Simple Imbedding

Level	Spell	Area of Effect	Duration	Range
1)	Assess Base	1 object		touch
2)	Nullify Imbed	1 object		touch
3)	Imbed I	1 object		touch
4)	Delay I	1 object	1 rnd/lvl	touch
5)	Imbed II	1 object		touch
6)	Combine II	1 object		touch
7)	Imbed III	1 object		touch
8)	Delay II	1 object	1 min/lvl	touch
9)	Imbed IV	1 object		touch
10)	Combine III	1 object		touch
11)	Imbed V	1 object		touch
12)	Delay III	1 object	10 min/lvl	touch
13)	Imbed VI	1 object		touch
14)	Combine IV	1 object		touch
15)	Imbed VII	1 object		touch
16)	Delay IV	1 object	1 hr/lvl	touch
17)	Imbed VIII	1 object		touch
18)	Combine V	1 object		touch
19)	Imbed IX	1 object		touch
20)	Reinforce Base	1 objectd		touch
25)	Imbed X	1 object		touch
30)	Imbed XII	1 object		touch
35)	Imbed XIV	1 object		touch
40)	Imbed XVI	1 object		touch
50)	Imbed XX	1 object		touch

1. Assess Base – Spell will give the quality and capacity of a "substrate"--material being used to imbed a spell effect.

2. Nullify Imbed – Spell will remove a simple imbedded spell from an object or material. RR required. Failure of more than 25 will activate spell.

3. Imbed I – Spell will imbed a 1st lvl spell into an appropriate substrate: potion, candle, charm, dust, powder etc. The spell will be released when the object is consumed.

4. Delay I – When cast in conjunction with an Imbed spell, the spell effect(s) will be delayed up to 1 rnd/lvl.

5. Imbed II – As Imbed I, but a 1st-2nd lvl spell can be imbedded.

6. Combine II – Allows 2 different Imbed spells in an object. Each must be Imbedded separately. Both spells will activate upon consumption.

7. Imbed III – As Imbed I, but a 1st-3rd lvl spell can be imbedded.

8. Delay II – When cast in conjunction with an Imbed spell, the spell effect(s) will be delayed up to 1 min/lvl.

9. Imbed IV – As Imbed I, but a 1st-4th lvl spell can be imbedded.

10. Combine III – Allows 3 different Imbed spells in an object. Each must be Imbedded separately and each Imbed requires a breakage roll. If the item breaks all previous imbeds are lost and the item is destroyed.

11. Imbed V – As Imbed I, but a 1st-5th lvl spell can be imbedded.

12. Delay III – When cast in conjunction with an Imbed spell, the spell effect(s) will be delayed up to 10 min/lvl.

13. Imbed VI – As Imbed I, but a 1st-6th lvl spell can be imbedded.
14. Combine IV – Allows 4 different Imbed spells in an object. Each must be Imbedded separately.
15. Imbed VII – As Imbed I, but a 1st-7th lvl spell can be imbedded.
16. Delay IV – When cast in conjunction with an Imbed spell, the spell effect(s) will be delayed up to 1 hr/lvl.
17. Imbed VIII – As Imbed I, but a 1st-8th lvl spell can be imbedded.
18. Combine V – Allows 5 different Imbed spells in an object. Each must be Imbedded separately.
19. Imbed IX – As Imbed I, but a 1st-9th lvl spell can be imbedded.
20. Reinforce Base – Spell will strengthen a substrate, adding +25 to it's strength vs imbedding spells.
25. Imbed X – As Imbed I, but a 1st-10th lvl spell can be imbedded.
30. Imbed XII – As Imbed I, but a 1st-12th lvl spell can be imbedded.
35. Imbed XIV – As Imbed I, but a 1st-14th lvl spell can be imbedded.
40. Imbed XVI – As Imbed I, but a 1st-16th lvl spell can be imbedded.
50. Imbed XX – As Imbed I, but a 1st-20th lvl spell can be imbedded.

Notes:

1. For any "consumable" item: potion, powder, candle, charm. Spell is cast when item is used—item is spent/consumed/destroyed.
2. Object must make a breakage roll to "accept" the Imbed.