



Enchanting

Enchanting is the art of imparting an otherwise mundane object with magical properties. The skill can be used in one of two ways—to temporarily and quickly imbue an extant item with power, or to create and enchant a new item.

Imbuing

Imbuing requires the Enchanting skill, an Enchanting tool kit and another complementary skill.

Complementary Knowledge

When imbuing an item with power, the enchanter must use a complementary store of knowledge (or power) in order to guide his will. The complementary skill provides the spark of magic that the enchanter then blows on like an ember so it blossoms into fire. Complementary skills must be one of the following: Doctrine, Sing, Folklore, Ancient History, Obscure History, Ancient Languages, Astrology, Demonology or Empyrealia. One or more of these skills must be FoRKeD into the Enchanting roll. The item being enhanced or the power being bestowed must relate to or draw from the complementary skill. Enchanting isn't enough. There must be art and knowledge as well.

Imbuing Process

Imbuing is done using just the Enchanting skill (plus FoRKs and help). The test is open-ended. Imbuing requires hours equal to the obstacle. This time may be reduced by working quickly. The imbued power lasts for one test or series test. An item may be imbued for multiple effects with multiple rolls, but you must roll for each effect. Let It Ride doesn't count in this case!

Failure indicates that the item cannot hold the power. The time is wasted, but the materials remain.

You may not imbue an item to aid the Enchanting skill.



Imbuing Effects

Choose one of the following effects to imbue into your target object:

- Grant +1D advantage, Ob 3.
- Open-ended test for one ability when using the item, Ob 4.
- Negate a +1 Ob disadvantage when using the item, Ob 3. Ob 4 to negate a +2 Ob disadvantage and Ob 5 for a +3 Ob penalty.

Ramne the wizard brews up some special tea for his adventurer friends. When drunk, it negates the +1 Ob penalty for a Superficial wound.

Antecedents

True Enchanting requires a core or root substance that possesses a similar nature to the power to be infused into the creation. This root substance is called an *antecedent*. In game terms, an antecedent is a trait extracted from a creature and repurposed for the enchantment.

Alchemy and Taxidermy

The Enchanting skill itself cannot be used to extract antecedents. Alchemy or Taxidermy is used instead. Taxidermy requires a carcass; Alchemy requires significant sample portions of the creature. This is a process of extraction and preservation. It is delicate and difficult. If the proper procedures are not taken (if the test is failed), the inherent power of the substance is lost.

Identifying Traits

The obstacle to identify the traits of a creature or substance using the Alchemy or Taxidermy skills are as follows: Character traits, Ob 1. Call-ons, Ob 2. Die traits, Ob 3.

Aura Reading may be used to identify traits as well. See the Magical Skills section for details on identifying traits using Aura Reading.

Extracting Antecedents

The obstacle to extract a trait to be used as an antecedent is equal to the point cost of the trait. Unpriced lifepath traits are Ob 4 to extract.

Extracting Common Traits

Some creatures have certain traits as part of their body and soul. These are described in the Common Traits listing for each character stock. It is a flat Ob 3 Taxidermy or Alchemy test to extract a common trait.





Specific Antecedent for Each Specific Need

An antecedent is extracted for a specific enchantment. It cannot be used for more than one enchantment, nor can it be used for multiple purposes within the same item. A player must declare his intent—the nature of the enchantment—when extracting an antecedent.



An antecedent cannot be extracted for a Forte-enhancing enchantment and then later be used for an enchantment for rounding the Mortal Wound.

Enchanting

When a sorcerer player wishes to create an item of power, he tests his character's skill plus bonus dice accrued from the following choices: Vessel, Name, Antecedent, Effect, Internal Duration, External Duration, Trigger, Frequency of Use, Target, Side Effects, Recharge and Modularity. It's a big list with many options. A variety of interesting devices can be created!

Enchanting is separate from imbuing. The two may not be combined in a single item.

Enchanting Requirements and Restrictions

Enchanting requires the Enchanting skill, a tool kit, an antecedent and usually a vessel. Unlike Sorcery, Enchanting does not use the Will+Skill combination. There is no tax for Enchanting. Enchanting cannot use the Hastily, Carefully and Patiently rules for spellcasting. It can use the Carefully, Patiently, Quickly rules for skill tests, though.

