

## 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 can be said to have two "costs". One is an amount of Essence, which is extracted from the character upon the completion of the Enchantment Task. The other is the level of difficulty of the Enchantment in question, which determines how risky or safe it is to attempt, for a character of a given skill level.

Enchantment		RD	Goal	Creation Time	Skill prereq.
Level	Name			Increment (CrTI)	Major/minor
1	Trivial	6	2	1 Round	3 /
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 <sup>ai</sup> for Air Magic, <sup>an</sup> for Animal Magic, <sup>b</sup> for Body Magic, <sup>c</sup> for Combat Magic, <sup>da</sup> for Darkness Magic, <sup>de</sup> for Defence Magic, <sup>e</sup> for Earth Magic, <sup>fi</sup> for Fire Magic, <sup>fr</sup> for Frost Magic, <sup>li</sup> for Light Magic, <sup>p</sup> for Plant Magic, <sup>w</sup> for Water Magic.

(<sup>MC</sup> 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 if anybody other than the enchanter himself can abort on-going enchantments (this is important, because an unfinished Enchantment *must* be aborted, before a new one can be begun), and finally who is allowed to Close the item (i.e. there are up to three lists of names, detailing who can do what), but it is also possible to leave one or more of these unspecified, so that everyone can contribute. It is not possible to specify *which* Enchantments someone may put into the item (e.g. the character who Opens the item cannot specify that his younger brother may *only* put Foci Enchantments and Damage Bonus Enchantments into the item. He can give his younger brother

total access or no access at all).

**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. If a Fumble occurs, it will affect only the primary Enchanter, with the exception of "Item Explodes", which may also affect assistants (determine randomly whether they are within range, if it occurs).

**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". A character may not use the Craft character creation option (Perk) if his Enchantment skill is lower than the minimum. The percentage, in the parenthesis, is the probability of an F-3 Fumble or worse *not* occurring throughout the whole Task, for the stated level of skill, if the character uses the Working Slowly option (so as to get an RD bonus to the Task), 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 using the working slowly option.

Enchantment		Craft Perk			
Level	Name	Skill Min.	No 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

### 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 (and 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, knives, torcs, wands and amulets.

Adding more ILs, beyond the first, enhances the Investment in some way, like increasing the number of charges, making the Investment more reliable, or making it Activate faster. It is very common for Enchanters to boost the reliability of Investments by giving them a fourth dice of Activation roll (see the probability table, later).

The Spell level of the Invested Spell determines the ES cost per Investment level (0.05 to 0.7), and the level of the Enchantment (2 to 5). The final level of any Investment must be at least 1, and the final ES cost of each Investment is rounded up to the nearest positive 0.1.

The below 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).

S L	Charges									Period (charges per)
	Tiny			Normal			Large			
	base	+1 IL	+2 IL	b	+1	+2	b	+1	+2	
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

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

Each time an Investment is used, it must be Activated with a roll, usually 3d12 vs RD 7. Consult the Activation Roll Table, found at the end of this document, to see how this works.

Investments can have Activation ratings lower than 3d12. They 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 +	For each additional d12.
-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, and Very Slow Activation would make it Activate in 6 Minutes.

The wielder does not need to concentrate throughout the Activation time, he merely initiates it (through an act of will, or through speaking a command word, or through drawing the weapon from its sheath - as specified by the Enchanter). While the item Activates, the wielder can do other things.

**Duration.** Charges can freely be spent to prolong the duration of a running Invested Spell, without a new 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, just before the spell expires, if the wielder is airborne). The wielder can always will the item to stop a running Investment before the Duration expires naturally, or to not auto-prolong in a specific instance. He has the ultimate control.

**"Rest" after creation.** Once created, the item is empty of charges, and each Investment must "rest" for the full period (e.g. 6 Moons for a 5<sup>th</sup> level Investment) before it *begins* to recharge. After a second full period 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 Duration "Instant", "Change" or "Permanent". Such spells can't have their Durations modified at all.

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

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

**Reduce Duration.** This first doubles the Duration, then downgrades it two Time Scale steps. *Example:* The Invested Spell normally lasts 2 × 6 Minutes. With Reduced Duration, we double to 4 × 6 Minutes,

and then we downgrade, first to 4 × 1 Minutes, then to 4 × 1 Rounds, = 4 Rounds. A *second* application would make the Spell last 8 × 1/10 s, or a *third* 16 × 1 ms.

**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 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 Elementalism Category) then all Investments in the item receive 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 receive two penalty ILs (+2 IL). This rule serves to slightly discourage items that have "non-themed" Investments.

As for Pseudo-Spells, those from the same entry may be regarded as belonging to the same Pseudo-Realm, so that Shrink and Transform are from one Pseudo-Realm, Steered Missile/Steer Laucher and Fly-to-Hand are from a second Pseudo-Realm, and the various Cure/Heal effects are from a third Pseudo-Realm. The two first Pseudo-Realms can furthermore be classified as belonging to the Elemental Category, whereas the third Pseudo-Realm can be classified as belonging to the Nature Category.

### Discounts

These are various discount 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 could have, or that the Level of the Enchantment is reduced, so that the Enchantment can feasibly be created 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, if the craftsman makes those Enchantments.

*Example:* Normally, a sword that causes +1 Damage per Success vs all targets would be a 4<sup>th</sup> level Enchantment and cost 1.2 Essence, but with the Mage Crafter discount it becomes a 3<sup>rd</sup> level Enchantment, if the smith himself Enchants the sword. 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

discount is cumulative with the Thrown/Missile discount (and with any other discount).

These nine Enchantments, marked with <sup>MC</sup>, 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 <sup>MC</sup>, 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 Resist Heat/Cold, the Mage Crafter level reduction applies only to items 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 receives 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 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 by the one who crafted the item) receive one bonus Investment level (-1 IL).

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 aesthetics. 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.

**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 (×3, ×3 1/3, ×3, ×3 1/3...) as usual.

(Really big items get bonus ILs instead).

If an item is Invested with the "Shrink" Pseudo-Spell then it receives 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 <sup>C</sup>.

**Focus, Size.** If the Enchanted item is Tiny, like a finger ring or a gem stone, then the ES cost of the Focus Enchantment is increased by 25%. But if the Enchanted item is instead Large, a staff, great-sword or similar object at least 1.5 meters long, the ES 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 item also has the Shrink Power, it temporarily ceases to work when 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 can pay the extra Essence for a "ring"-sized Focus, then it will 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 discount.** 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".

**0<sup>th</sup> 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 (but not for any ES that is *stored* in the item). 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 a magical standing stone or a whole ring of them.

