

# ENCHANTING

## THE BASICS

Enchanting serves the role in Edge of Tamriel of enhancing and improving basic equipment to be more powerful and potent. This is performed via a simple system of selecting an Enchantment, adding any Augments, and performing the dice roll necessary to successfully complete the in-character process of imbuing an otherwise mundane object with Magicka.

Additionally, Enchanting can be offered as a service by NPCs, or utilised by the GM to make discovered weapons or loot more exciting for players.

## STACKING ENCHANTMENTS

As a rule, Enchantment effects cannot be stacked. For example, a character cannot wear armor, rings and amulets of Shield to increase their Soak to astronomical levels. While multiple enchanted items can be worn, the same effects will NOT stack on top of one another, and the stronger of the two will overwrite the weaker.

## PLAYERS - PERFORMING ENCHANTMENTS

Performing enchantments is relatively straightforward, and consists of only a few simple steps, as described below:

**To begin**, the character selects the item in question. Depending on whether or not the item is a weapon, a piece of armor, or an accessory, they will have different options of what enchantments can be applied. Weapons have their own effects list, as do armor and accessories.

**Second**, the enchanter selects the desired effect that their item is qualified for. Some of these effects require some secondary choices (such as the **Destruction Damage** effect). The selected effect will indicate a Difficulty, as well as a cost - expressed in both the material component of Soul Gems, as well as the gold cost to buy said materials.

**Lastly**, based on the selected effect, the enchanter expends the material cost (or gold cost), and builds their dice pool with the difficulty determined by the selected effect. They perform the check as they would any other Skill Check. On a successful check, the item gains the effect described, and can be further enhanced (as described below) thereafter.

Pass or fail, the cost is expended; A failed check can be reattempted, but the cost will be deducted with each attempt.

## AUGMENTS

Augments are applied to Enchanted items with the intention of improving them beyond their base effect. All effects will indicate what Augments they have (if any). A skilled enchanter can attempt to apply all of these Augments, at an increasing cost and difficulty to do so.

To perform an Augment, select a previously Enchanted item. Find its corresponding effect in the list below, and reference the **Augments** listing to see what options exist for this effect.

Once an Augment is selected, determine the difficulty and cost. At its base, each Augment is a **Hard** Difficulty check, and the cost is a single Filled Petty Soul Gem (valued at 200 GP). However, each Augment will increase the difficulty by 1, and the cost by an additional Petty Soul Gem (or another 200 GP). This includes Augments previously applied to the item.

## **WEAPON ENCHANTMENTS**

Enchantments intended for weapons, both melee and ranged. For all offensive enchantments: When suffering 3 Threat or a Despair, GM can choose to render the benefits enchantment inert, until recharged with a Soul Gem, or Enchanter.

### **Destruction Damage**

Imbue a weapon with destructive magicka, adding to its damage and granting it a special quality to be activated. Before performing this enchantment, select a Damage Type to enchant the weapon with. Each of these types will add an additional effect to the enchanted weapon:

**Fire** - Add Burn quality.

**Ice** - Add Ensnare quality.

**Lightning** - Add Disorient quality.

**Destruction** - Add an additional 1 to the weapon's damage.

**Poison** - Add Poison quality.

In addition to the above effect, increase the weapon's damage output by 1. Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Hard

**Augments:** 2 increase Damage by 1\*

**Cost:** 1 Common Soul Gem/500 GP

### **Drain**

This potent enchantment imbues a weapon with a necromantic drain effect. This grants the weapon the ability to, at the cost of 3 advantage, heal the attacker for the half the damage dealt to the target (after removing damage negated by soak). To represent this, the weapon gains the **Drain** effect. Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Formidable

