

Magic Activities in the Laboratory

Basic Lab Total:

Technique + Form + Intelligence + Magic Theory

Maximum Use of Vis in Lab:

Vim + Magic Theory Score

Modifying Factors:

Multiple Laboratory Activities:

- Activities must be of same type
- Levels of all activities are added, experimentation is added only once, but results apply on all activities.

Distractions From Studies:

- No Penalties up to 10 days.
- Reduce Lab Total by 1 per 2 days over 10

Spells:

- **Invent Spell:** For each point by which Lab Total exceeds Level, accumulate 1 point; when accumulated points equal Level, spell invented; *add Aura* (similar spell rule applies)
- **Learn Spell from Book, etc.:** Lab Total must at least equal Level of spell (similar spell rule applies)
- **Transcribe Spells from Own Grimoire:** (20xWrite Latin) Levels put into *usable* or *obscured* form, Strong Writer: (40xWrite Latin) lvls.
- **Transcribe Spells from Other Magus:** Int + Scribe Latin of 6+ (or more) to understand style; To transcribe Spell roll stress die + Lab Total of Spell must be Level or higher (see rules!)
- **Copy Spells:** (60xWrite Latin) Levels, Strong Writer: (90xWrite Latin) lvls.
- **Teaching Spells:** one student; up to student's (Tech + Form + Int + Magic Theory) + teacher's (Comm + Magic Theory) Levels of spells (if more than one spell: take lowest Tech+Form combination)
- **Exercise Spell:** Int Experience points on spell (for mastering it)

Arcane Studies:

- **Magic Theory:** 1, 2 or 3 Experience Points if you roll over your score on a stress die times number of pawns of Vis used (up to 3), add Aura (Vis must be from both Form & Technique if more than one is used)
- **Experience in Magic Theory:** 1 experience point each season that was spent inventing a spell, enchanting a magical device, or brewing a potion (except if Magus' own lab text was used)
- **Arts:** Experience points = score on a stress die times number the pawns of Art-specific Vis used (up to 3), add Aura (max. 3 Levels in Art added)
- **Original Research:** First make up a initial theory (like a spell), then refine and/or prove your theory by experimentation and research
- **Strange Ways:** Study in Faerie woods, etc. (usually dangerous with long term-effects)

Other Studies:

- **Teaching Skill/Art:** up to Comm + Skill students; must have higher score in skill than student(s); 1 XP per season; +1 XP if student's Int > 0; +1 XP if teacher's Int > 0; (thus up to 3 exp. points)
- **Exercise Skill:** must be 1 or higher; 1, 2 or 3 Experience Points if you roll over your score on a stress die
- **Living Experience:** if confronted with skill: 1 exp. point; 2 if Int > 0
- **Lectio:** up to Comm + Lectio students; each student: (teacher's (Comm + Lectio) + book's quality + student's Int)/5 Experience points (same teacher and text only for one season)
- **Disputatio (Arts/Knowledges):** one student with Art > 4 or Knowledge > 2; Teacher's (Int + Disputatio) + student's Int + 6 = Sum; Sum experience points for Art; Sum/5 experience points for Knowledge; (max 3 Levels of Art/Knowledge); Level of Teacher must be higher

Texts:

- **Lab Texts:** like Spells
- **Copy Summae:** (Comm + Scribe)x3 Levels
- **Copy Libri Quaestionum and Tractatus:** (Scribe) books
- **Learning from Original Research Text:** like inventing spell ; Lab total and Level of Original Research;

Books:

Writing Books:

- **Summae:** up to ½ of Art/Knowledge Level; write Comm + Scribe Levels each season; Quality = Comm + Scribe + 3;
- **Libri Quaestionum:** Target Level must be set (1 to 1/3 of writer's level); Quality = Comm Scribe + 6;
Tractatus: Art: must have specific mastered spell to write about (Level up to 5x(Comm + Scribe)); Quality = Level of spell/5; Knowledge: Quality = Comm + Scribe; writeable only once;

Copying Books:

- **Summae:** Copy up to (scribe + Dex) x 3 Levels
- **Libri Quaestionum:** up to (scribe) Libri can be written per season
- **Tractatus:** up to (scribe) Tractatus can be written per season

Learning from Books:

- **Summae:** Int + Concentration + Quality of book = Sum; Sum XP for Art, Sum/5 XP for Knowledge; up to Level of book
- **Libri Quaestionum:** Int + Concentration + Quality of book - |5 x (Target level - student's level)| = Sum; ; Sum XP for Art, Sum/5 XP for Knowledge; readable once
- **Tractatus:** : Int + Concentration + Quality of book = Sum; Sum XP for Art, Sum/5 XP for Knowledge; readable once; must know spell if studying art

Book Sizes:

A book generally has about 240 pages.

