Enchanter
Trade Manual

Version 1.0

Owner:

=== Trade Description ===

In the year 271, Researchers have uncovered a brand-new process of crafting magic items that had never before been seen on Mardrun possibly even Faedrun. Making use of naturally infused materials only found on Mardrun, enterprising individuals developed a method of influencing the delicate nature of this latent connection to the mana stream to produce incredible magical effects. Some believe that with enough time and research that these new types of magic items may rival or even surpass the rare magic items that survived the trip from Faedrun.

=== Equipment Required ===

- Sand Timers and d10's
- Enchantment Item tracking cards (Printable from website)
- An Enchanter's Mat - This is a smaller weaver mat. It may be decorated as you desire, but must be broken into four linear quadrants. [| | |]
- Your full Weaver Tradeskill Kit
- Plant Reagents (based on what is used during enchantment)
- Calipers to take measurements
- Purple Ribbons
- Additional Thematic Ritual Items as you see fit
- Your full Blacksmith Tradeskill Kit *(For Crafting Action)*
- A Magnifying Glass or Monocle *(For Identifying Action)*

=== Required Skills ===

- Tradeskill: Weaver
    - Mana Transfer *(Required in Tradeskill: Weaver)*
    - Improved Arcane or Improved Divine *(Required in Tradeskill: Weaver)*
- Greater Arcane or Greater Divine *(Only Required for Greater Enchantments)*
- Lore: Ritual Magic
- Lore: Arcane or Divine Magic
- Lore: Decipher Magic
- Tradeskill: Blacksmith *(Optional: Only Required for Crafting Action)*

*** Disclaimer ***

Just like all rules in Last Hope LARP, enchantments may be subject to updates in parallel with updates that occur in the Last Hope rules.

=== Time & Actions ===

Materials

Time: N/A

Action: Crafting enchantable items requires a variety of unique materials to make; in addition, enchanting these items requires further reagents and other supplies to complete. Below is a list of reagents commonly used in this trade skill:

- **Infused Leather, Wood, and Ore** – Magically infused and hard to obtain these are used in crafting enchantable tools, weapons, armor, and other items.
- **Gems** - Coming in various sizes and value, these are used in both the Enchanting and Binding processes.
- **Plant Reagents** – Used in the enchanting process with a large variety of options available. Moon Flower can be a beneficial option on top of the required plants. These are used during the enchanting process.

Choosing an Item

Time: N/A

Action: Choosing what item to craft and make enchantable is the first step, as it determines what materials are needed and what enchantment options are available. Leather, metal, and wood are the primary materials used in crafting, and there must be at least one but no more than three Infused Material within the item for it to be enchantable; the number of Infused Materials will determine the number and strength of enchantments that the item can possess, this is detailed later in the manual. Some items, based on size, may require additional non-infused materials. The number of materials needed is specified with the below information. The specific type of materials is handled case-by-case and needs to be checked with staff before the Crafting Action can begin.

For example, a bow would take 3 Wood Reagents, while a Dane Axe takes either 2 Metal and 3 Wood; or 2 Metal, 2 Wood, and 1 Leather depending on if it has leather wraps or not.

- **Small** - Daggers, arrows, buckler shields, rings, necklaces, ect.
    - 1 Infused material reagent.

- **Medium** - One handed, bows, short spears, medium shields, tool kits, ect.
  - Requires 3 material reagents, up to 2 may be Infused materials.
- **Large** - Two handed weapons, spears, tower shields, chest plates, ect.
  - Requires 5 material reagents, up to 3 may be Infused materials.

Crafting

Time: 20+ Minutes

Action: Requires a single character with Tradeskill: Blacksmith and one of the following Lore skills: Materials, Arcane Magic, or Divine Magic. The character with these required skills may be a different character than the Enchanter, but the blacksmithing character must possess both skills. Crafting an enchantable magic item requires precision, time, and knowledge. These items come in many different forms, from weapons and armor, to tools and casting supplements. A blacksmith must use a variety of tools depending on what kind of materials they are crafting with.

For example, a sword would involve burning coals, hammers, and sharpening implements, while a leather healers mat would require threading and stamping tools. Without the correct tools present, the blacksmith cannot perform their crafting.

Crafting: With the correct tools and skills present, the blacksmith may begin their work. The Enchanter does not have to be present for this work. Crafting an enchantable item takes 20 minutes per Infused Material reagent and 10 minutes per Regular Material reagent. Once the time is completed the enchantable item has been created. The Enchanter or Blacksmith must then fill out the materials section on the Enchantment Card.

