

# The Summons of the Planes

## New Professions

**Diabolist** – The diabolist is the expert in contacting, summoning, and banishing demons and otherworldly creatures. Disciples of the Academy of Diablerie are masters at Scrying, Summoning, Communicating with and Banishing demons, devils and other creatures not native to his own plane. They spend hours studying arcane texts and notes from journals to gain a sliver of information as to the workings of the worlds from which demons come, in order to gain insightful information as to a demon's purpose, beliefs and habits. They are so in tune with the inner workings of the Aspect of Summoning that they can also track and summon items, and creatures of their own world. Due to their strange habits, beliefs and abilities, Diabolists are frowned upon in society and almost always keep to themselves, keeping their existence a secret should secular authorities call a hunt upon them.

### FAVORED CATEGORIES:

Physical	4
Mystical Arts	10
General	6

**KEY STATS:** Reasoning, Insight.

**PROFESSIONAL ABILITIES:** Diabolists may learn from the Sphere of Diablerie. All Diabolists have the Sense Magic Talent and may take the Talent: Familiar. The Diabolist may take a minor (Type I) demon such as a Bindling, but this must be gained through role-playing. In addition, Diabolists may gain the talent "Speak with Magical Creatures (Demon)" at 2/3 cost, being 10 d.p.

### ADDITIONAL SKILLS

**Arcane Lore (Planes)** - Is used to identify and recognise different aspects of the different planes of existence (see COM, page 7). Use of this skill will help in recognising different aspects of the plane that make your own, and being able to differentiate between it and others of similar make. For every 5 ranks in Arcane Lore (Planes) you may know another plane of existence through successful use of this skill. The first plane known is your own home plane and others may be recognised upon site (through Scrying, Dimensional Gate, etc)

If the Diabolist or Mage trying to cast Dimensional Gate does not know the plane to which he is intending travel, (such as Outer Planes, etc) then he is at a special penalty of **-10**. The spell will not teleport the caster to an alternate dimension as the magic required to focus a portal at the other end will not be able to "lock" the endpoint, and thus the spell will automatically fail.

**Arcane Lore (Demons/Devils)** – important to be able to recognise the type of demon immediately for the purposes of summoning, Calling, Controlling and Banishment. Each 5 ranks in Arcane Lore (demons) represents another type of Demon that you have studied and investigated for purposes of Scrying, Calling, Summoning, Controlling,

and Banishing. As a General Skill the player has learnt about the existence of Demons & Devils as well as their likely habits (finding humanoids to torture, kill, maim and have other fun with), as well as other generalities. A player should note the type of demon (not the Individual Demon Names!) that he is familiar with. A player's ranks and ability in this skill can provide synergy bonuses to the Demon spells.

For each demon type known, the player gets a **-5** bonus when trying to cast any Demon Spell involving any other demon type that is not known.

*Eg: Darius the Diabolist has 11 ranks in Scry Creature and Banish Demon for a total bonus of +62 in each. He knows about Frzzm, Grumoz and Terrorite Demons and so has his full bonus of +62 when trying to Scry them. However when he sees a Zephyr Hound of Frost he has only his general knowledge to identify it, and so has only +57 (62-5) to try to Banish the creature back to its own plane. That is, if he doesn't mistake it for a frostbitten wolfhound!*

**Mundane Lore (Fauna)** - GM should use this skill to let the player identify if a particular creature is a native to this plane or not. *Eg: Darius sees a large Zephyr Hound of Frost on the top of an icy mountain pass. He should firstly make a Mundane Lore (Fauna) roll to identify that this creature has habits and abilities that are not natural to this plane (nor are they endemic to the creature, such as a Composite creature might have). Should he fail this roll, he might try to befriend the creature, which would have dire consequences for him!*

### SPELLS ADDITIONAL

**Telepathic Bond** - as per Vivamancer base (COM).

#### Additional Scalable Options:

Bond Type I Demon	+4PP
Increase Demon Type	+2PP/Type

**NOTE:** All New Spells listed herein require material components in order to power their spells. If the Caster does not have a material component for the creature being Scried, Called, Summoned, etc then a special penalty of **-5** applies to the spell. This is in addition to any other penalties and represents the intrinsic difficulty of opening the barrier between worlds. If a caster has a Focus then the **+5** bonus still applies as a Focus is magically attuned to the caster.



