

Enchanted Items

Alchemy items can possess a variety of enchantments (or “upgrades”) that can be applied to those items. They don’t require energy commitments unless stated otherwise.

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 often 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. See “Enchantments” for details on creating enchantments.

Animal Collar

Name	Description	Tier
Obey 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.	2
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. Clothing enchantments are also allowed on enchanted armor.

Name	Description	Tier
Armor Sync	If the user is attuned to multiple armor pieces, their enchantments can synchronize together.	1
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
Fatigue Reduction	The armor is 50% lighter without sacrificing protection or quality. May benefit mobility.	3
Mobility	Mobility penalties are reduced by 50% without sacrificing protection.	3
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
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

Clothing enchantments are also allowed on enchanted boots.

Name	Description	Tier
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
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 any number of 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

Clothing enchantments are also allowed on enchanted capes. Every tier worth of upgrade (including outfit enchantments) increases its flight speed by 1km/h (plus any additional advantages provided by the enchantment itself). However, the cape starts with -10km/hr penalty applied, preventing any flight (or levitation) until the penalty has been overcome.

Once flight is possible, the user can move at their flight speed; with the exception of vertical movement, which is not allowed without the appropriate upgrade. Flight is affected normally by wind, and thus it will resist opposing winds or stack with supporting winds.

Name	Description	Tier
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
Levitate	Adds 10km/h of flight speed with each purchase. Can purchase up to three times.	3
Takeoff	User can double their flight speed for three seconds after last touching solid ground.	3
Glide	Allows downward flight. Can optionally glide downward, reduced to a slow jogging speed.	4
Lighten	Reduce user's weight to 50 kg for the purposes of calculating the wind effect.	4
Vertical Flight	Allows the user to perform upward flight.	4
Flight Boost	Adds 25km/h of wind effect with each purchase. Can be purchased twice.	5

Clothing *

Clothing is a supplementary set of enchantments that applies to many different alchemy items: boots, gloves, glasses, multiple forms of armor, etc.

Name	Description	Tier
Fake Physique	Item can adjust itself to create the appearance of a desired physique underneath.	1
Self-Maintenance	Item will always remain clean and dry, unless desired otherwise.	1
Heat Regulation	Item will retain a comfortable temperature over its coverings.	1
Elemental Immunity	Item resists 70% elemental effects (fire, frost, acid, etc). No direct protection to the wearer.	1
Cantrip	Can possess minor cantrip effects; lighting, trailing flares, auras, surface illusions, etc.	1
Auto-Tailor	Item will automatically blend seamlessly with rest of outfit as though perfectly tailored.	1
Auto-Equip	Item can be equipped or unequipped almost instantly by seam-split telekinetic assist.	2
Cosmetics	Item can change its appearance to suit the user's intended design. Takes a short scene.	2
Self-Repairing	Item will maintain and repair itself over time. Takes one day for a full repair.	2
Camouflage	Item can camouflage itself into the scene or fade to darkness in seconds.	2

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
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

Containers can add any “clothing” enchantment. 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 allowed users.	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 an extra, 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 intend a specific 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 15 to 20 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
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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’s view 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 20 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, causing it to slowly dissipate energy. The user will briefly observe the area in real time, giving them an opportunity to step through safely or choose not to. They have until the card dissipates all of its energy, which generally lasts about one minute.

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. Once a card is used, it takes a month to fully recover the energy required to be used again.

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
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 one minute. No cumulative effects.	2 weeks	3

Mana, Major	Triple user's mana recovery for two minutes. 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
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 an intended location. The speed of delivery is equal to that of a messenger bird flying from the sender directly to the location it is being delivered. It cannot be intercepted during travel and it will always find it’s target correctly.

Once the envelope has appeared, it will wait for a designated amount of time (assigned by the owner) for an individual to provide a response. If a response is provided, or if the time allowance has elapsed, the envelope returns to its original owner.

