Permanent Magic Items

Each Enchantment is a Task, subject to all the Task rules. Between cycles, the enchanter can take breaks of any length. If the enchanter is seriously distracted during a work cycle, he may chose to continue working at an RD penalty, or he may abort that cycle and begin a new cycle, once the distraction has stopped, at no penalty.

There are three categories of Enchantments: Investments, Foci and "other" Enchantments. Sometimes the rules are different depending on which of these three types an Enchantment is.

Each Enchantment has a level of difficulty and, when completed, extracts an amount of Essence (ES) from the enchanter.

Enchantment		RD	Goal	Creation Time	Skill prereq.
Level	Name			Increment (CrTI)	Major/minor
1	Trivial	6	2	1 Round	3 / 0
2	Minor	7	4	1 Minute	4 / 1
3	Medium	8	8	6 Minutes	5 / 2
4	Major	9	16	1 Hour	6 / 3
5	Grand	10	32	4 Hours	7 / 4
6	Artifact	11	64	24 Hours	8 / 5

Prerequisites. For most Enchantments, there is a Major (strict) or Minor (less strict) skill requirement, or sometimes *both* a Major *and* a Minor. Some Enchantments, e.g. Investments, have special prereq rules instead of Major and/or Minor prereqs.

In some entries, prerequisite codes are used. Examples are [ai] for Air Magic, [an] for Animal Magic, [b] for Body Magic, [c] for Combat Magic, [da] for Darkness Magic, [de] for Defence Magic, [e] for Earth Magic, [fi] for Fire Magic, [ft] for Frost Magic, [li] for Light Magic, [p] for Plant Magic, [w] for Water Magic.

([MC] is *not* a prerequisite code. See "Mage Crafter" under "Discounts").

Cooperative creation. Each Enchantment is created by a "primary Enchanter" and paid for with his Essence, but several characters can put Enchantments into the same item, sequentially. One Enchantment must be finished (or aborted *completely*) before another can be started into the same item, by the same or another character. When a character Opens an item (preparing it for Enchantment), he can specify which other characters may put Enchantments into it, and also who is allowed to Close the item (each as a list of specific individuals), but it is also possible to leave either or both of these unspecified, so that everyone can contribute. It is not possible to specify *which* Enchantments someone may put into the item.

Fumbling. If the Enchantment Task Fumbles (F-3 or worse), consult the Enchantment Fumble table at the end of this document.

Assistants. The normal rules for Assistance are used, but if a Fumble occurs it will always affect the primary Enchanter, never an assistant.

Adoption. Before a character can *use* a magic item, he must "bend it to his will". The Adoption rules are found later in this document.

Craft. The values in the below table only pertain to the character creation option called "Craft". The percentage, in the paranthesis, is the probability of an F-3 Fumble or worse *not* occuring throughout the whole Task, for the stated level of skill, if the character uses the

Working Slowly option (so as to lower the RD of the Task by 1), and the period of time is the average amount of time it takes a character with the minimum level of skill to create an Enchantment of that level, if he is using the working slowly option to lower the RD by 1.

Enchantment		Craft Perk			
Level	Name	Skill Min.	Fumble	Time	CPs
1	Trivial	2	95.237%	1.6 Min	0
2	Minor	3	97.671%	9.0 Min	2
3	Medium	4	97.263%	2.2 Hours	8
4	Major	6	98.503%	11.0 Hours	40
5	Grand	8	98.272%	35.0 Hours	250
6	Artifact	11	97.990%	180.0 Hours	2000

Characters may not use the Craft character creation option if their Enchantment skill is lower than this minimum value.

The Fumble percentage may be a good risk guideline for characters wishing to engage in in-game Enchantment.

The Open/Close Enchantments

L	Enc.	ES	Effect
1	Open	0.1	Opens the item so that it can be Enchanted.
1	Close	0.1	Closes the item so that the magics in it can be used.

An Item must be Opened before Enchantments can be put into it, and Closed before the magics in it can be used. An item can only be Closed once, and it gains +1 Durability from the process.

Spell Investments

An Investment is an Enchantment that enables the item to cast a particular Spell. Each Investment totals up to a number of Investment levels (ILs).

L	level of the Invested spell (SL)	cost per Investment level
2	Cantrip (1)	0.05 ES per IL
3	Minor (2)	0.1 ES per IL
3	Medium (3)	0.2 ES per IL
4	Major (4)	0.3 ES per IL
4	Grand (5)	0.5 ES per IL
5	Wonder (6)	0.7 ES per IL

The first IL just enables the item to cast the spell, with a number of charges based on the level of the spell and the size of the item. Tiny items, like finger rings, get fewer charges (a Tiny item can't contain a Wonder-level Investment). Large items, like staves and greatswords, get more charges. Normal size items are everything in between, like arm rings, swords, torcs, wands and amulets.

S	Charges									Period
L	Tiny			Normal			Large			(charges
	base	+1 IL	+2 IL	b	+1	+2	b	+1	+2	per)
1	6	20	60	10	30	100	12	40	120	Day
2	2	6	20	3	10	30	4	12	40	Day
3	2	6	20	3	10	30	4	12	40	Week
4	2	6	20	3	10	30	4	12	40	Moon
5	2	6	20	3	10	30	4	12	40	6 Moons
6	-	-	-	2	6	20	3	10	30	3 Years

The above table shows the charges for a Tiny-, Normal- or Large-sized

item, with up to two ILs devoted to boosting the number of charges (if more ILs are spent to add charges, simply continue the progression, multiplying alternately by ×3 and by ×3.3).

Really big items, weighing many tons, recieve "bonus" ILs, *instead* of extra charges; they get as many base charges as a Normal-sized item.

Adding more ILs, beyond the first, then enhances the Investment in some way, like increasing the number of charges, making the Investment more reliable, or making it Activate faster. The Spell level of the Invested Spell determines the Essence cost per Investment level (0.05 to 0.7), and also the level of the Enchantment (2 to 5). An Investment can not have zero or negative ILs. The final ES cost of each Investment is rounded up to the nearest 0.1.

Each time an Investment is used, it must be Activated with a roll, usually 3d12 vs RD 7. If a Fumbles occurs, consult the Activation Roll Table, found at the end of this document.

Investments can have Activation ratings lower than 3d12. Those are *very* rarely created that way, rather the reliability degrades gradually due to Activation Fumbles.

ILs	Inv. Enhancer	Effect on Investment
0	Normal Reliability	Roll 3d12 to Activate
+1	Safe	Roll 4d12 to Activate
+2	Very Safe	Roll 5d12 to Activate
+3	Extremely Safe	Roll 6d12 to Activate
+4	Extremely Safe II	Roll 7d12 to Activate
+5	Extremely Safe III	Roll 8d12 to Activate
+7	Extremely Safe IV	Roll 9d12 to Activate
+9	Extremely Safe V	Roll 10d12 to Activate
+2	Extremely Safe	Roll one additional d12 to Activate.
-1	Unsafe	Roll 2d12 to Activate
-2	Very Unsafe	Roll 1d12 to Activate
-3	Extremely Unsafe	Roll 1d12 to Activate, at +1 RD
-4	Extremely Unsafe	Roll 1d12 to Activate, at +2 RD

The time it takes to Activate an Investment normally equals the Cast Time Increment (CTI) of the Spell, but the Enchanter can choose to make the Investment Activate faster or slower, by 1 or 2 Time Scale Steps relative to the CTI.

ILs	Inv. Enhancer	Effect on Investment
-3	Very Slow Activation	Activates 2 Time Scale steps slower
-1	Slow Activation	Activates 1 Time Scale step slower
0	N. Activation Speed	Activates in normal time
+2	Fast Activation	Activates 1 Time Scale step faster
+5	Very Fast Activation	Activates 2 Time Scale steps faster

Most Spells have a CTI of 1 Round (6 Seconds). Fast Activation would make such an Investment Activate in 1 Second, Slow Activation would make it Activate in 1 Minute.

Very Fast Activation would make such a Spell Activate in 1/10 Second, *Very* Slow Activation would make it Activate in 6 Minutes.

Duration. Charges can freely be spent to prolong the duration of a running Invested Spell, without an Activation roll. Items can be created to automatically spend charges to prolong specific Investments, once activated, unless/until the wielder wills that the

item shall not do so (e.g. an item with an Invested Spell of Flying will auto-prolong if the wielder is airborne just before the spell expires). The wielder can always will the item to stop a running Investment, or to *not* auto-prolong in a specific instance. He has ultimate control.

Rest. Once created, the item is empty of charges, and each Investment must "rest" for the full <u>period</u> (e.g. <u>6 Moons</u> for a 5th level Investment) before it *begins* to recharge. After a second full <u>period</u> the item is at full charges. This means that "Never Recharges" Investments will, in fact, recharge *once* (but when those charges are gone, such an Investment will never get new ones).

The five enhancers below can be applied several times to the same Investment, except for Spells with a Duration of "Instant", "Change" or "Permanent". Such spells can't have their Durations modified.

ILs	Inv. Enhancer	Effect on Investment
+1	Extra Charges	×3 or ×3 $\frac{1}{3}$ as many charges
-1	Fewer Charges	See below
-2	Reduced Duration	See below
+1	Increase Duration	Duration is upgraded by one Time Scale Step
+1	Increase Range	×3 or ×3 $\frac{1}{3}$ range
+1	Increase RI	+50% of base RI.

Fewer Charges. This lowers the <u>period</u> 1 Time Scale Step, e.g. a Cantrip Investment (in a Normal-sized item) gets a base of 10 charges per <u>Day</u>. Applying "Fewer Charges" once would result in the Investment having 10 Charges per <u>Week</u>. Applying it a *second* time would make it have 10 Charges per <u>Moon</u>.

Reduced Duration. This first doubles the Duration, then downgrades it two Time Increment steps. *Example*: The Invested Spell normally lasts 2 × <u>6 Minutes</u>. With Reduced Duration, we first double to 4 × <u>6 Minutes</u>, and then we downgrade, first to 4 × <u>1 Minutes</u>, then to 4 × <u>1 Rounds</u>, = 4 Rounds. A *second* application would make the Spell last 8 × 1/10 s, or a *third* 16 × <u>1 ms</u>.

Range. For normal Spells, each level of Increased Range triples the Range, but for *attack Spells* each level of Increased Range only increases the Spell's Range Increment by 50% of the base value, e.g. if a Spell has an RI of 20 hexes, then 3 ILs of Increased Range would improve the RI to 50 hexes (20 hx × 2.5 = 50 hx).

ILs	Inv. Enhancer	Effect on Investment
-1	Cast on Item	Invested Spell can be cast only on item itself.
+0	Cast. on wielder (default)	Invested Spell can be cast on item or wielder.
+1	Cast on Specific Target	Special, see below.
+2	Cast on Any Target	see below.
+5	Cast at Range	see below.
-4	Never Recharges	Item never regains spent charges.
-1	Decorated	see under "discounts".

Cast On Specific Target. This option lets the Investment affect "other" targets of a particular type, under narrowly defined circumstances. One example is that a bow could be Enchanted to be

able to cast a particular Spell on arrows, but only at the moment they are launched. Another is that a sword Enchanted to do extra damage against Dragons might also be allowed to have an Investment that casts a Frost Bolt, but only with Dragons as the target. A third is an object that can cast some form of Telepathic Contact Spell, but only on very similar objects ("Mirrors of Far Speech"). In each case, the item is clearly limited compared to one that could cast a Spell on *any* target. It is not possible to provide hard, solid rules for this option, and some GMs may thus want to declare this option nonexistent in their worlds, but it does encourage the creation of certain highly genre-appropriate items.

Cast on Any Target. The Spell can be cast on anyone and anything. If the Spell normally has a range of "Touch" or "Self", then the Investment gets a range of "Touch", but if the Spell is ranged then the Investment has the same base range (or base RI) as the Spell. This base range (or base RI) may then be increased normally.

Cast at Range. As above, but allows an Investment to work at range, even though the Spell normally has range "Self" or range "Touch". The base range granted is 10 hexes (or for attack Spells the base RI is 2 hexes), and this may be increased normally.

Pseudo-Spells (Item Powers). Some Activation effects can be put into items, just as if they were Spells, even though they don't exist as actual Spells. The reason these effects aren't available as regular Spells is that they are quite spectacular, they would have a profound effect on the world if they were common. Investments always cost Essence, which helps to ensure the rarity of such item-only effects. Examples are Shrink and Transform which makes the item grow smaller or change shape. Such Invested Pseudo-Spells are called "Powers". In tables of Powers, SL refers to the Spell level of the Pseudo-Spell. Powers often can't be made to affect the wielder or others.

Prerequisites for Investments. To Invest a spell, the Enchanter must have a skill level in the Realm that the spell belongs to, equal to the spell's level plus two (L+2), and he must know the spell. Alternatively, a Lore exists for each spell, allowing the Investing of it, but at the added "cost" of a +1 IL enhancer, even though one knows neither the spell nor has skill in the spell's Realm.

