

*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 sometimes incur additional costs or other means to create.*

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

## Basic Enchantments

- **Basic Mana Storage (Arcane)** - Any Item - This item may store 1 mana. This stored mana can be absorbed by a character that can bear mana after 10 seconds of focusing on the item. This mana cannot be accessed by any other means and is recharged by the Weaver Tradeskill "Recharge Mana Stone" action.
- **Quick-Cast Stun Bolt (Arcane)** - Any Item - You can cast Stun Bolt from this item for free once per day. You must roleplay focusing on the item for a second before pulling the spell component from it, after which you must follow the Primed Spell and Striking rules as normal.
- **Efficient Cleansing (Divine)** - Any Item - When casting a Cleanse spell through this item, you are refunded 2 of the spent mana if you spend an extra minute on the casting time.
- **Focused Abjuration (Arcane)** - Any Item - You may spend an additional 2 minutes to cast Mage Armor, if done then the cost is reduced to 1 mana.
- **Anvil's Companion (Arcane or Divine)** - Blacksmith Hammer - 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

- **Transcendent Conduit (Divine)** - Any Medium or Large Item - 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).
- **Mana-Stream Foci (Arcane)** - Any Medium or Large Item - If you hold this item in your hands while performing Meditation, you may add 5 mana to the amount of mana that you recover if you meditate for 30 or more minutes without interruption. If you end your meditation early, you still regain your normal amount but without the additional mana this item provides.
- **Masked Magic (Same magic type as the Greater Enchantment)** - Any Medium or Large Item - A Greater Enchantment on this item does not require a second purple ribbon to be added to the item, representing its aura being cloaked.
- **Magic Reinforcement (Arcane or Divine)** - Any Medium or Large Shield - If a character imbues this shield with 3 mana via the Mana Transfer skill, it then becomes reinforced or mended. Follow standard Reinforcement and Mending rules, including the extra Blacksmith repair time as needed.
- **Purified Healing (Divine)** - Healer's Mat – Whenever a healer performs a healing action that involves an Infection Roll, they may add 5 minutes to the Aid time to cut the infection percent chance in half. (Ex 40% down to 20%)
- **Blessed Sheath (Divine)** - Weapon Sheath/Holder – A single Blessed Weapon spell may be cast and stored within this sheath. When stored, a weapon stowed and then drawn from this sheath may instantly gain the effect of a Blessed Weapon spell.
- **Precise Weapon (Arcane)** - Any Medium or Large Weapon - If you perform the Rage skill while wielding this weapon, you may add 5 seconds to your rage timer.
- **Guided Strike (Arcane)** - Any Medium or Large Bladed Weapon - You may perform a Pierce skill attack with a Medium or Large sized one-handed striking weapon.

## Greater Enchantments

- **Quick-Cast Divine Wrath (Divine)** - Any Large Item - You can cast Divine Wrath from this item for free twice per day. You must roleplay focusing on the item for three seconds before pulling the spell component from it, after which you must follow the Primed Spell and Striking rules as normal.
- **Quick-Cast Death Bolt (Arcane)** - Any Large Item - You can cast Death Bolt from this item for free once per day. You must roleplay focusing on the item for three seconds before pulling the spell component from it, after which you must follow the Primed Spell and Striking rules as normal.
- **Divine Reclaim (Divine)** - Any Large Item - You can convert any active Gold Bead prop spell into another Gold Bead prop spell or any active Silver Bead prop spell into another Silver Bead prop spell that is of half or less of the original spell's cost. This effect cannot be used on spent magic, like Divine Barrier or a spent Blessed Weapon, but can be used on spells from effects like unspent Bless Weapons or beads used in healing effects although this would remove any healing that had been applied. (Example: A Divine Aid spell could be removed and recast into a Flare spell, but this would remove the "Treated" status from the wound)
- **Crushing Might (Arcane)** - Any Long (Non-Great) Weapon - You can perform a "Cleave" attack with a one-handed weapon; this can only be added to weapons that can normally cleave.