

Sample magic items for FFRE

These items are all made with the v128 Enchantment rules. Later rules changes may invalidate the final costs of these items. To minimize the trouble of such cases, the items are defined in *great* detail, so as to make them easy to re-cost under modified rules.

All items are automatically approved for character creation for characters intended to be used in *Ærth* campaigns. Each item is assigned to one of four rarity categories, for the purpose of giving a discount on the Perk Point cost of a character owning an item that he has not created himself.

Rarity	Descriptor	Discount	<i>Ærth</i> , per 0.1 Essence
R8	Extremely Rare	-0%	10 PP
R7	Very Rare	-10%	9 PP
R6	Rare	-30%	7 PP
R5	Not so Rare	-50%	5 PP

Category R8 items contain high unusual Enchantments, or combinations of Enchantments, and NPCs are unlike to produce them. They are of course nevertheless perfectly permissible in all regards - they just don't get a discount. Category R6 items, on the other hand, are popular "type items", like many kinds of Foci, or enchanted weapons. Very few items fall into category R5.

To update the Table of Contents in MS Word 2000, select it with the mouse cursor, then press F9. This will ensure that all page references are correct.

The item tables include auto-calculation of the highest Enchantment level, the total Essence cost of the Enchantments in the item, and the total Craft Point cost of those Enchantments. To update these values, select the boxes in the table and press F9 (it causes no harm if you also accidentally selects additional boxes). Do this if some of the numbers look suspicious, or if you change something, or if you wish to create your own items. Note that auto-calculation only occurs in the auto-calculation line. The figures must then be manually copied to the relevant boxes further down.

Virtual Essence cost table

L/L/L	vES	L/L/L	vES	L/L	vES
6/6/6	2.4	5/5/5	0.9	4/4	0.2
6/6/5	1.9	5/5/(1-4)	0.6	4/3	0.15
6/6/(1-4)	1.6	5/4/(1-4)	0.4	4/2	0.05
6/5/5	1.4	5/3/(1-3)	0.35	4/1	-0.05
6/4/(1-4)	0.9	5/2/(1-2)	0.25	3/3	0.1
6/3/(1-3)	0.85	5/1/1	0.15	3/2	0.0
6/2/(1-2)	0.75			3/1	-0.1
6/1/1	0.65			2/2	-0.1
				2/1	-0.2
				1/1	-0.3

It is possible to have vES in 0.05 increments. This is because *virtual* Essence is a fiction of character creation accounting, not a part of the reality that the characters live in (where *real* Essence does indeed come in *indivisible* quanta of 0.1 points). Negative values are simply added in. This means that an item with 0.3 ES in Enchantments, one of which is 3rd level and the next-highest is 1st level, has a final vES cost of only 0.2. An item always costs at least 0.10 points of vES, round up to this value if necessary.

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Apologies. The Table of Contents seems to not work in the OO/PDF text. It works fine in MS Word.

Foci, Generic

One-Realm Staff Focus, Minor			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus II for any one Realm, -2 bonus to cast RDs	3	0.5	8
Standard Light Investment "Light I", Duration 1 Hour. Creates a sphere of radiant light (in this case attached to the tip of the staff, because of the "cast on item" limit). 1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell) 1 IL No Spell Skill -1 IL Cast on Item only 1 IL Safer Activation to 4d12 total 2 ILs	2	0.1	2
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	1.1	18
Total Essence cost		1.1	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.2	vES
Rarity-based discount on Perk Point cost		30	%
"virtual" Essence cost, bought as a Perk		84	PP
Craft Point cost, bought as Craft		18	CP

"Standard Light" may, *wherever* it occurs, be replaced with a version that recieves X charges per *Week* but Activates on 5d12, instead of X charges per *Day* and Activating on 4d12. This does not alter any point costs.

Alternatively, the item in question can be Decorated, meaning that the item is adorned with elaborate carvings and inscriptions. This gives an Activation roll of 5d12 while retaining X charges per Day. It doesn't alter any costs.

As a third alternative, the item can be Decorated *and* have X charges per Week (rather than X/Day). The Activation rating is 3d12 (low!), but it Activates in only 1 second. Adventurers sometimes favour such items. All costs are unaltered.

One-Realm Staff Focus, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus III for any one Realm, -3 bonus to cast RDs	4	1.2	40
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.8	50
Total Essence cost		1.8	
Highest/Second-Highest Enchantment level	4/3		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		19.5	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		137	PP
Craft Point cost, bought as Craft		50	CP

One-Realm Staff Focus, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus IV for any one Realm, -4 bonus to cast RDs	5	3.6	250
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging II, wielder ages at 1/4 speed	4	0.6	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	4.5	292
Total Essence cost		4.5	
Highest/Second-Highest Enchantment level	5/4		
Added "virtual" Essence cost, Level-based		0.4	vES
Total "virtual" Essence cost, bought as a Perk		4.9	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		343	PP
Craft Point cost, bought as Craft		292	CP

One-Realm Staff Focus, Grand			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus V for any one Realm, -5 bonus to cast RDs	6	14.4	2000
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	6	15	2010
Total Essence cost		15.0	
Highest/Second-Highest Enchantment level	6/3		
Added "virtual" Essence cost, Level-based		0.85	vES
Total "virtual" Essence cost, bought as a Perk		15.85	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		1585	PP
Craft Point cost, bought as Craft		2010	CP