**Augments:** 1 Automatic Advantage

**Cost:** 1 Grand Soul Gem/2500 GP

### **Damage Attribute**

This enchantment imbues a weapon with sapping destructive magicka, which deals damage to a select Attribute for a number of turns. Before performing this enchantment, select an Attribute for this weapon to affect: **Strength, Endurance, Agility, Wisdom, Intelligence, or Personality**. This quality is represented by **Damage Attribute: (Attribute Name)** and is activated for the cost of 2 Advantage. When activated, will lower the target Attribute by 1, for 1 round. Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Hard

**Augments:** 1 Increase Attribute Damage, 1 Effect Additional Attribute

**Cost:** 1 Common Soul Gem/500 GP

### **Sharpen**

Imbues a weapon with alteration magic, forcing the edge to hold a supernatural sharpness. The weapon gains the **Pierce 2** Quality, which requires no activation. Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Average

**Augments:** 2 Increase Pierce, 1 Vicious

**Cost:** 1 Common Soul Gem/500 GP

### **Soul Trap**

Imbues the weapon with mystical magicka, which shackles the soul - to be stored in an accessible Soul Gem on death. By spending two Advantage, wielder can affect the target with Soul Trap for a number of rounds equal to Soul Trap rating. By default, this rating is 2. If the target dies under the effect of the Soul Trap effect, it fills a Soul Gem as per the Soul Trap spell details.

Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Easy

**Augments:** 2 Increase Rating

**Cost:** 1 Petty Soul Gem/200 GP

### **Silence**

Imbues the weapon with Illusion magic, causing the weapon to steal the voice of whom it strikes. By spending two Advantage, wielder can cast the Silence effect on the target for one round equal to Silence rating. Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Average

**Augments:** 2 Increase Silence Rating

**Cost:** 1 Common Soul Gem/500 GP

### **Fear**

Imbues the weapon with Illusion magic, causing the weapon to strike fear into its targets. By spending two Advantage, wielder can force the target to make a **Average() Discipline** or **Cool** check or suffer the effects of fear. Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Average

**Augments:** 1 Increases Fear Resist Difficulty

**Cost:** 1 Common Soul Gem/500 GP

### **Blight**

Imbues the weapon with Necromantic magic. Upon striking a foe, spend 3 Advantage to infect the target with a random Disease based on the Blight rating below:

**Rating 1** - Simple Disease

**Rating 2** - Serious Disease

**Rating 3** - Severe Disease

The starting Blight rating is 1, increased by Augments.

Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Hard

**Augments:** 2 Increase Blight Rating.

**Cost:** 2 Common Soul Gem/1000 GP

### **Paralyze**

Applies Stun effect for rounds equal to rating.

**Difficulty:** Hard

**Augments:** 1 Increase Stun Rating

**Cost:** 2 Common Soul Gem/1000 GP

### **Feather - Weapon**

Imbues a weapon with Alteration magic, which lightens the weight of the enchanted weapon. As a result the weapon removes one rank of the Cumbersome rating from the weapon, and reduces its Encumbrance by 1. Lastly, remove the weapon's Normal quality, if it has one.

**Difficulty:** Easy

**Augments:** 1 Remove Cumbersome

**Cost:** 1 Petty Soul Gem/200 GP

## **ARMOR & ACCESSORY ENCHANTMENTS**

Enchantments intended for use on armors and accessories. Accessories are indicated in the Equipment section, but typically include rings, amulets, bracelets. A maximum of three enchanted accessories can be worn at a given time.

### **Fortify**

#### **Fortify Attribute**

Increase one Attribute of choosing by 1, so long as worn.

**Difficulty:** Daunting

**Augments:** None

**Cost:** 1 Grand Soul Gem/2500 GP

#### **Fortify Skill**

Increase one Skill Rank of choosing by 1, so long as worn.

**Difficulty:** Hard

**Augments:** None

**Cost:** 2 Common Soul Gem/1000 GP

#### **Fortify Wounds**

Increase Wound Threshold by 1, so long as worn.

**Difficulty:** Hard

**Augments:** 2 Increase Wound Threshold

**Cost:** 1 Common Soul Gem/500 GP

#### **Fortify Strain**

Increase Strain Threshold by 1, so long as worn.

