

The Demonist

The Demonist is one who has chosen to follow the path of Ritual Magic into the control, summoning and binding of demonkind. Entering into a Dark pact with a Demon Lord in exchange for their immortal soul, such a pact can reap great rewards and power; however the cost for this fleeting boon is eternal damnation. As such, many Demonists will go to great lengths to deprive their Lord of their prize for as long as possible by staying alive. Some who enter into such a pact do so through devotion or almost worship (typically a fallen priest choosing the quick and easy path to power) however, typically the majority of demonic pacts are more akin to a business arrangement between the Demon Lord and the (soon to become) Demonist.

To be very clear, as some have thought otherwise in the past - while Demonist's powers will often work on or affect most extraplanar creatures (including Demons, Angels and Elementals), there is no doubt in where their power is sourced; one of the nine planes of hell. While some may have a romantic notion of having gained this power from other 'nicer' patrons, they are sadly misguided.

Demonists are always chaotic and come in many fashions; eccentrics and maniacs amongst them. The first to use and bind demons were the Sons of Marus, one of the groups of the League of Evil, and while there have been many groups of different Demonists since then, to those who remember their origins they have never become fully trusted allies. Despite this, fairly large proportions of the profession wholly support the cause of the Alliance and are good. Many others still lurk in Shadows, and unbeknownst even to them, are still attending to their former master's designs.

Demonists generally take upon themselves one of two aspects in their Adventuring Career, although with the chaotic nature of these individuals anything is possible. Some adventurer demonists shun armour and use only staves and the odd sword, whereas the others follow their stereotype as battle-priests, wearing large amounts of heavy armour and using the most destructive weapons they can lay their hands on.

Their history is speckled with heroic deeds matched by treachery and insanity, mostly coloured by their ranking leaders of the time (if such chaotic people can ever have leaders).

Despite all this, Demonists can rise to be powerful spell casters and can raise a hand to change a battle for their side in moments.

A "fun" profession, as they call it, Demonology is not a precise Science and it can require study and effort to extract the best combinations from a Ritual Miracle list! As with all Ritual Magicks Demonists often need to quest to find ancient scrolls to enhance their spell lists, but a common pool of miracles is freely available. Research, whilst costly in more ways than one, can be done.

Demonists gain a number of useable rituals dependent upon their level. Each ritual available to cast represents a long ritual involving contact with an extra-planar being and forming a contract with that being so that with the recitation of a much shortened version of the ritual a demonic effect is caused. As such each chosen ritual can only be cast once per day. However multiples of the same ritual may be chosen as pacts with additional demons are made.

Once a Demonist chooses the course of their future, it is set in stone and once bound to a Patron, they are forbidden to change that oath - as their very Souls are exchanged for the power that they now cast.

DEMONIST

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	30 : 27	8	4	Single	1S / 1D	0	Control Demon Recognise Demon Sense Demon Utilise Demonology Utilise Demonology Cantrips Utilise Firearms Utilise Harming Weapon Utilise Heavy Armour Utilise Heavy Weapons Utilise Shields
2	33 : 29	9	8		1S / 1D	1	Demon Lore
3	36 : 31	10	12	Any 1 Skill*	2S / 2D	1	Discern Demon
4	39 : 33	11	16		2S / 3D	1	Favour Points
5	42 : 35	12	20		3S / 3D	2	Remove Own Ritual
6	45 : 37	13	24	Any 1 Skill*	3S / 3D	0	Discern Possession
7	48 : 39	14	28		3S / 4D	1	Locate Demon
8	51 : 41	15	32	Any 1 Skill*	4S / 5D	2	Make Mystic Item Shift to halls Ward Pact
9	54 : 43	16	36		4S / 5D	1	Dispel Demon
10	57 : 45	17	40	Any 1 Skill*	4S / 5D	2	
11	62 : 48	19	46		5S / 6D	2	
12	67 : 51	21	52		6S / 7D	2	

*CHOICE OF: AMBIDEXTROUS, DOUBLE HANDED, MISSILE or THROWN
A HUMAN DEMONIST GAINS 30:3 LIFE POINTS

AN ELVEN DEMONIST GAINS 27:2 LIFE POINTS

Class Restrictions and Skills

1. Demonists can be good, neutral or evil but must be chaotic in nature; their summoning and pacts will allow no variation from this.
2. Demonist natural heal is transferable for humans
3. Demonist rituals are cast with Demonic power, commonly known as spheres.
4. Once sworn to a Patron a Demonist can never change their alignment. Their Patron would simply not allow such dissension and would destroy their immortal soul immediately. Similarly, genuine attempts to change Patron will also cause their Patron to destroy them.
5. Demonists tend to favour heavier armour and weapons, when available. They are also known to use firearms to good effect. However anything is possible with these chaots.
6. Demonists of any alignment are unable to enter *Sanctified* or *Desecrated* (as per the Priestly miracle) ground. They are also unable to enter ground dedicated to another Patron. This is absolute and it is at the Ref's discretion what happens should they transgress this rule. The *only* possible exception to this is if the ground is *Sanctified* or *Desecrated* to their Patron.
7. Should a Demonist die and have a *Resurrection*, *Raise Dead* or similar spell cast upon them, they must then plea bargain for the return of their Soul before being allowed to accept the resurrection. This bargain is done directly with their Patron (or a representative, if they are not considered of suitable note to negotiate directly with their Patron) and takes place at the moment of resurrection. It cannot be done in advance.
8. Demonists gain rituals according to their class level, according to the chart below:-

Demonist Rituals by Sphere						
Class Rank	1 st Sphere	2 nd Sphere	3 rd Sphere	4 th Sphere	5 th Sphere	6 th Sphere
1	2					
2	2	1				
3	3	2				
4	3	2	1			
5	4	3	2			
6	4	3	2	1		
7	5	4	3	2		
8	5	4	3	2	1	
9	6	5	4	3	2	
10	6	5	4	3	2	1
11	7	6	5	4	3	2
12	8	7	6	5	4	3

Ritual Pyramid - A Demonist must always have more rituals of any given Sphere than they have of the next Sphere up.

There is no existing 6th Sphere ritual available to any Demonist by default.

If the Demonist wishes they may adventure to discover a 6th Sphere ritual.

Otherwise, the Demonist may pick any combination of 1st-5th Sphere rituals totalling no more than 6 levels. E.g. 1 x 2nd and 1 x 4th

A split 6th Sphere ritual still counts as 1 x 6th Sphere for the Ritual Pyramid.

9. Each ritual may be cast once per day per time is it picked by the Demonist.

10. Some of the more powerful rituals may cost the demonist a 100xp to cast, or have other additional costs which may be Permanent. These are noted in the ritual descriptions.

Class Abilities

Control Demon - Allows the Demonist to control four hits of Demon per class rank. This control may be split over multiple targets as long as the total number of hits possessed by the targets is no more than the Demonist can control. Demonists can team up to exert control over a demon with a large number of hits.

Recognise Demon - Using this ability the Demonist is able to tell if a creature or item is a demon or demonic in nature. No additional information is given by the use of this ability

Sense Demon - Using this ability a Demonist can detect the presence of demons within a 30' radius. Demons are any extra planar beings i.e. any being that is not from the current realm: true demons (ones from Hell), angels, elementals and summoned Servants are but a few examples. This does not give a specific location, but simply reveals if there is any demonic presence in 30ft radius. NB. This also detects any embodied Demonist etc.

Utilise Demonology - The Demonist has been granted the ability to cast Demonic Rituals by their chosen Patron in exchange for their immortal soul at the time of their death. (At least, they hope it won't be taken until the time of their death!)

The majority of Demonists follow one of the Demon Lords of the Nine Planes of Hell, but other Patrons may be available to one who is willing to sell their soul for the right price. (See ref.)

Plane of Hell	Demon Lord
1	Tiamat - Queen of 5 Heads, Mistress of False Dragons
2	<i>Currently under dispute</i>
3	Oath Breaker
4	Orcus - Demonlord of the Undead
5	Maelbrub - Lord of Misery, Master of Curses
6	Xiombarg - Queen of Swords
7	Tolstoy - Master of Names, The Frozen Hells
8	Satan - The Star of Morning
9	Arioch - Lord of the Seven Darks, Duke of Hell
10	The heavens plane of hell

Utilise Demonology Cantrips - This allows the Demonist to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the cantrips list for details of which are accessible to demonists.

Utilise Firearms - A Demonist may use any firearm.

Utilise Harming Weapon - Using this ability a Demonist can cast damaging touch rituals (such as Darkharm) through any weapon, adding the damage to the weapon's base damage. Effectively the Demonist's range of touch is extended to his weapon. Just as the Demonist cannot embody others with their rituals they cannot cast their rituals on another's weapon. Rituals can be stacked on the weapon, however only one ritual is used per blow struck. The duration of the cast ritual remains the same.

Utilise Heavy Armour - A Demonist may use any armour.

Utilise Heavy Weapons - A Demonist may use any melee weapon.

Utilise Shields - A Demonist may use any shield.

Demon Lore - Allows a Demonist (due to the time spent poring over tomes) to have some knowledge of demons, their history and items associated with them. This will give for example the plane of origin of a demon but will not give type. It will also allow a Demonist some insight into items fashioned by demonkind. (Ref's Discretion)

Discern Demon - This will allow a Demonist to identify a specific demon type e.g. power, guardian, Balrog, and vague ideas of their capabilities. When used with Demon Lore will allow a Demonist to discover more detailed information about a demon or demonic item.

Favour Points- Starting from 4th level, a Demonist gains one 'Favour point' at that level and at each subsequent level they gain. (1/lvl-3) These gifts from their patron can be used to restore spent rituals. By performing an appropriate ritual to their patron (at least 30 seconds of uninterrupted and obvious roleplay), a Demonist may restore all spent rituals of a chosen Sphere at a cost of one point per level of the sphere being restored. The maximum ritual sphere that may be restored is shown in the table below:

Rank	Max Sphere
4	1 st Sphere
6	2 nd Sphere
8	3 rd Sphere
10	4 th Sphere
12	5 th Sphere

Remove Own Ritual - This ability allows a Demonist to stop their rituals before the duration has ended.

Discern Possession - This ability allows the Demonist to discern if the target is currently being possessed by another being or spirit. Dependant on the power of the possession it may be possible to recognise the type of possession in effect.

Locate Demon - Using this ability a Demonist can detect the exact presence of demons within 30' radius. (Demons are any extra planar beings i.e. any being that is not from the current realm, see Sense Demon for examples) This does give a specific location for each target. NB. This also detects any embodied Demonist etc.

Make Mystic Item - This allows the Demonist to make mystic items - Refer to Makes rules handbook.

Shift to Halls - This very handy ability is the Demonist's 'Get out of jail free card'! It allows a Demonist to shift to their Patron's halls once per lunar month (once a weekend). This shift can pass through most things (always at ref's discretion). It should be noted however, the Demonist's Patron may not always be happy to see them, so it's a good idea to keep it for emergencies only, or you could find yourself with a lot of explaining to do! Oh and be warned a return ticket is not part of the package.