One-Category Staff Focus, Lesser			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus I for any one Category, -1 bonus to cast RDs	3	0.7	8
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	1.3	18
Total Essence cost		1.3	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.4	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		98	PP
Craft Point cost, bought as Craft		18	CP

One-Category Staff Focus, Minor			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus II for any one Category, -2 RD bonus	4	1.3	40
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.9	50
Total Essence cost		1.9	
Highest/Second-Highest Enchantment level	4/3		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		20.5	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		144	PP
Craft Point cost, bought as Craft		50	CP

One-Category Staff Focus, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus III for any one Category, -3 RD bonus	5	3.2	250
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging II, wielder ages at 1/4 speed	4	0.6	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	4.1	292
Total Essence cost		4.1	
Highest/Second-Highest Enchantment level	5/4		
Added "virtual" Essence cost, Level-based		0.4	vES
Total "virtual" Essence cost, bought as a Perk		4.5	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		315	PP
Craft Point cost, bought as Craft		292	CP

One-Category Staff Focus, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus IV for any one Category, -4 RD bonus	6	9.6	2000
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Slow Aging I, wielder ages at 1/2 speed	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	6	10.2	2010
Total Essence cost		10.2	
Highest/Second-Highest Enchantment level	6/3		
Added "virtual" Essence cost, Level-based		0.85	vES
Total "virtual" Essence cost, bought as a Perk		11.05	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		995	PP
Craft Point cost, bought as Craft		2010	CP

One-Spell Focus, Staff			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus V for one spell, -5 RD bonus to casting.	5	4.8	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	5	250
Total Essence cost		5.0	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		5.15	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		464	PP
Craft Point cost, bought as Craft		250	CP

This item is common enough in a "Fire Bolt I", "Frost Bolt I" or "Lightning BoltI" variant to warrant the full -30% PP cost discount (total cost 371 PP). A few other spells may also be similarly common, check with the GM. Good candidates, although of distinctly limited interest for adventurers, are items for improving the output of crops.

One-Spell Focus, Gigantic			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus V for one spell, -5 RD bonus to casting.	5	2.0	250
Gigantic discount (400 ton weight) -2/3 ES cost			
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	2.2	250
Total Essence cost		2.2	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		2.35	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		165	PP
Craft Point cost, bought as Craft		250	CP

This is a One-Spell Focus that utilizes the discount for extremely large items. It is invariably a huge standing stone, weighing at least 400 tonnes. These items are not truly common, but they are inconvenient to own because they are decidedly non-portable. Thus they can be had cheaply. Often, they stand in the middle of fields and are Foci for high-level crop-enhancing spells.

Foci, Specific

Illusionist's Ring Focus, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Tiny Focus IV for Illusion Magic, -4 RD bonus	5	5.7	250
Tiny Focus II for Body Magic, -2 RD bonus	3	0.8	8
Standard Light, 6/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	6.8	260
Total Essence cost		6.8	
Highest/Second-Highest Enchantment level	5/3		
Added "virtual" Essence cost, Level-based		0.35	vES
Total "virtual" Essence cost, bought as a Perk		7.15	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		644	PP
Craft Point cost, bought as Craft		260	CP

Fire Mage's Staff, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus III for Fire Magic, -3 RD bonus to casting	4	1.2	40
Damage Reduction I: Wielder takes 1/2 damage from fire	3	1.2	8
Item itself is completely immune to heat and fire-damage	4	0.3	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.9	88
Total Essence cost		2.9	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		3.1	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		196	PP
Craft Point cost, bought as Craft		88	CP

Fire Mage's Staff, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus IV for Fire Magic, -4 RD bonus to casting	5	3.6	250
Damage Reduction II: Wielder takes 1/4 damage from fire	4	3.0	40
Item itself is completely immune to heat and fire-damage	4	0.3	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	7.1	330
Total Essence cost		7.1	
Highest/Second-Highest Enchantment level	5/4		
Added "virtual" Essence cost, Level-based		0.4	vES
Total "virtual" Essence cost, bought as a Perk		7.5	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		675	PP
Craft Point cost, bought as Craft		330	CP

Elementalist's Staff, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus II for Elemental Magic, -2 RD bonus	4	1.3	40
Damage Reduction I: Wielder takes 1/2 damage from Fire	3	1.2	8
Damage Reduction I: 1/2 Damage from Cold	3	1.2	8
Damage Reduction I: 1/2 Damage from Electricity	3	1.2	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	5.1	64
Total Essence cost		5.1	
Highest/Second-Highest Enchantment level	4/3		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		52.5	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		473	PP
Craft Point cost, bought as Craft		64	CP

Necromancer's Staff, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus III for Necromancy, -3 RD casting bonus	4	1.2	40
Undead Control III: x8 Undead Control Points	4	0.4	40
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.9	82
Total Essence cost		1.9	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		2.1	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		147	PP
Craft Point cost, bought as Craft		82	CP

Necromancer's Staff, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus IV for Necromancy, -4 RD casting bonus	5	3.6	250
Undead Control IV: x16 Undead Control Points	5	0.8	250
Standard Light, 12/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	4.7	502
Total Essence cost		4.7	
Highest/Second-Highest Enchantment level	5/5		
Added "virtual" Essence cost, Level-based		0.6	vES
Total "virtual" Essence cost, bought as a Perk		5.3	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		477	PP
Craft Point cost, bought as Craft		502	CP

