

## 24 The College of Greater Summonings (Ver 1.0)

**This is a non-player college only. Player Characters may not learn it, transfer to it, or learn any of the spells or rituals with the exception of the counterspells.**

The College of Greater Summonings is concerned exclusively with the summoning and controlling of entities from other dimensions. All such summonings and associated magical procedures are Ritual Magic. Members of the College of Greater Summonings possess no Talent or Spell Magic as a result of their association with the College. Their power lies exclusively in their ability to summon and control beings via the performance of special rituals.

All summonings of this College, regardless of the type of being they are designed to summon, are performed in the same manner. First the summoner must perform a Ritual Cleansing of their body (requiring from 1 to 10 hours). Then they must prepare and implement the proper Ritual of Summoning. The Ritual of Summoning itself requires only one hour to execute. Once the Adept has performed the Ritual of Summoning, they may wish to control the entity they have summoned by implementing either a Ritual of Binding or a Ritual of True Speaking. Binding and True Speaking Rituals each require one hour to prepare and implement. If the summoner does not implement these rituals immediately upon successfully summoning the entity who is the target, they will have to engage in a new Ritual of Cleansing before attempting to enact another ritual.

When performing the summoning rituals of this College, the summoner occupies a Circle of Protection which also contains within it a Pentacle of Power. Unless the summoner and companions occupy this protective area, there is a chance that whatever they summon will be able to turn on them and destroy them. Only the summoner occupies the Pentacle. Their companions occupy the Circle, but are outside the Pentacle.

The summoned entity appears in the vicinity of the Circle of Protection, but outside it (unless the ritual backfires and the Circle is broken). In order to perform (and as part of the performance of) the Rituals of True Speaking and Binding, the summoned entity is forced into the Triangle (outside the Circle of Protection).

The Pentacle, Circle of Protection, and Triangle must all be drawn on the ground by the summoner before the rituals are performed.

### 24.1 Restrictions

**Members of the College of Greater Summonings must meet requirements of time, place, equipment, knowledge, and circumstance in order to perform their College's magic.**

The following list of requirements must be met in all or most situations wherein the arts of the College of Greater Summonings are practised:

1. The Adept must know the spell or ritual being employed.
2. If a summoning of an entity other than an Incubus or Succubus is being performed, the Adept must know the name of the entity being summoned and speak it during the ritual.
3. Throughout all preparations for the ritual and throughout the ritual itself, the Adept must remain stationary. They may engage in no other activity.
4. The space used for the performance of the ritual must be large enough to accommodate the ritual symbols and the entity being summoned (usually, an area 30' × 30' and 12' high is adequate) and may not have been affected by an area counterspell in the last 12 hours.
5. If the magic is a Special Knowledge Ritual, it may only be performed on certain days of the

month and at certain hours of the day (listed in §24.7).

6. The Adept must possess the necessary tools and equipment to perform any ritual and must have access to such substances as clear water for the cleansing which precedes each ritual.

If the Adept fails to meet any of these requirements, they may not attempt to perform any ritual of the College of Greater Summoning. They may still exercise any special Talent Magic they may possess and may cast counterspells.

The MA requirement for this College is 9.

### 24.2 Base Chance Modifiers

The following numbers are added to the Base Chance of successfully performing a ritual of the College of Greater Summoning:

Each Rank the Adept has achieved with the ritual	3
Adept occupies a Mana-rich place	15
Each hour (maximum of 10) Adept spends in Ritual Cleansing prior to performing the ritual	3
Ritual is part of the College's body of General Knowledge and is begun at midnight	20
Ritual is part of the College's body of General Knowledge and is performed while the moon Luna is 2, 4, 6, 8, 10, 12 or 14 days into its cycle.	20

These modifications apply only to rituals. Counterspells are affected in the same manner so far as Mana and Rank are concerned. They are also affected by the provisions of §7.4. They are unaffected by other modifications.

Special Knowledge Rituals are affected differently from General Knowledge Rituals so far as the hour of the day or day of the moon in which they are performed is concerned. The effects of the hour and day on these rituals is discussed in §24.7.

