
Introduction to Phylacteries

A human sorcerer can only transform into a lich when holding the item they have personally prepared to be their phylactery. That item immediately becomes their phylactery. No one but the sorcerer themselves can determine whether a given non-magical item has been prepared to be a phylactery. For a human sorcerer, the process of preparing a phylactery takes years of study and violence— often a hundred murders or more.

Once a lich, a sorcerer can switch phylacteries with relative ease, though they cannot split their power or otherwise maintain a back-up phylactery.

Phylacteries cannot be made from items that can be eaten, are able to rot, are power sources, or are already have magical properties.

Phylacteries cannot be charmed with any additional spells.

In order to cast a spell, a lich must be holding their phylactery or carrying it on their person. Liches cannot draw on energy from another lich's phylactery.

Phylacteries are represented as envelopes. The outside of the envelope will be labeled with the phylactery's physical form. Inside the envelope is a card with the owner's true name and the number of units of power contained in the phylactery written on it. For example, if a lich with the true name Servius has a phylactery made out of an old book and containing two units of power, their phylactery would be represented by an envelope labeled "old book" and containing a card saying "The owner's true name is Servius. Power level: 2."

If you touch an item, look inside the corresponding envelope for a card. If the item turns out to be a phylactery, then you automatically learn the owner's true name and current power level.

Unless you know otherwise, casting a spell costs a lich 1 unit of power. You cannot cast a spell unless you can pay the full cost. When you cast a spell, update the power level written on the card in your phylactery's envelope.

Humans are less efficient spellcasters, so the costs of casting spells are two times higher for them than for liches. For example, if a spell costs a lich one unit of power, it would cost a human sorcerer 2 units of power. All spells in game are listed with their costs for liches.

If your phylactery is in your hand or on your person, you can expend 8 units of power to switch phylacteries. If you do so, your previous phylactery becomes a normal, non-magical object. Remove the card with your true name from inside the items envelope and destroy the card. Then take a card with a new true name from the "Phylacteries" sign and place it inside another non-magical item in your hand or on your person. This new item becomes your new phylactery. If you are Soul Bonded to someone, go out-of-game and immediately tell them what your new true name is.

Spells that can destroy a phylactery exist, though they are generally known only by magical creatures besides liches and humans. Phylacteries that are low on power are easier to destroy than ones containing a lot of power.

Corrupted phylacteries expend magic inefficiently, so liches must expend extra power to cast spells.

If your phylactery is destroyed, its power automatically reverts to you. You are now a human sorcerer with the same power level as before the phylactery's destruction. You no longer have a true name.

You can usually only add power to your phylactery by draining a dead human's lifeforce or by receiving a power transfer from another lich. Any two liches can instantaneously transfer power between themselves, provided both parties are willing and agree on the number of units to be transferred. Liches cannot transfer fractions of a unit.

Consuming a human's lifeforce typically bestows 1-3 units of power. Human sorcerers' lifeforces provide 3 units of power,

regardless of how many units of power sorcerers had access to at the time of death. To consume a corpse's lifeforce, you must sit by the corpse and chant without interruption for one minute. At the end, the corpse disappears, and the power of their lifeforce is added to your phylactery. Ask a player out-of-game how much power you gain if you have drained their character's lifeforce.

If your phylactery is destroyed, making you a human once again, alert a GM.

Magical Understanding

You have a Magical Understanding score. Your score starts off at 1, but as you observe feats of lich magic you learn more about spellcasting and increase your score.

Every time you perform a spell that you did not know how to perform at the start of the convention, your score increases by 2.

The first time you notice a particular lich's aura changing because they are casting a spell, your score increases by 1.

If your score reaches 7, you can transform into a lich! At any point in the rest of your life, if you have your prepared blue pen in your hand or on your person, you can choose to become a lich. When you choose to become a lich, take a card from the Phylactery packet, write your current power level on it, and put the card in your blue pen. Let a GM know that you have become a lich.