Ward Pact - At this level, a Demonist may barter with their Patron to be granted a *Ward Pact* against a specific thing. This thing may be a race, weapon type, magic, single spell, etc, but the broader or more powerful the thing is, the greater the cost is likely to be to the demonist in cash, levels, magical items, etc. Once negotiated the demonist may then announce their *Ward Pact* - this must be done clearly and loudly (sometime followed by a *Time Freeze* call if required to make it known). Once announced anyone present at the announcement who uses the thing against the demonist will be dragged screaming and kicking into hell, where their soul will spend the rest of eternity in painful torment. All *Ward Pacts* must be negotiated with the Management. When a demonist calls on their Patron to negotiate their *Ward Pact*, wherever they are and whatever situation they may be in, they have effectively unlimited time (aside from limits of their Patron's patience) to negotiate, plead, bargain and scheme with their Patron for the *Ward Pact*.

To begin their negotiations, the Demonist must sacrifice 150 unspent xp to gain their patron's notice. This experience is lost regardless of the final outcome of the negotiations, and does not count towards any costs the Patron requires for the *Ward Pact*.

A Demonist may only ever bargain for a maximum of two *Ward Pacts*.

Dispel Demon - Will allow a Demonist once a day to dispel any extra planar being and compel it not to return for 24 hours. (Ref's discretion always applies, especially in the case of high ranking or named Demons). This ability has been known to work on Balrogs!

Demonist Skill Tables

Table 1
Discern Alchemy
Discern Black Arts
Discern Bless/Curse
Spiritual Enhancement

Table 2
Alchemist
Apprentice Alchemist
Apprentice Black Arts
Black Arts
Conceal Lie
Detect Magic
Detect Spirits
Disarm Parry
Enhanced Stress Resistance
Resist Disarm
Subdue
Strength I
Turn Blow
Weapon Mastery I

Table 3
Backstab
Cut to Bleed
Dexterity
Disguise
Dodge
Enhanced Natural Healing
Physical Deceive Perception
Reflex I
Stamina I
Strength II
Weapons Mastery II

Table 4
Crushing Blow
Master Black Arts
Master Alchemist
Reflex II
Stamina II
Weapon Mastery III

Skill Descriptions

Table One

Discern Alchemy – This allows the demonist to discern various potions – Refer to Makes rules handbook.

Discern Black Arts – This allows the demonist to discern various poisons, acids, etc – Refer to Makes rules handbook.

Discern Bless/Curse – This allows the demonist to discern the presence of any Blesses or Curses on the target and also to gain an insight into their relative power and nature.

Spiritual Enhancement – This permanently grants the demonist an additional 2 Power. This skill may be purchased more than once.

Table Two

Alchemist – This further enhances the demonist's potion making skills – Refer to Makes rules handbook. Requires *Apprentice Alchemist*.

Apprentice Alchemist – This allows the demonist to make potions – Refer to Makes rules handbook. Requires *Discern Alchemy*.

Apprentice Black Arts – This allows the demonist to make poisons, acids, etc – Refer to Makes rules handbook. Requires *Discern Black Arts*.

Black Arts – This further enhances the demonist's poison, acid, etc making skills – Refer to Makes rules handbook. Requires *Apprentice Black Arts*.

Conceal Lie – This allows the demonist to confound a Physical or Spiritual Detect or Perceive Lie.

Detect Magic – This allows the demonist to detect the presence of elemental Magic on a single person, object or spell effect up to 30ft away.

Detect Spirits – This allows the demonist to detect the presence of spirit(s) on a single person, object or spell effect up to 30ft away.

Disarm Parry – this allows the demonist to disarm an opponents weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

Enhance Stress Resistance – this skill raises the demonist's stress resistance by one hit. This still may be bought multiple times, its effects stack.

Resist Disarm – this allows the demonist to resist a disarm parry from an opponent. This skill is usable 1 per 4 levels per day.

Strength 1 – This gives the demonist +3 Strength.

Subdue – this allows the Demonist to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Demonist does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

Turn Blow – this allows the demonist to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 4 levels per day.

Weapons Mastery 1 – This gives the demonist plus 6LPs damage with a chosen melee weapon. E.g. a Longsword

Table Three

Backstab – this skill allows the demonist to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

Cut to Bleed – This skill allows the demonist to inflict a cut upon a person in such a way as for it to keep bleeding at the rate of 1LP per min. The added effect of this is it makes concentrating on casting very hard - spell casters cannot cast, psionics cannot be cast. The bleeding requires mystical healing or potions to stop (or the ability Stop Bleeding!) This ability can be used once per day. This skill may be purchased more than once.

Dexterity – this gives the demonist 1 point of Dexterity armour.

Disguise – this skill allows the demonist to change their appearance. This can include base race changes of approximately the same size and stature as the demonist, hair colour, etc.

Dodge – this allows the demonist to dodge one melee blow per day, this will include mystical weapons. (*Ref's discretion for the more powerful mystical weapons*)

Enhanced Natural Healing – This doubles the amount of natural healing the demonist can use per day.

Physical Deceive Perception –this skill allows the demonist to foil Detect lie, Detect race (if suitably disguised) Detect outlaw, Discern wounds (from an enemy priest) etc. Remember all theses are at the Ref's Discretion as are any perceives or Detects which may be foiled by this skill.

Reflex 1 – This gives the demonist one additional point of Dexterity.

Stamina 1 – this skill permanently raises the demonist's total body by 3LPs.

Strength 2 – This gives the demonist an additional +6 Strength. Requires *Strength 1*.

Weapon Mastery 2 – this skill gives the demonist +6LPs damage with a type of weapon e.g. Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the demonist to have *Weapon Mastery 1* in the same weapon type.

Table Four

Crushing Blow – This allows the demonist, with a suitably blunt/heavily bladed (axe) weapon or body weaponry, to strike a location and reduce it to 0LPs. This skill is usable 1 per 4 levels per day. This skill may be purchased more than once.

Master Alchemist – this further enhances the demonist's potion making skills - Refer to Makes rules handbook. Requires *Alchemist*.

Master Black Arts – this further enhances the demonist's poison / acid etc making skills - Refer to Makes rules handbook. Requires *Black Arts*.

Reflex 2 – this gives the demonist 2 additional points of Dexterity AC. Requires *Reflex 1* (gives a total of 3 dexterity).

Stamina 2 – this gives the demonist an additional permanent 6LPs total body. Requires *Stamina 1*.

Weapon Mastery 3 – this skill gives the demonist +6LPs damage with a type of weapon e.g. Daggers, Long swords etc. for a total of +12LPs with the chosen weapon type. Requires the demonist to have *Weapon Mastery 2* in the same weapon type.

Demonology

Demonic Rituals

As a general rule, unless otherwise stated, Demonic Rituals last for 5 minutes or 1 encounter per sphere, whichever is longer. A demonist can have any number of rituals cast upon them at any time, although they may only have one Embody at a time. Rituals do not stack effects unless stated in the ritual description.

Demons

The specific details for summoned demons are listed below, although the following basic rules apply to *all* Demons unless specifically stated in the Demon's description.

- Unless controlled to the contrary, the summoned Demon is under the command of the summoner,
- Demons are Immune to Mind Influencing effects and Psionics,
- Demons take double effect from Blood Metals (Iron and Steel), even if they would seem to be Immune (i.e. a Major Guardian Demon is Immune to Physical, yet Iron and Steel still affect them).

Wardings

Demonists have a variety of wardings available to them. All wardings are governed by the following (except where stated otherwise in their descriptions):

- Unless otherwise stated no two warding spells can be cast within 1 inch of each other.
- When such an attempt is made the current warding will remain in place and the second casting will fail.

Embodying Demons

A Demonist may summon a demon directly into themselves (or other demons), using an Embody ritual. Their appearance becomes distinctly demonic, and they gain the abilities of the Embodied demon, which are provided in the ritual description.

A Demonist or demon may only embody a single demon at any one time. If a Demonist attempts to embody a second demon, it will fail and the ritual will be used up for the day.

Demonic Rituals

Sphere	Ritual
1 st Sphere Rituals	Bright Heal Chameleon Control Minor Demon Dark Harm Darksee Demon's Claw Ferocious Leap Grasp Hell's Vigour Minor Planar Warding Plane Dart Protection From Extraplanar Repel Extraplanar Summon Ritual Demon Summon Minor Transport Demon
2 nd Sphere Rituals	Armour of the Planes Bind Item Commandment Control Demon Damnation Demon's Caress Demon's Favour Embody Minor Transport Demon Fear Mass Plane Dart Plane Blast Red Mist Salvation Summon Minor Communication Demon Swear Oath Teleport Ward of Blades
3 rd Sphere Rituals	Bright Embrace Control Major Demon Dedication Demon's Defence Disrupt Sanity Favoured Child Foe's Bane Gate Gate Bar Gift of the Damned Hell's Torment Instruction Mass Grasp Mass Plane Blast Plane Bolt Restore Power Ritual Evocation Searing Blow Spirit Bolt Spirit Unseen Summon Communications Demon Summon Imp Summon Minor Guardian Demon Summon Transport Demon Wrench
4 th Sphere Rituals	Demon Heal Diplomat's Failure Dispel Magic & Spirits Embody Minor Guardian Demon Embody Transport Demon Embody Saviour Demon Hell's Sliver Hell's Strike Horrrify Imp's Delight Major Planar Warding Mass Plane Bolt Possession Red Rage Spirit Wrack Summon Guardian Demon Summon Major Communications Demon Summon Major Transport Demon Theft of Knowledge
5 th Sphere Rituals	Armour of the Right Demon's Ward Ducal Seal Embody Guardian Demon Embody Major Transport Demon Greater Disrupt Sanity Greater Ritual Evocation Heaven & Hell Hellblade <i>Hell On Earth</i> Hell's Mirror <i>Immaculate Total Heal</i> Keys of Solomon Pandemonium's Touch Patron's Errand <i>Petition</i> <i>Raise Pandemonium!</i> <i>Sláinte</i> Soul Harvest <i>Summon Ally</i> Summon Major Guardian Demon

Rituals in Italics cost the invoker 100 xp to invoke!

