



Advanced Magic Rules

The following additional rules on Straight Magic are optional, and it is highly recommended that you are familiar with the normal straight magic rules before using these. However, just because they are optional does not mean we think they should be left out. We separated the rules into two sections so the system does not seem as threatening to new users of it.

Duration Spells and Magic Visibility

Spells which last are automatically spell machines of sorts and susceptible to modification by other casters aware of their existence. A duration spell is a set up link between the spirit realm and the physical realm which changes the energy into the desired effect as it appears in physical realm. As duration spells are more links than actual constructions they do look different than a set-up spell machine, but they are visible to spell detection. This is discussed further under the following spell machine section of the rules.

Affecting Casting Times for Hard Magic

A mage can increase the time to cast the spell and subtract ranks off of the complexity of the spell. However, in this case double the casting time per level subtracted from the spell. Thus, a spell of complexity level 17 could be reduced to complexity level 14 by multiplying the 17 minute casting time by 8 (three doublings) to give a total of roughly two and 1/2 hours.

The General Tool

This tool is the tool accessible to all users of magic, regardless of field specialization.

Spell: Create Spirit

Spirit is the name of the force which drives spell machines or automations. Spirit is the root of sentience and of complex magic. In fact and for the record all other spells have a spirit summoning component built into them as all magic is, at the root, spirit driven.

The Create Spirit spell is not categorized under any specific field. As said above, it is a thing any mage can do, and therefore they use the General Magic Class instead of a specific field's class.

When a caster creates a spirit, the caster pulls raw spirit energy into the physical plane and then rapidly shapes it into a semi-stable form which can then be used for other ends. Due to this, more complex spirits are both harder to make and require more power as the maintenance of spirit's form during creation takes raw energy. This is what causes the greater level mental strain on the magician associated with the creation of complex spirits. More complex spirits do not end with more embodied energy; a spirit's complexity is more an issue of the way it is put together than an issue of raw power.

Life and spirit are intertwined. If desired, one can think of a living object as a machine run by a spirit. To function properly, a life form requires a spirit of a minimum complexity. Refer the spell table for general guidelines of the minimum spirit needed to control a type of body. A spirit of greater complexity can always be used to control a less complicated system, be it a spell machine or living being, if desired. Other spells and manipulation, described elsewhere, allow the caster to actually manipulate a created spirit. The Create Spirit spell solely summons a spirit of a specified complexity.

Create S

Lvl/°	Sop
1	Bac
5	Tre
10	Ami
15	Hun
20	Min
30	Den
40	Gre

* The spirit is level 0 an inv Spiritu



Spell: Link Spirit

This is the apex of Spirit Magic. Linking a spirit to an object gives the object life and a mind.

The mage, with this tool, takes some existing spiritual force and by connecting it to a physical form shapes it into a mind and personality, creating life. Obviously this process is very similar to the Alter Emotion tool except in this process connections from physical to spirit are being made for the first time while in the Alter Emotion tool the connections are being moved and changed slightly to fit the caster's need.

The caster can make any type of mind out of the spirit as it has the base complexity to be. For example, the caster needs to start with a level 15 general spirit to be able to make a human mind. Spiritual complexities of various life forms are listed on the side-bar of page 218. To simultaneously summon the spirit while molding it to the target object, add twice the spirit level to the spell, once for summoning, and once for molding.

If the spirit already has some form and is independent then the spirit gets double its normal spell resistance since all spirits will attempt to resist such drastic actions. However if the spirit is aware and willing to be linked to the object or is fading and will die if not linked to an object, this bonus is completely negated.

A caster can also move a formed spirit to a new body by first detaching it from its old body and then reattaching it to the new body.

In this case proceed as above, except add the spiritual resistance of the spirit being moved. This process includes the detaching of the spirit from the original form, so do not use the Detach Spirit tool before using this one.

Building the Mind

Once the spirit is summoned, it has to be bound to the automation. This is what this tool, Link Spirit, is for.

This is where the true difference between spell machines and automations comes in. In a spell machine, the spirit is frozen up and implanted with one real thing, namely the spell it is supposed to execute. The machine loses all possibility for change it might have had, save for special circumstances. The complexity of the machine becomes devoted to self-maintenance, resisting change, and the storage of the spell. Since the spell, when it is cast, pulls all power directly through the machine, the machine can never be sentient, for if it ever became sentient, the spell's power would immediately destroy it as per normal Brain Burn rules.

In addition, much of the spirit's complexity is devoted to maintaining existence in an unresponsive host or maintaining existence without having a host at all. An unresponsive host is a physical form without the complexity needed to maintain the spirit. This brings us to the main problem with automations.

Physical Form Complexity

An automation's spirit needs to have a sufficiently complicated physical host in order to maintain stability and the proper level of sentience easily. Due to this, the automation's physical form has to have either a real brain and muscle system, or a highly complex mechanical system which can house the spirit. If it does not have these things, the spirit has to create a metaphysical brain to house the mind, which makes the entire process much more complex for both the caster and the spirit being made.

The moral of story is the less the spirit has to magically do, the easier it *Note that a mindless zombie actually has the mind of a dim-witted but well trained cat or reptile (say a level 8 spirit).*

Table 101: Automation Form Complexity

Automation is:	Mod	Acc. Time
Actual 'live' form	+0	1 sec
Well constructed live brain & tissue	+1	1 min
Fresh dead brain & tissue	+2	2 min
Week-dead brain & tissue	+5	10 min
Gearbox/machine (complex)	+5	1 hour
Gearbox/machine (simple)	+7	1 day
Clay, straw, or damp mud	+8	2 days
Suit of armor/ Jointed being	+10	4 days
Immobile object	+18	1 week

The Mod. column lists the modifier to the Link Spirit spell level. The Acc. Time column lists the amount of time per complexity level of the spirit being linked for acclimation, which is described below. The Actual 'live' form column is for a form which has been just created by a modeling spell, or a form which had just been killed by some kind of non-damaging event such as fear or a heart attack. Basically these forms are forms which are alive save their lack of a spirit.

This table is very rough, and it should be noted that with the various forms of tissue, a body has to be laid out, given a circulatory system and what not to get no penalty for the roll. This is why the body is usually painstakingly constructed and stitched together with big veins and whatnot. If the object is some meat carelessly thrown together or a rotting carcass full of holes there should be a penalty much higher than listed.

Physical Form Similarity

The form should be similar to what the mind expects. For example, if the caster was creating an actual cat mind, or using an actual cat mind, it is easier to put it in a cat form than in a monkey form. It is also easier for the spirit to acclimate, as described below.