Choose from the following selections and questions to determine an obstacle and an amount of advantage dice to be used to create the item in question.

Vessels and Name

If the enchantment is designed for a specialized item like a sword or a shield, then that item must be created and infused with the antecedent during the enchantment. The proper skills, materials and tools are required to create this vessel. They can be part of the enchanter's repertoire or be accessed via help. If the item in question is just a simple bauble or trinket, no additional craft or materials are required.

A successfully created vessel that is formed explicitly for the enchanting process and then given a unique name gives the enchanter +1D to his Enchanting roll.

Maleraux's Green Boots, the Staff of Heartwood or Dvalin's Steel Gauntlets.





Antecedent Trait

The Enchanter must obtain a trait which represents the source for his enchantment. The trait, separated from its source, is the antecedent. Antecedents are meant to be figurative and metaphorical, not literal. Use the following modifiers for Enchanting using certain antecedents:

- Character trait antecedent, +1 Ob.
- Call-on, no bonus or penalty.
- Die trait antecedent, +1D.

The blood of a character with the Evil trait could be used to make a compass that detects evil in others. The hair from the head of a child with the Aura of Innocence can be woven into a chain that renders the speaker glib. The husk of a B'hemah's Brass Skin can be used to forge some very potent armor!

Basic Enchantment Effects

There are 10 different effects an enchanter can bestow upon his item: Advantage, Obstacle, Grant Skill, Grant Stat, Trait Transference, Test Tweaks, Weapon Enchantments, Magic Armor and Useful Magical Item. Multiple effects can be combined in a single enchantment.

Make Magic

An enchanter may invest his work with a dweomer or faerie fire. It casts no light and has no mechanical advantage, but each dweomer is unique to the enchanter who creates it, like a fingerprint. This is an Ob 1 effect.

Advantage

An enchanter may have his item bestow advantage dice upon its user. Advantage dice may be granted to a stat, a skill, Health, Steel, Circles or Resources. The ability benefitted must be noted at the time of enchanting.

One to three dice may be granted. The obstacle is equal to the advantage dice to be granted.

An enchanter may not create items which give advantage directly or indirectly to the Enchanting skill.

Obstacle

A magical device can impose an obstacle penalty upon its target. The obstacle penalty can be set to a stat, a skill, Health, Steel, Circles or



Resources. The ability targeted must be determined at the time of enchanting. The Enchanting obstacle is the same as the obstacle to be imposed—Ob 1, 2 or 3.

Rather than a set obstacle penalty, the item can impose a double obstacle penalty on a stat, a skill, Health, Steel, Circles or Resources. This is base Ob 4 for the Enchanting test.

Negate Penalty

An enchanter may negate an obstacle penalty like dim light, Superficial Wounds or Obfuscate penalties. The obstacle is 1 plus the value of the penalty.

Grant Skill

This effect allows the enchanted item to grant the bearer a skill he might not otherwise have. The obstacle is equal to the skill exponent to be granted. This skill must be possessed by the creature that was the source of the antecedent. If the bearer of the item already has the skill at a greater exponent, he gains no benefit from the enchantment. If he has the skill at a lesser exponent, he can let the item test or test himself. In this case, if the item tests, he may help it.

An enchanter may not create an item which grants the Enchanting skill.

Grant Stat

The magical object may grant a new stat exponent. The obstacle for this effect is 1 plus the exponent of the stat to be granted. The shade of the stat is the same as the enchanter's skill. The stat exponent must be represented in the stat line from the creature who was the source of the antecedent. The stat to be granted must be determined during the enchanting process. When used, this effect replaces the wielder's ability with that of the item.

Trait Transference

Use the trait transference enchanting effect for magic like flight, underwater breathing, flaming eyes, etc. Apply a trait's effects to the item, the wielder of the item or the target of the item. The trait must be a part of the antecedent. Obstacle is equal to the point value of the trait. This may only grant character, cosmetic and die traits. Call-on traits may not be transferred. If a dual-purposed trait is transferred, only the non-call-on part works. If using an unpriced lifepath trait from one of the eight existing character stocks, the obstacle is 4. If using a common trait from one of the character stocks, the obstacle is 5.

The Gifted, Faith and Chosen One traits may not be transferred.





