

Chapter Six – Enchantment

Enchantment Basics

You must have bought the skill for the enchantment before you may use it.

Enchantment must be performed in an alchemical lab, generally provided by the Guild, and require the oversight of a guild representative (who will give you the tags for the items you create).

Casting any enchantment takes 2 minutes. You may spend additional stamina beyond the stamina required by the enchantment to reduce the casting time by 10 seconds per point of additional stamina.

The stamina cost for the enchantment is not expended until the enchantment is complete.

Any Ritual Components that are contributing to the spell's effect must be present at the lab. For enchantment, these are usually alchemical implements such as alembics and retorts, as much of enchantment deals with the further refining of alchemical ingredients.

If you use **any** components of **apprentice** level when casting an enchantment, you will get a single "use" of the effect, lasting for 2 events (beyond the event it is created in). If you use **all** components of **journeyman** level or a mix of **journeyman** and **master** level components, you will get 2 "uses" of the effect, lasting for 2 events (beyond the event it is created in). If you use **all** components of **master** level when casting an enchantment you will be able to choose: Receive 3 "uses" for the one casting, OR Receive 2 "uses" for one casting, and the castings will last an extra event (3, beyond the event it is created in).

The enchanter must sacrifice the herbal component during the enchantment.

The enchanter must have their Grimoire open to the proper page for reference.

Most basic enchantments deal with the creation of minor magic items, or potions and poisons of various sorts. More powerful enchantments are possible but are not widely known. Most people consider these effects to be "potions" - but in fact they can be in any form you wish. You are casting the Enchantment magic "into" the target - be it a bottle of water, a ring, a sword, a scroll - whatever. And, as always, the list in the Rulebook is not the limit of what may be available. If you wish to research new effects, use a combination of Research and IG discovery to learn new things...

Boosting Enchantments

The Herbal Component and each appropriate Enchantment Aid (listed in the spell description) that are used in the ritual will add a 'magical bonus' to the ritual based on their quality - 0 for Apprentice, 1 for Journeyman, and 2 for Master. These magical bonuses provide additional Spiritual Stamina for each enchantment according to the chart below:

<u>Total Magical Bonus</u>	<u>Additional Spiritual Stamina</u>
1 or 2	1
3 to 5	2
6 to 9	3
10	4

No matter how many bonus Spiritual Stamina are added to a spell, the enchanter must always expend at least the Minimum Spiritual Stamina for the enchantment directly from their Spiritual Stamina Pool.

Enchantment Details

Enchantment Key:

Skill Name [Talent/Type or Trait and Level]

Stamina Cost: The number of Spiritual Stamina you must pay to perform this enchantment.

Minimum Stamina Cost: The number of Stamina you must pay directly from your Spiritual Stamina pool when you cast this enchantment, regardless of any bonus Stamina.

Karma Cost: Certain enchantments might require the castor to expend Karma in order to use them. This cost cannot be defrayed or paid in any other manner.

Description: What the enchantment's effects are. All Enchanted items may be freely passed from character to character and may be used by any of them.

Herbal Component: The primary herbal component of the enchantment. This component is required.

Enchantment Aids: Any crafted items that may assist in the enchantment's creation. Only one implement of each type can be used per enchanting (so, for instance, two alembics cannot be used at the same time).

Enchantments:

Eye of the Fates (Cold Fire) [Spiritual/Enchantment 2]

Stamina Cost: 3

Minimum Stamina Cost: 1

Description: With an enchantment procedure, you can produce one or more small lights, which may be passed to others. Each light may be either a small, diffused flashlight or a glowstick. You must light the lights yourself; if the light is extinguished or turned off, it may not be turned back on without another application of this skill, though it may be freely covered. The item will produce light for as long as the physrep can. You can produce a number of lights dependent on the quality of the Herbal Component used: one light for Apprentice quality, two lights for Journeyman, three for Master.

Herbal Components: Tincture of Glory

Enchantment Aids: Mortar and pestle, retort

Furies Balm (Antidote) [Spiritual/Enchantment 5]

Stamina Cost: 6

Minimum Stamina Cost: 4

Description: With an enchantment procedure, you can produce a substance which will have the effect of 'Cure Poison by Poison' when consumed. The substance will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Tincture of Vigor

Enchantment Aids: Mortar and pestle, retort

Furies Bane (Anti-Poison) [Spiritual/Enchantment 4]

Stamina Cost: 5

Minimum Stamina Cost: 3

Description: With an enchantment procedure, you can produce a substance that will have the effect of 'Imbue by Poison'. This will force the consumer to call 'Resist' to the next effect they receive which is 'by Poison' during that event. The consumer cannot choose not to call 'Resist'. The substance will remain

viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Tincture of Resistance

Enchantment Aids: Mortar and pestle, retort

Furies Blessing (Healing Potion) [Spiritual/Enchantment 5]

Stamina Cost: 6

Minimum Stamina Cost: 4

Description: With an enchantment procedure, you can produce a substance which will have the effect of 'Heal 3 by Poison' when consumed. The substance will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Tincture of Aid

Enchantment Aids: Mortar and pestle, retort

Furies Blow (Stun Venom) [Spiritual/Enchantment 8]

Stamina Cost: 10

Minimum Stamina Cost: 8

Description: With an enchantment procedure, you can produce a substance which will have the effect of 'Stun by Poison' when delivered via a bladed weapon or consumed. Using this skill costs **10** Spiritual Stamina, with a minimum of **8** from your personal Spiritual Stamina pool.