Item Props: Not everyone will be looking to purchase or make a new prop when they have an item crafted in-game. Players may instead be looking to turn an already owned item into an enchantable item, which in role-play can be done by "disassembling" or "smelting down" the current item and replacing the parts with the new Infused Materials. This mechanically changes nothing, but allows players the option to use props that their characters are already using. Props "crafted" with enchanted materials must have a quality material appearance and not look rusted, broken, or of poor quality.

Choosing an Enchantment

Time: N/A

Action: Only items created with Infused Materials may be enchanted as it has proven to cause explosive destabilization when applied to anything else.

Number of Enchantments: An item may possess a number of enchantments equal to the number of infused materials within it.

Enchantment Tiers: There are 3 tiers of enchantments: Basic, Improved, and Greater. To enchant a Greater enchantment, the Enchanter must possess Greater Arcane or Divine. Similar to a person learning magic, the item must make its' ways up through the enchantment tiers one at a time; meaning that an item cannot go straight to Improved or Greater enchantments. All enchantable items must first start with a Basic enchantment. For an Improved enchantment to be added or present in the item, it must have a Basic enchantment already present. For a Greater enchantment to be added or present in the item, it must have an Improved enchantment already present. Each new enchantment does not replace the prior enchantment and multiple enchantments of the same level may exist on an item. Optionally, new enchantments may replace other enchantments of the same tier but the full enchantment process must still be performed with applicable costs.

For example, to create and enchant an item with a Greater Enchantment, the item must be crafted with 3 infused materials; after which a Basic Enchantment must be added and then an Improved Enchantment added. Once the Basic and Improved enchantments have been added, then a Greater enchantment can be added to the item. Once completed, the item will have one Basic enchantment, one Improved enchantment, and one Greater enchantment.

Enchantment Types: There are two known schools of enchantments, Arcane and Divine, and a character may only enchant based on the magic school they possess. Characters who have at least Improved magic skills of both schools may create either type of enchantment. With this tradeskill there are two lists of enchantments that are easier to perform and have become more commonly known; other enchantments may be attempted or discovered, although these must be first checked with staff and may include additional costs.

Enchantment Usage Restrictions: A character may not benefit from multiple enchantments at the same time that grant the same effect. No effect or stack of effects, including effects outside of this tradeskill, may reduce the cost or time of a skill, action, or spell to be free with unlimited usage.

For example, a character can benefit from one enchantment that passively reduces the cost of Mage Armor by 1 and a second enchantment that allows them to cast Mage Armor

for free once per day. A character may NOT benefit from two enchantments that reduce the cost of Mage Armor by 1 each, effectively allowing it to be casted for 0 mana at will.

Enchantment Cost Summary (Per Enchantment Tier):

- Mana – 30 Mana per Tier, this can be divided among any number of casters. Characters may use Mana Potions during the enchantment process to assist in this cost.
- Plant Reagents – 4 Reagents per Tier, options are based on the enchantment's magic type.
    - o Arcane Enchantment: Requires Moon Flower, Blue Fynch, or Gold Fynch.
    - o Divine Enchantment: Requires Pineed Sap, Fae Leaf, Malturn Root, Red Fynch, or Gold Fynch.
    - o Optional: In addition to the above Reagents, one Moon Flower per enchantment level may be used to reduce the Backlashed Mana, detailed in the Enchantment Completion action.
    - o All used plant reagents are destroyed once the enchantment creation is completed.
- XP – 4 XP per Tier from a single character, or 6 XP per Tier split between two characters. This XP may be paid by any character present during the ritual.
- Time – 30 Minutes per Tier, spent performing the ritual and verifying results.

Enchanting Process

Time: 30 Minutes per Enchantment Tier (Total)
Action: This is it, the big time. Drawing together all of your knowledge and abilities you begin a ritual to craft a magic item.

Step 1: Before the ritual begins however you must take some time to familiarize yourself with the individual infused materials. All things connect to the flow of mana in their own unique way and you must take some time to understand these materials as well as how their form and function will fit into the final product. Spend several minutes with the different infused material sections of the item, inspecting them with your magnifier and calipers and meditating with them to understand their unique traits and how to massage those into the proper shape.

Step 2: You may now begin the creation process in earnest, which takes up the largest portion of time when enchanting. On the smallest level each material is unique, like the whorl of a fingerprint. Your duty as an enchanter is to see how mana flows through these whorls, and much like how you are trained to weave mana into shapes you must influence the physical form of the materials' mana network into a shape that will produce the

desired outcome. Place the item on your Enchanter's Mat, channel all the needed mana into the item, and begin a ritual working your way down the item to shape the intricate mana finger prints, connecting them and weaving them together to reach your outcome. This process will be exhausting for you, each caster providing mana, and any participants that donate their determination and willpower (XP).