If a caster is making a spirit fit its natural form, she gets a -3 bonus spell level modification. What is meant by a spirit fitting its natural form is when a caster is attempting to build a cat mind for a cat body, or a human

mind for a human body. If the form is a good imitation of the real form, then the bonus is +2 and if the form is a vague imitation the bonus is -1.

Note that a transmuted model can be a full physical form, so if a caster turned a stick into a snake and then gave it a natural spirit link, the caster would have in fact created a snake. The caster could not create a snake with a human mind and call it a natural link.

This immediately brings up the question of what happens to a spirit attached to an unnatural form. For example, let us take as an illustration a snake spirit linked to a chair. In this case the chair has the mind of a snake, and over time will become more snake like and even gain mobility, but will never be truly like a snake. However, even before the chair changed at all, someone could detect the snake spirit in the chair and interact with it as a normal snake on a spiritual level.

Mind Construction

When the caster is building a mind from scratch, the caster has to rely on knowing what the mind is. If the form is a natural form for what the caster is trying to make, then there is no problem as the natural form holds in it the structure which the spirit should take.

However when there is no natural form the caster is left a bit in the dark. The caster can either copy and use his own mind or parts of it, or use minds of things around him. Many casters use Quality magic to have various aspects of various minds which they imprint into their new child.

Only with difficulty can a caster give true creativity from scratch. Normally a caster's built minds are wooden and dull, they are more like machines than living organisms. They often do not have true feelings, and they are very good at following orders. As this is usually what suits the caster's needs best, no one has really attempted to improve the situation.

In game play, the caster can use Quality magic to give a form various memories, feelings, and personality quirks if desired. Otherwise the form will be almost completely wooden.

Acclimation

Once a spirit is jammed or built into its new form, it needs time to learn how to function. At first the spirit will merely work slightly, and then it might do things like breathe irregularly and thrash around. Over time the spirit comes to grips with its new form, and is then said to be acclimated.

The Acclimation Time depends on the form complexity and the form similarity. To calculate the Acclimation Time multiply the Acc. Time listed on Table 101 by the Spiritual Complexity. Then, if the form

differs 40 ration is ind only

or size or

is radically different from what the spirit would expect multiply by 3. If it is only marginally different, such as a cat in a monkey body, multiply by 2. If the caster is designing the spirit to fit the form, then there is no modifier.

It should be noted that a successfully linked spirit, no matter what to, will eventually be able to move and interact with its environment in some fashion. It will seek the most natural way first.

If a form does not have the features allowing for any type of sense, it will not develop that sense. For example, a wall which was brought to life would only have a very dull sense of touch and vibrations after acclimating. However, the more complex the spirit in the construct is, the more refined the senses will become.

The Natural Form

If the form was a natural one, then when the spirit acclimates it comes alive in the sense that we understand it. Namely the form can heal, it breaths and can be suffocated, and other such things. Other forms do not have these traits and are obviously not alive in the normal sense of the word.

The Link

Most links are obviously constructed and another caster can look at it and see it was not natural. The longer the link duration, the more carefully the link was made, and the more real it seems to other observers.

The duration of the link does not reflect, necessarily, the life span of the form. If the physical form is heavily damaged or destroyed, the spirit will die as usual for natural beings.

A True Link is when the duration of the link is permanent. A True Link means the object and spirit are linked as if they were created together. This is equivalent to the link a human or dog has to the physical human or dog. It is impossible to detect the origins of a True Link.

The Thirst for Life

These constructed links from the physical to the spiritual realm have durations. This symbolizes the sloppiness on the caster's part in making the link and mind. The sloppiness creates instability and over time the spirit slowly gets more and more corrupt until, usually, it falls apart. However sentient spirits always attempt to resist this, even if subconsciously, and so when the duration expires if the machine has become fully acclimated, it makes a roll to see if it continues to live or if it just falls apart. This roll is a result of what casters call 'The Thirst for Life.'

The roll for survival is done as follows. Roll 3D12 and

add the spell modifiers for Form Complexity and Form Similarity and subtract the Spiritual Complexity level of the spirit. Take this number and look at the following table.

Table 102: Automation Survival

Total	Result
0 or less	Remains alive
1-10	Partially alive and insane
11-up	Dies

All non-sentient things seek the most simple solution to a problem, which has a corollary of all paths to sentence are the most direct possible.

Embedding Guards

During the acclamation of the automaton, the caster can embed spell triggers and creatures mind. This prov This law is one of the first automation. If this is taught to apprentice Wizards, the thoughts is halved.

If desired a caster can lengthen the acclamation period at will when casting spells on the construct to give more time to do this.

Giving a Past

The caster can attempt to form a complete past with the Alter Mind tool in Spirit Magic for the automation when the automation is still in the acclamation period. In this case the automation's normal resistance is completely negated as it is already attempting to seek a past.

In addition, if the caster just dumps a few memories on the automation instead of a full past, the automation will most likely fixate on these memories and build a personality out of them as quickly as possible.

Giving Skills

The caster can give skills by transferring qualities of memories from someone with the skill to the automation by first using the Quality Transfer tool from Quality Magic and then the Alter Mind spell.

Sample Automations

Watching Eye

This is a metal eye on a wall sconce which watches a corridor and then triggers a spell machine which sends its visual image to the caster when someone comes down the corridor.

This automation is a level 8 spirit which is bound together with a spell machine which takes current visual perceptions of the automation and sends it to the caster with the Alter Mind tool in Spirit Magic.

Stick to Snake

Duration: 5 hours

Range: Touch

This is where the caster using Modeling, turns a stick into a snake and then breaths life into it by summoning and attaching the spirit. The spirit, an Complexity 9 one, takes 9 seconds to fully acclimate into being a snake.

Walking Corpse

Duration: months

Range: touch

The caster raises a dead corpse by summoning a spirit of complexity 12, attaching it to the corpse, and imprinting in it, with the Alter Mind tool, the ideas of violence and attack with which were copied out of an attack dog with Quality Magic. The corpse will acclimate in 24 minutes. There is no multiplier for Form Similarity as the caster is not trying to make a specific spirit mind, but just to give the acclimating mind tendencies for violence and attack.

If the caster then takes an imprint of the mind after acclimation and uses that in a later corpse, the acclimation time for the later corpse would be only 12 seconds as it is a natural form and mind.

Spell: Summon Spirit

Summoning a specific spirit from the realm is different than creating one from scratch. A summoned spirit has a mind and a set form. If desired, instead of pulling raw power and building a spirit from scratch, a mage may attempt to pull one of these ready-formed spirits from the spirit realm. This is called spirit summoning.