Alphabetical Listing

Armour of the Planes	2 nd	Instruction	3 rd
Armour of the Right	5 th	Keys of Solomon	5 th
Bind Item	2 nd	Mass Grasp	3 rd
Bright Embrace	3 rd	Mass Plane Blast	3 rd
Bright Heal	1 st	Mass Plane Bolt	4 th
Chameleon	1 st	Mass Plane Dart	2 nd
Commandment	2 nd	Major Planar Warding	4 th
Control Minor Demon	1 st	Minor Planar Warding	1 st
Control Demon	2 nd	Pandemonium's Touch	5 th
Control Major Demon	3 rd	Patron's Errand	5 th
Damnation	2 nd	Petition	5 th
Dark Harm	1 st	Plane Blast	2 nd
Darksee	1 st	Plane Bolt	3 rd
Dedication	3 rd	Plane Dart	1 st
Demon Heal	4 th	Possession	4 th
Demon's Caress	2 nd	Protection From Extraplanar	1 st
Demon's Claw	1 st	<i>Raise Pandemonium!</i>	5 th
Demon's Defence	3 rd	Red Mist	2 nd
Demon's Favour	2 nd	Red Rage	5 th
Demon's Ward	5 th	Repel Extraplanar	1 st
Diplomat's Failure	4 th	Restore Power	3 rd
Dispel Magic & Spirits	4 th	Ritual Evocation	3 rd
Disrupt Sanity	3 rd	Salvation	2 nd
Ducal Seal	5 th	Searing Blow	3 rd
Embody Minor Guardian Demon	4 th	<i>Sláinte</i>	5 th
Embody Guardian Demon	5 th	Soul Harvest	5 th
Embody Saviour Demon	4 th	Spirit Bolt	3 rd
Embody Minor Transport Demon	2 nd	Spirit Unseen	3 rd
Embody Transport Demon	4 th	Spirit Wrack	4 th
Embody Major Transport Demon	5 th	<i>Summon Ally</i>	5 th
Favoured Child	3 rd	Summon Ritual Demon	1 st
Ferocious Leap	1 st	Summon Minor Communication Demon	2 nd
Fear	2 nd	Summon Communications Demon	3 rd
Foe's Bane	3 rd	Summon Major Communications Demon	4 th
Gate	3 rd	Summon Minor Guardian Demon	3 rd
Gate Bar	3 rd	Summon Guardian Demon	4 th
Gift of the Damned	3 rd	Summon Major Guardian Demon	5 th
Grasp	1 st	Summon Imp	3 rd
Greater Disrupt Sanity	5 th	Summon Minor Transport Demon	1 st
Greater Ritual Evocation	5 th	Summon Transport Demon	3 rd
Heaven & Hell	5 th	Summon Major Transport Demon	4 th
Hellblade	5 th	Swear Oath	2 nd
<i>Hell On Earth</i>	5 th	Teleport	2 nd
Hell's Mirror	5 th	Theft of Knowledge	4 th
Hell's Sliver	4 th	Ward of Blades	2 nd
Hell's Strike	4 th	Wrench	3 rd
Hell's Torment	3 rd		
Hell's Vigour	1 st		
Horrrify	4 th		
Imp's Delight	4 th		
<i>Immaculate Total Heal</i>	5 th		

1st Sphere Rituals

Bright Heal

Sphere: 1st [Demonic]

Duration: Instant

Range: Touch

Vocals: "Demons of Light I do adjure thee, lend this soul thy earthly cure."

Mind Influencing: No

Description: The recipient of this ritual will be healed 9LPs (5 Hits) Demonic to a single location and total body.

Chameleon

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: Self

Vocals: "I stand unseen"

Mind Influencing: No

Description: This ritual makes the invoker blend with his background as long as they are standing against a wall / tree, or lying on the floor. The invoker is invisible to Physical and Magical sight for the duration so long as they do not move (breathing heavily is allowable).

Control Minor Demon

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: 30ft

Vocals: "Demon of the lowest standing you are mine to control!"

Mind Influencing: No

Description: This gives the ritualist control over any demon which is classed as a 'Minor' demon. For the duration this ritual will override the control of the summoner and can only be countered by an equal or higher level ritualist invoking this ritual to gain control over the demon.

Dark Harm

Sphere: 1st [Demonic]

Duration: 30 seconds / Instant

Range: Touch

Vocals: "Demons of the deepest depth, aid me for I abjure the light, I summon thee to show thy might."

Mind Influencing: No

Description: This inflicts 9LPs Demonic damage to a location and total body (5 Demonic Hits to monsters). An invoker with 'Utilize Harming Weapon' (such as a Demonist) can cast Dark Harm down an unenchanted or Demonic blade, thus inflicting +9LPs demonic (+5 Demonic Hits to a monster) with the next blow. Without this skill the invoker can only utilise *Dark Harm* by touch. Upon invoking the ritual the invoker has thirty seconds to make contact or the spell is wasted. Multiple *Dark Harm* rituals can be cast upon a single weapon, but only one will discharge per blow struck and the 30 seconds limit to make contact applies in all cases.

Darksee

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: Touch

Vocal: "Demons of Night I bid thee reveal that which thy dark cloak doth conceal."

Mind Influencing: No

Description: This ritual grants the recipient the ability to see through any Mantic 1 darkness.

Demon's Claw

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: Self

Vocals: "Touch me with thy malice, I must become you!"

Mind Influencing: No

Description: The invoker takes on the aspect of a soldier demon and their hands darken and grow talons. The invoker gains Body Weaponry for the duration (This allows the ritualist to inflict damage with hands - 3LPs damage plus their Strength. NB. Anyone choosing this ritual will be checked for safety in unarmed fighting.)

Ferocious Leap

Sphere: 1st [Demonic]

Duration: Instant

Range: Self

Vocals: "Spawn of Hell, carry me to my doom!"

Mind Influencing: No

Description: From a standing position the invoker may leap up to 30ft in any (approximately) forward facing direction, and this leap may only be used to go *into* combat rather than *away* from it.

Grasp

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: 30ft

Vocals: "Terror Dogs of Hell's foulest pits, bind my enemy!"

Mind Influencing: No

Description: This ritual causes a number of demonic grasping hands to burst through the ground and hold the target still. Any part of the victim that was in contact with the ground at the time of casting may not move for the duration of the spell. Any attempts to hack the hands to bits will only result in more springing up to take their place. Shifting out of a *Grasp* is possible.

Hell's Vigour

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: Self

Vocals: "Demons of wrath lend me thy strength."

Mind Influencing: No

Description: This ritual causes the power of a war demon to course through the veins of the invoker and hence grants the invoker +3 Strength for the duration. This ritual stacks with both *Gift of the Damned* and itself.

Minor Planar Warding

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: Touch

Vocals: "Demons of the deepest depth aid me for I command thee, here and now to ward this place."

Mind Influencing: No

Description: This ritual enables the ritualist to inscribe a warding up to 15ft in length; should the ritualist pass through the warding at any point the ward will be broken. Should any extra-planar being cross the warding it will detonate doing 12LPs TB demonic damage (6 Demonic Hits to monsters). The ward will detonate once per level of the invoker. Multiple invocations of this ritual can be used to increase the length of the ward by 15ft per invocation or alternately to increase the number of detonations.

Plane Dart

Sphere: 1st [Demonic]

Duration: Instant

Range: 30ft

Vocals: "I strike at you with the power of the fallen!"

Mind Influencing: No

Description: A dart of Demonic energy flies at the target. A *Plane Dart* inflicts 7LPs (4 Hits) Demonic which is split as 1 point to each location.

Protection from Extraplanar

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: Touch

Vocals: "You shall not know me, you shall not harm me. I render you impotent!"

Mind Influencing: No

Description: Bestows +3 Demonic AC (stackable) upon the ritualist specifically if attacked by an extraplanar source. This will work on any damage or spell with an extraplanar source – be that Demons, Elementals and even the weapons they are wielding, and also any Demonic or Elemental spells.

Repel Extraplanar

Sphere: 1st [Demonic]

Duration: Instant

Range: 30ft, 120° arc

Vocals: "Visitors to this plane, I repel thee!"

Mind Influencing: No

Description: This ritual will affect everyone within 30ft and a 120 degree arc. Anything caught in the area that is classed as an extraplanar creature or is extraplanar in nature will be flung backwards 10ft from the invoker.

Summon Minor Transport Demon

Sphere: 1st [Demonic]

Duration: 5 minutes

Range: Adjacent

Vocals: "Demon of Flight and mischief come forth to do my bidding, summon minor transport demon."

Mind Influencing: No

Description: Summons a minor transport demon

Minor Transport Demon

1. Is a Minor Demon,
2. Has 1 Hit,
3. Can Fly at will.
4. Is too small and quick to be physically hit or be targeted with spells (except area effects).

Summon Ritual Demon

Sphere: 1st [Demonic]

Duration: Variable

Range: Variable

Vocals: "Variable"

Mind Influencing: Variable

Description: Occasionally it is possible for a ritualist to acquire a ritual demon. Should this happen, the use of this ritual is required in order to summon it. If the ritualist should have a familiar, this ritual can also be used to summon that creature.

2nd Sphere Rituals

Armour of the Planes

Sphere: 2nd [Demonic]

Duration: 10 minutes

Range: Touch

Vocals: "I summon forth wardings from out of my master's hall. I bind armour of planes here, lest you/I should fall."

Mind Influencing: No

Description: This ritual summons some planar shielding around the recipient that acts as armour for the duration. The degree of armouring depends on the recipient:

- +3 Demonic AC to any recipient other than those listed below.
- +6 Demonic AC (1 Hit AC for Monsters) to any recipient who has an embodied Demon.
- +12 Demonic AC (2 Hit AC for Monsters) to any subject that is a Demon.

Note: The armour is very vaguely visible (5 seconds knowing what you are looking for will discern it). It has no physical weight as such. Multiple castings of *Armour of the Planes* provide no additional protections.

Bind Item

Sphere: 2nd [Demonic]

Duration: Permanent (until used)

Range: Touch

Vocals: "Demons flow and inhabit this vessel, prepare for my command..."

Mind Influencing: No

Description: This ritual allows the invoker to permanently bind one inanimate item to themselves, during which time the ritualist may summon the item to them by speaking the name of the item. After the item is summoned the ritual ends. This will only work on items that are on the same plane of existence as the invoker. This ritual may not be re-invoked until any pre-invoked ritual has been used. For example, if the ritualist has this ritual twice then he may have two items bound at once. They may not re-invoke the ritual until one of the existing items has been released. For the duration of the ritual, the item will detect as Demonic. Some powerful items will reject the minor demon which must dwell inside the item for the duration. (Ref's discretion.)

Commandment

Sphere: 2nd [Demonic]

Duration: Until command completed or 30 seconds (whichever is shorter)

Range: 30ft

Vocals: "Your will is weak, do as I command!" (Followed by a one word command)

Mind Influencing: Yes - Lesser

Description: The target, who must be of equal or lower level than the invoker or have no more than 5 Hits per level of the invoker, must immediately execute a one word command that can not be self destructive. Once they have done so there is no further effect.

Control Demon

Sphere: 2nd [Demonic]

Duration: 10 minutes

Range: 30ft

Vocals: "Demon you are mine to control!"

Mind Influencing: No

Description: This gives the ritualist control over any demon, which is classed as a Demon or 'Minor' demon. For the duration this ritual will override the control of the summoner and can only be countered by a higher level ritualist invoking this ritual to gain control over the demon.

Damnation

Sphere: 2nd [Demonic]

Duration: Permanent

Range: 30ft

Vocal: "Damned you'll be, for so I Decree."

Mind Influence: No

Description: A potent curse which has the following effects;

1. -2 Dexterity AC permanently.
2. -2 Spiritual AC vs. Evil Spiritual miracles only.
3. The spirit is sentenced to hell on death.

Damnation can only be removed by the invoker, a *Permanent Bless* miracle or the *Salvation* ritual.

Demon's Caress

Sphere: 2nd [Demonic]

Duration: Instant

Range: Touch

Vocals: "Demons of light, wash away the wounds of the weak."

Mind Influencing: No

Description: The recipient of this ritual will be healed 21LPs (11 Hits) Demonic (3LPs to each location).

