

# **JONSY**

# **THAUMATURGIC MAGIC**

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# OVERVIEW

The use of magic allows many strange and powerful effects to be manifest, at the behest of the individual mage. No single mage can learn all the available spells; his realm - Power Word, Summoner, Thaumaturge, etc, determines those that he can learn. The spells do overlap however, with Basic Magic (the magic of the Elements) being a common feature to several types of mage.

Each mage will have a few types of spell available to him, and through research and study in old libraries, the various mages guilds, etc. he will increase the list of those he personally can use. Initially, a spell will be new to him, and will require care in casting, but as his mastery of it increases, the spell will become easier to cast, until he has fully learned it.

A key concept is that of 'Base Magic Resistance', often abbreviated to BMR. This is a number from 0 to 10, where zero is highly magical aligned, and ten is highly magic resistant. This is used for both spells and items, and things with low BMR are highly prized by mages.

To cast a spell, it must first be remembered. To succeed the mage must roll equal or below his remember spell % (based on intelligence). In addition, if the spell has been successfully recalled within the past 10 minutes, remembering the spell is automatic.

Once remembered, the mage may attempt to cast the spell. The chance to cast is based on the Mages Power and the spells current BMR. It is then modified by various factors, and a % chance found. To succeed, he must roll equal or below this chance. If successful, the BMR drops by 1 (assuming the spell is unlearnt) - with the limit that the BMR may only drop once in any given 24-hour period. If unsuccessful, the BMR increases by one (again, this does not apply if the spell is learnt). Note that the BMR may increase as many times as the spell is cast; there is no time limit!

The time taken to cast the spell is based on sum of BMR and level, and is increased should the spell be above the mages casting level. Time taken to cast also depends on the type of magic being performed mainly dependent on the type of mage casting the spell. It is also possible to cast the spell by reading it from a spell book directly. In such a way spells not normally available to the mage may be cast. Such casting is considerably slower, and can be dangerous should the spell be cast incorrectly!

If the spell is aimed at a specific person or thing (or multiple specifics, such as 5 goblins), then it will in addition have to overcome its victim(s) on the magical conflict table. Should the spell be a missile of some sort, a 'to hit' roll is required as if it were a normal missile, with casting level being used as the attackers skill level. Note that armour is often ignored in such cases.

## TYPES OF MAGE

Magic can be cast in a number of different ways, and these correspond to a number of different types of Mage. With the exception of Artificers, all mages can cast all spells, it is simply a matter of how difficult a particular spell is to cast (and how long they take to cast it).

Each class of spells will have be of type I to IV for each Mage type. Type I spells are the specialties for that Mage, while type IV are particularly foreign to their chosen method of spell casting.

Choice of branch of magic is very important for a mage, as it significantly affects their ability to cast different spells, particularly at higher levels (It is not possible to cast a spell of BMR greater than 10).

Power Word, Sorcerer and Thaumaturge are the most common choices for 'Adventurer' mages.

**Table 1: Spell Type by Class**

Spell Class	Power Word	Summoner	Thaumaturge	Necromancer	Sorcerer	Druid	Seer
<b>Command</b>	I	I	III	I	II	III	IV
<b>Alteration</b>	I	II	II	II	I	II	II
<b>Summoning</b>	III	I	IV	II	III	IV	III
<b>Illusion</b>	III	IV	I	IV	II	III	III
<b>Detection</b>	II	II	I	II	II	I	I
<b>Necromancy</b>	IV	III	IV	I	III	IV	IV
<b>Ancient Lore</b>	III	III	III	II	I	III	I
<b>Druidic</b>	IV	IV	IV	IV	IV	I	IV
<b>Divination</b>	IV	IV	II	IV	III	II	I
<b>Basic Magic</b>	I	II	I	II	I	I	II

Type I: Spells as listed.

Type II: Casting level at -1, BMR of spells + 2

Type III: Casting level at -2, BMR of spells +3

Type IV: Casting level at -3, BMR of spells +4

Note that a negative casting level is generally treated as zero for range, duration, etc, but the actual value is used for determining level difference (Time and fatigue).