The spell level of a spirit summoning is the same as summoning spirit from scratch, namely the complexity of the target spirit. However this summoning spell has a chance of failure. The chance to get the spirit is 1% per complexity level of the spirit + 5% per hour of the spirit call. It pays to cast these spells very slowly. The caster must decide the duration he will keep up the call before casting the spell.

If the caster immediately calls again after a failed call, half the previous percentage of contact is added to the second attempt. If the call is successful, the spirit summoned will be the desired target spirit. A called spirit of complexity 14 or higher will be sentient and have a past, personality, and a selection of skills.

A called spirit of level 18 through 20 will be able to, upon being summoned, immediately build its own form. These forms of spirits are extremely powerful, dangerous, and completely self-motivated. Summoning one of these with straight magic is exactly the same as summoning a demon without protection.

Spell Smithing and

The Spell Manipulation Roll (SMR)

Throughout the following section, we use a convenient measure of success called a Spell Manipulation Roll (SMR). This is made when a caster is trying to attempt some general task. This roll often has several task-specific modifiers, but the general, honed-down version is as follows:

Spell Smithing is the activity when a mage is doing magic more complex than straight magic and not a ritual. It is that fuzzy border where the mage, will her vague definitions and abilities, attempts to use logic, cunning, and thought to make some artifact or effect. Hence the beautiful word *Smithing*.

A Spell Manipulation Roll is made by rolling 3D12. If the number rolled is higher than the Skill Target for the casters INT plus 10 due to the inherent difficulty of magic, and with a penalty equal to the level of the spirit or spell being used or studied and a bonus equal to the caster's General Spell Class, the spell roll succeeds.

Spell & Spirit Detection

A caster can attempt to detect a spirit or spirit on or in a specific object at any time. To detect a spell or spirit, the caster need only make a SMR with a penalty equal to the energy level of the spirit or spell in question.

The energy level in the case of spirits is the spiritual complexity. In the case of a spell it is the spell complexity without regards to duration. In the case of a spell machine it is the base spirit which was used for the machine.

If the caster wants to look at an entire area, add normal area effect modifiers if you normally would for a straight magic spell.

Seeing a spell or spirit does not mean in any way understanding it. The only information gleaned is the rough energy consumption of the spirit.

Once the thing is known to exist, the caster can make another SMR at no penalty to determine if it is a machine, spirit, or normal duration spell.

Threads

When a wizard casts a spell of any duration, or constructs a spell machine which exists for any duration, the wizard leaves a trace which other wizards can detect, and potentially use.

All spells in some way are connected to their caster, any material components still in existence, the spirit realm, and the target object. These are links like the links from the spirit realm brains or spell machines, but they are extremely small links which do not pass much spiritual energy at all. Due to this they are called threads.

These threads also connect things like people to their lost hair and fingernail clippings, old and loved teddy bears, children, parents, and people they have interacted with in close proximity. Auras tend to, when placed in contact with other auras, form threads connecting the two if the contact is longer than a few seconds. There are even such things as threads from legendary objects to memories and books about those objects. The longer ones contact to an object or other person, the stronger and larger the thread is.

Eye-to-eye contact makes a very strong thread very quickly. This is why hypnotists stare into people's eyes, or mesmerize them through their eyes. The eye is the most vulnerable way to a person's soul as well as the most powerful way to affect the world.

However the largest thread is by no means anywhere near the size of the smallest actual power-feeding spirit link.

Wizards can do a number of things with threads. They can find what people have interacted with a spell or object, divine history, and make connections other people could never dream of. This is called Divination, and is perhaps the most powerful if not the most awe-inspiring of the magical abilities.

Wizards can also use threads and enlarge them to spirit links and then have an easier route of casting spells through the threads to the other person or object. This allows for such things commonly called voodoo dolls, and the obsessions the paranoid have for their bodily discards such as hair and nail clippings.

Threads should be divided into weak, moderate, and strong connections.

Thread Detection

A detection attempt is when a caster tries to divine some sort of connection between two objects. A caster can make a detection attempt after 5 minutes of study.

This can be reduced to a shorter length of time by increasing the difficulty of the roll by +5 per minute subtracted. Repeated attempts can be made to find a thread connection.

To detect a thread between two objects when the two objects are known and at least one is in sight, make a

normal SMR roll. The following table gives some bonuses and penalties for this roll.

Table 103: Thread Detection Modifiers for Finding a Thread Between 2 Known Objects.

Situation	Modifier
Both objects visible	+10
Weak connection	-5
Strong connection	+5

To find out the caster or material component of a known existing spell, make a SMR with a +15 penalty. There are, of course modifiers.

Table 104: Thread Detection for Threads Between Known Object and Specified Unknown Object

Situation	Modifier
Caster or component happens to be within sight.	-5
Caster or known by detector.	-5 ^S
Caster has material components on his person.	-5

^S Caster detection only

Using Voodoo Dolls

To make a voodoo doll, a caster needs to make a model of the person with some linked object to the person. If the thread is strong, such as hair, loved item of the person, blood, or nails, the caster can transform the model into a voodoo doll through the same process as making the model into a real being.

If the thread is weak, such as old clothing, or a painting, or a childhood unimportant toy, then there is an additional +5 penalty to the Abstractness level.

Once a doll is created, anything done to the doll is felt by the person in roughly half the intensity.

To make a strong doll where all feeling is normal level, do the same as above with an extra +5 penalty. In addition, for these dolls, any spell cast on the doll is actually cast on the person, regardless of where the person is. This allows for all spells cast to be 'Touch' range, a major bonus for the spell caster.

To make an even stronger doll, the caster can take a +10 penalty on a strong thread doll. These extremely potent dolls make the target experience not only the feeling but the actuality. Lighting the doll on fire will create actual flames on the target person. Ripping the doll in two will rip the target person in two.

Reversal

Threads which connect one object to another for the purposes of a spell, such as a voodoo doll or copied

quality are more than just threads as they carry more power than a normal thread could.

These threads can be reversed, which reverses the effect of the spell. For example, if a gold quality is copied from a coin to another copper coin, and it is reversed, not only does the copper coin revert, but the gold coin turns copper in quality.

To reverse one of these threads, the caster can cast an abstract general magic spell of equal level to the original spell. If this succeeds, the spell is reversed.

Spell Machines

A Spell Machine is a small spiritual force which does the dirty work of casting another spell for the caster. This avoids the problems of brain burn and other undesirable affects of casting spells which are too complex for the mage to handle alone. The general process behind a spell machine is to summon a small spirit and then to tinker with the spirit's construction to cause it to cast a spell or summon more power (if it summons another, larger spirit) to be applied to some other spell. It is even possible to get spell machines to build other, more powerful spell machines ad infinitum, with the end result of a very powerful spell far beyond the abilities of a normal mage.

