

Spell Research

The science and art of spell creation. Having access to a library halves all times. Having access to a wizard of greater ability would reduce the times by a quarter. Having both quarters the below times.

Conception Phase:

Creating the idea for the spell.

Requires X hours of work to draw up an outline of what the spell is supposed to do. Outline should be presented to the GM. Academic Knowledge (Magic) test modified by hours of research.

16 hours: -20

24 hours: -10

32 hours: +0

40 hours: +10

48 hours: +20

Successful test moves to the next step. Failure requires you to start over. GM reveals the materials and knowledge required for research.

Layout Phase:

Determining the Mechanics of the Spell

Series of Academic Knowledge (Magic) Rolls. Failure requires starting over the study.

After 12 hours of study, roll to determine the casting time.

After 12 hours of study, roll to determine the duration.

After 12 hours of study, roll to determine the casting reagent.

After 12 hours of study, roll to determine which lore the final spell falls under.

Requires acquiring the knowledge revealed in Conception phase before completing the Layout phase.

(If the spell falls outside your Lore, you can assemble the spell but you cannot test it. Assembling a spell outside your lore without a wizard of that lore to help you pushes the penalty to -30)

Failure on any of the Academic Knowledge (Magic) rolls in Layout causes you to roll on the following table as you uncover new information.

95-100: Dead end: The spell cannot be completed as you thought. You must return to the conception phase.

91-95: Double Jeopardy: Roll again on this table twice.

86-90: Shift of Language: The spell requires a different language than Arcane: Magic.

76-85: Precious Ingredients: One of the ingredients for the spell must be of a higher quality than you originally thought.

66-75: Mindfuck: You learn something about magical theory you would rather you didn't. Gain 1 Insanity Point.

56-65: Flawed Approach: Your find your approach was all fucked up and you have to re-think this step. The time required to make your next Academic Knowledge (Magic) roll is doubled.

46-55: Energy Leak: Suffer a Minor Chaos Manifestation.

40-45: Precious Reagent: The spell's reagent must be of higher quality than you originally thought.

31-39: Linkage Failure: An additional ingredient is required for assembly.

16-30: Syntax Error: A mistake somewhere in the spell causes it to be interrupted prematurely. Make an Academic Knowledge (Magic) test to find the mistake. Each degree of failure increases the time until the next test by an additional hour.

06-15: Skewed Glyph: A relatively minor error has introduced instability into your work, but it's easy to fix. Gain +10 to the Academic Knowledge (Magic) the next time you try.

01-05: Solid Work: You uncover no changes to your spell draft.

Assembly Phase:

Combining the Ingredients with the Layout

Requires 25gc worth of scribing ingredients. Make Trade (Scribe) test at -10. Failure destroys ingredients and research materials.

Success grants you one copy of the spell.

Testing Phase:

Finally, the wizard must Threshold the spell ignorant of the casting number. You must have the reagent to attempt to cast and you do gain the bonus from having the reagent. First, make a Channeling test at -20. Each degree of failure adds one Chaos Die to the roll. Normal measures (Channeling, Casting Circles, Familiars, Dark Magic) may be taken to modify the casting roll (and reduce risk).

A successful cast plus 100exp adds the spell as either Lesser Magic or Extra Spell, reveals the casting number of the spell.

A failed cast below the spell's base casting number requires the wizard to roll on the following table. Unless otherwise stated, you may make another attempt at testing the spell the following day.

- 100: Catastrophic Instability: The spell, in its current form, is too unstable to cast without dire consequences. The Winds of Magic whip uncontrolled through the area, causing a Damage 8 hit that ignores Armor on anyone within 24 yards. If this spell is attempted again, treat a successful cast of this spell as a free roll on the Bye-Bye Table. Any wizard with a drop of sanity remaining will destroy any scribed copies of this spell as well as any research notes and start from scratch.
- 97-99: Backlash: The spell fails dramatically, destroying the spell reagent, the scribed copy of the spell, and causing enough Wounds to bring the character to Heavily Wounded.
- 91-96: Condensation of Dhar: Your channeled energy condenses into pure dark magic that collects onto you. The next time you attempt to cast any spell, you add 4 Chaos Dice. 1 Die of *Dhar* naturally dissipates each day. Characters sensitive to Dark Magic may have some interesting questions and/or reactions to you during that period, especially if you manage to cast a *Dhar*-fueled spell...
- 86-90: Chaos Rampant: Roll two Chaos Dice with the spell roll and apply Tzeentch's Curse with +10 to the result if the curse has an effect.
- 81-85: Non-Specific Input: You accidentally apply the effects of the spell to yourself as well.
- 76-80: Chaos Unleashed: Roll two Chaos Dice with the spell roll and apply Tzeentch's Curse as normal.
- 71-75: Memory Fault: Choose a spell at random from your repertoire. If the spell's casting number is lower than your casting roll, that spell casts instead. Otherwise, nothing happens.
- 65-70: Chaos Manifested: Roll a Chaos Die with the spell roll and apply Tzeentch's Curse as normal.
- 46-65: Failure: The spell has no effect, not even consuming the reagent. You can try again the next day.
- 26-45: Fizzle: The spell doesn't work, but at least you're on the right track. The reagent is consumed. You may make another attempt the following day and the initial Channeling roll is at -10.
- 02-25: Near Success: The reagent is consumed and the spell has a lesser or incomplete effect. You may test again after an hour's rest, and the initial Channeling roll is at standard difficulty.
- 01: Recovery! You manage to catch your mistakes just in time and pull the spell back together. Treat this as a successful cast.