ENCHAINTIMENT SPELL SOURCE

There are a few items to remember when using the Enchantment Source.

First there are two modes of Enchantment Spells: normal and Hidden. If an Enchantment is Hidden, it will specifically state as such in the description. A Hidden Enchantment simply means that it is not detected through normal means and/or requires investigation to detect.

Enchanted items have stored power, much like a pressurized can. If that power is released other than through how intended, it explodes. Commonly, itms that are easily broken (like a club, or rod or whip) are not enchanted. Items, like an arrow, that breaks when used natrually are not under this conecpt, as they expend any enchantment before it breaks. Or perhaps, as long as..

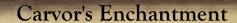
When an enchanted item breaks, it causes a magical explosion.

- Minor Enchantments cause 3d4 Raw Magic Damage, +2 damage per Rank of the spell, in a 6 yard radius.
- Lesser Enchantments cause 3d8 Raw Magic Damage, +4 damage per Rank of the spell, in a 10 yard radius.
- Greater Enchantments cause 5d8 Raw Magic Damage, +6 damage per Rank of the spell, in a 15 yard radius.
- True Enchantments cause 10d8 Raw Magic Damage, +8 damage per Rank of the spell, in a 20 yard radius.
- Ancient Enchantments cause 20d8 Raw Magic Damage, +10 damage per Rank of the spell, in a 25 yard radius.

Items enchanted through the Spell Forge Skill have different rules for broken items.

Unlike all other Spell Sources, who have not seen new spells created since the beginning, the Enchantment Source is different. Enchanters and the Archanium spend all their time looking for new ways to apply magic, and therefore, new magics to support new ideas. As such, each Rank of spells has more than other Sources.

Lastly, Enchantment spells are commonly inter-dependant on one another. The "Enchantment" spells acts as a power provider. All Enchantment Source spells don't have a power level to the spell all the time. Instead, some Enchantment spells can vary in power based on other spells. They follow the normal power description heirachry: Minor, Lesser, greater, Ture and then Ancient.



Rank 1 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: Touch

Duration: 1 Passing, +1 Passing per 2 Lvs

CsD: 2

CsT: 3 minutes AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Enchants a vest or shirt, that is assigned to a specific user at the time of casting, who must also be present and touching the item while the spell is cast. While casting, the caster describes a very specific occurrence. This must be something that would only affect the user in the area the shirt covers and be preceded by a password.

When or if that specific occurrence happens, and the password is spoken beforehand, that action has no true effect on the wearer of the shirt. This enchantment only avoids effect and cannot bring about any effects.

This specific occurrence cannot be general in any way, as in "damage" or "fire", this is not a protective spell, per se. It must be something that takes place. While it doesn't have to occur the exact same way as described, that which is described must.

Extend Enchantment

Rank 1 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 2 SpP

Range: 10 yards, +1 yard per Level

Duration: 2 minutes, +1 minute per 2 Lvs

CsD: 2

CsT: 1 Round

AoE: Special Resistance: N/A

ENCHANTMENT

This spell increases the Duration of an Enchantment Type spell one time category, i.e. Rounds to minutes or minutes to hours. Enchantments extended in this way affect the item, and no other Enchantment Type spell can be cast on it again until a number of Passings equal to the Rank of the Enchantment passes. This time start once the Enchantment Duration ends and no other Enchantment may be cast to extend the item or enchant it in another way.

Lesser Enchantment

Rank 1 Spell

Enchantment Source, The Chaotic Sphere of Magic

FAMILY OF SPELLS

Minor Enchantment

Lesser Enchantment

SPELLS

Minor Disenchant

Greater Disenchan

Greater Enchantme

Cost: 4 SpP

Range: Touch

Duration: Special

CsD: 2

CsT: 1 hour

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

This is the basis of many enchanting effects and determines the power of an Enchantment. Once another spell from the Enchantment Source is cast, this may be cast after to modify the initial spell. Each cast of this spell can only affect one other Enhancement, and once cast, it cannot be recast on the same Enchantment to yield a better result.

For instance, the Sharpness Enchantment has a base rating of Minor, and grants a +1 to damage. This spell can increase the power from Minor to Lesser, granting a +2 to damage instead.

A successful roll means the Enchantment spell is of base power, which each Enchanting spell describes. RO of 6 to 20 is Lesser, and RO 21+ is Greater.

This spell lasts as long as the Enchantment it powers.

