

Introduction

This document contains a list of alchemy items, each with a variety of enchantments (or “upgrades”) that can be applied to those items. Note that alchemy items are different than magical artifacts. Magical artifacts require a commitment of mana to use and typically bestow a raw power to the user. Alchemy items don’t require any commitments, but also tend to empower the user in different or less direct ways.

Tiers represent the power of an upgrade, with tier 1 being the lowest. Each tier is considered roughly twice as powerful as the tier below it, but at least three to five times more complex to create. This is true of the time, effort, cost, and skill required, making it very prohibitive to create higher tier enchantments. Even a coven of master alchemists would struggle to produce higher level tiers with immense time and effort.

Links:

The full repository is located at: <https://github.com/Scionax/RPG-Universe>

This list is located at: <https://github.com/Scionax/RPG-Universe/tree/master/Enchantments>

“Table Convert” was used to produce markdown tables: <https://tableconvert.com/>

Animal Collar

| Name | Description | Tier |
|---------------------|----------------------------------------------------------------------------------------------|------|
| Obeys Boundaries | Animal will obey designated boundaries, which can be set by attuned user’s intent. | 1 |
| Status Aura | Attuned owner can sense animal’s aura, mood, condition, and status. | 3 |
| Kinship | Gains connection to attuned owner; can sense their distance, direction, mood, and status. | 3 |
| Guttural Reaction | Can respond with intuitive yes, no, or a scale of approval with a guttural noise. | 3 |
| Understand Language | Enchanted with lingual magic. Animal can comprehend what is being said to them. | 4 |
| Full Expression | Animal can intuitively express themselves, as efficiently as language, to the attuned owner. | 5 |

Armor

Enchanted armor comes in four primary archetypes: chestpieces, leggings, bracers, and helms. These upgrades can also optionally be applied to boots, gloves, and glasses.

| Name | Description | Tier |
|--------------------|-----------------------------------------------------------------------------------------------|------|
| Armor Sync | If the user is attuned to multiple armor pieces, their enchantments can synchronize together. | 1 |
| Auto-Tailor | Armor will automatically blend seamlessly with clothing as though perfectly tailored. | 1 |
| Cosmetics | Cosmetics adjust to user’s intended design, as if made by a world-class armor-smith. | 2 |
| Silent | Armor will not create any noise while the user is intending to be stealthy. | 2 |
| Fire Tolerance | Armor treats fire and heat as only 35% intensity. Only indirect protection to the wearer. | 2 |
| Frost Tolerance | Self-regulates heat; ignores 85% of cold influence. Only indirect protection to the wearer. | 2 |
| Electric Tolerance | Absorbs 50% of any electric effect. Offers only indirect protection to the wearer. | 2 |
| Self-Repairing | Maintains and repairs itself over time; 1 week full repair. | 2 |
| Fatigue Reduction | The armor is 50% lighter without sacrificing protection. May benefit mobility. | 3 |
| Mobility | Mobility penalties are reduced by 50% without sacrificing protection. | 3 |
| Rapid Equip | Can be equipped in seconds at will through psychokinetic enchanted assistance. | 3 |

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|---------------|---------------------------------------------------------------------------------------------|---|
| Light Variant | Can transform into a lighter variant in seconds. Offers less protection, but is less bulky. | 3 |
| Heavy Variant | Can transform into a heavier variant in seconds. Offers more protection, but is more bulky. | 3 |

Arrows

Arrow enchantments apply only to the specific arrow, not to a batch of them. If an enchanted arrow is destroyed or lost, its essence will eventually be recollected and returned to the attuned owner; generally to a quiver. Enchanted bolts, such as those used by crossbows, can also be considered enchanted arrows and use the same enchantments.

Once an arrow has been fired, it will take a short scene before it’s enchantments will fully recharge and function again.

| Name | Description | Tier |
|----------------|-----------------------------------------------------------------------------------------------------|------|
| Cosmetics | Arrow can be designed to user’s intent; can also include glyphs, glow, trailing effects, etc. | 1 |
| True Shot | Ignores environment penalties such as wind and rain. | 1 |
| Ricochet | Arrow can ricochet off of a solid surface and maintain 98% of its momentum. | 1 |
| Altered Form | Arrow will adjust to the size and damage type of the weapon, such as to fire from a turret. | 1 |
| Distance | Arrow can travel up to 50% farther with equal effort. | 2 |
| Piercing | Arrow’s piercing capacity is increased by 50%. | 2 |
| Fast | Arrow moves 50% faster. It is harder to dodge and creates a stronger force of impact. | 2 |
| Growth | Arrow grows 50% larger in flight, but this growth does not affect its trajectory. | 2 |
| Accuracy | Arrow’s precision is doubled; distance from intended target is halved. | 3 |
| Targeting | Adjusts its trajectory up to 5 cm in the last meter of flight to target less armor or a weak point. | 3 |
| Elusive Strike | Arrow appears to be further behind than it really is, making it twice as hard to block. | 3 |

Auro Ring

Auro Rings (or “aurostone rings”) are enchanted rings that interact with significant energy fields and signals, including magical ones. They have many nuanced uses, such as identifying the user’s aura and acting as an interface between magical and digital environments.

The more enchantments added to an auro ring, the more capabilities and functions it can utilize. Auro rings often contain “energy programs” that use the ring’s abilities to perform interesting functions. For example, a ring could have a program that makes the ring vibrate and change color when it detects a significant increase in magnetic fields, or which automatically unlocks magilocks that the ring has a passcode for.

“Auro” is an alchemy gemstone. In it’s passive state, it takes on a semi-translucent light-silver color. It can radiate a small amount of light and changes color and brightness based on it’s active state. An aurostone is socketed into the ring, giving the ring it’s name.

| Name | Description | Tier |
|---------------------|-----------------------------------------------------------------------------------------------|------|
| Auro Control | Can fully control the color, transparency, and brightness of the aurostone. | 1 |
| Vibrate | The ring can silently vibrate as part of its general functions and alert options. | 1 |
| Download | Can copy energy programs from other auro rings. | 1 |
| Aura Detection | The ring can identify the user’s aura: energy, strength, mana capacity, regen speed, etc. | 1 |
| Energy Signature | Has an energy signature unique to the owner. Used for proving identification, contracts, etc. | 1 |
| Identify Signatures | Can record and recognize energy signatures, and utilize them for any of the ring’s functions. | 1 |

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|--------------------|-------------------------------------------------------------------------------------------------|---|
| Passcodes | Can store passcodes to electronics, hexpads, magilocks, etc. and utilize for instant clearance. | 1 |
| Detect Environment | Can detect environmental traits: heat, lighting, weather, humidity, etc. | 1 |
| Time Tracking | Gains a perfectly accurate clock, timer, and time comprehension. | 1 |
| Bio Detection | Can sense physical traits and condition of wearer (health, stamina, etc) and utilize that data. | 1 |
| Hologram | Can summon small holograms above the ring. Often used to convey information. | 2 |
| Digital Interface | Can interact wirelessly with electronics like standard peripherals with keys and inputs. | 2 |
| Spacial Sense | Can perceive the spacial environment like an echolocation device. | 2 |
| Detect Signals | Can sense electrical fields, magnetic fields, and radio frequencies. | 2 |
| Communicate | Can send messages or instructions intuitively (semi-telepathically) to the wearer. | 3 |
| Memory | Can record any data that it can detect and refer back to it later. | 3 |
| Programming | Create an energy program using any of the ring's abilities. Takes a scene of concentration. | 3 |
| Hearing | Can detect the wearer's natural hearing, and gains an auditory intelligence to understand it. | 4 |
| Vision | Can detect the wearer's natural vision, and gains a visual intelligence to understand it. | 4 |
| Language | Gains language intelligence, and can understand any language the wearer does. | 4 |
| Decisions | Gains a low-level human intelligence that can make decisions from what it understands. | 4 |

Bell

Enchanted bells are large, stationary bells or gongs that are designed to be suspended in the air and struck with a friction mallet or other striking implements. They are generally about a half meter in diameter.

| Name | Description | Tier |
|-------------------|----------------------------------------------------------------------------------------------|------|
| Alter Form | Can transform up to triple its normal size, and gains a proportional range boost. | 1 |
| Hover | The bell can hover up to a meter above the ground without requiring any suspension. | 1 |
| Sound Variance | Intent alters the tone and timbre as desired; options that are normally impossible. | 1 |
| Durability | Resistant to physical damage, ignores elemental effects, repairs itself over 1 week. | 1 |
| Extended Range | The sound of the bell can travel up to three times further than normal; chosen by intent. | 2 |
| Mental Activation | Attuned users can activate the bell by thought if it is visible and within 1 kilometer. | 2 |
| Selective Hearing | Only the intended targets (e.g. "merchants" or "allied soldiers") will hear the bell. | 3 |
| Intuitive Data | Recipients gain a sentence worth of insight on why it was struck. Limited to once per scene. | 3 |

Boots

Armor enchantments are also allowed on enchanted boots.

| Name | Description | Tier |
|------------------|-------------------------------------------------------------------------------------|------|
| Design Cosmetics | These boots can change their appearance to suit the user's outfit. | 1 |
| Concealment | Can conceal small items within a nearly impossible-to-discover compartment. | 1 |
| Upstanding | Always land on your feet. While prone, can stand up instantly without effort. | 2 |
| Anti-Slip | User can easily avoid slipping on ice and other slippery surfaces. | 2 |
| Balancing | Can balance on any surface, no matter how thin or difficult to balance on. | 2 |
| Fire Walk | Can walk on fire, lava, coal, or any hot or other fire-based surface without issue. | 2 |
| Soft Walk | Can walk on mud, quicksand, or viscous surfaces without issue. | 2 |
| Water Walk | Can walk on water, snow, or ice as though it were solid ground without issue. | 2 |

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|-------------|---------------------------------------------------------------------------------------------|---|
| Sliding | When desired, can increase or decrease friction across surfaces, such as equivalent to ice. | 2 |
| Summon | Boots will come to you when needed, from long range. Will equip and lace themselves. | 2 |
| Flippers | Will function underwater as flippers, despite their form. Waterproof. | 2 |
| Rooted | When the user is trying to stabilize or root themselves, the boots will assist for +50%. | 2 |
| Untraceable | Leaves no tracks, trails, etc. Can optionally leave false tracks, animal tracks, etc. | 3 |
| Lizard Grip | Boots will “grip” surfaces like lizard feet, making climbing much easier. | 3 |
| Sharp | Can transform to include cleats, hidden blades, or similar effects at will. | 3 |
| Silence | Does not make any noise from movement. | 3 |

Bows

Enchanted bows are weapons that fire arrows; or bolts when in crossbow form. Modern variants are considered enchanted guns, which use the same enchantments but have different terminology (such as “quivers” being “clips”).

| Name | Description | Tier |
|----------------------|--------------------------------------------------------------------------------------------|------|
| Conceal Powers | Conceals the powers and abilities of the weapon, if desired. Can toggle on/off. | 1 |
| Similar Form | Can “save” a similar variant or design and swap at will; 1 second transform. | 1 |
| Hover | Can be set to hover in place, such as when on display or for storing. | 2 |
| Favoritism | Strangers and enemies struggle when using the weapon; it’s slower, heavier, unwieldy. | 2 |
| Unbreakable | Weapon becomes unbreakable by combat standards. Nearly impossible to damage. | 2 |
| Self-Repairing | Maintains and repairs itself over time; 1 week full repair. | 2 |
| Cosmetics | Can alter weapon’s appearance as if designed by a legendary weapon designer. | 2 |
| Glyphs | Can possess enchanted glyphs and etches. Glyphs and etches can optionally glow. | 2 |
| Cantrip | Can create cosmetic illusions of auras, energy trails, etc. No true light generated. | 2 |
| Sense Position | Attuned user can sense the direction and distance of the weapon. | 2 |
| Lightened | Lightens the weight 25% by optimizing material quality, strength, and atomic structure. | 2 |
| Large Form | Can “save” a larger variant (e.g. short + long bow) and swap at will; 2 second transform. | 2 |
| Light Infuse | Can infuse with real light, lighting effects, lighting glyphs and symbols, etc. | 2 |
| Worthiness | Only the attuned user or those deemed worthy can access the powers of the weapon. | 3 |
| Quick Draw | Can draw weapon in 1/10th the time; it will telekinetically auto-assist on intent. | 3 |
| Sync Retrieve | Quiver senses the projectile you want and ensures it is the one you retrieve. | 3 |
| Grip Assist | Weapon is five times harder to disarm from a properly attuned user of the weapon. | 3 |
| Parry Assist | If successfully parried, weapon telekinetically assists against force, reducing it by 50%. | 3 |
| Recall | Weapon can be recalled to attuned user within 25 meters. Pulls with strong force. | 3 |
| Full Transform | Can adjust size and shape of base weapon. Takes a short scene to transform. | 3 |
| Alternate Form | Can “save” a variant (e.g. bow + crossbow) and swap at will; 2 seconds to transform. | 3 |
| Phantom Projectiles | Can use infinite phantom arrows. Damage is equal to common, non-enchanted projectiles. | 4 |
| Extended Range | Weapon can fire 25% further by telekinetic strength assist. | 4 |
| Telekinetic Handling | Can control the weapon like it’s an extra limb, up to a range of 3 meters. | 4 |
| Rapid Reload | Can reload arrows in 1/10th the time; teleports arrows from quiver to notched position. | 4 |
| Dual-Shot | Can fire two projectiles simultaneously. Can be different targets, but with 90% accuracy. | 4 |
| Stunt Shot | Can fire while moving and performing complex athletic stunts as though standing still. | 4 |

Bracelet

Enchanted bracelets come in sets of two to four, allowing each to be worn by a different user. Each bracelet can be attuned to other enchanted bracelets (up to five total) to create an intuitive link between those users. As long as the attuned users are wearing their bracelets they can sense the direction and distance of any connected partner.

Each bracelet is upgraded separately, and only gains the benefits of its own upgrades.

| Name | Description | Tier |
|-----------------|----------------------------------------------------------------------------------------|------|
| Additional Link | Increase the maximum limit of connected bracelets by 1. Can upgrade fifteen times. | 1 |
| Sense Mood | Can sense the mood of the connected partner(s). | 1 |
| Sense Condition | Can sense the physical condition of the connected partner(s). | 2 |
| Sense Danger | Can sense when a connected partner is in danger. | 2 |
| {Word} Signal | Can trigger a {Word} signal that connected partners can sense. Can upgrade five times. | 3 |

Cape

Outfit enchantments are also allowed on enchanted capes. Every tier worth of upgrade (including outfit enchantments) increases its wind speed effect by 1km/h.