Spells in Book: maximum of 80 levels, cramped text 90 levels, small text 100 levels

Knowledges/Arts in Book: maximum of 3 levels, cramped 4 levels, small 5 levels

Using Books and Texts:

Roll once per season of use on Dex + scribe; stress die; If result is a *Botch* or *less* than 0 -> roll on Table in Grimoire p. 132

Lab Texts:

Spell Books (readily usable) and *Grimoires* (must be Transcribed first) as per level

Enchanted Devices and *Potions:* Instilled Magical Power as per level

Lab Improvements: "Spell Level" times 10

Original Research: Original thoughts: Level times 4; additional Insights: Level times one

Composed thoughts: Level times 12

Writing Texts: following modifications apply to the **Quality** of the book, spell books: spell level lowered

Script (Roll Dex + Scribe):

Cramped Text (-1) if roll 6-

Clear Script (+1) if roll 12+

Small Text (-2) if more text is squeezed into the book.

Illustrations:

Unillustrated (-2) if no illustrations.

Overly Embellished (-2) or *Absurdly Embellished* (-3) if true work of art...

Poor Illustrations (-1) if Illustrator has skill of 2- or if only 2 or less inks are available

Proper Illustrations (0) if Illustrator has skill of 3+ and at least 4 inks are available

Marginal Illustrations (+1) if Illustrator has skill of 5+ and gold leaf is available

Well-Illustrated (+3) if Illustrator has skill of 5+ and gold leaf is available

Inks, Binding, and Parchment:

Plain Text (-1) if only one ink is available

Properly Colored (0) if at least 2 inks available

Well-Colored (+1) if at least 4 inks are available

Poor Binding (-1) if no Binding skill available

Well-Bound (+1) if Binding skill is at least 4

Poor Materials (-1) if material used is inappropriate for parchments

Uterine Vellum (+1) if uterine vellum was used for this book

Applying Modifiers:

Total *Physical Quality* is calculated like XP and added to Basic Quality

Authorities:

Quality of -5, but may be studied multiple times.

Study total of Int + Conc. + Quality

Glosses:

Glosses are marginal texts that comment on the author's text.

- *Glossator* must not be the author and must have studied the book or commentary
- Glossator spends one season glossing, and after that Quality is changed according to the glossator's skills (like writing a book)
- No authorities may be glossed

Commentaries:

Commentaries are books that comment on and clarify meanings of other books.

- No authorities may be commented (these are actually Summae, etc.)
- Commentator must have studied the book for at least a season and spend a season writing it
- **Summae:** Commentator's score must be at least summa's Score; Quality is Com + Scribe, or Quality of Summa, whichever is lower; If additional season is spent writing, a Commentary may be studied without the original book; Study total = Int + Conc. + Quality
- **Libri Quaestionum:** Commentary's Quality = Comm + Scribe + 6, or Quality of Liber Quaestionum, whichever is lower; Commentary must be studied with original book, and it takes two seasons (with two study totals based on both books); A Liber Quaestionum may only be studied once like that, if the same Liber Quaestionum is studied a second time with a commentary student only gains the commentary's study total (one for both seasons!)
- **Tractati (Knowledges):** Effectively writing a second tractatus on that subject; Quality = Com + Scribe; If additional season is spent writing, a Commentary may be studied without the original book;
- **Tractati (Arts):** can be written if Commentator's Com + Scribe \geq Quality of original; both the spell and the Art can be learned in one season using the Commentary;

Extracting Raw Vis:

Must be in a magical environment.

Calculate Creo + Vim + Magic Theory + 3x Magical Aura.

For each full 10 points one related Vis (generally Vim) is created.

Experimentation:

Experimentation can be done during *Inventing Spells and Potions*, *Instilling Effects into Devices*, *Enchanting Familiars*, *Investigating Devices or Potions* and *Enhancing One's Lab*.

- Choose Exceptional Risk Modifier of +1 to +3 (optional)
- Add a simple die + Risk Modifier to your Lab total
- Roll a stress die + Risk Modifier on the Extraordinary Results Chart (AM p. 100)
- Roll for each season of lab activity (e.g. while inventing spells, instilling effects, etc.)

Apprentices and Help in the Lab:

- **Magus** must have at least a score of 5 in each Art.
- To find an apprentice spend a season and roll stress Perception 6+ or have a story.
- For Int roll simple die: 1-5 = +2, 6-8 = +3, 9-10 = +4
- Roll Age: Simple die + 7

Training an apprentice:

- 15 years, each year at least one season worth of teaching.
- Each season: 1 Experience Point of Magic Theory, Basics of a single Art, 10 Levels of spells and 10 Points for Arts.
- Also learns 3 Experience Points of Magical Education and 1 in others

Value of an Apprentice or Help in the Lab:

If someone helps you in the lab you get his/her Magic Theory + Int to Lab Total, or you get +1 to study from Vis in a season; *Modifiers from Virtues and Flaws are also applicable;*

Magic Devices:

Lab Texts add the writer's Magic Theory Score (+Spec.) to the Lab Total if a very similar device is built (only Aura, Frequency, Triggering Action and Effect Modifications may be changed!)