**SPHERE OF DIABLERIE**

Analysis
Banish Creature
Banish Demon
Call Demon
Control Aerial Creature
Control Aquatic Creature
Control Demon
Control Land Creature
Creature Transformations
Dimensional Gate
Long Door Item
Scry Creature
Scry Item
Summon Aerial Creature
Summon Aquatic Creature
Summon Demon
Summon Land Creature
Telepathic Bond
Track Item

**OTHER RECOMMENDED SPELLS FOR DIABOLISTS:**

Counterspell
Detect Life
Detect Magic
Detect Signature
Detect Trap
Dispel Magic
Mage Seal

**Spell Name:** Scry Creature  
**Aspects:** Perceive, Enhance, Trace, Location, Creature  
**PP Cost:**  $(5 + 5x2 + 15x2 + 10 + 10x2 + 5(\text{self}) + 10 (\text{one target}/5'\text{radius}) + 20 (2\text{rnds}/\text{rnk}) ) / 20 = 6$   
**Range:** self  
**Duration:** 2 ranks / round (C)  
**Spell Type:** Utility  
**RR:** -  
**Spheres:** Mage, Diabolist  
**Description:** Allows the caster to scry upon a single tiny target creature. The caster does not know in what direction the creature lies, nor does he/she get an overview of the creature at their current location. He simply can spy upon the creature as if they were within 5' of them. With concentration the caster can watch the creature move and get an idea as to their location. The view that the caster sees cannot be modified with the basic spell.

**Scaling Options:**

Scry Larger Size Creature +4PP/size  
 Change View +4PP  
 Increase Radius (5' to 10') +2PP  
 Increase +10R'(10'-20'+) +2PP

Scry Type I Demon +1PP  
 Increase Demon Type +2PP/Type  
 Planar Scrying +2PP (target is on another plane)

**Spell Name:** Scry Item  
**Aspects:** Perceive, Enhance, Trace, Item, Location  
**PP Cost:**  $(5 + 5x2 + 15x2 + 5 + 10x2 + 5(\text{self}) + 10 (\text{one target}/5'\text{radius}) + 20 (2\text{rnds}/\text{rnk}) ) / 20 = 5$   
**Range:** self  
**Duration:** 2 ranks / round (C)  
**Spell Type:** Utility  
**RR:** -  
**Spheres:** Mage, Diabolist  
**Description:** Allows the caster to scry upon a single item. The caster must know the item or have previously studied it with Study Target, but will not know the direction to it (you must use Track Item for that). You can only track whole items that you have studied. If the item is broken in any way the spell automatically fails.

**Scaling Options:**

Change View +4PP  
 Increase Radius (5' to 10') +2PP  
 Increase +10R'(10'-20'+) +2PP  
 Scry next Largest Piece +4PP

**Spell Name:** Track Item  
**Aspects:** Trace, Path, Item, Start Location, End Location  
**PP Cost:**  $(5 + 5 + 5x2 + 10x2 + 10x2 + 5(\text{self}) + 5 \text{self} + 5) / 20 = 4$   
**Range:** self  
**Duration:** Instant  
**Spell Type:** Utility  
**RR:** -  
**Spheres:** Mage, Diabolist  
**Description:** Allows the caster to scry upon a single item. The caster must know the item or have previously studied it with Study Target. This will allow the caster to know the direction and very rough distance to the target (in weeks, days, or hours travel). This will not work if the item is broken or separated in any way (gem removed from sword hilt, pottery jar is broken, etc)

**Scaling Options:**

Concentration +2PP/rank/round  
 Approximate Distance +8PP  
 Exact Distance +16PP  
 Track next Largest Piece +3PP  
 Track All Pieces +6PP





**Spell Name:** **Call Demon**  
**Aspects:** Discuss, Call, Enhance, Mind, Barrier, Demon  
**PP Cost:**  $(5 + 10 \times 2 + 15 \times 2 + 5 + 10 \times 2 + 15 \times 2 + (5 \text{ Self}) + (20 - 2 \text{ rnds/rank}) + (10 - 1 \text{ target})) / 20 = 8$   
**Range:** Self  
**Duration:** 2 Rnds/rank  
**Spell Type:** Attack  
**RR:** Will  
**Spheres:** Mage, Diabolist  
**Description:** Allows the caster to Call a Type I Demon that they have previously Studied (as per Study Target) or Scried (as per Scry Creature (Demon)) and communicate with it for duration. The demon may fight the call and does not have to answer any questions it does not want to. Note: This spell does not protect the Casters mind from the horrors of the demon itself (such as those creatures that cause insanity by viewing, etc)