Test Tweaks

The enchanter can imbue the item with a bit of fighting spirit stolen from the source creature for the antecedent. It can be used to create doors that resist being opened, pictures that seduce onlookers or gloves that grab things they shouldn't.

When activated, the item causes a versus test between itself and its target. The ability that the item uses comes from the source creature. During the enchanting process, choose a stat, skill, Health or Steel attribute that the item will challenge. This is an Ob 2 Enchanting effect.

Steel tweaks: Steel is not generally used in versus tests. If the enchanter wants to build a Steel tweak, he can use this effect obstacle, but no versus test is made. The item simply causes its target to make a standard Steel test.

Weapon Enhancements

The effectiveness of a weapon can be increased through Enchanting. There are five ways to modify a weapon: increase its VA, increase its weapon power, modify its weapon speed, reduce its add and modify its weapon length. This effect requires a vessel that is a weapon.

- *Increase VA*: Ob 1 plus value of the new VA.
- *Increase weapon power*: Ob 1 plus value of the new Power.
- *Modify weapon speed*: Unwieldy to Slow, Ob 2. Slow to Fast, Ob 3. Fast to Slow, Ob 2. Slow to Unwieldy, Ob 3.
- *Reduce add*: Ob 4.
- *Modify weapon length*: Magically reduce one weapon length, Ob 1. Magically increase one weapon length, Ob 2.

Magical Armor

An item may be enchanted to confer armor protection upon its bearer. There are four body locations in Burning Wheel: head, arms, torso and legs. Use the following obstacles for type and location:

Protects as leather, +1 Ob per location. Plated Leather, +2 Ob per location. Chain, +3 Ob per location. Plated Chain, +4 Ob per location. Full Plate, +5 Ob per location.

The armor is run of the mill and may be damaged when 1s are rolled. The armor may be made Superior Quality for a cost of +2 Ob.



If an armor piece is destroyed, that piece loses any and all enchantments. Armor may be repaired using Enchanting or craftsman skills appropriate to the vessel. Obstacles are 1 plus the standard armor repair obstacles.

If you possess a coronet that provides helmet protection for the head and it is damaged, the Jeweler skill may be used to repair it.

Useful Magical Devices

Tools, Ob 2: Despite its unlikely appearance, this item may be used as *tools* for a specific skill.

Spell Matrix, obstacle equal to spell: Use the item to store a spell that can then be released when the wielder chooses. Once released, it's as if the spell had been cast at that moment. Use the spell's own effect, breadth, duration and area of effect. If appropriate, the owner of the spell matrix may direct the spell.

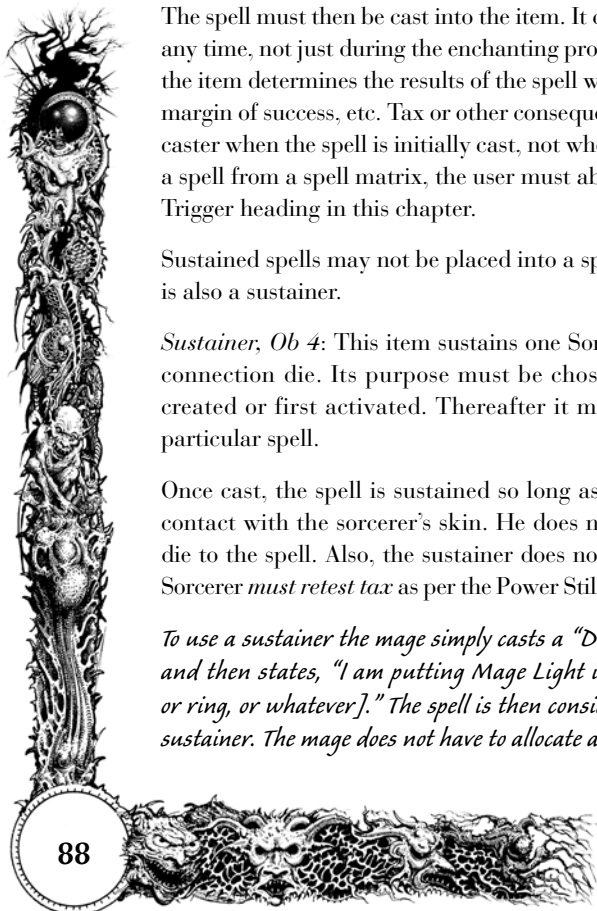
The obstacle to create a spell matrix is equal to the spell to be stored. The spell must then be cast into the item. It can be cast into the item at any time, not just during the enchanting process. Casting the spell into the item determines the results of the spell when it is finally released—margin of success, etc. Tax or other consequences are dealt with by the caster when the spell is initially cast, not when it is released. To release a spell from a spell matrix, the user must abide by the trigger. See the Trigger heading in this chapter.