Water Mage's Torc Focus			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus III for Water Magic, -3 RD bonus to casting	4	1.5	40
Water Vision: Wielder can see under water without problems	3	0.1	8
Water Breath: Wielder can breathe under water	4	0.3	40
Diver III: Wielder can dive down to 600 m without problems	4	0.4	40
Resist Cold II: +6 levels of Cold Tolerance	3	0.1	8
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.7	138
Total Essence cost		2.7	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		2.9	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		203	PP
Craft Point cost, bought as Craft		138	CP

Warrior Mage's Sword Focus, Medium A			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus III for Battle Magic, -3 RD bonus	4	1.5	40
Damage Reduction I: Wielder takes 1/2 damage from iron/steel	4	2.0	40
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	3.8	82
Total Essence cost		3.8	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		4.0	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		280	PP
Craft Point cost, bought as Craft		82	CP

Warrior Mage's Sword Focus, Medium B			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus II for Battle Magic, -2 RD bonus	3	0.6	8
Damage Bonus 1 vs All Sword causes +1 extra point of damage per success	4	1.2	40
Damage Reduction I: Wielder takes 1/2 damage from iron/steel	4	2.0	40
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	4.1	90
Total Essence cost		4.1	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		4.3	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		301	PP
Craft Point cost, bought as Craft		90	CP

Witch's Necklace Focus			
Enchantment	level	ES	CP
Open	1	0.1	0
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Focus III for Thought Magic, -3 bonus to casting RDs	4	1.5	40
Focus III for Emotion Magic, -3 bonus to casting RDs	4	1.5	40
Bonus to "Other" stat: +1 to Appearance	4	0.8	40
Preserve Beauty: Wielder's appearance will not deteriorate due to aging or generic exposure (e.g. sun, wind)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	4.2	124
Total Essence cost		4.2	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		4.4	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		396	PP
Craft Point cost, bought as Craft		124	CP

"Physical Adept"'s Bracelet Focus (Melee)			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus II for Body Magic, -2 RD bonus to casting	3	0.6	8
Bonus to attribute: +1 Agility	4	1.0	40
Bonus to broad sub-attribute: +1 Leg Strength	3	0.5	8
Bonus to broad sub-attribute: +1 Combat Dexterity	3	0.5	8
Bonus to Fitness: +3	4	0.4	40
Bonus to "Other": +1 to Reflexes	4	0.8	40
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	4.1	146
Total Essence cost		4.1	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		4.3	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		387	PP
Craft Point cost, bought as Craft		146	CP

This is a Focus for the type of warrior-mage who uses spells to enhance his own body. Usually he's an unarmed warrior, but melee fighters of this variant also exist (and archers, but they'd want a focus with different properties - see below). The Focus greatly enhances the physical stats of the character. Since this costs a lot of Essence, the budget for the Focus component Enchantment is scarce, resulting in a not-very-powerful bonus to spellcasting.

"Physical Adept"'s Bow Focus (Archer)			
Enchantment	level	ES	CP
Open	1	0.1	0
Focus II for Body Magic, -2 RD bonus to casting	3	0.6	8
Bonus to broad sub-attribute: +1 Arm Strength	3	0.5	8
Bonus to broad sub-attribute: +1 Combat Dexterity	3	0.5	8
Bonus to narrow sub-attribute: +1 Perception (Vision)	3	0.5	2
Bonus to Fitness: +2	3	0.2	8
Sense Bonus -1 RD to Visual Acuity	3	1.2	2
+25% Range Increment	3	0.3	8
Standard Light, 10/Day/4d12 (2 Investment levels)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	4.1	46
Total Essence cost		4.1	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		4.2	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		378	PP
Craft Point cost, bought as Craft		46	CP

This is a Focus for the type of warrior-mage who uses spells to enhance his own body, this variant is for an archer-mage. The Focus greatly enhances the physical stats of the character. Since this costs a lot of Essence, the budget for the Focus component Enchantment is scarce, resulting in a not-very-powerful bonus to spellcasting.

Scholarly Generalist's Staff Focus			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus I for any two Categories, -1 RD to casting	4	1.1	40
Large Focus I for a third Category, -1 RD to casting.	3	0.7	8
Investment, "Light I" (non-standard version) 1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell) 1 IL No Spell -1 IL cast on item itself 2 Faster Activation, Investment Activates in 1 second. 5 Safer Activation to 8d12 total 8 ILs	2	0.4	2
Sustenance D: Wielder needs only 4 hours sleep/day	4	0.6	40
Slow Aging II: Wielder ages at 1/4 speed	4	0.6	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	3.6	130
Total Essence cost		3.6	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		3.8	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		342	PP
Craft Point cost, bought as Craft		130	CP

This is a powerful and versatile item that any scholarly mage, with diverse interests, would wish to own. It gives a bonus to three out of four Categories (any three), halves the wielder's sleep requirement, and slows down his aging process.