At will, the user can treat their movement as though being affected by wind (equal to the cape’s wind speed) from a cardinal direction of their choice (vertical is not allowed). This is cumulative with natural wind, meaning it will resist opposing winds or stack with supporting winds.

| Name | Description | Tier |
|---------------------|-----------------------------------------------------------------------------------------|------|
| Wind Upgrade | Adds 5km/h of wind effect with each purchase. Can purchase up to five times. | 1 |
| Unobtrusive | Cape will only billow in the opposite direction of the user, despite any wind effects. | 1 |
| Ignore Natural Wind | User is no longer affected by natural wind unless they want to be. | 1 |
| Comfort Textile | Can rapidly transform into a blanket, pillow, thin bedding, or other comfort item. | 1 |
| Wing Cosmetics | Can transform to appear as wings; angel wings, fairy wings, bird wings, steampunk, etc. | 2 |
| Slipstream | User can intuitively sense air pressure and movements while wearing the cape. | 2 |
| Takeoff | User can double their wind effect for three seconds after last touching solid ground. | 3 |
| Glide | Can glide downward at a jogging speed; cumulative with bonuses from wind effect. | 4 |
| Vertical Wind | Allows the user to designate wind from vertical directions, such as beneath or above. | 4 |
| Wind Boost | Adds 50km/h of wind effect with each purchase. Can be purchased twice. | 5 |

Compass

An enchanted compass can direct you to points of interest or special targets that it can detect, as long as it is within a range of 5 kilometers.

| Name | Description | Tier |
|----------------|--------------------------------------------------------------------------------------------|------|
| Memory Routing | Compass can remember previous routes, such as to lead you back out of a labyrinth. | 1 |
| Survival | Can direct you to nearby sources of water, food, shelter, terrain formations, trails, etc. | 1 |
| Public Service | Can direct the user to public services and shops at the user’s discretion. | 1 |
| Tagged Points | Can track important locations at user’s discretion and direct them to it later. | 1 |

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|----------------|-----------------------------------------------------------------------------------------|---|
| Extended Range | Range of effect is extended to 100 kilometers. | 2 |
| Intuitive Sync | Can telepathically sync with the user’s mind or vision to reveal routing and locations. | 2 |
| Map Sync | Remembers every map it has ever attuned to, and can route the user accordingly. | 3 |

Container

Most containers are considered “carriers” that are carried as personal effects such as pouches, backpacks, purses, bags, etc. However, these upgrades can also apply to storage containers such as chests, boxes, drawers, etc.

| Name | Description | Tier |
|-------------------|--------------------------------------------------------------------------------------------|------|
| Anti-Theft | The container screams and grips any hand that tries to enter it, except for the owner. | 1 |
| Cleansing | Cleans anything added into the container. | 1 |
| Durability | Resistant to physical damage, ignores elemental effects, repairs itself over 1 week. | 2 |
| Auto-Sorting | Contents automatically sort themselves according to the owner’s wishes. | 2 |
| Extra Compartment | The owner(s) can access a magically concealed compartment that others can't. | 2 |
| Transform | Can reform into an alternate variant: pouch, backpack, chest, etc. Includes new cosmetics. | 2 |
| Weight Reduction | Reduces the weight of the container by a factor of 10. Can upgrade twice. | 3 |
| Shrouded | Mentally difficult to notice or pay attention to, except by owner. Shrouded from magic. | 3 |
| Inaccessible | Only attuned users given permission by the owner can open this carrier. | 3 |
| Holding | Expands a pocket dimension to add 5 times its natural capacity. Can upgrade four times. | 3 |
| Instant Retrieval | Can request a contained item, and it will always be first you reach for and retrieve. | 3 |
| Multi-Contain | Adds a second container space; opens a given “tab” based on how it’s opened. | 3 |
| Shared Container | Creates a shared space with an attuned “partner” container, linked by dimension magic. | 5 |

Deck, Scrying

A scrying deck is a tier 4 treasure prior to any additional upgrades. It contains 25 to 50 blank “scrying” cards that a user can attune to a given location. Once attuned, the card reveals a still image of the location. The user can then concentrate on the card, activating its clairvoyance magic, to revisit the location in their mind. The user will observe the area in real time as though they are standing at the spot where they attuned the card.

Once attuned, the card is locked to its position permanently. It cannot be re-attuned to a new location. It takes a short scene to attune a scrying card to its destination, and the location must not be warded.

| Name | Description | Tier |
|---------------------|-------------------------------------------------------------------------------------|------|
| Scrying Card | Gain an additional blank scrying card. Can acquire any number of times. | 1 |
| Fast Attunement | Can attune a card to a location with five seconds of concentration. | 1 |
| Intuitive Retrieval | When drawing from the deck, user instantly draws the card they intended to. | 1 |
| Expanded View | While scrying, the user can move up to 100 meters from the origin of attunement. | 2 |
| Dowsing Card | Gain a “dowsing card” to track an attuned item or person. Same attunement required. | 3 |

Deck, Teleportation

A teleportation deck is a tier 5 treasure prior to any additional upgrades. It contains 15 to 30 blank “portal” cards that a user can attune to a given location. Once attuned, the card reveals a still image of the location. The user can then concentrate on the card to teleport there. The user will briefly observe the area in real time, giving them an

opportunity to step through safely or choose not to.

Once attuned, the card is locked to its position permanently. It cannot be re-attuned to a new location. It takes a short scene to attune a portal card to its destination, and the location must not be warded.

| Name | Description | Tier |
|---------------------|-----------------------------------------------------------------------------|------|
| Fast Attunement | Can attune a card to a location with five seconds of concentration. | 1 |
| Intuitive Retrieval | When drawing from the deck, user instantly draws the card they intended to. | 1 |
| Expanded View | The user can move up to 100 meters from the origin of attunement. | 2 |
| Portal Card | Gain an additional portal card. Can acquire any number of times. | 3 |

Dopple Statue

A dopple statue is a life-sized sculpted bust that mimics the appearance of its owner. The statue is permanently attuned to the owner. It is capable of mimicking the owner’s voice and movements, within the limitations of being just a bust. It will mimic the owner’s facial motions and voice if the owner is concentrating on the attunement and is within a kilometer from its location.

| Name | Description | Tier |
|----------------|------------------------------------------------------------------------------------------|------|
| Cosmetics | The statue can adapt it’s cosmetic appearances, such as clothes and hair. | 1 |
| Pay Attention | The statue can acknowledge someone’s presence and telepathically alert the owner. | 2 |
| Extended Range | The range of effect increases by a factor of 100. | 2 |
| Self-Repairing | The statue will maintain and repair itself over time; 1 week full repair. | 2 |
| Hearing | The owner can hear through the bust while concentrating, if within range. | 3 |
| Seeing | The owner can see through the bust’s eyes while concentrating, if within range. | 3 |
| Full Statue | The bust grows into a full statue, capable of moving at a walking speed. | 3 |
| Self-Aware | Statue gains owner’s intelligence. Can behave as a doppleganger, even when beyond range. | 4 |

Dreamcatcher

A dreamcatcher is a handmade craft that is hung in a sleeping area; typically designed with the intention to ward against unwanted dreams and spirits. In its enchanted form, it can perform many additional functions for users that are asleep in its presence.

| Name | Description | Tier |
|--------------------|-----------------------------------------------------------------------------------------------|------|
| Ward Evil | Dark spirits strongly dislike the presence of the dreamcatcher and will actively avoid it. | 1 |
| Spiritual Presence | Spirits are slightly visible within range of the dreamcatcher, and can interact in dreams. | 1 |
| Calming Psyche | Sleeping can address mental issues, reduce stress, reduce past burdens and guilt, etc. | 1 |
| Lucid Dreaming | All affected are fully conscious during dreams, and can influence their dreams. | 1 |
| Alertness | Despite a split dream consciousness, users are always aware of their physical surroundings. | 1 |
| Dream Link | All affected users can communicate telepathically when aware they’re dreaming together. | 2 |
| Library Mind | Users can sleep-study any skills the other dreamers have, like a shared library of knowledge. | 2 |
| Shared Dream | All affected users will participate in a shared dream environment with each other. | 2 |
| Peaceful | Encourages a sense of ease, even while awake. Mood shifts 25% in favor of serenity. | 3 |
| Refreshing | Sleep is twice as fast and effective as usual, and users awaken particularly refreshed. | 3 |

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| Dream Simulation | Users can perform real-life simulations within the dream, such as to play sports or train. | 3 |
| Astral Projection | Users can astral project in the nearby area. | 4 |

Elixir

An elixir is an enchanted vial that stores approximately 10 milliliters (2/3 of a tablespoon) per potion serving. The contained potion will refill over a given duration based on the potion’s enchantment complexity and essence requirements.

Elixirs are typically high tier artifacts due to the magic required to regenerate their contents. Each elixir naturally has one serving unless it was upgraded to contain more.

Elixir Upgrades

These elixir upgrades can be acquired for any elixir.

| Name | Description | Tier |
|---------------|----------------------------------------------------------------------------------------------|------|
| Merge | Merges two elixirs of the same type into one, combining the servings. | 1 |
| Attuned Usage | Elixir’s essence can be absorbed instantly by willing it, rather than by having to drink it. | 4 |

Healing Elixirs

| Name | Description | Regen | Tier |
|---------------------|--------------------------------------------------------------------------------------|----------|------|
| Heal, Minor | User heals a week’s worth of bed rest over the next twenty seconds. | 1 week | 3 |
| Heal, Major | User heals six month’s worth of recovery over the next fifteen seconds. | 2 weeks | 4 |
| Heal, Greater | User heals two year’s worth of recovery over the next ten seconds. | 1 month | 5 |
| Heal, Full | User heals back to full health, including missing limbs, over the next five seconds. | 3 months | 6 |
| Cure Ailment, Minor | Cures user of non-magical poisons, toxins, and sicknesses. Works in seconds. | 1 week | 3 |
| Cure Ailment, Major | Cures user of non-magical diseases over the course of a few days. | 1 month | 4 |

Rejuvenation Elixirs

| Name | Description | Regen | Tier |
|---------------|-------------------------------------------------------------------------------|----------|------|
| Rejuvenate | User recovers their energy; are refreshed with no fatigue or exhaustion. | 1 week | 4 |
| Mana, Minor | Double user’s mana recovery speed for fifteen seconds. No cumulative effects. | 2 weeks | 3 |
| Mana, Major | Triple user’s mana recovery for a full minute. No cumulative effects. | 1 month | 4 |
| Mana, Greater | Quadruple user’s mana recovery speed for five minutes. No cumulative effects. | 3 months | 5 |

Resistance Elixirs

| Name | Description | Regen | Tier |
|---------------------|-----------------------------------------------------------------------------------|----------|------|
| Fire Resist, Minor | Treat all fire and heat as 50% intensity prior to other calculations. 10 minutes. | 1 week | 2 |
| Fire Resist, Major | Treat all fire and heat as 20% intensity prior to other calculations. 30 minutes. | 1 month | 3 |
| Fire Immunity | Ignore all damage and statuses from fire and heat effects. 1 hour. | 3 months | 4 |
| Frost Resist, Minor | Treat all cold effects as 50% intensity prior to other calculations. 10 minutes. | 1 week | 2 |
| Frost Resist, Major | Treat all cold effects as 20% intensity prior to other calculations. 30 minutes. | 1 month | 3 |

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|------------------------|--------------------------------------------------------------------------------------|----------|---|
| Frost Immunity | Ignore all damage and statuses from cold effects. 1 hour. | 3 months | 4 |
| Poison Resist, Minor | Treat all poison and toxins as 50% threat prior to other calculations. 10 minutes. | 1 week | 2 |
| Poison Resist, Major | Treat all poison and toxins as 20% threat prior to other calculations. 30 minutes. | 1 month | 3 |
| Poison Immunity | Ignore all damage and statuses from poisons and toxins. 1 hour. | 3 months | 4 |
| Electric Resist, Minor | Treat all electric effects as 50% intensity prior to other calculations. 10 minutes. | 1 week | 2 |
| Electric Resist, Major | Treat all electric effects as 20% intensity prior to other calculations. 30 minutes. | 1 month | 3 |
| Electric Immunity | Ignore all damage and statuses from electric effects. 1 hour. | 3 months | 4 |

Perception Elixirs

| Name | Description | Regen | Tier |
|------------------|----------------------------------------------------------------------------------|----------|------|
| Improved Vision | Gain dark vision and +200% visual clarity + distance for 1 hour. | 2 weeks | 3 |
| Improved Hearing | Gain +200% hearing clarity + distance for 1 hour. | 2 weeks | 3 |
| Sense Area | Can sense the 3D surroundings as vibrations or echolocation for 1 hour. | 1 month | 4 |
| Reaction Time | User doubles their reaction speed for 1 minute, effectively slowing time by 50%. | 3 months | 5 |
| Bullet Time | Time moves only when the user does for 1 minute. | 6 months | 6 |

Physical Elixirs

| Name | Description | Regen | Tier |
|---------------|----------------------------------------------------------------------------------|---------|------|
| Water Mastery | For 1 hour, double speed and movement underwater. Can breathe underwater. | 1 week | 2 |
| Cosmetics | Modify cosmetic appearance (skin, tattoos, hair color, etc) for a full day. | 1 month | 3 |
| Temp Regulate | User’s temperature is fully regulated for an hour. Ignore extreme heat or cold. | 1 week | 3 |
| Athleticism | User triples their athleticism and endurance for an hour. | 1 month | 3 |
| Strength | User triples their strength for half an hour. | 1 month | 4 |
| Gymnast | User gains superhuman athleticism, gymnastics, and free-running for 1 hour. | 1 month | 4 |
| Speed | User gains +25% to their speed for an hour; reactions adjust accordingly. | 1 month | 4 |
| Body Alter | Gain an animal trait or body adjustment for 1 day (tail, poison fangs, etc). | 1 month | 4 |
| Genetic Alter | Permanently modify a mostly cosmetic genetic trait (eye color, hair color, etc). | 1 month | 4 |

Miscellaneous Elixirs

| Name | Description | Regen | Tier |
|--------|-------------------------------------------------------------------------------|---------|------|
| Eureka | On consumption, gain the equivalent of 10 days of research on a chosen topic. | 1 month | 3 |

Envelope

Enchanted envelopes will be magically delivered to their intended target by disappearing into the void and reappearing where the individual will recover it. The speed of delivery is equal to that of a messenger bird flying from the sender directly to the individual it was being delivered. It cannot be intercepted during travel and it will always find it’s target if that target is alive and capable of receiving the message.