Minor Disenchant

Rank 1 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 4 SpP

Range: 15 yards

Duration: Permanent

CsD: 2

CsT: 1 Round

AoE: 1 Object or Continuous Area

no larger than 16 square yards

Resistance: None

DISPEL

This Dispels Enchantments and Wards. Enchantments of Minor and Lesser power are wiped out and/or those of Rank 1 through 3 spells. Wards of Minor and Level 1 only are Dispelled.

Tempering Enchantment

Rank 1 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 1 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 2

CsT: 1 minute

AoE: 1 Item Resistance: N/A

ENCHANTMENT

Imbues a weapon so that it seems to move through the air by itself, greatly increasing the potential damage it causes. Base power is Minor, and grants a -1 to the weapon's Extra Damage number. Lesser is -2, Greater is -3, True is -4 and Ancient is -5.

Imprint

Rank 2 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: Touch

Duration: 3 Passings, +1 Passing per 2 Lvs

CsD: 3

CsT: 2 hours

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Imprints an item to hold Spell Points. These Spell Points can be accessed by whoever wields the item, as long as they were present for the Imprinting process. However, this spell can be Locked with the Locking spell so that those Spell Points can only be accessed by use of a power word. The item must be of sufficient quality and the more Spell Points stored, the rarer the material. 5 Spell Points require common items, 6 to 10 require rare and 11 or more requires very rare. The item must be at least the size of an apple.

The Spell Points Stored are contributed from the caster and limited by their current Magic Well. They are allowed to contribute up to 1 Spell Point per RO when casting this spell. When eliding the item, the user merely needs to touch it While casting, and Spell Points are drawn from the item instead of their own Magic Well. All Spell Points must be drawn at a time, and a single spell cannot have their SpP split between the item and the user's Magic Well.

Locking Spell

Rank 2 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 4 SpP

Range: 6 yards

Duration: Permanent

CsD: 3

CsT: 2 minutes

AoE: Special

Resistance: N/A

Locking allows the power of enchantment to be Locked so that a Power Word is required to activate it. A Power Word is a spoken word in the Ancient Language and can only be done with the Evoke Skill. The Target Number is set by the caster when Locking an item and can be as high as 1 per RO when casting this spell.

Magic Vestment

Rank 2 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 4 SpP

Range: Touch

Duration: Permanent

CsD: 3

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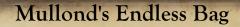
AoE: 1 Item, +1 Item per 3 Lvs

Resistance: N/A

ENCHANTMENT

CsT: 3 minutes

Most items that are Enchanted can be ordinary and need no special value. In Spell Forge, permanent Enchantments are a different story, and all things have an inherent capacity for storing magical energies. This is largely based off the material, and the time and care someone took when crafting. This spell increases that capacity by 1 SpP per RO.



Rank 2 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: Touch

Duration: 1d4 Passings

CsD: 3

CsT: 1 hour AoE: 1 Item

Resistance: N/A

ENCHANTMENT

This enchants an item meant to hold others, a container, by magically increasing its internal space. This cannot be seen. If looking into the bag, one would see what could normally be seen in it. As an item is removed, another one seems to appear under it. Only after removing more than could possible ever be contained would one be led to think there is an enchantment.

The base Power is Minor and doubles the capacity of the container. Lesser triples, Greater quintuples, True grows the capacity by 10 and Ancient by 100. Weight is reduced by the inverse amount, i.e. one-third for Lesser.

The container itself must be no larger than 3 feet by 3 feet in volume. When the spell's Duration ends, all that is in the bag fills an appropriate area from where the bag was.

Sharpness Enchantment

Rank 2 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 3 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 4

CsT: 1 minute

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Creates a razor edge, or tip, on a weapon; and may only be cast on weapons that do Clawing, Slashing, Piercing or Puncturing Damage. The new edge adds +2 to damage in its base form, with is Minor. Lesser add +4, Greater +6, True is +8 and Ancient power is +10.

Fire Branding

Rank 3 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 5

AoE: 1 Item

Resistance: N/A

CsT: 2 minutes ENCHANTMENT

Enchants a weapon to hold a magical fire. The fire itself only appears when held and used in earnest, igniting with magical fire as it is swung or fired. It adds additional Fire Damage, which does count as magical fire. If placed on a ranged weapon, it is the weapon itself that is enchanted, and all projectiles have this Enchantment. However, number of shots is limited to 4 for Minor, 6 for Lesser, 8 for Greater and 10 for True.

The base power is Minor, which add 1d4 damage to the weapon. Lesser adds 1d8, Greater adds 1d12, and True adds 1d20.

When a Critical Strike is landed, the weapon imparts the On Fire Effect on the target.

