demon using rec. demon, detect demon, detect creature, or another skill approved by the refs for this purpose, whether this be due to item, possession or simply being a demon.

Rite of Will (15xp)

Requires: Diablerie VI

The diablerist has become hardened to demonic machinations, and can answer Divination miracles of level 5 or lower as he sees fit.

These miracles are Spirit Sight, Talk to Spirit, Detect Lie and Question Spirit.

The Final Rite (20xp)

Requires: Diablerie VIII

The diablerist has learned the final secret of the First Diablerist. See a ref.

AMENDMENT 1:

To replace:

“If a Demonologist makes a deal with a Demon of a higher circle than their level of Diablerie, then they may only use that power once before it fades away from them. If they increase their level of Diablerie before using the power, then the power will endure for the entire length of time that the original deal specified. (Note: Some powers may still only be granted for a single use).”

With:

“Each rank of this skill gives the Demonologist an additional 5 Gossamer per week. Gossamer does not carry over between weeks. All Demonic powers cost Gossamer, spells cost the same amount as their mana cost (excluding Cantrips, which cost 1), miracles cost the same as their level.”

AMENDMENT 2:

The inclusion of the following skill:

Thaumaturgy (5xp)

Requires: Diablerie of Equal Level

Through your study of demons and demonic powers, you are able to channel a small amount of energy from the Demonic Planes into yourself, via partial or complete temporary possession. These abilities are the result of a ritual-less deal, wherein you allow a demon to briefly channel itself through you in exchange for use of its power. As a major action in downtime, you may mentally prepare yourself to use one of the following abilities:

Thaumaturgy I: *Diabolic Strike* - You infuse your muscles with a small amount of power. You may call +1 degree of damage once.

Thaumaturgy II: *Enticing Words* - You may use the miracle ‘Befriend’ once.

Thaumaturgy III: *Hellish Flames* - You may use the spell ‘Fireball’ once.

Thaumaturgy IV: *Foul Tongue* - You may call ‘Curse’ once.

Thaumaturgy V: *Diabolic Strength* - You fill your muscles with demonic strength. You may call +1 degree of damage for 5 minutes.

Thaumaturgy VI: *Consuming Blaze* - You may use the spell ‘Flameblast’ once.

Thaumaturgy VII: *Plane Shift* - You move into the nearest Demonic Plane for 5 minutes, before reappearing at a location of your choosing (use the ‘hand in air’ signal to indicate that you are no longer in the same plane as others). This may have some negative consequences on your character’s psyche.*

Thaumaturgy VIII: *Gehenna’s Call* - You allow demonic power to fill your body entirely. Call ‘Time Freeze’ when using this ability and see a ref.**

The above powers may only be used in the week following your mental preparation, unless specified otherwise. Whilst you have one of these powers prepared, you ping to detect/rec demon as Rank [Level of Thaumaturgy Prepared]. You cease to ping to these once the ability is used.

As an example, if a Demonologist had Thaumaturgy up to Rank 5, but decided to spend the week preparing to use Hellish Flames, they would ping that week as a Rank 3 demon, ceasing to ping either once the week is over or once the ability was used.

To use these powers the Demonologist must ‘call upon their diabolic power’, then state the name of the ability being used, then the appropriate call if necessary. For example:

*“By my own diabolic power, Foul Tongue! Curse Bob!”
“I call upon my diabolic power, Diabolic Strength!”*

This skill may be bought in ascending levels [to level VIII].

**This will be similar to some of the over-10-flux consequences for geomancy.*

***My intention with this is for some kind of cool ‘total possession’ type thingy to happen, but I’m unsure of specifics.*

Demonology Rewrite II [*Proposed: Phil Walsh*]

The Society Notes:

1. The recently-made-public demonology brief.

The Society Believes:

1. That this brief does not offer a mechanical explanation of demonology.
2. That this brief can be very difficult for a ref team to use, or a player to use, due to both the open-ended nature of it and the lack of mechanics.

The Society Resolves:

1. To replace the current demonology brief on the website with the following:
 - note that anything highlighted in RED is not part of the brief, but an explanation of the design ideals that went into it.

Demonology

Basic concepts:

A demonologist is someone whose power stems from the demonic; from deals and agreements they have made. They also possess power over demons, via understanding their nature.

A demon is an extraplanar being. Many of these can grant power to those who seek it – but there is always a cost. Many consider demons to be evil.

Morals should not be a massive part of a mechanical brief – PCs and NPCs should be free to decide whatever they want in regard to their outlook on the demonic

The power that a demonologist has over a demon is not straightforward: they will learn the ways of diablerie, and through this learn to safely summon, bind and dismiss demons. They will also become resistant to demonic control.