# LEARNING A SPELL

In order to add a new spell to a mages repertoire, he must first research the spell in order to determine the required incantations, etc. Then, the spell must be cast successfully a number of times, until it's BMR (base magic resistance) is zero. One further successful casting must then be made to fix it in his mind as a 'learned' or 'mastered' spell.

## Discovering an existing copy of a given spell.

If the mage can discover an existing formula for the spell this will greatly aid their chances of successfully researching it. This can be either from a fortunate discovery on a long forgotten tower, or by actively sharing information with other mages.

Time to 'translate' a copy of a spell is 1 day per level of the spell.

## Research.

A mage may research any spell he is capable of casting, regardless of level limitations (IE a 1st level mage may research a 10th level spell [assuming he has the intelligence for that]). It will simply take considerably longer if the spell is above his level.

Research requires access to suitable libraries, often found at a Mages Guild in a particular town. Such Guilds may charge very high prices for use of their facilities by non-members (and membership difficult to obtain). A mage is generally assumed to have at least associate membership of his local guild, and so will often chose to return to that when he feels the need for further spells. Old tomes, books and scrolls found whilst adventuring can also be an invaluable source of the vital knowledge.

Research Time: Spell at or below level: 3 days per level of spell.  
Spell above level: 7 days, plus 3 days per level times level difference

EG For a 3rd level mage

Research a spell of 2nd level =  $3 \times 2$  = 6 days  
Research a spell of 5th level =  $7 + 3 \times 5 \times (5-3)$  = 37 days

Typical Research costs:

Associate 5s /day  
Independent 15s /day

## Experimentation

Lastly, a mage can simply work on a new spell from 'first principles' and experimentation. This is the most risky option, and is generally only used in the direst of emergencies.

In addition to the lower chance of success, and such spell learned will have a base BRM 1 higher than normal.

Experimentation time is the same as general research.

## Chance to Learn New Spell

The basic chance of successfully obtaining a new spell is determined from a 'Remember Spell' roll, with an effective intelligence of;

Intelligence + Casting level - Level of spell - Initial BMR of spell

Existing Copy from same type of mage	+25%
Existing Copy from different type of mage	+10%
Experimentation	-25%

So for an Intelligence 16 mage, of casting level 4, a L2 Spell with a base BMR of 3 would have a base chance of 75% ( $16+4-2-3=15$ ).

Note that both Casting Level and Initial BMR should be adjusted based on the type of mage and class of spell.

A mage may repeat the attempt to research a spell as often as required.

# SPELL CASTING

Once a spell has been researched, it will be known at it's basic BMR (given in spell tables). Until it has been mastered, the following rules apply.

If cast successfully, the BMR drops by 1, this can only occur once per 24 hours.

If cast unsuccessfully, the BMR increases by 1, this occurs every time it is cast incorrectly.

If a spell is cast incorrectly at BMR 10, the mage loses all knowledge of that spell and cannot again try to learn the spell, it is beyond him.

If a spell is cast correctly at BMR 0, it becomes 'learned' or 'mastered', and the BMR will not rise in future should the mage fail to cast the spell. He may also now employ his focus for a bonus on BMR table, etc.

There are three ways to cast a spell; from memory, from a book, or using a magic item.

If cast from memory, the spell must first be remembered before it is cast. The chance to remember the spell is dependent on intelligence. Note that a mage will retain fresh memory of a spell for (intelligence) minutes after his last 'remember', and so will have a 100% chance to recall the spell if it has been cast within the last (intelligence) minutes. He would still have to spend the time doing so, however.

Remembering a spell takes (Spell level) seconds if at or below the mages level, or (spell level \* 10) seconds if above his level. If the mage is unsuccessful, he may try again at no penalty (it simply takes the same amount of time again). No other activity is possible while remembering a spell if it is unlearned, if the spell has been mastered, standard movement is possible (but not mêlée!).