A Spell Machine in Cinis in its most basic form is merely a sequence of spells cast one after the other in quick succession to cause the desired affect. An example of this is on Spell Casting Examples on page 185.

More complicated spell machines require other rules besides spell casting, and they are outlined on the following pages by introducing one element of Spell Machine creation at a time, beginning with the most simple form. Note that any rule or comment on a more simple machine carries over to more complicated ones, unless otherwise noted.

Basic Spell Smithing

Now for the 'Spell Smithing' aspects of spell casting. With this process, the mage summons a spirit and then alters the spirit into a small spell casting device or machine. The spirit then casts the spell and dissipates. The advantage of this method is that the amount of effort needed to summon a small spirit for a given spell is much less than the effort required to cast the actual spell.

In fact, the complexity of the spirit is only half that of the spell. This means a 5th level spell only needs a 3rd level spirit to cast it.

Minimum Requirement for Support
The complexity level of the machine must be at least 1/2 the complexity level of the spell, round to nearest integer.

If the spell machine is being designed from scratch, and has never been attempted before or carefully worked out in advance, there is a +2 penalty to all SMRs associated with it. If the spell is a known 'calculation' then there is no penalty (a known spell is a set spell which was previously studied or cast). To use a spell machine to cast a spell, compute the final complexity level of the spell desired taking the caster's Spell Class in the field of the spell into account. Halve this value. This is the complexity level of the spirit required for the spell. Then the caster merely summons the requisite spirit through a normal Summon Spirit spell. Note that the caster does get to adjust the spell level as per usual rules with his General Spell Class.

Now the caster has created a very short duration spirit

which he has to use immediately. Immediately means that for all purposes the caster is involved in the same spell, so if she is interrupted at any time from beginning to end, the spell fails.

To use the spirit the caster forms and triggers the spell machine by successfully making a Spell Manipulation Roll. However, in addition to the normal modifiers, when forming and triggering a spell by using a spirit, if the spirit is more complex than the minimum required, the caster receives a -1 bonus per excess level of the spirit to the Spell Manipulation Roll.

In other words, the caster, by using a spirit more complex than needed, generally incurs no penalty or bonus to their attempts at manipulation. So if a level 3 spirit was needed and a level 7 spirit was being used, and the caster had a General Spell Class of +2, the final modifier to the SMR would be +7 - 2 - (7 - 3) = +1, a slight penalty.

If the caster makes the skill roll, the spell goes off successfully. Otherwise the machine fails. In either case the spirit dissipates and if the caster wants to try again, she must start from the very beginning again.

The Salvage Roll

The caster can prevent a machine from dissipating prematurely though a salvage roll. To make a salvage roll the caster simply makes a Spell Manipulation Roll.

If this roll is made, the machine is salvaged though it loses a complexity level due to the damage caused by the dissipation attempt.

If the roll is failed, the machine is gone.

If this roll is failed by more than 10, the full MFP cost of the original spell being toyed with is incurred due to a machine backfire.

Time To Build Machines

Spell machines are much slower than normal spells. To calculate the time spent on a Spell Machine, assume 1 minute is spent for every SMR made plus 1 minute per point penalty for the SMR.

Lighting a house on fire for spite

1) Say Garpla wishes to ignite the door of an enemy's house on fire for spite. She realizes the spell would be a Thermo spell with a target object size of Moderate for the door, a range of Medium for across the street, and a duration of Short to give time to ignite. Garpla decides the temperature for the door should be 400 degrees, and since the night is cold, the starting temperature is 20 degrees C, so the total change is a level 10 spell, roughly. With the modifiers for range, size, and duration we have a total level of 12. Since the mage has a Thermo Spell Class of 2, the final level is 10.

Since the level is 10, the spirit required is a spirit of complexity level 10/2 = 5. The mage then summons a

spirit at no significant range from herself, which is the level 5 spell, and since her General Spell Class is 3, the final level is 5 - 3 = 2, not very much.

2) Now that this final result is realized, the mage simply summons the spirit. Since this is a real spell being cast, all rules governing real spells apply here. Note that this means MFP points are incurred due to the casting.

3) The caster now forms and triggers the Thermo spell by making a Spell Manipulation Roll skill roll with a penalty of 5, the complexity level of the spirit summoned above. This roll follows from the mage tinkering with the spirit, attempting to make it cast the Thermo spell desired.

So the final roll is the Skill Target of the Mage's IN, which given an IN of 38 is 9, with the flat +10 modifier for overall spell difficulty is 19, +5 is 24. So Garpla needs to roll a 14 or above to successfully trigger the spell into working. If the roll is failed, the spell does not go off, the machine destabilizes and the entire process needs to be repeated. If the spell is made, the spell is cast, the machine dissipates, and Garpla has extracted just revenge.

Note that in the above example, the only MFP cost associated with the 10th level spell was that of casting a 2nd level spell. This is an incredible savings.

Machines with Duration

Having lasting machines can be extremely useful for a mage. The caster can make a spell machine last by two methods. The first is to summon the original spirit with a duration, and then the caster may have multiple opportunities to cause it to cast spells. The second is to implant a spell as described above and then, instead of triggering it as normal, to immediately try to stabilize the machine and build an independent spell machine, as is described in the sections following this one.

A machine summoned to cast a spell normally has no duration, so it can only cast a single spell before dissipating. However, if a machine is given a long enough duration, multiple spells can be cast through it. However, the drain of each spell cast through it takes off 1 level of complexity from the machine due to the malevolent effects of power passing through the machine. Note the level of complexity can lower the complexity of the spirit itself, or to lower the duration of the spirit's existence.

Lowering the duration is in essence keeping complexity at a sacrifice of stability. When the spirit was initially summoned, there was a penalty for the duration of the spirit's existence. When the overall spirit loses complexity levels, the caster has to 'rebuild' what spell

could have been cast at the new lower level; this means either a reduction of duration or a reduction of complexity. Please see example for a more clear expression of this idea.

If the spirit has a duration and the caster fails to implant and trigger a spell, the machine will still immediately dissipate like a machine without duration unless preventative measures are taken. To prevent this dissipation a caster can attempt to salvage the machine by making another Spell Manipulation Roll called a Salvage Roll.

If this roll is successful, the machine is salvaged though it still loses one complexity level due to the first spell being cast through it. If this roll is failed by more than 10, the full MFP cost of the original spell is incurred due to a machine backfire. This can happen since the spell caster has to open risky power connections to the machine to salvage it before it dissipates, and so he leaves himself vulnerable to potential brain burn.

Guu lost a complexity level on his 1 hour 5 complexity spirit which was a 11th level spell. He could now have a 1/2 hour 5 complexity spirit or a 1 hour 4 complexity level spirit.