Step 3: Meditate and inspect each infused piece of the item again to be certain that your desired outcome has been achieved. During this time determine the level of mana backlash that must be absorbed by all involved characters, detailed in the next section.

Enchantment Completion

Time: Tied into Enchanting Process action time

Action: Once the enchantment is completed, the excess mana backlashes and must be absorbed by all involved characters to stop the item from becoming unstable and exploding.

Exhaustion: No matter the result of the enchantment, all characters suffer Severe Fatigue for 30 minutes per enchantment level.

Backlashed Mana: All characters involved in the enchantment must combine their maximum mana pools to create a combined pool *(Maximum mana capacity, NOT currently available mana)*. This amount is then compared to the Backlash Mana (detailed below). If the combined mana pool is LARGER than the Backlashed Mana then the enchantment has been completed without any issues and there are no additional detrimental effects. If the combined mana pool is LESS than the Backlashed Mana then all involved characters will suffer additional Detrimental Effects based on the difference. *(Effects table is at the end of this manual)*

- Backlashed mana is equal to 15 per enchantment level plus 6d10 per enchantment *(up to 45+18d10 for a Greater Enchantment)*. Make this roll with a staff member.
- If a Moon Flower reagent is used during the Enchanting Process, then the total backlashed mana amount is reduced by 10 per Moon Flower used.
- Potions have no effect on this phase of the enchantment process.

Detrimental Effects: If the combined mana pool is less than the Backlashed Mana amount, then all involved characters receive additional effects based on the Detriment Table

- The Detriment Effects stack and increase for every 5-mana difference between the combined mana pool and the Backlashed Mana.

- If the difference between the combined mana pool and the Backlashed Mana is 100 or more, then the item also explodes from unstable magic and all materials are destroyed. This includes the infused materials the item was made from.
- *For example, 3 characters have a combined mana pool of 32 between then, and while completing a Basic tier enchantment they roll 6d10+15 and get a result of 48. This means that they failed by 16 mana, which causes each of them to have 30 additional minutes of fatigue and to lose all hit points.*

<u>If Item is not Destroyed:</u> You have completed the enchantment ritual and the item is complete. The Enchanter must then fill out the enchantment section on the Enchantment Card. If the item only had one enchantment, then nothing further needs to be done. If the item has 2 enchantments within it, tie a visible purple ribbon on the item to mark its' aura being strong and visible; similar to Mage Armor and Protection auras. If the item has 3 enchantments within it, tie a second visible purple ribbon to the item to mark its' aura being even stronger.

Bind/Unbind

Time: 5 minutes + 1 Minute Per XP Spent

Action: Enchanters have learned how to imbue items with magical effects, which has the cost of a person's willpower. With this, enchanters are also able to mold the magic in items to only react to a particular character's touch, meaning that no one else can use the item or gain benefits from its enchantments. Additionally, binding an item to a character also makes it more difficult to disassemble or destroy. To bind an item, a character must imbue their willpower into the item while using a gem as a focal point. The only limiting factor in this is the size and color (or lack thereof) of the gem used in the process, and that only one may be used when binding. An item may only be bound to a single character, and the XP cost must be paid by only this same character. Whoever spends the XP for Binding is the character that the item becomes bound to, but the character that pays the XP cost does not have to be the enchanter. Additionally, the enchanter must spend mana equal to the amount of XP, which mana potions or mana transfers from other characters may be used during this action as needed. A character may only be bound to 2 items, or 3 if syndar.

<u>Ritual:</u> The soul is an interesting concept. No one truly knows what a person's soul is, only that it makes them a unique and realized entity. You've seen inside enough infused materials to know that they all bear unique fingerprints left by the mana stream, but it seems that all living things also bear these prints in some way. You have learned that you can read these fingerprints and find areas where they overlap in such a way as to lock them together on a metaphysical level. It is the shape of a weave of mana that gives it its'

function - locking the functional weaves of two different sources can produce a wondrous synergy.

Step 1: Have the person to be bound sit on your Weaver's Mat and place the item to be bound and the gem between you. Conduct a ritual or meditate with these two unique essences and find the best way you can to lock their spirits together. This process will be uncomfortable for the person being bound, living creatures are not used to having their souls probed, the moment of binding may be incredibly painful for them.