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

Modifier	IL	Focus	Other	Size
Tiny <sup>1</sup>	<sup>s</sup>	5/4 ES	1/1 ES	Finger ring, gem stone
Normal <sup>1</sup>	<sup>s</sup>	1/1 ES	1/1 ES	Arm ring, sword, wand
Large <sup>1</sup>	<sup>s</sup>	4/5 ES	1/1 ES	Staff, Greatsword, Longbow
V. Large	-2	2/3 ES	5/6 ES	1×4 Ton
Big Item	-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 item sizes are included for completeness only.

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

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 Big+ Items.** If a Big-or-larger 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	Combinations
Big Item	1×20 Ton, 3×8 T, 10×4 T.
Huge Item	1×100 Ton, 3×40 T, 10×16 T, 30×6.5 T.
Gigantic	1×400 T, 3×160 T, 10×64 T, 30×26 T, 100×10 T, 300×4 T.
Enor-mous	1×2000 T, 3×800T, 10×320 T, 30×128 T, 100×51 T, 300×20 T, 1000×8 T.

#### Split Item Discount

IL	Effect	Dist.	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.
-2	Split in 2	200 km	
-3	Split in 3	400 km	
-4	Split in 4	800 km	
-5	Split in 5	1'600 km	
-6	Split in 6	3'200 km	
-7	Split in 7	6'400 km	

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").

A "Split" item is usually assembled/disassembled in a mundane fashion (i.e. piecemeal 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. making the wielder or another target invisible and/or soundless), specific disguises (e.g. make the wielder or other target look like a *particular* Troll), or creation of illusionary objects (creation an illusionary, portable gold ingot).

### Focus

A Focus I to VI lowers the Roll Difficulty (RD) of spellcasting by 1 to 6. Foci are *very* important to spellcasters. Most casters end up Enchanting Foci for themselves, tailored to whatever type of spells 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.

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

Type	Prereq.
Spell	The Realm that the spell belongs to. The enchanter does not need to know the spell.
sub-Realm	The Realm. Again, the enchanter does not need to know any of the spells.
Realm	The Realm.
Category	Any two Realms from the Category.
All Magic	One Realm from each of the four Categories.

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 Magic Theory skill, letting them make Foci for other characters without needing to have high skills in many Realms.

	Focus I		Focus II		Focus III		Focus IV		Focus V		Focus VI	
Normal	L	ES	L	ES	L	ES	L	ES	L	ES	L	ES
Spell	-	-	1	0.1	2	0.3	3	0.8	4	3.0	5	18.0
sub-Realm	1	0.2	2	0.3	3	0.6	4	1.8	5	7.2	6	43.2
Realm	2	0.3	3	0.6	4	1.5	5	4.5	6	18.0		
Realm P.	3	0.5	4	0.9	5	2.3	6	6.8				
Category	3	0.8	4	1.6	5	4.0	6	12.0				
All Spells	4	2.0	5	4.0	6	10.0						

	I		II		III		IV		V		VI	
Large F.	L	ES	L	ES	L	ES	L	ES	L	ES	L	ES
Spell	-	-	1	0.1	2	0.2	3	0.6	4	2.4	5	14.4
sub-Realm	1	0.1	2	0.2	3	0.5	4	1.5	5	5.8	6	34.6
Realm	2	0.3	3	0.5	4	1.2	5	3.6	6	14.4		
Realm P.	3	0.4	4	0.8	5	1.8	6	5.4				
Category	3	0.7	4	1.3	5	3.2	6	9.6				
All Spells	4	1.6	5	3.2	6	8.0						

	I		II		III		IV		V		VI	
Tiny F.	L	ES	L	ES	L	ES	L	ES	L	ES	L	ES
Spell	-	-	1	0.2	2	0.4	3	1.0	4	3.8	5	22.5
sub-Realm	1	0.2	2	0.3	3	0.8	4	2.3	5	9.0	6	54.0
Realm	2	0.4	3	0.8	4	1.9	5	5.7	6	22.5		
Realm P.	3	0.6	4	1.2	5	2.9	6	8.5				
Category	3	1.0	4	2.0	5	5.0	6	15.0				
All Spells	4	2.5	5	5.0	6	12.5						

A Tiny Focus is the size of a finger (or toe) ring, or a gemstone. A Large Focus is the size of a staff (this is, by far, the most popular type of Focus), longbow or greatsword. A Normal-sized Focus is anywhere in between, like a wand, sword, knife, arm ring or torc.

For reference, here follows a table of Categories and Realms

Category	Realm
Black	Curses, Demonology, Horror, Necromancy
Element	Air, Darkness, Earth, Fire, Frost, Light, Water.
Grey	Combat, Defence, Divination, Emotion, Illusion, Metamagic, Thought.
Nature	Animal, Body, Healing, Plant, Shapechange, Weather.

A **sub-Realm** is a set of related spells from one Realm, anywhere from three to ten spells which share a theme or function, although no sub-Realm may contain more than 1/3 of the spells of the Realm.

The 1/3 limit means that a few realms, can't be divided into sub-Realms, because they contain very few spells (Illusion contains only six spells, for instance).

Necromancy divides into sub-Realms such as Prepare Undead, Animate Undead or Control Undead, but another possibility is one spell of each type to work with a particular type of Undead, e.g. Prepare Zombie, Animate Zombie and Control Undead I.

For each Elemental Realm, a valid sub-Realm could be the Summon Elemental (Minor, Medium and Major) spells, or the Manipulation

spells. For Air, Fire or Frost other possible sub-Realms are the various Bolt spells (e.g. all Lightning Bolt spells) or the Protection spells (e.g. all Protect Self from Fire, or all Protect Other from Frost).

For Metamagic, some example sub-Realms are all the Counterspell spells, or all the Dispel Magic spells, or all spells that have to do with analyzing magic (e.g. both items and spells).

Any list, containing from three to ten spells, is valid, as long as the spells are from the same Realm, share a theme or function (it is not a "theme" if the spells are all of the same spell level, e.g. "all the Fire Magic Cantrips" is *not* a valid sub-Realm), and don't constitute more than 1/3 of all the spells in the Realm.

A **Realm Pair** is one of a *specific* set of pairs: Light/Dark Magic, Fire/Frost Magic, Combat/Defence Magic, Thought/Emotion Magic or Animal/Plant Magic.

It is important to not underestimate the importance of Foci. A Focus is a spellcaster's *most prized possession*, and most likely he will have spent a lot of his Essence on it.

Apart from one or more Focus Enchantments, a Focus often contains an Enchantment to extend the character's life, and an Investment of the "Light I" spell.