Once the contents are retrieved, an envelop will wait for a designated amount of time (assigned by the owner) for the individual to provide a response. When the individual provides a response, or when the time allowance has elapsed, it will return to its original owner.

| Name | Description | Tier |
|--------------------|----------------------------------------------------------------------------------------------|------|
| Encrypted Message | The contents are cryptic to unintended viewers; seems mundane, irrelevant, and confusing. | 1 |
| Intuitive Tracking | Owner can sense departures, arrivals, duration of travel, and estimated arrival time. | 1 |
| Recall Speed | Speed of delivery when returning to the owner is doubled. Cumulative with other upgrades. | 1 |
| Leyline Travel | Speed of delivery is doubled along leylines and major roads. Cumulative with other upgrades. | 1 |
| Rapid Delivery | Speed of delivery is doubled. Cumulative with other upgrades. | 2 |
| Delivery Package | Can transform into a package (size of a large briefcase). Takes triple the time to deliver. | 2 |
| Drop Off | Can deliver contents to a desired location, rather than an individual, and then return. | 2 |

Furniture

Enchanted furniture is a single piece of furniture that anticipates, reacts to, and adapts to the needs of the user based on the user's intent. By default, its initial form is generally a simple stool.

| Name | Description | Tier |
|-------------------|----------------------------------------------------------------------------------------------|------|
| Intuitive Range | Can sense the user's presence and intent up to 100 meters away, allowing it to react faster. | 1 |
| Comfort | Furniture conforms to owner's body perfectly, comfort is magically tripled. | 1 |
| Cosmetics | Can alter its cosmetics as though designed by a master craftsman. | 2 |
| Mobile Furniture | Can move on its own accord like an animated puppet. | 2 |
| Seat Transform | Can quickly transform into any seat-like furniture: chair, stool, sofa, rocking chair, etc. | 2 |
| Table Transform | Can quickly transform into any table, desk, or similar furniture. | 2 |
| Storage Transform | Can quickly transform into any dresser, cupboard, bookshelf, etc. | 2 |
| Bed Transform | Can quickly transform into any bed, along with bedding. | 2 |
| Utility Transform | Can quickly transform into utility furniture, such as ladders and steps. | 2 |
| Compact Size | Can quickly decrease in size down to a 5cm width. Also reduces weight proportionally. | 3 |

Glasses

Armor enchantments are also allowed on enchanted glasses.

| Name | Description | Tier |
|-------------------|----------------------------------------------------------------------------------------|------|
| Underwater Vision | Can see underwater with exceptional range and clarity. Protects eyes. | 1 |
| Night Vision | Can have good vision in low-light conditions, as though it were well-lit. | 1 |
| Exposure Resist | Immune to over-exposed light sources such as looking at the sun, intense flashes, etc. | 1 |
| Track Sense | Can see footprints and tracking evidence as though magically highlighted. | 2 |
| Name Tracking | Can see people's names hovering above them as magical text. Can toggle on/off. | 2 |
| Infrared Vision | Can see heat signatures of people or warm objects. Can toggle on/off. | 2 |
| Aura Sight | Can see people's auras, as long as the person is visible. Can toggle on/off. | 2 |
| Spirit Sight | Can see spirits, ghosts, and other non-physical entities. Can toggle on/off. | 2 |
| Speed Reading | Can read three times faster. | 2 |
| Summon | User can instantly summon the glasses to their hand, eyes, or back to their inventory. | 2 |
| Self-Repairing | These glasses will maintain and repair themselves over time; 1 week full repair. | 2 |
| Cosmetics | These glasses can change their appearance to suit the user's outfit. | 2 |

| | | |
|--------------------|-----------------------------------------------------------------------------------------|---|
| Dark Vision | Improved vision in pitch-dark conditions. Stacks with Night Vision. | 3 |
| Linguist Sense | All foreign languages are seen as though written in a familiar language. | 3 |
| Item Detection | Any items that match your intention are magically highlighted. Can reassign at will. | 3 |
| Illusion Detection | Can spot illusions and disguise magic, including invisibility. | 3 |
| Condition Sense | Can see people's health, physical state, and other conditions as status bars and icons. | 3 |

Gloves

Armor enchantments are also allowed on enchanted gloves.

| Name | Description | Tier |
|---------------------|---------------------------------------------------------------------------------------------|------|
| Untraceable | Does not leave fingerprints or evidence of any kind. | 1 |
| Filching | Reduces touch sensation by 50%, making pick-pocketing easier. | 1 |
| Safe Touch | Can gently touch dangerous things (boiling water, poisonous, sharp, etc) to safely feel it. | 1 |
| Distance Poke | Can poke people (or objects) from a very long distance; the target will feel it. | 2 |
| Flippers | Will function underwater as flippers, despite their form. Waterproof. | 2 |
| Grip Strength | Grip is strengthened by 50%, assisted by the gloves. | 2 |
| Repairing | These gloves will maintain and repair themselves over time; 1 week full repair. | 2 |
| Summon | User can instantly summon the gloves to their hand or back to their inventory. | 2 |
| Commander | Can command a ghost hand that mimics your gestures (10 meter range). | 2 |
| Cosmetics | These gloves can change their appearance to suit the user's outfit. | 2 |
| Lizard Grip | Improves grip contact with surfaces, which improves climbing and climbing options. | 3 |
| Strength Boost | Can lift, bend, push, or pull objects with a small addition of strength. | 3 |
| Weight Distribution | Can hold and move objects with distributed weight; still relies on your strength. | 3 |
| Sensory Touch | Can use all senses (sight, hearing, taste, etc) on something you're touching. | 3 |

Grenades

Artifact grenades are small, disposable orb-shaped ceramic or glass canisters that will incur an enchanted explosion or burst effect with magical properties. Though the grenades are single-use, their essence can be recovered and regenerated from any distance if the owner possesses a Grenade Clip.

Grenade Archetypes

Every grenade has a special archetype: frag, knockback, disorient, fire, frost, acid, shock, stun, or sleep. Each has its own traits and behaviors that apply to its use.

| Archetype | Description | Regen Time |
|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|
| Acid | Deals elemental acid damage. Extremely painful, disorienting, and creates very serious lasting scars. It is physically damaging to skin and hide, but generally doesn't present a lethal threat by itself. High exposure to internals, however, can quickly become very life-threatening. | 1 week |
| Disorient | Creates powerful burst of light and sound (flashbang effect). Effective at disorienting humans and natural wildlife; may affect monsters much differently. Non-lethal attack, no permanent damage. Disorientation is strong, and fades over a few rounds. Disrupts vision and hearing. | 3 days |
| Fire | Deals a burst of elemental fire and heat damage and can incite fires. Increases body temperature of directly affected targets, which may incur status penalties. Can leave serious burns. | 1 week |

| | | |
|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| Frag | Generates an explosion of physical fragments (grenade effect). Causes physical piercing damage and a knockback effect. Very effective against most forms of life. | 1 week |
| Frost | Deals a burst of elemental ice, frost, and cold damage. Leaves snow and mist lingering; can put out fires. Cools body temperature of directly affected targets, which may incur status penalties (particularly slow effects). Minimal damage, generally non-lethal to most forms of life. | 3 days |
| Knockback | Generates a powerful knockback effect similar to frag explosions, but with additional emphasis on knockback and less emphasis on damage. The effect is generally non-lethal, but it has concussive force that can create minor disorientation. | 3 days |
| Shock | Generates a strong electrical burst. Disrupts the magnetic field and is particularly disruptive against technology. Has roughly half of the impact of “stun” on any targets in range. | 3 days |
| Sleep | Generates a gas explosion with sleeping agents and enchantments. Victims affected will have a status effect that challenges their mental fortitude and stamina to remain awake. Must be breathed in. Users affected will likely have significant fatigue statuses if they don’t fall unconscious. | 1 week |
| Stun | Creates a non-lethal electrical burst that stuns for a very short time (a few seconds at most). The effect tends to be extremely effective against most humanoids and creatures, despite being temporary. Monsters may have different reactions. | 1 day |

Grenade Upgrades

| Name | Description | Tier |
|------------------|---------------------------------------------------------------------------------------------|------|
| Intensity | Increases damage or intensity of effect by 20% | 3 |
| Increased Radius | Increases radius of effect by 20%. | 3 |
| Throw Speed | Grenade’s travel speed is 50% faster through the air, making it harder to escape hit. | 3 |
| Precision | Grenade is 100% more precise (closes half distance to desired target). | 3 |
| Regen | Grenade’s regeneration time is reduced by 50%. | 3 |
| Auto-Trigger | Grenade can optionally detonate near desired mid-air position, or after a certain distance. | 3 |
| Major Intensity | Increases damage or intensity of effect by an additional 30%. | 4 |
| Major Radius | Increases radius of effect by an additional 30%. | 4 |
| Directional | Can optionally direct the explosion into a cone-shape in the direction thrown. | 4 |
| Fast Regen | Grenade’s regeneration time is reduced by an additional 75%. | 4 |

Grenade Clip

An enchanted grenade clip is an equipped item that can hold enchanted grenades; most clips hold three to five with a variety of different designs. After someone uses an enchanted grenade that they were attuned to, it’s essence can be regenerated into a grenade clip they’re attuned to. Each slot on the clip can regenerate the essence of one such enchanted grenade separately.

Enchanted grenades will naturally queue up for the next available slot in a grenade clip in the order they were used. Once a slot is available, they will regenerate over the course of their regeneration time.

| Name | Description | Tier |
|------------------|--------------------------------------------------------------------------------------|------|
| Regen Preference | User can designate which grenades get slotted, allowing them to skip the queue. | 2 |
| Extra Slots | The clip can use dimensional magic to extend itself and up to triple its slot count. | 3 |
| Double Up | Slots can store two grenades of the same archetype; one appears at a time. | 3 |
| Retrieval Sync | Desired grenade will teleport to user’s hand when intended. | 4 |

Grimoire

A grimoire is a tome of magic and utility; often used by alchemists or mages, but far more versatile and useful to be limited to casters. When opened, a grimoire is opened to a desired “tab” based on the reader’s intent. Each “tab” is effectively considered a separate book with it’s own pages and content. When the grimoire is closed, it can be re-opened to any other tab.

Any tab upgrade can be acquired multiple times, such as to have four separate research topics and three spellbooks of different spell classifications. Each tab has exactly as many pages as the grimoire itself does, which is generally between 100 to 200.

| Name | Description | Tier |
|----------------|------------------------------------------------------------------------------------------|------|
| Journal Tab | Used as a personal journal for the primary owner or users. | 1 |
| Todo Tab | Used for tracking tasks, todo lists, previous completions, etc. | 1 |
| Recipes Tab | Used for recipes for cooking, potions, alchemy, etc. | 1 |
| Research Tab | Used for notes and research content such as an expedition. | 1 |
| Fiction Tab | Used for fiction, often as a full novel or a collection of short stories. | 1 |
| Sketching Tab | Used for sketching and doodling content. | 1 |
| History Tab | Used to contain history, often on a particular subset of history. | 1 |
| Dossier Tab | Used for profiles and dossier content. | 1 |
| Studies Tab | Used for educational content, often on a major topic. | 1 |
| Local Lore Tab | Used for cultural knowledge, history, news, and lore about an intended area. | 1 |
| Blueprints Tab | Used to keep track of and design blueprints. | 1 |
| Spell Tab | Used to contains spells, often for a specific category or class of spells. | 1 |
| Scheduling Tab | Used to contain a schedule. | 1 |
| Dictionary | Contains a full dictionary. | 1 |
| Thesaurus | Contains a full thesaurus. | 1 |
| Encyclopedia | Contains multiple tabs that collectively form a full encyclopedia. | 2 |
| Translator | Contains multiple tabs to collectively form multiple translation dictionaries. | 2 |
| User Tab | Every user of the grimoire acquires five custom tabs that only open for them. | 2 |
| Fake Tab | Any user that isn’t a designated ally will open to the “fake” variant. | 2 |
| Cosmetics | Book can alter its cosmetics, cover, style, theme, text, etc. at the owner’s discretion. | 2 |
| Inner Voice | Users can touch the grimoire to hear an inner voice speak the written contents to them. | 2 |
| Erase | Any content within the grimoire can be easily and rapidly erased by the owner. | 2 |
| Speed Reading | Reading speed is increased by five times when reading content from this grimoire. | 2 |
| Speed Writing | Writing and dictation speed is increased by ten times when writing in this grimoire. | 2 |
| Editing | Can edit the grimoire like it’s a text document on a computer. | 2 |
| Osmosis | Owner can instantly read the grimoire’s contents at will; must be touching the grimoire. | 2 |
| Visualization | Can mentally visualize content in the grimoire; particularly stories. | 2 |
| Auto-Locate | Grimoire will automatically flip open the desired content that you describe to it. | 2 |
| Auto-Journal | Automatically records any notable events into its “journal” variant. | 3 |
| Auto-Research | Automatically records any research or local lore into appropriate tabs. | 3 |
| Auto-Scribe | Automatically scribes any text requested; can also read books and text nearby. | 3 |
| Page Expansion | Grimoire can magically expand its page count by up to ten times when opened. | 3 |

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|------------|-----------------------------------------------------------------------------------------------|---|
| Experience | Can psychically experience content in the grimoire as though living it; particularly stories. | 3 |
|------------|-----------------------------------------------------------------------------------------------|---|

Hairpin

An enchanted hairpin is a small, easily concealed hair accessory that will remain clipped to the user’s hair until the user intentionally removes it.

| Name | Description | Tier |
|----------------|-------------------------------------------------------------------------------------------|------|
| Hair Condition | Hair cleans, dries, repairs, and applies product to itself at 100x speed. | 1 |
| Hair Color | Hair color can be changed as desired. Takes 10 minutes, but is affected by styling speed. | 1 |
| Hair Growth | Hair can be grown 10,000x faster until it reaches the desired length. | 1 |
| Rapid Styling | Hair can be styled, groomed, and cut 100x faster when concentrating, or 5x faster if not. | 2 |

Jar

Enchanted jars will refill with food and beverage. It refills by gathering the essence of organic matter growing within 10 kilometers and can supply itself with water at any time. Some areas will produce very high quality foods (forests, gardens, etc), while some areas (such as deserts) might struggle to produce anything. In most areas it can supply enough to comfortably feed two people.

The food and beverages the jar conjures depends on two primary factors: the preferences of the user, and the availability of the surrounding area. If the user wants a fruit shake, they need to be in an area where fruits are available.

| Name | Description | Tier |
|------------------|------------------------------------------------------------------------------------------|------|
| Designation | User can designate which foods and/or beverages that the jar will produce. | 1 |
| Transform | Jar can transform into similar containers: jug, cup, wine bottle, thermos, pitcher, etc. | 1 |
| Purify | Purifies any impurities, toxins, poisons, spoilage, and contaminants on added products. | 1 |
| Durability | Resistant to physical damage, ignores elemental effects, repairs itself over 1 week. | 1 |
| Sustenance | Jar can always supply protein-rich and nutrient-rich beverages and food sources. | 1 |
| Gardening | Jar will always produce product as though gathering from a high quality garden. | 2 |
| Taste | Anything produced by the jar tastes 100% better than it’s natural counterpart. | 2 |
| More Product | Jar will generate ten times as much product, automatically refilling ten times faster. | 2 |
| Multi-Containers | Jar can open to ten extra-dimensional containers. Each can contain different content. | 3 |

Jewelry

Enchanted jewelry assists with impressions, commanding intention, and the implication of status or wealth. It can take the form of a ring, pendant, crown, or other accessory that is generally visible.