Invested Device:

1. **Select Item's Physical Form:** Note Material & Size, Form & Effect Bonuses, etc.
2. **Preparing Item for Enchantment:** Spend one Season expending pawns of Vim vis according to Material & Size Table;
3. **Instill an Effect:** Pick a specific effect to instill as noted below and instill in into the device
4. **Go to 3 as often as desired:** Total Pawns of Vis used to instill powers may not exceed number of pawns used to prepare item for enchantment;

Instill Magical Effect:

Treated as a spell instilled into a device; Choose Effect Frequency and Effect Modifiers (Restrictions, Penetration, Concentrations, Vis can be used with item)

Lab Total + Form & Effect Bonuses + Spell Focus Bonus + Aura + Boosted Vis (+5 per pawn which counts as vis used in item!) + similar effect bonus (if similar effects are in the item already) => Accumulated Lab Total - modified effect level = point per season; When accumulated point total equals or exceeds Level, power instilled; 1 pawn of art-specific Vis per 10 points or fraction thereof of Power Level; A *Talisman* gives a +2 bonus to lab totals here

Attune Talisman:

Spend a season attuning a Talisman to yourself (you may only have one Talisman);

As often as desired, spend one season opening one Form & Effects bonus

Store Raw Vis in Device:

Spend one season to designate pawns of space in the item to store vis; Spend one pawn of Rego Vis per space; Charging takes about one minute...

Ability:

Devote 1 Intellego Vis for each 5 XP in a specific Ability; Item starts with 0 XP in that Ability and can be taught or trained in it (Effects to communicate its knowlegde are also handy)

Lesser Enchanted Devices:

Like Invested Devices with following exceptions:

- Only one *Magical Effect* is allowed to be installed
- No Opening Enchantment
- Lab total must be twice the level to be installed, *Vis cannot be used to boost lab total*
- Expend 1 Art-Specific Vis for each 10 points or fraction thereof of Power Level

Criamon Imprints:

Like Invested Devices with following exceptions:

- Magus' own body is used as Magic Device (holds 10 pawns of vis + two times size)
- Can Function as a Talisman with special Form & Effects Bonuses (Grimoire p. 95)
- Can have Magical Effects instilled:
 - Magus' Enigmatic Wisdom Score is added to Lab Total
 - Range has special modifiers (Grimoire p. 95)
 - Corpus Vis can be used instead of any art-specific vis
 - Harder to Disenchant; Experiments cannot be re-attempted;
 - Magus gains one Twilight Point per Effect

Verditius Runes:

They can be used by every Magus, not just by House Verditius.

Depicting the rune for one Art: Bonus +2 to Lab Total of effect, but also +2 for Investigation

Depicting the rune for both Arts: Bonus +3 to Lab Total of effect, but also +3 for Investigation

False Runes:

Penalty to Lab Total of Instillment and Investigation is -3 for one false rune, -6 for two false runes

Carving one false rune and one right rune gives a -1 total

Tables for Magic Devices:

Material:		Size:	
cloth, glass	1	tiny	ring, bracelet, pendant, all gems x1
wood, leather	2	small	wand, dagger, belt, cap x2
bone, soft stone	3	medium	sword, tunic, boots, skull x3
hard stone	4	large	staff, shield, cloak, skeleton x4
base metal	5	huge	boat, wagon, human body, small x5
silver	6		room
gold	10		
semi-precious gem	12		
precious gem	15		
priceless gem	20		

Effect Frequency Table		Effect Modification Table	
1 Use per Day	0	Restricted to specific people	+3
2/Day	+1	Penetration based on Arts of creator	+4
3/Day	+2	Penetration based on current Arts of wielder	+8
6/Day	+3	Item maintains concentration	+5
12/Day	+4	Range may be extended with vis	+3
24/Day	+5	Duration may be extended with vis	+3
50/Day	+6	Effect works only on item itself	Divide by 2
Unlimited	+10	Item can be recharged (if charges are used)	+5
Constant Use (not instant effects!)	+5		

Charges (optional)	
1	-5
2	-4
3	-3
6	-2
12	-1
24	0
50	+1
100	+5

Potions:

Lab Texts add the writer's Magic Theory (+Spec.) to the Lab Total if exactly the same Potion is brewed (except number of doses and Aura). A *Longevity Potion* only gets the bonus if exactly the same potion is brewed again, not one with increased Art scores, etc.

Potions need not be liquid, but can any salve, incense, paste, powder, ointment, etc. Bonus, if especially appropriate matter is used.