In most worlds, the Lore for the "Light I" spell is traditionally taught along with the Enchantment skill, because spellcasters find it so very useful to be able to put a "reading light" into their Foci.

Investments from more than one Realm.

ILs	Inv. Enhancer	Effect	ILs	Inv. Enhancer	Effect
-1	Several Realms	below	-2	Several Categories	below

If an item contains Investments from more than one Realm, but all the Realms are from the same Category (e.g. it contains one Invested Fire spell and one Invested Earth spell – both from the Elemantalism Category) then all Investments in the item recieve a -1 penalty IL. If an item instead contains Investments from more than one Category (e.g. one spell from the Elementalist Category and another spell from the Grey Magic Category) then all Investments in the item recieve two penalty ILs (-2 IL). This rule serves to slightly discourage items that have "non-themed" Investments.

Discounts

These are various discounts, built into the rules, which serve to encourage certain themes, behaviours or character concepts, for instance those of craftsman-Enchanters. The general effect is that the Essence cost is reduced, enabling those characters to utilize the discount to produce more items than they otherwise would have been, or that the Level of the Enchantment is reduced, so that the Enchantment can feasibly be created even by characters with a lower level of Enchantment skill than what would normally be required.

Mage Crafter, General. If the Enchanter is also the person who originally crafted the item, using skills such as Weaponsmith, Bowyer, Fletcher and/or Tailor, then the level of some Enchantments will be reduced by one, but only if the craftsman is the one who puts the Enchantments into the item.

Example: Normally, a sword that causes +1 Damage per Success vs all targets would be a 4th level Enchantment and cost 1.2 Essence, but with the Mage Crafter discount it becomes a 3rd level Enchantment. The cost is unaltered at 1.2 ES.

The Mage Crafter Discount does not make it possible to make Enchantments which would normally be 7th level, but otherwise the effect is cumulative with the Thrown/Missile discount (and with any other discount).

These Enchantments, marked ^{MC}, get the Mage Crafter discount:
Confer Skill Talent (type A and B only), Armour Value (AV) Bonus, Reduced Fleetness Penalty, Item Immunity, Confer Weapon Skill Talent (type A and B only), Damage Bonus, Magic Weapon, Increased Durability, Improved Range Increment.

These, marked $^{(MC)}$, get the discount if certain conditions are met.

1. The Mage Crafter must have two or three levels of Atunement towards an alignment (Holy or unHoly) before he can get the level reduction on the Burn Enchantment to Burn the other Alignment .

2. The level of a Detect Enchantment is only reduced if the weapon *also* has a Damage Bonus against that same group, *or* Burns that group, *or* Confers a Talent towards attacking that group. E.g. a weapon with a Damage Bonus vs Trolls may have the level discount on Detect: Trolls.

3. For Damage Reduction and for Resist Heat/Cold, the Mage Crafter level reduction applies only to those items that are eligible for the clothing discount.

In all cases where a Mage Crafter discount is applicable, spell Realm prerequisites may be ignored completely (this means that a character can produce items, containing the Enchantments mentioned above, without having any Realm skills – he only needs the Enchant skill, and one or more Craft skills).

Mage Crafter, Materials. If the craftsman-enchanter *also* refines the raw materials from the source (i.e. a living tree, or iron ore, or wool growing on a sheep), then he recieves certain benefits: The cost of the Durability Enchantments is halved (causing Durability +2 to cost zero ES), the cost of "Immune to All 7" is halved, the cost of Resist Heat III and Resist Cold III is lowered if they are both put into the same item, and if the craftsman-enchanter performs both the Open

and the Close Enchantment, then the total cost of these is 0.1 ES instead of 0.2 ES (if the character puts in both the Open and the Close Enchantment, then treat the Close Enchantment as having an ES cost of 0.0, although the character must still perform the Close Enchantment, thereby suffering the microscopic risk of a Fumble).

Investments & Decorations. If the craftsman who made the item utilized the Decoration skill, any and all Investments put into the item (by anyone - it doesn't have to be tby he one who crafted the item) recieve one bonus Investment level (+1 IL). This does not apply to items utilizing the Very Large rules, e.g. ones weighing several tons.

It requires no rare and expensive materials to make an item Decorated, but such an object *will* call attention to itself, as a finely crafted item, designed by someone with a well-honed sense of aestethics. Often it has runes or strange symbols or patterns carved into it, or is elaborately embroidered with many colours.

Skilled craftsmen often produce items using their Decoration skill simply as a matter of professional pride, or for the sheer joy of it, or to get a better price by tickling the fancy of a wealthy customer, so most of the Decorated items in the game world will be mundane. Nevertheless, it is common for "adventurer" PCs and NPCs to suspect that Decorated items are magical. It is *not* bad roleplaying if a player has his character try to find out if a Decorated item contains magic.

Investment, Size. If the item containing an Investment is Large (e.g. the size of a walking staff, combat staff, longbow or greatsword), then the number of charges is increased. But if the item is Tiny (e.g. the size of a finger ring, or a gemstone), then the number of charges is reduced. From this "base amount", the number of charges can be tripled ($\times 3$, $\times 3\,^1/_3$, $\times 3$, $\times 3\,^1/_3$...) as usual.

If an item is Invested with the "Shrink" Pseudo-Spell then it recieves base charges according to the smallest size it can be, e.g. a Staff that can Shrink to the size of a wand would get base charges as if it were Normal-sized (rather than as for a Large-sized item).

Clothing. For Damage Reduction and Temperature Tolerance, the ES cost is reduced by 25% if the Enchantment is put into an item of clothing that covers a significant portion of the body. It can be a suit of armour, a shirt, pants, a tunic, a cloak, or anything of non-trivial coverage. Both eligible Enchantments are marked with a [C].

Focus, Size. If the Enchanted item is Tiny, like a finger ring, or a gem stone, then the Essence cost of the Focus Enchantment is increased by 25%. But if the Enchanted item is instead Large, a staff, greatsword or similar object at least 1.5 meters long, the Essence cost is reduced by 20%. Items of Medium size, such as swords, knives, medallions, wands, torcs and arm rings, use the "Normal" ES cost for Foci.

If a Focus also has the Shrink Power, it does not work if it is Shrunk to a size smaller than the Focus size that was paid for, e.g. an item with the normal-sized Focus Enchantment ceases to work as a Focus if it is Shrunk to a smaller-than-normal size. To bypass this problem, one could pay the extra Essence for a "ring"-sized Focus, then it would continue to work when shrunk.

For Very Large Foci, i.e. in the multi-ton class, the discount on the Essence cost is even greater.

Thrown Weapon/Missile Weapon. This pertains to Weapon Enchantments that confers a Talent, or gives a Damage Bonus, or burns Holy/unHoly. The ES cost for a thrown weapon (e.g. spear, shuriken, throwing knife, throwing axe) is halved. For missiles (e.g. arrows, blowpipe ammo), ES cost is divided by 6 and the level is 1 lower. These modified costs are included in the tables labeled "Thrown" or "Missile".

0th level Enchantments. If the level of an Enchantment is reduced to zero or lower, by one or more discounts, then continue to halve the ES cost of the Enchantment (it can not drop below 0.1 in this way, or in any other way, unless explicitly stated so, e.g. as under the "Materials Discount" rule) and raising the level of the Enchantment, until the level of the Enchantment reaches one.

Very Large Item Discount

If the item being Enchanted is *very* big, or if several large items are being Enchanted collectively, the ES cost is reduced, indirectly or directly. All Investments have their Investment levels reduced by the stated number (the final IL can't be lower than 1). All other Enchantments, except Open and Close, have their ES cost reduced to the fraction (round up to nearest 0.1) - use the first fraction for Foci Enchantments and the second for all other Enchantments. Stored ES is unaffected. The game balance reason is that large items are difficult to move, but there is also a very appropriate fantasy flavour achieved by encouraging the creation of big magic items, like an Enchanted standing stone or a whole ring of them.

For Investments, the item gets as many charges as a "Normal-sized" item would. These "bonus" ILs can be used on increasing the number of charges, or on something else.

Modifier	IL	Focus	Other	Size
Tiny[1]	s	$^5/_4$ ES	$^1/_1$ ES	Finger ring, gem stone
Normal[1]	s	$^1/_1$ ES	$^1/_1$ ES	Arm ring, sword, wand
Large[1]	s	$^4/_5$ ES	$^1/_1$ ES	Staff, Greatsword, Longbow
Very Large	-2	$^2/_3$ ES	$^5/_6$ ES	1×4 Ton, or the keel[2] of a *very* large ship.
Big	-3	$^1/_2$ ES	$^2/_3$ ES	1×20 T
Huge Item	-4	$^1/_3$ ES	$^1/_2$ ES	1×100 T
Gigantic	-5	$^1/_4$ ES	$^1/_3$ ES	1×400 T
Enormous	-6	$^1/_5$ ES	$^1/_4$ ES	1×2'000 T

Each component must be indivisible, i.e. made of stone, cast metal, mortared stone walls, solid wood or something similar.

If an item has the Shrink Power then it can not benefit from any of the "Very Large+" size modifiers.

1. These are included for completeness.

s. Special effect: the item recieves somewhat more (Large) or fewer (Tiny) charges, but no bonus (or penalty) Investment level.

2. If a keel is Enchanted, the magic affects the entire ship (but not the crew).

Objects bigger than 10'000 Ton can not be Enchanted. Nor is it possible to Enchant only part of an object larger than this size. One Enchants an object in its entirety.

Multicomponent Very Large Items. If a Very Large item, to be Enchanted, is instead a "coherent group of items" then each time the number of items is "tripled" (standard ×3/×3.3 progression), the minimum mass of each item is divided by 2.5. The mass of each component item must be at least 4 Ton. Below are some examples.

Size	Example combinations
Big	3×8 T, or 10×4 T
Huge I.	3×40T, or 10×16 T, or 30×7 T
Gigantic	3×160 T, or 30×26 T, or 300×4 T
Enorm.	3×800 T, or 10×320 T, or 30×128 T, or 300×21 T

Split Item Discount

When this discount is used, it is applied to all the Investments in the item. It is not possible to put any kind of Enchantment into only part of a Split item (as that would allow the bypassing of the cost of "Open" and "Close", which serves a very important function in the economy of Enchantment).

IL	Effect	Dist.	
-2	Split in 2	200 km	Investments with the "Split" trait can not recharge if the parts of the item are closer than the distance stated. The item must be assembled before those Investments can be used. "Detect: Parts of Self" is highly useful.
-3	Split in 3	400 km	
-4	Split in 4	800 km	
-5	Split in 5	1600 km	
-6	Split in 6	3200 km	
-7	Split in 7	6400 km	

A "Split" item is usually assembled/disassembled in a mundane fashion (i.e. piecess that fit together), but nothing prevents the use of the Transform D Power instead.

Items with Skills

In a very few cases, magic items need to have skills of their own. This should only be possible in situations where it is inavoidable. The only current example is that items with Illusion spells Invested *need* to have the Illusion Art skill, because one Illusion Art skill roll, for each sense affected, must be made, due to the way Illusion Magic works.

L	Enchantment	ES	Effect	Prereq.
1	Item Skill II	0.2	Item has skill 2	Same skill 2
2	Item Skill III	0.3	Item has skill 3	Same skill 4
3	Item Skill IV	0.4	Item has skill 4	Same skill 6
4	Item Skill V	0.6	Item has skill 5	Same skill 8
5	Item Skill VI	0.8	Item has skill 6	Same skill 10
6	Item Skill VII	1.2	Item has skill 7	Same skill 12

The item utilizes the skill when necessary, e.g. when an Invested Illusion spell is Activated. Illusions must be pre-programmed *in detail*. This means that items are limited to Obscuration (e.g. invisibility soundlessless), specific disguises (make the wielder look like a *particular* Troll), or creation of illusionary objects (a gold ingot).

Focus

A Focus I to V lowers the Roll Difficulty (RD) of spellcasting by 1 to 5. Foci are *very* important to spellcasters. Most casters end up Enchanting Foci for themselves, tailored to whatever Realms they use most often, but a few find, steal or inherit one instead.

Purchasing a Focus is not unheard of, but as with all magic that costs Essence, the price will be extremely high, and finding a seller will be extremely difficult.