Mechanics

Summoning

Summoning a demon is easy: you speak its name, or a title it knows to respond to, a number of times equal to the circle (level) of the demon you are trying to summon.

You should mark out an area on the ground for a demon to be summoned into.

You cannot summon a demon whose name, or another common identifier, you do not know. You may also not be able to summon a demon at any given time: it is known that the planes must be aligned correctly to allow them to be bridged (ie, the ref team needs to be ready – you should speak to them prior to summoning a demon, outlining who or what you are summoning, any binding you are using, and roughly what you want to get out of it.)

This means that a ref team cannot be caught by surprise by a random demon summoning. It also gives them ample time to prepare.

Binding

This is normally done as part of the summoning process, but does not strictly need to be.

If a player is cunning enough to trick a demon into being bound, let them!

When a demon is summoned, it will appear in the area marked for it. It will normally need to take stock of its surroundings; this is the ideal time to bind it.

For each level of the demon, you will need an additional bond. Each bond should take the form of a line or point around the demon; you could use a series of concentric circles, with each being an individual binding, or you could use another shape, with each corner or each side forming an individual bind. A circle is the safest bet, as you can always add more circles and more binds if any fail – but as long as it is a clear unbroken physical demarcation it will work.

Allowing alternative shapes allows a demonologist to do this in a physically smaller area.

Each of these bind points must be marked with a symbol or item that opposes the demon in question – eg water for a demon of fire, garbled scripts or burnt books for a messenger.

Alternatively, they should reinforce your power over the proceedings, or the demon itself. During the binding process, you should invoke each of the individual bind points, explaining how they oppose the demon in question, and also state your level of diablerie – eg, to bind a first circle fire demon, you might use “*By this water, that which quenches flame, I, Ivan, Diablerist of the First Circle, declare thee bound!*”

This requires the diablerie level to be stated; this means that there is absolutely no question as to whether a demonologist can or cannot bind a demon. It also allows the ref or monster playing the demon to decide whether the bonds are appropriate.

You do not need to bind a demon atop a ley nexus, however you can always use a ley nexus as a “free” binding – you are summoning a demon into a place of power. This does not count as a geomantic ritual. You would alternatively be able to use a ley nexus as two free binds if you have geomancy of equal or greater level than the demon you are trying to summon – you are summoning a demon into a place of power, where you are actively empowered.

Let's not force demonologists to be geomancers. The use of a ley nexus to simplify summoning does mean that more complex summonings can be controlled to a much greater extent, and a geomancer/demonologist who is spending a huge amount of XP on both of the ritual skills should get some reward for it!

Every effort in the binding should be made to match a binding circle to the demon – e.g., if you are trying to summon a demon of water, don't mark it out in chalk, as this is easily washed away!

The best place to bind a demon is somewhere clear of distractions. You will almost always need to concentrate on the ward to keep it in place, lest the demon escape and run free – the only exception to this is using a geomantic ritual or some other means to have something else maintain your concentration for you.

Binding a demon has three main effects: it protects the demonologist, and separately the demon. It also gives the demonologist some degree of power over the demon.

Whilst within the binding circle, a demon cannot be affected by the material plane, or anything on it. It also cannot affect the material plane itself.

[Any ranged calls made upon a bound demon should be answered with “No Effect: Bound.” The exception to this is any “rec” effects – eg demon, magic, spirit. For the sake of 2” range skills, the edge of a demonic binding will respond in the same way that the demon within would.]

Specifically stating the calls that can be used means there is absolutely no confusion. This also allows someone to actually call rec. magic or detect spirit on a bound demon without breaking the binds immediately.

It is normal to bind a demon immediately upon summoning. It is entirely possible to bind a pre-summoned demon; this usually requires some kind of trickery, luck, or pure skill!

Binding is not usually particularly uncomfortable for a demon, and if a demon has provided you with a name or identifier to summon it, it is unlikely to become enraged by an attempt to bind it.

A bind can be broken by a living being, or a physical object connected to a living being – in effect, a PC or NPC, their clothing, or weapons – passing through it. It cannot be broken by the demon within.

A stray breeze blowing leaves across a bind should not break it. Someone attacking a demon inside it should.

You need Diablerie of equal to, or greater, level than the demon you are trying to bind, unless the demon has actively consented to being bound, at which point you would need Diablerie I.

Unlikely to come up, but roleplay opportunity.

The demon in question must be able to hear your invocation for it to work at all.

No you can't use the city walls as a binding circle to dismiss the local imp population.

Dealing

This is primarily down to roleplay.