Independent Machines

An Independent Machine is a machine which, without the aid of the caster, casts some spell while following simple guidelines. The most simple version of this is a machine which repeatedly casts the same spell for some duration of time.

The first rule regarding independent machines is that of stability. A spirit which is not bound to a physical object in some way rapidly dissipates into nothingness. Due to this, most spell machines are bound to some kind of physical object. This process is called Embedding.

Embedded Spells

Spells are easier to create, resistant to malevolent magic, and mobile if they are attached to a specific object. Embedding is the art of making free spirits which are to be turned into spell machines longer lasting by making them more stable and self-repairing. This is necessary for spell machines which do things like ward doors or create endless streams of water.

Stabilization Modifiers

A witch who wished to reduce the down time in a spell by 25%. Apply the modifiers of an ad a spell from 30 seconds to 5 seconds has a +3 penalty on her stabilization roll.

If failed, the link fails and the machine will cast the caster salvages it by normal means. Machines are much easier to stabilize, as

will be discussed in the stabilization section.

Table 105: Embedding Modifiers

Physical Object	Bonus
Inanimate Lump	+2
Small gearbox	+4
Dwarven or Zalpitan Engine	+8

Repeat-Cast Machines & Stabilization of Machines

To create a spell machine which repeatedly casts a spell, the caster simply declares that instead of triggering the spell, the caster wants to make the spell be continually cast. This is the most simple version of the Independent Machine. Note the original spirit which is to be turned into the machine needs to be a spirit with a duration that lasts the desired length of time.

After the spell is successfully implanted as described above, the caster makes another SMR, called the stabilization roll, with a penalty equal to the penalty for the duration length of the machine and a bonus, if the spirit is linked, due to the object the spell is linked to, as noted on the table above. Note that this does mean the penalty for duration takes affect at two points during the spell casting, namely for determining the complexity of the spirit and for this roll.

If the roll is made, the spell is successfully stabilized and will continually cast until the housing spirit's duration expires.

If this stabilization roll is failed, the spell immediately goes off and the machine is destabilized as a normal, non-repeating spell. The caster can attempt to salvage it as described above, but in this case the spell will still be ready to stabilize in the machine. The machine will, however, lose a complexity level as described above.

However, the spell will not be cast continuously in effect. First of all, the spell still takes the requisite time to cast as it would for a normal mage. In addition all machines have a 'down time', dependant on the final spell complexity, during which time they rebuild and repair the damage caused by the spell's passage. The machine will do nothing during its down time, and then it will cast the spell again.

The down time based upon spell complexity is listed on the table below. If the caster wishes a spell machine to have no down time, the caster can elect to have a penalty of +1 on the stabilization roll described above per step of down time reduction. Conversely, the down time can be increased by 2 levels for a bonus of -1 to the spell

stabilization roll.

Table 106: Down Time Duration

Spell Complexity	Down time
-6 or less	no time
-5	5 second
-4	10 seconds
-3	15 seconds
-2-0	30 seconds
1-3	1 minute
4-6	10 minutes
7	1 hour
8-9	1 day
10-12	1 month
13-15	1 year
+1	+1 year

Remember that the Spell complexity listed on Table 106, "Down Time Duration," on page 228 is the complexity level of the original spell, not the complexity level of the machine.

The Lantern

Say a mage wanted to build a lantern which continually shined light. One way to do this would be to put a machine in the lantern which repeatedly cast a light spell. In the example below, the machine repeatedly casts a light spell which lasts 1 minute. Obviously the machine needs to cast the spell every minute.

1) The first step is to, of course, compute the complexity level of the required light spell. Say the caster wants a 10 candle lantern. The spell would be a base level of 4, plus short duration is +1. The light spell will be cast on a small object, so there is no modifier there. So it ends up being a level 3 spell, if the caster has a Light Spell Class of 2.

Therefore the spirit needed would be 2/2 = 1. If the mage had a General Spell Class of 4, final complexity would be -3.

2) Summon the spirit by making a normal Spell roll. The spirit is a complexity level 1 spirit, but since the caster wants it to be duration, the duration modifier for continuous is +11, so the final spell level is -3 + 11 = 8th level.

3) Now link the spirit to the lantern itself by making a SMR with a penalty for the duration of +1 for Continuous.

4) Now the caster implants the spell into the spirit itself. This, as described above, requires a SMR with a penalty of 1 for the spirit complexity and a bonus of 5 for the General SC of the mage.

So if the mage had an IN of 38, the skill target number would be 9, plus the flat 10 is 19, plus 1 for the spirit complexity is 20, minus 5 for the skill class is 15.

Assuming this step went okay, all is well. If this step was failed, the mage would have to salvage the spell machine or start over. If the spell machine was salvaged the duration would have to be cut to Extreme, since the spirit complexity is already the minimum required.

5) Now comes the stabilization step. The caster has to stabilize the machine by making a normal SMR. So in this case the penalty would be 15 as described above plus 11 for the duration modifier for a total of 26 to succeed. In this case, since the spell is 3rd level, the down time is in fact 1 minute.

If the roll is made, the machine will cast the light spell every minute. The casting time of the spell is 15 seconds. Most GMs would give the extra 15 seconds to the mage since 1 minute, 15 seconds is closer to the 1 minute mark than the 10 minute mark. If the GM did not do this, every minute the lantern would go out for 15 seconds. To fix this the mage would have to add three levels to the stabilization roll to bring the final down time to 15 seconds. In this case the spells would overlap, and the GM would be a cruel and poor one indeed to say this did not work.

If the roll was failed, the machine would dissipate after casting the light spell once on the target object. The machine would dissipate unless the caster attempted to salvage it through normal means. In this case the spell would be salvaged as well, but the machine would lose 1 level as always.

Finesse and Detailing Spells

A fair ruling on this lantern described above is the light would fluctuate slightly. If the caster did not wish to have this problem, the caster could do a finesse which is an extra amount of attention spent to the details of the spell to make it work the way it should.

A finesse is done at the end of the spell machine creation. What the mage does is slightly adjust the various components or parts of the machine to make it do what it should correctly. A finesse is a normal SMR with a penalty assigned by the GM depending on the complexity of the finesse.

For the above the finesse is a slight adjusting of the duration to make everything match correctly. This probably would be a SMR with no penalty.

Triggers

Complex machines which do more than continually

cast spells are also of interest to a mage. One group of features which allows for amazing variation in spell machines are triggers.

A trigger for a spell machine is something which makes it work or stop working given some event which happens in the machine's immediate surroundings, such as someone entering the room or shouting a command word.