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Mind Control

If you have access to a lich's true name, you can issue magically binding orders that control their external actions, though not their internal thoughts or feelings. For example, you can order a lich to announce that they love oranges, but you cannot order them to truly change their opinion on oranges. If liches receive an order they may not be able to realistically accomplish, they must still do their best to fulfill it. To invoke a true name's power, you must precede every order by actually saying the name.

To use the true name's power, you must start off the order by actually calling the lich by their true name unless the lich is Soul Bonded to you. If you are ordering someone who is Soul Bonded to you, you can omit the name.

You must be within 1 ZOC to give magically binding orders. If you give an order within 1 ZOC and then either you or the lich move to be more than 1 ZOC apart, the order is no longer binding. Every order automatically stops being binding after five minutes.

If a lich receives competing orders, they must follow the most recent order.

Orders cannot be more than ten words long.

You can order a lich to act as if they are "willing" to perform or submit to particular actions. For example, you can order a lich to act "willing" to be searched by you. You will then be able to search the lich, even if the lich is not internally content with being searched.

Only liches can be easily mind-controlled. Mind-controlling other creatures requires sophisticated preparation. If a lich has their phylactery destroyed, they can no longer be controlled through this mechanic.

Liches cannot mind control themselves.

0.1 Soul Bonds

A lich is usually subjected to mind control because someone else has accessed their phylactery. In rare cases, though, a lich falls in love with someone else, and the fragility of their souls can give rise to an extremely unusual type of magic known as a Soul Bond. According to common knowledge, Soul Bonds cannot be broken. Soul Bonded liches usually derive joy and fulfillment from their bonds, though a few are less content.

The moment a lich forms a Soul Bond, their beloved immediately learns their true name. If your character forms a Soul Bond, you should go out-of-character and tell your beloved's player your true name as soon as you can.

If a lich is Soul Bonded to you, orders you give them stay binding when you are within 3 ZOC of each other, not 1 ZOC.

If a lich is Soul Bonded to you, your orders are considered binding even if you do not initially say their true name.

If two liches are Soul Bonded to each other, they feel a psychological pull to comply with one another's orders but can refuse to actually do so.

Voting Procedures

Removal from the Society

If anyone discovers that another member has violated any of the three core rules or engaged in behavior that is otherwise at odds with the Society's values, they are advised to declare their concerns publicly and move to remove the member from the Society. Any member can call a vote to remove a member from the Society at any time during a convention. If a vote is called, all members must gather together and openly place votes for or against removal by raising their hands. Every member must vote.

If no more than two of the Society's members vote against removal, the member is removed from the Society.

If the member who has been removed was previously the Leader, the current member who has belonged to the Society the longest automatically becomes Leader.

Choosing a New Leader

If the Society loses confidence in the current Leader, they can appoint a new one. Any member can nominate another member as a potential new Leader and call a vote at any time. A vote must proceed as above, and if no more than two members vote against appointing this member as a new Leader the vote passes.

If the new Leader was not already a Senior member, they automatically become one.

Resolutions

Immediately before the game begins, every member submitted one resolution, except for Domin, who submitted two. Members submit resolutions by writing them on a piece of paper and slipping them into a magic voting box. The box will remove any duplicates and compile the resolutions into a list, which members can read at the beginning of the game.

All members of the Society must take part in a vote, starting twenty minutes before the convention's end, to choose two new resolutions from the list posted at the start of the convention. The Leader must lead the voting process and ensure it occurs fairly and efficiently. To choose the first resolution, the voting process occurs as follows:

- 1.) Everyone openly votes for a resolution by raising their hand. Each member must vote for exactly one resolution.
- 2.) If one resolution wins more votes than all the others, it passes. Skip step 3.
- 3.) If multiple resolutions tie for having the same number of votes, go back to step 1 and hold a run-off vote between those resolutions. If two identical run-off votes occur (i.e. every member votes for the same resolution in one vote as they did in a prior vote) or four run-off votes occur, the Leader chooses the winning resolution out of the resolutions still in contention.