Scholarly Archmage Generalist's Staff Focus			
Enchantment	level	ES	CP
Open	1	0.1	0
Large Focus II for any two Categories, -2 RD to casting	5	2.1	250
Large Focus II for the other two Categories, -2 RD	5	2.1	250
Investment, "Light I" (non-standard version) 1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell) 1 IL No Spell -1 IL cast on item itself -1 Decorated 5 Faster Activation, Investment Activates in 1/10 s 7 Safer Activation to 9d12 total 12 ILs	2	0.6	2
Sustenance D II: Wielder needs only 2 hours sleep/day	5	1.8	250
Slow Aging III: Wielder ages at 1/10 speed	5	1.5	250
Preserve All (Body, Mind, Appearance)	4	0.5	40
Bonus to "Other": +2 to Aging Rolls	5	2.0	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	10.8	1292
Total Essence cost		10.8	
Highest/Second-Highest Enchantment level	5/5		
Added "virtual" Essence cost, Level-based		0.6	vES
Total "virtual" Essence cost, bought as a Perk		11.4	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		1140	PP
Craft Point cost, bought as Craft		1292	CP

This is a *wildly* powerful item, hugely boosting all the wielder's spellcasting, in addition to making him age much more slowly, and reducing his sleep requirement by 75%. The Decorations also advertize that it is a magical staff.

Magic Weapons

Magic Sword, Lesser

Enchantment	level	ES	CP
Open	1	0.1	0
Magic Weapon: Item cause normal damage to those creatures who normally take no or limited damage from normal weapons.	3	0.4	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.6	8
Total Essence cost		0.6	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		0.6	vES
Total "virtual" Essence cost, bought as a Perk		-0.1	vES
Rarity-based discount on Perk Point cost		50%	%
virtual Essence cost, bought as a Perk		25	PP
Craft Point cost, bought as Craft		8	CP

Also available in non-Sword versions (including missile launchers and hthtown weapons), although rarer, costing 35 PPs.

Sword of Fire, Minor

Enchantment	level	ES	CP
Open	1	0.1	0
Investment: "Flame Weapon I", Duration 66 Seconds After Activation, searing hot flames begin to spread over the weapon's "active surface". This takes 1 Round, after which the sword causes +1 fire-flavoured point of damage per success, for the next 1 Minute (10 Rounds). 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL Safer Activation to 4d12 -1 IL Cast on Item only total 1 ILs	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.3	8
Total Essence cost		0.3	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.2	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		14	PP
Craft Point cost, bought as Craft		8	CP

This item exists in numerous variants:

Sword of Frost, "Frost Weapon I" instead of "Flame Weapon I". 14 PPs.

Sword of Sparks, "Spark Weapon I" instead of Flame Weapon I", 14 PPs.

Non-Sword (Maces, Axes...) versions also exist for Flame, Frost or Sparks, but cost 18 PPs because they are less common. One exception is that in Scandinavia and Viking-Settled lands (Rus, the Danelaw, parts of Ireland, Iceland) Hammers of Sparks are common enough to cost only 14 PPs.

Sword of Fire, Medium

Enchantment	level	ES	CP
Open	1	0.1	0
Investment: "Flame Weapon I", Duration 66 Seconds 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL more charges to 10/Day 2 IL Safer Activation to 5d12 -1 IL Cast on Item only total 3 ILs	3	0.3	8
Investment: "Protection from Fire I", Duration 6 Min. Upon Activating this Investment, any fire damage inflicted upon the wielder is halved. This is cumulative with the Damage Reduction effect, so that for the duration of this spell the wielder takes only 1/4 damage from fire and heat. 1 IL basic spell, 3 charges/Day (Minor spell) 2 Safer Activation to 5d12 0 IL Cast on wielder total 3 IL	3	0.3	8
Investment: "Flame I", Duration 6 Minutes A small flame appears, sufficient to start a fire or illuminate as much as a torch would. (In this case the flame appears at the tip of the sword - "Flame Weapon I" can also be used for these purposes, but is best saved for battles and for intimidation work) 1 IL basic spell, 10 charges/Day/3d12 (Cantrip) 2 Safer Activation to 5d12 -1 IL cast on item only total 2 IL	2	0.1	2
Damage Reduction I: Wielder takes 1/2 damage from fire This is cumulative with any "Protection from Fire" spell	3	1.2	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	2.1	26
Total Essence cost		2.1	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		2.2	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		198	PP
Craft Point cost, bought as Craft		26	CP

Variants of this item exists.

Frost Sword variants and Spark Sword variants are equally common, but cost only, 189 PP because they lack the "Flame I" Investment.

In Scandinavia and Viking-settled lands, Medium Hammers of Sparks are as common as Medium Swords of Sparks, thus costing 189 PP.

Otherwise, non-sword Medium Weapons of Frost or Sparks cost 210 PP, and non-Sword Medium Weapons of Flames costs 220 PP.

Sword of Flame, Major

Enchantment	level	ES	CP
Open	1	0.1	0
Investment: "Flame Weapon I", Duration 66 Seconds 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL more charges to 10/Day 1 IL increased duration to 6 Minutes 3 IL Safer Activation to 6d12 -1 IL Cast on Item only -1 Decorated total 4 ILs	3	0.4	8
Investment: "Protection from Fire I", Duration 6 Min. The wielder takes 1/8 damage from fire. 1 IL basic spell, 3 charges/Day (Minor spell) 3 Safer Activation to 6d12 2 Quick Activation to 1 second 1 more charges to 10/day 0 IL Cast on wielder -1 Decorated total 6 IL	3	0.6	8
Investment: "Protection from Fire II", Duration 6 Min. The wielder takes 1/16 damage from fire. 1 IL basic spell, 3 charges/Week (Medium spell) 1 Extra Charges to 10/week 3 Safer Activation to 6d12 0 IL Cast on wielder -1 Decorated total 4 IL	3	0.8	8
Investment: "Flame I", Duration 6 Minutes 1 IL basic spell, 10 charges/Day/3d12 (Cantrip spell) 3 Safer Activation to 6d12 -1 IL cast on item only -1 Decorated total 2 IL	2	0.1	2
Damage Reduction II: Wielder takes 1/4 damage from fire This is cumulative with any "Protection from Fire" spell	4	3.0	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	5.1	66
Total Essence cost		5.1	
Highest/Second-Highest Enchantment level	4/3		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		5.25	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		525	PP
Craft Point cost, bought as Craft		66	CP

