## 6.2   Spell Research

Characters can develop new spells: the spell researched will be decided by the player and its level can't be higher than the character's level in the Way of Magic. In order to research a spell the character must spend a certain amount of time and money and during all the process have access to specific equipment worth 1000 thalers per the square of the spell level that will not be consumed during research. This equipment might be tomes, special crystals, contraptions, research notes and whatever else is appropriate to the campaign. Grimoires can be used and for this purpose are worth 100 thalers per spell level of different spell contained. All money spent during research will be spent in consumable components but doing so will create more, lasting equipment at the rate of 1 to 10, which can be used as equipment for further research. Spell research goes through three phases: Design, Feasibility and Development.

Design   After 1 day per spell level the character can decide the effect of the spell. Design is not mandatory, if skipped the Referee will secretly come up with a spell to be researched but all research rolls will get a +1 bonus.

Feasibility   This step is *not* mandatory, but at times advised: every week and 1000 thalers per spell level spent investigating a spell feasibility will allow a 5MORE research roll (which do not accrue EXPERT letters). If such roll is successful the Referee will inform the player of the exact spell effects: effects decided during Design phase might not be deemed compatible with its level and might need adjustment.
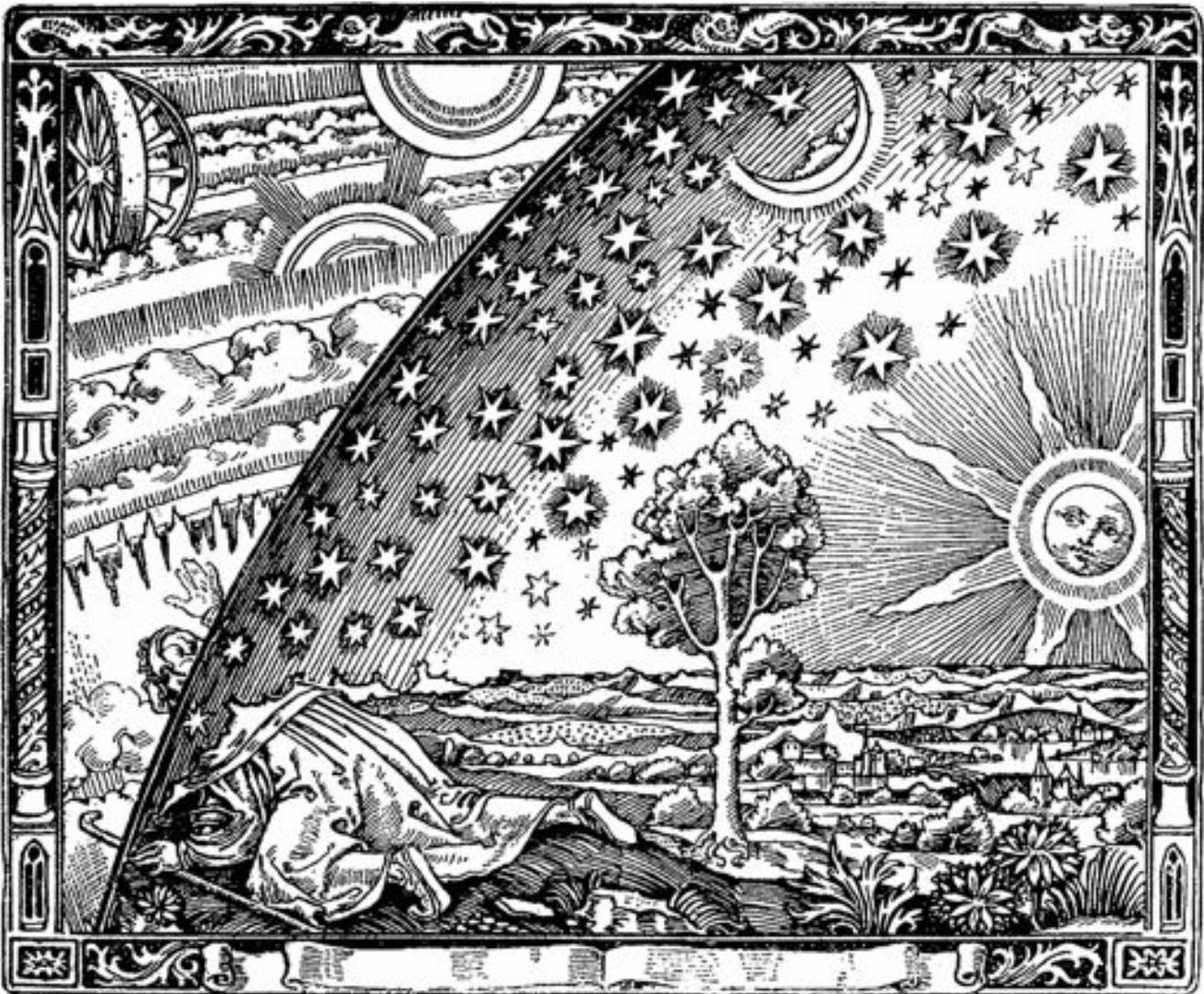
Development   Each month of development of a specific spell costs 1000 per spell level and allows to roll 5MORE on Research: the research is complete when the Caster accumulates a number of successes equal to the spell level.