Normal-Sized Focus For	Focus I		Focus II		Focus III		Focus IV		Focus V	
	L	ES	L	ES	L	ES	L	ES	L	ES
All Spells	5	2.0	6	4.0	-	-	-	-	-	-
Two Categories or seven Realms	4	1.3	5	2.6	6	6.5	-	-	-	-
Five Realms	3	1.0	4	2.0	5	5.0	6	15.0	-	-
One Category or four Realms	3	0.8	4	1.6	5	4.0	6	12.0	-	-
Three Realms	3	0.6	4	1.2	5	3.0	6	9.0	-	-
Two Realms	3	0.5	4	0.9	5	2.3	6	6.8	-	-
One Realm	2	0.3	3	0.6	4	1.5	5	4.5	6	18.0
One Spell	1	0.1	2	0.2	3	0.5	4	1.5	5	6.0

As mentioned earlier, under "Discounts", the Essence cost of a Focus is reduced if the item is of the Large item size category, or increased if it is of the Tiny item size category.

Large- (Staff) Sized Focus For	Focus I		Focus II		Focus III		Focus IV		Focus V	
	L	ES	L	ES	L	ES	L	ES	L	ES
All Spells	5	1.6	6	3.2	-	-	-	-	-	-
2C / 7R	4	1.1	5	2.1	6	5.2	-	-	-	-
Five Realms	3	0.8	4	1.6	5	4.0	6	12.0	-	-
1C / 4R	3	0.7	4	1.3	5	3.2	6	9.6	-	-
Three Realms	3	0.5	4	1.0	5	2.4	6	7.2	-	-
Two Realms	3	0.4	4	0.8	5	1.8	6	5.4	-	-
One Realm	2	0.3	3	0.5	4	1.2	5	3.6	6	14.4
One Spell	1	0.1	2	0.2	3	0.4	4	1.2	5	4.8

Tiny- (Ring) Sized Focus For	Focus I		Focus II		Focus III		Focus IV		Focus V	
	L	ES	L	ES	L	ES	L	ES	L	ES
All Spells	5	2.5	6	5.0	-	-	-	-	-	-
2C / 7R	4	1.7	5	3.3	6	8.2	-	-	-	-
Five Realms	3	1.3	4	2.5	5	6.3	6	18.8	-	-
1C / 4R	3	1.0	4	2.0	5	5.0	6	15.0	-	-
Three Realms	3	0.8	4	1.5	5	3.8	6	11.3	-	-
Two Realms	3	0.6	4	1.2	5	2.9	6	8.5	-	-
One Realm	2	0.4	3	0.8	4	1.9	5	5.7	6	22.5
One Spell	1	0.2	2	0.3	3	0.7	4	1.9	5	7.5

Prereq. The Minor prerequisite is the Magic Theory skill. The Major prerequisite depends on the Breadth of the Focus.

Alternatively, the Enchanter can switch prereqs, so that Magic Theory becomes the Major prereq and the Realm(s) in question becomes the Minor prereq(s). This is useful for Enchanters with high ratings in the Magic Theory skill, letting them make Foci for other characters without needing to have high skills in many Realms.

Type	Prereq.
One Spell	The Realm that the spell belongs to. The Enchanter does not need to know the spell.
1-7 Realms	Each Realm.
One Category	Any two Realms from the Category.
Two Categories	Any two Realms from each Category.
All Magic	Two Realms from one Category and one Realm from each of the other three Categories.

Confer Talent, non-weapon skills

Prereq. Minor, the skill in question (e.g. Stealth or Dancing).

Conf. Talent	Norm. (-1 RD)		Maj. (-2 RD)		E. (-3 RD)		E.+ (-4 RD)	
	Level	ES	L	ES	L	ES	L	ES
type A	3	0.9	4	2.7	5	10.8	6	64.8
B or C	4	1.8	5	5.4	6	21.6	-	-
type D	5	3.6	6	10.8	-	-	-	-

A[MC]. Skill Talent that pertains to the item (Boots are related to Stealth (Move Silently) or Running, cloaks are related to Stealth (Hide)), and only with *one* aspect (e.g. a specialization) of the skill.

B[MC]. Skill Talent pertaining to item, covering *all* aspects of skill.

C. Skill Talent that doesn't need to pertain to item, limited to *one* aspect of the skill.

D. Skill Talent that needs not pertain to the item, *all* aspects.

It *is* possible to Enchant one item to confer a Talent with another item, e.g. Enchant a ring (or a dagger) to confer a Talent with the Sword or Bow skill, just like one can Enchant a belt to confer a Talent with Sprinting. This would then be type C or D. For type A and B Talents for Weapons, see the next page.

The Confer Talent Enchantment doesn't work with spellcasting skills (such as Fire Magic, Illusion Magic or Necromancy). Use the "Focus" Enchantment for this.

Confer Talent works with *all* other skills (including the Enchantment skill), as long as the skill can be rolled for (there is no point in conferring a Talent with a skill that is never rolled for - characters instinctively understand the futility of such endeavors).

Damage Reduction[(MC)]

Stacking. A permanent Damage Reduction stacks with a temporary Damage Reduction (i.e. from a Spell/Investment). Simply multiply the fractions, e.g. if the character is wielding an item granting 1/4 Damage from Fire, and is then subject to a Spell granting 1/4 Damage from Fire, then for the duration of that Spell, he takes only 1/16 Damage from Fire.

Two temporary damage Reductions can't stack with each other, nor can two permanent Damage Reductions if they are both from Enchantments, but a permanent Enchantment Damage Reduction can stack with a permanent innate Damge Reduction, e.g. if the wielder is of a species that takes half damage from fire.

Damage Reduction vs	$\frac{1}{2}$ dam.		$\frac{1}{4}$ d.		$\frac{1}{10}$ d.		$\frac{1}{30}$ d.	
	L	ES	L	ES	L	ES	L	ES
Normal Items								
Common substance	4	2.0	5	5.0	6	20.0	-	-
Uncommon substance	3	1.2	4	3.0	5	12.0	6	72.0
Rare substance	3	0.8	4	2.0	5	8.0	6	48.0
Very Rare substance	3	0.4	4	1.0	5	4.0	6	24.0
Almost Unique substance	2	0.2	3	0.5	4	2.0	5	12.0
Clothing/Armour[MC]								
Common substance[MC]	4	1.5	5	3.8	6	15.0	-	-
Uncommon substance[MC]	3	0.9	4	2.3	5	9.0	6	54.0
Rare substance[MC]	3	0.6	4	1.5	5	6.0	6	36.0
Very Rare substance[MC]	3	0.3	4	0.8	5	3.0	6	18.0
Almost Unique substance[MC]	2	0.2	3	0.4	4	1.5	5	9.0

Common. Iron/steel[e/de].

Uncommon. Copper/bronze[e/de], wood[p], earth/stone[e], fire[fi], extreme cold[fr], gemstones[e], electricity/lightning[ai].

Rare. Silver[e], obsidan[e], flint[e], jade[e], diamond[e], sapphire[e].

Very Rare. Sunlight[li] (the kind that hurts vampires and some other supernatural creatures), sand storms[e] (reduces damage from abrasion of clothes/skin), gold[e].

Almost Unique. UV[li] (i.e. protects albinos and pale-skinned people from sunburn), wind[ai] (reduces the buffetting effect, as if wind speed was 1/2, 1/4, etc. of actual).

Prerequisite. Major in one Realm. When two are mentioned, either one will suffice.

AV Bonus[MC]

L	Ench.	ES	
3	+1 AV	0.4	This Enchantment increases the Armour Value of a suit of armour. The AV can't be raised to more than twice the original value (e.g. AV 2 armour can be boosted to a final AV of 4). AV 0 clothes can't benefit from this Enchantment
4	+2 AV	1.0	
5	+3 AV	2.5	
6	+4 AV	6.3	

Prereq. Major Earth Magic or Major Defence Magic

Reduced Fleetness penalty[MC]

Reduced Fleetness Penalty	by 1		by 2		by 3		by 4	
	Lvl	ES	L	ES	L	ES	L	ES
Suit of Armour	4	0.4	5	1.0	6	3.0	-	-
Weapon or Shield	3	0.2	4	0.5	5	1.5	6	6.0

Prereq. Major Earth Magic or Major Combat Magic.

Align Blade/Mail[MC]

L	Ench.	ES	
3	Align Blade	0.4	Promity to iron/steel interferes with spellcasting, giving an RD penalty to casting rolls.
5	Align Mail	1.2	This causes the item to not interfere.

Note that there are *other* ways around the interference problem: First of all, individual spellcasters can learn Lores to reduce such penalties, even all the way to zero. Secondly, one can cast spells of "Align Blade" or "Align Mail" on the items to temporarily nullify the interference.

Item Immunity^MC

L	Immune	ES	Effect
2	Water^w	0.1	The item itself cannot be harmed by water in any way. If a container, it is 100% water proof.
3	Heat^fi	0.2	Can't be harmed by any heat, only direct fire.
4	Fire^fi	0.3	Cannot be harmed by any heat or fire.
3	Cold^fr	0.2	Cannot be harmed by even extreme cold.
3	Wind^ai	0.1	Item is never buffeted by wind/turbulence
4	Lightning^ai	0.2	Item can't be harmed by lightning/electricity.
3	Corrosion^e	0.2	Cannot rust, corrode or be harmed by acid.
5	all 7^2	0.6	Item is immune to all of the above
5	all 7$^{M/2}$	0.3	As above, but utilizing the Materials discount.

Prereq. Is always Minor. For "Immune to all 7" any *two* of ^w, ^fi, ^fr, ^ai or ^e will suffice.

Durability^MC

The ES^M column shows the cost for an Enchanter utilizing the Materials discount.

L	Ench.^MC	ES	ES^M	
2	Durability +2	0.1	0.0	Note that all items gain +1 Durability just from being Closed, at no extra cost. The Durability bonus from this Enchantment *replaces* the bonus from Close, it is not cumulative with it.
3	Durability +3	0.2	0.1	
4	Durability +4	0.4	0.2	
5	Durability +5	0.8	0.4	
6	Durability +6	1.6	0.8	

For ropes of all types, each +1 Durability doubles the strength, i.e. how much weight it can support.

Prereq. Usually Earth magic, but Plant magic for objects of vegetable material or Animal magic for objects of animal hide. Necromancy for objects made out of a humanoid. If several Realms apply, they are *all* prereqs. Always Minor.

Note that items do not automatically get the +2 Durability just because the Enchanter was eligible for the Mage Crafter and Materials discounts - the Enchanter must actively perform the +2 Durability Enchantment (which involves a Fumble risk).

Weapon-Type Enchantments

This section deals with Enchantments that are most often found in weapons. Tables designated "Weapon" deal with melee weapons (e.g. swords, spiked gauntlets) *and* missile launchers (e.g. bows, slings). A "Missile" is that which is fired *from* a launcher (e.g. arrows, stones).

Confer Weapon Skill Talent^MC

Weap. Talent	-1 RD		-2 RD		-3 RD		-4 RD	
	L	ES	L	ES	L	ES	L	ES
Weapon, A	3	0.9	4	2.7	5	10.8	6	64.8
Weapon., B	4	1.8	5	5.4	6	21.6	-	-
Thrown, A	3	0.5	4	1.4	5	5.4	6	32.4
Thrown, B	4	0.9	5	2.7	6	10.8	-	-
Missile, A	2	0.2	3	0.5	4	1.8	5	10.8
Missile, B	3	0.3	4	0.9	5	3.6	6	21.6

A. Skill Talent with the Enchanted item itself, e.g. a sword or bow or arrow, but only in certain circumstances, like While Parrying, or When Attacking Trolls. When Attacking Anyone is not an appropriate circumstance, it applies too often!

B. Skill Talent pertaining to the item itself, covering all normal combat use (i.e. if you use an Enchanted bow as a club in melee, you get no bonus), or one abnormal combat use (e.g. using a bow as a club in melee).

Prereq. Minor, the skill in question (e.g. Melee: Sword or Missile: Bow). Alternatively, Major Combat Magic (useful for those Enchanters who lack weapon skills).

Detect

Prereq. Minor Divination for ordinary Detects with or without Indicates, but Major Divination for Detects with Tracking.

The detection signal can be in the form of a faint glow, a not-too-loud sound, a "thought warning" or any other reasonable modality, specified at creation time. It can be powerful enough to awaken the wielder even if he is quite tired. The Detect can be made to automatically try to Activate one or more Investments, in addition to alerting the wielder, or instead of it.

Detect Enchantment/Active Magic

This Enchantment Detects the presence of active magics (e.g. spells that have been cast) and of Enchantments.