Demon's Favour

Sphere: 2nd [Demonic]

Duration: 10 minutes

Range: Self Only

Vocals: "Protect me my ally, my friend, from this one who wishes me harm."

Mind Influencing: No

Description: This ritual calls forth a powerful demon whose favour coats and protects the invoker for the duration and attempts to hinder the attacks of a chosen target against the invoker. The effect of this is to grant a Demonic hexing field which reduces *melee* damage dealt by the target against the invoker by 3LPs, however *Demon's Favour* will provide absolutely no protection from any other source. This reduction is done before the blow strikes the invoker, so if the damage is reduced to 0LPs no bruising will occur. Armour is applied to the remaining damage of the blow as normal after *Demon's Favour*. If the target is Immune to Demonic, *Demon's Favour* will be unable to hinder their blows. *Demon's Favour* may be stacked such that multiple targets are being hindered, but it is not possible to stack it such that a single target's attacks are reduced by more than 3LPs using this ritual.

Embody Minor Transport Demon

Sphere: 2nd [Demonic]

Duration: 10 minutes

Range: Self

Vocals: "Demon of Flight and mischief come forth to do my bidding, hear me as I bind thee to me!"

Mind Influencing: No

Description: This ritual binds a minor transport demon into the ritualist for the duration or, alternatively, this miracle can be used to embody a transport demon into any demon they control, which is willing, or which is forced by control. This doesn't allow the ritualist to bind transport demons into other ritualists.

Embodied Minor Transport Demon

The target:-

1. Can Fly at will.
2. Gains Spirit Sight.
3. Gains +1 Dexterity AC.

Fear

Level: 2nd [Demonic]

Duration: 10 minutes

Range: 30ft

Vocal: "Spirit behold thy nemesis, and be thee now afeared."

Mind Influencing: Yes - Greater

Description: This causes a single target who is of equal level or lower than the caster (5 hits per level) to be feared. The ritualist must hold up his hands in a halting gesture at his victim who will then be forced to flee directly away from the ritualist by the most direct route until a distance of not less than 30ft is reached. Once outside this distance the victim may opt not to flee, but must stay outside that distance for the duration and will not attack or cast at the invoker. If the casting ritualist backs a victim into a dead end and encroaches the 30ft then the victim will berserk through fear against the ritualist.

Mass Plane Dart

Sphere: 2nd [Demonic]

Duration: Instant

Range: 30ft, 120°

Vocals: "I strike at you all with the power of the fallen!"

Mind Influencing: No

Description: A wave of Demonic energy flies out from the invoker. It will hit everyone within 30ft and a 120 degree arc. All who are caught within it suffer the effects of a Plane Dart.

Plane Dart

A dart of Demonic energy flies at the target. A *Plane Dart* inflicts 7LPs (4 Hits) Demonic which is split as 1 point to each location.

Plane Blast

Sphere: 2nd [Demonic]

Duration: Instant

Range: 30ft

Vocals: "By the power of the fallen I rend you asunder!"

Mind Influencing: No

Description: A blast of Demonic energy flies at the target. A *Plane Blast* inflicts 14LPs (7 Hits) Demonic which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Red Mist

Sphere: 2nd [Demonic]

Duration: 15 minutes

Range: Touch

Vocals: "Steal my senses, rob me of reason, let blood flow and corpses stack, take me lord!"

Mind Influencing: No

Description: This ritual causes the recipient to enter a berserk state. The effect of which is as follows;

Berserk

In this state they gain +6 Strength and take only half of Physical damage that they would take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the recipient loses all Weapon Masteries, cannot use a shield, cannot use any skills such as Dodge, Turn Blow, Mighty Blow etc, and cannot cast any spells or rituals. This allows the recipient to keep going, no matter how much damage has been taken (except Spirit (or higher forms) which cuts straight through) for the duration of the ritual, until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this ritual once it has ended.

Salvation

Sphere: 2nd [Demonic]

Duration: Instantaneous

Range: Touch

Vocals: "Lord to whom my soul will go, save this Soul from Hel below."

Mind Influencing: No

Description: This ritual calls forth the power of the ritualist's patron, and allows them to remove a standard *Damnation* effect on the target. For what ends they do this is their own calling, as evil ritualists have been known to call *Salvation* on their intended sacrifices to guarantee they go to their patron rather than anybody else! This ritual can also be used to remove a *Hell's Torment* from a target.

Summon Minor Communication Demon

Sphere: 2nd [Demonic]

Duration: 10 minutes or until services are used.

Range: Adjacent

Vocals: "Let a demon appear and boundaries break."

Mind Influencing: No

Description: A Minor Communication Demon appears, to which the following apply;

Minor Communication Demon

1. Is a Minor Demon.
2. Has 1 Hit, and is about the size of an apple.
3. Other than when performing services it can only move if carried.
4. Will perform one service for its master.

Services

Message – Deliver a short message to someone (who the ritualist knows) on the same plane. This message cannot be overheard.

Conversation – Enables the ritualist to have a 5 minute conversation with someone who the ritualist knows. The conversation is audible to all who can hear it. The conversation may be rejected by the recipient.

Questions Three – The demon will provide a Yes or No answer to three questions. A Minor Communications Demon has knowledge of things relating to matters of a Mantic I or lower nature and of lesser beings (below 8th rank). If questions relate to a living sentient being, they must be in the invoker's presence.

Translate – Can speak with lesser beings (below 8th rank) and things of Mantic I or lower nature on behalf of the summoner.

Swear Oath

Sphere: 2nd [Demonic]

Duration: Permanent

Range: Touch

Vocals: "I hereby swear in the name of justice and truth, that what is said shall be honest and sooth... the oath then follows."

Mind Influencing: No

Description: This ritual is used to swear an oath between two parties (one of which may be the invoker), to which both parties must adhere (the wording of the oath may / may not include obligations for either / both parties). All the swear demons of the planes give witness to this oath and if either should break it they are instantly dragged kicking and screaming to hell.

Teleport

Sphere: 2nd [Demonic]

Duration: Instant

Range: Self

Vocals: "Teleport!"

Mind Influencing: No

Description: Casting this spell instantly transports the ritualist up to 30ft in the direction desired. The ritualist cannot change facing, but escape from *Glue* or *Entangle* or through non-enchanted walls and doors is possible.

Ward of Blades

Sphere: 2nd [Demonic]

Duration: 10 minutes

Range: Touch

Vocals: "By the ancient lore, I bind the powers to ward this passage."

Mind Influencing: No

Description: This ritual enables the invoker to inscribe a warding not more than 15ft in length. The warding appears as a mass of whirling blades that can easily be seen. Attempting to pass through the Ward deals 12LPs Demonic damage (6 Demonic Hits). The Ward has the ritualist's level in charges before it dissipates. Multiple invocations of this spell can be used to increase the length of the ward by 15ft per invocation or alternately increase the number of detonations.

3rd Sphere Rituals

Bright Embrace

Sphere: 3rd [Demonic]

Duration: Instant

Range: Touch

Vocals: "Demons of light, embrace my tattered body and make me whole."

Mind Influencing: No

Description: The recipient of this ritual will be healed 42LPs (21 Hits) Demonic (6LPs to each location).

Control Major Demon

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: 30ft

Vocals: "Demon of the highest standing you are mine to control!"

Mind Influencing: No

Description: This gives the ritualist control over any demon which is classed as a Major demon or lower. For the duration this ritual will override the control of the summoner and can only be countered by a higher level ritualist invoking this ritual to gain control over the demon.

Dedication

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Touch

Vocals: "Daemons of mastery to whom I am bound, send this blade the thirst of Fenir hound, to slake thy thirst now and here, I draw the ravens' feast this near, I dedicate this blade to your destruction... (point at intended target)"

Mind Influencing: No

Description: This ritual grants the held blade +12LPs Demonic damage for the duration of the ritual. This bonus damage applies only to blows which strike the target and the spell may not be stacked, (though may be stacked with *Dark Harm*). The blade only receives the enchantment when in the hands of the invoker. Should another kill the intended victim then the invoker will immediately suffer 12LP Necrotic damage to their TB.

Demon's Defence

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Touch

Vocals: "By the ancient rituals of Demon Lore I belay your petty magiks."

Mind Influencing: No

Description: This ritual enables the invoker to inscribe a warding not more than 15ft in length. Once the ward is in place no Mantic I powers will work across the warding i.e. when cast from one side to the other - this includes shifting (any attempt will re-enter reality at the warding itself). Creatures and people may move across it freely.

Disrupt Sanity

Sphere: 3rd [Demonic]

Duration: Instant

Range: 30ft, 180° arc

Vocals: "I come to rend, I come to reave, Insanity is all I shall leave."

Mind Influencing: No

Description: All of those caught within 30ft and the 180 degree arc (indicated by the invoker) who can see the invoker will lose 10 points of sanity from seeing the ghastly vision that appears around the invoker.

Favoured Child

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Self Only

Vocals: "Pity me my foul Lord, shelter me beneath thy cloak from this creature."

Mind Influencing: No

Description: Upon casting this ritual the ritualist nominates a target and providing the target is of equal or lower level than the invoker, or has no more than 5 Hits per level of the invoker, any action that the target takes upon the invoker will have no effect so long as it is Physical or Mantic I in nature as Demonic energies shield the invoker from their effects. (A Through Mantic I effect will bypass this protection.)

Foe's Bane

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Touch

Vocals: "You think me helpless, I assure you I am not!"

Mind Influencing: No

Description: This ritual may be cast on any mundane weapon which will become enhanced for the duration. When the ritual is cast the invoker must choose either +0 Magical or +0 Spiritual damage for the duration. The enhancement will only work in the hands of the invoker.

Gate

Sphere: 3rd [Demonic]

Duration: Instant

Range: Special

Vocals: "Gate!"

Mind Influencing: No

Description: A 12 man gate, which will transport people from the point where it was opened to any other point on the same plane of existence, the destination of which must be known to the ritualist.

Gate Bar

Sphere: 3rd [Demonic]

Duration: Instant

Range: Special

Vocals: "Gate Bar!"

Mind Influencing: No

Description: Closes a gate as it is formed. This affects ALL gates except Deitic (personally opened by a god or one of their direct minions not a priest or demon summoned by a demonist) and technological (e.g. intercontinental gates). This must be cast immediately a gate is opened. It will only affect the one gate it is called against and will not stop another being immediately opened after it. You must be able to see the Gate opening in order to invoke this ritual.

Gift of the Damned

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Self

Vocals: "Lords of fury grant me thy might."

Mind Influencing: No

Description: This ritual causes the power of a war demon to course through the veins of the invoker and hence grants the invoker +12 Strength for the duration. This ritual stacks with both *Hell's Vigour* and itself.

Hell's Torment

Sphere: 3rd [Demonic]

Duration: 1 minute per level of the invoker

Range: 30ft

Vocals: "I strike with the power of the fallen, and subject your soul to torment!"

Mind Influencing: No

Description: Upon invoking this ritual, the ritualist nominates a target who will instantly suffer intense agony all over their body. This effectively incapacitates them as they writhe around on the floor in agony. For the duration of the ritual they take 6LPs Demonic damage to total body each minute. If the victim is rendered unconscious the pain will cease and the damage stop, however if the victim is awoken before the duration of the ritual has expired the pain will begin once more. Each point of Demonic (or higher Demonic) AC will provide 10 seconds of grace before the *Hell's Torment* begins to cripple the victim. A *Salvation* ritual cast on the victim will remove the *Hell's Torment*.