Ice Branding

Rank 3 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 5

CsT: 2 minutes

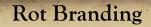
AoE: 1 Item Resistance: N/A

ENCHANTMENT

Ice Branding

Enchants a weapon to hold a magical cold. The cold itself only appears when held and used in earnest, igniting with magical cold as it is swung or shot. It adds additional Cold Damage, which does count as magical cold. The projectile itself is what is enchanted for ranged weapons, and they only have a single instance off effect that ends once the projectile hits a target or impacts the wall or ground on a miss.

The base power is Minor which adds 1d4+3 Cold Damage. Lesser adds 2d4+3, Greater 3d4+3 and True 4d4+3. Additionally, targets that are hit 5 times within 5 Rounds must make a ResCheck vs Mystics or *Stand Stupid*/Negate for the rest of that Round. Then, the counter resets, but then only another 3 hits are needed for the Effect to take place again.



Rank 3 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 6

CsT: 2 minutes

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Weapons under this enchantment case a stinging wound that quickly festers and seeps. This can only be cast on weapons that do Clawing, Slashing, Piercing or Puncturing Damage. Those hit suffer no ill fate initially, but 2 Rounds after, they start to take damage over time.

Each Round, they take 1d4 Corrosive Damage, which cannot be dispelled in any way. This lasts for 2 Rounds under the base Minor power, 4 Rounds for Lesser, 6 Rounds for Greater and 8 Rounds for True.

These effects do no stack if the target is hit more than once. However, those under the effect who then are Critically Struck are under the Corrosive Critical Chart for the effects of the Critical Strike. Additionally, once under these effects, each hit causes a chance to inflict *Pain (X)*, where X is equal to the number of Rounds the power of the Enchantment lasts for. The Pain may be avoided with a ResCheck vs Magic.

Storm Branding

Rank 3 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 6 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 7

CsT: 2 minutes

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Enchanted a weapon with a magical spark. When swung or shot, a crackle of electricity envelops the weapon. Like the others, it adds damage, Electrical in this case. This enchants a projectile weapon, and any missile shot from the projectile is enchanted. Throwing Weapons are active while traveling through the air and the enchantment lasts the full duration and can be thrown as many times as wished.

Damage added is 3 Electrical for the base power, which is Minor. 5 for Lesser, 8 for Greater, and 12 for True. Anything hit by this enchantment acts as a base, and other opponents with a certain range have an electrical bolt arc from the initial target to them, taking the same damage. This range is 2 yards for Minor, 4 yards for Lesser, 8 yards for greater, and 12 yards for True.

Tilomund's False Blade

Rank 3 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 5 SpP

Range: Touch

Duration: 2 Passings

CsD: 5

CsT: 3 Rounds

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Enchants a blade so that it has no effect on a specific target. It will enter flesh and look as if it is cutting but leave no wound and cause no damage. In all other ways, it is normal. This is a hidden enchantment and only be detected through deep study and analysis. Specific means a specific person and not a group of people, race of people, or something vague (like "allies").

Gathon's Gate

Rank 4 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 8 SpP

Range: 6 yards

Duration: 10 Passings

CsD: 7

CsT: 2 Rounds

AoE: 1 Object or Continuous Area

no larger than 9 square yards

Resistance: N/A

ENCHANTMENT

Magically melds the target's armor into their person, and increases its effectiveness. Any Evade Modifier is nullified and all physical absorbs are increased by 2, and their Critical Threshold is also raised by 2. Furthermore, they gain the Natural Armor Effect. Natural Armor means the user does not wear armor, but their hides, scales or flesh provides natural protection. Armor Bypass does not work

Lesser Disenchant

Rank 4 Spell

Enchantment Source, The Chaotic Sphere of Magic

FAMILY OF

SPELLS

Minor Disenchant

Lesser Disenchant

Greater Disenchant

Cost: 14 SpP

Range: 15 yards

Duration: Permanent

CsD: 7

CsT: 1 Round

AoE: 1 Object or Continuous Area

Resistance: None

no larger than 36 square yards

DISPEL

This Dispels Enchantments and Wards. Enchantments of Minor through Greater power are wiped out and/or those of Rank 1 through 5 spells. Wards of Minor power and Level 1 through 3 only are Dispelled.

Skill Enchantment

Rank 4 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 7

CsT: 1 minute

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Weapons under this enchantment seek out their target magically, greatly increasing the wielder's aim and technique. This adds +2 to-Hit for the base Minor power, +4 for Lesser, +6 for Greater, +8 for True and +10 for Ancient.

