

*This page contains example enchantments that have been reported to be creatable without additional costs, although whether these were discovered through just research or actual hands-on creation is case-by-case. There are likely additional easily made enchantments and possibly infinitely more other enchantments to be discovered, although they may incur additional costs or other means.*

***This is not an exhaustive list but instead examples to get a feel for different possible enchantment ideas.***

## **Basic Enchantments**

- This item may store 1 mana. This stored mana can be absorbed by a character that can bear mana after 15 seconds of focusing on the item. This mana cannot be accessed by any other means and can be recharged like mana stone by a weaver.
- Through this item you can cast Stun Bolt for free once per day. To do this you must roleplay spinning mana equal to the cost and follow all casting rules, but do not have to move any mana markers as long as this item is wielded while doing so.
- After casting a Cleanse spell through this item, you are refunded 2 spent mana if the cleanse rating was 5 or higher.
- You may spend an additional 2 minutes to cast Mage Armor, if done then the cost is reduced to 1 mana.
- When using this hammer to repair equipment through the Blacksmith Repair actions, each time you complete a point of repair roll a 1d10. On a 10 you instantly repair a second point.

## **Improved Enchantments**

- If you hold this item in your hands while performing Transcendent Meditation, you may also regain mana equal to half of your normal Meditation value (The mana cost to heal light wounds still applies).
- If you hold this item in your hands while performing Meditation, you may add 1 mana to the amount of mana that you recover.
- A Greater Enchantment on this item does not require a second purple ribbon to be added to the item, representing its aura being cloaked.
- If a character imbues this shield with 4 mana via the Mana Transfer skill, it then becomes reinforced. Follow standard Reinforcement rules, including the extra Blacksmith repair time.
- Any character using the Respite skill on this mat may regain 1 additional hitpoint. This effect can only apply to one character at a time.
- Once per day, a weapon stowed and then drawn from this sheath may instantly gain the effect of a Blessed Weapon spell.
- If you perform the Rage skill while wielding this weapon, you may add 5 seconds to your rage timer.
- You may perform a "Pierce" attack with a Medium or Large sized Striking weapon.

## **Greater Enchantments**

- Through this item you can cast Divine Wrath for free once per day. To do this you must roleplay spinning mana equal to the cost and follow all casting rules, but do not have to move any mana markers as long as this item is wielded while doing so.
- Through this item you can cast Death Bolt for half cost once per day. To do this you must roleplay spinning mana equal to the cost and follow all casting rules, but do not have to half of the mana markers as long as this item is wielded while doing so.
- When casting with this item, you can convert any Gold Bead prop spell into another Gold Bead prop spell as long as enough mana has been spent. (Example: Bless Weapon into Protection)
- You can perform a "Cleave" attack with a one-handed weapon; this can only be added to weapons that can normally cleave.