Instruction

Sphere: 3rd [Demonic]

Duration: Up to 15 minutes

Range: 30ft

Vocals: "Your will is weak, you will do my bidding!" (Followed by a 3 word command)

Mind Influencing: Yes - Greater

Description: The target, who must be of equal or lower level than the invoker or have no more than 5 hits per level of the invoker, must immediately execute a 3 word command that cannot be self destructive. Once they have done this command there is no further effect; however the instruction may be an activity that takes some time – e.g. "Leave this town".

Mass Grasp

Sphere: 3rd [Demonic]

Duration: 5 minutes

Range: 30ft, 120° arc

Vocals: "Terror dogs of hell's foulest pits, come forth in thy thousands and bind my enemies!"

Mind Influencing: No

Description: This is an area effect version of the *Grasp* ritual, a wave of demonic power radiates out from the invoker. It will hit everyone within 30ft and a 120 degree arc. All who are caught within it suffer the effects of a *Grasp* ritual.

Grasp

This ritual causes a number of demonic grasping hands to burst through the ground and hold the target still. Any part of the victim that was in contact with the ground at the time of casting may not move for the duration of the spell. Any attempts to hack the hands to bits will only result in more springing up to take their place. Shifting out of a *Grasp* is possible.

Mass Plane Blast

Sphere: 3rd [Demonic]

Duration: Instant

Range: 30ft, 120° arc

Vocals: "I strike at you all with the power of the fallen and you will be struck down!"

Mind Influencing: No

Description: A wave of Demonic energy flies out from the invoker. It will hit everyone within 30ft and a 120 degree arc. All who are caught within it suffer the effects of a *Plane Blast*.

Plane Blast

A blast of Demonic energy flies at the target. A *Plane Blast* inflicts 14LPs (7 Hits) Demonic which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Plane Bolt

Sphere: 3rd [Demonic]

Duration: Instant

Range: 30ft

Vocals: "I strike at you with the power of the fallen!"

Mind Influencing: No

Description: A bolt of Demonic energy flies at the target. A *Plane Bolt* inflicts 28LPs (14 Hits) Demonic which is split as 4 points to each location.

Restore Power

Sphere: 3rd [Demonic]

Duration: Instant

Range: Touch

Vocals: "Let the waters of hell invigorate you."

Mind Influencing: No

Description: This ritual restores 5 Power to the target. This will not allow anyone to go above their maximum power level.

Ritual Evocation

Sphere: 3rd [Demonic]

Duration: Permanent

Range: Self Only

Vocals: "I invoke my rite."

Mind Influencing: No

Description: By choosing this ritual the ritualist becomes able to cast one of their First Sphere rituals for a Power cost of 2 Power per ritual. Once chosen this ritual must be performed daily at which point the ritualist must choose which of their First Sphere rituals it will allow them to cast for power on that day, as it is only possible for this ritual to affect one First Sphere ritual at any given time. A subsequent casting of this will allow the ritualist to re-choose the ritual that is empowered. It is never possible for more than one ritual to be empowered in this way.

Searing Blow

Sphere: 3rd [Demonic]

Duration: 30 seconds / Instant

Range: Touch

Vocals: "Demon's searing wrath, reach out and maim!"

Mind Influencing: No

Description: The next blow that the ritualist lands will be a 'Demonic Location Out'. An invoker with 'Utilize Harming Weapon' (such as a Demonist) can cast *Searing Blow* down a blade (thus inflicting a Demonic Location Out with the next blow with that weapon). Without this skill the invoker can only utilise *Searing Blow* by touch. Upon invoking the ritual the invoker has thirty seconds to make contact or the spell is wasted.

Spirit Bolt

Sphere: 3rd [Demonic]

Duration: Instant

Range: 30ft

Vocals: "By the power of my spirit I smite thee ... Spirit Bolt."

Mind Influencing: No

Description: The ritual unleashes a bolt of Spiritual energy which shoots from the invoker's finger to the designated target (which must be visible to the invoker). Spirit Bolt inflicts 18LPs Spiritual damage (TB) or 9 Spirit Hits to monsters.

Spirit Unseen

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Self

Vocal: "By ancient lore, hide my spirit, cloak it and shelter it all who dare to look."

Mind Influencing: No

Description: This ritual makes the ritualist Immune to all Spiritual damage and effects. This Immunity does not include higher versions of Spirit e.g. Holy, Astral etc.

Summon Communications Demon

Sphere: 3rd [Demonic]

Duration: 15 minutes or until services are used.

Range: Adjacent

Vocals: "Let a demon appear and boundaries break."

Mind Influencing: No

Description: A demon appears, to which the following apply;

Communication Demon

1. Is a Demon.
2. Has 2 Hits, and is about the size of a football.
3. Other than when performing services it can only move if carried.
4. Will perform three services for its master.

Services

Message – Deliver a short message to someone (who the ritualist knows) on the same plane. This message cannot be overheard.

Conversation – Enable the ritualist to have a 5 minute conversation with someone who the ritualist knows. The conversation is audible to all who can hear it. The conversation may be rejected by the recipient.

Questions Three – The demon will provide a Yes or No answer to three questions. A Communications Demon has knowledge of things relating to matters of a Mantic II or lower nature and of mortal beings. If questions relate to a living sentient being, they have been in the invoker's presence in the previous 3 hours. *Questions Three* counts as a single service, but will only be fulfilled once per casting of the *Summon Communications Demon* ritual.

Translate – Speak with any mortal being and things of Mantic II or lower nature on behalf of the summoner.

Summon Imp

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Adjacent

Vocal: "Sprite of mischief and bringer of woe, Sadness and bitterness I bid thee sow, come forth and weave, this day a mortal soul to reave!"

Mind Influencing: No

Description: On completion of this ritual an Imp will appear and obey the summoner, but be wary as this creature will twist the intent of all instructions it is given. Its purpose is simple. It has come to bring sadness, and gains great pleasure from doing so. If possible it will also attempt to kill one human to take back to hell as a prize for its master below.

Imp

1. Is a Demon.
2. Has 2 Hits per level of invoker.
3. Does 3 LPs Demonic damage per 2 complete levels of the summoner.
4. Can Fly at will.
5. Has 2 BV II doses in their tails.
6. Immunity to all Physical and Magical attacks.
7. Has one Invisibility.
8. Can Backstab.

Summon Minor Guardian Demon

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Adjacent

Vocal: "Demon of battle, come forth at my bidding. I command thee!"

Mind Influencing: No

Description: This summons a Minor Guardian demon, which will follow brief instructions given by the summoner. This beast is man sized and excessively aggressive. Its only purpose is to die in battle.

Minor Guardian Demon

1. Is a Minor Demon.
2. Has 30 Hits.
3. Deals 18 LPs Physical (Triple) with a weapon or their claws.
4. Has 2 doses of BV II.
5. Has 1 *Ferocious Leap*.

All Guardian demons will berserk into undead on sight and cannot be controlled or commanded otherwise.

Ferocious Leap

From a standing position the invoker may leap up to 30ft in any (approximately) forward facing direction, and may only be used to go into combat rather than away from it.

Summon Transport Demon

Sphere: 3rd [Demonic]

Duration: 15 minutes

Range: Adjacent

Vocals: "Demon of transport, come forth at my bidding. I command thee!"

Mind Influencing: No

Description: This summons a Transport Demon.

Transport Demon

1. Is a Demon.
2. Has 4 Hits.
3. Can Fly at will.
4. Can *Teleport* 6 times.
5. Can *Planestep* 3 times (N.B. these creatures will always use their last *Planestep* to get themselves home).
6. Can do singles, but will only ever attack from behind and will not engage in full hand to hand combat.

Teleport

Using this ability instantly transports the Transport demon up to 30ft in the direction desired. The demon cannot change facing with this spell, but escape from Glues, Entangles or through non-enchanted walls and doors is possible.

Planestep

This ability allows the Transport demon to travel to another plane. It takes all equipment it is holding at the time of casting but nothing animate can be taken.

1. *The demon appears on the target plane in the exact location that they left the previous plane i.e. no movement occurs when he shifts.*
2. *The demon may travel to any plane with which he is familiar, (Ref's Discretion).*
3. *A separate use of this ability is required to return to the plane of origin.*
4. *The demon instantly leaves the 'starting' plane.*
5. *When 'arriving' on any given plane, the demon will suffer from a 2 second 'phase in' during which time the following apply:*
 - *They may not act on either plane (e.g. move, speak, etc...)*
 - *They will suffer half effect from Physical damage; however the damage will not interrupt the 'phasing' process.*

Wrench

Sphere: 3rd [Demonic]

Duration: Instant

Range: 30ft

Vocal: "Wrench."

Mind Influencing: No

Description: Many spells and abilities allow creatures and individuals to walk on other planes of existence; Ethereality by Necromancers, Disappear by Illusionists and certain species etc. If the target is interacting with the current plane of the ritualist and the invoker can see or is absolutely aware of the individual's location then the ritualist may cast *Wrench*. *Wrench* pulls the target whole into the ritualist's plane. The target suffers no disorientation and can immediately disappear, turn ethereal, etc. once again if they have the resources to do so.

4th Sphere Rituals

Demon Heal

Sphere: 4th [Demonic]

Duration: Instant

Range: Touch

Vocals: "Demons from without, restore my ally, make him whole."

Mind Influencing: No

Description: There are two possible invocations of this ritual.

1. The first option is a type of heal which will totally restore all of someone's Power or Mana. This spell has no effect on any Power or Mana which is Permanently lost, or is tied up in a duration spell. The invoker chooses what is restored. Invoking this version of the spell costs the invoker half the recipient's level in Permanent Power, rounded up.
2. The option effect is a *Total Heal*; this heals a number of life points equal to the total body of the person it is cast upon, and all locational damage. There is no addition cost for this version of the ritual.

Diplomat's Failure

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Touch

Vocals: "I place down here a warding from without, no <race> may cross it, I have spoken."

Mind Influencing: No

Description: This ritual enables the invoker to inscribe a warding not more than 15ft in length. Upon placing the ward the invoker must choose a race e.g. Orc, Human, Elf etc. (Ref's discretion) Anyone of this race who attempts to cross the warding will simply bounce.

Dispel Magic & Spirits

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Self only / 10ft

Vocals: "By the ancient Rituals of demon lore, I cast aside your petty magics...."

Mind Influencing: No

Description: This ritual creates an anti-Magic / anti-Spirit sphere around the invoker for a radius of ten feet. All Mana or Spirit users can feel its presence as a void. Any Magical or Spiritual spell will instantly dissipate on coming into contact with the sphere, all Magical or Spiritual items which are not artefacts will temporary lose all Magical or Spiritual properties whilst in the area. Any creature that is purely Magical or Spiritual in form is at best forced to leave the area and at worst will dissipate on coming into the area. (Ref's discretion)

Embody Minor Guardian Demon

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Self

Vocal: "Demon of conflict I summon thee, hear me as I bind thee to me."