To imbue a machine with a trigger, the caster first needs to set up a spell machine as described above. The machine does not have to be stabilized if it is not desired, but the original spirit does have to have a duration. If the spirit runs out of duration the entire machine would dissipate, trigger having gone off or not.

Then to put the trigger in the machine, the caster makes a SMR with a penalty equal to the trigger's complexity.

If this roll is made, then the next time the trigger occurs, the spell will go off and dissipate along with the machine.

If the roll is failed, the spell immediately goes off. The machine would then dissipate unless the caster elects to attempt to salvage it as described above. If the machine is salvaged it is complete, but does not have the trigger installed.

If the caster wants a machine which triggers every time the trigger is triggered, then the caster has to stabilize the machine as described above. All rules for down time still apply, so if a spell is 'down' and the trigger for the spell occurs, the spell will do nothing.

The caster can stabilize the machine before installing the trigger, but the trigger will be lost after it goes off the first time. If the caster wants the trigger to remain as well, the caster has to either stabilize everything after the trigger is installed, or reestablish everything after the trigger is installed.

The advantage of doing the latter is if the caster fails to install the trigger and the spell is not stable, then even if the caster salvages the machine, the spell is lost and has to be restored from scratch.

The stabilization roll which stabilizes both spell and trigger is a normal stabilization roll with an additional penalty equal to the trigger modifier listed Table 107, "Triggers," on page 229.

It is possible to have a machine have more than one trigger, or to require two separate triggers. To install a trigger which requires two or more triggers to occur at the same time, add the penalties to together and make one roll. If any of a group of triggers should set off the machine, make a separate roll for each trigger mechanism installed. Note that all the penalties are summed together when the stabilization roll is made.

For example, if a wizard wanted her pet machine to trigger on a verbal shout and an impact, then she would

make one SMR roll for the trigger process with a penalty equal to +6. However if she wanted the machine to trigger on a voice command or an impact, she would need to make two separate trigger setting rolls, one for the voice command and one for the impact. In either case if she wanted to stabilize her contraption, the penalty would be +6.

Sometimes a caster can modify a specific trigger to be slightly more complicated. These Additions have listed penalties with them which are just added to the trigger penalty when that trigger is getting installed. For example, if a caster wanted any spirit to trigger except if the spirit said "Boggle" he would have a Spirit trigger with an Except addition. To install such a device would be one trigger SMR with a penalty equal to the original trigger (+0), the Except addition (+1), and the additional voice trigger (+3) for a total of a +4 penalty on the roll.

Table 107, "Triggers," on page 229, lists the variety of triggers which can be put into a spell machine. The specific triggers are explained in greater length on the following pages.

Table 107: Triggers

Trigger	Modifier
Impact	+3
Spirit entrance/exit	+0
Time delay	+1
Voice command	+3
Physical Event	+5
Meddle	+2
Magical Activity	+4
Additions	
Except + Trigger	+1 + trigger cost
Spirit Complexity Check	+2
Caster entrance	+2
Specific entrance	+5
Time Delay	+1
Targeting through gesture	+0

Impact

Impact triggers only work when a spell machine is bound to an object. Impact mean the object has been struck sharply. An example of this is if the object was thrown to the ground or hit with a club. The spell is cast when such an event happens to the object the spell is bound to.

Spirit Entrance/Exit

The Spirit Entrance/Exit trigger causes the machine to cast the spell whenever any spirit comes within a set range

or leaves a set range, caster's choice. The range is set by the caster and it is arbitrarily large or small. Note that the detection range is also the range the spell machine effects its environment with magical energy which allows for detection, as described below.

Time Delay

The caster chooses a time period and the machine automatically goes off every time period if it can. If the machine misses a casting due to being down at the time for whatever reason, it waits to the next time period to end before casting the spell.

Voice Command

The Voice Command is a trigger which takes effect when a short phrase or word is said in the vicinity of the machine. For every 5 syllables beyond the 5th, there is an additional +1 penalty to the roll.

Physical Event

A Physical Event is a specific door opening or light falling upon the object the spell machine is bounded to, or a rock falling or something which does not involve spirits or sound. This event is chosen by the caster and the penalty can be modified by the GM depending on the complexity of the event.

Except Addition

The Except addition is the ability to make a machine trigger given a specific trigger unless another trigger is happening at the same time. For example a sample use of except would be to create a trigger for all spirits entering except when the spell caster is entering as well.

Meddle

The Meddle trigger goes off when the object it is linked to is meddled with in any magical way whatsoever. Note the Meddle will not go off if the machine itself is meddled with, it just protects the target object.

Magical Activity

Magical Activity triggers when the machine detects magical activity within a radius set by the caster. This allows for anti-magic traps and magical detection devices.

Spirit Complexity Addition

Spirit Complexity Check is added to a spirit trigger. It prevents the spirit from triggering unless it is greater than a set level of spirit complexity chosen by the caster. Alternatively the caster can make it trigger if the spirit is less complex than a set level. This allows for spell machines which ignore all insects and plants.

Caster Entrance Addition

Caster Entrance is added to a Spirit trigger to make it only trigger if the caster's spirit has entered.

Specific Entrance Addition

This trigger is added to the spirit trigger and makes the object go off only when a specific spirit enters the range set by the caster.

A specific spirit is harder to set than a caster since the caster knows more about his own spirit than any other spirit. The caster needs to have met the spirit in question at least once, or must have some model of the spirit in question made from the Quality Storage spell field.

Time Delay Addition

Time Delay is a delay of arbitrary length set by caster to take effect after the original trigger is set off. So a time delay of 1 minute would cause the spell to begin casting 1 minute after it was originally triggered.

This delay also allows for more input to be allowed in. So a any spirit entrance except voice command trigger should have a time delay to give the intruding spirit in question the chance to give the proper voice command to stop the spell.

Targeting Addition

This is an additional trigger mechanism which allows spells to be redirected. To use it the caster needs to have the spell triggered by some command or specific thing which enables the machine to determine a controller of the spell. The spell will then be cast at the next thing the controller points at as the specific target. Note that the spell in this case should be a ranged spell which effects a specific target, such as a heat spot of some type.

Accident Periods

In addition to the normal triggers, spell machines due to their inherent instability, also have a random chance of going off. While sometimes this can be an asset, most often it serves to be an annoyance. Note that with the spell machines which repeatedly cast spells this random chance has no effect since these types of machines cast the spell whenever they can anyway.

If the caster does nothing to modify the random chance of a spell machine triggering, it is calculated as follows. If the duration is a finite length, take the duration of the machine and divide it by 10. This is the accident period. Continuous machines have an accident period of 1 year and Permanent machines have an accident period of 5 years.