Other Enchantments depend on the interests of the Enchanter, for instance a fire mage might put in an Enchantment that reduces the damage he takes from fire, while a necromancer might put in an Enchantment that lets him control more undead than usual. Foci rarely contain Investments other than "Light I", though (the exception being Investments that have been given Fast or Very Fast Activation, or which get their Range or Duration drastically increased) because in almost all cases it is most convenient for the character to cast such spells himself (relative to the Essence it costs to make an Investment).

### Other things to spend Essence on

Enchantment, the creation of permanent magical items, is a very popular way to spend Essence. Due to the "added cost" of the Open and Close Enchantments, enchanters will try to concentrate the Enchantments in as few items as possible, ideally only one. This means that most spellcasters - if they have created their own Foci - will have all that they need in that one item.

One can, of course, Enchant items to give as gifts to *very dear* friends, or to give to heroes who need particular Enchantments to carry out important quests.

But apart from Enchantment, Essence can be spent to render spells permanent, once those spells have been cast. This usually costs a mere 0.1 ES for a spell, regardless of the spell level, but there are some exceptions, where it costs more, and others where one can render *several* spells permanent for only 0.1 ES.

It should be mentioned that healing spells, although always weak (see Healing Powers further down), do not cost Essence, they are permanent for free, as are damage-causing spells.

Essence can also be used to improve some spells, for instance when a necromancer creates a Wraith or Wight, he must sacrifice some

Essence (because the duration of the spell is *automatically* permanent), but he can chose to sacrifice more to make the Wraith or Wight more powerful, in one or more ways (as described in the spells document).

Using Shapechange spells does not normally cost Essence, but there is a series of rituals which do. Such rituals are used to "Develop Forms" for the character, which he can then change into very quickly, using a low level spell. Characters who are serious about shapechanging will often develop many such Forms, and any character who knows Shapechange magic will benefit from developing a single get-away Form, e.g. a bird species or a stealth creature such as a cat.

One can also turn an animal into a Familiar (there is a separate document describing how this works). This is rather cheap for a basic Familiar, but quite expensive for a Familiar with many abilities (such as speech and high Intelligence). A Familiar gives no special bonuses (although some can have supernatural abilities), it simply is what it is, an animal companion, and it can serve as the character's friend, courier, spy, mount, protector, tracker, or sometimes all of the above. Few characters have Familiars, and not all who do are spellcasters.

Tree Magic is quite rare, especially since it requires the ability to plan far ahead (one must wait *many* years while the enchanted trees "grow magical"). A document on Tree Magic is being created.

### Confer Talent, non-weapon skills<sup>(MC)</sup>

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

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

A separate Enchantment is required for weapon skills, costing 50% more Essence, as shown later (rightmost column, this page).

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 endeavours).

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	0.6	4	1.8	5	9.0	6	72.0
B or C	4	0.8	5	2.4	6	12.0	-	-
type D	5	1.0	6	3.0	-	-	-	-

A<sup>MC</sup>. 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<sup>MC</sup>. 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.

### Damage Reduction<sup>(MC/C)</sup>

**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  $\frac{1}{4}$

Damage from Fire, and is then subject to a Spell granting  $\frac{1}{4}$  Damage from Fire, then for the duration of that Spell, he takes only  $\frac{1}{16}$  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 Damage 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 <sup>MC/C</sup>								
Common substance <sup>MC/C</sup>	4	1.5	5	3.8	6	15.0	-	-
Uncommon substance <sup>MC/C</sup>	3	0.9	4	2.3	5	9.0	6	54.0
Rare substance <sup>MC/C</sup>	3	0.6	4	1.5	5	6.0	6	36.0
Very Rare substance <sup>MC/C</sup>	3	0.3	4	0.8	5	3.0	6	18.0
Almost Unique subst. <sup>MC/C</sup>	2	0.2	3	0.4	4	1.5	5	9.0

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

**Common.** Iron/steel<sup>e/de</sup>.

**Uncommon.** Copper/bronze<sup>e/de</sup>, wood<sup>p</sup>, earth/stone<sup>e</sup>, fire<sup>fi</sup>, extreme cold<sup>fr</sup>, gemstones<sup>e</sup>, electricity/lightning<sup>ai</sup>.

**Rare.** Silver<sup>e</sup>, obsidan<sup>e</sup>, flint<sup>e</sup>, jade<sup>e</sup>, diamond<sup>e</sup>, sapphire<sup>e</sup>.

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

**Almost Unique.** UV<sup>ai</sup> (i.e. protects albinos and pale-skinned people from sunburn), wind<sup>ai</sup> (reduces the buffeting effect, as if wind speed was  $\frac{1}{2}$ ,  $\frac{1}{4}$ , etc. of actual).

### AV Bonus<sup>MC</sup>

L	Ench.	ES	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.
3	+1 AV	0.4	
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<sup>MC</sup>

Reduced Fleetness <sup>MC</sup> 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

L	Ench	ES	Promity to iron/steel interferes with spell-casting, giving an RD penalty to casting, but this Enchantment nullifies the interference.
3	Al. Blade	0.4	
5	Align Mail	1.2	

*Note:* there are *other* ways around the interference problem: Firstly, 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.

### 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).

**Missile/Launcher bonus stacking.** If the launcher and the missile used both give a magical bonus (e.g. to damage or Range Increment), these do not stack, only the highest bonus is used. For this reason, it is useful to give the launcher one type of bonus (e.g. an RD bonus or a damage bonus) and then give the missiles another type of bonus (e.g. an RI bonus).

Mundane bonuses, from quality craftsmanship, do stack, however. A bow +12% RI firing an arrow +18% RI results in a total mundane bonus of +30% RI (percentage bonuses are added, not multiplied).

### Confer Weapon Skill Talent<sup>MC</sup>

Weapon 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	1.2	5	3.6	6	14.4	-	-
Thrown, A	3	0.5	4	1.4	5	5.4	6	32.4
Thrown, B	4	0.6	5	1.8	6	7.2	-	-
Missile, A	2	0.2	3	0.5	4	1.8	5	10.8
Missile, B	3	0.2	4	0.6	5	2.4	6	14.4

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 (a very convenient rule, for those enchanter who lack weapon skills, but who still want to Enchant weapons for their warrior friends).

### 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.

The range is given in hexes. One hex (1 hx) is 2 meters.

### Detect Enchantment/Active Magic

This Enchantment Detects the presence of active magics (e.g. spells that *have* been cast) and of Enchantments. The range depends on the level of the Enchantment (if it is a magical effect) or on the level of the spell (if it is an *active* spell or Investment)

	L	ES	R									
1 <sup>st</sup>			-			1			2			5
2 <sup>nd</sup>			1			2			5			10
3 <sup>rd</sup>	3	0.3	2	4	0.6	5	5	1.2	10	6	3.0	20
4 <sup>th</sup>			5			10			20			40
5 <sup>th</sup>			10			20			40			80
6 <sup>th</sup>			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. The range depends on the level of the spell or Investment.