**Difficulty:** Hard

**Augments:** 2 Increase Strain Threshold

**Cost:** 1 Common Soul Gem/500 GP

### **Elemental Cloak**

Imbues a set of armor, or accessory with protective elemental magic. As a result the wearer can expend spend enemy threat on melee attacks to activate the Elemental Cloak. Deals damage to the attack equal to rating of the Elemental Cloak type. When enchanted, the item gains the Elemental Cloak (Fire, Ice, or Lightning) Quality. Its starting rating is 4.

**Difficulty:** Hard

**Augments:** 2 Increase Elemental Cloak Rating

**Cost:** 1 Grand Soul Gem/2500 GP

### **Feather - Armor**

Imbues a set of armor with Alteration magic, lightening the weight of the armor. As a result, the armor lowers its Encumbrance by 1, while granting the wearer 1 increase to its Encumbrance Threshold.

**Difficulty:** Easy

**Augments:** 2 Increase Encumbrance Threshold

**Cost:** 1 Petty Soul Gem/200 GP

### **Sanctuary**

Imbues a set of armor with Illusion magic, causing the wearer to seem to blur and double when threatened by weapons, making the wearer harder to strike, and increasing its Defense rating by 1.

**Difficulty:** Average

**Augments:** 2 Increase Defense Rating

**Cost:** 1 Common Soul Gem/500 GP

### **Muffle**

Imbues a set of armor with Illusory magic, removing any Setbacks applied to Stealth checks due to armor weight (reflected by the Noisy quality), and also grants ranks of the Quiet armor quality.

**Difficulty:** Hard

**Augments:** 2 Increase Boost to Stealth

**Cost:** 1 Common Soul Gem/500 GP

### **Spell Absorption**

Grants to an armor or accessory protective mysticism magic, causing it to occasionally absorb spells cast upon the wearer. As a result, when a spell is cast upon the wearer, wearer may spend Threat or Despair generated by the check to absorb the spell; negating its effects, and granting the wearer a Boost to their next action.

**Difficulty:** Hard

**Augments:** Increase Absorbed Boost

**Cost:** 2 Common Soul Gem/1000 GP

### **Reflect**

Enchants armor with reflective, Alteration magic, which causes the armor to occasionally turn enemy's weapons upon themselves, granting the Armor the **Reflect 3** quality. When attacked with weapon or spell, may spend 3 Threat or Despair to damage to the target up to Reflect rating, of whatever damage type the attack originally was. This does not, however, negate the original damage dealt.

**Difficulty:** Hard

**Augments:** 2 Increase Reflect Rating

**Cost:** 2 Common Soul Gem/1000 GP

### **Shield**

Enchants armor or accessory with protective Alteration magic, creating a magical shell around its wearer that increases their effective Soak by 1.

**Difficulty:** Hard

**Augments:** 2 Increase Soak

**Cost:** 1 Common Soul Gem/500 GP

### **Slowfall**

Enchants armor or an accessory to prevent the wearer from so easily falling to their doom. While not as potent as a Slowfall spell, it is always in effect. While worn, enchantment will halve all falling damage suffered by the wearer.

**Difficulty:** Hard

**Augments:** None

**Cost:** 1 Common Soul Gem/500 GP

### **Water Breathing**

Enchants armor or an accessory to grant its wearer the permanent ability to breathe underwater. This does not, however, include locations without breathable air, gas-filled chambers, or vacuums.

**Difficulty:** Hard

**Augments:** None

**Cost:** 1 Common Soul Gem/500 GP

### **Water Walking**

Enchants armor or an accessory to grant the wearer the ability to walk upon water, as though it were a solid surface, at will. They can, at their whim, choose to submerge through the water as normal.