Demonic deals take a few forms. The most common is a bargain for power, or ability; the demonologist will make it clear what they desire, and for how long. The demon will request a price, and if this can be paid then the demonologist will gain the power or ability stated.

This will cause the demon to temporarily possess the demonologist, or for more powerful demons, either a part of it or an underling might take the reins. During this time, the demon may not be fully

aware of the world around it – this often depends on the power of the demon itself! - and will retain only a vague level of consciousness. It has been described as an almost dream-like state of being.

Hence consequences for demonologists trying to deal above their station.

It is possible, during this, for a less trustworthy demon to assert control and influence the demonologist. This can take many forms, from a voice in your ear to the world suddenly appearing differently. Diablerie helps to avoid this: if you have Diablerie of equal or higher level to the specific demon attempting to influence you, then you will be entirely immune to this effect. If you do not have Diablerie of equal or higher level to a demon trying to influence you, then it may be able to take control; this will be handled by ref instruction. The miracle “Mental Shield” can also be used to nullify this effect.

Allows for safer demon summoning by a higher level demonologist.

The other kind of deals are knowledge and servitude.

A demon might be able to grant knowledge far beyond mortal ken. In game terms, this may mean that they can help in the learning of the Knowledge skill, or simply provide information on NPCs or world events.

Servitude, on the other hand, will result in releasing a demon freely upon the world, with a specific set of instructions. These could range from “heal me and my party” to “kill the following NPC.”

When you make a deal with a demon, it is common for some kind of contract – sometimes written, sometimes purely verbal – to be made. This may require signing in some kind of significant way; a common example would be blood. It is known that if any demon voids a contract made like this, then the consequences for such would be dire. It is also known that the agreement to form a contract such as this is not taken lightly, and any demon that does so would not risk immediately turning on the demonologist when any binding has been removed!

“Let's sign this deal then” should not be immediately followed by “and I stab you in the face.”

It goes without saying that if a demonologist fails to uphold their end of a deal, then there will also be consequences...

Dismissing

To dismiss a demon is much the same as binding one, and can use the same items or symbols.

A demon must be bound for this to take effect.

Invoke each of the individual items, or symbols, and declare that the demon is dismissed. You must also declare your level of Diablerie.

You need a minimum of Diablerie I to dismiss a demon in this way. Bear in mind that this functionally means you can dismiss a demon that someone of a higher level of Diablerie to you has bound.

The demon in question must be able to hear your invocation for it to work at all.

When a demon is dismissed, it is returned to its home plane.

Providence

As a general rule, a demon can offer you abilities up to and including its level; eg, a fourth level demon could offer you up to fourth level spells.

The exact duration or number of uses a skill might have is dependent on the deal that is made, as is the cost. As another very general rule, a soul of roughly equivalent level to the demon is probably a reasonably good offering.

Skills

Demonology (root skill, 12xp)

After extensive study, training, and delving into gruesome secrets, the student learns the basic tenets of demonology: the basic theory of the nature of demons, and the ability to Recognise Demon (3" range).

Diablerie (11xp, cannot be bought above level)

Diablerie is the skill used to successfully bind, bargain with and dismiss demons. You must have diablerie of at least the same level of any given demon to bind it.

Rites

Rites are a separate group of skills, representing your growing skill at understanding the demonic; they will give you solid mechanical advantages in doing so.

Rite of Sacrifice (5xp, req: Diablerie I)

Allows insight into how to best prepare a sacrifice for any given demon. Ask a ref for insight, or advise that you are using it and how you are doing so.

Allows you to lay souls to rest as per "Lay to Rest." This will, in addition, allow you to do so for any demon you have a contract open with.

Basically unchanged, added to LtR option in to allow demonologists to actually sacrifice souls to a demon.

Rite of Clarity (5xp, req: Diablerie II)

Allows a demonologist to call "Rec Demon" at a 30' range.

Allows a demonologist to call "Mass Detect Demon."

Added "mass detect" call to minimise machine gunning rec demon

Rite of the Sword (15xp, req: Diablerie IV)

Allows a demonologist to call MAGIC, SPIRIT or THROUGH damage against anything positively identified as a demon. Other damage types may be available, this would require research in downtime and would be limited to specific demons

Demonology is meant to be a toolkit to fight demons as well as much as deal with them; allowing other damage types against specific antagonists feels like a cool thing to provide.

Rite of Will (15xp, req: Diablerie VI)

Allows a demonologist to respond as they wish to divination miracles or any spell allowing the user to call “detect” or “rec.” Note that this does not extend to other abilities, eg Rite of Clarity, Demon Lore, Undead Lore.