Sustained spells may not be placed into a spell matrix unless the item is also a sustainer.

Sustainer, Ob 4: This item sustains one Sorcery spell or homunculus connection die. Its purpose must be chosen when the sustainer is created or first activated. Thereafter it may only ever sustain that particular spell.

Once cast, the spell is sustained so long as the sustainer remains in contact with the sorcerer's skin. He does not have to allocate a Will die to the spell. Also, the sustainer does not protect against tax. The Sorcerer *must retest tax* as per the Power Still Flows Through Him rule.

To use a sustainer the mage simply casts a "Duration: Sustained" spell and then states, "I am putting Mage Light in my staff [or pendant, or ring, or whatever]." The spell is then considered maintained by the sustainer. The mage does not have to allocate a Will die to hold the spell.





Multiplier: This item may be used to increase a spell's area of effect, breadth or target of a spell on the following scale: Increase one level, +2 Ob. Increase two levels, +3 Ob. Increase three levels, +4 Ob. Increase four levels, +5 Ob. Increase five levels, +6 Ob. Multipliers must be enchanted with a specific spell in mind. They are not all-purpose devices. For standard Sorcery area of effects, use this list to determine the order: Caster, Single Target, Half Presence, Paces, Presence, Double Presence, Tens of Paces, Hundreds of Paces, Miles, Natural Effect, Tens of Miles. For Art Magic, use the breadth scale. This may not be used to effect the Enchanting skill.

Target

Whom does the effect affect?

Target of Enchantment	Obstacle Modifier
The Item Itself	+1D
Wielder of Item, One Ability	—
Single Target, One Ability	+1 Ob
Group, Handful, Two Abilities	+3 Ob
Crowd, Copse, Cluster, Three Abilities	+4 Ob
Village, Pond, Four Abilities	+6 Ob
Town, Countryside, Castle, Five Abilities	+7 Ob
City, Forest, Six Abilities	+8 Ob
Mountain, Plain, All Abilities	+9 Ob
Sky, Ocean	+10 Ob

Internal Duration—Enchantment Duration

How long does the item hold the enchantment? Does the enchantment fade over time? Does it have to be used within a certain time frame?

Enchantment Duration	Ob/Dice Modifier
Lasts until used and is then expended	—
Only lasts until the end of the session	+1D
Specific physical condition	+2D
Lasts until failed test	+1 Ob
Multiple uses	+1 Ob
Lasts until the end of the adventure	+2 Ob
Lasts until the end of the campaign	+3 Ob
Lasts forever	+4 Ob



Most of the Internal Durations are self-explanatory. The tricky ones are described below.

Specific Physical Condition

The item's power fails if a specific physical condition is met (or is unmet). Physical conditions are varied—the item can't be wet, the item can never touch the ground, the item must always be held, the owner may never refuse a handshake. This is the most dynamic duration category; it's a lot of fun. These conditions can heavily influence the behavior of the character. The enchanter can develop his own physical condition for his item. It must not be obscure, but neither should it be very common.

Failed Test

This item holds its enchantment until a specific test is failed. The enchanter may determine the nature of the test—what stat, skill or attribute is in question. The test or type of test must relate to the use of the item or to the antecedent. If an ability test of that type is failed while the character possesses the artifact, its power fades. It may not be used again unless it is recharged.