Detect Type	1st level Enchant. ment or effect	2nd lvl	3rd lvl	4th lvl	5th lvl	6th lvl
Level	3					
Essence	0.3					
Range	-	1	2.5	5	10	20
Level	4					
Essence	0.6					
Range	1	2.5	5	10	20	40
Level	5					
Essence	1.2					
Range	2.5	5	10	20	40	80
Level	6					
Essence	3.0					
Range	5	10	20	40	80	160

Detect Spellcasting

This Enchantment Detects the "astral ripple" that is caused the moment that a spell is actually cast (i.e. when the casting Task is completed). This "ripple" not only occurs when a character casts a spell, but also when an item successfully Activates an Investment

Detect Type	1st level spell	2nd lvl	3rd lvl	4th lvl	5th lvl	6th lvl
Level	3					
Essence	0.1					
Range	-	1 hx	3 hx	10 hx	30 hx	100 hx
Level	4					
Essence	0.2					
Range	0.5 hex	2 hx	6 hx	20 hx	60 hx	200 hx
Level	5					
Essence	0.4					
Range	1 hex	4 hx	12 hx	40 hx	120 hx	400 hx
Level	6					
Essence	1.0					
Range	2 hexes	8 hx	24 hx	80 hx	240 hx	800 hx

Detect Holy or unHoly^(MC)

This Enchantment Detects the presence of creatures with more than the typical Human degree of Atunement towards Good or Evil.

Detect Type	2 levels of Atunement	3 lvl	4 lvl	5 lvl	6 lvl	7 lvl
Level	4					
Essence	0.3					
Range	1 hex	2 hx	3 hx	5 hx	10 hx	25 hx
Level	5					
Essence	0.6					
Range	2 hexes	4 hx	6 hx	10 hx	20 hx	50 hx
Level	6					
Essence	1.2					
Range	4 hexes	8 hx	12 hx	20 hx	40 hx	100 hx

L	Ench.^(MC)	ES	Effect
3	Indicate Direction	0.1	Makes the wielder aware of the direction to the detected.
3	Indicate Distance	0.1	Makes the wielder aware of the distance to the detected.
3	Indicate Number	0.1	Makes the wielder aware of the approximate quantity of the Detected (i.e. "one", "few", "many", or "a lot!").
4	Tracking I	0.4	Item lets wielder keep track of up to 3 targets (or 1×Perception, creator must specify which one). Includes all three Indicates above in its cost.
5	Tracking II	0.6	10 targets (or 3×Perception, as above).
6	Tracking III	0.8	30 targets (or 10×Perception, as above).

L	Ench	ES	
3	Detect: Parts of Self	0.2	This is a special version of the Detect Enchantment. It enables any part of a Split item to Detect any other part, at infinite range. It includes the Tracking II effect.

Detect "Enemy-type" creature(MC)

This Enchantment can Detect the presence of a specified type of creature, e.g. Trolls or Undead. The cost and range depends on the breadth of the category of creatures.
The categories are defined in the middle column ("Groups").

Detect Type	Large Category	Small Category	Tiny Category
Level	2	2	2
Essence	0.2	0.1	0.1
Range	10 hexes	10 hexes	10 hexes
Level	3	3	3
Essence	0.3	0.2	0.1
Range	30 hexes	50 hexes	100 hexes
Level	4	4	4
Essence	0.6	0.4	0.2
Range	100 hexes	200 hexes	1'000 hexes
Level	5	5	5
Essence	1.5	1.0	0.5
Range	300 hexes	1'000 hexes	10'000 hexes
Level	6	6	6
Essence	4.5	3.0	1.5
Range	1'000 hexes	5'000 hexes	100'000 hexes

Damage Bonus(MC)

This Enchantment gives the weapon a damage bonus per Success, either against all targets or against a particular category of targets.
Prereq. Minor Combat Magic.

Example. Normally a broadsword does d10 damage per Success. With a Damage Bonus +2/S Enchantment, it would do d10+2 damage per Success, thus if the attacker gets 3 uncountered Successes, he rolls 3d10+6 for damage, instead of 3d10.

Damage Bonus Effect, Stacking. A weapon uses the highest *permanent* magical damage bonus (like the one from above, or burn Holy/unHoly further down), plus the highest *temporary* magical damage bonus (such as a "Fire Weapon I" Investment or Spell). In addition to this comes all non-magical bonuses from material quality or craftsmanship (these all stack with each other), and any bonuses based on qualities innate to the character (special Skills or Advantages), which also all stack with each other.

Damage Bonus Cost, Stacking. If a weapon contains more than one Damage Bonus Effect, only the most expensive, in terms of ES cost, is at full cost. All the others are at half cost (For this to work, the Enchanter must put in the most expensive effect first).

Example of Cost Stacking. One could Enchant a sword so that it does +4 damage per Success against Liches, +3 d/S against other Undead, +2 d/S against all other supernatural creatures and +1 d/S against non-supernatural targets, costing a total of 8.6 ES (6.0+1.2+0.8+0.6 = 8.6, instead of 6.0+2.3+1.5+1.2 = 11.0), plus 0.2 for Open and Close.

Weapon bonus vs	+1 d./S		+2 d./S		+3 d./S		+4 d./S		+5 d./S	
	Lvl	ES	L	ES	L	ES	L	ES	Lvl	ES
All	4	1.2	5	3.0	6	9.0	-	-	-	-
Large group	3	0.6	4	1.5	5	4.5	6	18.0	-	-
Small group	2	0.3	3	0.8	4	2.3	5	9.0	6	45.0
Tiny group	1	0.2	2	0.5	3	1.5	4	6.0	5	30.0
Individual	1	0.1	1	0.3	2	0.8	3	3.0	4	15.0

Thrown bonus vs	+1 d./S		+2 d./S		+3 d./S		+4 d./S		+5 d./S	
	Lvl	ES	L	ES	L	ES	L	ES	Lvl	ES
All	4	0.6	5	1.5	6	4.5	-	-	-	-
Large group	3	0.3	4	0.8	5	2.3	6	9.0	-	-
Small group	2	0.2	3	0.4	4	1.2	5	4.5	6	22.5
Tiny group	1	0.1	2	0.3	3	0.8	4	3.0	5	15.0
Individual	-	-	1	0.2	2	0.4	3	1.5	4	7.5

Missile bonus vs	+1 d./S		+2 d./S		+3 d./S		+4 d./S		+5 d./S	
	Lvl	ES	L	ES	L	ES	L	ES	Lvl	ES
All	3	0.2	4	0.5	5	1.5	6	6.0	-	-
Large group	2	0.1	3	0.3	4	0.8	5	3.0	6	15.0
Small group	1	0.1	2	0.2	3	0.4	4	1.5	5	7.5
Tiny group	1	0.1	1	0.1	2	0.3	3	1.0	4	5.0
Individual	-	-	1	0.1	1	0.2	2	0.5	3	2.5

Large Group. Supernatural creatures (Demons, Undeads, Weres *and* Elementals), Animals, Monsters, Humans[d], Elves[d], Dwarves[d], Orcs[d].
Small Group. Demons, Undeads, Weres *or* Elementals. Canines, Troll-kin, Dragons. Non-living objects (such as buildings, including wooden ones).
Tiny Group. Demon Knights, all Lesser Undead (zombies, skeletons, warrior skeletons *and* ghouls) or one type of Greater Undead (e.g. Vampires, Wights, Wraiths *or* Liches), Werewolves, Earth Elementals, Wolves, Trolls, Green Dragons. Non-Living objects of one specific material (e.g. wood *or* stone), or all Plants.
d. A sword "+1 damage per Success vs Humans" may sound cool, but in Human-dominated worlds (e.g. historical fantasy settings), it messes with the game balance. Hence swords that are particularly damaging against Humans are only possible in some worlds, and even then each type of Humanoid is regarded as a Large group.
Damage Limit. A weapon can't have a total permanent magical damage bonus equal to or higher than the maximum dice roll. Example: a tiny knife doing d3 damage per Success can't have a permanent magical damage bonus higher than +2/S.
Tools. Some tools benefit a lot from a Damage Bonus. An Axe +1 d/S can chop down trees 2.5 times as fast as a normal axe, and a +2 Axe can chop down trees 6 times as fast as a normal axe. A +1 saw can cut through trees or planks twice as as a normal saw, and a +2 saw can cut four times as fast. A +1 knife can carve wood 50% faster, a +2 knife 100% faster, or a +3 knife 200% faster. A +1 shovel or pick-axe can be used to dig through earth or rock 50% faster than normal, a +2 shovel or pick-axe 100% faster, and a +3

item 200% faster. That's *not* to say that magical tools are the *at all* common, here are the rules for exactly how much better they work.

Magic Weapon(MC)

Some creatures can only be harmed by magical weapons, meaning ones that have either "Damage Bonus" or "Magic Weapon" - this last option costs less ES and is a lower Enchantment level.

L	Enchantment(MC)	ES	Prereq.:
3	Magic Weapon	0.4	Minor
3	Magic Thrown Weapon	0.2	Combat
2	Magic Missile	0.1	Magic

Burn Holy/Burn unHoly(MC)

This makes the weapon cause more damage per Success, but only against targets that are Atuned towards Holy or unHoly. It works like Damage Bonus above, except that the Damage Bonus depends on the target's level of Atunement towards Holy or unHoly. Look in the column under the target's Atunement level to see the damage bonus. It is not possible to create a weapon that "burns" someone who has only *one* level of Atunement, as that is the norm for mortals (who can also have no more than 3 levels of Atunement; only supernatural creatures can have 4 or more levels).

Ench.	Weap.		Thr.		Miss.		Target's L. of Atunement					
	L	ES	L	ES	L	ES	7	6	5	4	3	2
Burn I	2	0.2	2	0.1	1	0.1	+3	+2	+1			
Burn II	3	0.4	3	0.2	2	0.1	+4	+3	+2	+1		
Burn III	4	0.8	4	0.4	3	0.2	+5	+4	+3	+2	+1	
Burn IV	5	2.0	5	1.0	4	0.4	+6	+5	+4	+3	+2	+1
Burn V	6	6.0	6	3.0	5	1.0	+7	+6	+5	+4	+3	+2
Burn VI	-	-	-	-	6	5.0	+8	+7	+6	+5	+4	+3

Prereq. Minor Combat Magic.

Improved Range Increment

Improved(MC) RI	Missile		Thrown W.		Missile Launcher	
	L	ES	Level	ES	Level	ES
+25% RI	-	-	-	-	3	0.3
+50% RI	-	-	3	0.2	4	0.6
+100% RI	3	0.1	4	0.4	5	1.2
+150% RI	4	0.2	5	0.8	6	2.4
+200% RI	5	0.4	6	1.6	-	-
+300% RI	6	0.8	-	-	-	-

If both missile and launcher have a permanent magic RI bonus, use the highest bonus, not both. On top of this, add all mundane bonuses, e.g. from craftsmanship (these stack with each other).
Prereq. Minor Combat Magic and Minor Air Magic.

Shrink and Transform

These are Powers (Pseudo-Spells) which lets the item Shrink (volume and mass is reduced) and later return to normal size, or change its shape or material properties.
These Powers can not be made to affect the wielder or others; they are eligible for the -1 IL "Affects only the item itself" modifier.
The "CTI" is 1 Round.

Prereq. For Shrink and Transform, Magic Theory must equal the SL.

SL	Power	Effect
2	Shrink I	can Shrink 2 Size Classes
3	Shrink II	can Shrink 4 Size Classes
4	Shrink III	can Shrink 7 Size Classes
5	Shrink IV	can Shrink 10 SCs
6	Shrink V	can Shrink 14 SCs

SL is the level of the Shrink Pseudo-Spell. Size Classes are a measure of general object size, according to the table below.

The item can Grow back to normal size again, also costing a charge. When the item Shrinks, its proportions can also change somewhat, e.g. a sword can be Enchanted either to Shrink into a miniature sword, or to Shrink into a miniature dagger (or *both*, although that would require two seperate Shrink Investments).

SC	Examples	SC	Examples
30	Huge sail ship (400 m.)	3	Staff, Backpack, 80m rope
24	Large sail ship (120 m.)	2	2-H. Sword/Small Shield
20	Med. sail ship (40 m.)	1	Broadsw./Longsw., 20m rope
17	Small sail ship (15 m.)	0	Shortsword, Beltpack, Buckler
14	Small sail boat (5-man)	-1	Dagger, Arrow, Pouch, 5m rope
12	Tiny sail boat (2-man)	-2	Knife
10	Tiny row boat (1-man)	-3	Small Knife, Shuriken
8	Full body armour suit	-4	Letter Opener
6	Tower Shield	-5	Large Needle, 0.3m rope
5	Pike, Large backpack	-6	Small Needle
4	Halberd, Large Shield	-7	Small pearl

Note: In the case of rope, only length shrinks, thickness (and strength) is unaltered.

SL	Transform	Effect
4	Type A	Item can change into one alternative shape
1	Type B	Change into one alternative shape (must be very similar to original shape)
1	Type C	Item can change shape and size to fit wielder
4	Type D	Item can dis-assemble (and re-assemble)
3	Type F	Item can become flexible (and return to solid/hard state)

Transform A. The item can change into one alternative shape, of same mass as the original. If a mass change is desired, combine with the Shrink Power.

Transform B. As Transform A, but the alternative shapes must be *very* similar. For instance a key could subtly change shape to fit or not fit a particular lock (or fit different locks), or a seal could change shape to imprint a different pattern.