Spells cast from books or through an item do not need to be remembered.

If the spell is read from a book it must be read correctly. This depends on the mages level in read language, which also affects the casting time (as a multiplier).

**Table 2: Casting from Book**

Read Language	% Read Correctly	Casting time
1	1	10
2	10	8
3	25	6
4	40	5
5	60	3
6	80	2
7	90	1
8	95	1
9 +	99	1

If reading is incorrect, the spell will automatically fail (the caster will not know it was in error until the spell fails) when cast. In addition to any chance of backfire from the BMR table, there is a (10-read language)% chance of backfire (see later).

## Fatigue Cost

A mage expends fatigue in casting a spell whether successful or not. The fatigue cost is determined as follows:

$$\text{Fatigue Cost: } 10 + (\text{BMR} * 5) * \text{Fatigue Cost Multipliers}$$

**Table 3: Fatigue Cost Multipliers**

Focus Used (Mastered spells only)	0.5
Spell above own level by 1 - 2	2
3 - 5	3
6 - 8	4
9+	5
Spell in magical device, Own	0.25
Others	0.5

If this level of fatigue is greater than his current total the mage has two choices, he can either abort the spell (losing half the fatigue he would have), or elect to cast it anyway. In the latter case, he receives a wound equal to (excess fatigue cost/3) points.

He must then make a system shock roll for each point of this wound (so a 3 point would require 3 rolls). If any of these rolls are failed, the caster will fall unconscious for (number of failed rolls) in minutes (the spell automatically fails).

If the spell was cast unsuccessfully, additional fatigue loss may occur due to backfire (see later).

## Casting Time

The time to cast a spell depends on the BMR, level and method of casting.

$$\text{Casting Time: } (\text{Spell Level} + \text{BMR}) * 5 * \text{Casting Time Multipliers}$$

**Table 4: Casting Time Multipliers**

Spell above own level by	1-2	2
	3-5	3
	6-8	4
	9 +	5
Spell read from book		See table above
Ritual Casting		60
Mage Type: Power Word		1 Command, 2 others
Summoner		3
Thaumaturge		2
Necromancer		3
Sorcerer		2
Druid		3
Artificer		N/A
Seer		5

Dexterity adjustments are applied after all other modifiers.



## Change to Cast

Once a spell has been remembered, and fatigue successfully expended, a mage must check to see if the spell has been successfully cast,

This is dependant primarily upon the mages Power and the Spells current BMR

**Table 5: Base Magic Resistance**

POW	BMR										
	0	1	2	3	4	5	6	7	8	9	10
3	55	45	40	30	25	15	10	0	-5	-15	-20
4 - 5	60	50	45	35	30	20	15	5	0	-10	-15
6 - 7	65	55	50	40	35	25	20	10	5	-5	-10
8 - 9	70	60	55	45	40	30	25	15	10	0	-5
10 - 11	75	65	60	50	45	35	30	20	15	5	0
12 - 13	80	70	65	55	50	40	35	25	20	10	5
14 - 15	85	75	70	60	55	45	40	30	25	15	10
16 - 17	90	80	75	65	60	50	45	35	30	20	15
18 - 19	95	85	80	70	65	55	50	40	35	25	20
20	99	90	85	75	70	60	55	45	40	30	25

Modifiers

See 'Enhancement of spells'.

Notes

If the (adjusted) chance to cast is zero or less then backfire can occur.

The chance to cast can never be raised to 100%, a 00 roll is always a failure.

**Table 6: Intelligence Limits**

INT	Research Limit	%Remember Spell
1-6	0	N/A
7	1	30
8-9	2	35
10	3	40
11	4	50
12	5	60
13	6	65
14	7	70
15	8	75
16	9	85
17	9	90
18	10	95
19 +	11	99

Research Limit: This is the highest level of spell a character can possibly research.