These powers can be toggled on or off at will by the user. They can also be resisted by resistances to mental magic, but are generally effective on most individuals.

| Name | Description | Tier |
|----------------|----------------------------------------------------------------------------------------------|------|
| Cosmetics | Can transform to suit the user’s design, even as alternate accessories; takes a short scene. | 2 |
| Implied Wealth | Others assume the user’s wealth is at least three times what they otherwise would. | 3 |

| | | |
|--------------------|--------------------------------------------------------------------------------------------------|---|
| Implied Status | Others assume the user’s status is twice as important as they otherwise would. | 3 |
| Implied Reputation | Others assume the user’s reputation is 5% higher on a 100% scale than they otherwise would. | 3 |
| Implied Clearance | Others are 25% less likely to question if you’re allowed to do something or not. | 3 |
| Easy Etiquette | Others are 50% less likely to notice user’s social taboos, poor etiquette, awkward silence, etc. | 3 |
| Mood Deflection | Others are 50% less likely to attribute boredom, disinterest, or negative moods to the user. | 3 |
| Command Attention | Others are 25% more likely to retain their attention when paying attention to the user. | 3 |
| Eye to Eye | When locked with someone’s eyes, they are five times as likely to pay attention to user. | 3 |
| First Impressions | First impressions are skewed in your favor by 5% on a scale of 100%. | 3 |

Key

| Name | Description | Tier |
|-----------------|--------------------------------------------------------------------------------------------|------|
| Transform | Can morph into a key with a cosmetic style and key-blade design of your choice. | 1 |
| Mystic Keychain | Key can be teleported to user’s hand at will. Key will never fall out of user’s inventory. | 1 |
| Copy Key | Can morph into a mirror copy of another key by touching it. | 2 |
| Lock Strength | Anything locked by this key is five times harder to lockpick. | 2 |
| Key Memory | Key can return to any previous key form and design that it has taken before. | 2 |
| Ghost Reach | Can use the key on locks up to ten meters away; a ghost copy appears in the intended lock. | 2 |
| Jam | Can temporarily jam locks up to a long scene, if desired. Lock is twice as hard to break. | 3 |
| Skeleton Access | Can open any lock that a decent locksmith could pick within an hour. | 4 |

Lantern

Enchanted lanterns have an effective range of a 10 meter radius. Obstructions, such as walls, do not limit the lantern’s enchantments; but will still block light naturally.

| Name | Description | Tier |
|------------------|-------------------------------------------------------------------------------------------|------|
| Cosmetics | User has full control over the enchanted coloring and intensity used to identify sources. | 1 |
| Underwater Use | Still operates normally while submerged underwater. | 1 |
| Concealed Light | Only the attuned users can see the light of the lantern. Can toggle on/off. | 2 |
| Exclusive View | Only the attuned users can see the enchanted effects of the lantern. Can toggle on/off. | 2 |
| Extend Range | The range of the lantern’s effect is doubled. Can purchase twice. | 2 |
| Reveal Spirits | Spirits in range of the lantern can be seen as semi-transparent ghostly figures. | 2 |
| Reveal Illusions | Any illusion within the lantern’s range become semi-transparent and easy to identify. | 2 |
| Reveal Tracks | Reveals tracks, footprints, and lingering energy wafts of movement with glowing light. | 3 |
| Reveal Life | Creatures are highlighted with sparkling green auras, including those hidden. | 3 |
| Reveal Hidden | Reveals hidden doors, traps, compartments, passages, and other hidden constructions. | 3 |
| Dowse Items | Specific items that user is looking for will be highlighted with sparkling white auras. | 3 |
| Wall Tearing | Attuned users can see the revealed targets through walls and other obstructions. | 3 |

Lock

An enchanted lock is a hand-held lock that can is formed in a way that it can be easily attached to chains, chests, etc. They are well-built, and very hard to infiltrate.

| Name | Description | Tier |
|----------------|-------------------------------------------------------------------------------------------------|------|
| Durable | The lock is extremely resilient to damage, to the point of being nearly unbreakable. | 1 |
| Self-Repairing | The lock will repair any damage to itself over the course of one week. | 1 |
| Alarm | Will sound an alarm on intrusion attempts. Can alert everyone or just attuned users. | 1 |
| Marked | Will mark intruders with a blast of enchanted color that lasts for days. | 1 |
| Automatic | Automatically locks and unlocks for attuned users by simple intent, if within 10 meters. | 1 |
| Merging | Can “merge” into any lockable item (drawer, chest, etc), or be removed with a short scene. | 1 |
| Security | Attempts to infiltrate the lock are made five times more difficult. | 1 |
| Harmful Touch | Inflicts significant pain and small amounts of damage to anyone that isn’t attuned to it. | 2 |
| Secretive | Camouflages its parent object (door, chest, etc) and improves concealment by 200%. | 3 |
| Reinforcement | Help reinforce the locked object (door, chest, etc), doubling its resistance against intrusion. | 3 |

Luxury Items

Enchanted luxury items are generally single-purpose items that raise one’s quality of life through magical means. They don’t offer many (if any) mechanical advantages beyond enjoyment. All luxury items are tier 1 treasures.

| Luxury Item | Description |
|------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dresser | Automatically washes, grooms, folds, irons, sorts, and otherwise fully prepares clothing for wear. Entire process takes only a short scene. Will anticipate user’s needs and open drawer with intended outfit. |
| Fishing Rod | Rod automatically fixates itself in position and casts toward a source of water. Reels itself in when a fish is caught, and will release it into an appropriate container. Uses enchantments to triple its catch rate. |
| Game Board | The board and tokens will reshape themselves to match any tabletop game, within reasonable limits. Attuned user can adjust their form, appearance, and so forth with five seconds of concentration. |
| Instrument | Retains an aura of neural essence for playing the instrument, making it three times easier to learn and five times easier to play. If intended, it can only be heard by the attuned user, or within a defined area. |
| Jailer’s Chain | Anyone bound by this chain (and subject to emotional manipulation) will be pacified by 50%, and equally less likely to incite violence or trouble. Enchantments attempt to reduce their will by 20%. |
| Picture Frame | Frame will adjust itself to multiple sizes and shapes based on the pictures it stores. Can store multiple pictures and swap between them. User can intend the frame to change itself or pictures with 5 seconds of focus. |
| Spice Shaker | Recreates the spices and tastes of any spice that has ever been added to it. The richness and quality of the flavor is increased by 50%. Can adjust spiciness, bitterness, sourness, saltiness, etc. |
| Sports Ball | Can transform to any sports ball or similar object, within reasonable limits. Attuned user can adjust its shape, size, weight, bounciness, friction, material and appearance with five seconds of concentration. |
| Survival Utensil | Reforms itself into a survival knife, kitchen utensil (spoon, fork, etc), scraper, can opener, or other similar tools of the user’s discretion. Attuned user can transform the utensil by concentrating for five seconds. |
| Trash Can | Any non-magical, non-metal garbage added to the trash can will be compacted, composted, and rapidly dissolved in an ecological-friendly manner. It never smells or needs to be taken out. |
| Useful Dish | Transforms to any dish, pot, pan, plate or similar object. Its enchantments allow it to maintain the heat of any meal or liquid, and cook faster with improved quality. Will transform with five seconds of concentration. |
| Wine Bottle | Can pour any non-magical, non-enchanted wine or alcohol that it has previously been filled with. Can only serve enough for a few people per long scene. Poured contents return to water after a long scene. |

Map

Enchanted maps can be instructed to draw (or continue drawing) any area within 1 kilometer from the user's location. The maps will automatically draw themselves as though done by a master cartographer at 25 times their

normal speed. If there are already public maps available for reference, this speed is multiplied by four.

By default, enchanted maps are drawn at a national scale; they can only be smaller if an appropriate upgrade is acquired. Map precision is approximated, rather than overly specific, for the sake of draw speed; true precision takes much longer due to measurement requirements. The map can be cleared (fully erased) at the owner's discretion. Features hidden from the public will not be revealed. Owner can toggle on/off any of the upgrades to avoid clutter or get precise information.

| Name | Description | Tier |
|--------------------|---------------------------------------------------------------------------------------------|------|
| Building View | Map can be drawn at the building-level scale. | 1 |
| District View | Map can be drawn at the district-level scale. | 1 |
| City View | Map can be drawn at the city-level scale. | 1 |
| Region View | Map can be drawn at the region-level scale. | 1 |
| Precision | Map is now drawn with perfect precision without affecting draw speed. | 1 |
| Legend | Map can possess a legend of useful and prominent keys. | 1 |
| Social Labels | Map will label regions, cities, districts, buildings, and other civilized names. | 1 |
| Landmark Labels | Map will label land masses, water bodies, caves, forests, and other landmarks. | 1 |
| Path Labels | Map will label paths such as streets, highways, trails, etc. | 1 |
| Draw Route | Map can highlight routes between points, and can identify your location. | 1 |
| Custom Content | Can add custom notes, tags, icons, and keys to the map. | 1 |
| Zoom & Scroll | Map can be scrolled (like on a computer) and zoomed in or out for convenience. | 1 |
| Enlarge | Map can be physically enlarged up to ten times its surface area, such as to cover a table. | 2 |
| Points of Interest | Map will identify, mark, and label points of interest. | 2 |
| Draw Speed | Map will draw five times faster. | 2 |
| Memory Redraw | Map can instantly redraw any map it has created before; must still draw new updates. | 2 |
| Floor Layering | Can switch floors by toggling or tracing a finger along routes (like stairs, tunnels, etc). | 3 |
| Hologram | Map can generate a 3D hologram of the mapped content. | 3 |
| Mind Sync | Owner (or users touching the map) can view map content like a HUD in their vision. | 3 |
| Distant Draw | Map can draw up to 100 kilometers away without affecting draw speed. | 3 |
| Clairvoyant Draw | Map can draw beyond the allowed bounds, but draw speed is reduced by 90%. | 3 |
| Track Allies | Live position of allies will be tracked. | 4 |
| Track Creatures | Live position of wildlife, pets, beasts, and other creatures will be tracked. | 4 |
| Track Vehicles | Live position of vehicles will be tracked. | 4 |
| Track People | Live position of people (or humanoids) will be tracked. | 5 |
| Track Monsters | Live position of monsters or monster groups will be tracked. | 5 |

Masks, Disguise

Enchanted disguise masks cover the eye and upper nose regions; not the full face. It will form to the face perfectly as part of its enchantment, and will not interfere with glasses. It doesn't require any straps, since it won't fall off until the user intends it to.

| Name | Description | Tier |
|--------------|---------------------------------------------------------------------------------|------|
| Stealth Mask | The mask can be made completely invisible, and can't be detected without magic. | 3 |

| | | |
|------------------|---------------------------------------------------------------------------------------------|---|
| Facial Cosmetics | Face can cosmetically change: eye color, makeup, freckles, beard, etc. Takes a short scene. | 3 |
| Facial Form | Face can change form: shape of eyes, noses, jaw, cheekbones, etc. Takes a full scene. | 4 |
| Transitions | Facial transitions can happen in a few seconds. Requires relevant prerequisite. | 4 |
| Mimicry | Face can transform to perfectly match someone else’s face. | 5 |

Molding Clay

Molding clay is a fist-sized clump of enchanted clay. It can be shaped and molded into simple items through focused intent and willpower. The resulting items may not be pretty, but they should fulfill basic requirements. Users with exceptional crafting skills may experience better results.

By default, molding clay will produce average quality items and result in a clay or ceramic product. It takes roughly one minute of focused concentration to will the item into creation. It will create items that can be designed as a single, solid piece, such as a chisel or a jar. If parts of the clay are damaged or lost, it will reform back into its original full clump over the course of a day.

| Name | Description | Tier |
|-------------------|----------------------------------------------------------------------------------------------------|------|
| Quality | Item’s quality will be in the 75th percentile; even better if the user can actually craft it. | 1 |
| Cooking Kit | Cooking items created at 99th percentile quality; better products, easier to use. | 1 |
| Lighting Kit | Lighting items created at 99th percentile quality; improved strength, longevity, color, etc. | 1 |
| Instrument Kit | Instruments created at 99th percentile quality; improved sound, appearance, easier to use. | 2 |
| Crafts Kit | Craft items created at 99th percentile quality; gains quality, performance, speed boosts. | 2 |
| Climbing Kit | Climbing items created at 99th percentile quality; stronger, lighter, easier to use. | 2 |
| Infiltration Kit | Infiltration items created at 99th percentile quality; faster, easier, and more likely to succeed. | 2 |
| Construction Kit | Construction items created at 99th percentile quality; gains performance and speed boost. | 2 |
| Wood | Item can now be formed with wood and other organic materials. | 2 |
| Cloth | Item can now be formed with cloth, threads, and other textiles. | 2 |
| Stone | Item can now be formed with stone, precious stones, and other minerals. | 2 |
| Glass | Item can now be formed with glass materials. | 2 |
| Plastic | Item can now be formed with plastic materials. | 2 |
| Intent | Can form items purely with intent; no active concentration is required. | 2 |
| Creation Speed | Can form items in ten seconds. | 2 |
| Creation Speed II | Can form items in one second. Requires the “Creation Speed” upgrade. | 3 |
| Metal | Item can now be formed with metals. | 3 |
| Size | Can create much larger items, using up to 10 times the original volume. | 3 |
| Multiple Parts | Item can now be split into multiple parts, such as for a pot and stirring spoon. | 3 |
| Moving Parts | Can form items with moving parts, such as for instruments. | 3 |

Mount Dress

| Name | Description | Tier |
|----------------|----------------------------------------------------------------------------------------|------|
| Cosmetics | Mount dress will cosmetically alter to the user’s design. | 2 |
| Easy Ride | Rider(s) will ride easily and comfortably, magically adapting to any athletic action. | 2 |
| Lightened Load | Mount can ignore half of the athletic, fatigue, and mobility penalties from equipment. | 2 |

| | | |
|---------------|-----------------------------------------------------------------------------------------|---|
| Athletic Gear | Mount is not athletically limited; equipment magically adapts to every athletic action. | 2 |
| Body Armor | Mount dress can transform into body armor, including cosmetic designs. | 3 |
| Leggings | Mount dress can expand to include legging and limb armors. | 3 |
| Helm Guard | Mount dress can expand to include armor for the head. | 3 |

Mount Shoes

Mount shoes are enchanted boots that automatically adjust to the mount's feet or hooves. They come in sets of four.

| Name | Description | Tier |
|-----------------|---------------------------------------------------------------------------------------|------|
| Cosmetics | Mount shoes will cosmetically alter to the user's design, or to match its outfit. | 1 |
| Safety | Mount will not suffer pain or damage from walking on sharp or damaging ground. | 1 |
| Durability | Resistant to physical damage, ignores elemental effects, repairs itself over 1 week. | 2 |
| Untraceable | Does not leave tracks, trails, or evidence of movement of any kind. | 2 |
| Easy Travel | Mount ignores typical penalties from mud, rocks, or difficult terrain. | 2 |
| Summoning | Boots will summon to the mount and equip themselves on request. | 2 |
| Leap Boost | Mount can leap up to twice as high and far as normal, while retaining the same grace. | 2 |
| Speed Boost | Mount has an increased speed of +25% when moving faster than a walk. | 2 |
| Silence | Mount's movements do not make any noise. | 3 |
| Endurance Boost | Mount's stamina and energy are doubled. | 3 |
| Water Walk | Mount can walk across water and ignore minor disruptions to the water's surface. | 3 |
| Athletics Boost | Mount's athletic abilities are improved by 50%. | 3 |