Multiple Uses

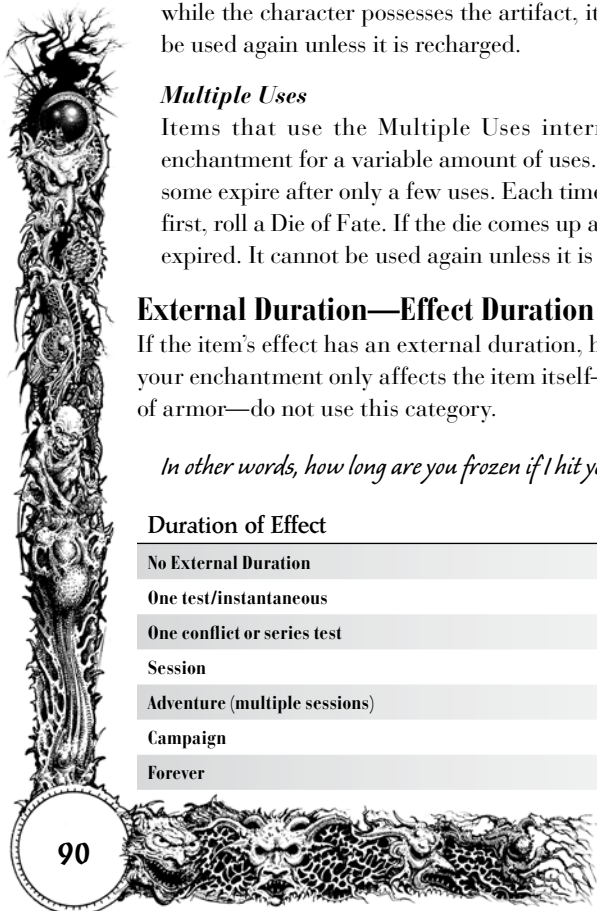
Items that use the Multiple Uses internal duration hold their enchantment for a variable amount of uses. Some may never run out, some expire after only a few uses. Each time the item is used after the first, roll a Die of Fate. If the die comes up a 1, the item's powers have expired. It cannot be used again unless it is recharged.

External Duration—Effect Duration

If the item's effect has an external duration, how long does that last? If your enchantment only affects the item itself—like a weapon or a piece of armor—do not use this category.

In other words, how long are you frozen if I hit you with my freezie wand?

Duration of Effect	Obstacle Modifier
No External Duration	—
One test/instantaneous	+1D
One conflict or series test	—
Session	+1 0b
Adventure (multiple sessions)	+2 0b
Campaign	+3 0b
Forever	+4 0b





Trigger

What activates or triggers the enchantment? How is the magic evoked from the item? Potions benefit from the somatic component bonus—they need to be drunk. A magic wand that emits bolts of fire at the caster's mental command must use the Mind Meld penalty. Magic swords merely need to be held, so they don't have a trigger.

Enchantment Trigger	Ob/Dice Modifier
No trigger	—
Mind meld/thought control	+2 0b
Verbal or somatic component	+1D
Must be touching bearer	+1 0b
Crazy ritual	+2D

Mind Meld or Thought Control

This trigger allows the bearer to merely think his commands and the item will obey. This requires two tandem actions in Fight! or Range and Cover to trigger. It's nearly instantaneous!

Verbal or Somatic Component or Conditional Trigger

The item requires that a command be spoken or gesture performed before it can be used. The creator may determine which is more appropriate. If used in Fight!, this trigger requires actions in equal to half the Enchanting obstacle. These count as spellcasting actions.

Alternately, this trigger can be used for a condition like “when it rains” or “when someone opens the door.”

No Trigger

This entry is for items that don't require triggers, like certain magic swords, magic helmets, sustainers or multipliers. Do not get cheeky with this and create wands of ever-burning-gouts-of-fire.

Must Be Touching Bearer

In order for the magic to be active in this item, it must be held in the proper fashion so that it touches the bearer's flesh—either held in the hand, worn as a ring or hung on a pendant around the neck.

Crazy Ritual

The crazy ritual requires that the user perform some lengthy task before the item can be used. The task takes at least its own scene to perform—it cannot be performed in a conflict. The task also requires a successful test of its own using Doctrine, Ritual, Etiquette or



something similar. The obstacle for the ritual is 2. If the test is failed, the item may not be used for its intended effect.

The creator of the item may describe the format of the crazy ritual and the skill needed to activate the item.

Recharge!

Most enchanted items lose their power after a period of time or number of uses. The internal duration determines how much power the item has in it. Once that power is used up—the duration expires—the item is rendered inert.

The enchanter may build a charm into his creation so that, once the internal duration expires, he may recharge it. Adding the recharge option to an item increases the Enchanting obstacle by +1 Ob.

