Enchantments

Enchantments are alchemy powers infused into items or woven into the world's leylines and energy nodes. Alchemists create enchantments by using heightened perceptions to sense energies and shape them through focused aura work and willpower. A talented alchemist can produce powerful, permanent magical effects with these techniques.

Anything that appears to break the rules of technology in this universe can generally be attributed to its unique physics. The quantum particles behave with slight differences that limit the advancement of technology (particularly related to circuitry and reducing hardware size), but which enable enchantments to possess magical-like properties.

Step #1: Identify Time Commitment

Decide on an enchantment that is being created, and use its tier to gauge the initial requirements you'll need for enchanting it.

Tier	Base Time (in hours)	Base Enchantment Tier
1	500	Base tier 1 enchantment.
2	2000	Base tier 2 enchantment.
3	12,000	Base tier 3 enchantment.
4	100,000	Base tier 4 enchantment.
5	1,000,000	Base tier 5 enchantment.

Time commitments should also consider the skill of the alchemists performing the work. Some alchemists will work more efficiently than others, and some may not even be capable of working on the enchantment depending on its base tier.

Alchemist Competency	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Competent (59%)	Standard	120% Duration	150% Duration	-	-
Skilled (25%)	80% Duration	Standard	120% Duration	150% Duration	-
Superior (10%)	65% Duration	80% Duration	Standard	120% Duration	150% Duration
Elite (5%)	50% Duration	65% Duration	80% Duration	Standard	120% Duration
Master (1%)	35% Duration	50% Duration	65% Duration	80% Duration	Standard
Legend (~0)	20% Duration	35% Duration	50% Duration	65% Duration	80% Duration

Step #2: [Optional] Upgraded Materials

Enchantments can be much more powerful when combined with the appropriate alchemical and magical materials. Determine if the project will use any such materials and apply the appropriate modification.

The base cost of adding upgraded materials (equal to X) can vary depending on circumstances and the needs of the project, but generally requires about 100 skilled laborers for a month of work to retrieve the necessary material for a +1 Enchantment Tier upgrade.

Tier	Modifier	Avg. Cost	Upgrade Notes
1	*+1 Enchantment Tier*	X	Requires minimal amounts of magical material. Must also include a significant amount

			of alchemical material used throughout the project.
2	*+2 Enchantment Tiers*	4X	Requires a moderate amount of powerful magical materials. Most of the remaining material must be alchemical quality.
3	*+3 Enchantment Tiers*	20X	Requires a significant quantity of powerful magical materials of the appropriate types. Nearly all of the remaining material must be of alchemical quality.

Projects created with magical materials are much harder to disassemble due to their enhanced resilience after creation. If the materials applied to these projects are recovered, it will degrade and inevitably destroy the enchantment attached to them if the materials are not replaced in a timely fashion.

Item enchantments are alchemy powers infused into items. Items must be built using the appropriate alchemical materials to have enchantments added.

Step #3: [Item Enchantments Only] Item Completion

This step is for item enchantments only. If you're creating a local enchantment, instead go to the "Local Enchantments" section and continue from there.

Once you've made all of the appropriate calculations for Time, Enchantment Tier, and Cost (if applicable), the project can begin with those specifications. The enchantment added can be any type of magic that the GM approves for that enchantment tier.

You can review the "Enchanted Items" section for examples of item enchantments that can be applied.

Local Enchantments

Local enchantments are woven directly into the world's leylines, infusing them into a fixed location rather than into an item. Local enchantments are used for sacred architecture, phantom creation, magical botany, localized defenses, and more.

Mana Per Second (MPS) for Local Enchantments

Mana Per Second, or MPS, indicates the average mana availability flowing through a common area defined as a "slice." A slice has many alchemical nuances based on the layout of the land, but for most purposes can be imagined as a grid with equally spaced grid-lines of 100 meter sections. Therefore, MPS for local enchantments could be roughly approximated as "mana per second per 100 cubed meters."

When dealing with local enchantments, an alchemist must consider the MPS rating of an area. It will determine if there is enough mana available to properly sustain the desired enchantment.

Step #3: [Local Enchantments Only] Mana Availability

Mana availability varies by area. Powerful energy nodes and leylines have lots of mana available, whereas areas devoid of any life may have none. The tables below identify energy tiers based on their nature and available mana.

Area Tier	MPS	Rarity	Area Examples
0	0	5%	Deadlands, the world's driest deserts, harsh areas devoid of any life, etc.
1	10	20%	Tundra, desert, frozen mountains, dry lands, etc.
2	30	28%	Grasslands, meadows, light woods, etc.
3	60	30%	Forests, wetlands, swamps, lakes, rivers, beaches, ocean, weak energy nodes, etc.

4	100	16%	Tropical jungles, light energy nodes, areas near leyline activity, prosperous towns, etc.
5	150	1%	Strong energy nodes (top 25% of energy nodes), areas along leylines, near cities, etc.
6	210	0.1%	Powerful energy nodes (top 5% of energy nodes), powerful leylines, sacred landmarks, etc.
7	280	0.01%	Nexus of energy (top 1% of energy nodes), near powerful nexus, magical locations, etc.
8	360	< 0.001%	Powerful nexus of energy (top 0.1% of energy nodes), leyline convergence, etc.