	L	ES	R									
1 <sup>st</sup>						0.5			1			2
2 <sup>nd</sup>			1			2			4			8
3 <sup>rd</sup>	3	0.1	3	4	0.2	6	5	0.4	12	6	1.0	24
4 <sup>th</sup>			10			20			40			80
5 <sup>th</sup>			30			60			120			240
6 <sup>th</sup>			100			200			400			800

### Detect Holy or unHoly<sup>(MC)</sup>

	L	ES	R	L	ES	R	L	ES	R
2LA			1			2			4
3LA			2			4			8
4LA	4	0.3	3	5	0.6	6	6	1.2	12
5LA			5			10			20
6LA			10			20			40
7LA			25			50			100

This Enchantment Detects the presence of creatures with more than the typical Human degree of Atunement towards Good or Evil (which is one level towards *each*). The range depends on how many levels of Atunement the creature has.

### Detect "Enemy-type" creature<sup>(MC)</sup>

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, this page.

	L	ES	R	L	ES	R	L	ES	R
Large Category	2	0.2	10	3	0.3	25	4	0.6	60
Small Category	2	0.1	10	3	0.2	50	4	0.4	200
Tiny Category	2	0.1	10	3	0.1	100	4	0.2	1'000

	L	ES	R	L	ES	R	L	ES	R
Large Category	4	0.6	60	5	1.5	150	6	4.5	400
Small Category	4	0.4	200	5	1.0	1'000	6	3.0	5'000
Tiny Category	4	0.2	1'000	5	0.5	10'000	6	1.5	100'000

### Improved Detection

L	Ench	ES	Effect
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.

The following effects can be used to enhance any of the four standard Detects, so that for instance the item not only detects the presence of Trolls, but also gives an indication of proximity and/or of how many there are.

L	Ench. <sup>(MC)</sup>	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).

### Damage Bonus<sup>(MC)</sup>

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

**Large Gr.** Supernatural creatures (Demons, Undeads, Weres and Elementals), Animals, Monsters, Humans<sup>1</sup>, Elves<sup>1</sup>, Dwarves<sup>1</sup>, Orcs<sup>1</sup>.

**Small Gr.** Demons, Undeads, Weres or Elementals. Canines, Trollkin, Dragons. Non-living objects (of *any* material). All wood (living as well as dead).

**Tiny Gr.** 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 living Plants.

1. 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.

*Prereq.* Minor Combat Magic.

*Example of Damage Bonus.* Normally a broadsword does d10 damage per Success. With a Damage Bonus +2/S Enchantment, it would do d10+2 damage per Success, so if the attacker gets 3 un-counteracted 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 from 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.

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	0.9	5	2.3	6	6.8	-	-	-	-
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	0.5	5	1.2	6	3.4	-	-	-	-
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	0.1	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	0.4	5	1.2	6	4.5	-	-
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	2	0.2	3	0.5	4	2.5

**Damage Bonus Cost, Stacking.** If a weapon is given more than one Damage Bonus Enchantment, only the most expensive, in terms of ES cost, is at full cost. All the others are at half cost.

*Example of Cost Stacking.* A mace can be Enchanted so that it does +4 damage per Success against Liches, and +2 d/S against *other* supernatural creatures. The +4 d/S Enchantment is at full cost, 6.0 ES, but the +2 d/S Enchantment gets its cost halved from 1.5 to 0.8 ES.

**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.** A damage bonus on a tool that is used in a more-or-less "destructive" fashion means that the tool can work faster than normal, e.g. a magical axe chops through wood faster. High Durability also means less need for sharpening/maintenance.

Effect	Magic Tool Work Speed					
	Mundane	+1	+2	+3	+4	+5
Minor	100%	150%	200%	300%	400%	600%
Medium	100%	200%	400%	800%	1'600%	3'200%
Major	100%	250%	600%	1'500%	4'000%	10'000%

**Minor effect.** Knives (carving, shaving or surgery), small hammers (used to hammer in nails, pitons or poles).

**Medium effect.** Pestles, picks, saws.

**Major effect.** Axes, battering rams, drills, large hammers (used to smash objects).

*Examples of damage bonus tools:* Normally, it takes 30 Minutes (30 × 60 Seconds) to chop down a medium-sized tree, but with an Axe +5 (which has a bonus that applies against trees) it takes only 18 seconds (30 × 0.6 Seconds) – a few blows, instead of a few hundred.

Even with an Axe +1 it would take 12 Minutes instead of 30.

A woodcarver with a Knife +2 vs Wood can almost double his daily output (he's spending 80% to 95% of his work time carving, hence the "almost"). Not bad at all for a 0.7 ES item (0.1 ES for Open, 0.5 ES for +1 d/S vs Tiny Group, 0.1 ES for Close, totals to 0.7 ES).

### Magic Weapon<sup>MC</sup>

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 <sup>MC</sup>	ES	Prereq.:
3	Magic Weapon	0.3	Minor
3	Magic Thrown Weapon	0.2	Combat
2	Magic Missile	0.1	Magic

### Burn Holy/Burn unHoly<sup>(MC)</sup>

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	L	ES	7	6	5	4	3	2	
Burn I	2	0.2	2	0.1	±	0±			+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<sup>MC</sup>

Improved <sup>MC</sup> 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	-	-	-	-

Prereq. Minor Combat Magic and Minor Air Magic.

### Item Immunity<sup>MC</sup>

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

Prereq. Is always Minor. For "Immune to all 7" any two of Air, Earth, Fire, Frost and Water will suffice.

### Durability<sup>MC</sup>

L	Ench. <sup>MC</sup>	ES	ES <sup>M</sup>	All items gain +1 Durability from "Close", at no extra cost. The Durability bonus from this Enchantment <i>replaces</i> the bonus from "Close", it is not cumulative with it.
2	Durability +2	0.1	0.0	
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	

The ES<sup>M</sup> column shows the cost for an enchanter utilizing the Materials discount.

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

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

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

### 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.

SL	Power	Effect	SL is the level of the
2	Shrink I	can Shrink 2 Size Classes	Shrink Pseudo-Spell.
3	Shrink II	can Shrink 4 Size Classes	Size Classes are a
4	Shrink III	can Shrink 7 Size Classes	measure of general
5	Shrink IV	can Shrink 10 SCs	object size, according
6	Shrink V	can Shrink 14 SCs	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 separate Shrink Investments).