Transform C. The item will shrink or grow, by a factor of up to 2 (in each direction, i.e. volume can change by a factor of 8 either way), to fit the wielder. The item can also change shape in subtle ways (for instance to accomodate wider hips). This Power can only be put into items that are wearable, such as jewelry and suits of armour.

Transform D. The item can dis-assemble ("CTI" 6 seconds), falling apart into a number of components. The Enchanter specifies how many. Re-assembly must be done manually, taking SC×SC seconds (minimum 1s) multiplied by the number of components. After re-

assembly an Activation roll must be made when all the components have been put together, if the roll fails then the "stickiness" magic lasted only a very brief time, and the item falls apart again, and it must be assembled anew (taking more time) and a new Activation roll must be made. Charges are spent to dis-assemble and to try to re-assemble. The wielder can choose to Activate the item to only partially dis-assemble, so that it is faster to assemble later on.

Transform F. Item can change from hard to flexible and back.

Note that Transform C and F were recently (late 2004) switched around, for mnemonic convenience. Think **C**omfort and **F**lexible.

ILs	Pow. Enhancer	Effect on Investment
+1	Flexi-Shrink	Can stop at intermediate sizes when shrinking/growing
+1	Shrink Fast Activ. *or* Grow Fast Act.	The item needs only 1 second to Shrink or Grow, but the other direction takes the normal 6 seconds.
+3	Shrink V. Fast Act. *or* Grow V. Fast Act.	The item needs only 1/10 s. to Shrink or Grow, but the other direction takes the normal 6 seconds.
+1	More Shapes A	Item has twice as many alternative shapes. Can be taken several times.
+1	More Shapes B	Item has 3 (or 3 1/3) times as many alt. shapes. Can be taken several times

The various Shrink, Grow and Transform Powers can be used in any order, e.g. you can first Shrink an item and then Dis-Assemble it, or first Dis-Assemble it and then Shrink it, then Transform B the components into something that don't fit together and won't give a lot of visual clues about being parts of the same item.

Power bonus

Bonus to	+1		+2		+3		1/2 PoP		Prereq.: None
	L	ES	L	ES	L	ES	L	ES	
Passive, one	3	0.5	4	1.5	5	4.5	-	-	
Active, one	4	2.0	5	6.0	6	18.0	5	4.0	
Power Group	5	5.0	6	15.0	-	-	6	10.0	

Passive Powers are ones like Danger Sense and Empathy (both Quasi-Psionics), Sense Holy/unHoly (Divine Power) or Telepathic Reception (real Psionic).

An Active Power is one like Turn Undead (Divine Power), Heal Wound (also Divine), Air Power (Element Power), Telekinesis (real Psionic), Animal Control (Nature Power) or Inspire (Royal Power). Enchantments can not confer Powers, only give bonuses to Powers that the wielder already has. Bonuses can be given to any one Passive or Active Power, or given to a whole group of Powers (i.e. *both* Passive and Active ones), like *all* Divine Powers, or *all* Element Powers.

1/2 PoP. The Power Point cost of using that Power is halved.

Attribute Bonus

Prereq. Either Major Body Magic or Major Thought Magic, depending on whether the attribute is physical or not.

Bonus to	+1		+2		+3		+4		+5	
	L	ES	L	ES	L	ES	L	ES	L	ES
Attribute	4	1.0	5	3.0	6	9.0	-	-	-	-
Sub-attribute, broad	3	0.5	4	1.4	5	3.8	6	10.4	-	-
Sub-attribute, narrow	2	0.2	3	0.5	4	1.3	5	3.1	6	7.8
Fitness	2	0.1	3	0.2	4	0.4	5	0.8	6	1.6
Other	4	0.8	5	2.0	6	5.0	-	-	-	-

Hardiness and Size can not be increased. Strength *can* be increased as an attribute bonus, but it's easier to do it by giving seperate bonuses to Arm Strength and Leg Strength. The ES cost is the same, but it's easier to make two Medium Enchantments than one Major one.

A broad sub-attribute is one under Strength, Dexterity, Will or Constitution (except for Fitness, which has its own entry).

A narrow sub-attribute is one under Intelligence, or a sense (under Perception). This can also be used to boost a sub-sub-attribute under Will or Constitution, e.g. resistance towards a particular type of disease, or poison, or type of fear.

"Other" are stats like Reflexes, Creative, Aging Roll, Fertility, Appearance, or the Fluency Roll of a Stuttering character. Fertility can *not* be raised if the original value is zero (i.e. if the wielder is Sterile). Boosted Reflexes affects Reflexes (Body), Reflexes (Mind) and Balance.

Stacking. The effect of an item bonus to an attribute and an item bonus to a sub-attribute stack, provided both bonuses come from the same item, e.g. if a ring gives +1 Intelligence and +1 Intelligence (Linguistic), costing 1.2 ES, then it will in fact raise the wielder's Intelligence (Linguistic) by 2.

Derived attributes are also re-calculated, so an attribute bonus may cause a character's derived attributes to increase.

Gradual onset. Getting a sudden increase to a mental attribute (particularly Intelligence) or sub-attribute or other stat, is an intensely disturbing experience, which would cause Sanity loss, even if the charater knew it would happen. To avoid this, all Enchantments that improve mental stats are a variant, which have a gradual onset. For a bonus to Creativity or base Intelligence, figure that a +1 bonus takes effect over 1 Day, a +2 bonus takes effect over 1 Week, and a +3 bonus takes effect over 1 Moon. For other mental stats, including sub-attributes of Intelligence, a +1 bonus takes effect over 4 Hours, a +2 bonus takes effect over 1 Day, a +3 bonus over 1 Week, a +4 bonus over 1 Moon, or a +5 bonus over 6 Moons. Assume that the bonus is spread evenly, e.g. an item granting +5 to Interpersonal Intelligence grants a +1 bonus after 5 Weeks, a +2 bonus after 10 Weeks, a +3 bonus after about 15 Weeks, and so forth...

A gradual onset for bonuses to physical stats is not necessary, but nevertheless most such Enchantments are created to take effect over a brief period of time, usually 1 or 6 Minutes.

Confer Talent w. Attribute or w. Power

Confer Talent Type	Normal (-1 RD)		Major(-2)		Ex. (-3)		Ex.+ (-4)	
	Level	ES	L	ES	L	ES	L	ES
Attribute	3	0.4	4	1.2	5	4.8	6	28.8
Sub-Attr.- (broad)	2	0.3	3	0.6	4	1.8	5	5.4
Sub-Attr. (narrow)	2	0.2	3	0.4	4	0.8	5	2.4
Other	4	1.0	5	3.0	6	15.0	-	-
Passive Power	4	1.2	5	6.0	6	60.0	-	-
Active Power, one	5	6.0	6	90.0	-	-	-	-
Power Group	6	60.0	-	-	-	-	-	-

Confer Talent (Other) does not work with the Appearance stat, nor can items Confer a Talent with Fitness, Size or Hardiness, as these are never rolled for, or with Perception (use "Bonus to Sensory Acuity" for this, instead).

Prereq. None for Powers. Major Body Magic or Major Thought Magic for attributes.

Stacking. Unlike with bonuses, a conferred Talent with an attribute and a conferred Talent with a sub-attribute does not stack, even if they are from the same item. An an example, a character wears an item that gives -1 RD to Intelligence rolls but -2 RD to Intelligence (Musical) rolls. This means that he is at -1 RD for all Intelligence rolls except those pertaining to music, where he is at -2 RD (not -3 RD).

Senses

Prereq. Major Body Magic, except for Water Vision, which has Major Water.

Bonus to Sensory Acuity	-1 RD		-2 RD		-3 RD		-4 RD		-5 RD		-6 RD	
	L	ES	L	ES	L	ES	L	ES	L	ES	L	ES
All Vision	1	0.8	2	1.2	3	1.6	4	2.4	5	3.2	6	4.8
Base Vision	1	0.6	2	0.9	3	1.2	4	1.8	5	2.4	6	3.6
Hearing	1	0.4	2	0.6	3	0.8	4	1.2	5	1.6	6	2.4
Taste *and* Smell	1	0.3	2	0.5	3	0.6	4	0.9	5	1.2	6	1.8
Tactile	1	0.3	2	0.5	3	0.6	4	0.9	5	1.2	6	1.8
Night Vision	1	0.3	2	0.5	3	0.6	4	0.9	5	1.2	6	1.8
Taste *or* Smell	1	0.2	2	0.3	3	0.4	4	0.6	5	0.8	6	1.2
Colour Vision	1	0.1	2	0.2	3	0.2	4	0.3	5	0.4	6	0.6

Gradual onset. Like with attribute bonuses, Sanity loss is a distinct possibility, although only in extreme cases. Figure that a -2 RD bonus has an onset time of 6 Minutes, and each further -1 RD bonus doubles this time, e.g. 48 Minutes for a -5 RD bonus.

Xenoperception. A character granted a new sense (or a drastical sharpening of a regular sense) can not immediately derive benefit from it. To do so he must learn the relevant XenoPerception skill.

Magic can not imbue a character with a sense that is normal for his species, but which that particular character lacks. The reason for this is that it would be too easy to circumvent serious disadvantages like Blind or Deaf. The rules have changed, to no longer allow this. Magic can still imbue a character with a sense *foreign* to his species, such as these (all of which are foreign to Humans, except the last):

L	Give Sense	ES	Effect
3	Infravision	0.3	Gives wielder infrared vision
4	Ultravision	0.5	Gives wielder ultraviolet vision
4	Infrahearing	0.4	frequencies below Human audial range.
3	Ultrahearing	0.3	frequencies above Human audial range.
4	Ultrahearing+	0.4	frequencies above Ultrahearing range.
3	Water Vision	0.1	gives perfect underwater vision to wearer (same effect as diving goggles).
3	Norm. Sense	0.2	gives "normal" sense.

Misc. Enchantments

Prereq. Major Body Magic for Sustenance A to E, and for Silent Sleep, Feign Death and Alarm Clock.

Sustenance A/B/C (reduces Metabolism)	1/2 Met.		1/4 M.		1/10 M.		0 M.	
	L	ES	L	ES	L	ES	L	ES
A (Water needed)	2	0.2	3	0.4	4	0.6	5	0.8
B (Food needed)	2	0.3	3	0.6	4	0.9	5	1.2
C (Air needed)	2	0.1	3	0.2	4	0.3	5	0.4
ABC (all three)	3	0.4	4	0.8	5	1.2	6	1.6

The Sustenance A, B and D Enchantments need time to take effect, so a character must wear the item for a prolonged period of time before he gets the full benefit.

Sustenance D (needs less sleep)	4 Hours/Day		2 Hours/Day		1 Hour/Day	
	Level	Essence	Lvl	ES	Lvl	ES
Sustenance D	4	0.6	5	1.8	6	5.4

Alarm wakes up the wielder after creator-specified time ("after 3 hours") or at creator-specified time relative to sun ("45 min. before dawn" or "at second equinox from now"), moon ("when the moon rises" or "when the moon is new"), weather ("the third time it rains from now") or season ("when the frost comes").

L	Ench.	ES	Effect
2	Silent Sleep	0.1	Wielder makes no noise while sleeping.
4	Feign Death	0.3	Wielder appears and sounds dead, when sleeping.
3	Alarm Clock	0.1	see below.

Sustenance E allows the "wielder" to hibernate. He will sleep much longer, for instance if he would normally sleep 8 hours, he would instead sleep for 8 Days (Sustenance E II), or 4 Years (V), or 600 Years (VIII). The character does not age, and his metabolism is slowed proportionally. The effect only works when sleeping.

L	Sust.	ES	Effect	L	Sust.	ES	Effect
2	E I	0.1	1 hour : 4 hours	4	E VI	3.2	1 h: 3 year
2	E II	0.2	1 hour : 24 hours	5	E VII	6.4	1 h: 15 y
3	E III	0.4	1 hour : 1 week	5	E VIII	12.8	1 h: 75 y
3	E IV	0.8	1 hour : 1 moon	6	E IX	25.6	1 h : 300 y
4	E V	1.6	1 hour : 6 moons	6	E X	51.2	1 h : 1'200 y

The Sustenance E effects can be combined with the Sleep Enchantments from above, although a character whose metablism is slowed sufficiently will already appear to be dead, thus removing the need for the "Feign Death" effect.

Diving-related Enchantments

Prereq. for water effects: Minor Water Magic, except for Breath Holding which has Minor Air Magic instead.