**Table 7: Duration, Range & Volumes**

(INT + POW ) / 2	Time Factor	Range Factor	Volume create	Missile Control
1-4	0	0	0	0
5	5	5	1	1
6	10	5	2	1
7	15	10	3	1
8	20	10	4	1
9	25	10	5	2
10	30	10	6	2
11	35	10	7	2
12	40	15	8	3
13	45	15	9	3
14	50	15	10	3
15	60	15	11	3
16	70	20	12	4
17	80	20	13	4
18	90	20	14	5
19	100	20	15	5
20	120	25	16	6

Time Factor: In seconds, used to determine duration of spell effects.  
 Common durations are 1 TF, Level \* TF and permanent.

Range Factor. In feet, used to determine range at which spells effects can be applied. Common ranges are touch, 1 RF and Level \* RF.

Volume Create: The maximum number of volumes of material that can be created by the mage using basic magic. In most circumstances the mage may freely chose how large a volume to create, up to this maximum.

Missile control: The maximum number of volumes of material that may be controlled as a missile using basic magic.

## ENHANCEMENT OF SPELLS

A mage will often wish to improve his chance of success when casting a spell, particularly if that spell is one he has yet to master. There are a variety of methods for improving his chances, some of which act on both casting and magical conflict, others on only one or the other.

### Employing Focus.

Once a spell has been mastered (IE successfully cast at BMR 0), the mage may use his focus when casting the spell to gain a +15% on the BMR table.

### Employing other Magical device.

If the mage uses a magical device other than his focus, there is no bonus to the BMR table, but for magical conflict purposes, he may roll as if he were the mage who enchanted the item (at time of enchantment, IE level, stat & spell BMR). This is an 'all or nothing' choice - you cannot use the creator's level and knowledge of a spell (BMR) but your stat, for example.

### Fatigue Expenditure.

The mage may 'overpower' a spell, for a 1% bonus per additional point of fatigue expended. This applies to both BMR and MCT.

### Meditation.

By spending time contemplating a specified spell in conditions of relative peace and quiet, a bonus of 1% per day is gained. If disturbed before the spell is cast, there is a 50% chance that this bonus is lost. For an 'unlearned' spell (yet to be cast at BMR 0) this is a one-off bonus, however, for a spell which has been mastered, it may be used 1d3 times - but the rules for disturbance still apply, so if disturbed after the first casting, there is still a 50% chance of losing the bonus for later use.

'Relative peace and quiet' indicates conditions suitable for study and contemplation. An inn room is usually suitable, for example, though if other occupants are particularly noisy it may not be. A cabin aboard ship likewise may be suitable. A prison cell is not! If in doubt, the GM's discretion should apply.

### Fasting.

For the really keen mage, meditation can be taken one stage further, and he can fast. This gives an additional +1% per day after the third day of fasting. The character's maximum fatigue is reduced by 1 per day for the first 21 days, 2 per day thereafter. This 'lost' fatigue is regained at a rate of 2 points per day once fasting ends. Note that fasting is often self-defeating, the character being better to use the fatigue that would be lost as 'overwork' fatigue.

### Worship.

If the mage is a devout follower of some religion, then regular adherence to appropriate ceremonies (such as weekly attendance of the service at the temple) allows a + 5% bonus to be used once per week.

Benediction.

The special blessing of a priest gains the mage a further + 5%. See clerical magic for details and restrictions.

### Ritual casting.

Some spells may be cast in ritual form, which gives a + 50% to both BMR and MCT. The casting time is greatly extended (see section detailing casting time). Spell types which may be used for ritual casting are: Alteration, Summoning, Necromantic, Basic Magic, Communication/Transportation and Divination.

# MAGICAL CONFLICT

Once the spell has been successfully cast, the mage must determine if he has affected his target. If there is no specific target, such as for basic magic when creating material in a general area, then the spell automatically succeeds.

If the spell is one that results in a physical attack (EG Base magic bolt spells) then the standard combat system is used to determine if it hits or not. The mage uses his magical level just as if it were a weapon skill. Magic resistance is of no use to the target, and physical armour does not apply to chance of hitting (bolts are just too big - if your armour gets hit, you have been hit!), though dexterity and magical armour (but only the magical bonus) do. All armour will reduce damage in the normal way.