Outfit

Outfit enchantment upgrades can be applied to a full non-enchanted outfit as a singular item, but may also apply to individual enchanted clothing articles that possess additional benefits.

| Name | Description | Tier |
|--------------------|-------------------------------------------------------------------------------------------------|------|
| Fake Physique | Outfit can adjust itself to create the appearance of a desired physique underneath. | 1 |
| Self-Maintenance | Outfit will always remain clean and dry, unless desired otherwise. | 1 |
| Heat Regulation | Outfit will retain a comfortable temperature over its coverings. | 1 |
| Cosmetics | Outfit can change its appearance to suit the user's design; takes a short scene. | 2 |
| Seamless Armor | Outfit will adjust itself to seamlessly integrate into armor, as by a world class tailor. | 2 |
| Tailored | Outfit will be perfectly tailored, and styled as though by the world's best professional. | 2 |
| Conceal Aura | Outfit can mask the wearer's aura and ward against detection. Can toggle on/off. | 2 |
| Auto-Equip | Outfit can be equipped or unequipped almost instantly by seam-split telekinetic assist. | 2 |
| Cantrip | Can possess minor cantrip effects; lighting, trailing flares, auras, surface illusions, etc. | 2 |
| Elemental Immunity | Only indirect protection to the wearer; resists 50% elemental effects (fire, frost, acid, etc). | 2 |
| Self-Repairing | Outfit will maintain and repair itself over time; 1 week full repair. | 2 |
| Camouflage | Outfit can rapidly camouflage itself in seconds or enter shadow form in darkness. | 3 |
| Mimicry | Outfit can be cosmetically altered to perfectly match an existing, designated outfit, at will. | 3 |

Painting

| Name | Description | Tier |
|----------------|--------------------------------------------------------------------------------------|------|
| Instructive | Can tell the painting what to paint. Will complete the painting in an hour. | 1 |
| Durability | Resistant to physical damage, ignores elemental effects, repairs itself over 1 week. | 2 |
| Rapid Redraw | Can redraw any previously drawn painting within seconds. Search with instructions. | 2 |
| Weather Sense | Applies the current weather conditions outside to the portrait. Can toggle on/off. | 2 |
| Forecast Sense | Applies the next day's weather forecast to the portrait. Can toggle on/off. | 2 |
| Memory | When touched, it can paint a memory of the person who touched it. Takes 1 hour. | 2 |
| Auto-Gallery | Can draw anyone that has observed the painting. Takes one hour to complete. | 2 |
| Clairvoyance | Can auto-draw a location that the observer commands; takes a day to complete. | 3 |
| Influence Mood | Helps to emphasize a designated simple mood in all observers. Minor effect. | 3 |
| Suggestion | The owner can command a suggestion, which now has a minimal effect on observers. | 3 |

Pill Bottle

An enchanted pill bottle will conjure pills for the user based on the upgrades it has available. By default, the pill bottle can conjure one pill per day. A “pleasing mood” pill is also available by default and will improve the user’s mood by 25%.

| Name | Description | Tier |
|----------------------|----------------------------------------------------------------------------------------------|------|
| Pill: Alcohol | Dissolves in water, turning it to a high quality alcoholic drink. | 1 |
| Pill: Drugs | User experiences an enjoyable, positive, non-addictive drug trip. | 1 |
| Pill: Resist Illness | Reduces any natural sicknesses by 50% within an hour’s time. | 1 |
| Pill: Relaxation | User feels deeply relaxed. Can sleep, meditation, or enter a trance instantly. | 1 |
| Pill: Sustenance | User gains the equivalent of a full, nutritious meal and a day’s worth of water. | 1 |
| Pill: Purify | Completely purifies several liters worth of liquid. Removes all poisons and contaminants. | 1 |
| Pill: Bed Rest | User’s bed rest will recover them at twice the normal rate. Does not stack with other magic. | 1 |
| Pill: Awaken | User feels fully awakened, resists any negative consciousness effects by 50%. | 1 |
| Pill: Resist Poison | Reduces poison, toxin, and radiation effects by 50%. Protection continues for a long scene. | 2 |
| Pill: Alertness | User is 50% more alert for the next long scene. | 2 |
| Pill: Focus | User can focus and concentrate twice as effectively for the next long scene. | 2 |
| Pill: Memory | User’s memory and recollection is three times as effective for the next long scene. | 2 |
| Pill: Sleep | User’s sleep is twice as fast and effective, and will awake highly refreshed. | 2 |
| Pill: Stamina | User recovers 50% more physical energy over the next long scene. | 2 |
| Pill Regeneration | Pill Bottle will conjure twice as many pills per day. Can purchase twice. | 3 |

Quills

Enchanted quills are the general archetype for drawing and painting utensils. It would likely be referred to as a pen in modern times.

| Name | Description | Tier |
|------------|-----------------------------------------------------------------|------|
| Astral Ink | Can write text that can be viewed easily from the astral realm. | 1 |

| | | |
|---------------|---------------------------------------------------------------------------------------------|---|
| Precision | Quality of the text, style, and font selection is as flawless as the user intends it to be. | 1 |
| Tattoos | Can be used to create tattoos quickly and painlessly. Can be temporary or permanent. | 1 |
| Painter | Quill can also be used to paint. Can use paints, oils, etc. | 1 |
| Coloration | Can change the color of the ink at will. Also works for paints and oils if applicable. | 1 |
| Cosmetics | Adjusts appearance to suit user's design; can also transform into a pen, paintbrush, etc. | 1 |
| Writing Speed | Can write five times faster than normal. | 1 |
| Auto-Control | Quill uses psychokinetic assistance to write, draw, or otherwise work on your behalf. | 1 |
| Font Mimicry | Can be used to copy existing texts, fonts, or signatures as a perfect match. | 2 |
| Hovering Ink | Can draw, write, or paint directly in the air. Effect dissipates after a long scene. | 2 |
| Etching | Can be used to create chiseled etchings in hard materials like stone. 1/10th speed. | 3 |

Quiver

Enchanted quivers are primarily advantageous due to their ability to conjure arrows. These quivers can hold any arrows the user adds, such as magical arrows that out-perform any conjured ones, but it effectively supplies infinite ammunition. Upgrades can improve the types of possible arrows that the quiver can conjure.

| Name | Description | Tier |
|----------------------|-------------------------------------------------------------------------------------------------|------|
| Convenience | Arrows never fall out; always pull the intended arrow. Quiver positions itself perfectly. | 1 |
| Cosmetics | Retrieved arrows can appear with cosmetic styles the user desires. | 1 |
| Cantrips | Retrieved arrows can gain auras, glowing light, trailing effects, new sounds, etc. | 1 |
| Arrow: Noisy | Conjures an arrow that loudly whizzes and whistles in its trajectory. | 1 |
| Arrow: Non-Lethal | Conjures an arrow with a blunted tip; deals 95% less damage, but can deliver +30% force. | 1 |
| Arrow: Distraction | Conjures an arrow with a snapping explosive; loud popping or bang sound on impact. | 1 |
| Arrow: Flare | Conjures a flare arrow; visible from a long distance. Can control color with intent. | 1 |
| Arrow: Spirit Strike | Conjures an arrow that can hit spirits and other intangible beings. Optionally tries to banish. | 2 |
| Arrow: Grenade | Conjures an arrow with the desired grenade stored in user's equipment. | 2 |
| Arrow: Piercing | Conjures a piercing arrow; typically used against armor. 50% better at piercing. | 3 |
| Arrow: Forked | Conjures a forked arrow; used against skin. 50% less piercing, 50% more damage. | 3 |
| Arrow: Stealth | Conjures a dark-black arrow with minimal sound from airborne travel and impact. | 3 |
| Arrow: Poison | Conjures a poison arrow. Douses a small area in poison. | 3 |
| Arrow: Grappling | Conjures an arrow with a light rope attachment. | 3 |
| Arrow: Oil | Conjures an oil arrow with back-lit fire. Douses a small area in oil and sets fire to it. | 4 |
| Arrow: Acid | Conjures an acid arrow. Douses a small area in acid. | 4 |

Remote

Primitive versions of the remote are a small pad with five to ten enchanted buttons. Modern variants may have additional electronic features, but otherwise serve the same function. Each enchanted button will trigger a magical effect nearby when pressed. They are programmed separately with a scene of concentration.

| Name | Description | Tier |
|----------------|-------------------------------------------------------------------------------------------|------|
| Fixed Position | Remote can fix itself in position with welding-like strength. User can remove it at will. | 1 |
| Alarm | Button can incite a panic alarm that it sources itself. | 1 |

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| Lighting Source | Button can conjure or dismiss an enchanted source of lighting bound to it. Lights a room. | 1 |
| Trigger Enchantment | Can trigger building enchantments or item enchantments it has been programmed for. | 1 |
| Permissions | Remote can ignore certain users based on attuned rules, set by the owner. | 2 |
| Alternate Behavior | Buttons can trigger an alternate behavior that occurs when non-attuned users press it. | 2 |
| Open and Close | Can open and close a door, window, lock, trap, or similar object with psychokinesis. | 2 |
| Electric Toggle | Buttons can toggle modern electronics and devices on or off. | 2 |
| Levitate | Can perform levitation magic on a nearby item, such as to hover or return to a shelf. | 3 |
| Inflict Damage | Button can physically damage someone, as though being stabbed by a small knife. | 3 |

Rope

| Name | Description | Tier |
|-------------------|------------------------------------------------------------------------------------------|------|
| Intend Release | Can automatically release itself at will by user's intention or instruction. | 1 |
| Trap Set | Can automatically set itself as a part of a trap, at user's discretion. | 1 |
| Grip Strength | Doubles its grip strength on any target it grips (when desired). | 2 |
| Binding | Anything bound by this rope has a +100% difficulty to be unbound (owner's discretion). | 2 |
| Durability | Resistant to physical damage, ignores elemental effects, repairs itself over 1 week. | 2 |
| Multi-Part | Can be split or separated at various points, such as to make a dual-whip, web, net, etc. | 2 |
| Whip Form | Can transform into a whip, making certain actions easier. | 2 |
| Transform | Can transform into alternative forms: belt, wire, yarn, spool of thread, etc. | 2 |
| Length | Rope can extend up to five times as long at will, reducing storage requirement. | 2 |
| Fast Retract | Can retract up to 20m/s or 10m/s with 200 kg attached. Applies to either direction. | 2 |
| Auto-Pull | Rope can automatically lift, pull, or provide pulley support; enough to lift 200 kg. | 2 |
| Snake Control | User can control the rope like a snake, including feeling physically through the rope. | 2 |
| Summon | User can instantly summon the rope to their hand, or back to their inventory. | 2 |
| Tensile Strength | Rope has quadruple its natural tensile strength. | 3 |
| Trap Trigger | Can perform special trap activation with telekinetic assist, such as to quick bind. | 3 |
| Auto-Latch | Rope can latch itself onto a desired target within a meter with telekinetic assist. | 3 |
| Wall Grip | Rope can "grip" walls, supporting up to 75% of its weight allowance before release. | 3 |
| Air Grip | Rope can "grip" air, supporting up to a 35% of its weight allowance before release. | 3 |
| Projectile Extend | Can toss the rope as if fired by a precision crossbow, with exceptional accuracy. | 3 |
| Mystic Momentum | Can create artificial swing momentum; moves 200 kg by 45 degrees on its own. | 3 |

Rune, Boat

A boat rune, when activated on water, will conjure a boat. It is typically triggered by an intentional throw or placement into the water, which begins to unfurl and conjure the boat within seconds.

Boat runes also use Vehicle Enchantment upgrades, including the Water-Based upgrades.

| Name | Description | Tier |
|------------------|-------------------------------------------------------------------------------------|------|
| Personal Variant | Can transform into a personal boat, such as canoe, kayak, raft, etc. | 2 |
| Medium Variant | Can transform into a mid-sized form such as 5-person sailboat. | 3 |
| Large Variant | Can transform into a large form in large bodies of water such as a 15-person yacht. | 4 |

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| Giant Variant | Can transform into a giant form in large bodies of water such as a 40-person ship. | 5 |
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Rune, Carriage

A carriage rune, when activated on land, will conjure a carriage or wagon. It is typically triggered by an intentional throw or placement, which begins to unfurl and conjure the carriage within seconds.

Carriage runes also use Vehicle Enchantment upgrades, including the Land-Based upgrades.

| Name | Description | Tier |
|----------------|---------------------------------------------------------------------------|------|
| Small Variant | Can transform into a small form, such as a 2-person carriage or wagon. | 2 |
| Medium Variant | Can transform into a mid-sized form such as an 8-person wagon or trailer. | 3 |
| Large Variant | Can transform into a large form such as a 16-person wagon or trailer. | 4 |
| Giant Variant | Can transform into a giant form such as a 32-person train carriage. | 5 |

Rune, Creature

An enchanted creature rune can contain a single creature within a pocket dimension, or retrieve the creature to return it into the world. The creature does not experience the passage of time while contained. They do not age, heal, or require sustenance. Being contained will not affect the creature’s mood or thoughts directly, but it may be confused or disoriented from a sudden change of scenery when released.

Creatures must be attuned the rune before they can be contained, which requires a long scene of effort. Only non-magical domesticated creatures can be attuned unless the dimensional space is upgraded to accommodate magic. The size limit for the contained creature is anything that can comfortably rest within a 50cm x 50cm x 50cm volume of space.

