

Enchanter Trade Manual

Version 1.1

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=== 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 d10s
- Enchantment Item tracking cards (Printable from website)
- An Enchanter's Mat - Mat can be any size, but must be big enough to cover the area below the item being enchanted. Cannot be drawn on the ground. Similar to a weaver mat, but it cannot be the same mat. It may be decorated as you desire, but must be broken into four linear quadrants. [| | |]
- Weaver Tradeskill Kit
- Material & Plant Reagents (based on what is used during enchantment)
- Calipers to take measurements
- Purple Ribbons
- Additional Thematic Ritual Items as you see fit
- 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. Additionally, chosen enchantment mechanics may need to be adjusted by staff if the effects are found to have unseen balancing or rules issues. If the enchantment you wish to perform is not from the example list, then please contact staff via email to discuss and create the enchantment. Please notify staff before an event if you aim to perform an enchantment ritual.

Thematic Enchantments

Beyond the more impactful enchantments detailed in the further below sections, you have worked out how to create minor wonders that don't serve such mechanical benefits. Minor things like magic lamps, bowls that keeps items warm, and weapons that softly glow are now within your purview. These items do still require the expense of small amounts of infused materials, but through your enchanting work and training it's assumed that you have collected small bits of infused materials that are too small to be used in full enchantments, but can be used in these thematic projects.

In summary, thematic enchanting can be performed during or between events at no expense to create these items. All thematically enchanted items must still be decorum and be approved by staff before they can be brought to game. While all thematic enchantments still come from Enchanters, characters are not required to go through Enchanter characters to get these items unless they wish to for roleplay purposes. (Example - they could be purchased narratively from an NPC/PC Enchanter or Merchant between games, or have been a gift from a friend, etc)

=== Time & Actions ===

Steady Income

Time: N/A

Action: If the character takes Profession: Enchanter, they gain a +1 bonus when calculating how much silver they earn during downtime.

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, colors, and value, gems are primarily used the Binding/Unbinding action.
- **Plant Reagents** - Used in the enchanting process with a large variety of options available depending on the enchantment. Moon Flower can also optionally be used to reduce backlash when enchanting.

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** - Short weapons, buckler shields, jewelry, bracers, hunting traps, ect.
 - 1 Infused material reagent.
- **Medium** - Medium weapons, bows, medium shields, tool kits, ect.
 - Requires 3 material reagents, up to 2 may be Infused materials.
- **Large** - Long or Great weapons, weaver mats, large 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 way 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. Bridge casters must have at least one level in their second magic type (Divine or Arcane) to create Basic Bridge Enchantments, at least Improved in both magic types to create Improved Bridge Enchantments, and must have Greater in both magic types to create Greater Bridge Enchantments.

Enchantment Usage Restrictions: A character may not benefit from multiple enchantments 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. Additional casters must have Mana Transfer to assist and do not require this Tradeskill. Characters may not join in to assist after the ritual has started.
- **Plant Reagents** - 4 Reagents per Tier, options are based on the enchantment's magic type.
 - **Arcane Enchantment:** Requires Moon Flower, Blue Fynch, or Gold Fynch.
 - **Divine Enchantment:** Requires Pineed Sap, Fae Leaf, Maltorn Root, Red Fynch, or Gold Fynch.
 - **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.
 - All used plant reagents are destroyed once the enchantment creation is completed.
- **XP** - 5 XP per Tier. This XP cost may be split equally by a number of characters based on the enchantment's tier. Basic = 1, Improved = 2, and Greater = 3.
- **Time** - 30 Minutes per Tier, spent performing the ritual and verifying results.
 - Due to the complexity and nuance nature of enchanting, bards cannot cut down the time for enchanting but can assist in a different way (*See Backlashed Mana in the Enchantment Completion section*)

Enchanting Process

Time: 30 Minutes per Enchantment Tier (Up to 1.5 hours)

Action: This is it, the big time. Drawing together all of your knowledge and abilities you begin a ritual to craft a magic item. The enchanter and assistants may take brief pauses for water and stretching as needed, but these breaks should be kept to a minimum. For any reason, if the Enchanter leaves the vicinity of the enchanting mat or becomes unable to continue the ritual then the enchanting process fails but all involved characters and characters inside the ritual area still received the Severe Fatigue and any Detrimental Effects (*Check before starting ritual, see below in Interrupted Ritual under the Enchantment Completion section*).

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 material's 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. Involved characters must roleplay absorbing the backlashed mana, and react accordingly to any received effects.

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.

The below effects apply to any character who was in the ritual from the start to the end, and any character that is present within the ritual area when it finishes. A character who was assisting in the ritual but then leaves before its completion can no longer assist with absorbing the backlashed mana.

Exhaustion: No matter the result of the enchantment, all characters suffer Severe Fatigue for 30 minutes per enchantment tier (up to 1.5 hours).

Backlashed Mana: All characters involved in the enchantment (enchanter and assistants) then 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 (*Detrimental 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 in a Greater Enchantment). Make this roll with a staff member.
- Moon Flower - 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 (up to 30 mana reduced if 3 are used in a Greater Enchantment).
- Bard - A single bard may perform for the enchanter during the entire enchanting ritual to reduce the backlash by 5 per enchantment tier. This can stack with other backlash reducing effects, but the bard cannot use their mana pool to assist in the ritual. The bard is not affected by any Detrimental Effects as long as they remain outside of the ritual area.
- Potions - Potions have no effect on the backlash mana part 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. (See the chart on the last page of this manual)

- The Detriment Effects increase for every 5-mana difference between the combined mana pool and the Backlashed Mana, these effects stack.
- 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 size of 32 between the three of them. 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.*

Completion: If the item was not destroyed, then you have completed the enchantment ritual and the item is complete. The Enchanter must fill out the Enchantment Card. If the item has an improved enchantment 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 a Greater enchantment within it, tie a second visible purple ribbon to the item to mark its aura being even stronger.

Interrupted Ritual: If a ritual is interrupted then the involved characters receive Backlash Mana equal to the average amount for each ritual level, minus any modifiers like bards or moonflowers, and the ritual is not completed. See the below averages:

- Basic = 48, Improved = 96, & Greater = 144.

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 gem may be used in 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 bind may be later increased, but a gem of the total XP must be used (see chart below). A character may only be bound to 2 items, or 3 if syndar.

Ritual: 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 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.

Unbinding: 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 twice 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 30% (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 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.

Mana: Dismantling takes 5 mana per the highest level of enchantment present (*Maximum 15 mana for an item with a Greater enchantment present*).

Time: 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.

Bound Items: 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. Any number of characters may assist with absorbing the mana backlash, and the assisting characters only need to be present for the last 10 minutes of the ritual.

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 (Effects Will Stack)
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 + 2 nd Light Wound
36-40	One Light Wound upgrades to Mortal Wound
41-45	2 nd Light Wound Upgrades to Mortal Wound + Dying
46-50	Light Temporary Maim 6 months
51-55	Light Temporary Maim 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)