Mind Influencing: No

Description: This ritual binds a Minor Guardian Demon into the ritualist for the duration or, alternatively this ritual can be used to bind a Minor Guardian Demon into any demon they control, which is willing, or which is forced by control. This doesn't allow the ritualist to bind a Minor Guardian Demon into Elementals or other Demonic ritualists.

Embodying Minor Guardian Demon

The target:

1. Has their Lifepoints doubled.
2. Gains Spirit Sight.
3. Gain +3 Strength.
4. Gains Body Weaponry.
5. Gains BV II x 2 with hands.
6. Gains *Ferocious Leap* x 1.

All Guardian demons will berserk into undead on sight and cannot be controlled or commanded otherwise.

Ferocious Leap

From a standing position the invoker may leap up to 30ft in any (approximately) forward facing direction, and may only be used to go into combat rather than away from it.

Embody Transport Demon

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Self

Vocals: "Demon of transport I summon thee, hear me as I bind thee to me."

Mind Influencing: No

Description: This ritual binds a Transport Demon into the ritualist for the duration, or alternatively this ritual can be used to bind a Transport Demon into any demon he controls, which is willing, or which is forced by control. This doesn't allow the ritualist to bind Transport demons into other ritualists.

Embodying Transport Demon

The target:

1. Can Fly at will.
2. Gains Spirit Sight.
3. Can *Teleport* 6 times.
4. Can *Planestep* twice.

Teleport

Using this ability instantly transports the invoker up to 30ft in the direction desired. The invoker cannot change facing with this spell, but escape from Glues, Entangles or through non-enchanted walls and doors is possible.

Planestep

This ability allows the invoker to travel to another plane. They take all the equipment they are holding at the time of invoking but nothing animate can be taken.

1. *The invoker appears on the target plane in the exact location that they left the previous plane i.e. no movement occurs when he shifts.*
2. *The invoker may travel to any plane with which he is familiar, (Ref's Discretion).*
3. *A separate use of this ability is required to return to the plane of origin.*
4. *The invoker instantly leaves the 'starting' plane.*
5. *When 'arriving' on any given plane, the invoker will suffer from a 2 second 'phase in' during which time the following apply:*
 - *They may not act on either plane (e.g. move, speak, etc...)*
 - *They will suffer half effect from Physical damage; however the damage will not interrupt the 'phasing' process.*

Embody Saviour Demon

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Touch

Vocals: "Come forth demon of mercy, hold him/her/me tight and keep him/her/me safe."

Mind Influencing: No

Description: This ritual binds a Saviour Demon into the ritualist or a willing target for the duration. (This is one of the few binding rituals which can be bound into a willing mortal, as well as into the casting ritualist or his demons, since the Saviour Demon will not try to devour the soul of the mortal suddenly made available to it.) The Saviour Demon will watch their ward for the duration and will intelligently heal their wounds. A Saviour Demon does not like their ward being injured and will heal any wounds almost immediately.

Embody Saviour Demon

The target gains:

1. 1 *Bright Heal* for every level of the invoker.
2. 1 *Demon's Caress* for every 2 levels of the invoker.
3. 1 *Bright Embrace* for every 3 levels of the invoker.

Bright Heal

The recipient of this ritual will be healed 9LPs (5 Hits) Demonic to a single location and total body.

Demon's Caress

The recipient of this ritual will be healed 21LPs (11 Hits) Demonic (3LPs to each location).

Bright Embrace

The recipient of this ritual will be healed 42LPs (21 Hits) Demonic (6LPs to each location).

Hell's Sliver

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Touch

Vocals: "Demon of war, come forth and give me your blade, I demand it!"

Mind Influencing: No

Description: This ritual grants the mundane held blade +12 LPs Demonic damage for the duration of the ritual. In addition the wielder gains the following abilities (for use only with the *Hell's Sliver*) for the duration; Demonic Location Out x1, Through Mantic I x2, Demonic Strike down x3. The enhancement will only work in the hands of the invoker.

Hell's Strike

Sphere: 4th [Demonic]

Duration: Instant

Range: 30ft

Vocals: "I strike with the power of the fallen, and rend your flesh asunder!"

Mind Influencing: No

Description: A bolt of demonic energy flies from the invoker and strikes his foe. The effect of the spell is to render one of the victim's locations to 0lp. This spell is effectively a Demonic Location Out Effect.

Horrify

Level: 4th [Demonic]

Duration: 20 minutes

Range: 30ft, 120° arc

Vocal: "Creatures behold your greatest nightmare, let horror grip your souls."

Mind Influencing: Yes - Greater

Description: As the ritualist spreads his arms wide, indicating the area of the arc, all creatures within range who are of equal level or lower than the caster (5 hits per level) are feared and must flee directly away from the ritualist by the most direct route until they are unable to see the invoker in any way. Once unable to see the ritualist, they may not return and if the ritualist approaches them they must run again. If the ritualist backs a victim into a dead end and comes within 30ft, then the victim will berserk through fear to try to get past the ritualist and to safety.

Imp's Delight

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: 30ft

Vocals: "Demon of lies come now and whisper softly..."

Mind Influencing: Yes - Greater

Description: The victim will believe every single word uttered by the casting ritualist for the duration of the ritual, no matter how ridiculous! The duped individual will even be inclined to act upon those words, if it makes sense to do so. The only things they cannot be persuaded to do are blatantly self-destructive acts.

Major Planar Warding

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Touch

Vocals: "By the archaic rituals of forbidden lore, I belay your petty magiks."

Mind Influencing: No

Description: By the use of this ritual the ritualist creates a warding through which no extra planar being or Mantic 1 energy may pass, this includes Mantic 1 spell effects which draw from another plane (Elemental, Spiritual, Demonic and Necromantic).

Mass Plane Bolt

Sphere: 4th [Demonic]

Duration: Instant

Range: 30ft, 120°

Vocals: "I strike at you all with the power of the fallen and you will be struck down!"

Mind Influencing: No

Description: A wave of Demonic energy flies out from the invoker. It will hit everyone within 30ft and a 120° arc. All who are caught within it suffer the effects of a Plane Bolt

Plane Bolt

A bolt of Demonic energy flies at the target. A *Plane Bolt* inflicts 28LPs (14 Hits) Demonic which is split as 4 points to each location.

Possession

Sphere: 4th [Demonic]

Duration: Perm Until Dismissed

Range: Touch

Vocals: "Demon of Domination, go forth and enter here to do my will."

Mind Influencing: No

Description: The ritualist must place his open palm on the victims forehead while incanting the vocal. A spirit is summoned that enters the victim's body which henceforth co-habits with the victims spirit. It is similar to a wraith's spirit and is intelligent; it also obeys the ritualist to the letter. The victim has no power to resist the wraith. Therefore the victim is at the whim of the possessing ritualist. When not given instructions the 'wraith' will lose its grip and the victim may go about his business as he wishes, save that he will always follow previous instructions. The following rules apply to possessed individuals:

1. A possessed character cannot cast good aligned spells or miracles.
2. Possession destroys all Blesses on the victim.
3. A character who dies whilst possessed cannot be *Resurrected*.
4. *Detect Evil* will reveal a 'yes' answer along with a true answer.
5. Spirit sight will reveal the presence of two spirits.
6. On the release of the *Possession*, the most common methods of which are 'remove own ritual' or *Exorcism*, the victim will remember nothing of the time they were possessed.
7. *Possession* will only affect characters of lower level than the ritualist (5 Hits per level of the invoker). Should the victim pass the level of the ritualist they will automatically be released.
8. Although a possessed character will hand over wealth, betray or even kill friends, they will never do anything self-destructive. If ordered to do so they will simply refuse - the *Possession* is NOT broken.
9. *Possession* costs the casting ritualist 1 Permanent Power per victim until the victim is released. Should the victim be released from the possession by a method other than 'remove own ritual' the Power is lost Permanently.

Red Rage

Sphere: 4th [Demonic]

Duration: 15 minutes

Range: Touch

Vocals: "Lords of Ruin, make me your disciple, unleash bedlam and let the blood flow!"

Mind Influencing: No

Description: This ritual causes the recipient to enter a highly enhanced berserk state the effect of which is as follows;

Red Rage

In this state they gain +12 Strength and take only one quarter of Physical damage that they would take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the recipient loses all Weapon Masteries, cannot use a shield, cannot use any skills such as Dodge, Turn Blow, Mighty Blow etc, and cannot cast any spells or rituals. This allows the recipient to keep going, no matter how much damage has been taken (except Spirit (and higher forms) which cuts straight through) for the duration of the ritual, until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this ritual once it has ended.

Spirit Wrack

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: 30ft

Vocals: "Spirit Wrack <True Name>!"

Mind Influencing: No

Description: This potent ritual is one of the few examples of true name magic still taught to mortals. If the invoker knows the target's true name, they can use this ritual to destroy the target Irrevocably. The spell does 6 LPs absolute damage per minute to the target until they die - when their soul is given to the Lords of Hell. There are only two ways to counter this ritual; convince the invoker to cancel the effects (the invoker must do this of his own free will), or there is a second way, but that is a closely guarded secret only know to a few. The only remaining option is to provide enough healing to the victim to ride out the effects!

Summon Guardian Demon

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Adjacent

Vocal: "Demon of conflict, come forth at my bidding. I command thee!"

Mind Influencing: No

Description: This summons a Guardian demon. This beast is harder and taller than most other demons. Standing about 8ft tall it is an excessively aggressive, mindless and merciless killer; its only purpose is to die in battle. When the ritual is incanted the demon will instantly appear ready for combat and will follow instructions given by the summoner.

Guardian Demon

1. Is a Demon.
2. Has 40 Hits.
3. Deals 24 LPs Physical (Quads) with a weapon or their claws.
4. Has 2 doses of BV IV.
5. Has 2 *Ferocious Leaps*.

All Guardian demons will berserk into undead on sight and cannot be controlled or commanded otherwise.

Ferocious Leap

From a standing position the invoker may leap up to 30ft in any (approximately) forward facing direction, and may only be used to go into combat rather than away from it.

Summon Major Communications Demon

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Adjacent

Vocals: "Let a demon appear and boundaries break."

Mind Influencing: No

Description: A Major Communications Demon appears, to which the following apply;

Major Communication Demon

1. Is a Major Demon.
2. Has 40 Hits, and is about the size of a beach ball.
3. Can Fly at will.
4. Will perform unlimited services for its master.

Services

Message – Deliver a short message to someone (who the ritualist knows) on any plane. This message cannot be overheard.

Conversation – Enable the ritualist to have a five minute conversation with someone who the ritualist knows. The conversation is audible to all who can hear it. The conversation may be rejected by the recipient.

Questions Three – The demon will provide an answer to three questions. A major communications demon has knowledge of things relating to matters of a Mantic III or lower nature and of mortal and immortal beings. However, even a Major Communications Demon will not reveal a person's True Name. *Questions Three* counts as a single service, but will only be fulfilled once per casting of the *Summon Communications Demon* ritual.

Translate – Speak with anything on behalf of the summoner

Summon Major Transport Demon

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Adjacent

Vocals: "Demon of Major transport and master of gates, come forth at my bidding. I command thee!"