Once the area's available MPS has been identified, identify the base MPS cost of the enchantment. This is done by using the 'Base Enchantment Tier' (B.E.T.) from Step #1.

B.E.T.	MPS Cost
1	10
2	30
3	60
4	100
5	150

Next, determine how much precision and quality is desired for the project. Considerable time can be saved by using excess mana, even though it's wasteful. Alternatively, mana usage can be saved by investing time into precision optimizations.

Modifier	MPS Cost	Time
Sloppy	MPS x 3.0	Time x 0.25
Very Poor	MPS x 2.0	Time x 0.5
Poor	MPS x 1.5	Time x 0.75
Good	MPS x 0.7	Time x 1.25
Exceptional	MPS x 0.5	Time x 1.5
Optimal	MPS x 0.3	Time x 2.0

Step #4: [Local Enchantments Only] Merits & Tradeoffs

Optionally add any merits or tradeoffs to a local enchantment. Calculate the MPS modifications from any merits or tradeoffs applied. Each tradeoff will reduce the MPS (or time cost) by applying a percentage multiple.

Merit	MPS	Description
Concealed	MPS x 1.05	Enchantment's magic is extremely difficult to detect from a distance, effectively concealing it from most magical detection. However, it can still be detected normally within its own perimeter.
Symbiotic	MPS x 1.05	Enchantment works in harmony with others nearby, allowing combined effects.
Toggle	MPS x 1.05	Enchantment can be toggled on and off with a simple command, password, gesture, action, etc.

Tradeoff	MPS	Description
Limited Duration	MPS x 0.8	Enchantment only functions during a given time that has energetic relevance: morning, night, dusk and dawn, high noon to afternoon, only in sunlight (affected by weather), only in moonlight, etc.
Recharge, Time	MPS x 0.6	Enchantment can only activate once, then takes a long scene to recharge. This cannot be combined with the "Recharge, Event" tradeoff.
Recharge, Event	MPS x 0.3	Enchantment activates once, and is recharged by a specified event type of magical significance: full moons, new moons, equinoxes and solstices, meteor showers, full or partial eclipses, etc.

Tradeoff	Time	Description
Upkeep	Time x 0.4	Enchantment requires regular upkeep or it dissipates. Requires 1/4th of the final build time per year in upkeep work by alchemists. The calculations for final build time include this tradeoff multiplier.

Step #5: Completion

The project can now begin with the calculated specifications (MPS, Time, Enchantment Tier, and Cost). The enchantment imbued can be any type of magic that the GM approves for that enchantment tier.

You can review the "Phantom" section for details on creating phantoms, which are also considered a local enchantment.

Common Arena Enchantments

Arenas often make use of special enchantments to make the game safer, more interesting, easier to manage, or easier to modify for different layouts and play-styles. While there is a large variety of enchantments that get used, some are particularly common due to how important their role is.

Enchantment	Tier	Description
Reveal Aura Limit	2	Visibly reveals auras when they've been exhausted below a specific threshold.
Reveal Magic	1 – 3	Reveals magical casting as visible energy and light. Can assign to specific types of magic.
Calm Center	1 – 3	Helps to keep emotions in check, tempers at bay, minimizes emotional backlash.
Survival	2 – 4	Helps survivability, reduces damage from impacts, improves aura recovery & healing, etc.
Strengthen	2 – 4	Strengthens the arena, structures, obstacles, etc, to be more resistant to damage.
Repair Area	3 – 5	Automatically repairs the arena, obstacles, etc, with restorative magic.

The well-known arenas generally have plentiful energy available and can be imbued with many enchantments. The "Reveal Magic" enchantment is common because can easily identify attempts to cheat. Anyone attempting to cast magic that is restricted by the game will be immediately revealed as having cheated.

Common Building Enchantments

Enchantment	Tier	Description
Rest	1	Allows inhabitants to easily and restfully sleep and meditate in a fraction of the usual time.
Temperature	1	Modulates the temperature of a building with flawless efficiency.
Cleansing	2	Slowly cleans the area over time, keeping it dust-free, stain-free, and otherwise well-kept.
Positive Mood	2 – 3	Increases the general positivity of the building's inhabitants.
Resist Evil	2 – 3	Weakens Grimm energy, making them less effective in all ways.
Strengthen	2 – 3	Strengthens the building, foundation, fixtures, etc, to be more resistant to damage.
Repair Area	3 – 4	Automatically repairs the building, foundation, fixtures, etc, with restorative magic.
Ward Magic	3 – 5	Resists magic. Specific types of magic can be chosen to greatly strengthen the resistance.
Force Fields	4 – 5	Creates force fields that can be toggled and manipulated by Phantoms overseeing the facility.
Fast Recovery	3 – 6	Increases speed of healing recovery. Often used in hospitals and medical bays.
Rejuvenation	3 – 6	Increases speed of stamina recovery and mana recovery.