### 24.3 Talents

There are no Talent Magics granted an Adept simply because they are a member of this College. However, there is a possibility that the Adept may be assigned a "companion" by a demon they have summoned. Once an Adept has been assigned a companion, they may automatically call forth (and later dismiss) that companion. Once called forth, the companion instantly appears to do the bidding of the Adept. In this sense, there is some Talent Magic available to members of this College.

Upon dismissing a demon they have summoned, the summoner may request that the demon assign them a companion from among its legions of lesser spirits. The Base Chance that a demon will grant this request is listed under the "Lesser Spirits" heading for each demon. The summoner rolls D100, and if the resulting number is less than or equal to the Base Chance, the demon grants a companion. If the number is half or less than the Base Chance, the demon grants two companions.

A companion will be either a lesser Devil or an imp who is constantly "on call" to the summoner. The companion is available until one of the following events occurs:

1. The summoner requests a companion from any other Demon except the Demon who granted the summoner's current companion (regardless of whether or not the request is granted).
2. The companion is dispelled by having a General Knowledge Counterspell of the College of Greater Summonings cast over it by the summoner.
3. The companion is forced into its own dimension by a reduction in its Endurance sufficient to cause unconsciousness.

4. The summoner voluntarily attacks the companion or quits the College of Greater Summonings.

When a companion is granted, the summoner rolls D10. If the result is 1–4, their companion will be an imp. If it is 5–10, it will be a devil. A separate roll is made for each companion if more than one is granted.

### 24.4 General Knowledge Spells

The College of Greater Summonings General Knowledge and Special Knowledge Counterspells are the only spells usable by members of this College. See §10.2 for descriptions of the nature and working of counterspells.

### 24.5 General Knowledge Rituals

There are six rituals that an Adept learns upon becoming a member of this College. The first is the Ritual of Cleansing in which the Adept bathes their body and meditates as a prelude to attempting any other ritual. It is not possible to attempt any other ritual of this College unless one has first engaged in the Ritual of Cleansing. There are three summoning rituals that are part of the body of General Knowledge of this College. They are the Ritual of Summoning Succubi, the Ritual of Summoning Incubi, and the Ritual of Summoning Heroes. There are two non-summoning rituals associated with the General Knowledge of this College besides the Ritual of Cleansing. They are the Ritual of Binding and the Ritual of True Speaking. These two rituals may only be employed after a summoning ritual has been successfully completed. They are sometimes necessary to gain the required services of beings from other dimensions.

Also as part of the study of the General Knowledge of this College, the Adept receives a parcel containing the tools necessary to their magic. The parcel consists of the following:

Item	Weight	Value
1 sceptre of dogwood	1 lb	250sp
1 broadsword of silvered steel	6 lb	150sp
1 mitre	1 lb	50sp
1 cap	5 lb	10sp
1 robe of virgin linen	3 lb	20sp
1 girdle of lion's skin imprinted with symbols	3 lb	100sp
1 censor of silver and gems	2 lb	3000sp

In addition to these tools, the Adept is provided with a supply of materials which together weigh 5 pounds and which must be replenished on the average of every three months at a cost of 1000 Silver Pennies. These items include: A packet of charcoal, a packet of powdered agrimony (for making tea used in the Ritual of Cleansing), a 3 ounce tin of myrrh, a vial of white frankincense dissolved in white wine, a 6 ounce pot of sandlewood and powdered antimony, a 2 ounce tin of ambergris salve, an 8 ounce box of multi-coloured chalks (for drawing the Triangle, Circle, Hexagram and Pentagram necessary for the various Rituals of Summoning).

The Adept is also taught the Generic True Names of all things that occupy dimensions other than their own and may be summoned to this dimension. They also learn the Individual True Names of all heroes of other dimensions known to the College and of the 72 great Demons of the Seventh Plane. The Adept does not learn the rituals necessary to summon Demons from the Seventh Plane — only the names of the Demons and how to identify them. A member of this College may learn additional Individual True Names of entities from other planes by first acquiring them from a Demon and then studying the True Names in the same manner as a member of the College of Naming Incantations.

