Enchanting

The Basics

Where Smithing can be seen as a specific set of instructions, Enchanting can be seen more as a methodology.

Players will come up with a spell or effect that they wish to imbue onto a weapon, jewelry, armor, shield, trinket, etc. This spell or effect will function much like a traditional Dungeons and Dragons spell, with effect text, materials, time to cast, duration, range, etc. The Dungeon Master will then assign the spell or effect a Complexity Rating (based on factors listed below that function similarly to the previous effect).

In order to then create the effect, the player simply has to reach that Complexity Rating using a variety of reagents they have. Affinities on reagents that match the affinity of the spell cost double the value of the reagent. The player must then spend the time in the game in order to craft the enchantment onto the item in question. Any tools used add to the value that is provided by the reagents. The use of a Tier 3 Reagent or higher will mean that the resulting enchantment requires attunement.

When crafting the enchantment, the player will add together all of the CR for every reagent, ignoring affinities. Then, for each affinity that matches the enchantment's school of magic, they will add that tier of reagent's CR to the Affinity Reduction of the craft. In this way, they cancel out without reducing the XP cost.

Below are listed guidelines for power scaling, as well as an example of a typical exchange to create a spell.

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Alam approaches his DM with an idea:

A spell that is bound to a ring that firstly casts the web spell, and then the firebolt
spell to ignite it. The spell reads as follows:

Flaming Webs
2nd level evocation

Casting Time: 1 Action
Range: 30 feet
Target: A point within range
Components: V, S, M (A spider's silk sack)
Duration: 2 Rounds

You conjure a mass of thick, sticky webbing at a point of your choice within range. The
webs fill a 20-foot cube for the next two rounds (based on the start of the characters
turn), at which point they disintegrate. The webs are instantly ignited, burning for the
duration and dealing 2d4 fire damage to any creature that starts its turn in the fire.
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Any creature that starts its turn in the webs or that enters them during its turn must make a Dexterity Saving Throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free (requiring an action).

This spell is essentially web, but on fire. As such, the DM would consider other similar spells, consults the guidelines charts, and decides that the effect would have a Challenge Rating of 15.

Alam then must decide which of his reagents he would like to use to reach 15. He decides to use

1 Tier 2's without affinities - 3 CR
1 Tier 2 with Evocation Affinitiy - 6 CR
3 Tier 1's with no affinity - 3 CR.
Tier 1 Enchanters Tools - 3 CR

Alam's character then spends 13 hours to create it.

Guidelines

Spell Level

If applicable, the quickest way for a DM to power scale an effect is to look at similar spells or base spells if the player effect is based off of one.

- Cantrip: 0-10
- Level 1: 11-20
- Level 2: 21-30
- Level 3: 31-35
- Level 4: 36-40
- Level 5: 41-45
- Level 6: 46-50
- Level 7: 51-55
- Level 8: 56-60
- Level 9: 61-65
- More Powerful: Varies

Spell Aspects

Duration

Instant	1 Round	1 Minute	10 Minutes	1 Hour	8 Hours
+2	+5	+8	+13	+21	+34

Damage
(increase per dice -> 2d4 = +4)

d4	d6	d8	d10	d12	d20
+2	+3	+5	+8	+13	+21

Type of Save DC
(More expensive based on how likely it is to dump that stat IMO)

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+3	+3	+2	+7	+6	+5

Material Components

Yes	No
+0	+2

Target(s)
(For the AOE ones, Per 10 feet added -> 20 base)

Single Target	Prof. Targets	Line	Sphere (Rad)	Cube
+0	+2	+3	+4	+5

Casting time

Instant	1 round	1 minute	10 minutes	1 hour
+0	-2	-3	-5	-13

Concentration

Yes	No
-5	+0

Ritual

Yes	No
+15	+0

Uses

Once/Day	Prof/Day	Charges/Day
+0	+3	+3 (depends on charges)

Action Economy

Action	Bonus Action	Reaction
+0	+5	+5

Effects Tables

Effects are obtained by rolling within a certain threshold of your target craft. Further information is defined in the **Crafting** document.

Duration
"Power"
Range
Uses
Targets
Save DC / To Hit
Cast Time

Minor Flux Table

+/- 5 of the target

Roll (d6)	Positive Effect	Negative Effect
1	Harmonic - +1 Save/To Hit	Tainted - -1 Save/To Hit
2	Imbued - +1 Use	Fading - -1 Use
3	Vibrant - +1 Power	Drained - -1 Power
4	Arcane - +1 Target	Dull - -1 Target (1 target goes to Touch Effect)
5	Glimmering - +1 Range	Erratic - -1 Range
6	Luminous - Minor Blessing	Defiled - Minorly Cursed

Major Flux Table

+/- 10 of the target

Roll (d6)	Positive Effect	Negative Effect
1	Brilliant - Double Uses	Decaying - Uses 5*Spell Level HP instead of Spell Slots
2	Pristine - +1 Duration	Chaotic - Roll Wild Magic Table
3	Potent - Double Power	Erratic - Half Power
4	Pure - Blessed	Unstable - Cursed
5	Radiant - Awakened	Corrupted - Awakened :)

Blessed and Cursed Magic Items are items that, through the course of crafting, are somehow infused with sentience. Whether this is, elation from the creator at their success, dismay at their failure, some inherent magical influence form the world is up to the player who is creating it, but either way the item then gains a randomly generated personality from the DM, who plays as this item. The item is aware of it's surroundings and inherits some of it's creators traits such as alignment, ideals, or attitude. Blessed Items will inherently try and help the user, while Cursed Items will attempt to stymy the user. When/where this happens is up to the DM's discretion, but can be requested by the player for thematical moments, with the reward sometimes being Inspiration.

Awakened items will have their specifications revealed upon craft.