Mind Influencing: No

Description: This summons a Major Transport Demon.

Major Transport Demon

1. Is a Major Demon.
2. Has 10 Hits.
3. Has 1 Hit of Dexterity armour.
4. Deals Singles in combat.
5. Have *Teleport* at will.
6. Have 7 *Planesteps* (the last of them is used in returning to their plane).
7. Have 3 *Gates* (12 person).

Teleport

Using this ability instantly transports the Major Transport demon up to 30ft in the direction desired. The demon cannot change facing with this spell, but escape from Glues, Entangles or through non-enchanted walls and doors is possible.

Planestep

This ability allows the Major Transport demon to travel to another plane. It takes all equipment it is holding at the time of casting but nothing animate can be taken.

1. *The demon appears on the target plane in the exact location that they left the previous plane i.e. no movement occurs when he shifts.*
2. *The demon may travel to any plane with which he is familiar, (Ref's Discretion).*
3. *A separate use of this ability is required to return to the plane of origin.*
4. *The demon instantly leaves the 'starting' plane.*
5. *When 'arriving' on any given plane, the demon will suffer from a 2 second 'phase in' during which time the following apply:*
 - *They may not act on either plane (e.g. move, speak, etc...)*
 - *They will suffer half effect from Physical damage; however the damage will not interrupt the 'phasing' process.*

Gate

This ability creates a 'Gate' which will transport up to 12 people.

Theft of Knowledge

Sphere: 4th [Demonic]

Duration: 20 minutes

Range: Touch

Vocals: "Let me know skills outside my reach."

Mind Influencing: No

Description: This ritual is used to briefly grant the ritualist a deep insight into skills that take other years to master. The ritual grants the invoker one of the abilities from the table below for the duration.

Multiple invocations are possible to gain multiple abilities

- Track
- Cutpurse
- Backstab
- Discern Nature of Wounds
- Subdue
- Evaluate Treasure
- Climb
- Swim

This list may be expanded at referee's discretion.

5th Sphere Rituals

Armour of the Right

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Self

Vocals: "Lord and Master, hear my call. Grant me armour direct from your hall."

Mind Influencing: No

Description: On invoking this ritual any armour the ritualist is wearing at the time visibly changes to look Demonic, becomes covered in hellish imagery and wreathed with dark hellfire. For the duration of the ritual, the ritualist's armour grants Immunity to Physical and Mantic I *melee* blows struck on the armour. The armour loses this enchantment should the ritualist remove it, and the ritualist may also become intimately aware of the eponymous Right should they attempt to pass around their armour.

Demon's Ward

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Self

Vocals: "I have a Demon's Ward against your... *type*...they/it will do me no harm."

Mind Influencing: No

Description: This ritual is a less potent version of a *Ward Pact*. When invoked, the ritualist can choose from a weapon type (swords, arrows, shot, axes, maces, etc.), or from a Mantic 1 or lower damage type (Illusion, Element, Demonic, Necromancy, Spirit, Were, Acid or Poison). Referee's discretion applies. This ritual makes the invoker Immune to the Warded damage type, and has no detrimental effect on those who transgress it. This ritual cannot make the invoker immune to the effects of blood metals.

Ducal Seal

Sphere: 5th [Demonic]

Duration: Permanent (see description)

Range: Touch

Vocals: "With inks I have scribed you, With blood I have bound you, With rite I have sealed you."

Mind Influencing: No

Description: With this glyph-like ritual, the ritualist inscribes an arcane pattern on an item or area using special inks (available from the armoury – 50GP worth is required for a single Seal) mixed with the invoker's freshly drawn blood (this bleeding costs 9LPs total body.) Once inscribed and the ritual has been invoked, the object is then protected and the Seal will detonate if anyone aside from the ritualist breaches the conditions of the Seal. The *Ducal Seal* is an obviously mystical inscription even at a glance, with intricacies and power in equal parts. The detonation conditions should be simple and appropriate for the item or area, and the inscription. For example:

- When stepped on/passed by (if in a doorway or corridor),
- When the item they are on is opened or unlocked (e.g. a book, window or a chest),
- If the item is attempted to be used (e.g. a firearm or demonic item),
- If the item is destroyed.

Breaching the *Ducal Seal* results in a massive detonation of Demonic energies in the area; the person breaking the seal is struck for 72LPs Demonic Through Mantic I and everyone else in 30ft is struck for 36LPs Demonic. The only person unaffected by the detonation of a *Ducal Seal* is the invoking ritualist. Only one *Ducal Seal* may be inscribed per time the Ritualist has picked this ritual. A Seal must be detonated or removed to create a new one. There are no known safe ways to remove a *Ducal Seal* apart from asking the ritualist to remove the ritual.

Embody Guardian Demon

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Touch

Vocal: "Demon of conflict I summon thee, hear me as I bind thee to me."

Mind Influencing: No

Description: This ritual binds a Guardian demon into the ritualist for the duration, or alternatively this ritual can be used to bind a Guardian demon into any demon he controls, which is willing, or which is forced by control. This doesn't allow the ritualist to bind Guardian demons into Elementals or other Demonic ritualists.

Embody Guardian Demon

The target:

1. Has their Lifepoints quadrupled!
2. Gains Spirit Sight.
3. Gains +9 Strength.
4. Gains Body Weaponry.
5. Gains BV IV x 2 with hands.
6. Gains *Ferocious Leap* x 2.

All Guardian demons will berserk into undead on sight and cannot be controlled or commanded otherwise

Ferocious Leap

From a standing position the invoker may leap up to 30ft in any (approximately) forward facing direction, and may only be used to go into combat rather than away from it.

Embody Major Transport Demon

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Self

Vocals: "Demon of Major transport and master of gates, come I summon thee, hear me as I bind me to thee to me!"

Mind Influencing: No

Description: This ritual binds a Major Transport Demon into the ritualist for the duration or alternatively, this ritual can be used to bind a Major Transport Demon into any demon he controls, or which is willing, or which is forced through control. This doesn't allow the ritualist to bind transport demons into other ritualists.

Embody Major Transport Demon

The target:

1. Can Fly at will.
2. Gains Spirit Sight.
3. Can *Teleport* at will.
4. Has 6 *Planesteps*.
5. Has 3 *Gates* (12 person).
6. Gains +6 Dexterity armour.

Teleport

Using this ability instantly transports the invoker up to 30ft in the direction desired. The invoker cannot change facing, but escape from Glues, Entangles or through non-enchanted walls and doors is possible.

Planestep

This ability allows the invoker to travel to another plane. They take all the equipment they are holding at the time of casting but nothing animate can be taken.

1. The invoker appears on the target plane in the exact location that they left the previous plane i.e. no movement occurs when he shifts.
2. The invoker may travel to any plane with which he is familiar, (Ref's Discretion).
3. A separate use of this ability is required to return to the plane of origin.
4. The invoker instantly leaves the 'starting' plane.
5. When 'arriving' on any given plane, the invoker will suffer from a 2 second 'phase in' during which time the following apply:
 - They may not act on either plane (e.g. move, speak, etc...)
 - They will suffer half effect from Physical damage; however the damage will not interrupt the 'phasing' process.

Gate

This ability creates a 'Gate' which will transport up to 12 people.

Greater Disrupt Sanity

Sphere: 5th [Demonic]

Duration: Instant

Range: 30ft

Vocals: "Demons of the hidden depths, Creatures of twisted form, Show but a shadow of yourselves and leave minds ripped and torn."

Mind Influencing: No

Description: All of those caught within 30ft who can see the invoker will lose 25 points of sanity from seeing unutterably ghastly visions that appear around the invoker.

Greater Ritual Evocation

Sphere: 5th [Demonic]

Duration: Permanent

Range: Self Only

Vocals: "I invoke my rites."

Mind Influencing: No

Description: By choosing this ritual the ritualist becomes able to invoke all First Sphere rituals for a Power cost of 2 Power per ritual. Once chosen this ritual must be performed daily. Subsequent invocations of this ritual on that day have no additional effect. If the Ritualist also has *Ritual Evocation* that, when combined with this ritual, makes the ritual chosen on invoking *Ritual Evocation* cost only 1 Power per ritual.

Heaven & Hell

Sphere: 5th [Demonic]

Duration: 15 minutes

Range: Touch

Vocals: "Open the gates, and let chaos reign supreme!"

Mind Influencing: No

Description: The ritualist is able to call upon centuries of animosity and hatred and channel it from the planes into the prime material. This ritual enables the ritualist to place a number of willing allies (which may include the invoker) up to his level into a berserk state.

Berserk

In this state they gain +6 Strength and take only half of Physical damage that they would take from a blow – this damage reduction has no effect on mystical damage. When in this raged state the recipient loses all Weapon Masteries, cannot use a shield, cannot use any skills such as Dodge, Turn Blow, Mighty Blow etc, and cannot cast any spells or rituals. This allows the recipient to keep going, no matter how much damage has been taken (except Spirit (or higher forms) which cuts straight through) for the duration of the ritual, until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period to this ritual once it has ended.

Hellblade

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Touch

Vocals: "Lords of shadow and fire hear my plea, if you lend me your blade you may feast upon my soul."

Mind Influencing: No

Description: Upon incanting the vocal the invoker must be holding a mundane sword which will then become shrouded in shadow and enveloped in flame. The sword now deals +18LPs and is Demonic, In addition the wielder gains the following abilities (for use only with the *Hellblade*) for the duration; Demonic Location Out x2, Mighty Blow x1, Through Mantic I x3 & Demonic Cut to Bleed x3. The enhancement will only work in the hands of the invoker.

Hell On Earth

Sphere: 5th [Demonic] – 100 xp is Lost Upon Casting This Ritual

Duration: 25 minutes

Range: Geographical Location

Vocals: "A taste of what is to come, how Earth will eventually succumb, Mortal men now prove your worth, See how you deal with Hell On Earth"

Mind Influencing: No

Description: This ritual causes a small part of the mortal world to become hellish ground for a short while. (At least, the Demonists say so.) It cannot be cast anywhere apart from the prime material plane, and will not affect sacred ground. All in the area who are not Demonic or bound to Hell in some way are grabbed by demonic hands as per the *Grasp* ritual. Anyone who is dedicated to fight against any of the planes of Hell (e.g. Ashale, Valkyric Paladins) will additionally be subjected to a *Hell's Torment*. While on the hellish ground, the casting ritualist may use any of their *Rituals of Restoration* as instant abilities. (i.e. There is no need to perform the minor ritual actions required.)

Hell's Mirror

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Self

Vocals: "In hells image shall all be framed, Foes come forth and see what hell shall reap upon you"

Mind Influencing: No

Description: This ritual causes a shimmering reflective shell to surround the invoker containing 5 charges, with all reflections hellishly twisted on the constantly shifting surface. This will reflect all but the most powerful Melee blows (not Mantic IV or V) and single-target Mantic I spells which strike the invoker back at the offender, to whatever location was struck, consuming one charge per reflection. The damage dealt is Demonic and bonus damage which would have been inflicted if the blow had struck is not reflected. For example, if an ice creature is struck with a Flaming Quad instead of a Flaming Double because ice creatures normally take double effect from fire, this would reflect back as a Demonic Double because the blow never actually landed. Similar effects which multiply damage (for better or worse) do not apply to the reflected damage. The ritual will not reflect a Poleaxe, Decapitation or Death Blow. Crushing blow, ranged blows and Cut to bleed can be reflected. If the ritualist is struck by something which cannot be reflected, the charges remaining in the ritual are not used (the ritual will not trigger on an attack of it cannot reflect, so no reflections are 'lost' trying to reflect something it cannot). Two people under the effects of Hell's Mirror should be very wary when attacking each other; exactly what happens has never been documented. (Please do see a Referee if this happens.)