Aides   Up to 3 characters able to cast spells of at minimum three levels under the researched spell level (for example a Caster 6 for a level 9 spell) can be *Aides*: if one of the research rolls is failed each Aide can try 5MORE on Research. If one of the aides succeeds the aided character can make a second attempt to get 5MORE on the research roll: this can happen only once per failed roll.

Example: Tomas (Caster 5) decides to research a level 3 spell aided by his apprentices Robin (Caster 1) and Ember (Fighter 1, Caster 0, so enough to be an aide to spells up to level 3). Tomas library is worth 7800 thalers which, together with the 20 levels from different spells contained in Tomas grimoires amounts to 9800 thalers, more than the 9000 needed. After 3 days of design Tomas decides to go straight to development as he's a bit pressed for time and doesn't have much cash to spend. The first month 3000t are spent, and Tomas's research roll is successful, so a first success is marked. The second month 3000t are spent, and Tomas and Ember fail the roll, but Robin succeeds: this allows Tomas a second roll, which is successful, so a second success is marked. The third month 3000t are spent, Tomas fails but Robin and Ember both succeed, so Tomas can reroll once. The reroll fails, so no progress during the third month. The fourth month 3000t are spent, and Tomas's research roll is successful; the third, last success is achieved. As no feasibility research was attempted the Referee will now tell to Tomas's player the effect of the spell: the whole research lasted 4 months and three days and costed 12000 thalers. In addition to a third level spell the process created 1200 thalers worth of research notes, so now Tomas's library is worth 9000 thalers, plus 2300 thalers as his grimoires now contains 23 levels from different spells.

6.2.1   On Writing And Copying Technology

Writing a spell in a grimoire can be done reliably only if the scribe has learned the spell already and takes one day per spell level: in any other case the transcription can't be used to learn the spell (doesn't count as grimoire) but can be used instead to research the spell at twice the speed and a tenth of the cost. It can also be used as research notes for a tenth of its value if the "proper" transcription is not available.

This of course can be a good excuse to introduce printing presses and movable type[1] in your setting world halfway through a campaign. While a scrivener can copy four pages a day a two-man puller-beater team manning a Gutenberg-style printing press can churn out 3600 impressions a day, labour costs slashed from 3 thalers for 24 pages to 6 thalers for 11000 impressions.[2] As each impression can print more than a page, they can be cut and bound in codexes. The last ingredient for completely changing the cultural landscape forever (and your campaign as well) is to replace expensive *vellum* with cheap paper, making the printing industry economically viable and destroying the cultural monopolies of guilds and mages: it takes a single caster to create a book block and make a grimoire available for just a handful of thalers. The Spellsmithing spells described later were developed to counteract this very problem.

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[1]They're two completely different technologies: the first allows to reliably impress paper with a printing plate, while the second allows to compose printing plates from modular type. They work perfectly together but, for example, it's possible to use a print press with book blocks or other engravings.

[2]Printing also needs somebody to typeset the page or to engrave the printing block, but the 250-fold increase in productivity for the printing alone makes it still economically viable for decent print runs.