Variants of this item exists, both Major Swords of Sparks or Frost, and non-Sword versions of Major Fire, Manor Sparks and Major Frost. All of them are too rare to qualify for a PP cost discount. (check vES and PP costs!), but Major Weapons of Frost or Sparks cost only 515 PP, because of the absence of the "Flame I" Investment.

Non-Decorated versions costs 0.4 ES more and the "Flame I" Investment, if it's a Fire weapon, Activates on 5d12. They cost 565 ES (Fire) or 555 ES (Other).

Magic Sword, Medium A			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus I: +1 damage per success vs <i>all</i> targets.	4	1.2	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.4	40
Total Essence cost		1.4	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		1.35	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		122	PP
Craft Point cost, bought as Craft		40	CP

Magic Sword, Medium B			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Talent B, -1 RD bonus to <i>all</i> to-hit rolls	4	1.8	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2	40
Total Essence cost		2.0	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		1.95	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		176	PP
Craft Point cost, bought as Craft		40	CP

Magic Sword, Major A			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus II: +2 damage per success vs <i>all</i> targets.	5	3.0	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	3.2	250
Total Essence cost		3.2	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		3.35	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		335	PP
Craft Point cost, bought as Craft		250	CP

Magic Sword, Major B			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Talent B, -2 RD bonus to <i>all</i> to-hit rolls	5	5.4	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	5.6	250
Total Essence cost		5.6	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		5.75	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		575	PP
Craft Point cost, bought as Craft		250	CP

Magic Sword, Grand A			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus III: +3 damage per success vs <i>all</i> targets.	6	9.0	2000
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	6	9.2	2000
Total Essence cost		9.2	
Highest/Second-Highest Enchantment level	6/1		
Added "virtual" Essence cost, Level-based		0.65	vES
Total "virtual" Essence cost, bought as a Perk		9.85	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		985	PP
Craft Point cost, bought as Craft		2000	CP

Magic Sword, Grand B			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus II: +2 damage per success vs <i>all</i> targets.	5	3.0	250
Confer Talent B, -2 RD bonus to <i>all</i> to-hit rolls	5	5.4	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	8.6	500
Total Essence cost		8.6	
Highest/Second-Highest Enchantment level	5/5		
Added "virtual" Essence cost, Level-based		0.6	vES
Total "virtual" Essence cost, bought as a Perk		9.2	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		920	PP
Craft Point cost, bought as Craft		500	CP

Mace, Death-Bane			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus I: +1 damage per success vs Undead	3	0.6	8
Detect II: Undead, range 30 hexes	3	0.3	8
Indiate: Approximate distance to Detected (Undead)	3	0.1	8
Indicate: Approximate quantity of Detected (Undead)	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	1.3	32
Total Essence cost		1.3	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.4	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		98	PP
Craft Point cost, bought as Craft		32	CP

Also exists in versions lacking either of the Indicates, or both Indicates, costing 91 or 84 PP (and 24 or 16 CP). Also exists in other weapon types, although less common (10% PP cost discount, and thus 126 PPs, or 117 or 108 PPs lacking one or both Indicates)

Also exist in a Were-Bane variant, at the same cost, this one gets the 30% PP cost discount regardless of weapon type.

Bow of Accuracy, Minor			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range I: +25% Range Increment	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.5	8
Total Essence cost		0.5	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.4	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		28	PP
Craft Point cost, bought as Craft		8	CP

Bow of Accuracy, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range II: +50% Range Increment	4	0.6	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	0.8	40
Total Essence cost		0.8	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		0.75	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		53	PP
Craft Point cost, bought as Craft		40	CP

Bow of Accuracy, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range III: +100% Range Increment	5	1.2	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	1.4	250
Total Essence cost		1.4	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		1.55	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		140	PP
Craft Point cost, bought as Craft		250	CP

Bow of Accuracy, Grand			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range IV: +150% Range Increment	6	2.4	2000
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	6	2.6	2000
Total Essence cost		2.6	
Highest/Second-Highest Enchantment level	6/1		
Added "virtual" Essence cost, Level-based		0.65	vES
Total "virtual" Essence cost, bought as a Perk		3.25	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		325	PP
Craft Point cost, bought as Craft		2000	CP

Bow of Precision, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Weapon Talent B, -1 RD to hit <i>any</i> target	4	1.8	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2	40
Total Essence cost		2.0	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		1.95	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		176	PP
Craft Point cost, bought as Craft		40	CP

Bow of Precision, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Weapon Talent B, -2 RD to hit <i>any</i> target	5	5.4	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	5.6	250
Total Essence cost		5.6	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		5.75	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		575	PP
Craft Point cost, bought as Craft		250	CP

Bow of Damage, Medium			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus I: +1 damage per success vs <i>all</i> targets.	4	1.2	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.4	40
Total Essence cost		1.4	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		1.35	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		122	PP
Craft Point cost, bought as Craft		40	CP