SC	Examples	SC	Examples
19	Huge sail ship (160 m.)	3	Staff, Backpack, 80m rope
18	Large sail ship (80 m.)	2	2-H. Sword/Small Shield
17	Med. sail ship (40 m.)	1	Broadsw./Longsw., 20m rope
16	Small sail ship (20 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.

In the case of ships, they may be Enchanted so that the sails shrink only in area, not thickness. If so, the side lengths (assuming a square sail) are reduced by 1.4 for each Size Class, or by 2 for each two SCs.

SL	Transform	Effect
4	Type A	Item can change into one alternative shape.
1	Type B	Change into one alternative shape (which 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 accommodate 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: Comfort and Flexible.

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 Very Fast Activation or Grow Very Fast Activ.	The item needs only 1/10 second 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.

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.

A Shrink, Grow or Transform begins *immediately* upon Activation, but the process takes a base time of 6 Seconds, which may be modified the same way Activation times can.

In addition, one can spend ILs to speed *only* the Shrink or the Grow time, as shown above.

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

### 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

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 or social manipulation.

**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 if the wielder is normally Intelligence 3 with no Linguistic bonus, it will raise him to Intelligence 4 and Intelligence (Linguistic) 5.

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 will cause Sanity loss, even if the character knows in advance that it will happen. To avoid this, Enchantments that improve mental stats 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.

A bonus to Strength, Arm Strength or Leg Strength does not visibly increase muscle bulk, but the effect may be visible in the way the character moves or interacts with heavy objects.

### Confer Talent w. Attribute

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. (b)	2	0.3	3	0.6	4	1.8	5	5.4
Sub-Attr. (n)	2	0.2	3	0.4	4	0.8	5	2.4

Items can't Confer Talents with Size or Hardiness, as these are never rolled for, or with Senses (use "Bonus to Sensory Acuity").

*Prereq.* 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 from the same item. 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).

### "Other" Bonus

*Prereq.:* Minor Body or Minor Mind.

This is a bonus that can be applied to various "other stats" (chiefly derived ones). Anything that is rolled for (and a few things that aren't, such as Appearance, or which are rarely rolled for, such as

Creativity), but which is neither an attribute nor a skill. It is divided into three classes, based on usefulness (for adventurers, basically) and on world impact.

Bonus to	+1		+2		+3		+4		+5	
	L	ES								
Other (Minor)	2	0.2	3	0.3	4	0.4	5	0.6	6	0.8
Other (Medium)	3	0.4	4	0.8	5	1.6	6	3.2	-	-
Other (Major)	4	0.8	5	2.0	6	5.0	-	-	-	-

**Minor stats, examples.** Fertility.

**Medium stats, examples.** Fluency roll (only relevant for characters with some degree of Stuttering), Childbirth Risk Roll, Adopt Item, Dominate Summoned (subset, e.g. *only* Demons, or *only* Fire Elementals and Ice Elementals).

**Major stats, examples.** Reflexes, Creativity, Aging Roll, Appearance, Dominate Summoned (*all* types).

If a character thinks of something that he wants to boost with an Enchantment, and it doesn't fit into any of the other rules, this is probably where it goes. The GM classifies the bonus type as Minor, Medium or Major based on adventuring usefulness (e.g. boosted Fertility has very limited adventuring usefulness, whereas boosted Reflexes are *very* useful. Boosted child birth roll falls in between) and on world impact.

Be wary of bonuses that lets a character circumvent serious Disadvantages (bonus to Fluency rolls *are* okay, because the gap between the Fluency of a normal person (9d12 to 11d12) and even someone with a Mild Stutter (5d12) is huge).

**Cannot be boosted.** Sex Appeal. Any kind of "attritive value" such as Hit Points, Spell Energy Points or Blood Points (these will go up if the attributes they are derived from are increased, though).

It is also not possible to boost an ability which a character lacks, for instance a Sterile character's Fertility Roll can't be boosted.

The effect of an Appearance bonus is subtle, so unless the bonus is a +3 one, few characters will notice it.

### Fitness

*Prerequisite:* Minor Body Magic.

Ench.	L	ES	Ench.	L	ES
Fitness +1	2	0.1	Fitness +3.5	5	0.6
Fitness +2	3	0.2	Fitness +4	5	0.8
Fitness +2.5	4	0.3	Fitness +4.5	6	1.2
Fitness +3	4	0.4	Fitness +5	6	1.6

### Power bonus

These Enchantments boost Inborn Powers (e.g. Bardic, Divine or Royal Powers). *Prereq.:* Magic Theory.

Power bonuses, granted by Enchanted items, never stack.

No Power can be boosted to more than twice its innate value, e.g. a character with 3 levels of the Bardic Power of Lampoon can not benefit fully from a +4 bonus. When wearing or wielding the +3 item, he will function as if he has Lampoon 6, not Lampoon 7.

Power Class	+1		+2		+3		+4		+5	
	L	ES	L	ES	L	ES	L	ES	L	ES
Trivial	2	0.1	3	0.2	4	0.4	5	0.8	6	1.6
Tiny	2	0.2	3	0.4	4	0.8	5	1.6	6	3.2
Minor	3	0.4	4	1.0	5	2.5	6	6.3		
Medium	3	0.6	4	1.5	5	3.8	6	9.4		
Major	3	0.8	4	2.0	5	5.0	6	12.5		
Grand	4	1.2	5	3.6	6	10.8				
Spectacular	5	1.6	6	6.4						

Powers towards the low end of the scale are usually Passive, whereas most of the mid level and all of the high level Powers are Active. In some cases (e.g. Necromantic Powers or Divine Healing Powers), related Powers can be boosted together as a Group, e.g. boosting all the *normal* Necromantic Powers (but not *unusual* ones such as Wight Mastery and Wraith Mastery) counts as a single Grand Power. The rules will always explicitly state those cases where such a thing is legal (in the section on Powers).

### Senses

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

Bonus to	-1 RD		-2 RD		-3 RD		-4 RD		-5 RD		-6 RD	
	L	ES										
Sensory Acuity												
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.** As 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.

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.

**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.

### Sustenance

*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 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

Sustenance D reduces the character's need to sleep to 1/2, 1/4 or 1/8 of normal (Human characters who don't have special advantages or disadvantages need 8 hours a night).

**Alarm Clock** 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"). It works indoors and underground, as well as out under then open sky.

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 normally sleeps 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.