The creator must detail how the item is recharged. This process must either require a test of an appropriate ability, a quest for some rare thing or a change of ownership.

Modularity

Would you like to design the item so it can be further enchanted and enhanced in the future? If yes, increase the Enchanting obstacle by +1 Ob.

If the modularity option is chosen, further enchantments can be added to the item without having to create a new vessel. However, additional antecedents are required for further enchantments. If modularity is not chosen, the item/vessel is closed off to further enhancements.

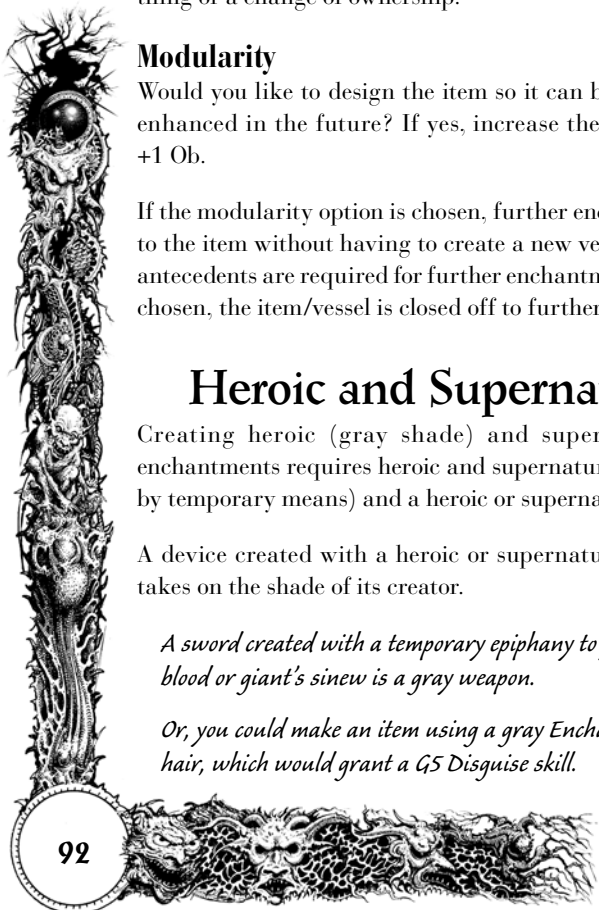
Heroic and Supernatural Gear

Creating heroic (gray shade) and supernatural (white shade) enchantments requires heroic and supernatural skill (even if acquired by temporary means) and a heroic or supernatural antecedent.

A device created with a heroic or supernatural skill and antecedent takes on the shade of its creator.

A sword created with a temporary epiphany to gray shade and dragon's blood or giant's sinew is a gray weapon.

Or, you could make an item using a gray Enchanting skill and dæmon's hair, which would grant a G5 Disguise skill.





This grants the Skill and Stat and Tweak abilities as the shade of the skill of the enchanter. Alternately, creating a weapon under these conditions brings forth a heroic or supernatural device, respective to the shade of the enchanter's skill.

Enchanting



Some Enchanted Failure: Sacrifice, Curses and Perversion



If the Enchanting roll is failed, the GM may choose one of the following results—Sacrifice, Curse or Perversion—appropriate to the item's nature and the margin of failure for the test.

In the case of Sacrifice and Curse, the enchantment counts as having succeeded and the magic has its intended effect in addition to the effects of failure. For Perversion, the GM may decide on a new, twisted effect for the item. It does not count as having succeeded in the intent.

If none of these options tickle the GM's fancy, he may opt to simply have the Enchanting test fail with no further consequences. Consequences can be such fun though.