Bow of Damage, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus II: +2 damage per success vs <i>all</i> targets.	5	3.0	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	3.2	250
Total Essence cost		3.2	
Highest/Second-Highest Enchantment level	5/1		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		33.5	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		335	PP
Craft Point cost, bought as Craft		250	CP

Bow of Damage, Grand			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus III: +3 damage per success vs <i>all</i> targets.	6	9.0	2000
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	6	9.2	2000
Total Essence cost		9.2	
Highest/Second-Highest Enchantment level	6/1		
Added "virtual" Essence cost, Level-based		0.65	vES
Total "virtual" Essence cost, bought as a Perk		9.85	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		985	PP
Craft Point cost, bought as Craft		250	CP

Ranger's Bow, Major			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range II: +50% Range Increment	4	0.6	40
Confer Weapon Talent B, -1 RD to hit <i>any</i> target	4	1.8	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.6	80
Total Essence cost		2.6	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		2.8	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		280	PP
Craft Point cost, bought as Craft		80	CP

Ranger's Bow, Major+			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range II: +50% Range Increment	4	0.6	40
Confer Weapon Talent B, -1 RD to hit <i>any</i> target	4	1.8	40
Damage Bonus I: +1 damage per success vs <i>all</i> targets.	4	1.2	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	3.8	120
Total Essence cost		3.8	
Highest/Second-Highest Enchantment level	4/2		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		4.0	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		400	PP
Craft Point cost, bought as Craft		120	CP

Bow of Trick Shots			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Weapon Talent A, -2 RD to hit stationary target	4	2.7	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.9	40
Total Essence cost		2.9	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		2.85	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		285	PP
Craft Point cost, bought as Craft		40	CP

Bow of Fire			
Enchantment	level	ES	CP
Open	1	0.1	0
Investment "Fire Weapon I", Duration 66 seconds 6 seconds after Activation, searing hot flames begin to spread over the weapon's "active surface" (in this case the arrow that is fired from the bow). The wielder must choose to Activate the bow, with an arrow ready to fire, and then wait two Rounds or longer. The Activation roll is made upon firing the arrow. The item will alert the wielder when it is ready to fire. 1 IL basic spell, 3 charges/Day/3d12 (Minor spell) 1 IL Cast on Specific Other Item (Arrow, when fired) -2 IL Reduced Duration. The Fire effect lasts only 2 seconds instead of 1 Minute. This is plenty for any range. 2 Safer Activation to 5d12 2 more charges to 30/Day total 4 ILs	3	0.4	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.6	8
Total Essence cost		0.6	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.5	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		35	PP
Craft Point cost, bought as Craft		8	CP

This type of item also exists in variants for Frost and Lightning, at the same cost.

Arrow of Slaying			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Weapon Talent (Missile) B, -1 Rd to hit	3	0.3	8
Increased Range II (Mi): +150 Range Increment	4	0.2	40
Damage Bonus II (Mi): +2 damage/Success vs <i>any</i> target	4	0.5	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	1.2	88
Total Essence cost		1.2	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		1.4	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		98	PP
Craft Point cost, bought as Craft		88	CP

Arrow of Accuracy			
Enchantment	level	ES	CP
Open	1	0.1	0
Confer Weapon Talent (Missile) B, -1 RD to hit	3	0.3	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.5	8
Total Essence cost		0.5	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.4	vES
Rarity-based discount on Perk Point cost		50%	%
virtual Essence cost, bought as a Perk		20	PP
Craft Point cost, bought as Craft		8	CP

Arrow of Damage			
Enchantment	level	ES	CP
Open	1	0.1	0
Damage Bonus I (Mi): +1 damage/Success vs <i>any</i> target	3	0.2	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.4	8
Total Essence cost		0.4	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.3	vES
Rarity-based discount on Perk Point cost		50%	%
virtual Essence cost, bought as a Perk		15	PP
Craft Point cost, bought as Craft		8	CP

Arrow of Distance			
Enchantment	level	ES	CP
Open	1	0.1	0
Increased Range I (Mi): +100% Range Increment	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.3	8
Total Essence cost		0.3	
Highest/Second-Highest Enchantment level	3/1		
Added "virtual" Essence cost, Level-based		-0.1	vES
Total "virtual" Essence cost, bought as a Perk		0.2	vES
Rarity-based discount on Perk Point cost		50%	%
virtual Essence cost, bought as a Perk		10	PP
Craft Point cost, bought as Craft		8	CP

Characters sometimes have several of these arrows, particularly Arrows of Distance. Since a used arrow is difficult to recover (and may not even be reusable if it has hit something), most characters save these for dire emergencies or important revenges.