The following Rituals constitute the major part of the knowledge the Adept acquires in their general training.

**Cleansing (Q-1)**

*Effects:* The Ritual of Cleansing must be performed prior to any other rituals of this College. The Adept cleans their body and purifies their mind for from 1 to 10 hours. The Base Chance of any succeeding Ritual being successful is increased by 3 for each hour spent in Ritual Cleansing. There is no Base Chance for this ritual being successful. The Adept states the number of hours they will expend on the ritual and at the end of that period of time, the Adept is cleansed. They may perform no other activity while engaged in this ritual. If their concentration is broken, they must restart the cleansing from the beginning or abandon the effort. Any rituals the Adept desires to perform after the cleansing must be performed immediately. They may perform any number of rituals within three hours of the cleansing, but these rituals must immediately follow each other. Any time spent in any other activity destroys the effects of the cleansing and a new cleansing must be accomplished before another ritual can be enacted.

**Summoning Succubi (Q-2)**

*Experience Multiple:* 300

*Base Chance:* 5% + 3 / Rank

*Effects:* This ritual may be used to summon one or more Succubi, who will arrive on this plane favourably disposed towards the summoner for having summoned them, and thus will not immediately need to be bound. Succubi arrive on this plane with only one goal: the enticement and mating with humans. Any need the summoner desires of them which will further their goal will be approved and encouraged by the Succubi. If the Succubi are summoned to perform a task not immediately related to their goal, they will have to be Bound and forced to do the task. The Base Chance is 5% (+ 3 / Rank), and it is reduced by 10 for each Succubi above one being summoned at once. If the ritual backfires, the Succubi will appear and attempt to molest and then devour the summoner and his or her companions.

Succubi remain on this plane and serve for a number of days equal to [D + 4]. The die is rolled individually for each Succubus successfully summoned. The Succubi may also be forcibly returned to their own plane whenever their Endurance is reduced to the point that they are reduced to unconsciousness or a counterspell is cast over them by their summoner. Once returned to their own plane, they may not return to the aid of the summoner unless the summoner performs another Ritual of Summoning Succubi.

**Summoning Incubi (Q-3)**

*Experience Multiple:* 300

*Base Chance:* 5% + 3 / Rank

*Effects:* This ritual operates in the same manner of Q-2 (the Ritual of Summoning Succubi).

Incubi are exactly like Succubi, except that they appear only in the male form, rather than as females. They will tend to be 2–3 points stronger and will have 1–2 points less Endurance than Succubi, but will otherwise be the same.

**Summoning Heroes (Q-4)**

*Experience Multiple:* 500

*Effects:* The Adept may summon a great hero from another dimension to assist them. This hero may be any character from the body of fantasy literature known to both the Adept and the GM. The GM always sets the characteristics of the hero, their weaponry and armour, the number and type of companions (if any) and the length of time and terms under which they will remain in the Adept's dimension and assist them. The GM may limit the use of this ritual to periods when various celestial bodies are in conjunction (once a game year or so). The GM need not inform the Adept of any details concerning the results of the summoning until it has been performed.

The Base Chance that this ritual will succeed will vary according to the hero the Adept is attempting to summon, but should usually be set at less than 20%.

**True Speaking (Q-5)**

*Experience Multiple:* 250

*Base Chance:* 50%

*Effects:* Whenever any entity except a hero is summoned, the summoner may wish to ask them questions. In all cases, the truthfulness of the entity summoned (Incubus, Succubus, Demon) will be less than 100%. Sometimes it will be very near 100%, but in the case of a Demon who is particularly resentful that they have been summoned (or one that is an habitual liar) the chance of the entity telling the truth may be as low as 5%. The only way to be sure that the entity will tell the truth is to perform a Ritual of True Speaking and then ask the entity for answers to the desired questions during the ritual. The entity is required to stand within a triangle and give answers to the summoner's questions during the ritual. The ritual lasts for one full hour, and the summoner may do nothing else during the time the ritual is in progress except ask questions. The effects of the ritual do not extend beyond the end of the ritual. The Base Chance of forcing the entity into the triangle and successfully performing the ritual is 50%. The GM rolls D100 to determine the success of the ritual. They need not inform players of the result of the dice roll. The entity may passively resist the effects of the ritual.