Immaculate Total Heal

Sphere: 5th [Demonic] – 100 xp is Lost Upon Casting This Ritual

Duration: Instant

Range: Touch

Vocals: "Demons of Unholy Power, come from beneath to gift us your boon, the toll I will pay."

Mind Influencing: No

Description: The (lucky) recipient of this ritual will receive an Immaculate Total Heal. This will heal all temporary and Permanent injuries and ailments, including abilities and attributes that are not 'once ever'. Missing body parts can be reattached provided that they are with the recipient when the ritual is cast. Irrevocable losses, as well as attributes which are tied into semi-permanent items or spells (such as Scrolls, Glyphs, Possessions, etc.) are not restored by this ritual.

Keys of Solomon

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Self

Vocals: "Wisdom of long dead Kings, Knowledge of long lost Things, Keys of Knowledge unlock the doors, and let me glimpse long forgotten shores."

Description: The ritualist gains, for a short while at least, great wisdom. This may help them discover a clue to the answer to a puzzle, to establish what is (or is not) affecting a certain target they observe or to leap to the right conclusion when confronted with a complicated situation. In all cases, this is both at the whim of their Demon Lord and at the Referee's Discretion.

Pandemonium's Touch

Sphere: 5th [Demonic]

Range: 30ft

Duration: Instant

Mind Influencing: No

Vocals: "Let Pandemonium reach up from the hells and touch you all."

Description: This ritual causes everybody in a 15ft radius of the target to take a *Dark Harm* to every location (32 Demonic Hits against monsters).

Dark Harm

This inflicts 9LPs Demonic damage to a location and total body.

Patron's Errand

Sphere: 5th [Demonic]

Duration: Instant

Range: Touch

Vocals: "The boss would like a word..."

Mind Influencing: No

Description: Upon touching the target they are instantly transported to the ritualist's Patron's Halls. The target must be of equal or lower rank than the invoking ritualist or have no more than 5 hits per level of the invoker. The invoker should be wary of the reason they have sent the target to their Patron, lest they soon find themselves in a similar situation.

Petition

Sphere: 5th [Demonic] – 100 xp is Lost Upon Casting This Ritual

Duration: Instant

Range: Self

Vocals: N/A

Mind Influencing: No

Description: On picking this ritual, the ritualist gains the ability to – no matter what situation they are in, as long as they are capable of rational thought – contact their Patron and request aid. They will have effectively unlimited time (aside from the limits of their Patron's patience) to request and bargain for this aid. Depending on what is asked for, there may be costs in addition to the level lost from invoking this ritual. If, for some reason, aid is beyond the power of the Patron to give there will be no costs from attempting to Petition; even Demon Lords are not so cruel, given that the situation is likely to be dire enough already.

Raise Pandemonium!

Sphere: 5th [Demonic] – 100 xp is Lost Upon Casting This Ritual

Duration: Special

Range: Special

Vocal: "Demons of Pandemonium and lost souls besides hear me! I summon you now by my power to remove what is distasteful to my eyes. Raise Pandemonium."

Mind Influencing: No

Description: This ritual causes a direct summoning from the horrors of Pandemonium. The damned souls and demons who inhabit this sub-plane are summoned temporary, erupting through the floor and falling from the sky. Anything caught in the area of effect is destroyed by both Physical and Demonic damage (N.B. Refs discretion).

Soul Harvest

Sphere: 5th [Demonic]

Duration: 30 seconds / Instant

Range: Touch

Vocal: "Demons of Darkness come hither at my call, for here is a soul and feasting for you all. By my power and by my might I demand of you as is my right. Let the bells toll as with this blow, I harvest this soul for torment below."

Mind Influencing: No

Description: On casting this ritual, which requires the full and audible use of vocals, the ritualist can hold the active ritual on his hands for 30 seconds. In that time, the next person touched by both the ritualist's hands at the same time will be slain. This death is Demonic in nature and places a restraint on the victim's soul. If the victim is not returned to life within three days, their soul will depart their body and be sent to the ritualist's Patron (akin to a *Damnation*). An accepted *Last Rites* on the victim will cause their soul to immediately be sent to the ritualist's Patron. If the victim was already *Damned* before the ritual killed them, the victim's soul will depart immediately to the ritualist's Patron (akin to a *Damnation*).

Sláinte

Sphere: 5th [Demonic] – 100 xp is Lost Upon Casting This Ritual

Duration: 5 minutes

Range: Geographical Location

Vocals: "I raise a glass to all my friends, drink deep afore this battle ends. Find courage and strength in the mead and the ale, I'll do all I can to protect you from fail. Sláinte!"

Mind Influencing: No

Description: Upon invoking this extremely powerful healing ritual swathes of demonic healing energies fall upon the ritualist and his allies. All damage received by the recipients is instantly healed. This will even heal Necrotic damage. Only injuries which cannot be avoided by instant healing should be considered to have any effect for the duration. (e.g. Permanent or Irrevocable Damage, Location Off Blows, Death Blows, damage large enough to kill in a single blow, etc.). Of course, this will only work on those affected by Demonic Healing.

Summon Ally

Sphere: 5th [Demonic] – 100 xp is Lost Upon Casting This Ritual

Duration: Up to the Ally!

Range: Touch

Vocal: Vary

Mind Influencing: No

Description: A full ritual must be performed to invoke this spell (**see a ref for further details**). This ritual enables the ritualist to summon a Demonic entity. This ally is of the same persuasion as the invoker, but will require payment in order to perform services. Ally's are of equivalent power to Devils of War, Balrogs, etc. and are not willing servants; they must be treated with great respect.

Summon Major Guardian Demon

Sphere: 5th [Demonic]

Duration: 25 minutes

Range: Adjacent

Vocal: "Demon of battle, conflict and slaying, I bid thee come forth. By the rituals I command thee!"

Mind Influencing: No

Description: This beast is an extremely intelligent maniacal killing machine. Standing about 12ft tall it is an excessively aggressive and merciless killer. When the ritual is incanted the demon will instantly appear ready for combat and will follow instructions given by the summoner.

Major Guardian Demon

1. Is a Major Demon.
2. Has 50 Hits.
3. Deals 30 LPs Demonic (Fives) with a weapon or their claws.
4. Is Immune to Physical, Magic and Spirit.
5. Has 2 doses of BV VI to use.
6. Has 2 Crushing Blow.
7. Has 4 *Ferocious Leaps*.

All Guardian demons will berserk into undead on sight and cannot be controlled or commanded otherwise

Ferocious Leap

From a standing position the invoker may leap up to 30ft in any (approximately) forward facing direction, and may only be used to go into combat rather than away from it.

Demonic Cantrips

Catch Conceal It Conceal Magic Elder Sign Glow Locate Grave Locate Spirit Plane Bar Snuff Tongues	Catch Conceal Them Conceal Spirit Find Hide the Spoken Word Locate Magic Pathfinder Repel Invisible Summon Servitor
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Catch Conceal It

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: When cast this cantrip will give a 'yes' or 'no' answer to whether there are any inanimate or 'non-living' things hidden from the caster within the area of effect.

Catch Conceal Them

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: When cast this cantrip will give a 'yes' or 'no' answer to whether there are any animate beings hidden from the caster within the area of effect.

Conceal Magic

Level: Cantrip

Duration: 1 minute

Range: Self/Touch

Mind Influence: No

Description: This cantrip can be cast on something or someone to prevent it/them from detecting as magic for the duration.

Conceal Spirit

Level: Cantrip

Duration: 1 minute

Range: Self/Touch

Mind Influence: No

Description: This cantrip can be cast on something or someone to prevent it/them from detecting as spirit for the duration.

Elder Sign

Level: Cantrip

Duration: Special

Range: Touch

Mind Influence: No

Description: Drawing a symbol on a wall, floor, ceiling, door, etc will block the next shifting attempt which would pass through it. If a being does attempt to shift/transport through and Elder Signed area they will bounce and the Elder Sign will be dispelled. They may try again after 5 seconds.

Find

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: Will locate a named single object or person within radius.

Glow

Level: Cantrip

Duration: 30 seconds

Range: 15ft

Mind Influence: No

Description: The caster points at the target (a person or object) and simply states "Glow". The person or object will begin to glow dimly. This causes them to still be visible even when they turn invisible, chameleon etc. as long as they are still on the same plane as the caster. This does not allow them to be seen through darknesses etc. which the caster could not normally see through.

Hide the Spoken Word

Level: Cantrip

Duration: Instant

Range: Other

Mind Influence: Yes - Lesser

Description: While talking to one person the caster can pass their hand over their mouth and say one short sentence that the person they are talking with does not hear but anyone else listening may.

Locate Grave

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: Gives the caster a radar blip of all buried remains within 15ft radius of them.

Locate Magic

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: Gives the caster a radar blip of all magic items within 15ft radius of them.

Locate Spirits

Level: Cantrip

Duration: Instant

Range: Self, 15ft

Mind Influence: No

Description: Gives the caster a radar blip of all spirits within 15ft radius of them.

Pathfinder

Level: Cantrip

Duration: Special

Range: Touch

Mind Influence: No

Description: As long as a safe path exists through an area of dangerous ground, and the cantrip is cast before entering the area, a person under the effect of this cantrip may find their way across safely. If they are caused to move from where they wish to step and leave this safe route the spell ends immediately.

Plane Bar

Level: Cantrip

Duration: 30 seconds

Range: 15ft

Mind Influence: No

Description: Pointing at a target and calling "Plane Bar" will cause the target's next attempt to mystically leave the plane where the cantrip was cast upon them to be blocked. This does not prevent them mystically leaving this plane. This will not affect the ability to D-jump or Plant Shift as the caster does not leave the plane to move.

Repel Invisible

Level: Cantrip

Duration: Instant

Range: 15ft

Mind Influence: No

Description: When cast, any invisible or in any way concealed beings within 15ft of the caster are pushed 10ft away. This does not reveal whether or not there are any such beings in the area unless the push causes them to reveal themselves by ending the hiding effect. As this is a radius effect it also affects creatures below ground.

Snuff

Level: Cantrip

Duration: Instant

Range: 15ft

Mind Influence: No

Description: Extinguishes small fires (i.e. candle flames, torches)

Summon Servitor**Summon Servitor**

Level: Cantrip

Duration: Instant

Range: Special

Mind Influence: No

Description: This will advise one currently summoned creature under the control of the caster that they are required to return to the caster. Intelligent and/or poorly controlled creatures may ignore this however.

Tongues

Level: Cantrip

Duration: 1 minute

Range: Touch

Mind Influence: No

Description: For the duration the caster may understand and speak with the target even though they would not normally understand them.