Once a creature is attuned to the rune, it can be contained or retrieved in a short scene (2-5 minutes). The rune must contain and release creatures within a range of 2 meters.

| Name | Description | Tier |
|-------------------|----------------------------------------------------------------------------------------------|------|
| Extended Range | Rune can contain and release creatures within a range of 5 meters. | 1 |
| Serenity | Creature’s mood slowly improves while contained in the rune, up to 50% more positive. | 1 |
| Fast Retrieval | Creature can be retrieved within a few seconds; one second if it follows instructions. | 1 |
| Fast Release | Creature can be released within a few seconds; one second if it follows instructions. | 2 |
| Healing | Creature will stabilize and heal at normal recovery rates while in the rune. | 2 |
| Clarity | Creature suffers no confusion or disorientation when retrieved from the rune. | 2 |
| Intuitive Release | Creature will have an intuitive understand of their release, as if aware of the user’s mind. | 3 |
| Increased Volume | All dimensions of the space available are doubled. Can purchase twice. | 4 |
| Allow Magic | The dimensional container can accommodate creatures with magical traits. | 4 |

Rune, Fire

A fire rune, when activated, will conjure a self-containing utility fire that is not harmful to anyone. It is typically triggered by an intentional throw or placement. It has a 1 meter maximum diameter, centered at the rune’s activation spot. It does not require fuel, but is affected by it. It can match the intensity of a campfire with fuel, and the intensity of a torch without fuel.

| Name | Description | Tier |
|-----------------|--------------------------------------------------------------------------------------------|------|
| Control | User can control the fire's size, height, colors, boundaries, and shape within its limits. | 1 |
| Self-Fueled | Fire requires no fuel, doesn't burn anything it isn't supposed to, and makes no smoke. | 1 |
| Temp Control | User can control the fire's temperature within its limit. | 1 |
| Ambiance | Fire's heat can be distributed evenly across a 10 meter range. | 1 |
| Intensity | Fire can be five times stronger, and can triple it's radius. | 1 |
| Extended Reach | Heat from the fire extends up to five times further than normal, at user's discretion. | 1 |
| Stealth Fire | Light emitted by the fire only appears within a 10 meter range. Can toggle on/off. | 1 |
| Cooking Station | Cooking speed and quality is increased by 500%. | 1 |
| Foundation | Fireplace can transform to have a foundation, such as to create a stone campfire. | 1 |
| Mobility | Fire can be mobilized, such as attached to a torch. | 1 |
| Hover | Fire can be assigned to hover in place in the air, rather than on the ground. | 1 |
| Signal Control | Can easily create long-distance flares, beacons, and complex smoke signals. | 2 |
| Forge | Fire can be raised with extreme heat and act as a forge. | 2 |
| Purify Ore | Fire gains triple speed and quality when trying to purify and extract ores. | 2 |

Rune, Furnishings

A furnishing rune is a “room in a box” that is generally triggered by an intentional throw or placement. When activated, it conjures all of the furnishings it contains into it's environment. The furnishings will rapidly begin to appear from extra-dimensional pockets and leap into place like they're being moved on puppet strings.

The effect takes a short scene (several minutes) to complete, depending on the complexity of the scene and the complexity of the resulting design. The furnishings cannot comprehend anything beyond their purpose of being set up correctly, but will not disrupt the positioning of someone or something present.

A furnishing rune can store as much volume as an average-sized room, making it far more spacious than an enchanted container, but it has several limitations. The rune cannot extract specific furnishings. Retrieving anything from the rune requires every furnishing item to appear, and the full setup process will occur. Furnishings cannot be moved outside of the rune's range (roughly 10 meter radius) or they will collapse back into their pocket dimension and be unrecoverable for several weeks. Lost furnishings will eventually be recovered to the rune.

It generally takes a full scene of concentration to attune a typical piece of furniture to the rune, and the user must already be somewhat familiar with it. Decorations may only take a short scene. Recalling the furnishings back to the rune with the proper method takes a short scene as it reverses the opening effect.

| Name | Description | Tier |
|------------------|------------------------------------------------------------------------------------------|------|
| Rapid Setup | Only takes five to ten seconds for the furnishings to set up. | 1 |
| Rapid Recall | Only takes five to ten seconds for the furnishings to recall back to the rune. | 1 |
| Extended Range | The rune's range increases to a 50 meter radius. | 1 |
| Redecorate | Furnishings will adapt to a suitable theme for the environment or the user's design. | 1 |
| Rapid Attunement | Owner can attune items in a short scene, or within seconds if they're familiar with it. | 1 |
| Maintenance | Furnishings get improved, repaired, cleaned, and maintained while in the rune. | 2 |
| Shelter | Provides a basic shelter for the environment, such as a tent, when circumstances permit. | 2 |

Rune, Sign

A sign rune, when activated, transforms into an enchanted sign (or poster, etc) designed by the owner. The sign generates an enchanted area of effect of 200x200 meters that grows 50 meters along both axes for every upgrade acquired. The enchanted sign can be deactivated and transformed back into a rune with a short scene of effort.

| Name | Description | Tier |
|-------------------|------------------------------------------------------------------------------------------|------|
| Speed Read | Anyone reading the sign will read it five times faster without finding that unusual. | 1 |
| Belonging | Most people won't question the sign's presence; they'll be convinced it belongs there. | 1 |
| Transform | Sign can be transformed and cosmetically altered by the owner to fit any sign design. | 1 |
| Hidden | The sign will be mentally ignored at designated times or under designated circumstances. | 2 |
| Memorable | People that read the sign will periodically remember it over the next week. | 2 |
| Translation | The sign can be read by any human or meta-human, regardless of languages known. | 2 |
| Animal Text | The sign can be read and understood by wildlife, animals, beasts, etc. | 2 |
| Guide | Anyone that acts on the sign's content will intuitively know what directions to follow. | 2 |
| Intuitive Content | Anyone reading the sign can be given five times as many details, gained intuitively. | 2 |
| Reader's Focus | People that see the sign will read it unless pressing circumstances would deter them. | 2 |
| Attraction | People in the area are subconsciously drawn to the sign, usually doubling readership. | 2 |
| Sway | Sign is as good at influencing interest as a full-fledged expensive marketing campaign. | 2 |
| Rapid Recall | Sign can be converted back into rune form with a quick 3 second transformation. | 2 |
| Restricted | Sign can assign additional or different information for specific types of people. | 3 |
| Spread | Slowly conjures a few copies of itself within range. Copies decay if they leave range. | 3 |
| Sense of Reward | Readers of the sign will feel a sense of reward equal to a day's pay if they act on it. | 4 |

Rune, Slowing

A slowing rune, when activated, conjures a viscous sludge-like covering on the ground. The rune can be triggered by an intentional throw or placement, which causes the sludge to conjure and rapidly spread into the designated area. By default, it takes thirty seconds to complete its spread, and will cover a surface area up to 3 meters in diameter.

Any typical creature attempting to pass the area without sufficient resistances or advantages to overcome it will suffer a 20% penalty to their movement rate; much like walking through ankle-high water.

| Name | Description | Tier |
|--------------------|------------------------------------------------------------------------------------------|------|
| Camouflage | Sludge will cosmetically blend into the surrounding environment. | 4 |
| Fast Activation | Sludge will conjure and spread in two seconds after being activated. | 4 |
| Vertical Spread | Sludge is magically spread vertically, up to 5 meters, with the same slowing effect. | 4 |
| Geometric Shape | Attuned user can designate a geometric shape that the sludge will form into. | 4 |
| Increased Coverage | Doubles the maximum diameter of the effect. Can purchase twice. | 4 |
| Higher Viscosity | Increases the viscosity of the sludge; reduces movement by another 20% (cumulative). | 4 |
| Slow Enchantment | Improves slowing quality; reduces movement by another 30% (cumulative). | 5 |
| Bypass | Attuned user(s) and allies can pass through the sludge without suffering move penalties. | 6 |

Rune, Trap

A trap rune conjures a trap at the location the rune is triggered, generally by an intentional throw or placement. The trap will automatically set itself over the course of a short scene (by telekinetic assist), return to rune form over the course of a short scene, and will obey owner instructions from up to 5 meters away. Once a trap rune has been returned to its rune form it has a long scene cooldown (3 to 6 hours) before it can be activated again.

The maximum surface area for triggering the trap is 0.5x0.5 meters, which increases by 0.1 meters on both axes per upgrade. The trap itself can be larger, and may require GM discretion. Consider a limit of 1 kilogram of material weight allowance that increases by 0.5 kilograms per upgrade.

| Name | Description | Tier |
|----------------------|----------------------------------------------------------------------------------------|------|
| Resilience | Trap is +100% resistant to physical damage. | 2 |
| Elemental Resist | Trap gains strong resistances to elements: fire, frost, acid, etc. | 2 |
| Allied Detection | Allies can visibly see the trap, even when it is expertly concealed. | 2 |
| Tamper Resistant | Trap becomes difficult to tamper or disable. | 2 |
| Rapid Recover | Trap will revert back to rune form in a few seconds at owner’s instruction. | 2 |
| Motion | Trap can slowly move to a new destination at owner’s instruction. | 2 |
| Reset | Trap will automatically reset itself after uses without owner intervention. | 2 |
| Allied Safety | Trap will not trigger on allies, who will bypass it safely without issues. | 3 |
| Scented | Trap can provide an appealing scent, if desired. Primarily useful for animals. | 3 |
| Instruction Range | The trap can be instructed from up to 100 meters away. | 3 |
| Camouflage | Trap automatically camouflages itself. | 3 |
| Conceal | Trap automatically conceals itself as well as an expert would. | 3 |
| Seamless Integration | Trap automatically integrates as seamlessly as possible with its environment. | 3 |
| Rapid Setup | Trap’s setup time is reduced to seconds. | 3 |
| Reduced Cooldown | Cooldown time is cut to a third of its normal duration. | 3 |
| Repairing | Trap will maintain and repair itself to perfect condition. A full repair takes 1 hour. | 3 |
| Expansion | Trap can quadruple its surface area for being triggered (doubles both axes). | 3 |
| Lure | Trap will be automatically baited using realistic illusions. | 4 |
| Trigger Instructions | Trap will only trigger on specific events and rules; applied with human intelligence. | 4 |
| Rapid Cooldown | Cooldown time is reduced to 1/60 duration. Stacks with other cooldown upgrades. | 5 |

Binding Trap Rune

Binding traps are non-lethal, often rope-mechanic traps or pits. These runes always have a specific archetype: humanoid, animal, or monster. Any victim that triggers the trap that isn’t part of the designated archetype is only affected by 25% of the trap’s effect and have a much easier time escaping it.

| Name | Description | Tier |
|---------------|--------------------------------------------------------------------------|------|
| Specialized | Trap will only trigger for its designated archetype, and ignore others. | 2 |
| Bind Strength | Bind strength is doubled, making escape more difficult. | 3 |
| Wrap Mastery | Binds the target with advanced techniques, making escape more difficult. | 3 |
| Rapid Bind | Trap will bind the target twice as quickly. | 3 |
| Squeeze | Trap will squeeze targets, fatiguing them while bound. | 3 |

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| Dual-Bind | Trap can affect up to two targets. | 3 |
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Clamp Trap Rune

Clamp traps have a metal clamp (or some equivalent) that will snap shut when the victim triggers it. It attempts to do severe physical damage and bind the victim to that location.

| Name | Description | Tier |
|----------------|-----------------------------------------------------------------------------------------|------|
| Clamp Strength | Once the clamp is shut it's strength is doubled. Much harder for victims to release. | 3 |
| Rapid Snap | Trap will snap shut twice as quickly, with minimal added force. Harder to avoid. | 3 |
| Sever | Trap will add +30% force to its snap and attempt to sever the victim's limb completely. | 3 |

Bash Trap Rune

Bash traps attempt to slam, bash, or crush the victim. It attempts to do severe physical damage to the victim, as well as bind the victim to that location.

| Name | Description | Tier |
|-------------|-----------------------------------------------------------------------|------|
| Bash Damage | Trap adds +30% force to its bashing damage. | 3 |
| Slam Speed | Trap gains +30% speed enhancement, making it harder to avoid. | 3 |
| Pierce | Trap gains piercing damage, such as the addition of blades or spikes. | 3 |

Explosive Trap Rune

Explosive traps release an explosive that damages every victim within the affected area of the explosion. These runes always have a specific archetype: frag, knockback, fire, frost, or acid. Frag explosives do regular physical damage, knockback blasts victims away with heavy force, and the others do elemental damage.

| Name | Description | Tier |
|------------------|--------------------------------------------------------------------------------|------|
| Explosive Damage | Trap adds +30% damage (or knockback force) to its explosive type. | 3 |
| Increased Radius | Increases the radius of the area of effect by 30%. | 3 |
| Major Radius | Increases the radius of the area of effect by 50%. Stacks with other upgrades. | 4 |

Rune, Warding

A warding rune, when activated, creates a spherical force field that resists incoming and outgoing magical energies (such as spells and magical powers). The rune can be triggered by an intentional throw or placement, which prepares the force field over the course of a short scene. By default, the force field can be up to 5 meters in diameter and resists 20% of all spells, powers, or magical effects that crosses its outside barrier.

All resistance types can be toggled on or off by the attuned user, but only before the force field is activated. Once the force field is activated, all resistances that were toggled on will remain active until the entire ward is disabled.

| Name | Description | Tier |
|------------------|-------------------------------------------------------------------|------|
| Resist: Cosmetic | Ward resists 50% of any illusions, cantrips, or cosmetic effects. | 2 |
| Resist: Acid | Ward resists 50% of any acid, dissolving, or related magic. | 4 |
| Resist: Air | Ward resists 50% of any air, wind, pressure, or related magic. | 4 |

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| Resist: Corruption | Ward resists 50% of any corruption, evil, dark, unholy, undead, vampiric, or related magic. | 4 |
| Resist: Disruption | Ward resists 50% of any slowing, paralysis, binding, instability, or related magic. | 4 |
| Resist: Electric | Ward resists 50% of any electric, lightning, or related magic. | 4 |
| Resist: Fire | Ward resists 50% of any fire, heat, smoke, or related magic. | 4 |
| Resist: Force | Ward resists 50% of any force, knockback, gravity, or related magic. | 4 |
| Resist: Frost | Ward resists 50% of any water, ice, frost, snow, cold, or related magic. | 4 |
| Resist: Holy | Ward resists 50% of any holy, sacred, good-aligned, or related magic. | 4 |
| Resist: Intuition | Ward resists 50% of any intuitive, psychic, divining, precognition, or related magic. | 4 |
| Resist: Invocation | Ward resists 50% of any conjuration, summoning, possession, or related magic. | 4 |
| Resist: Light | Ward resists 50% of any lighting, darkness, blinding, or related magic. | 4 |
| Resist: Mind | Ward resists 50% of any mind, memory, focus, charm, confusion, sleeping, or related magic. | 4 |
| Resist: Offense | Ward resists 50% of any piercing, blunt, lethal, or other damage augmentations. | 4 |
| Resist: Perception | Ward resists 50% of any awareness, perception, sensory, mental illusions, or related magic. | 4 |
| Resist: Phasing | Ward resists 50% of any teleporting, phasing, or related magic. | 4 |
| Resist: Protective | Ward resists 50% of any protective, armor, defense, guarding, resilience, or related magic. | 4 |
| Resist: Poison | Ward resists 50% of any poison, toxin, radiation, or related magic. | 4 |
| Resist: Recovery | Ward resists 50% of any healing, energy recovery, stamina, or related magic. | 4 |
| Resist: Stealth | Ward resists 50% of any stealth, silence, shadowing, or related magic. | 4 |
| Resist: Telekinetic | Ward resists 50% of any telekinetic, psychokinetic, or related magic. | 4 |
| Auto-Assign | Ward intuitively toggles on or off the best combination of resistances based on user's powers. | 4 |
| Warded Interior | Magic cast inside the force field is also warded; no need to pass through barrier. | 4 |
| Field Range | Increases the diameter of the sphere by 5 meters. Can purchase twice. | 4 |
| Field Geometry | Attuned user can designate the shape of the force field as a geometric shape, wall, etc. | 4 |
| Fast Activation | Force field activates over the next two seconds after the rune is triggered. | 4 |
| Allied Casting | Attuned or allied user(s) are only affected by 60% of the ward resistances. | 5 |
| One-Way | Can assign the barrier to only resist magic in one direction; incoming or outgoing. | 6 |

Servant Figurine

A servant figurine is a small, toy-like figurine made of stone about the size of a thumb. It looks like a typical human, likely dressed up and well-groomed. When activated, generally with a simple intention, it will grow into a normal-sized living human-like statue that will serve at it's owner's pleasure. The servant is hollow stone, but will only be as heavy as an average human would be. It typically returns to its figurine size if damaged or when it has no additional tasks to perform, and will also obey instructions to return to figurine size.