Magic Spear			
Enchantment	level	ES	CP
Open	1	0.1	0
Invested Power "Fetch" When Activated, the item will fly to the wielder's hand, at a speed of 20 hexes/Round, if closer than 6 hexes. 1 IL basic Power, 3 charges/Day/3d12 (SL 2) -1 IL Affects item itself 2 IL boosts range to 60 hexes. 2 Safer Activation to 5d12 1 More charges to 10/Day total 5 ILs	3	0.5	8
Invested Power "Steered Missile" When Activated, the wielder may re-roll his to-hit (attack) roll. The item may be Activated once per Range Increment out to the target. The Activation requires no time, but the wielder must concentrate. 1 IL basic Power, 3 charges/Day/3d12 (SL 2) -1 IL Affects item itself 1 More charges to 10/Day 2 Safer Activation to 5d12 total 3 ILs	3	0.3	8
Improved Range Increment (Th): +50% to RI	3	0.2	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	1.2	24
Total Essence cost		1.2	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.3	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		91	PP
Craft Point cost, bought as Craft		24	CP

X			
Enchantment	level	ES	CP
Open	1	0.1	0
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	1	0.1	0
Total Essence cost			
Highest/Second-Highest Enchantment level			
Added "virtual" Essence cost, Level-based			vES
Total "virtual" Essence cost, bought as a Perk			vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk			PP
Craft Point cost, bought as Craft			CP

Armour and Shields

X			
Enchantment	level	ES	CP
Open	1	0.1	0
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	1	0.1	0
Total Essence cost			
Highest/Second-Highest Enchantment level			
Added "virtual" Essence cost, Level-based			vES
Total "virtual" Essence cost, bought as a Perk			vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk			PP
Craft Point cost, bought as Craft			CP

Protective Items

Item to Boost Undead Turning			
Enchantment	level	ES	CP
Open	1	0.1	0
Power Bonus I: +1 to Turn Undead (Active P.), only if wielder already has the Power (i.e. rating 2 or higher)	4	2.0	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.2	40
Total Essence cost		2.2	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		2.15	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		151	PP
Craft Point cost, bought as Craft		40	CP

This item is only useful for characters who have the Turn Undead Power, and who have learned how to use it. It raises the Power by one level. It is much more likely to be the result of a Blessing than of an Encantment. It may be socially regarded as a Relic, in which case there is an added PP cost to starting with the item (because the populace ascribe spiritual significance to it, above and beyond its powers).

If a Christian item, it will often be a body part of a Saint or Martyr (i.e. a Relic), or a Cross (not a Relic) - plain or bejeweled. Items from other faiths take other shapes, e.g. wands if Druidic.

Healing Items

Item to Boost Heal Wound			
Enchantment	level	ES	CP
Open	1	0.1	0
Power Bonus I: +1 to Heal Wound (Active P.), only if wielder already has the Power (i.e. at rating 2 or higher)	4	2.0	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.2	40
Total Essence cost		2.2	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		2.15	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		194	PP
Craft Point cost, bought as Craft		40	CP

See the description for "Item to Boost Undead Turning".

Item to Boost Cure Disease			
Enchantment	level	ES	CP
Open	1	0.1	0
Power Bonus I: +1 to Cure disease (Active P.), only if wielder already has the Power (i.e. at rating 2 or higher)	4	2.0	40
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	2.2	40
Total Essence cost		2.2	
Highest/Second-Highest Enchantment level	4/1		
Added "virtual" Essence cost, Level-based		-0.05	vES
Total "virtual" Essence cost, bought as a Perk		2.15	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		151	PP
Craft Point cost, bought as Craft		40	CP

See the description for "Item to Boost Undead Turning".

Other Items

Crown of Wisdom			
Enchantment	level	ES	CP
Open	1	0.1	0
Attribute Bonus II: +2 to Intelligence	5	3.0	250
"Other" Bonus II: +2 to Creativity	5	2.0	250
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	5.2	500
Total Essence cost		5.2	
Highest/Second-Highest Enchantment level	5/5		
Added "virtual" Essence cost, Level-based		0.6	vES
Total "virtual" Essence cost, bought as a Perk		5.8	vES
Rarity-based discount on Perk Point cost		0	%
virtual Essence cost, bought as a Perk		580	PP
Craft Point cost, bought as Craft		500	CP

A powerful item, greatly enhancing the mental prowess of the wearer. Unfortunately, Enchantment effects that boosts the wielder's intellect always cause some initial Sanity loss, because the experience is disturbing. The regaining of the lost Sanity represents the wielder getting used to the effect.

Cloak of Comfort, Lesser			
Enchantment	level	ES	CP
Open	1	0.1	0
Temperature Tolerance I: +2 to wielder's Cold Tolerance and +2 to wielder's Heat Tolerance.	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	2	0.3	2
Total Essence cost		0.3	
Highest/Second-Highest Enchantment level	2/1		
Added "virtual" Essence cost, Level-based		-0.2	vES
Total "virtual" Essence cost, bought as a Perk		0.1	vES
Rarity-based discount on Perk Point cost		50	%
virtual Essence cost, bought as a Perk		5	PP
Craft Point cost, bought as Craft		2	CP

Robes of the Desert, Minor			
Enchantment	level	ES	CP
Open	1	0.1	0
Temperature Tol. II: +6 to wielder's Cold Tolerance	3	0.1	8
Temperature Tol. II: +6 to wielder's Heat Tolerance	3	0.1	8
Sub-Attribute Bonus: +2 to Fitness	3	0.2	8
Sustenance A: Wielder requires only 1/4 as much water.	3	0.4	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	1	32
Total Essence cost		1.0	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.1	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		77	PP
Craft Point cost, bought as Craft		32	CP

This item only warrants the 30% PP cost discount in areas that are relatively close to warm deserts, e.g. Africa, North Africa, the Middle East and parts of Asia. Elsewhere, it costs 99 PP.