Name	Description	Tier
Simple Transforms	Can adjust the material, size, appearance, font, and other basic styles of the envelope.	1
Encrypted Message	Is cryptic to unintended viewers; seems mundane, irrelevant, and uninteresting.	1
Intuitive Tracking	Owner can sense departures, arrivals, duration of travel, and estimated arrival time.	1
Notification	Owner can optionally have the envelope notify nearby recipients that it has arrived.	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 tripled. Cumulative with other upgrades.	2
Delivery Package	Can transform into a package (size of a small box or a large briefcase) and hold contents.	2
Drop Off	Can optionally deliver contents to a desired individual rather than a location.	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. When transformed, any additional materials common to that form are also conjured (such as bedding and pillows for beds). Conjured materials will dissipate if moved too far from its source.

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; the 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	Transforms into any seat-like furniture: chair, stool, sofa, bed, rocking chair, etc.	2
Table Transform	Transforms into any table, desk, or similar furniture.	2
Storage Transform	Transforms into any dresser, cupboard, bookshelf, etc.	2
Utility Transform	Transforms into any utility furniture, such as ladders and steps.	2
Compact Size	Can decrease down to 3cm, reducing weight proportionally. Good for carrying.	3

Glasses

Clothing 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
Dark Vision	Improved vision in pitch-dark conditions. Stacks with Night Vision.	3
Item Detection	Any items that match your intention are magically highlighted. Can reassign at will.	3
Condition Sense	Can see people's health, physical state, and other conditions as status bars and icons.	4
Illusion Detection	Can spot illusions and disguise magic, including invisibility.	5

Gloves

Clothing 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
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
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
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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 30%.	3
Increased Radius	Increases radius of effect by 30%.	3
Throw Speed	Grenade's travel speed is 50% faster through the air, making it harder to escape hit.	3
Precision	Grenade's precision is doubled; it closes half the distance to intended target.	3
Regen	Grenade's regeneration time is reduced by 50%.	3
Directional	Can optionally direct the explosion into a cone-shape in the direction thrown.	3
Auto-Trigger	Grenade can optionally detonate near desired mid-air position, or after a certain distance.	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 intend which grenades get slotted next, 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
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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
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 deep within large 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	Slowly purifies impurities, toxins, poisons, and contaminants on products placed in the jar.	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
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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 three 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
Auto-Use	Will automatically lock and unlock valid doors based on owner's intent.	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 skilled 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 intended users can see the light of the lantern. Can toggle on/off.	2
Exclusive View	Only the intended 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
Transform	Can transform size and type: torch, flashlight, etc. Can reduce down to 10cm.	2
Levitation Control	Can hover, levitate, and move at the owner's instruction within ten meters from the owner.	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
Dowse Items	Specific items that user is looking for will be highlighted with sparkling white auras.	3
Wall Tearing	Attuned users can see any revealed targets through walls and other obstructions.	3

Reveal Hidden	Reveals hidden doors, traps, compartments, passages, and other hidden constructions.	4
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Lock

An enchanted lock is a hand-held lock that can be 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 day.	1
Alarm	Will sound an alarm on intrusion attempts. Can alert everyone or just attuned users.	1
Marked	Will mark unwanted intruders with a blast of enchanted color that can last for days.	1
Automatic	Automatically locks and unlocks for attuned users 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.
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 unconcealed wildlife, pets, beasts, and other creatures will be tracked.	4
Track Vehicles	Live position of unconcealed vehicles will be tracked.	4
Track People	Live position of unconcealed people (or humanoids) will be tracked.	5
Track Monsters	Live position of unconcealed 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

Painting

Name	Description	Tier
Instructive	Can tell the painting what to paint. Will complete the painting in an hour.	1
Weather Sense	Applies the current weather conditions outside to the portrait. Can toggle on/off.	1
Forecast Sense	Applies the next day’s weather forecast to the portrait. Can toggle on/off.	2
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
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 meaningfully observed the painting. Takes one hour to complete.	2
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
Clairvoyance	Can auto-draw a location that the observer commands; takes a day to complete.	5

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, and can store up to one hundred. It will produce pills in order to achieve the minimum stock of pills the owner has requested.