Step 2: Once the item is bound, lead the participant in a guided meditation so that they may learn to see where they end and where their new soul-bound companion begins, so that they may best learn to cooperate with each other.

Once this ritual is completed, note the amount of bound XP on the enchanted item's card. Once an item is bound to its owner, the bind can only be broken by this same process but with two gems of equal size/color and two times as much XP spent. Additionally, the Enchanter unbinding the item must have performed the Identify action before performing unbinding. Optionally, the XP spent to unbind an item may be split between two characters, but the XP cost is then increased by an additional 50% (rounded up). The Enchanter must then erase or fill out the binding sections on the Enchantment Card.

Binding Options:

- Small Gem (Colored) - Up to 5 XP may be used.
- Small Gem (Clear) - Up to 8 XP may be used.
- Medium Gem (Colored) - Up to 11 XP may be used.
- Medium Gem (Clear) - Up to 14 XP may be used.
- Large Gem (Colored) - Up to 18 XP may be used.
- Large Gem (Clear) - Up to 20 XP may be used.

Identify

Time: 5 Minutes Per Enchantment Tier
Action: On top of creating enchantments, Enchanters are also skilled at identifying the enchantments present within items. An enchanter may spend 5 mana and 5 minutes per enchantment tier present on the item to identify its properties (*maximum of 15 mana and 15 minutes for a greater enchanted item*).

Ritual: Your skills in weaving the physical conduits of enchanted items have given you more than enough experience to be able to piece together the handiwork of others. Spend half the required time with the item in question to study it with your magnifier and calipers and then place the item onto your Enchanter's Mat. Then take the remaining time to meditate

with the item. As you meditate you should be able to visualize the unique shapes of the item's mana conduits and ascertain the functions it may serve.

Once the ritual is completed, communicate with staff or the item's owner to learn the present enchantments.

Dismantling

Time: 30 Minutes Per Enchantment and Extra Enchantment Tier

Action: Damaging an enchanted item is easy enough, but breaking the enchantments and dismantling the rare materials for reuse is far more difficult. This requires a single character with Tradeskill: Blacksmith and one of the following Lore skills: Materials, Arcane Magic, or Divine Magic. The character with these required skills may be a different character than the Enchanter, but the blacksmithing character must possess both skills.

Dismantling takes a total of 30 minutes per enchantment, and an additional 30 minutes per enchantment tier above basic with each present enchantment *(Maximum 3 hours for an item with a Greater enchantment present)*. This time may be divided between multiple blacksmiths, which up to 3 may be involved. Before Dismantling can begin, the involved Enchanter must have completed the Identify action on the enchanted item so that they understand the unique shapes of the item's mana conduits.

Additionally, dismantling takes 5 mana per the highest level of enchantment present *(Maximum 15 mana for an item with a Greater enchantment present)*. If the item is bound to a character, then the stored willpower brings a new level of danger for disassembling as it will cause a mana backlash potentially harming involved characters and destroying the materials. The mana backlash is equal to the XP value times the highest enchantment tier present (up to tier 3). This mana backlash uses the same rules and effects table as the enchanting process.

Ritual: With your knowledge from Identifying the enchantments and mana conduits within the enchanted item, you're able to determine exactly where the blacksmith should strike and pluck apart the mana weave within the item to safely disassemble it. During this disassembly you will also have to imbue the item with stable mana, to avoid any reactions or other issues that could appear during this process.

Once the ritual is completed, communicate with staff and turn in the Enchantment Card at event checkout to gain the item's material components.

Mana Backlash Table:

Mana Difference	Effect
1-5	+15 minutes Severe Fatigue per Enchantment Level
6-10	Lose half or two hit points, whichever is less
11-15	+15 minutes Severe Fatigue per Enchantment Level
16-20	Lose all hit points
21-25	+15 minutes Severe Fatigue per Enchantment Level
26-30	Light Wound to random location
31-35	Severe Fatigue for the rest of the day
36-40	Mortal Wound instead of Light
41-45	Mortal Wound + Dying
46-50	Light Temporary Main 6 months
51-55	Light Temporary Main 12 months
56-60	Light Maim becomes permanent
61-65	Add Severe Temporary Maim 6 months
66-70	Severe Temporary Maim 12 months
71-75	Severe Maim becomes Permanent
76-80	A second Severe Permanent maim replaces the Light Maim
81-85	Lose 1d3 levels of Mana Reserves or Meditation
86-90	Lose 1d3 levels of Divine or Arcane magic skills
91-95	Divine or Arcane skill loss becomes permanent
96+	Roll a 1d2: Death (1) or Hollowed (2)