

Reference: S10-0005

Character: Harbonath

Player: Edward Tully

Subject: Attuning spelltempered items

Reply written by: Matt LeFeuvre

Notes: none

OOC Brief:

Your initial start is to ensure you collect together Solarian's notes and research. You head to Selby where the Guild library is located to make a start as soon as you have returned from the lands of the Unicorn - this takes a few weeks due to having to leave on the boats. After collating it together you find:

He made great strides in identifying ways to both improve and alter the effectiveness of spelltempered items. He knew that the way spell-tempered items are made is by purifying the materials so that they are "clean" and can accept the magic more readily. Within the Armourers guild library he found an example of an extremely well spell-tempered item. Collum Trowbridge, once considered the best smith in the guild, was asked to make an orb to be the focus of the replacement orb of magic. He did this by using the material known as Oricalcum. As you know from your expertise in metallurgy, Oricalcum is a composite metal made of purest (ie: 16 part pure) iron, mercury, silver & gold mixed together in equal measure and is the basis for weapons that are attuned to affect elder & planar races. However you've never tried to make a spelltempered item from it before.

Initially making a spell-tempered item from oricalcum does not work. Magic from the forges, which would usually be welcomed when making other weapons, rushes too readily into the material making it difficult to keep "clean" for spelltempering. Despite looking for further information on how he (Collum) managed it in the Armourers library you find nothing. However you do find several notes that are collected in the margins of Solarian's notes hypothesising that the techniques Solarian understood as an Artisan Armoursmith and Artisan Weaponsmith (although the Artisan Armoursmith techniques are unknown to you) could be used to make better spell tempered items. Unfortunately Collum Trowbridge's old tower in Lantia has gone missing recently which you find slightly odd. You do however find Master Thomas's rather scrawled musings turning Solarian's theoretical steps in to a more practical method. You know this to be the method the Guild currently uses to make Master Crafted Spell Tempered Weapons and shields (and you assume if you had the skill Armours as well). While you know from your study of materials that you could

possibly gain some efficiency here this is not what you are here to do, so you continue down your original line of enquiry.

You also come across Miso working in the library during your time at Selby; indeed he hurries over to get some assistance with some basic metallurgy information, to aid in his study of obsidian armour. You aid him with answers to his questions and point him in the direction of some books that may aid him, in the process however you discover he knows an awful lot about the theoretical aspects of smithing, for example he understands that to make Banes you need a cold forge and that different types of forging are possible. He is however unable to help you with your research and hurries off to pursue the texts you mention.

Looking for further answers Solarian's notes reveal he had found something in the Harts libraries; specifically a notebook in the Brighthelm library that provided an idea. It recalled that one devout weaponsmith created a sword for a rite to the Pendragon. Specifically he wanted it attuned to accept ancestral power at the expense of shunning other magic - unfortunately it doesn't say how he did it. Solarian and his research colleagues tried various methods of making the spelltempered oricalcum items more attuned to one type of magic than another. For example creating items with an imbalance (both more and less) of metals which are used to make items which affect the different types of planar creature (iron for ancestral and gold for demons), however there are no notes of Solarian conducting such experiments so you are unsure if he tried them or not. You know from your work with Pillow and Dr Tesla that it is theorised that Affect and Bane weapons work by causing an imbalance in the pattern by adding extra of that material to the pattern causing it to imbalance.

You write to Brighthelm library to request access to the book in question and await a reply. They write back, thanking you for your interest however they request that you seek the permission of one of the nobles of Albion as they do not recognise you as an Albione. They inform you that should you do so they would be delighted to assist you.

You note that Solarian theorised the use of the cold forge but lacked the skill to do this himself so you set out to try this plus of course retest Solarian's original research as he is no longer around:

You set out for Rainbow Ring (Dax's home forge) to the cold forge with your research team in tow. Upon arrival in the lands of the Dragon's you are escorted to an impressive looking fortress forge. Dax is out on Guild business but as a senior member of the Guild you and your team are made welcome and put up.

You set out to test three alloys all base oricalcum with one of the components taken out the theory being that the type of magic will be more receptive to something that lacks that material to help balance it. You also test four alloys with the addition of a material attuned to that type in case your theory is wrong...

You create seven alloys all using 16 part pure metals
Deamon rich oricalcum: 1 part oricalcum plus 1 part copper
Deamon poor oricalcum: 1 part moonsilver, 1 part nickel, 1 part tin
Ancestral rich oricalcum: 1 part oricalcum plus 1 part moonsilver
Ancestral poor oricalcum: 1 part nickel, 1 part tin, 1 part copper
Elemental rich oricalcum: 1 part oricalcum plus one part nickel
Elemental poor oricalcum: 1 part moonsilver, 1 part tin, 1 part copper
Necromantic attuned oricalcum: 1 part oricalcum plus 1 part obsidian

You create the materials at Rainbow Ring and test using both the cold forge and hot forge present to determine if such materials have any attunement. Grom is keen to assist you and is able to help with some of the tasks and between you, you create the alloys and use the samples to create some spelltempered weapons using Solarian's method and both hot and cold forged versions. This produces 14 different samples which you carefully mark so that you know which is which. You also create a spell tempered item and a Master Spell Tempered Weapon for comparison

You then ask Kitty to test the samples, she informs you that as a Theologian she is more attuned to the ancestral energies than any other so she can only test four of your samples.

She tests the four samples using a series of rites in to her ancestor and of course Weylund. She informs you that since Rainbow Ring itself is a place of strong ancestral power to Weylund, it may help the research. After several days of rites (that are really beyond your knowledge) that appear to be mostly praising both Weylund and Kitty's ancestors she informs you that as far as she can tell none of the samples are any more attuned to ancestral magic than the Master Spell Tempered one. She congratulates you on making a rather nice series of Master Spell Tempered Weapons....

You decide therefore to pursue another line of enquiry and construct an item exactly as you constructed the orb of life for the Healers Guild. The making goes flawlessly and you would possibly even suspect this more finely crafted than your original one, although one would not be so bold as to make such a statement. You pass to Kitty and she informs you that she has no healing skills so has no knowledge of if it channels life magic or not, but it looks nice.

Somewhat stumped you return to Selby to pass it to the House Master there to put in to storage in case you should have need of it for later research. You then return to your homelands to get ready for the forthcoming Moot in Norsca.

After the Moot in Wolves lands, you return to Selby, where Solarian based himself while researching. You review Solarian's notes to seek further insight and you notice from his introduction that he had more help than you first thought (copy of the introduction attached).

You realise in a moment of clarity while staring at Solarian's notes one hot summers evening that perhaps your research team did not have the required skills necessary to provide a greater insight. Indeed it's entirely likely that you may require people with knowledge of all the variances of ritual powers to work out the differences required to further the research. You realise that the assistance of Theologists, Demonologists, Necromancers and Elementalists may well be what is needed along with your materials knowledge and smithing skill to complete such a task. He indeed struggled with the same problem and only managed some half way formed theories on the ancestral attuned items.

You write up your findings so far and place with Solarian's notes in the Spell Tempering section of the library such that your research may aid those who chose to follow in your footsteps. You also entrust your samples to the House Master at Selby with instructions to hand to any who continue your research before heading to the transport circle to head home to the Southlands for a week or two before you must head to the grand Gathering far to the South...

I acknowledge the assistance of the following people without whom my research would not have been so fruitful

Edward James: Theologist

Corlane: Demonologist

Gabriel Barthroy: Mage

Corona Corvadie: Theologist

Cawd Henrikson: Healer

Kaza'alik Kalter (Lord Waste): Demonologist and Mages Guild Focus of Demonology

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Solarian

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