The machine has a 50% chance of going off at a random point during the accident period. After it goes off, it starts all over again, and has a 50% chance of going off at a random time. If it does not go off during this duration of time, it has a 50% chance of going off during the next accident period, and so on.

The caster can stop or modify the accident period by making another SMR in essence roll. For every success, the accident period is doubled in length or halved in length, caster's choice.

Alternately, the caster can attempt to calibrate the accident period to a specific length of time. Take the closest difference in doubling steps to the new duration and use this as a penalty for the new roll.

If either of these rolls are failed, the machine is dismantled, the spell automatically fires, and the accident period is automatically halved in length.

Example of an Accident Period

If a machine was a 10 day duration machine it would have an accident period of 1 day. If the caster wanted the accident period to be 10 days, the spell would have to make a SMR at +2, since 2 doubled twice is 8 which is close enough to 10. If the roll was failed, the accident period would halve to 12 hours.

Example: The Light-Emitting Guardian

Say a mage wanted to create a small guardian which emitted a bright burst of light every time a spirit more complex than a dog entered the room.

1) First, as always, the actual spell needs to be computed. Say the spell ended up being a level 12 spell since the caster really wanted to fry the eyes of anyone entering the room. The spirit required would be a 6th level spirit, and since the caster wants the guardian to last a week, the final complexity of the spirit would be 6 + 10 - the General Spell Class of the mage, say 7, equals 9th level.

2) Summon the spirit by casting a normal straight magic spell to end up with a spirit of 1 weeks duration and a complexity level of 6.

3) The caster now implants the light spell in the machine by making a SMR as described above.

4) Now the caster adds a Spirit Entrance Trigger with the Spirit Complexity Check addition to the machine by making a SMR with a penalty of +2 due to the Spirit Complexity Check.

Note that the guardian will also have a 50% chance over any period of 7/10 days to cast the spell as well as the trigger just installed.

To avoid this fate, the caster would have to make an additional SMR after step 4. For every success gained on this roll, the accident period would double, so if the caster made the roll by 7, the SMR would be well above 7 days, which means it has no chance of going off.

Now the machine will continuously be alert for spirits entering the room. If one more complex than a dog was detected, the light spell would go off. Upon completion of the light spell, the machine would dissipate. If the caster wanted the machine to not dissipate he would have to do step 5, below.

5) To make the machine not dissipate, the caster needs to stabilize it by making a SMR roll with additional penalties of the duration of the spirit (+10), and the reduction of the trigger modifier (+2), and a down time total of +5 levels (+5) for a total penalty of +17.

Now the machine will cast the spell whenever it detects a spirit entering the room, unless the spirit enters within 1 hour after the spell last went off.

Note that if desired the caster could stabilize the machine but not the trigger, and if the trigger went off, the machine would repeatedly cast the light spell every hour for the remainder of the week.

Machine Rot

If a machine's base spirit has a complexity level of Human or greater, it might not dissipate when the duration runs out. It has a 20% chance per level of complexity beyond 14 (Monkey and Dolphin) of remaining in a slightly warped state. Every time the duration passes again, make this roll again and randomly chance one component of the machine (such as a trigger, the area of effect, or downtime, etc.).

If any machine of this complexity remains it will begin to grow. To reflect this, every year a machine of this base complexity exists, it has a 1% chance per complexity level of becoming sentient as being equal to its complexity level. Otherwise, randomly change one component of the machine.

This entire section is intentionally left vague as the ways a machine can go corrupt are innumerable. Suffice to say that a very complex machine over a long period of time can easily become a very powerful demon, completely free to do what it wishes.

Interacting With Spells

Once a spell or spell machine is an established entity, the creator or even other mages may want to interact, tinker, or dismantle it. The following are some outlines of how this process might be carried out.

Machine Complexity

For the following the term Machine Complexity will be used often. Machine Complexity is a number which roughly captures how complicated a spell machine is. The more complicated a machine, the harder it is to understand, modify, or dismantle.

Machine Complexity is easily calculated as the complexity of the base spirit plus the total number of SMRs done to the machine plus the total of all the trigger modifiers which were applied to the machine. Note that failed SMRs are applied to this total, so the more a mage battles with a spirit, the more complex the spirit becomes.

Damaging Spell Machines

Spell Machines can be easily damaged by ambient magic. If a machine is within its range of a magical effect not its own, it has a 5% chance per Machine Complexity Level of getting altered due to malevolent effects of magic. This chance is halved if the machine is bounded to an object.

When a machine is altered, randomly change one component or specification of it, such as its range, duration, a trigger, etc.

If a machine is targeted by some spell and not bound to an object, it immediately dissipates.

Dismantling Spell Machines

Spells machines might get in a spellcaster's way, leaving her no choice but to attempt to dismantle it. Many door wards and guardians are an excellent example of things which are best destroyed for the adventurous mage.

When a mage attempts to destroy a spell machine, he is really dismantling it, freeing the spirit energy from its construction so it can dissipate and cause no more harm.

To dismantle a spell machine without triggering it, the machine needs to be noticed. To notice a spell machine, the spell caster needs to attempt to look for it, and if the machine is not shielded by some means, it will immediately become apparent. For information on detecting machines, see the information below.

Once a machine is noticed, a spellcaster can either attempt to understand it or to dismantle it.

To understand a spell machine the spell caster needs to make a Comprehension Roll. A Comprehension Roll Target is calculated by adding the machine complexity to the Skill Target for IN. Take this number and subtract the caster's General Spell class and the specific Spell Class

of the machine, if it has any. Roll 3D12, and if it is greater than the CRT, then the caster understands the machine in a vague sense. If it is made by 5 or more, then the caster truly understands the machine. If the roll is failed by 10 or less the caster realizes he does not understand the machine. If the roll is failed by more than 10, the caster thinks he understands the machine, but really does not. The GM should feel free to modify the boundaries on failing the roll depending on the arrogance of the mage in question.

To dismantle a spell machine the caster needs to make a CR as described above with additional modifiers as described on Table 108, "Machine Tinker Modifiers," on page 232. If the roll is made by 5 or more, the machine is dismantled and does not go off. If the roll is made by less than 5, the machine is dismantled or, if the caster wishes, the machine can be dismantled and go off. If the roll is failed by 5 or less the machine is dismantled and goes off. If the roll is failed by more than 5, the machine goes off and is not dismantled, unless, of course, it is a one shot machine.

If the caster truly understands the machine, the caster can always dismantle it. If the caster believes himself to understand the machine but does not, the caster will always set it off. If the caster understands it in a vague way, the caster gets a +5 bonus to the dismantling roll.