The servant is completely loyal and carefree, but has very limited intelligence. It has no voice, a limited understanding of the world, and can only carry out basic tasks and labor. The servant will attempt to aid its owner and will follow orders that it believes it can actually accomplish based on its current abilities.

When in figurine form, it will repair any injury and will do so twenty times faster than a human. If it remains in humanoid form, it will heal injuries like a regular human.

| Name | Description | Tier |
|------------|-------------------------------------------------------------------------------|------|
| Size | Can increase or decrease in size by 50%; generally remains at normal height. | 2 |
| Perceptive | Gains heightened sensory awareness to match 99th percentile of human ability. | 2 |

| | | |
|---------------------|-----------------------------------------------------------------------------------|---|
| Fast Healing | Healing speed increases by a factor of five; both in figurine and humanoid forms. | 2 |
| Sense Owner | Can sense owner's location and distance, even when not being summoned. | 2 |
| Intuitive Orders | Intuitively understands instructions from its owner, and with much more detail. | 2 |
| Strength | Strength increases to match the 95th percentile of human ability. | 2 |
| Charisma | Appears more charismatic, including gestures, body language, human mimicry, etc. | 2 |
| Human-Like | Turns into a full biological human. Possesses a voice and can now communicate. | 2 |
| Summoning | Can be summoned. Will travel to the owner from its current location without rest. | 3 |
| Intelligence | Gains 95th percentile intelligence. | 3 |
| Telepathic Relay | Can send telepathic messages to the owner. | 3 |
| Telepathic Listen | Can receive telepathic messages or instructions from the owner. | 3 |
| Occupation Training | Gains 95th percentile talent of a desired occupation. Can upgrade multiple times. | 3 |
| Skill Training | Gains 95th percentile talent of a given skill. Can upgrade multiple times. | 3 |

Shield

Enchanted shields can also acquire armor enchantments.

| Name | Description | Tier |
|----------------------|-----------------------------------------------------------------------------------------------|------|
| Conceal Powers | Conceals the powers and abilities of the weapon, if desired. Can toggle on/off. | 1 |
| Hover | Can be set to hover in place, such as when on display or for storing. | 2 |
| Glyphs | Can possess enchanted glyphs and etches; may glow. Can identify previous victories. | 2 |
| Cantrip | Can create cosmetic illusions of auras, energy trails, etc. No true light generated. | 2 |
| Sense Position | Attuned user can sense the direction and distance of the weapon. | 2 |
| Unbreakable | Weapon becomes unbreakable by combat standards. Nearly impossible to damage. | 2 |
| Worthiness | Only the attuned user or those deemed worthy can access the powers of the weapon. | 3 |
| Light Infuse | Can infuse with real light, lighting effects, lighting glyphs and symbols, etc. | 3 |
| Extended Touch | Can feel through the weapon like a limb. Effect fades between 5-15 meters of distance. | 3 |
| Casting Weapon | Can cast powers through the weapon or from the tip of the weapon while held. | 3 |
| Grip Assist | Weapon is five times harder to disarm from a properly attuned user of the weapon. | 3 |
| Parry Assist | If successfully parried, weapon telekinetically assists against force, reducing it by 50%. | 3 |
| Recall | Weapon can be recalled to attuned user within 25 meters. Pulls with strong force. | 3 |
| Frost Infuse | Can infuse with frost effects, intense cold, extreme-cold metal, etc. | 4 |
| Electric Infuse | Can infuse with electric + shock effects, high-static field, electrically charged metal, etc. | 4 |
| Fire Infuse | Can infuse with fire effects, intense heat, hot metal, heatwaves, etc. | 4 |
| Telekinetic Handling | Can control the weapon like it's an extra limb, up to a range of 3 meters. | 4 |

Shovel

| Name | Description | Tier |
|-------------------|--------------------------------------------------------------------------------------------|------|
| Geometric Digging | User can designate geometric shapes at will; shovel will dig within the designated bounds. | 1 |
| Enduring | This shovel eliminates 80% of the fatigue that would occur with other shovels. | 1 |
| Speed Enhance | User can work twice as fast while using this shovel without any additional fatigue. | 1 |
| Distance Toss | Shovel can toss or release its contents up to ten times further for equal effort. | 2 |

| | | |
|----------------|---------------------------------------------------------------------------------------|---|
| Burden Reduce | The burden of weight, force, and difficulty of use is reduced by a factor of five. | 2 |
| Quantity Boost | Digs ten times as much without increasing the weight or difficulty of use. | 2 |
| Ghost Range | Shovel can dig up to ten meters away; a ghost copy will dig at the intended spot. | 2 |
| Penetrate Rock | This shovel can penetrate and dig rock at 1/25th the quantity of its regular digging. | 3 |

Spyglass

| Name | Description | Tier |
|----------------|-----------------------------------------------------------------------------------------------|------|
| Stability | Can perfectly stabilize the spyglass, preventing it from moving while observing. | 1 |
| Zoom | Can zoom in and out using the spyglass, allowing more refined observations. | 1 |
| Collapsed Size | Spyglass can collapse into a smaller form the size of a large coin. | 1 |
| Extended View | Doubles the clarity and viewing distance of the spyglass’s natural ability. | 2 |
| Enlighten View | In low light conditions, improves visibility to appear lit. | 2 |
| Scout | Highlights any semi-visible sources detected as living, making them easier to spot. | 2 |
| Scrying View | Can observe the viewed location as though standing there in person with a second set of eyes. | 4 |

Tattoo

There are two types of enchanted tattoos: bio tattoos and storage tattoos.

Bio Tattoos

| Name | Description | Tier |
|-----------------|------------------------------------------------------------------------------------------|------|
| Cosmetics | Tattoo can be fully concealed, glow, shine, and otherwise change it’s appearance. | 1 |
| Free Motion | Tattoo can move around the body, or to others if desired. Animate motions if applicable. | 1 |
| Cleanliness | Tattoo will self-clean the user’s body; faster effect than bathing. | 1 |
| Good Scent | Tattoo will ensure that the user smells pleasant to others. | 1 |
| Concealed Scent | Tattoo will conceal the user’s scent from animals, monsters, or enemies. | 1 |
| Body Styling | Can make cosmetic changes to the skin, such as skin tone and adding or removing scars. | 2 |

Storage Tattoos

Enchanted storage tattoos have a tattoo form and a conjured form that reflect each other. The tattoo is “storing” an item’s archetype essence in an extra dimensional pocket, and can release the item from its essence container when the user retrieves it. Retrieval is done partially by reaching for tattoo, and partially by willing the tattoo out of the body. The tattoo will look similar to the item it is storing.

The item that is being converted into a tattoo must not be magical or enchanted in any way, unless the appropriate upgrade is applied to make it compatible. By default, only items the size of a fist or smaller can be stored in a storage tattoo. The tattoo can be easily moved by extracting the item and then putting it back onto the body, but it will not move on its own.

| Name | Description | Tier |
|-----------------|-------------------------------------------------------------------------------------------|------|
| Cosmetics | Tattoo can be designed to glow, shine, and otherwise alter it’s appearance. | 1 |
| Free Motion | Tattoo can move around the body as intended by the user, such as to be easier to access. | 1 |
| Fast Extraction | Item can be extracted extremely quickly, and provides telekinetic assistance with intent. | 2 |

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|-------------|------------------------------------------------------------------------------------------|---|
| Larger Item | Item can be 30cm x 20cm x 20cm in volume. Must apply this upgrade before item is imbued. | 2 |
| Allow Magic | Item can possess magical traits. Must apply this upgrade before the item is imbued. | 3 |

Totem, Craft

A totem is an enchanted altar that will merge its energies with the area’s leylines after a few days. The area of effect starts at 200x200 meters, but grows 50 meters along both axes for every upgrade acquired. Craft totems act like a magical construction crew, and will help build the area as instructed to.

Craft totems make use of phantoms: semi-transparent ghostly figures with the physical capabilities of a young adult. Phantoms possess a very narrow form of intelligence that allows them to do exactly what is required for their job, and nothing else. Attempting to interact with a phantom is futile; it will not comprehend any sort of interaction it was not designed for. Phantoms can be destroyed, but they do not understand or feel pain, and will regenerate back to normal within hours. They do not get tired, do not require any sustenance, and do not stop working.

By default, a craft totem comes with a single phantom capable of simple manual labor, such as moving objects. It will make use of any carts, vehicles, containers, or tools designated for their tasks. Phantoms acquire a level of skill that is on par with an average professional with three years worth of experience.

| Name | Description | Tier |
|---------------------|-------------------------------------------------------------------------------------------|------|
| Phantom | Adds an additional phantom. Can upgrade up to 24 times. | 2 |
| Landscaping | Phantoms can be assigned to landscaping, gardening, digging, etc. | 2 |
| Mining | Phantoms can be assigned to mining, tunneling, etc. | 2 |
| Construction | Phantoms can be assigned to woodworking, carpentry, basic construction, etc. | 2 |
| Masonry | Phantoms can be assigned to masonry, stone working, structural work, etc. | 3 |
| Extended Size | The affected area range is quadrupled (doubled across both axes). | 3 |
| Conjured Tools | Phantoms can generate their own tools as needed; they don’t need to have them provided. | 3 |
| Coordination | Phantoms can now coordinate with normal workers, and can take instructions. | 3 |
| Work Speed | Phantoms work twice as fast without affecting the quality of their work. | 4 |
| Blueprint Holograms | Holograms of building blueprints can emerge from plans, doubling speed of normal workers. | 4 |
| Expertise | Phantoms become experts, reaching the 99th percentile of quality in their form of work. | 5 |

Totem, Defense

A totem is an enchanted altar that will merge its energies with the area’s leylines after a few days. The area of effect starts at 200x200 meters, but grows 50 meters along both axes for every upgrade acquired. Multiple defense totems will not stack their effects.

Defense totems augment the defenses of the affected area, either by blessing allies or cursing enemies. Allies will be assigned intuitively following the owner’s judgment, and enemies are determined as those in direct opposition to the allies.

| Name | Description | Tier |
|---------------|-------------------------------------------------------------------------------------------|------|
| Detect Intent | Allies can see enemies that hold threatening intentions as marked with visible red auras. | 3 |
| Pain Resist | Allies resist 20% of all pain and stun effects. | 3 |
| Fire Resist | Allies resist 20% of all fire and heat effects. | 3 |
| Frost Resist | Allies resist 20% of all frost, ice, and cold effects. | 3 |

| | | |
|------------------|------------------------------------------------------------------------------------------------|---|
| Poison Resist | Allies resist 20% of all poisons, toxins, and sicknesses. | 3 |
| Electric Resist | Allies resist 20% of all electric effects. | 3 |
| Healing | Allied users heal three times faster than normal and resist 50% of sicknesses and disease. | 3 |
| Rejuvenate | Allies recover their energy twice as fast; significantly reduces fatigue and exhaustion. | 3 |
| Illusion Ward | Allies can easily detect illusions created by enemies; they appear at 50% transparency. | 3 |
| Mind Ward | Allies resist 60% of all mental effects: suggestions, domination, mood, disorient, sleep, etc. | 3 |
| Environment Ward | Area resists 75% of environment-influencing magic (shaping, control, etc) by enemies. | 3 |
| Mana | Allies recover their mana twice as fast. | 4 |
| Cursed Bleeding | Enemies suffer 10% more damage from attacks and heal at a third of their normal rate. | 4 |
| Protective Field | Allies take 10% less damage from attacks. A subtle force shield helps protect them. | 4 |

Totem, Druid

A totem is an enchanted altar that will merge its energies with the area's leylines after a few days. The area of effect starts at 200x200 meters, but grows 50 meters along both axes for every upgrade acquired. Druid totems affect animals within its designated area.

| Name | Description | Tier |
|--------------------|--------------------------------------------------------------------------------------------|------|
| Decomposing | All animal messes will break down and decompose one hundred times faster. | 1 |
| Grooming | All animals will be naturally groomed automatically, keeping them tidy and clean. | 1 |
| Energy | Animals need 50% less sleep, and are more refreshed when awake. | 1 |
| Mood | Animals' moods are improved by 50%. | 1 |
| Communion | Can sense the moods, general desires, motivations, and emotions of the animals. | 1 |
| Sustenance | Animals will be automatically fed and watered by the enchanted landscape. | 1 |
| Ingrained | Totem will "ingrain" itself into the terrain; +5000% difficulty to remove except by owner. | 2 |
| Health | On average, animals will be twice as healthy and energized as usual. | 2 |
| Repel | Animals of the designated types will be repelled from the area. | 2 |
| Passivity | Animals that are normally hostile will be docile and won't attack other animals. | 2 |
| Training | Animals will learn twice as quickly, and retain their skills twice as long. | 2 |
| Auto-Training | Animals will be automatically trained as though from a professional trainer. | 2 |
| Strength Training | Animals will develop strength over time, reaching their highest potential in weeks. | 3 |
| Athletic Training | Animals will develop agility and athleticism over time; highest potential in weeks. | 3 |
| Endurance Training | Animals will develop endurance over time, reaching their highest potential in weeks. | 3 |
| Longevity | Animals will age at half speed, and retain youth for a larger portion of their life. | 3 |
| Summon | Animals of the designated types will be attracted to the area. | 3 |
| Immunity | Animals are immune to sickness and disease. | 3 |
| Shepard | Animals will intuitively sense shepherding instructions, and feel inclined to obey. | 3 |
| Kinship | Domesticated animals increase kinship, loyalty, and obedience by 50%. | 3 |
| Comprehension | Animals understand 100 words in addition to any learned from training. | 3 |
| Domestication | Wild animals will slowly domesticate themselves over time. | 3 |

Totem, Farming

A totem is an enchanted altar that will merge its energies with the area's leylines after a few days. The area of effect

starts at 200x200 meters, but grows 50 meters along both axes for every upgrade acquired. Farming totems are used for gardening and crop production within its area of effect.