Name	Description	Tier
Pill Mood	Improves the user’s mood by 15% on a scale of 100%.	1
Pill: Alcohol	Dissolves in water, turning it to a high quality wine or other 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 three times.	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
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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	Owner can merge the remote into a wall or fixed item, or remove it at will. Takes a short scene.	1
Programming Toggles	Can affect programmed sources: electronics, enchanted items, building enchantments, etc.	1
Permissions	Remote can approve or ignore certain users based on attuned rules, set by the owner.	1
Alternate Behavior	Buttons can trigger an alternate behavior that occurs when non-attuned users press it.	1
Levitate	Use psychokinesis and levitation on attuned items: open doors, return item to a shelf, etc.	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
Grapple Form	Can transform into a small, simple grapple-gun contraption, making certain actions easier.	3
Tensile Strength	Rope has quadruple it's 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 it's weight allowance before release.	3
Air Grip	Rope can “grip” air, supporting up to a 35% of it's 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, Vehicle

A vehicle rune will conjure a vehicle when activated in the appropriate location. It is typically triggered by an intentional throw or placement into the designated location (such as a boat when it's thrown into the water, or a land vehicle when it's thrown onto the ground).

A rune takes a few seconds to unfurl and conjure its vehicle, and approximately the same duration to return back to rune form. Runes will not conjure their vehicle if doing so will meaningfully disrupt the position or intended activities of anyone in the area. Once a vehicle is returned to its rune state, it cannot be summoned again for a long scene.

Vehicle runes also use Vehicle Enchantment upgrades of the appropriate type. There are four types of vehicle runes: Land-Based, Water-Based, Flight-Based, and Carriages.

Carriages

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 50-person train carriage.	5

Flight-Based

Name	Description	Tier
Small Variant	Can transform into a simple flight suit, such as a wind-suit, a jet pack, etc.	3
Medium Variant	Can transform into a small form such as hover-car or a small plane.	4
Large Variant	Can transform into a large form such as a cargo ship or a small airship.	5
Giant Variant	Can transform into a giant form such as a mid-sized airship.	6

Land-Based

Name	Description	Tier
Small Variant	Can transform into a simple personal vehicle, such as a bicycle.	2
Medium Variant	Can transform into a small form such as hover-bike, car, truck, etc.	3

Large Variant	Can transform into a large form such as a bus.	4
Giant Variant	Can transform into a giant form such as a train locomotive.	5

Water-Based

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
Giant Variant	Can transform into a giant form in large bodies of water such as a 40-person ship.	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 is obedient.	1
Fast Release	Creature can be released within a few seconds; one second if it is obedient.	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 sense the surroundings of their release location, 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, such as beasts.	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.	1
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
Dual-Bind	Trap can affect up to two targets.	3

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
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 its 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 and clothing 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
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
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

Sports Ball

Name	Description	Tier
Transform Shape	Alter shape, size, and general appearance within a reasonable degree.	1

Transform Properties	Alter material type, bounciness, friction, and weight within a reasonable degree.	1
Cosmetic Effects	Can create simple enchanted cosmetic effects: wave trails, lighted auras, etc.	1
Self-Propulsion	Can hover, levitate, and move telekinetically up to a few meters from stable surfaces.	2
Sense Environment	Can sense its environment in grayscale color; well enough to distinguish players.	2
Follow Instructions	Can follow instructions with any imbued ability; e.g. return to zone, activate cosmetics, etc.	2

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
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 such as land-based, flight-based, etc.

Name	Description	Tier
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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.	1
Improved Path	Clears out lesser vegetation, rocks, debris, etc. Treat route as 50% more road-like.	2
Hover	Vehicle can hover up to 50 to 100 centimeters above the ground, depending on its weight.	2

Flight-Based Upgrades

Name	Description	Tier
Glide	Vehicle can slow fall and glide at safe descents.	2
Levitate	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
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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