The time to understand or dismantle a machine is the machine's complexity in minutes. The time can be shortened by 1 minute by adding 1 level of complexity to the machine, and the complexity can be reduced by 1 by doubling the time spent on the machine.

Table 108: Machine Tinker Modifiers

Feature	Mod
Machine bound to object.	+4 and up
Spell made by caster.	-4
Spell made by caster within last 24 hours.	-6

Altering Spell Machines

A caster might also wish to alter a machine she comes across or has created. The following rules provide for this.

If the caster truly understands a spell machine, she can add an element as described in the Spell Machine rules above. The machine has to be stabilized after any element is added.

If the caster does not truly understand the spell machine, the caster will always trigger it. If the caster believes to understand the spell machine when she does not, she will trigger the machine and, if she fails the first SMR she makes on the machine, she will incur the MFP cost of the base spell of the machine.

To remove a component, the caster has to specify which component he is attempting to remove, and then dismantle it as if it were the entire machine as described in the rules above. For example if a caster wanted to dismantle a Spirit Exit trigger, she would declare that she was attempting to do so, and then make a normal CR to dismantle the machine as if she were doing the entire machine, and then if that roll were successful, the feature would be successfully removed.

Protecting Spell Machines

Of course, given the above, the clever mage will immediately wish to protect his creations from the meddling hands of other mages. There are a number of ways to do this.

The most vicious method is to embed a spell in the machine which goes off when someone meddles with the machine. To do this, simply create another spell machine with the desired malevolent effect and bind it to the previous machine as one would bind a spell to an object. The new ward machine needs to have a Meddle trigger with it.

Also, a caster can build another spell machine, and instead of placing a spell in it, make it make 'magical noise'. This gives a penalty equal to twice the 'noise making' spell machine's complexity to dismantling the other machine. However, the tinkerer can first dismantle the 'noise maker' and then dismantle the original machine if desired. Note a caster can ward this rider spell, if desired.

The main advantage of all these wards and noise makers is the complexity of each machine is added to the complexity of the other machines. So, for example, a machine of complexity 10 with a noisemaker of complexity 5 and a ward with complexity 4 would create a system of 3 machines with complexity equal to $10 + 5 + 4 = 19$, since the second machine is a noisemaker, $+ 4 = 24$, a complete mess! In addition, while the caster can deduce there are separate machines, each machine has to be understood independently with separate rolls and the links between the machines have to be understood independently with separate rolls. The complexity of a link is the average complexity of the parent machine and the child machine.

Finally the caster can attempt to hide the machine. The easiest way to do this is by linking the machine to an object which conceivably does what the spell does.

The magical way to hide a spell is to, in a sense, build a trigger which 'dims' or hides the spell machine when it is not active. However, ten seconds before becoming active the spell machine loses its dimmed status, and the dimmed spell machine also has a 10 second time delay after being triggered to be cast.

This cloak can be applied to a spell machine by

making a successful SMR to install a Magical Activity trigger if the caster declares he is making a cloak. Note this added penalty needs to be taken into account when stabilizing a machine. This cloak will not conceal a spell machine when it is held under close scrutiny.

Further examples of spell machines

The non-brute force method of candle lighting

1) *Lighting a candle, as Guido knows all too well, is a level 5 spell. So the spirit needed for Guido is $5 - 1 / 2 = 2$. Say Guido has a general SCL of 1.*

2) *Guido summons a dinky level 2 spirit. The effective spell level for him is 1. He incurs the 1 or 2 MFP points now.*

3) *Guido sets the spell machine up to cast the light spell by making a general skill roll with a penalty of 2. If he succeeds, the spell goes off.*

4) *The machine quickly destabilizes, casts spell, and evaporates.*

The safe way of large spirit summoning

1) *Summon small spirit*

2) *Use spell smithing to create spell machine from the spirit which summons a spirit twice the size of the original spirit.*

3) *Repeat until desired size is achieved.*

Alternative Power Sources

Disclaimer

In the following we would like to say that in no way do we condone the sacrifice or malevolent use of babies, animals, or adults consenting or otherwise. The following rules are here purely as an addition to the morbid qualities of this game, and to enable the GM and players to create truly evil mages. Once again, this is purely fantasy and has no bearing on reality.

Instead of summoning a spirit, ready made spirits can be used instead. Some examples of ready-made spirits are babies, animals, and people.

The main problem with using ready made spirits, aside from the damage done to them, is breaking down the resistance of their sentence. To use an on-hand spirit successfully one do any or all of the following things.

Firstly conscious consent, if truly given by the target spirit, halves their resistance. Note that through torture and intimidation a person can break a person's spirit so they truly give consent. This is one of the benefits to torturing a victim before using it.

Secondly, causing extreme pain to the target spirit halves their resistance.

Third, if the target is not mentally capable of giving consent due to their inability to grasp abstract concepts (spirits of this sort are babies and animals and mentally retarded persons) the caster can reduce their resistance with Spirit Magic through normal means.

When using a normal spirit, the caster needs to make a SMR with a penalty equal to the spirit's complexity plus any spirit resistance modifiers noted.

The advantage of this technique is it is impossible to lose the spirit and impossible to get brain burn from using the spirit.

The target spirit, however, receives double the normal amount of brain burn and all the consequences of it.

In addition, if a spell machine is set up as a duration based machine (see below) the spirit will receive an ongoing brain burn of 1 point per complexity level of the spell machine per day in addition to all other costs.

Some Helpful Rituals

There are some rituals mages designed to help cast spells of immense complexity. They are listed below.

Hold Spell (1 week)

Ritual Time: 1 day
Duration: 1 week
Complexity: Moderate
Materials: Moderate
Setup: Very Difficult

The caster sets up some candlesticks and a circle in order to hold the spiritual energy for a spell which has a casting time of 1 week or so. After the successful completion of this ritual, the caster can begin casting any straight magic spell and leave it mid-casting in order to eat, sleep, and other such things. The caster needs to spend the same amount of time actually casting the spell as previously, but the time does not have to be in a single stretch. For example, if the caster had a spell with a four day casting time, the caster could cast continuously for a day, rest for a day, cast for a day, rest for a day, cast for a day, rest for a day, and then cast for a final day for a total of four days of casting and a completed spell. If the circle is ever disturbed, however, all is lost. In addition the candles must be kept burning and must be immediately replaced as soon as they go out throughout the course of the week.

Hold Spell (2 months)

Ritual Time: 1 week
Complexity: Difficult
Materials: Moderate
Setup: Very Difficult

This spell is similar to the above, except it gives 2 months to cast the spell. Instead of candles, however, this spell uses iron braziers holding pots of oil. These lamps do not go out as easily, last for three days at a time, and are far more expensive.