Speed Enchantment

Rank 4 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 8

CsT: 1 minute

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

The weapon becomes much faster in the hands of the user, able to strike at opponents more often and allow for the Maximum Attacks per Round to be exceeded. In its base Minor power, it grants +1 Steps in Attacks per Round, +2 for Lesser, +3 for Greater, +4 for True, and +5 for Ancient.

Wounding Enchantment

Rank 4 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 7 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 7

CsT: 1 minute

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Weapons enchanted with this spell have a greater effect to bring about great damage. It increases the Critical Severity of Critical Strikes. Minor is the base and increases the CS by +3 and lowers the required Attack Power Requirement by 1. Lesser +6 to CS and lowers the required Attack Power Requirement by 1, Greater +9 to CS and lowers the required Attack Power Requirement by 2, True increases CS by +12 lowers the required Attack Power Requirement by 2, and Ancient increases CS by 15 and removed any Attack Power Requirement.



Rank 5 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: Touch

Duration: 10 Passings, +1 Passing per 4 Lvs

CsD: 8

CsT: 1 hour

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Cast on an item that is worn and of value, such as a ring, or pendant or crown. The item is a hidden Enchantment once cast, but not while being cast.

The item remains Enchanted for the duration. For each day the item is worn by the owner, it "records". When worn by another, that person changes in form, voice, mannerisms and memory/knowledge of the owner is imparted into the new wearer at about 10% accuracy per 1 Passing that the owner wore the item while Enchanted.

While knowledge is gained, this is knowledge in general. The new wearer cannot perform any Skills, Abilities or other trained/innate talents of the owner. Also note, that this is an enchantment while the item records, but counts as a Mind-Altering Spell Type when another wears the item.

Greater Enchantment

Rank 5 Spell

Enchantment Source, The Chaotic Sphere of Magic

FAMILY OF

SPELLS

Minor Enchantment

Lesser Enchantmen

Greater Enchantme

Cost: 12 SpP

Range: Touch

Duration: Special

CsD: 8

CsT: 2 minutes

AoE: 1 Item Resistance: N/A

ENCHANTMENT

Works just like its lesser counterpart, but the range of power has more potential. Success still means a Minor enchantment. RO 6-11 is a Lesser Enchantment, RO 12-20 is Greater, and 21+ is True enchantment. This spell lasts as long as the Enchantment it powers.

Guarding Enchantment

Rank 5 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 8

CsT: 1 Round

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

This Enchantment is cast with a specific Damage Type as part of the spell. The Damage Type is not the group of Absorbs, but the specific Damage Type. Once cast, the imbued item resonates with a power that protects the user. If the item is something worn, the Enchantment is always active. If it is something used, like a shield or weapon, it is only active when the item is being used. Worn items add +10 to the Casting Difficulty.

The base Minor power grants immunity to the specified Damage Type 25% of the time, Lesser 35%, Greater 50%, True 75% and Ancient 90%.

Lesser Glyph

Rank 5 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: 2 yards

Duration: 3 Passings, +1 Passing per Lv

FAMILY OF

SPELLS
Lesser Glyph

CsD: 8

CsT: 1 hour

AoE: 1 Area

Resistance: N/A

WARD

The caster prepares an area, about 4 feet in diameter, removing all debris and dirt. Over the course of the casting time, the Enchanter draws out a symbol which is a mix of a "stock Standard" glyph and the Source of the spell to come. Therefore, the glyph is cast with a specific Spell Source in mind.

Once cast, the glyph lights up and is ready to receive magical input. The Enchanter may do this, or another caster may as well. The Glyph now counts as an item or person, where the AoE of a spell is specified to affect a person or item. The Glyph can hold up to the 4th Rank of spell and no more than 15 SpP, +1 more per 5 RO. The Glyph's Duration supersedes that of the in-placed Enchantment

Protective Enchantment

Rank 5 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 9 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 8

CsT: 1 Round

AoE: 1 Item Resistance: N/A

ENCHANTMENT

Cast on an item that is worn only, such as armor, a ring, or cloak. The item imparts a bonus to all Absorbs, and twice the listed against Raw Magic. It also lessens Unavoidable Damage.

The base power is Minor and grants +1 Absorbs, +2 for Lesser, +4 for Greater, +6 for True and +10 for Ancient.

Evasion Enchantment

Rank 6 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 9

CsT: 3 minutes

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

This is cast on an armor piece only. The armor allows for greater ease of movement and, depending on the power, even greater than would be without the armor. This manifests as a bonus to the wielder's Dodge Score.

The base Minor Power grants +2 Dodge, +3 for Lesser, +4 for Greater, +6 for True and +10 for Ancient.