If the target is a thing - such as a lock, iron bar or pond, then the BMR table is used, with the BMR of the target being compared the caters power as usual. Remember the mass limit of 1 lb per level applies to all spells unless a different limit is specifically given (E.G. Basic Magic).

E.G.

A 2nd level mage tries to mend his friend's chain shirt.

As it's a non-combat situation, he can concentrate on just a few links at a time, so it's well within his weight limit, and he simply has to overcome the BMR of the iron - 6.

{Perhaps next time the party has a long period of R&R he might try and partially enchant enough iron to get a new suit made for his friend -even a reduction to BMR 3 would make these mending jobs a lot simpler...}

If the intended target is a person (in fact, anything with intelligence stats) then the magical conflict table is used.

The mage compares his POW with the appropriate stat (INT, WIS or POW - which one used depends on particular spell) of the target, and gets a percentage base chance of success.

If the target is willing, he can modify this to 99% automatically.

The chance is then modified as detailed above. The mage must roll equal or below the stated chance. If the mage fails, and the spell is unlearnt, then backfire occurs (see below).

There are various special modifiers to the chance of success in magical conflict situations, as detailed below.

## Circles of protection.

If the target is in a circle of protection (and the caster is outside it), the spell must overcome the circle first (the also applies to spells resulting in a physical attack - in effect, the caster has to see if he can control the missile inside the circle).

See details on circles of protection for details.

## Amulet of Protection.

If the target is wearing a suitable amulet of protection, they gain a 5% defence per level of the enchanter of the amulet.

This should be treated as a +1 to AC per level for combat type spells.

## Focus.

A mage may use his focus as an amulet of protection against any spell, if he chooses.

If the focus fails to stop the spell, there is a 50% chance of the wielder suffering a backfire effect.

If this occurs, a 'rebound' result indicates the focus is damaged, and will fail to function 20% of the time.

## Prayers.

If the target had received benediction, or is a priest with a 'general' prayer bonus, this applies as normal.

## **Words of Guard.**

If the incoming spell is one the caster has learnt (IE successful cast at BMR 0) he has a chance equal to his remember spell of uttering the appropriate word of guard.

If successful, he gets an additional protection equal to 5% per magic level he has attained.

Note that uttering a word of guard is one of the few things a mage can do while spell casting that does not cause the spell he is casting to fail (though getting hit by the incoming spell is his word of guard fails probably will!)

## **Affinity of caster.**

Some mages get bonuses on the MCT if casting particular types of spells - see mage types.

## **Magic Resistance**

Magic resistance is applied to the MCT.

**Table 8: Magical Conflict Table**

Mage	Target																				
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	40	35	30	25	20	15	10	5	1	1	1	1	1	0	0	0	0	0	0	0	0
4	45	40	35	30	25	20	15	10	5	1	1	1	1	1	0	0	0	0	0	0	0
5	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	0	0	0	0	0	0
6	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	0	0	0	0	0
7	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	0	0	0	0
8	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	0	0	0
9	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	0	0
10	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	0
11	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1
12	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1
13	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1
14	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1
15	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1
16	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
17	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
18	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15
19	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20
20	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25

**Modifiers**

- + 5% \* level of caster
- 5% \* current BMR of spell
- Targets Magic resistance.
- + 'Enhancements', maximum of + 25%, or + 30% with benediction.

**Note**

The chance of success can never be raised to 100%, a 00 roll is always a failure.

## Backfire

If an unsuccessful attempt is made to cast a spell, there is a chance of 'backfire' - the forces of magic rebounding against the person trying to cast the spell.

Backfire will occur in the following circumstances:-

- An 'unlearned' spell (IE has not yet been cast successfully at BMR 0) fails on the MCT.
- A spell fails on the MCT where the target was protected by an amulet enchanted by a mage of equal or higher level than the caster (NB, It is the level of the mage when enchanting the amulet that is used).
- An unsuccessful attempt to cast a spell with a zero or negative base chance to cast on BMR table (either from casting or overcoming target).
- An unsuccessful attempt to dispel another mages spell.