### Diving-related Enchantments

L	Ench.	ES	Effect
3	Water Vision	0.1	Gives perfect underwater vision to wearer (same effect as wearing diving goggles).
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	Div. III	0.4	Can dive down to 600 m without problems
5	Div. IV	0.8	Can dive down to 2 km without problems
5	Div. V	1.6	Can dive down to 6 km without problems
6	Div. VI	3.2	Can dive down to 20 km without problems
6	Div. VII	6.4	Can dive down to 60 km without problems <sup>1</sup>

*Prereq.* Major Water, except Water Breathing which can use Major Air or Major Water.

<sup>1</sup> The deepest place on Earth is approx. 11 km below sea surface.

L	Ench.	ES	Effect
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	B.H. II	0.2	As above, but 100 times as long.
4	B.H. III	0.3	As above, but 1'000 times as long.
4	W. Br.	0.3	Can breathe water, as above.

*Prereq.:* Major Air.

### 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<sup>C</sup> column indicates the cost for Enchantments utilizing the Clothing discount.

L	Enchantment <sup>(MC)</sup>	ES	ES <sup>C</sup>	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	+9 HT or +9 CT
4	Res. Heat III and R. Cold III <sup>M</sup>	-	0.3	+9 HT and +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** If the character is eligible for both the Mage Crafter discount and the Clothing Discount, then he can utilize this combo Enchantment to save a small amount of Essence.

**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	<sup>2</sup> / <sub>3</sub> aging	5	Sl. Ag. V	1.2	<sup>1</sup> / <sub>7</sub>
3	Slow Aging II	0.4	<sup>1</sup> / <sub>2</sub> aging	5	Sl. Ag. VI	1.6	<sup>1</sup> / <sub>10</sub>
4	Slow Aging III	0.6	<sup>1</sup> / <sub>3</sub> aging	6	Sl. Ag. VII	2.4	<sup>1</sup> / <sub>20</sub>
4	Slow Aging IV	0.8	<sup>1</sup> / <sub>4</sub> aging	6	Sl. A. VIII	3.2	<sup>1</sup> / <sub>30</sub>
3	Fake Aging	0.1	see below				

Slow Aging slows the wielder'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 <sup>1</sup>/<sub>2</sub>, 2, 3, 4 or more years that passes (this is specified by the creator).

Aging Effect	+1 bonus			+2 b.			+3 b.			-1 RD			-2 RD			-3 RD			
	L	ES	L	ES	L	ES	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.

Effect	Preserve Body			Pres. Mind			Pres. Beauty			Pres. All		
	Level	ES	L	ES	L	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. Preserve **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 extreme popularity of life-extending Enchantments.

### Enchantments affecting other Enchantments

*Prereq.* For Dampen 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	Effect
+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 is highly useful for Invisibility Rings and similar items. An "effective spell level" of 0 causes no "astral ripple" at all.

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

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

L	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, by lowering the effective Enchantment level by the rating (1 to 4). An effective Enchantment level of 0 means that the item's magic aura cannot be detected at all.

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 is 1 Hour
5	Slow Analysis II	1.0	instead of 6 Minutes.
3	Fast Analysis	0.2	Analysis Roll Time is 1 Minute.
4	Fast Analysis II	0.5	Analysis Roll T. is 1 Round (6s).
6	Fast Analysis III	1.5	Analysis Roll T. is 1 Second.

Raises the RD when Spells try to analyze the item to find out what magic it contains, or alters the time that each Analysis roll takes. There are higher level Spells which can override the effect of Slow Analysis I, but none can override the effect of Slow Analysis II.

### Steered Missile/Fly-to-Hand

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 Steer Power 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 RI, 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	Effect
2	Fly-to-Hand	The Item can fly to wielder from up to 6 hx away, at a speed of 20 hx/Round. It can be no larger than a shield or meelee weapon.

Fly-to-Hand should always have the -1 IL: Cast on Self "Enhancer".

ILs	Enhancer	Effect on Investment
+1	F-t-H Range +	×3 Range, can be taken more than once.
+1	F-t-H Speed I	The item can fly at 100 hexes/Round
+2	F-t-H 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<sup>1.5</sup>) Control Points, as shown in the table below, with each lesser Undead costing 1 point, and higher Undead costing more).

Will	2×(W <sup>1.5</sup> )	W	UCCPs	W	U	W	U
0	0	3	10	6	29	9	54
1	2	4	16	7	37	10	63
2	6	5	22	8	45	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 two such Lores doubling his Control Points, as shown here:

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

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

*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.



### Battle Item Limitations

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

ES Cost	Lim. Sev.	Limitation	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

LS	General modifiers
+1	The entire sub-group (e.g. platoon) is denied the Battle Item benefits if a single member of that sub-group fails to meet the Limitations.
+2	The entire group (e.g. army) is denied the Battle Item benefits if a single member of a sub-group fails to meet the Limitations.
-2	The Limitation applies only to the leader of each sub-group (e.g. the lieutenant leading each platoon) and to the army leader (the general). If a lieutenant fails one or more Limitations, his platoon won't get the benefits. If the general fails one or more Limitations, none of the people in the army gets the benefits.
-4	The Limitation applies only to the leader of the army (e.g. the general). If he fails to meet one or more Limitations, none of the people in the army gets the benefits.

If a Limitation Severity is reduced to zero or lower, there is no ES discount (but the Limitation still applies!). If a Limitation's Severity is raised to above 11, it still gives only a -95% ES cost discount.

LS	Warpaint/Tattoos, examples
1	Wear warpaint on face or body.
2	Wear warpaint in specific pattern, on face or body. Wear warpaint on entire body & face. Have symbol, of special type, tattooed somewhere on body.
3	Wear warpaint, in specific pattern, on entire face and body. Have symbol, of special type, tattooed someplace <i>very</i> visible (e.g. face or hand). Must have a specific tattoo somewhere on body.
5	Must have a specific tattoo, somewhere <i>very</i> visible.
+1	If required tattoo is large (covers 20% of body).
+2	If required tattoo is <i>very</i> large (covers 90% of body).

LS	Religion/Ceremony, examples
1	Believe in certain principles. Or have been baptized and Confirmed.
2	Revere/hold-in-honour a particular deity, pantheon of deity or ancestral hero or spirit. Be in minor religious order (e.g. Doorkeeper or Novice)

LS	Religion/Ceremony, examples
3	Be fanatical about certain principles. (e.g. Bushido). Attend ceremony (e.g. sacrifice or Mass), officiated by priest (LS 4 for both fanaticism and attendance). Be in medium religious order (e.g. Deacon or full Monk).
4	Believe firmly in a particular deity/pantheon/hero/spirit. Attend grand ceremony, officiated by high priest (LS 5 if both belief and attendance is required). Be a consecrated priest (e.g. Priest or minor druid).
5	Be spiritually cleansed or clean (e.g. a Christian in a state of grace, or a Norseman who has performed no minor shameful deeds within last Week, nor any <i>major</i> shameful deeds within last 6 Moons).
6	Believe fanatically in particular deity/pantheon/hero/spirit. Attend grand, once-a-Year ceremony, officiated by very high priest. (LS 8 if both fanaticism and attendance is required). Be a high priest (e.g. Bishop or full Druid).
7	Performed major pilgrimage or attended rare ceremony (once-every-3-Years or rarer), officiated by top priest. (e.g. Pope or Grand Druid, or often the King). Be very clean, spiritually (no minor transgressions within 6 Moons, no major transgressions within 15 Years).
9	Be spiritually perfect (has <i>never</i> done anything sinful, or never done anything shameful, depending on type of religion). Be the top priest of a religion (e.g. Pope or Grand Druid).