L	Ench.	ES	Effect
3	Water Vision	0.1	Gives perfect underwater vision to wearer (same effct as wearing diving goggles).
2	Breath Hold I	0.1	Wielder can hold his breath 10 times as long as normal. The effect is cumulative with Sustenance C.
3	Breath Hold II	0.2	As above, but he can hold his breath 100 times as long.
4	Breath Hold III	0.3	As above, but he can hold his breath 1'000 times as long.
4	Water Breath	0.3	Wielder can breathe under water, provided it contains any oxygen at all (even deep ocean water contains some).
3	Diver I	0.1	Wielder can dive down to 60 m without pressure problems ("the bends", oxygen poisoning, nitrogen narcosis and so forth). Does *not* provide air!
4	Diver II	0.2	Can dive down to 200 m without problems
4	Diver III	0.4	Can dive down to 600 m without problems
5	Diver IV	0.8	Can dive down to 2 km without problems
5	Diver V	1.6	Can dive down to 6 km without problems
6	Diver VI	3.2	Can dive down to 20 km without problems (the deepest place on the Earth is approximately 11 km below sea surface)
6	Diver VII	6.4	Can dive down to 60 km without problems

Temperature Tolerance

Prereq. Major Body Magic (for either), or Minor Fire Magic (for Resist Heat) or Minor Frost Magic (for Resist Cold).

Clothing. The ES^C column indicates the cost for Enchantments utilizing the Clothing discount.

lvl	Enchantment$^{(MC)}$	ES	ES^C	Effect
2	Resist Heat I *and* Res. Cold I	0.1	0.1	+2 HT *and* +2 CT
3	Resist Heat II *or* Res. Cold II	0.1	0.1	+6 HT *or* +6 CT
4	Resist Heat III *or* Res. Cold III	0.2	0.2^M	+9 HT *or* +9 CT
5	Resist Heat IV *or* Res. Cold IV	0.4	0.3	+14 HT *or* +14 CT
6	Resist Heat V *or* Res. Cold V	0.8	0.6	+21 HT *or* +21 CT

M Utilizing the "Clothing" discount, this cost would drop to 0.15 ES. Normally this would round up to 0.2 ES, negating any benefit of the discount, but if the Mage Crafter Enchants both Resist Heat III *and* Resist Cold III into the same item, then he pays a total of only 0.3 Essence for those two Enchantments, provided he is eligible for the Materials discount. Otherwise it costs 0.2 ES + 0.2 ES = 0.4 ES.

Temperature Tolerance. An average Human (from a southern European climate) has 3 levels of Cold Resistance and 3 levels of Heat Resistance. This table shows the effect, of the Enchantments, on such a person's temperature comfort zone.

+R. Cold	Total	Effect	+R. Heat	Total	Effect
+ 0	3 (norm)	6°C	+ 0	3 (norm)	30°C
+ 2	5	- 3°C	+ 2	5	39°C
+ 6	9	- 40°C	+ 6	9	75°C
+ 9	12	- 70°C	+ 9	12	105°C
+14	17	-120°C	+14	17	155°C
+21	24	-190°C	+21	24	215°C

Enchantments affecting Aging

L	Enchantment	ES	Effect	L	Ench.	ES	Eff.
3	Slow Aging I	0.3	$^2/_3$ aging	5	S. A. V	1.2	$^1/_7$
3	Slow Aging I	0.4	$^1/_2$	5	S. A. VI	1.6	$^1/_{10}$
4	Slow Aging I	0.6	$^1/_3$	6	S. A. VII	2.4	$^1/_{20}$
4	Slow Aging I	0.8	$^1/_4$	6	S. A. VIII	3.2	$^1/_{30}$
3	Fake Aging	0.1	below				

Slow Aging slows the widler's aging speed to the stated fraction.

Fake Aging. The wielder will *appear* to be aging normally (used in combination with Slow Aging I-VIII). This *will* override Preserve Beauty. This Enchantment can be used in a complete version, making the wielder appear to age 1 year for each year that passes (this is the default), or in a limited version, making the wielder appear to age 1 year for each 1 $^1/_2$, 2, 3, 4 or more years that passes (this is specified by the creator).

	+1 bonus		+2 b.		+3 b.		-1 RD		-2 RD		-3 RD	
Aging Effect	L	ES	L	ES	L	ES	L	ES	L	ES	L	ES
Aging Roll	4	0.8	5	2.0	6	5.0	4	1.0	5	3.0	6	15.0

These Enchantments either give an outright bonus to the wielder's Aging Rolls, or else they reduce the RD of his or her Aging Rolls.

	Preserve Body		Pres. Mind		Pres. Beauty		Pres. All	
Effect	Level	ES	L	ES	L	ES	L	ES
Preserve	3	0.3	3	0.3	2	0.1	4	0.5

Preserve Body/Mind/Beauty prevents the wielder's body, mind or appearance from deteriorating due to aging, the wielder will stay fresh and capable until natural death. Note that these Enchantments cannot cope with *severe* trauma.

Weight Gain/Loss. The Preserve Enchantments will step in and regulate the wielder's appetite if his Weight is about to go above or below certain thresholds. Perserve **Body** tries to keep the character's weight between Thin (-1) and Chubby (+1), preserve **Mind** tries to keep the character's weight between Skinny (-2) and Overweight (+2), whereas Preserve **Beauty** tries to keep the character's weight between Thin (-1) and Normal (0). The wielder can overcome this "control" if he makes an effort.

Prereq. Major Body Magic for all aging-related Enchantments. Alternatively, a Lore exists that reduces the prerequisite to Minor Body Magic, and a second Lore - harder to learn - that removes the prerequisite entirely. This is due to the widespread popularity of life-prolonging Enchantments.

Special Enchantments

Prereq. For Dampen Magic and Strong Magic, the Enchanter's Magic Theory must equal the SL of the affected Investment(s). For Hide Magic, Obscure Magic and Slow/Fast Analysis, the prereq is Minor Magic Theory.

IL	Enhancer	
+1	Dampen I	This Enhancer reduces the magnitude of the "astral ripple" created when the Investment is Activated. It reduces the Spell level by 1, 2 or 3 for purposes of Detection.
+2	Dampen II	
+4	Dampen III	

Dampen Leak is highly useful for Invisibility Rings and similar items. An "effective spell level" of 0 or lower causes no "astral ripple" at all.

IL	Enhancer	Effect
+1	Strong Magic I	Can ignore Supress Magic I (+1 Act. RD)
+2	Strong Magic II	Can ignore Supress M. II (+2 Act. RD)
+4	Strong Magic III	Can ignore Supress M. III (+3 Act. RD)
+7	Strong Magic IV	Can ignore Supress M. IV (+4 Act. RD)

Spells exist which can Supress magic items, raising the RD of Activation rolls. The above enhancers allows the Investment to ignore the weaker Supress Magic Spells, but an item is still fully affected by stronger Supression Spells.

Level	Enchantment	ES	L	Ench.	ES
3	Hide Magic I	0.2	5	Hide Magic III	1.0
4	Hide Magic II	0.4	6	Hide Magic IV	3.0

Hide Magic makes the item's magic aura more difficult to detect.

lvl	Enchantment	ES	Effect
3	Obscure Magic I	0.2	+1 RD to Analyze Magic rolls
4	Obscure Magic II	0.4	+2 RD to Analyze roll.
5	Obscure Magic III	1.0	+3 RD to Analyze roll.
6	Obscure Magic IV	3.0	+4 RD to Analyze roll.
3	Slow Analysis I	0.3	Analysis Roll Time Increment is 1 Hour instead of 6 Minutes.
5	Slow Analysis II	1.0	
3	Fast Analysis	0.2	Analysis Roll TI is 1 Minute.
4	Fast Analysis II	0.5	Analysis Roll TI is 1 Round (6s).
6	Fast Analysis III	1.5	Analysis Roll TI is 1 Second.

Raises the RD when Spells try to analyze the item to find out what magic it contains, or alters the analysis base Time Increment. There is a higher level Spells which can override Slow Analysis I, but none can override the effect of Slow Analysis II.

Steered Missile/Fetch

These three Powers are ultra-fast to Activate, requiring no time, so it is not possible to modify the Activation time. The range of the Powers is however long it needs to be, it can not be altered.

Prereq. Air Magic and Combat Magic must *both* be equal to SL×2. The Steered Missile Power can be put into any object that can be thrown or shot, like a sword or stone, but it is most often put into arrows, spears, daggers and shuriken. The Investment gets an -1 IL reduction, as the "Spell" is cast on the item itself.

The Steering Launcher Power is put into any missile launcher, e.g. a bow or sling. In this case, the Enchanter must pay one *extra* IL, because the "Spell" is cast on a specific tertiary target (one other than the item itself or the wielder).

SL	Power	Effect
2	Steered Missile	See below (always has -1 IL: Cast on Self)
3	Steering Launcher	See below (always has +1 IL: Cast on Specific Target)

When the weapon or missile is launched, the Power can be Activated once per Range Increment, i.e if the target is within the third RI, it can be Activated three times. Each time the Power is Activated, it lets the wielder re-roll his weapon skill roll. He must keep the new roll, whether or not it is better than the previous one, so this Power is best used when the wielder thinks he could have done better. The RD of the skill roll is always that corresponding to the distance from the launching-point to the target, not from the *current* Range Increment.

SL	Power	
2	Fetch	The Item can fly to wielder from up to 6 hx away, at a speed of 20 hx/Round. Must be no larger than a shield or meelee weapon.

Fetch should always have the -1 IL: Cast on Self "Enhancer".

ILs	Power Enhancer	Effect on Investment
+1	Fetch Range +	×3 Range, can be taken more than once.
+1	Fetch Speed I	The item can fly at 100 hexes/Round
+2	Fetch Speed II	The item can fly at 400 hexes/Round

Undead Control Capacity

A necromancer can control (i.e. command and coordinate) no more than a certain number of undead, based on his Will (he gets 2× (Will$^{1.5}$) Control Points, as shown in the table below, with each lesser Undead costing 1 point, and higher Undead costing more).

Will	2×(W$^{1.5}$)	W	UCCPs	W	U	W	U	W	U	W	U
0	0	2	6	4	16	6	29	8	45	10	63
1	2	3	10	5	22	7	37	9	54	11	73

Example: A character has a Will of 4. Normally, he'd be able to control 16 points worth of Undead (this might be 16 skeletons, or 5 warrior skeletons, or 1 wraith or 1 wight), through Necromancy.

He can get more Control Points by learning a "ladder" of Lores, each more difficult to learn than the previous, each multiplying his Control Points by the square root of 2 (each two such Lores doubles the number of points), then rounded, as shown in this table.

Lore	UCCP mult.	L	U	L	U	L	U
none	×1	2nd	×2	4th	×4	6th	×8
1st	×1.5	3rd	×3	5th	×6	7th	×12

There are Undead Control Capacity Lores beyond the 7th, in fact the progression never stops, but as each Lore is harder to learn than the previous, very few characters will reach the 7th.

Example, continued: If he learns the first two Lores, he is then able to control 32 points worth of Undead (this might be 32 skeletons, 10 warrior skeletons, 3 wraiths or 2 wights).

He can also wield an item that is Enchanted to give him more Control Points, cumulative with the bonuses from the Lores.

L	Ench.	ES	Eff.	L	Ench.	ES	Eff.
2	Undead C. I	0.1	×2	5	Undead Control IV	0.8	×16
3	Undead C. II	0.2	×4	6	Undead Control V	1.6	×32
4	Undead C. III	0.4	×8		*Prereq.* Major Necromancy.		

Example, last part: If he then obtains an Undead Control II item, he becomes able to control a 128 points worth of Undead (which might be 128 skeletons, 42 warrior skeletons, 12 wraiths or 10 wights).

Battle Items

L	Battle Item	ES	People Affected	L	Battle Item	ES	People Affected
4	I	×1	100	5	VII	× 8	6'000
4	II	×1.5	200	5	VIII	×12	12'000
4	III	×2	400	6	IX	×16	24'000
4	IV	×3	800	6	X	×24	50'000
5	V	×4	1'600	6	XI	×32	100'000
5	VI	×6	3'000	6	XII	×48	200'000

A Battle Item can affect up to the stated number of people, who are travelling under it as a (more or less) coherent Unit, with the Battle Item bonuses from below.

Battle Items *can* be large objects, benefitting from that discount. Of course such items are effectively immobile, but one could Enchant the stone foundation of a building, to aid defenders.

Some of the Battle Item effects raise the level of the Enchantment.

If two such effects are in the same item, use only the highest level raise (e.g. if an item gives both +3 Morale (+1L) and +2 Loyalty (+1L), then the level of the Enchantment is raised by 1, not 2, or if an item gives both +3 Morale (+1L) and +3 Loyalty (+2L) then the level of the Enchantment is raised by 2, not 3.

Notice that this has the effect of limiting some powerful effects to Battle Items affecting no more than 12'000 or 800 people.

L	Ench.	ES	Effect
+1	+1 AV	1.5	An AV bonus, cumulative with any armour worn by the "troops".
+2	+2 AV	6.0	
+0	1 AV	0.5	Gives the members of the unit an Armour Value (AV) of 1 to 3, unless their AV is already at this value or better.
+1	2 AV	1.0	
+2	3 AV	1.5	
+0	Battle Frenzy	0.5	All in the Unit become frenzied when wielder wishes it.
+1	Berzerk	1.0	All in the Unit can go berzerk on the wielder's command
+2	Greater Berzerk	2.0	All in the Unit can achieve greater berzerkergang on the wielder's command.