Remove the resolution that passes from the list. If the resolution that passes declares a research objective, remove all the other resolutions that would declare a research objective. Now choose the second resolution, repeating the process above.

Alpha Score

You have an alpha score. Your score is 90 at start of game. It increases when Tyran does nice things for you.

The first time Tyran compliments you, your alpha score increases by 3.

The first time Tyran defends your integrity and/or your reputation to others, your alpha score increases by 5.

The first time Tyran attempts to dissuade others from committing violence against you, your alpha score increases by 5.

The first time Tyran successfully dissuades others from committing violence against you, your alpha score increases by 5.

The first time Tyran commits violence against you, your alpha score decreases by 5.

The first time Tyran pickpockets you, your alpha score decreases by 1.

Alpha Score

You have an alpha score. Your alpha score is 85 at start of game. It increases when Carminis does nice things for you.

The first time Carminis gives you an item that is neither magically booby-trapped nor a magical power source, your score increases by 3.

The first time Carminis gives you an item that is a magical power source, your score increases by 5.

The first time Carminis compliments you, your score increases by 3.

The first time Carminis defends your integrity and/or your reputation to others, your score increases by 5.

The first time Carminis attempts to dissuade others from committing violence against you, your alpha score increases by 4.

The first time Carminis successfully dissuades others from committing violence against you, your alpha score increases by 4.

The first time Carminis commits violence against you, your alpha score decreases by 4.

The first time Carminis pickpockets you, your alpha score decreases by 2.

Magic

Unless you know otherwise, all your spells emit a noticeable aura. You must declare "I am casting a spell" as out-of-game information whenever you cast a spell. Do not specify what spell you are casting unless instructed.

Liches frequently carry magically booby-trapped items in order to deter pickpockets.

Magical items are not power sources unless specifically labeled that way.

If you are under multiple conflicting magical compulsions, spell effects supersede the effects of magical items. Mind control effects supersede all other types of effects. If you are under competing effects from the same sort of source (e.g. one spell tells you to holler at the top of your lungs while another tells you to be silent), the effect that began most recently takes precedence.

Some magic users can imbue items with magical qualities, brew potions, and make magical machines. These processes require large amounts of sophisticated equipment that is unavailable in-game. Magical items are generally rare and pricey.

Some spells have a chance of failing. Even if a spell fails, you must pay the power cost.

You can only cast spells if conscious.

Spells and other magical effects have no impact on dead people. If you die, all magical effects acting on you immediately cease.

Items

Liches may carry up to five items at a time in their clothing. When an item is in your clothing, you are not touching it, so touch effects are not triggered unless you try to remove it.

If an item is a musical instrument, you can play it.

Whenever you touch a non-food item you should look inside the corresponding envelope to see if you undergo any magical effects. Non-food items cannot be destroyed unless you know otherwise.

Some magical items have an effect with a specified duration. If you are currently under an item's effect and then you touch the item again, the timer does not restart. For example, imagine that you touch a magical fan that forces you to sing "Happy Birthday" repeatedly for one minute after you touch it. If you touch the fan again thirty seconds later, you still only need to sing "Happy Birthday" for one minute. However, if you touch the fan one more time after one minute has elapsed and the effect has ended, you will need to sing for another full minute.

You may destroy a food item by eating it. If you eat it, destroy the item card. Food items never have magical effects on them.

You cannot tamper with items unless you know otherwise.

You own only the items you are carrying at start of game. Whenever you touch a magical item you own you may choose whether to ignore its magical effect or not.

Besides pixie dust deposits, no two items are identical. This is a kludge.

When a search of a character's clothing occurs, the searcher touches the items with their skin, and the target of the search does not. As a result, if a search reveals magical items, the searcher is affected by the magical items' effects, and the target of the search is not.