LS	Age/Sex Examples
2	Be male
3	Be female
4	Between 12 and 12 Over 30
5	Under 15 Between 15 and 21
6	Over 40 (quite old (in medieval times)

LS	Age/Sex
6	Between 12 and 15 Between 15 and 18 Between 18 and 21
7	Over 50 Under 12
8	Over 60
9	Over 65
10	Over 70
11	Over 75

LS	Diet/sexual activities, examples
1	Be heterosexual. Or be married. Or be unmarried. Have had sex with only one partner in last 1 Moons. Have had sex at least once within last Week.
2	Be bisexual. Or have abstained from sex for 1 Week. Has stayed faithful to one partner (e.g. wife or girl friend or pet slave) for last 6 Moons.
3	Be homosexual. Or abstain from sex for 1 Moon. Have had sex every day within last Week. Has stayed faithful to one partner (e.g. wife or girl friend or pet slave) for last 3 Years.
4	Abstain from sex for 6 Moons. Have participated in minor sex orgy within last Week. Have had sex every day within the last 6 Moons. Have had sex almost every day for the last 15 Years.

LS	Diet/sexual activities, examples
5	Follow mild dietary restrictions for 1 Week. Abstain from sex for 3 Years (effectively celibacy). Have participated in major sex orgy within last Moon. Have participated in minor sex orgy at least once a Year for the last 15 Years. Have had sex every day within the last 15 Years.
6	Follow severe dietary restrictions for 1 Week. Follow mild dietary restrictions for 6 Moons.
7	Fasted for 2 Days. Follow severe dietary restrictions for 6 Moons.
8	Fasted for 1 Week.

LS	Weapons/Clothes/Armour, examples
1	Wear clothes of a specific colour set (e.g. dark).
2	Wear clothes of a specific colour or type.
3	Wear clothes of a specific colour <i>and</i> type.
4	Be unarmoured
6	Be naked (thus also unarmoured). Carry no shields or weapons (knives and walking staves are okay, but daggers and combat staves are not okay).
7	Carry no shields or weapons at all (e.g. not even knives or walking staves).
9	Be unarmoured, and carry no shields or weapons at all.
10	Be naked (thus unarmoured), and carry no weapons at all.
11	Be naked (thus unarmoured), and carry no shields or weapons at all.

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%.

### Heal/Cure

*Prereq.* Body Magic and Healing Magic must both equal 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 other Item Powers, these *can* be made to affect the wielder (+0 IL) or others (+2 IL) or to 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 Wound 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) Wound.
1	1 s.	Clot	see below.
4	1 M.	Stabilize I	see 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, Stabilize must be used instead, first, then followed by Fix Wound IV or V).

**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 Roll	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 strength 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	Discount, if the enchanter has Physician 9, Anatomy 6, Biology: Practical 6 and Psychology: Practical 3.

This Ærth-specific prereq replaces the generic Body/Healing prereq.

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).

### 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 with jewels.

### 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.		

### Essence store

*Prereq.* Major Magic Theory.

During creation, the item can be given an 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 such person 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's Investments.

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 Manipulation 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.: none
+6	Essence Conduit	see below	

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	2 <sup>nd</sup> level	1 <sup>st</sup> level
2	Lock IIa	0.1	3 <sup>rd</sup> level	2 <sup>nd</sup> level
3	Lock IIIa	0.2	4 <sup>th</sup> level	3 <sup>rd</sup> level
4	Lock IVa	0.4	5 <sup>th</sup> level	4 <sup>th</sup> level
5	Lock Va	0.8	6 <sup>th</sup> level	5 <sup>th</sup> level
6	Lock VIa	1.6		6 <sup>th</sup> 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).

### 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 items 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 two 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. Split items cannot have the "Detect Parts of Self" Enchantment.

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

Half-Faeries, characters who have roughly half Human and half Faerie blood, count as both Faeries and Humans. Hybrids with more than  $\frac{5}{8}$  of one ancestry counts as only that type. The same goes for hybrids of Humans and Orcs, Humans and Irish Dwarves or Orcs and Irish Dwarves (a Faerie would be very unlikely to mate with an Irish Dwarf, and would never mate with an Orc).

There are no powerful spells of Healing on Ærth, Healing is instead available in the form of Item Powers, as described in this document (and also available as powers innate to certain characters).

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

### Alternatives to Enchantment

The Enchantment skill is not the only way for characters to render items permanently magical.

The Power subsystem represents one alternative, several of the types of Powers allows something that is more or less like Enchantment. The Divine set of Powers offers the Bless Item Power, which can reproduce all "proper" Enchantments, but not Foci and usually not Investments. The exception is Christian characters, who can use this Power to create items with Invested Healing effects, if they have a higher level of the Bless Item Power.

The Essence costs are generally similar to the costs in this document, although, some religions may have different costs for specific Enchantments, for instance Christians (again) must pay double Essence for most Enchantments that give a bonus to damage, except those bonuses that are only against Demons or Undead.

Nature Powers also offers a Bless Item ability. It can reproduce all Enchantment effects, at normal cost, but never Foci or Investments. Each type of "proper" Enchantment is assigned a lunar phase (each phase - Full, Waning, Dark and Waxing - lasting approximately one

Week) and can only be Blessed into the item during that particular lunar phase (other Lunar Powers are "linked" to one particular lunar phase, although they can usually still be used during other phases, just at reduced effect).

Both the Divine Bless Item and the Nature Bless Item Powers are subject to Divine Oversight, meaning that if the character keeps acting against the goals of the Divine Entity (played like an NPC, by the GM), he or she may suffer reduced or lost Powers. Divine Reviews occur from time to time (perhaps once a Moon), it is never the case that the Divine Entity makes a decision *every time* the character uses a Divine Power or Nature Power, as if the character using the Divine Power is petitioning for divine aid.