These Enchantments improve the Morale, Loyalty or Fear Resistance of the members of the Unit/Units travelling under the Battle Item.

L	Ench.	ES		L	Ench.	ES
+0	Morale +1	0.4		+1	Loyalty +2	2.4
+0	Morale +2	1.0		+2	Loyalty +3	7.2
+1	Morale +3	2.4		+0	Res. Fear +2	0.4
+1	Morale +4	6.0		+0	Res. Fear +4	1.0
+0	Loyalty +1	0.8		+1	Res. Fear +6	2.4

If a Battle Item offers two (or more) non-stacking effects then all but the most expensive are at half cost. Only ES cost counts, not the level of the Enchantment. Do *not* round the ES cost up to the nearest 0.1 until it has been multiplied according to the number of people that the item can affect (but *do* round this final value up).

As an example, +1 AV costs 1.5 ES and 1 AV costs 0.5 ES. +1 AV is the most expensive, and thus at full ES cost, but the cost of 1 AV is halved to 0.25 ES, and the total cost is thus 1.75 ES, then multiplied according to how many people the item can affect (e.g. such an item would cost 3.5 ES if it could affect 400 people).

Battle Items may offer their effects only under limited conditions. This reduces the cost by a percentage.

ES Cost	Lim. Sev.	Limitvation	ES Cost	Lim. Sev.	Limitation
- 0%	0	None	-50%	6	Major
- 5%	1	Very Trivial	-60%	7	Grand
-10%	2	Trivial	-70%	8	Extreme I
-20%	3	Mild	-80%	9	Extreme II
-30%	4	Minor	-90%	10	Extreme III
-40%	5	Medium	-95%	11+	Extreme IV

Limitation Examples

1. Unit members must wear warpaint on face or body.

2. Unit members must worship/revere/hold in honour a particular god or pantheon, or all must be male.

3. Unit members must attend religious ceremony (e.g. Mass, or a sacrifice), or all must be female.

4. Unit members must be unarmoured, or Unit members must attend grand religious ceremony officiated by high priest, or Unit members must all be between 12 and 21 years of age.

5. Unit members must be naked (and thus also unarmoured), or Unit members must have obeyed mild dietary restrictions for 1 Week, or all members must be between 15 and 18 years of age, or all members must be under 15 years of age.

6. Unit members may carry no weapons (walking staves and knives are okay, but combat staves and daggers are not), or Unit members must have obeyed severe dietary restrictions for 1 Week.

7. Unit members may carry no weapons whatsoever (i.e. not even knives or walking staves), or Unit members must have fasted for 2 Days before getting benefits (after eating, they must fast for 2 Days to re-gain the benefits)

8. Unit members must have fasted for 2 Weeks.

9. No Example.

10. No Example.

11. No Example.

One (**+1**) is added to the limitation degree if an entire sub-group is denied the benefit just because one member of said sub-group is ineligible.

Two (**+2**) is added to the limitation degree if the entire group (i.e. *all* travelling under the item) are denied the benefits just because one member of the group is ineligible.

If more than one limitation apply, the most severe counts in full. A second requirement may have 1/3 effect if it is conceptually different from the first.

As an example, a particular Battle Item effect may apply only to those Unit members who have drunk ale recently blessed by the Grand Druid (LS 4, -30%), but they must also be naked to get the benefits (LS 5, -40%). The second requirement is the most severe, and thus counts in full (-40% ES cost), whereas the first requirement counts only as 1/3 (-10%), so that the total cost reduction for a Battle Item effect with these requirements would be -50%.

Prereq for Battle Items. Major Combat Magic, Major Thought Magic *and* Major Emotion Magic (yes, those prereqs are difficult to meet, but then again it should not be easy to make Battle Items).

Heal/Cure

Prereq. Body Magic must equal or exceed SL×1.5.

These effects may or may not exist as Spells (alternatively they may exist as Divine, Natural, Psionic or Royal Powers - that is the case on Ærth), but in some worlds it is appropriate to have items which can produce them.

Unlike most Item Powers (Pseudo-Spells), these *can* be made to affect the wielder (+0 IL) or others (+2 IL) or work at range (+5 IL).

SL	CTI	Effect	Description
2	1 R.	Heal I	Heals 1d6+1 hitpoints
3	1 R.	Heal II	Heals 3d6+3 hitpoints
4	1 R.	Heal III	Heals (3d6+3)×4 hitpoints
3	1 R	Fix W. I	Heals one Minor Wound
4	6 R	Fix W. II	Heals one Major Wound
5	1 M	Fix W. III	Heals one Incapacitating Wound
6	6 M	Fix W. IV	Heals one Dying Slowly (the "dies in Con×6 Min." type) Wound
6	4 H	Fix W. V	Heals one Dying Rapidly (the "dies in Con×1 Round" type) Woud
1	1 s	Clot	below
4	1 M	Stabilize I	below
6	1 R	Stabilize II	As Stabilize I, but works on dying Rapidly.

Clot. Stops 1 Wound from bleeding (or any other one bleeding cause), unless the Wound is of Dying Slowly or Dying Rapidly rating (for such Wounds, use Stabilize).

Stabilize I. Stops a Dying Slowly character from dying - he is still effectively incapacitated, and remains that way until he is treated as for a Dying Slowly Wound by magical or by medical means.

SL	CTI	Cure Disease	Effect R.	SL	CTI	CD	ER
1	6 Min.	CD I	1d3	5	6 M	CD V	4d6
2	6 Min.	CD II	1d6	6	6 M	CD VI	5d6
3	6 Min.	CD III	2d6	6	1 H	CD VII	6d6
4	6 Min.	CD IV	3d6	6	4 H	CD VIII	7d6

If the Cure effect magnitude roll equals or exceeds the rating of the disease, the symptoms are reduced. If the roll is twice the rating, the disease will also last 1d2 Time Scale Steps shorter than normal (e.g. 4 Hours or 1 Day instead of 1 Week). If the roll is three times the rating of the disease, the disease is cured instantly.

IL	Enhancer
-1	Can cure only a particular category of diseases
-2	Can cure only one specific disease

SL	CTI	Effect	Desc.
4	1 R	Cure Poison I	Neutralises one Minor Poison
5	1 R	C. Poison II	Neutralises one Medium Poison
6	1 R	C. Poison III	Neutralises one Major Poison

Purifies recipient's body of one Minor, Medium or Major poison.

SL	CTI	Eff.	
6	1 H	Raise Dead	Revives a corpse as long as most of the parts/ashes are present. Duration is 1 Hour. It costs 1.0 ES to render the effect permanent.

Ærth. In this setting, Healing Powers can only be Enchanted into items if the Enchanter himself is a qualified physician (needing Physician 6, Anatomy 4, Biology: Practical 4 and Psychology: Practical 2), and there is a discount, as defined below.

IL	Enhancer	
-1	Brilliant Physician	If the Enchanter has Physician 9, Anatomy 6, Biology: Practical 6 and Psychology: Practical 3.

The Ærth setting does not have the Heal (hitpoints), Fix Wound, Stabilize or Raise Dead effects, mentioned above, *as spells* (but they are available as innate powers and as Item Powers). It does have weaker spells, though. Generally, on Ærth the spells dealing with Wounds do not instantly heal, rather they speed up the body's natural regenerative process (perhaps while causing the recipient to sleep - details are still undefined).

Essence store

Prereq. Major Magic Theory.
During creation, the item can be given a Essence reserve, which can be used to render Spells from the item permanent. Once the item is Closed, this "Store" can *not* be recharged. Several people can sacrifice ES to the Store during the Enchantment process, but each must have the Enchantment skill at 6 (no roll is required).

L	Ench.	ES	Stores up to	L	Ench.	ES	Stores
4	ES Store I	0.2	0.5 ES	5	ESS IV	1.6	4.0 ES
4	ES Store II	0.4	1.0 ES	6	ESS V	3.2	8.0 ES
5	ES Store III	0.8	2.0 ES	6	ESS VI	6.4	16.0 ES

Essence that is Stored in an item can *only* be used to render those Spells permanent which are cast by the item.
The reason for the skill requirement, for those who wish to contribute

Essence during the creation of such an item, is that if they have some Enchantment skill, then they *could* have used their Essence for *something else*. If ordinary people, with no magic skills, could each sacrifice a tiny bit of their Essence to such items, then it would be far too easy to make them.
It costs 0.1 Essence to render most Spells permanent, but Raise Dead costs more (1.0 ES), and the Elemental Control Spells are also exceptions: one can render *three* Spells permanent for only 0.1 ES, if the Spells are all the *same* element, e.g. all Water, or *five* spells (still for 0.1 ES) if one knows a particular Lore.
Stored ES can not be used to render Spells cast by the wielder (or others) permanent, nor can the wielder normally use his own ES to render effects from the item permanent, but see "Essence Conduit", below, for the exception.

Essence Conduit

IL	Enhancer	Effect	Prereq.:
+6	Essence Conduit	see below	none

This allows the wielder of the item to use his own Essence to render permant those Spells cast via that particular Investment.

No Realm Skill

Normally the Enchanter must know the Spell he wishes to Invest, and have skill in the Realm that the Spell belongs to, at least equal to 2+L where L is the level of the Spell, but an exception exists in the form of Lores, each such Lore allowing one to Invest one particular Spell even if one lacks skill in the Spell's Realm and/or don't know the Spell, but in exchange for a small penalty (+1) to the level of the Investment. In most worlds it has become traditional to include one Lore, the one allowing the Investment of "Light I", in the process of teaching the Enchantment skill, so all who have the Enchantment skill can be assumed to have this Lore, for free. This is because most mages don't want to waste time learning the Light Magic skill, thinking it only good for creating a reading light (the "Light I" Spell), but on the other hand they *like* having a reading light. In reality, Light Magic is drastically underestimated, and Spells such as "Flash I" and "Light Bolt I" are very useful for adventurers.

IL	Enhancer	Effect	Prereq.: none
+1	No Realm skill	see above	

Lock Enchantment

L	Ench.	ES	Stores one spell	Linked to Investment
1	Lock Ia	0.1	2nd level	1st level
2	Lock IIa	0.1	3rd level	2nd level
3	Lock IIIa	0.2	4th level	3rd level
4	Lock IVa	0.4	5th level	4th level
5	Lock Va	0.8	6th level	5th level
6	Lock VIa	1.6		6th level
2	Key A	0.1	Lock/Key prereq.: Minor Magic Theory	

Lock. This Enchantment cast on a lock stores a single Spell in the lock, which is released (upon a successful Activation roll, defaults

to 3d12 vs RD 7 if it is not an Investment) if somebody inserts anything into the lock other than a designated Key. Only one Spell can be stored (use a higher version of Lock if a higher level Spell is desired), but if multiple Spell capacity is desired, an Investment can be included, giving the lock multiple charges. This lowers the maximum Spell level by one, though, as indicated above.
Key. This Enchantment makes the item into a Key that can open a particular Lock. Unlike other Enchantments, *a single* Key does not need to be "surrounded" by Open and Close, meaning that the cost of *one* Key is only 0.1 ES (not 0.3 ES). Thus one can make several Keys relatively cheaply. Only the character who made the Lock Enchantment can create a Key. He retains the memory of how to do this for 3 Years, but if he takes notes on the procedure (1-2 pages) he can produce new keys even after not having given any thought to the issue for thousands of years.
An item can normally only be Key to one Lock. If it is desired to function as Key to multiple Locks, one Key Enchantment must be made per Lock, and the whole thing must be "surrounded" by Open and Close Enchantments (e.g. an item desired to be Key to 4 Locks would cost a total of 0.6 ES).

Battery

The item functions as a (rechargeable) Spell Energy Point battery.

L	Ench.	ES	Stores up to	L	Ench.	ES	Stores
2	Battery I	0.2	150 SEP	5	Battery IV	0.8	900
3	Battery II	0.4	350 SEP	6	Battery V	1.0	1300
4	Battery III	0.6	600 SEP		prereq.: Minor Magic Th.		