**Binding (Q-6)**

*Experience Multiple:* 400

*Effects:* An Adept may perform a Ritual of Binding in order to bind an entity (other than a hero) to this plane. They cannot normally control a Demon that is not bound, except while inside the Pentacle they occupied when they summoned the demon. Before they can leave the Pentacle or require any service of the demon except for conversation and teaching of skills, the summoner must in most cases perform a Ritual of Binding. The Base Chance of successfully binding a particular demon is equal to half (rounded down) the unmodified Base Chance to summon that demon initially. The Demon can actively resist the workings of a Ritual of Binding.

Once bound, a demon will remain on this plane for a number of days equal to [D - 3] and will serve the summoner more or less willingly during that time. In some cases, special conditions must be met to bind the demon. Usually, this means the giving of presents, most often human life. If the demon resists such an offering, it will have also broken the summoning and may turn on the summoner despite the fact that the summoner is protected by the Pentacle. When this happens, the summoner rolls D100. If the result is less than or equal to the summoner's Magic Resistance, the demon is banished to its own plane. If the result is greater than the summoner's Magical Resistance, the summoner is overcome by the will of the demon and voluntarily breaks the circle of protection allowing the demon to enter the pentacle and attack them.

Some demons will serve more willingly and faithfully than others. The details of which demons serve willingly and which resist service even when bound are discussed under the heading dealing with each particular demon. A summoner may control only one bound demon at a time, though they may summon other demons (or non-demonic entities) for purposes of conversation. They may voluntarily dismiss a demon at any time prior to the end of its service and the demon is immediately returned to its own dimension unless it has already broken the binding and turned on the summoner.

**24.6 Special Knowledge Spells**

There are no Special Knowledge Spells for this College.

**24.7 Special Knowledge Rituals**

There are six separate Special Knowledge Rituals. Each is designed to summon a particular Rank of demon. There are six Ranks of demons: Duke, Prince, President, Earl, Marquis, and King. Each Rank is subject to certain limitations as to where and when it can be summoned.

All Ranks of demons are summoned in the same manner. The summoner announces the demon they are summoning and that demon's Rank. They then perform the appropriate Ritual of Summoning. At the end of the ritual (that is after one hour), a check is made to see if the ritual has been effective. The summoner rolls D100. If the result is equal to or less than the Base Chance of summoning the particular demon that is the object of the ritual, the demon is summoned and appears before the summoner. Otherwise, the demon does not appear and the summoner may not make a further attempt to summon that demon that day. They may attempt to summon another demon instead but must first repeat the Ritual of Cleansing. The description of each demon lists the Base Chance to summon that demon.

Special Knowledge Rituals may only be performed on days 2, 4, 6, 8, 10, 12 and 14 of the cycle of the moon, Luna. They may be attempted on other days, but can never have any effect. There is a possibility that an Adept could lose track of time and attempt to employ a Special Knowledge Ritual on a day when it will not work. In such cases, the GM may choose not to inform the individual that the ritual can have no effect and may allow them to perform it anyway, only telling the player why they have been unable to summon a demon at the end of the ritual.

An Adept who knows a particular Ritual of Summoning may summon any of the demons of that Rank. Each description includes: the demon's name; the Base Chance of summoning (and binding) it; the percentage chance that the demon will agree to grant the summoner a companion from among its legions of lesser spirits; the special talents, skills and magical abilities of the demon; a quantification (given as a span of possible numbers) of the demon's characteristics; the demon's natural armour (given under the heading NA as the number of hits absorbed for each Strike); the natural weapons of the demon (and any other weapons habitually carried), and any special comments on the demon's nature or abilities. Also included is a short physical description of the demon.

Once a demon is dismissed (returned to its own dimension) it cannot return to this plane in less than a day. A demon who has been dispelled by a counterspell or rendered unconscious may return to this plane (by being re-summoned in a new ritual) only after one full month in its own plane (spent reforming the scattered energy pulses that make up its being).