Herbal Components: Essence of Dreams

Enchantment Aids: Pure spirits, alembic

Furies Mercy (Medicinal Philter) [Spiritual/Enchantment 6]

Stamina Cost: 7

Minimum Stamina Cost: 5

Description: With an enchantment procedure, you can produce a substance which will have the effect of 'Cure Disease by Poison' when consumed. The substance will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Compound of Sanctity

Enchantment Aids: Crucible, still

Furies Pain (Agony Venom) [Spiritual/Enchantment 4]

Stamina Cost: 5

Minimum Stamina Cost: 3

Description: With an enchantment procedure, you can produce a substance which will have the effect of 'Agony by Poison' when delivered via a bladed weapon or consumed. The substance will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Compound of Pain

Enchantment Aids: Crucible, still

Furies Recovery (Mend Limb Potion) [Spiritual/Enchantment 6]

Stamina Cost: 7

Minimum Stamina Cost: 5

Description: With an enchantment procedure, you can produce a substance which will have the effect of 'Cure Maim by Poison' when consumed. This will cure all Maims affecting the consumer. The substance

will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Compound of Regrowth

Enchantment Aids: Crucible, still

Furies Vengeance (Paralysis Venom) [Spiritual/Enchantment 10]

Stamina Cost: 12

Minimum Stamina Cost: 10

Description: With an enchantment procedure, you can produce a substance which will have the effect of Paralyze by Poison' when delivered via a bladed weapon or consumed. Using this skill costs 12 Spiritual Stamina, with a minimum of 10 from your personal Spiritual Stamina pool.

Herbal Components: Essence of Stillness

Enchantment Aids: Pure spirits, alembic

Gift of the Furies (Armor) [spiritual/wizardry 7]

Stamina Cost: 8/5

Minimum Stamina Cost: 6/3

Description: Target receives 3 points of resetable magical armor in a Virtual Armor tattoo. The armor can be reset on a 60 second count with an expenditure of 3 *personal* Mental Stamina Pool points. The number of resets is determined by the skill of the enchanter: Apprentice allows 3, Journeyman allows 4 and Master allows 5. The enchantment is active until all resets are used or 60 hours from the time the enchantment is cast pass. During the reset, the target must role-play appropriately, and may not reset stamina at the same time. No other armor effects or physical armor will remain active at the same time as the Virtual Armor enchantment – see the full description in the Enchantment chapter.

Herbal Component: Compound of Protection

Enchantment Aids: Crucible, still

Inspiration of the Muses (Bag of Holding) [Spiritual/Enchantment 2]

Stamina Cost: 3

Minimum Stamina Cost: 1

Description: With an enchantment procedure, you can produce a pouch that can hold items in an extra-dimensional space. This pouch may be given to willingly to others but may not be taken against your will unless you are unconscious, such as in a search. It allows the bearer to carry tags without a phys-rep. The pouch need not be a crafted item, but is required to be a unique and identifiable pouch. As many pouches as are necessary will be provided to each caster. The pouch will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Compound of Space

Enchantment Aids: Crucible, still

Rebirth of the Muses (Reform Body) [Spiritual/Enchantment 8]

Stamina Cost: 10

Minimum Stamina Cost: 8

Description: With an enchantment procedure, you can produce a token, which will allow the bearer to call 'Imbue to Spirit' once with a packet touch. This effect will make the spirit corporeal and capable of being affected by most abilities (including Fates' Salvation). If applied to a spirit of the recently deceased, this will turn them back into a body and make them begin their 'spirit' count again. If applied to another spirit. This substance will also end the skills of Walking the Spirit World, Hide in Shadows, Treemeld, or any similar effect that allows a non-dead character to become a Spirit. Characters that are spirits naturally, instead of being ghosts or magically protected, may be immune to this effect. The token will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Essence of Presence

Enchantment Aids: Pure spirits, alembic

Strength of the Furies (Weakness Venom) [Spiritual/Enchantment 7]

Stamina Cost: 8

Minimum Stamina Cost: 6

Description: With an enchantment procedure, you can produce a substance which will have the effect of 'Weakness by Poison' when delivered via a bladed weapon or consumed. The substance will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Essence of Torment

Enchantment Aids: Crucible, still

Strike of the Furies (Damage Venom) [Spiritual/Enchantment 5]

Stamina Cost: 6

Minimum Stamina Cost: 4

Description: With an enchantment procedure, you can produce a substance which will have the effect of '5 Damage by Poison' when delivered via a bladed weapon or consumed. The substance will remain viable for a number of sessions dependent upon the quality of the herbal component used: one session (the current one) for Apprentice, two for Journeyman, three for Master.

Herbal Components: Compound of Wrath

Enchantment Aids: Crucible, still