Create Wealth

Prereq. Always Major. Earth Magic if the item is partially or fully metallic or mineral. Animal Magic if the item contains valuable animal materials (e.g. pearl, ivory). Plant Magic if it contains valuable plant materials (e.g. amber). Necromancy if the item contains valuable humanoid body parts (e.g Orc Scalps or Human bones).
If the item consists of several types of materials, *all* prereqs apply.

lvl	Ench.	ES	Effect	lvl	Ench.	ES	Effect
3	Create Wealth I	0.3	20f	5	C. W. V	1.2	2'800f
3	Create Wealth II	0.4	60f	5	C. W. VI	1.6	8'000f
4	Create Wealth III	0.6	240f	6	C. W. VII	2.4	32'000f
4	Create Wealth IV	0.8	720f	6	C. W. VIII	3.2	96'000f

Once a Week, an identical (non-magical) copy "drips" from the item, worth 20 to 96'000 farthings. The creator can specify a different time interval, as long as the amount of wealth-per-Week stays the same. If the item is not worn most of the time, it "drips" only once per Moon. If left unattended (or worn by an undead) it "drips" only once per 6 Moons. The "drip" is not a Power, there is no astral ripple or activation roll, although most items are created to alert the wielder (similar to how Detect works) so that he can catch the "drop".
Value examples: **20f** Silver Finger Ring, **240f** Gold Finger Ring, or Silver Arm Ring, **2'800f** Gold Arm Ring, or Silver Torc, **32'000f** Gold Torc, or Silver Crown w. jewels.

Special rules for Ærth

These item Enchantment rules are suitable for generic fantasy. For the Ærth historical fantasy setting, a few changes must be made:

First of all, Atunement works differently. Instead of being Atuned towards Good/Holy or Evil/unHoly, one is instead Atuned towards a particular religion, such as Christianity, Judaism, Islam, Norse, Celtic, East Pagan (Slavic), North American Indian or Demon Worship.

When it comes to the Burn Enchantment, any character with two or more levels of Atunement can Enchant item to burn any Alignment other than his own (a Burn Enchantment is created to Burn a single Alignment, thus a Christian Enchanter wishing to make an item that can Burn both Celts and Norse must put to Burn Enchantments into the item, one vs. Celts and one vs. Norse).

Secondly, some Detects are not possible: Detect: Indicate Direction does not exist, and there is no Tracking effect. The only exception is that Split Items with Detect: Parts of Self always have built-in Tracking II (for 10 targets) at no extra cost (and of course they *have* Indicate Direction).

For Items which cause damage against a particular kind of Humanoid, each type (Human, Dwarf, Irish Dwarf, Faerie, Troll or Orc) counts as a *Large* group, as do Dragons.

There are no powerful spells of Healing on ærth, but it is instead available in the form of Item Powers, as described in this document.

The various "discount" rules are all quite appropriate for Ærth, so there are no changes here.

Magic Sacrifice, the giving up of the ability to cast Spells from one or more Realms, in exchange for some temporary Essence, is possible on Ærth.

Magic Sacrifice

Instead of sacrificing his personal Essence, or in addition to it, the Enchanter can give up one or more spellcasting skills. This releases a kind of "virtual Essence" which can then be used to Enchant items, or put to other uses which ES normally can be put to, including such things as binding a Familiar. The amount of "virtual ES" gained depends on the skill level, and is increased if the character has a Talent or decreased if he has an Incompetence. After having sacrificed the skill, the character can no longer cast Spells through that skill, but he can still teach it to others (both directly and through written texts), and he can also use it to create Investments and as Enchantment prerequisites. He also retains knowledge of all Spells, for teaching and Investment purposes, and he can learn new Spells for the purpose of teaching or Investing.

Skill	Extr. Inc.	Major Inc.	Incom-petence	Normal	Talent	Major Talent	Extr. Talent
1	0.00	0.01^c	0.02^c	0.04^c	0.06^c	0.1	0.2
2	0.01^c	0.02^c	0.03^c	0.06^c	0.09^c	0.1	0.3
3	0.01^c	0.03^c	0.05^c	0.1	0.1	0.3	0.6
4	0.02^c	0.04^c	0.08^c	0.1	0.2	0.4	0.9
5	0.03^c	0.06^c	0.1	0.2	0.3	0.7	1.5
6	0.05^c	0.1	0.2	0.4	0.6	1.2	2.4
7	0.08^c	0.1	0.3	0.6	0.9	1.9	3.8
8	0.1	0.2	0.5	1.0	1.5	3.0	6.0
9	0.2	0.4	0.8	1.6	2.4	4.8	9.6
10	0.3	0.6	1.2	2.5	3.8	7.6	15.2
11	0.5	1.0	2.0	4.0	6.0	12.1	24.1
12	0.8	1.6	3.2	6.4	9.6	19.2	38.4

C This value is only relevant if the character sacrifices the ability to cast Spells from one or more Categories at once. If a single Realm, or a number of Realms, is sacrificed, then this value drops to 0.0.

A character may choose to sacrifice one or more Realms, gaining the stated amount of "virtual Essence", but he may also choose to sacrifice an entire Category, wholesale, or even several Categories in one go. If this is done, add in all the vES values below 0.1. Then if a single Category is sacrificed, increase the total by 10%. If two Categories are sacrificed, increase the total by 20%, or by 30% if three Categories are sacrificed, or by 50% if all four Categories are sacrificed. Then round the final value down to the nearest 0.1 point of "virtual Essence". The character has that amount to spend. It stays with him for 1 Moon, then the unspent amount is halved. After a second Moon, the unspent amount is again halved, and this continues until none of the "virtual Essence" is left.

Enchantment Fumbles

	Medium (F3)			Major (F-4)		
	roll 1d3			roll 1d3		
L	1	2	3	1	2	3
1	n	n	-1 San	-1 San	-2 San	-4 San
2	n	-1 San	-1 San	-2 San	-4 San	-8 San
3	n	-1 San	-2 San	-4 San	-8 San	1 old
4	-1 San	-2 San	-3 San	1 old	2 old	3 old
5	-2 San	-3 San	-4 San	2 old	3 old	4 old
6	-3 San	-5 San	-8 San	3 old	4 old	-0.1ES

	Meaning
n	Nothing Happens
San	Sanity Loss, lose N Sanity points
Old	Gain N Oldness Points (1 OP is 3 years of aging)
ES	lose N points of Essence
d!	The item is destroyed, it becomes non-magical and useless

	Grand (F-5)			Disastrous (F-6)		
	roll 1d3			roll 1d3		
L	1	2	3	1	2	3
1	1 old	2 old	3 old	2 old	3 old	4 old
2	2 old	3 old	4 old	3 old	4 old	5 old
3	3 old	4 old	6 old	5 old	7 old	10 old
4	4 old	6 old	-0.2ES	7 old	10 old	d!
5	6 old	-0.2 ES	d!	10 old	d!	0.4 ES
6	-0.2 ES	d!	-24 San	d!	0.4 ES	1.0 ES

Item Adoption

L	Ench.	ES
3	Personalize Item	0.1
4	Bond	0.1
5	Greater Bond	0.2

Personalize. Adoption is -1 RD easier for 1 specified person, and +1 RD harder for others (cumulative with the creator RD bonus). An item can be personalized or bonded to several people, but a seperate Enchantment is needed for each.

Bond. Item is bonded to a specific person, who (after successfully Adopting the item) is always aware of the distance and direction to the item, and if anything starkly physical happens to the item (cold, heat, damage...).

Greater Bond works like Bond, but the person is also aware of the wielder's general state, as in hungry, thirsty, upset, happy, in pain...

Adoption Roll

Before a character can use an item, he must Adopt it, "bend it to his Will". The RD of the Adoption roll depends on the highest Enchantment in the item.

A character's Adoption Roll starts out equal to Psyche/3 or Will/2, whichever is higher. The character can then improve this Rating by learning a "ladder" of Lores, each Lore harder than the previous and boosting the Rating by +1. The normal "Extra Time/Rush" options can be used, they modify the RD as usual.

Even the creator of an item must Adopt it before he can use it, but he gets a -2 RD bonus to the roll, except if the item has multiple creators in which case each of them gets a -1 RD bonus.

Highest Ench.	RD	Time/roll	Highest Ench.	RD	Time/r
Trivial (1st)	6	1 Sec.	Major (4th)	9	6 Min
Minor (2nd)	7	1 R.	Grand (5th)	10	1 Hour
Medium (3rd)	8	1 Min.	Artifact (6th)	11	4 Hours

Upon rolling a 2S result, the character becomes aware of how many Investments (Spells and Powers) the item contains, and he thinks of them as "first Spell", "second Spell" and so forth, according to the order in which they were put into the item, but he does not know anything about each Investment, except how many charges each have at any given moment. To find out more, he must Activate each Investment in turn, which can be dangerous.

The character does not get any awareness of what the Enchantments (including Foci) in an item do, or indeed how many there are, he must observe himself and the item until he can deduce it (normally, the effects of Enchantments are easy to deduce over time, e.g. a sword conferring a Talent with the Sword skill will feel easier to wield).

There are several ways for a character to get immediate knowledge of the magical properties of an item, so that he won't have to "find out by experiment". Either he can roll 4S, to gain full knowledge, or if he knows the "Grasp Item" Lore then upon rolling 1S he gets full knowledge of all Enchantments, or upon rolling 2S he gets full knowledge of all Enchantments and Investments. A third possibility is to use some kind of Analyze Item spell.

Roll	Adoption Outcome
4S	as 3S, except the wielder becomes aware of item's abilities.
3S	As 2S, except item is Adopted one Time Scale step *faster*.
2S	Character can use item fully.
1S	Character benefits from normal Enchantments and Foci, but not from Investments.
f-1	Failure.
F-2	Fumble, must wait 1 week before trying again.
F-3	Fumble, must wait 1 moon before trying again, +1 to RD to future attempts to Adopt that particular item.
F-4	Fumble, must wait 6 moons before trying again, +2 to RD.
F-5	Fumble, must wait 3 years before trying again, +3 to RD, lose 1 Sanity.
F-6	Fumble, cannot adopt item at all, lose 4 Sanity.

Activation Roll

R.	Effect	Charges spent	Special
2S+	Works	1	Item works
1S	Works	3[1]	Item works
f-1	Fails	0	Item does not work
F-2	Fails	1	Item does not work
F-3	Fails	3[1]	Item does not work
F-4	Fails	all[N]	Item does not work
F-5	Dis.	-	Roll 1d12+1 on Disaster Table
F-6	Dis.	-	Roll 1d6 on Activation Disaster Table

Investments must make a RD 7 "Activation" rolls to cast their spells. This is normally 3d12, but some Investments are made to be more (or less!) reliable. If the Investment has no charges left, Activation rolls can not be made.

The wielder is always aware of the number of charges.

1. The number of charges can never drop below zero.

N. The Investment loses all charges, and can not recharge for 3 <u>periods</u>, e.g. if is has X charges per <u>week</u>, then the Investment will not recharge for 3 <u>weeks</u>.

Activation Disaster Table

SL 1	SL 2	SL 3	SL 4	SL 5	SL 6	Eff.
2-13	3-13	7-13	-	-	-	A
1	2	4-6	8-13	13	-	B
-	1	2-3	4-7	9-12	12-13	C
-	-	1	2-3	5-8	9-11	D
-	-	-	1	2-4	4-8	E
-	-	-	-	1	1-3	F

A. Same as with an F-4, but the effect lasts for 10 <u>periods</u>, not 3.

B. Investment becomes less reliable, losing 1d12 Activation rating.

C. The Investment disappears forever from the item

D. All Investments and other Enchantments disappear from the item, except one (chose randomly, including the Investment which Fumbled) and Open and Close.

E. All Investments and Enchantments, including Open and Close, disappear. Since the item is now non-magical, it can be Enchanted again (this may be desirable if, e.g., the item is a sword crafted by a brilliant smith out of a very strong alloy).

F. The item explodes, doing 5d6 AP 3 damage in the hex it is in.

Activation probabilities

	2d12	3d12	4d12	5d12
F-6	0.69444%	0.05787%	0.00482%	0.00040%
F-5	2.08333%	0.40509%	0.07234%	0.01246%
F-4	3.47222%	1.09954%	0.31346%	0.08480%
F-3	4.86111%	2.14120%	0.84394%	0.31387%
F-2	6.25000%	3.53009%	1.77951%	0.84434%
f-1	7.63889%	5.26620%	3.23592%	1.86913%
1S	50.00000%	37.50000%	25.00000%	15.62500%
2S+	25.00000%	50.00000%	68.75000%	81.25000%

Note the Activation percentage changes in this table assume the default Activation RD of 7. Certain magic-supression fields ("Anti Magic Zone" spells) can raise this RD (see the "Strong Magic" Investment Enhancer, for how to counter this).

	5d12	6d12	7d12	8d12
F-6	0.00040%	0.00003%	0.00000%	0.00000%
F-5	0.01246%	0.00211%	0.00035%	0.00006%
F-4	0.08480%	0.02227%	0.00575%	0.00147%
F-3	0.31387%	0.11276%	0.03962%	0.01372%
F-2	0.84434%	0.38610%	0.17231%	0.07561%
f-1	1.86913%	1.03922%	0.56322%	0.29978%
1S	15.62500%	9.37500%	5.46875%	3.12500%
2S+	81.25000%	89.06250%	93.75000%	96.48438%