Demons may be controlled while the summoner stands within the Pentacle which they must draw to perform the summoning ritual. They will speak to the summoner under this circumstance and will sometimes tell the truth. To ensure absolute honesty, a Ritual of True Speaking must be performed. To ensure that the demon will not destroy the summoner once the ritual is over, a Ritual of Binding must be performed. A demon who is not bound must be dismissed at the end of the summoning (once the summoner has finished speaking to the demon) and will then usually return to its own plane. However, a demon who is particularly savage or who has been offered a gift which it rejects will attempt to devour the summoner before departing. The summoner must then make a check against the Willpower to determine if the summoner breaks the magical circle protecting them and fights the demon or remains safely within the Pentacle (in which case, the frustrated demon departs).

Adepts are not provided with a Shield when they are admitted to membership in the College of Greater Summoning, as a Shield is not necessary to perform the rituals of the College. However, they may wish to make or have made a special Shield (actually a disc of metal engraved with symbols of occult power) to protect them during the summoning of demons. This shield is made by Adepts of the College of Shaping Magics — see Arcane Wisdom. A summoner who does not have a Shield can suffer a backfire. A summoner who is using the proper Shield cannot suffer a backfire. A backfire from a Special Knowledge Ritual consists of the appearance of the demon being summoned, but inside the circle of protection (Penta-

cle) so that the demon is free to attempt to destroy the summoner. In such cases, the demon may be returned to its own dimension by a counterspell or by being rendered unconscious, but will otherwise remain on this plane and freely roam about attacking and destroying until somehow banished. It will not, however begin roaming the earth until it has destroyed its summoner. A backfire occurs whenever an Adept rolls a number which is 30 or more than the modified Base Chance of summoning a particular demon while making a check to see if that demon is summoned. A backfire is treated as "no effect" if the summoner has the proper Shield in their hand during the ritual.

The individual Shields that will protect a summoner from backfire are discussed under each individual Ritual of Summoning. Shields only affect the summoning of demons. There is no backfire due to an ineffective attempt at employing any other Ritual of Summoning. Rituals of True Speaking and Binding may backfire (regardless of whether or not a Shield is employed) and result in the summoner being affected by their own ritual and forced either to answer all questions of the demon as truthfully as possible or to serve the demon so long as the demon remains on this plane. This backfire result may be passively resisted.

**Note:** The interaction between a player and the "demon characters" they summon is the most important aspect of the workings of this College, and the GM should strive to keep players on their toes by developing the demonic character as fully as possible (making it cooperative about some things and uncooperative about others, for example). Some demons are savage in the extreme and will always be out to do what damage they can short of murdering the summoner (and sometimes that is not excluded). Others are milder and will pass up a golden opportunity to devour their summoner. The notes on individual demons are meant to serve as a guide to their characters as well as their abilities. Their descriptions also give the forms in which they may appear. Often, these forms will be insubstantial and the demon will have no power (nor will anyone have power over it) while it is in those forms. However, the information is included as clues for the GM in structuring the demonic character.

#### Summoning Demonic Dukes (R-1)

*Experience Multiple:* 300

*Effects:* This ritual is used to summon the following demons from the seventh plane: Agares, Aim, Alloces, Amdusias, Astaroth, Barbatos, Bathin, Berith, Bune, Crocell, Dantalion, Eligos, Furcalor, Furcas, Gremory, Gusion, Havres, Murmur, Sallos, Uvall, Valefor, Vapula, Vephar and Zepar. The demons of this Rank may only be summoned between sunrise and noon on days when the weather is clear and the sun can be seen. Any attempt to perform this ritual at any other time will be totally ineffective.

The only Shield that will protect against the possibility of backfire while summoning Dukes is a disk of purest copper 12 inches across, inscribed with the names and signs of all the Dukes of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 2 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture.

#### Summoning Demonic Princes (R-2)

*Experience Multiple:* 350

*Effects:* This ritual is used to summon the following demons from the seventh plane: Gasp, Ipso, Orobas, Seir, Sitri, Siolas, Vassago. These demons may be summoned at any time of the day.