**Scaling Options:**

Increase Demon Type +2PP/Type  
 Command Demon to Answer +3/question (add RR v's magic applies)  
 Call Appears on Touched Surface +4PP (ie Mirror, crystal ball, etc)  
 Duration (5rnds/rank) +4PP

**Spell Name:** **Summon Demon**  
**Aspects:** Enhance, Teleport, Command, Body, Barrier, Demon, Location  
**PP Cost:**  $(15 + 20 \times 2 + 30 \times 2 + 5 + 10 \times 2 + 15 \times 2 + 10 \times 2 + (20 - 10 \text{ range}) + (5 \text{ instant}) + (10 - 1 \text{ target})) / 20 = 12$   
**Range:** 10'  
**Duration:** P  
**Spell Type:** Attack  
**RR:** Magic  
**Spheres:** Diabolist  
**Description:** Allows the caster to Summon forth a Type I Demon that they have previously Studied (as per Study Target) or Scried (as per Scry Creature (Demon)) against its will. The demon appears inside a 10' Radius area or circle. The caster should also have Control Demon ready or the demon may attack the caster. Magic Circles are thoroughly recommended before attempting this! This does not guarantee that the demon will or can survive on the casters own plane.

**Scaling Options:**

Range 10' to 50' +2PP

Increase Radius Area/Circle +10' +2PP  
 Increase Demon Type +2PP/Type

**Spell Name:** **Banish Demon**  
**Aspects:** Enhance, Teleport, Command, Body, Barrier, Demon, Location  
**PP Cost:**  $(15 + 20 \times 2 + 30 \times 2 + 5 + 10 \times 2 + 15 \times 2 + 10 \times 2 + (20 - 10 \text{ range}) + (5 \text{ instant}) + (10 - 1 \text{ target})) / 20 = 12$   
**Range:** 10'  
**Duration:** -  
**Spell Type:** Attack  
**RR:** Magic  
**Spheres:** Diabolist  
**Description:** Allows the caster to Banish one Demon back to the originating plane it was summoned from. It is granted a RR versus Magic to resist the pull. The Base spell can only affect a single Type I demon

**Scaling Options:**

Range 10' to 50' +2PP  
 Increase Radius Area/Circle +10' +2PP  
 Increase Demon Type +2PP/Type

**Spell Name:** **Control Demon \***  
**Aspects:** Command, Demon  
**PP Cost:**  $( + 50 \text{ (instant Cast)} + 20 \text{ (10' range)} + 5 \text{ (no duration)} ) / 20 = 8$   
**Range:** 10'  
**Duration:** P  
**Spell Type:** Attack  
**RR:** Magic  
**Spheres:** Diabolist  
**Description:** Allows the caster to control a demon for the duration of the spell. The demon is allowed one RR versus it for the duration. The base spell can only affect a Type I demon.

**Scaling Options:**

Range 10' to 50' +2PP  
 Increase Demon Type +2PP/Type  
 Increase targets

**Spell Name:** **Dimensional Gate**  
**Aspects:** Enhance, Teleport, Barrier, Location, Demon  
**PP Cost:**  $(15 + 20 \times 2 + 10 + 10 \times 2 + 15 \times 2 + 20 \text{ (10' range)} + 5 \text{ (self)} + 5 \text{ (no duration)} ) / 20 = 8$   
**Range:** 10'  
**Duration:** -  
**Spell Type:** Utility  
**RR:** -  
**Spheres:** Mage, Diabolist  
**Description:** Allows the caster to teleport himself to another dimension. The dimension must





be known to the caster or have been studied through the use of spells such as Scry Creature (Planar Scrying). The portal appears to be a two dimensional shimmering portal of bluest water, but only affects the caster (others passing through simply walk through the effect. The base spell simply teleports the target. It does not guarantee that the caster can survive when on the other side.

**Scaling Options:**

Change Self to 1 target	+4PP
Increase targets	+4PP/target
Survival Guaranteed	+4PP/target

(transforms the target into a being that can survive – GM Discretion)

