

DEMESNE NAME: _____

ASPECT: _____ **RATING:** ● ○ ○ ○ ○

OWNER(S): _____

LOCATION: _____

ESSENCE TOKEN: _____

DESCRIPTION: _____

ESSENCE REGENERATION: While present:

Rating × 4

 While away: (only with Token)

Rating × 2

NOTES: _____

DETECTION OC p. 46/47
 Detecting a Demesne from afar requires a roll on (Perception + Occult + Demesne's Rating). Success yields the aspect of the Demesne the number of miles the Manse can be sensed from.

ATTUNEMENT Core p. 133
 Attune to a Demesne with a diff. 1 roll on (Intelligence + Lore), requiring a number of hours equal to the rating of the Manse. If another tries to attune, the owner automatically knows the fact, but not who tries this. If he consents, more than one essence-user may attune.

ESSENCE REGENERATION
 While present at the site, the owner regains the Demesne's rating times 4 in motes per hour. If carrying the Essence Token, your regeneration increases by another few points, equal to its rating.

HARVESTING OC p. 48
 A Demesne produces a so-called "Essence Token" by its own power. This token can be harvested with a (Wits + Lore) roll with difficulty 2. The token loses power over the next (rating) days.

ESSENCE BUILDUP OC p. 50
 If the Demesne is disrupted, its Essence begins to build up until it explodes violently, requiring a (Perception + Occult) roll at diff. 3 to notice. Detecting a possibility to disrupt a Demesne yourself requires a (Lore + Perception + Geomancy Degree) roll at diff. 3, revealing geomantically weak spots in the Demesne.

Further rules about Demesnes, their creation and similar topics at Oadenols Codex

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