Allows a demonologist to ignore the effects of any one mind affecting miracle once per hour.

Altered to the approximate effect following the spirit system rewrite – it might be that this would work better if the effect was coming from something you know is a demon, on the other hand it's a high level skill and should have some pretty major effects!

The Final Rite (20xp, req: Diablerie VIII)

See a Ref.

As it currently works. Big mysterious custom thing to build for!

Example of Skill Use

A basic demon summoning, binding, deal, and dismissal, with a descriptor of how each skill is being used.

Ivan is a demonologist. He has Diablerie V, and Geomancy V. He is trying to summon Mar'Eth, a fire-based demon who can grant offensive martial ability. He has spoken with this demon before; it has given him an additional title he can use, Vengeful Flame. He also knows that it likes bloodstone, of which he has brought five units and live sacrifice, for which he has brought a goat.

Before he begins, he walks to a ley nexus, and lays down five concentric circles atop it using lines of sand.

He places a piece of jewellery in the form of a single headed axe outside one, a bowl of water outside the next, and a piece of armour next to the third. He leaves the centre two empty, with the exception of marking two inwards-pointing arrows between them.

The single-headed axe is a symbol of Gedhrent, a god who hates demons. The bowl of water symbolises the extinguishing of flame. The piece of armour is protection against the power that Mar'Eth can provide. The central two bind points relate to the ley nexus; the arrows point toward it. He is using sand instead of rope or wood as it does not burn.

Ivan: “Mar'Eth. I call to you. Mar'Eth, Vengeful Flame. Mar'Eth, I summon thee hence. Mar'Eth, to this place, I call thee!”

A figure appears in the centre of the circles.

Ivan has summoned the demon successfully using a combination of its name and title,

Ivan: “Mar'Eth, I have called thee here to this ley nexus, a place that I have power, and by that I do bind thee!

Mar'Eth, as a geomancer of the fifth circle, one who may force ley energy to my will, I do bind thee!

Mar'Eth, by this vambrace, lending protection against your might, I do bind thee!

Mar'Eth, by this water, that which extinguishes flame, I do bind thee!

Mar'Eth, by this axe, holy symbol of Gedhrent, I do bind thee!

As a diablerist of the fifth circle, I do declare thee bound!”

He has now bound the demon. He didn't need to name it each time, but it helps with the ritualistic approach. He has stated each of his bindings, and why it should matter; he has also stated his level of geomancy, and his level of diablerie.

Ivan: “Mar'Eth. It is good to see you again. I wish for power; I am to fight against the followers of Straasha this weekend. Would you aid me in this?”

Mar'Eth: “What do you desire?”

Ivan: “I seek my sword to strike with flame for the next week and the next day. For this power, I offer you this – five units of bloodstone, and sacrifice, that you may quench your thirst on still-warm blood.”

Mar'Eth: “This is not enough. It was the first time; it is not now. You will provide more.”

Ivan: “What do you seek?”

Mar'Eth: “Should I put an appropriate creature to the blaze, I desire its soul. Three soul-weight will suffice, for the time you have requested. Send them to the blaze!”

Ivan: “Very well; you shall have this. May I send this to you as we journey?”

Mar'Eth: “Yes. I make this offer: I will force any weapon you hold to blaze with my undying flame for the next week, and one day. For this, you shall provide me with the five units of bloodstone you have, and the death of the goat – you know how I desire it. You shall also send me three soul-weight during this time.”

Ivan: “I agree to this. Let us seal the bargain.”

Ivan steps forward, and gives Mar'Eth the bloodstone. It vanishes. He cuts his hand open with a small knife, and they shake. Mar'Eth places its hand behind the back of Ivan's head, pressing their foreheads together – and vanishes, pulled into Ivan's head.

Ivan turns to the goat, which is lazily chewing something it probably shouldn't be, draws his sword – now sheathed in flame – and hacks its head off, drinking deep of the blood pouring forth.

Ivan has gained the following, which he may immediately check with the refs, and should be stated/confirmed in his next downtime:

- *Every weapon he holds will call FLAMING damage for the next week. This cannot be suppressed as this was not part of the deal.*
- *He has gained the ability to use Rite of Sacrifice to lay souls to rest in the name of Mar'Eth, or The Vengeful Flame. Mar'Eth is expecting three soul-weight to be provided to it.*
- *This will last for one week and one day.*
- *He will ping to Demon Rank 5 for this time, along with any other information relevant to the demon.*

It should be noted that this is not the first time he has summoned Mar'Eth; the demon now wants more than it did in the first place, but this is confined to purely metaphysical desires – specifically, a soul taken during the next week when Ivan is using its power.