**Difficulty:** Hard

**Augments:** None

**Cost:** 1 Common Soul Gem/500 GP

### **Swiftswim**

Enchants armor or an accessory to grant the wearer the Swiftswim effect. While wearing this item, the wearer can move through water at normal speeds, and removes a Setback caused by difficult terrain underwater.

**Difficulty:** Average

**Augments:** None

**Cost:** 1 Common Soul Gem/500 GP

## **SPELL CHARGE ENCHANTMENTS**

Weapons, armor, accessories, or even items like pens or wands can also be enchanted to contain Spell Charges. What this does, in effect, is create an item that can perform a single Magic Action (with pre-selected Effects) with a skill pool determined by the creation process, allowing those without magical capability - to utilise spellcraft.

**To begin** build a Magic Action, along with Additional Effects, as you would normally, accumulating Difficulty and shaping the spell. Once complete, write down the resulting spell effect of this Magic Action.

**Next** calculate the difficulty of the Enchantment. The difficulty will begin **equal** to the difficulty of the Magic Action created above, but can be increased with the following options:

### **SPELL CHARGE ENCHANTMENT OPTIONS**

Effect	Difficulty Mod
<b>Duration</b> - Spell gains an additional round (or other applicable time increment) of effect.	+1
<b>Potency</b> - Check made to case the spell gains a Boost	+1
<b>Recharging</b> - Item regains 1 Charge per day.	+2
<b>Retaining</b> - Item does not lose a Charge if the activation fails.	+2

**Once the final Difficulty** has been determined, the last step is to determine the price, in materials, to create the enchantment. The essential ingredient for Enchanting is the Soul Gem, which possess a sliver of magical soul power. Using the **Soul Gem Values** table at the end of this section, determine how many **Difficulty** a Gem is worth. Your selected Soul Gem must, at a minimum, meet the number of Difficulty determined for the Enchantment.

Only one Soul Gem can be used for such an Enchantment at a time. For every excess value above the Enchantment difficulty, the Soul Gem bestows a free Advantage to the resulting Enchantment check result, which can be spent on the **Spending Advantage and Threat in Enchanting** table at the end of this section.

### **SPELL SCROLLS**

In place, Enchanters may purchase blank Spell Scroll vellums for the purposes of Enchanting. Spell Scrolls can only have one charge, and are destroyed after use. These Scrolls cost **15 Gold**, and reduce the Difficulty of the Enchantment by 1.

### FINISHING THE ENCHANTMENT

Once the cost, difficulty and dice pool has been determined, **expend the material cost** (Soul Gem) and perform the dice check as normal using the Enchanting skill, plus any bonuses applied from Talents, items, etc.

On a successful dice check, the item gains the determined Enchantment effect. On a failed check, the Soul Gem is consumed, but the Enchantment fails.

#### *Example of a Finished Enchantment:*

**Ring Of Fire** - 5 Charges - YYG - Expend one charge, then utilise the Enchanter's skill pool (YYG) to make the following Damage Magic Action, at Hard Difficulty:  
Damage 3, Burn 2, Blast 4

### GAME MASTER - NPC ENCHANTERS AND RANDOM ENCHANTMENTS

Obviously, not all adventurers are going to be enchanters themselves - nor is it entirely typical for all adventuring parties to have such variety of magicka user. As such, players are just as likely to be looking to purchase Enchanting as a service, rather than as something they perform themselves.

Additionally, it is not uncommon, and is entirely rewarding to a looting adventurer, to find enchanted items in the hands of a fallen foe, hidden away in a dungeon's stockpile, or sitting on the shelf of a curio shop.

The below details and tables are intended to aid a GM with quickly providing prices for Enchantments to players, as well as generating random enchanted items that might be looted, purchased, or stolen.

### PURCHASING ENCHANTMENTS

Enchantment doesn't come cheap, or free. To appropriately cost an enchantment, base the price on the Enchantment (and any additional Augments applied). This base price can be ignored, however, if the customer (the player in this instance) can provide the appropriate Filled Soul Gem.