In the event of backfire occurring, it will have the following effect:

Spell Level	Chance of Rebound	Fatigue Loss
Below Casters	15%	15
Equal Casters	20%	25
1-5 Above Casters	30%	35
6+ above Casters	40%	50
Spell 'Unlearned'	+ 30%	+ 10
Dispelling	+ 30%	+ 20

The fatigue loss is in addition to that normally used in casting the spell. If more fatigue is expended than the caster has available, the caster takes a wound equal to excess/3 (round up). The caster must make a system shock roll at (- excess) or fall unconscious.

If rebound occurs, the Gm should determine the effect of the spell on the caster. In the event of a spell normally cast in a beneficial nature, the effect will often be reversed (So a healing spell might cause a wound to worsen and not heal!). Otherwise, targeting may be astray (sleeping self & friends, words of command changed or on wrong target, etc).

## DISPELLING MAGIC

At some time, a mage is going to come upon the works of another spell caster that are in opposition to him. In such cases, he has a choice of either casting some counter spell (such as awaken when friends are slept), or trying to dispel or disrupt the other mages magic.

If the spell is in a magical device of power, it cannot be dispelled, only disrupted. A magical symbol counts as if it were a spell cast normally.

His chances of such are as follows:

### **Spell Known.**

It is much simpler to dispel or disrupt a spell that you know yourself.

Spell Cast:  $50\% - (5\% * \text{Level difference}) + (5\% * \text{BMR})$  to dispel

If fail to dispel:  $75\% - (5\% * \text{Level Difference}) + (5\% * \text{BMR})$  to disrupt.

Item:  $30\% + (5\% * \text{Level difference}) + (5\% * \text{BMR})$  to disrupt.

### **Spell Unknown.**

If you do not know the spell, you may only attempt to disrupt it.

Spell Cast:  $40\% - (5\% * \text{Level difference}) + (5\% * \text{BMR})$  to disrupt

Item:  $15\% - (5\% * \text{Level difference}) + (5\% * \text{BMR})$  to disrupt.

### **Spell dispelled.**

The spell effects are removed.

Note that some effects cannot be removed by dispelling - injuries sustained by magical or physical effects, curing, etc.

Illusionary injuries would be removed by dispelling.

Magically created rock would not disappear (but would be subject to normal physical laws - so might suddenly fall out of the sky if not held there some other way!), etc.

### **Spell Disrupted.**

The spell effects are temporally suspended, for Time Factor \* Level difference seconds.

Note that spell durations for disrupted spells are used up for the time they are disrupted

A spell with 60s duration remaining, disrupted for 30s, would have 30s duration left after the disruption ended.

In the case of a negative level difference, disruption lasts for half time factor.



## ENCHANTING ITEMS

In addition to casting of spells, mages are also capable of enchanting items.

The main reason for this is to create magical items – once materials have been enchanted to BMR zero they can be combined and spells placed in them.

A secondary reason is to make things more receptive to spells cast on them – so a partially enchanted sword with a BMR of 3 (rather than 6 for steel) is much simpler to repair with a mending spell, for example.

It is also possible to disenchant materials (IE Raise their BMR towards 10)

A mage can enchant a maximum of their Casting Level in pounds of material.

$$\text{Fatigue Cost} = 10 + (\text{BMR} * 5)$$

Chance of Success is as per the BMR Table

BMR change if successful = Casting level / 10

If the mage fails to enchant the material its BRM rises / falls to next integer value closer to base BMR.

IE Up if enchanting, down if disenchanting

EG Iron at BMR 5.4 failure takes to 6 (if enchanting)

Iron at BMR 3.2 failure takes to 4 (if enchanting).

An item will only change BMR once per 24hrs.

Charts of BMR for various materials, and details on the creation of magical items from enchanted materials, are in separate documents