Magic

The magic of Iroe is often a mishmash of magic from different rpg rule systems, and rationalizations for why they exist in the world of Iroe. Additionally there are Iroe-specific magical additions which aren't tied to the normal magic rules for any given rpg rule system.

- Briderus Spells
- Magic Binders
- Time Travel Magic/Technology (Stub)

Briderus Spells

Briderus spells are extra powerful, single-use spells. Once a Briderus spell is used, the user forgets the spell. In addition, even if you don't use it, it is also forgotten if it written down or told to someone else in its entirety. Due to this, Briderus spells can't be learned from one single person. Usually they are learned by learning individual syllables from separate puzzles, clues, or individuals. Some Briderus spells don't require any magical affinity, simply saying the word taps into the world's magical energy and as such requires no check, but also can only do one single thing with no extra success. Briderus spells aren't rare, but they are uncommon to learn due to their nature.

Magic Binders

Magic binders can theoretically come in many forms: magic rope, a badge, a helmet, etc. Even a powerfully enchanted room. What makes magic binders what they are is that they use powerful enchantments to prevent the wearer from casting any spells. There are few instances of anyone being able to overpower this magic, and they're likely nothing more than rumors.

Time Travel Magic/Technology (Stub)

Time travel is possible and active in the world.

General Gist: Magic can be used to travel backwards in time (though this is incredibly rare and hard to do) and technology can be used to travel forwards in time. Neither are particularly precise sciences. Stable links between 2 time/place combos can be created using a mix of magic and technology, and to the people at either time/place combo time passes at the same rate. If you go in one time-travel portal at 2:00 PM, spend an hour on the other side, then take the portal back, you will come back at 3:00 PM.