For labour, the price is measured out to **100gp per Difficulty** of the Enchantment Check, including all Augments (making high-tier Enchantments quite pricey!)

Finally, apply Rarity rules to pricing, to represent the difficulty and availability of such magics in far flung parts of Tamriel. Rarities are indicated on the below charts. In the case of Spell Charge Enchantments, use GM discretion for rarity.

### RANDOM WEAPON ENCHANT

Below is a chart of random Weapon Enchantments, that might be used to enchant randomly found weapons, both on enemies, or found as loot. The percentages below have been weighted based on the enchantment rarity.

When creating a randomly Enchanted Weapon, reference the Equipment Tables to select a base weapon, and then apply the enchantment below to that weapon.

Effect	d100	Rarity
Destruction Damage	1-15	5
Drain	16-20	9
Damage Attribute	20-25	7

Sharpen	26-40	4
Soul Trap	40-50	4
Silence	50-60	6
Fear	60-70	5
Blight	70-80	7
Paralyze	80-85	8
Feather - Weapon	86-100	4

### **DESTRUCTION DAMAGE - RANDOM DAMAGE TYPE**

If **Destruction Damage** is rolled above, roll again on this chart to determine the damage type:

Effect	d100
Fire	1-20
Ice	21-40
Lightning	41-60
Destruction	61-80
Poison	81-100

### **RANDOM ARMOR ENCHANT**

Below is a chart of random Armor or Accessory Enchantments, that might be used to enchant randomly found items, both on enemies, or found as loot. The percentages below have been weighted based on the enchantment rarity.

The Accessory column quickly indicates if the enchant can be applied to an accessory.

Effect	Accessory?	d100	Rarity
Fortify Attribute	Yes	1-3	9
Fortify Skill	Yes	4-8	8
Fortify Wounds	Yes	9-14	7
Fortify Strain	Yes	15-20	7
Elemental Cloak	Yes	20-25	7
Feather - Armor	No	26-36	4
Sanctuary	No	37-49	5
Muffle	No	50-60	5
Spell Absorption	Yes	60-63	5
Reflect	No	64-67	6

















Shield	Yes	68-71	6
Slowfall	Yes	72-82	5
Water Breathing	Yes	83-87	4
Water Walking	Yes	89-92	4
Swiftswim	Yes	93-100	4

## Soul Gem Values

Soul Gem	Value
Petty	2
Common	4
Grand	8
Black	10

## SPENDING ADVANTAGE AND THREAT IN ENCHANTING

Cost	Result Options
	Gain a Boost to checks to make this Enchantment in the future. <b>OR</b> Increase the number of Charges a Spell Charge Enchantment has by 1.
 	Enchanted item gains a beneficial cosmetic effect, granting a Boost to Charm, Intimidation or Deception (chosen at time this effect is purchased). <b>OR</b> Increase the Duration of a Spell Charge Enchantment effect by one appropriate increment. <b>OR</b> Add a Boost to the activation check made for a Spell Charge Enchantment
   or 	Enchantment process returns a single, filled Petty Soul Gem, as leftover energy. This option may only be taken once. <b>OR</b> Spell Charge Enchantment gains the Regenerating or Retaining feature, described by the Spell Charge Enchantment Options table. <b>OR</b> Weapon or Armor enchant gains one free, applicable Augment.
	Gain a Setback to checks to make this Enchantment in the future.
 	Enchanted item's effect is obvious, and difficult to hide. <b>OR</b> Add a Boost to enemy checks made to Dispel or Counterspell Enchantment effects. <b>OR</b> Add a Setback to the Activation check made for a Spell Charge Enchantment
   or 	Enchantment is considered poorly inscribed. When [D] is generated while using this enchant, GM may choose for the Enchantment to fail and become inactive for a period of time. <b>OR</b> The residual soul bound into the weapon is poorly contained, and will sometimes affect the user, at the GM's discretion.