Necklace of Allure			
Enchantment	level	ES	CP
Open	1	0.1	0
"Other" Bonus: +2 to Appearance	5	2.0	250
Preserve Beauty: The wielder's Appearance will not deteriorate due to aging or exposure (e.g. wind, sun)	2	0.1	2
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	5	2.3	252
Total Essence cost		2.3	
Highest/Second-Highest Enchantment level	5/2		
Added "virtual" Essence cost, Level-based		0.25	vES
Total "virtual" Essence cost, bought as a Perk		2.55	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		230	PP
Craft Point cost, bought as Craft		252	CP

An item that significantly enhances the beauty of the wielder, and also works to prevent his or her appearance from deteriorating with age. Assuming that the wielder begins wearing the necklace in early maturity, he or she will retain a youthful appearance until death.

Ring of Diving, Minor			
Enchantment	level	ES	CP
Open	1	0.1	0
Water Vision: Wielder can see perfectly under water	3	0.1	8
Water Breath: Wielder can breathe under water	4	0.3	40
Diver I: Wielder can dive as deep as 60 meters without experiencing any pressure problems	3	0.1	8
Temperature Tol. II: +6 to wielder's Cold Tolerance	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	0.8	64
Total Essence cost		0.8	
Highest/Second-Highest Enchantment level	4/3		
Added "virtual" Essence cost, Level-based		0.15	vES
Total "virtual" Essence cost, bought as a Perk		0.95	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		67	PP
Craft Point cost, bought as Craft		64	CP

This item is quite common. A Medium power version lets the wielder dive as deep as 600 meters. It costs 1.3 vES and thus 117 PPs.

Warrior's Belt			
Enchantment	level	ES	CP
Open	1	0.1	0
Bonus to attribute: +1 Agility	4	1.0	40
Bonus to broad sub-attribute: +1 Leg Strength	3	0.5	8
Bonus to broad sub-attribute: +1 Combat Dexterity	3	0.5	8
Bonus to Fitness: +3	4	0.4	40
Bonus to "Other": +1 to Reflexes	4	0.8	40
Temperature Tolerance II: +6 to Cold Tolerance	3	0.1	8
Temperature Tolerance II: +6 to Heat Tolerance	3	0.1	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	4	3.6	152
Total Essence cost		3.6	
Highest/Second-Highest Enchantment level	4/4		
Added "virtual" Essence cost, Level-based		0.2	vES
Total "virtual" Essence cost, bought as a Perk		3.8	vES
Rarity-based discount on Perk Point cost		10	%
virtual Essence cost, bought as a Perk		342	PP
Craft Point cost, bought as Craft		152	CP

This item is somewhat similar to the "Physical Adept's Bracelet Focus", but the Focus effect and the Light Investment has been replaced with Heat and Cold Tolerance. Anyone girdling himself with this belt becomes hardier, faster and fitter.

Magic Rope			
Enchantment	level	ES	CP
Open	1	0.1	0
Investment "Rope Spell", Duration change When Acticated, one end of the rope will move to tie itself into a knot or untie itself out of a knot (you need two Activations to tie and untie, or four to tie and untie both ends). It can only make relatively simple knots. 1 IL basic spell, 12 charges/Day/3d12 (Cantrip spell) -1 IL Cast on item only 2 IL Safer Activation to 5d12 total 2 ILs	2	0.1	2
Durability III: +3 to item's Durability As this item is a rope, the effect is that the rope can deal with 8 times the strain of an ordinary rope of the same type, e.g. if it could normally support 50 kilograms then it can instead support 400 kilograms, or if it could normally support 400 kilograms then it can instead support 3200 kilograms. This supersedes the +1 bonus to Durability that all magic items get from the Close Enchantment.	3	0.2	8
Investment "Shrink II", duration change This Item Power (technically, it's not a spell) makes the item shrink by 4 Size Classes. As the item is a rope, it shrinks only length-wise, e.g. if it is normally 80 meters long then it can shrink to a length of only 20 meters. Activating the item again makes it grow back to its normal size (length). 1 IL basic spell, 4 charges/Week/3d12 (SL 3 Power) -1 IL Slow Activation to 1 Minute -1 IL Cast on item only 2 IL Safer Activation to 5d12 1 IL more charges to 10/Week total 2 ILs	3	0.4	8
Close	1	0.1	0
Autocalculation: Max / Sum / Sum	3	0.9	18
Total Essence cost		0.9	
Highest/Second-Highest Enchantment level	3/3		
Added "virtual" Essence cost, Level-based		0.1	vES
Total "virtual" Essence cost, bought as a Perk		1.0	vES
Rarity-based discount on Perk Point cost		30	%
virtual Essence cost, bought as a Perk		70	PP
Craft Point cost, bought as Craft		18	CP

The most common version, eligible for the 30% PP cost discount, is 80 meters long and looks like a thin rope (more like a "cord", really) that might be able to support 50 kilograms. It can shrink to a length of 20 meters, and can in reality support 400 kilograms.

Any variant between 20 and 250 meters in length (when un-Shrunk) and which can apparently support between 20 and 250 kg (thus actually between 80 and 1000 kg) is eligible for the 30% PP cost discount. Anything outside these ranges gets only a 10% PP cost discount and thus costs 90 PP. Very short ropes may also get only 10 charges per Day, due to not qualifying as a Large item.

Also keep in mind that if the rope is cut, only the longest part retains the Enchantments. If it is cut precisely into two equally long halves, then one half retains the Enchantments - determiner randomly.