The only Shield that will protect against the possibility of backfire while summoning Princes is a disk of hammered tin inscribed with the names and symbols of the Princes of the seventh plane. This Shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 3000+ Silver Pennies. It takes about three months to manufacture.

#### Summoning Demonic Presidents (R-3)

*Experience Multiple:* 350

*Effects:* This ritual is used to summon the following demons from the seventh plane: Avnas, Buer, Camio, Foras, Haagenti, Labolas, Malphas, Marbas, Volac and Voso. These demons may only be summoned during daylight.

The only shield that will protect against the possibility of backfire while summoning Presidents is a disk of base metal (other than cold iron) coated with quicksilver. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost to manufacture will be 4000+ Silver Pennies. It takes about four months to manufacture.

#### Summoning Demonic Earls (R-4)

*Experience Multiple:* 500

*Effects:* This ritual is used to summon the following demons from the seventh plane: Andromalius, Bifrons, Botis, Furfur, Nlaithus, Marax, Raum and Renove. These demons may be summoned only in woods and hills and only in places that are quiet. They may be summoned at any time of the day or night.

The only shield that will protect against the possibility of backfire while summoning Earls is a disk of hammered bronze inscribed with the names of the Earls of the seventh plane. This shield may be manufactured by Shaping magicians. It weighs three pounds and the average cost to manufacture will be 5000+ Silver Pennies. It will take about four months to manufacture.

#### Summoning Demonic Marquis (R-5)

*Experience Multiple:* 550

*Effects:* This ritual is used to summon the following demons from the seventh plane: Amon, Andras, Andrealphus, Cimejus, Decarabia, Forneus, Leraje, Marchosias, Naberius, Orias, Phenex, Samieina, Savnok and Shaz. These demons may only be summoned between 3 in the afternoon and sunrise.

The only Shield that will protect against the possibility of backfire while summoning Marquis is a disk of fine silver inscribed with the names of the Marquis of the seventh plane. This shield may only be manufactured by a Shaping mage. It weighs 3 pounds and the average cost of manufacture will be 7000 Silver Pennies. It will take about five months to manufacture.

#### Summoning Demonic Kings (R-6)

*Experience Multiple:* 600

*Effects:* This ritual is used for summoning the following demons from the seventh plane: Asmoday, Bael, Balam, Beleth, Belial, Palmon, Purson, Vine and Zagan. These demons may only be summoned between 9 in the morning and noon and between 3 in the afternoon and sunset.

The only shield that will protect against the possibility of backfire while summoning Kings is a disk of hammered gold inscribed with the names of the Kings of the seventh plane. This Shield may only be manufactured by Shaping magicians. It weighs three pounds and the average cost of manufacture will be 15,000 Silver Pennies. It will take about six months to manufacture.

### 24.8 Additional Notes

#### Hexagram

A Hexagram is a symbol drawn on a parchment of calf's skin, covered with a cloth of fine white linen, and draped from the girdle of lion's skin outside the white robe worn by a Greater Summoner. It helps cause the demon to take physical form and compels them to be obedient.

#### Counterspells

Counterspells, as they relate to the College of Greater Summoning, are used as a form of banishment. When a General Knowledge Counterspell is cast over an Imp, Devil, Succubi, Incubi, or Hero by the Adept who either was granted the companion or summoned

the entity, that entity or companion is banished back to the dimension from whence it came. A counterspell cast by anyone else will have no effect whatsoever. If a Special Knowledge Counterspell is cast over a Summoned Demon by the Adept that Demon is banished back to the plane from whence it came. It should be emphasised here that counterspells can only be passively resisted, and it is up to the GM to decide which Demons, once summoned to this plane, will resist being sent back.

#### Knowing the past, present or future

In reference to Imps and Devils, the 7% Base Chance of knowing past, present and future events represents the chance they will know the correct answer to a specific question posed to them. It is up to the GM to perform the roll and decide what their answer (if any) will be if the result is above the Base Chance.