Kilomyre's False Way Stone

Rank 6 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 27 SpP

Range: Touch

Duration: Permanent

CsD: 17

CsT: 2 hours

AoE: 2 Items

Resistance: N/A

ENCHANTMENT

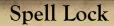
The target is two gems of value. They must be cut and somewhat rare (i.e. not a common stone) with a nominal worth of 5,000 Bronze Pieces per gem. Both gems are enchanted through this spell. It is also cast with a specific beneficiary identified.

One is placed into a carved obelisk about 5 feet tall and made of heavy stone. Any mason can make one for about 100 Bronze Pieces. The obelisk must have the entirety of this spell inscribed on it with perfect precision (Spell Lore Check of 15). The second must be set into a piece of jewelry.

When casting, the Enchanter choose a form of death. This must be somewhat specific. Examples would be "by fire", "decapitated", "crushed", "by this Spell Source", "by an axe", "by this person" and so on. What is not permissible is "in combat", or "by the sword", or "by a human", or any other vague description. While subjective, the guiding rule is the form of death must be specific, but not unique.

From then on, as long as the beneficiary is wearing the item, they cannot die to that form of death. If that form comes and would kill the character, they are instead teleported to the obelisk at 1 Hit Point and unconscious. The gem is destroyed, and that form of death can never again be linked to this spell for that person. Additionally, 1 Attribute point from each Attribute is absorbed into the obelisk from the beneficiary, which can never be recovered, nor can the drain be harnessed. If an Attribute ever reach zero in this manner, the beneficiary is lost forever. Also, the beneficiary becomes "attached" to the obelisk, obsessing over it to a point and needing to see it and be near it regularly.

Moreover, a form of death cannot be one of natural causes, such as old age, natural disease and so on. A single person can wear up to 5 of these gems and would need 5 obelisks.



Rank 6 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 16 SpP

Range: 30 yards

Duration: 3 Rounds, +1 Round per Lv

CsD: 11

CsT: 1 Round

AoE: 1 Object or Continuous Area

no larger than 25 square yards

Resistance: N/A

ENCHANTMENT

This spell must be pre-cast and the duration is the length of time where another spell may be affected. At any time, the caster may target a spell's effect that is an AoE and the entirety of the spell's AoE can be viewed. This would include a smoke cloud, fireball, or lightning bolt. This would not include Hexes, heals (unless the heal has some kind of AoE), Wards and so on.

The effect of the spell is now held in place and remains in effect for the duration of Spell Lock. Anything caught in the AoE of the original spell, which cannot be moved in any way, takes double the effect of the spell each Round they stay within that AoE, excluding the first.

The AoE for what this spell effects is a maximum of 5 yards by 5 yards, 5 yard radius and 1 single object or item. If only part of the AoE of this spell encompasses that targeted spell effect, then only the AoE of Spell Lock is affected.

Syphon Enchantment

Rank 6 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 16 SpP

Range: 2 yards

Duration: Permanent

CsD: 9

CsT: 2 Rounds

AoE: 1 Object or Continuous Area

no larger than 16 square yards

Resistance: N/A

DISPEL

This spell has two uses. First it can enchant a glass or crystal vial to hold up Rank 1 Spells, +1 Rank per 3 RO to a maximum of Rank 5 Spells at RO 12.

It can also be cast on any item or person that is under an Enchantment Type spell (up to the Rank limit). Syphon draws the Enchantment out of the target as the vial (which is required to do this) fills with a glowing blue liquid. The liquid can be drank to reproduce an Enchantment that affects a person or over an item or location others wise. How the liquid is used is commensurate with the spells AoE.

If the Enchantment has the Locking Spell on it or has been Locked through Spell Forge, this spell cannot Syphon the Enchantment. The Duration of the vial is Permanent, meaning the stolen Enchantment will remain forever while in the vial. The remainder of the duration of that Enchantment is the Duration of the effects when the vial is used.

Toughness Enchantment

Rank 6 Spell

Enchantment Source, The Chaotic Sphere of Magic

Cost: 11 SpP

Range: Touch

Duration: 1 hour, +2 hours per Lv

CsD: 9

CsT: 1 minute

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

This must be cast on an item that is of sentimental value to the intended welder and is therefore specifically crafted for a unique individual. As long as the wielder has this item on their person, they are harder to kill and knock out.

The base Minor form grants a -5 to the Death Number and +10% to roll on a Knock Out Check, Lesser is -10 and +15%, Greater is -15 and +20%, True is -20 and +20% and Ancient is -50 and +50%.