Standard Potions:

Like Inventing a spell with following exceptions:

- Potions are brewed for single usage
- Potions generally must have a range of self, no rituals possible
- Lab Total + Aura - Potion's Level = accumulated points per season
- For every 5 points or fraction thereof you get one dose of a potion
- Vis used for potions increases Lab Total by 5 per pawn

Longevity Potions:

- Intellego Corpus Lab Total + Aura (must be 20 or more)
- For every 5 points aging rolls are modified by -1.
- Special Ingredients are often needed, as well as 1 pawn of Creo, Corporem or Vim Vis for every 5 years of current age. **Boosted Vis only adds 1 to the Lab Total!**
- Unique Ingredients can be used to lower Vis needed (ref. Grimoire p. 101)
- The same potion (no need for brewing a new one) can be used as long as no aging roll is failed.

Investigating a magical Device:

Investigating a Device or Potion:

- Spend a Season and roll a stress die + Intellego Vim Lab Total
- If roll higher than weakest non-investigated power then identify it.
- A Talisman counts as level 20, others (e.g. item with skills) count as 25, except exotics (-> SG)
- On a success another roll is allowed to identify next higher power. Continue rolling as long as you succeed.

Investigating a Lab:

- n a single season study one bonus type, points equal to your Int + Magic Theory
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Familiars:

After finding and befriending an animal, it can be enchanted to become a familiar if you have an Animal score of at least 10.

Opening the Enchantment:

Uses up 12 + animal's size pawns of Vim Vis;

Familiar and Magus each change psychologically and physically.

Forging the Bonds:

Add Animal, Mentem and Intellego, subtract animal's magic resistance and size;

Excess Points can be put into the three Cords, depending on the strength of the cord: 0 pts. for +0, 5 pts for +1, 15 pts. for +2, and 30 pts for +3;

Cords only help if Familiar is within 100 paces!

The Golden Cord:

Cord score is subtracted from number of Botch rolls when using magic (but always roll at least one!).

At a bond score of +3 the Magus also gets a study bonus of +1 for any Lab Totals with Experimentation.

The Silver Cord:

Silver cord gives a bonus to all rolls that involve Passions, Personality Traits, Natural Resistance against mental magic, and natural mental influences (such as verbal trickery).

Familiar may also free Magus' Mind if he is overcome by another force (roll 9+ with cord bonus once per day).

On a stress die + cord score of 9+ the Magus gets a +2 bonus on control roll for Twilight.

At a bond score of +3 the Magus gains a +2 bonus on rolls that involve dealings with other people (like Empathy ability).

The Bronze Cord:

Gives a bonus to soak rolls, healing rolls and rolls to withstand deprivation, but not Fatigue.

Can subtract Twilight Points gained by stress die + cord score - 8.

At a bond score of +3 the Magus adds +1 to all formulaic spell rolls. Also on an Int roll of 9+ each other knows if wounded, at 12+ one detail becomes known.

Tempering the Bond:

Take number of Bond Score: Bond Qualities Table (AM 105ff or WG 91ff for Faeries) can be bought with these points.

Closing the Enchantment:

Uses up 3 Vim Vis. After that the animal is the Magus' Familiar!

Lab Enhancements:

Enhancements are rated in Spell Levels to be invented like a normal spell.

No Laboratory:

Without a lab, a magus cannot perform even the simplest of lab activities; only reading is permitted, if reading room or library is available

Basic Laboratory:

Setting up a standard Lab:

Can be done by someone who has Magic Theory 3+ and an appropriate room;

First Season: Spend 1£; Lab usable at -3 modifier

First Season: Spend 2£; Lab usable at no modifier

Improving a Lab (General):

- up to 2x score of covenant's Improvement or Stores

- to raise score 1 point, determine difficulty of next level = 3 + (3 x desired bonus)

- then calculate Magus' Int + Magic Theory, including knacks, etc. = Lab Total for research; researched like spell invention;

- Spend 1£ per difficulty level

Variant Laboratories:

Faster Laboratory:

- only helps to increase speed to finish a project

- difficulty only 3 + (2 x bonus desired)

Specialized Laboratory:

You can take one or more specializations (taken separately):

- One Art (Form or Technique)
- Any Affinity of the Specializer
- One of: Inventing spells, making enchanted devices, making potions, extracting vis, investigating enchantments, learning spells

- difficulty only 3 + (2 x bonus desired)

- add Affinity-score, if Affinity specialization

- subtract bonus from any lab activity which does not use appropriate magic

Risky Laboratory:

- difficulty only 3 + bonus desired

- each season lab is used, magus rolls two dice + risk modifier, when two 0s come up lab blows up

-> roll for twilight + bonus for each 0 rolled

-> damage: quality die + (2x number of zeros)

-> need one season to clean lab again