| Name | Description | Tier |
|------------------|--------------------------------------------------------------------------------------------|------|
| Quality | Crop quality will be improved by 50% and maintain their quality twice as long. | 1 |
| Longevity | Crops and produce will stop aging after reaching their ideal harvesting age. | 1 |
| Taste | Produce from these crops will have exceptional taste; improved by at least 50%. | 2 |
| Ingrained | Totem will “ingrain” itself into the terrain; +5000% difficulty to remove except by owner. | 2 |
| Auto-Fertilize | Crops will automatically be fertilized. | 2 |
| Auto-Water | Crops will be watered automatically. | 2 |
| Auto-Weed | Crops will be weeded automatically. | 2 |
| Pest Control | All bugs and pests that are detrimental to the crops will avoid the area completely. | 2 |
| Extended Seasons | Crops will gain two additional months to their total growing seasons. | 2 |
| Coverage | The affected area quadruples in size (both axes double in length). | 2 |
| Sustenance | Produce from these crops will provide twice the amount of nutrition and sustenance. | 3 |
| Auto-Plant | Crops will be planted, re-planted, and/or removed automatically. Can designate types. | 3 |
| Auto-Harvest | Crops will be automatically harvested by telekinesis. | 3 |
| Growth Speed | Crops will grow twice as fast. | 3 |
| Improved Yields | Crops will provide twice the yield. | 3 |
| Eco-Friendly | The area becomes suitable for growing crops, even if it wouldn’t normally be. | 3 |

Totem, Lair

A lair is considered a base of operations. The “guardian” is the lair’s non-corporeal overseer that has full control over the lair’s enchantments, and operates entirely under the instructions of the owner. A totem is an enchanted altar that will merge its energies with the area’s leylines after a few days. The area of effect starts at 200x200 meters, but grows 50 meters along both axes for every upgrade acquired.

| Name | Description | Tier |
|-----------------|----------------------------------------------------------------------------------------------|------|
| Perception | Guardian possesses a perception of everything within it. Required as first upgrade. | 1 |
| Sustenance | Drinking and eating requirements are cut significantly; a single meal each day suffices. | 1 |
| Cleanliness | The lair will be automatically cleaned; no dust, dirt, cobwebs, etc. | 1 |
| Hologram | Can conjure and maintain a few visual 2D and 3D holograms. Not illusions. | 1 |
| Info Display | One hundred or more info displays can be maintained around the lair. | 1 |
| Spirit Form | Guardian gains a spirit form and voice to assist with its other behaviors. | 2 |
| Energy | Meditation, sleep, and rest are improved by 100%. Sleep requirement is halved. | 2 |
| Healing | Healing and recovery rates within the lair are tripled. | 2 |
| Lighting | Guardian can conjure and control enchanted lighting sources within the lair. | 2 |
| Intuitive Guide | Allies can be intuitively guided, and sense an intuitive map of the lair. | 2 |
| Cosmetic | The lair can make cosmetic changes at the owner’s discretion; may take a day or two. | 2 |
| Warning | Can trigger warnings of intruders that enter the lair, or announce arrivals of allies. | 3 |
| Elemental | The lair’s structures are immune to all elemental effects (fire, frost, etc). | 3 |
| Resilient | The lair’s structures are +100% resilient to physical damage. | 4 |
| Repairing | The lair will maintain and repair itself to perfect condition. A full repair takes 6 months. | 4 |

| | | |
|------------------|---------------------------------------------------------------------------|---|
| Intelligence | Guardian gains a human level of intelligence and a long-term memory. | 4 |
| Dimensional Lair | Gains the “Dimensional Lair” quality. See Dimensional Lair section below. | 4 |

Dimensional Lair

If a dimensional enchantment is added to the lair totem, the nature of the lair and the totem both change.

The lair itself expands its internal dimensions, growing up to three times larger in interior space without affecting the outside world. Additional rooms can be added, existing rooms can expand in size, hallways can extend in length, and so forth. The change takes several days to complete, with the internals of the lair stretching and morphing throughout this duration. These additions and changes can be chosen with the original design, but can’t be modified afterward without the appropriate upgrades.

The totem is now bound to the location by need. Once this enchantment has taken root, the totem cannot release its power without destroying the entire lair. The lair will be slowly crumpled, both physically and its pocket dimension, collapsing and reducing itself to rubble over the course of several days. All of the original physical structure of the lair will end in a state of demolition.

| Name | Description | Tier |
|---------------|-----------------------------------------------------------------------------------------------------|------|
| Expansion | The internal dimensions and space can be doubled in size. Can be upgraded twice. | 4 |
| Gravity Mod | Can affect gravitational strength and direction in specific areas within the lair. | 4 |
| Modifications | Can give instructions to alter the interior. Changes are slow; take days to implement. | 4 |
| Portal | Can create portals that link different spacial locations in the lair. Each takes days to implement. | 4 |

Turret

An enchanted turret is a siege weapon that fires large bolts or projectiles. Larger, more stationary variants tend to provide a larger opportunity for damage. Smaller versions tend to be more mobile, but at the cost of lower damage output.

| Name | Description | Tier |
|---------------------|---------------------------------------------------------------------------------------------|------|
| Cantrips | Can create cosmetic auras, energy trails, glyphs, etches, and other cantrip effects. | 2 |
| Self-Repairing | Turret is physically resilient. Maintains and repairs itself over time; 1 week full repair. | 2 |
| Full Transform | Can adjust the shape and cosmetics of the turret. Takes a short scene to transform. | 2 |
| Lightened | Lightens the weight 25% by optimizing material quality, strength, and atomic structure. | 2 |
| Worthiness | Only the attuned user or those deemed worthy can access the powers of the weapon. | 3 |
| Hover | Can hover slightly above the ground. Doubles the mobility speed. | 3 |
| Rapid Reload | Can reload in half the time. Weapon provides telekinetic assistance for moving projectiles. | 4 |
| Extended Range | Weapon can fire 25% further by telekinetic strength assist. | 4 |
| Phantom Projectiles | Can fire phantom projectiles. Damage is equal to common, non-enchanted projectiles. | 5 |

Vehicles

Enchanted vehicles have a transportation archetype: land, water, and air.

| Name | Description | Tier |
|-----------|------------------------------------------------------------------|------|
| Cosmetics | The vehicle can change its appearance to suit the user’s design. | 2 |

| | | |
|--------------------|--------------------------------------------------------------------------------------------|---|
| Ignore Wind | Can ignore wind resistance that would slow the vehicle down. | 2 |
| Camouflage | Vehicle can quickly camouflage itself (forest, sky, etc) to blend into its surroundings. | 3 |
| Size | Vehicle size is doubled (all axes), allowing much more cargo or passenger capacity. | 3 |
| Strength | Vehicle's strength and weight allowance is doubled. | 3 |
| Hull Armor | Vehicle gains armor on the hull, allowing it to resist additional damage. | 3 |
| Summon | Vehicle will drive itself to the user upon being summoned, if physically capable. | 3 |
| Power-Assist | Adds 10km/h worth of extra movement. Can purchase twice. | 3 |
| Pilot Gymnastics | Vehicle can perform "gymnastic" feats that it wouldn't normally be capable of. | 3 |
| Elemental Resist | Vehicle is twice as resistant to elemental effects: fire, water, acid, etc. | 4 |
| Energy | Vehicle has 30% more energy and recharge speed than it's non-enchanted equivalent. | 4 |
| Booster | Vehicle can accelerate 35% faster than it's non-enchanted equivalent. | 4 |
| Auto-Piloting | Vehicle can automatically pilot itself, as if piloted by a professional. | 4 |
| Self-Repairing | The vehicle will maintain and repair itself over time; 1 week full repair. | 4 |
| Added Weapon | Gains an appropriately sized energy projectile weapon. 1 shot/second. Can purchase twice. | 4 |
| Auto-Weaponry | Vehicle's weapons will automatically activate, attack like a professional. | 4 |
| Speed | Vehicle is 35% faster than its non-enchanted equivalent. | 5 |
| Shield | Vehicle gains a shield that absorbs as much as the hull. | 5 |
| Weapon Damage | Vehicle's weapons increase damage by 35%. | 5 |
| Resilience | Vehicle is 35% more resilient against physical damage. | 5 |
| Water Transform | Vehicle can transform into a water vehicle, such as a boat, canoe, yacht, etc. | 5 |
| Land Transform | Vehicle can transform into a land vehicle, such as a car, carriage, wagon, mine-cart, etc. | 5 |
| Flight Transform | Vehicle can transform into a flight vehicle, such as an airship, blimp, etc. | 5 |
| Sub-Surface Travel | Land or water vehicles can transform into sub-surface travel, such as subterranean. | 5 |

Land-Based Upgrades

| Name | Description | Tier |
|---------------|--------------------------------------------------------------------------------------|------|
| Untraceable | Leaves no trails behind it. Can optionally leave false tracks. | 2 |
| Improved Path | Clears out lesser vegetation, rocks, debris, etc. Treat route as 50% more road-like. | 2 |

Flight-Based Upgrades

| Name | Description | Tier |
|-------------------|------------------------------------------------------------------------------|------|
| Glide | Vehicle can slow fall and glide at safe descents. | 2 |
| Hover | Vehicle can hover in mid-air without any momentum, maintaining its position. | 3 |
| Vertical Movement | Vehicle can take off and land vertically, without any horizontal momentum. | 3 |

Water-Based Upgrades

| Name | Description | Tier |
|-----------------|------------------------------------------------------------------------------------------------|------|
| Self-Stability | Boat remains perfectly stable in water, waves. storms, etc. Can anchor itself at any location. | 1 |
| Leak Resistance | Only leaks a quarter of the amount that its non-enchanted equivalent would. | 1 |
| Land Propulsion | Can propel itself onto land safely and launch off of land safely. | 1 |

Underwater-Based Upgrades

| Name | Description | Tier |
|-----------------|------------------------------------------------------------------------------------|------|
| Endless Oxygen | Supplies an infinite amount of breathable, properly filtered air to the occupants. | 2 |
| Rapid Vertical | Can ascend and descend three times faster than normal. | 2 |
| Extreme Depth | Vehicle can endure extreme pressures, dive to any depth. | 3 |
| Leak Resistance | Only leaks 1/10th of the amount that its non-enchanted equivalent would. | 3 |

Subterranean-Based Upgrades

| Name | Description | Tier |
|--------------|----------------------------------------------------------------------------|------|
| Rapid Burrow | Burrows or drills at three times the rate of its non-enchanted equivalent. | 3 |

Void Sheath

A void sheath is a tier-4 enchanted band that “contains” a small concealed weapon (or other small item) in an extra-dimensional pocket (like a bag of holding). A glyph of the currently held item(s) will be visible on the band. Any attuned weapon (or item) can be summoned at will to the user’s hand from up to 25 centimeters away.

The sheath is generally worn as a wristband, but it can be worn on any limb for an alternative compartment location. The default size allowance is roughly the size of a switchblade or a tiny lock-pick set. It takes an hour-long meditation to attune an item to the sheath, and a minute of concentration to return an attuned item back to the sheath’s compartment.

| Name | Description | Tier |
|-----------------|--------------------------------------------------------------------------------------|------|
| Retrieval Range | Can summon or return an item from up to a meter away. | 1 |
| Instant Return | The attuned item can be returned to the compartment instantly. | 2 |
| Camouflage | The band will blend exceptionally well with the user’s skin. Very difficult to spot. | 2 |
| Fast Attunement | Can attune a new item to the compartment in a short scene (2-5 minutes). | 2 |
| Size Allowance | The maximum item size increases; can hold a large dagger, a heavy baton, etc. | 3 |
| Extra Slots | Compartment has three slots; each can now contain its own attuned item. | 3 |

Weapon Band

Weapons bands are enchanted bands that clip to a sword, dagger, axe, war hammer, polearm, or other melee weapon. They will adjust their size to the hilt and blend in once attached, essentially merging as one with the weapon. Removing the band takes a long scene, and only the enchantment’s owner can remove it. While merged with a weapon it will empower that weapon with any supplemental upgrades it possesses.

| Name | Description | Tier |
|----------------|-------------------------------------------------------------------------------------------|------|
| Conceal Powers | Conceals the powers and abilities of the weapon, if desired. Can toggle on/off. | 1 |
| Sharpness | Always maintains a perfect edge and sharpness; never needs maintenance, never dulls. | 1 |
| Similar Form | Can “save” a similar variant (e.g. katana + rapier) and swap at will; 1 second transform. | 1 |
| Hover | Can be set to hover in place, such as when on display or for storing. | 2 |
| Favoritism | Strangers and enemies struggle when using the weapon; it’s slower, heavier, unwieldy. | 2 |

| | | |
|----------------------|-----------------------------------------------------------------------------------------------|---|
| Unbreakable | Weapon becomes unbreakable by combat standards. Nearly impossible to damage. | 2 |
| Tree-Chop | Weapon can cut through vegetation +500% more easily. | 2 |
| Cosmetics | Can alter weapon's appearance as if designed by a legendary weapon designer. | 2 |
| Glyphs | Can possess enchanted glyphs and etches; may glow. Can identify previous victories. | 2 |
| Cantrip | Can create cosmetic illusions of auras, energy trails, etc. No true light generated. | 2 |
| Sense Position | Attuned user can sense the direction and distance of the weapon. | 2 |
| Lightened | Lightens the weight 25% by optimizing material quality, strength, and atomic structure. | 2 |
| Notching | Can add or remove sword-breaking notches at will; 1 second transform. | 2 |
| Large Form | Can "save" a larger variant (e.g. dagger + sword) and swap at will; 2 second transform. | 2 |
| Throwing Form | Can "save" a throwing form (e.g. throwing axe) and swap at will; 2 second transform. | 2 |
| Worthiness | Only the attuned user or those deemed worthy can access the powers of the weapon. | 3 |
| Light Infuse | Can infuse with real light, lighting effects, lighting glyphs and symbols, etc. | 3 |
| Extended Touch | Can feel through the weapon like a limb. Effect fades between 5-15 meters of distance. | 3 |
| Casting Weapon | Can cast powers through the weapon or from the tip of the weapon while held. | 3 |
| Thrown | Weapon can be thrown effectively; either like a javelin or a throwing axe, depending. | 3 |
| Quick Draw | Can draw weapon in 1/10th the time; it will telekinetically auto-assist on intent. | 3 |
| Grip Assist | Weapon is five times harder to disarm from a properly attuned user of the weapon. | 3 |
| Parry Assist | If successfully parried, weapon telekinetically assists against force, reducing it by 50%. | 3 |
| Recall | Weapon can be recalled to attuned user within 25 meters. Pulls with strong force. | 3 |
| Full Transform | Can adjust size and shape of base weapon. Takes a short scene to transform. | 3 |
| Alternate Form | Can "save" a variant (e.g. sword + axe) and swap at will; 2 seconds to transform. | 3 |
| Frost Infuse | Can infuse with frost effects, intense cold, extreme-cold metal, etc. | 4 |
| Electric Infuse | Can infuse with electric + shock effects, high-static field, electrically charged metal, etc. | 4 |
| Poison Infuse | Can infuse with painful, disorienting, or fatiguing poisons. | 4 |
| Fire Infuse | Can infuse with fire effects, intense heat, hot metal, heatwaves, etc. | 4 |
| Telekinetic Handling | Can control the weapon like it's an extra limb, up to a range of 3 meters. | 4 |