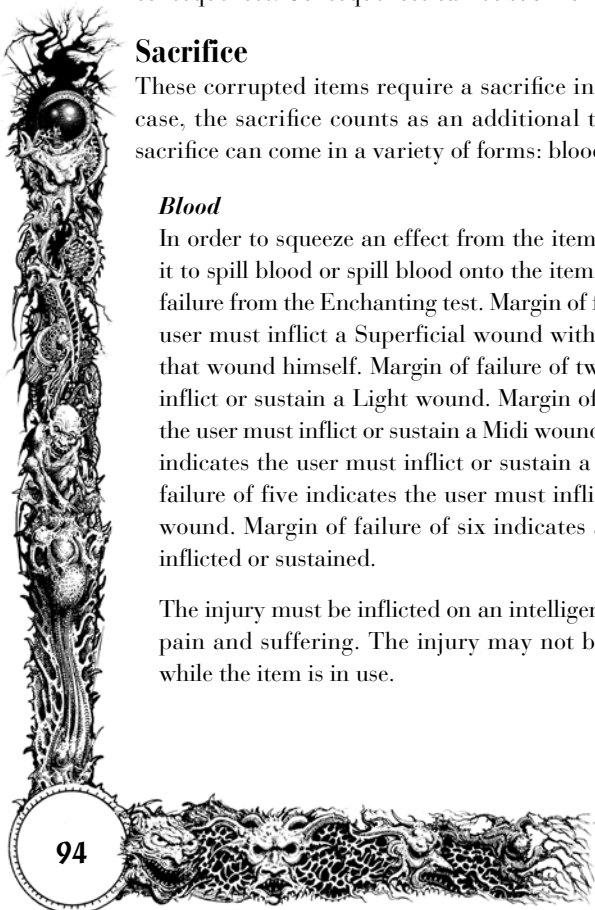
Sacrifice

These corrupted items require a sacrifice in order to be used. In this case, the sacrifice counts as an additional trigger for the item. This sacrifice can come in a variety of forms: blood, wealth or harvest.

Blood

In order to squeeze an effect from the item, the user must either use it to spill blood or spill blood onto the item itself. Note the margin of failure from the Enchanting test. Margin of failure of one indicates the user must inflict a Superficial wound with the item or must sustain that wound himself. Margin of failure of two indicates the user must inflict or sustain a Light wound. Margin of failure of three indicates the user must inflict or sustain a Midi wound. Margin of failure of four indicates the user must inflict or sustain a Severe wound. Margin of failure of five indicates the user must inflict or sustain a Traumatic wound. Margin of failure of six indicates a Mortal Wound must be inflicted or sustained.

The injury must be inflicted on an intelligent being capable of feeling pain and suffering. The injury may not be tended or shrugged off while the item is in use.





Wealth

If the item requires wealth as a sacrifice, the user must offer the item or the appropriate gods an amount of gold and gems. Note the margin of failure for the Enchanting test. This is the obstacle for Resources tests to sacrifice wealth to the item (or its patron gods).

Harvest

The enchantment may require an offering of harvest. The margin of failure from the Enchanting test is the obstacle for a Farming and/or Animal Husbandry test required to activate the item. This represents the necessity to harvest the grain and raise the livestock.

Harvest can be used with a margin of failure of five or less. Blood can be used with a margin of failure of up to six. Wealth can be used with any margin of failure.

Curses

The item can be cursed. A curse makes the item so desirable that it destroys the relationships of those who use it. A cursed item is coveted by its owner, who believes it to be mighty and powerful.

If the player wishes his character to give up the item, a Will test is required. The obstacle is equal to the Enchanting obstacle.

If, during the course of play, another character offers to purchase or trade for the item and is rebuffed by the owner, he too is cursed! He gains the benefit of the Enmity Clause when dealing with the bearer of the cursed item. Cursed items *always* cause a Greed test in Dwarves.

Perversion

A perversion changes the nature of the item to something twisted. A perverted enchantment's effect changes to the opposite of the intention of the enchanter. If the item was meant to heal, it harms. If it was meant to protect, it makes vulnerable. If it was meant to aid, it hinders.

Corrupted and Marked Items

These sacrifices, curses and perversions all count as marked items as described under the Gift of Corruption heading in the Corruption chapter.



Enchanting Time

Enchanting takes days equal to the obstacle. Time may be reduced by working quickly. If the GM decides to use a straight failure result, the times are as follows: Failure by a margin of one to four successes requires the complete time to manufacture. Failure by five or more requires a day or so of mucking about before you make a complete mess of things.

If an Enchanting test is failed and the GM uses Sacrifice, Curse or Perversion mechanics, the test takes the full required time—days equal to the obstacle.

GM-Created Items

GMs may create items for their campaigns at will. Use the steps described in this chapter, but no Enchanting skill test is necessary. Be creative, but also be *conservative*. Magical artifacts are very potent in Burning Wheel.