The Artificer Power lets a character pour Essence into items as he crafts them. The Power comes in two versions, one applicable to all Craft skills, which allows the reproduction of all those Enchantments which are labeled <sup>MC</sup>. The lesser version only applies to a single (specified) Craft skill, but can reproduce all those Enchantments marked with <sup>MC</sup> which are relevant for the skill, e.g. Artificer (Tailor) can't make cloaks that give Damage Bonuses, but it can make cloaks that protect against cold, which are more durable, or which give a bonus to Stealth (Hiding).

The Rune-Carving Power allows, at high levels, the reproduction of "proper" Enchantments, and even Investments at higher levels. The catch is that runes are engraved, etched or embroidered into the item, so that it no longer looks quite ordinary. (At low levels, the Rune-Carving Power can only create certain minor (but still permanent) effects, which do not emulate any kind of Enchantment).

The Amulet-Making Power allows the character to create Amulets which give certain benefits (emulating those Enchantments, presented in this document which gives bonus to attributes, sub-attributes or other stats), with the level of the Power determining what level of Enchantment the character can emulate (e.g. the lowest level can only reproduce 1<sup>st</sup> and 2<sup>nd</sup> level Enchantments).

Neither Artificer Power, Rune-Carving or Amulet-Making are subject to Divine Oversight.

Common for all such Powers is that there is no such thing as Open/Close. This serves to make minor items much more attractive, for instance an Artificer could make a lot of magic arrows, or a lot of Cloaks of Comfort. A character with Bless Item (Divine or Nature) can create various amulets for all his friends, if he wants to. It is no problem that each amulet contain only 0.2, 0.3 or 0.4 ES worth of effect, since there is no "per item" charge, in the form of Open and Close, for such a character.

In addition to these Powers, a character who is sufficiently initiated into Satanic Rites can perform an evil sacrificial ritual to imbue items with effects similar to those of "proper" Enchantments. The character must still pay the full Essence cost, the suffering of the sacrificial victim (who is slowly tortured to death) only "mitigates" the fact that the Satanist has no inborn Power nor any difficult-to-

learn Enchantment skill.

### 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 be 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 sacrificing 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. It is even possible for such a character to increase his skill level in a sacrificed Realm, and to invent new spells (although he might suffer a penalty to his Invention rolls because he is unable to attempt castings).

Skill	Extr. Inc.	Major Inc.	Incom-petence	Normal	Talent	Major Talent	Extr. Talent
1	0.00	0.01 <sup>c</sup>	0.02 <sup>c</sup>	0.04 <sup>c</sup>	0.06 <sup>c</sup>	0.1	0.2
2	0.01 <sup>c</sup>	0.02 <sup>c</sup>	0.03 <sup>c</sup>	0.06 <sup>c</sup>	0.09 <sup>c</sup>	0.1	0.3
3	0.01 <sup>c</sup>	0.03 <sup>c</sup>	0.05 <sup>c</sup>	0.1	0.1	0.3	0.6
4	0.02 <sup>c</sup>	0.04 <sup>c</sup>	0.08 <sup>c</sup>	0.1	0.2	0.4	0.9
5	0.03 <sup>c</sup>	0.06 <sup>c</sup>	0.1	0.2	0.3	0.7	1.5
6	0.05 <sup>c</sup>	0.1	0.2	0.4	0.6	1.2	2.4
7	0.08 <sup>c</sup>	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

When a Fumble occurs (i.e. F-3 or worse), during the Enchantment Task, consult this table to find the Fumble Roll. Then roll as instructed on the Enchantment Fumble Table

Enchantment level	F-3	F-4	F-5	F-6
1 (Trivial)	1d6+ 0	1d6+ 2	1d6+ 4	1d6+ 6
2 (Minor)	1d6+ 2	1d6+ 4	1d6+ 6	1d6+ 8
3 (Medium)	1d6+ 4	1d6+ 6	1d6+ 8	1d6+10
4 (Major)	1d6+ 6	1d6+ 8	1d6+10	1d6+12
5 (Grand)	1d6+ 8	1d6+10	1d6+12	1d6+14
6 (Wonder)	1d6+10	1d6+12	1d6+14	1d6+16

Roll	Effect	R.	Effect
1-2	No effect (as F-2)	16	Essence loss, 0.4 ES.
3-4	Sanity loss, 1 point.	17	Aging, 5 OP (roughly 15 Years).
5-6	Sanity loss, 3 points.	18	Essence loss, 0.8 ES.
7-8	Aging, 1 OP.	19	Sanity loss, 12 points.
9-10	Sanity loss, 5 points.	20	Item explodes, doing 4d6 dam. (AP 0.5) in hex, 3d6 in adjacent hexes, 2d6 two hexes way and 1d6 three hexes away.
11	Aging, 2 OP.		
12	Sanity loss, 7 points.		
13	Essence loss, 0.2 ES.		
14	Sanity loss, 9 points.	21	Aging, 10 OP (roughly 30 Years).
15	Item disintegrates.	22	Essence loss, 1.6 ES.

### Item Adoption

L	Ench.	ES
3	Personalize Item	0.2
4	Bond	0.4
5	Greater Bond	1.0

An item can be personalized or bonded to several people, but a separate Enchantment is needed for each.

**Personalize.** Adoption is -1 RD easier for 1 specified person, and +1 RD harder for others (cumulative with the creator RD bonus).

**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 Lore, each Lore harder than the previous and boosting the number of dice rolled for Adoption by +1. The "Extra Time/Rush" options can be used here, they modify the RD the same way they do for skill rolls.

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 (1 <sup>st</sup> )	6	1 Sec.	Major (4 <sup>th</sup> )	9	6 Min
Minor (2 <sup>nd</sup> )	7	1 R.	Grand (5 <sup>th</sup> )	10	1 Hour
Medium (3 <sup>rd</sup> )	8	1 Min.	Artifact (6 <sup>th</sup> )	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.

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 <i>faster</i> .
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.

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, and an weapon with a Damage Bonus will, eventually, be noticed as causing more severe Wounds).

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.

### Activation Roll

R.	Effect	Charges spent	Special
2S+	Works	1	Item works
1S	Works	3 <sup>1</sup>	Item works
f-1	Fails	0	Item does not work
F-2	Fails	1	Item does not work
F-3	Fails	3 <sup>1</sup>	Item does not work
F-4	Fails	all <sup>N</sup>	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 periods, e.g. if it has X charges per week, then the Investment will not recharge for 3 weeks.

### 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 periods, not 3.

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

C. The Investment disappears forever from the item

D. All Investments and 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, 4dd damage in adjacent hexes, 3d6 damage two hexes away, and so on down to 1d6 damage four hexes away.