Build underground room for lab

Time:

* time to look for a small shoddy house (where I can excavate underneath)
* time to excavate the earth
* time to get rid of the earth from excavation
* time to create spells from resource list below

Resources:

* need to buy small/shoddy house (something modest, so as not to draw attention)
* spells:
  + need spell for digging dirt or do it by hand (longer)
  + need spell or other means to get rid of dirt
  + need some sort of warding spell to protect lab against detection
  + need some sort of defensive spell for lab protection
  + some sort of spell for entering/exiting lab
  + some sort of spell for concealing lab entrance

Money:

* .5lb for house

stories:

* buy land with or without a house
* develop spells from resource list above
* excavate lab space under house

progress:

boon:

* **Hidden from View:** The laboratory is hidden from view and its existence by mundane sources are undetected. The covenant can still be detected with magic, although this can be thwarted with magical aids. All other characteristics are governed by the Laboratory rules.

hooks:

* **Urban**: The covenant is in a small market town. Many of the inhabitants are not part of the covenant, and the covenant does not rule the town. Many Spring covenants in cities lack a Magical aura, and should take the Missing Aura Hook. Older covenants usually have an aura, because they have workspaces out in the countries, have a regio that contains their laboratories, or have created caverns deep below the city where an aura has grown up due to their magical practices.
* **Dark Secret:** The leaders of the covenant harbor a secret that, if exposed, may lead to their ostracism or punishment. Although they have many resources available to quiet it, the secret seems to crop up every few years as a potential problem

Build underground lab

Time:

Resources:

Money:

stories:

progress:

Outfit temp lab

Time:

* season to prepare sphere, once it is created

Resources:

* 8 pawns of Vim

Temp Lab upgrades:

* Enchant item to have virtue Greater Horde for Shadow Imps, Flawless equipment (the equipment is composed of shadowy threads that disappear when Brod leaves the lab)
  + stats:
    - General Quality +4
    - Upkeep +0
    - safety +1
    - Aesthetics +2
    - Imaginem +2
    - Vis Extraction +2
  + Shape: Sphere
  + Material: Obsidian
  + effect:
  + technique + form: creo + terram 20
  + range, duration, target: touch, momentary, Room
  + spell cost: Base 5, +3 complexity, -1 Room

stories:

* pre-requisite: need 6 points of creo-terram
* quest for raw Vim for enchantments
* need to obtain Obsidian
* need to craft it into a sphere (size of grapefruit), size: small

progress:

Enchant boots with spider climb and attuned only to Brod

Time:

Resources:

Money:

progress:

boon:

hooks: