

Enchantment in Tamriel

Enchantment works much like it does in the book. However:

Enchantment is a skill, not a spell, although it is still only available to those with Magery 2. Essentially this is merely a semantic difference, although there is no prerequisite for knowing magic from 10 different schools. However it does mean that Enchantment doesn't cost mana to "cast". Accuracy, Deflect, Fortify, Power, Puissance, and Staff are all techniques of Enchantment.

Mages Guild

The Mages Guild provides enchantment services. Strictly, anybody can enchant without the help of the Guild; however in practice almost nobody does, because of the benefits the Guild offers:

- * Enchantment labs at 50 crowns/hour supporting up to 12 enchanters and containing all the standard equipment and reference books (250 crowns/hour for a private lab)
- * Assistant hiring at 20 crowns/hour (they'll only work in an enchantment lab). This price assumes you're hiring a novice; for exotic spells, you might need to hire more advanced mages
- * Soul gems for sale
- * Free "Analyze Magic" on anything you created within the Guild (but no refunds if it didn't work)

The Guild offers the "quick and dirty" method as standard. Enchanters are welcome to pay for the "slow and sure" method, but this is rare enough to raise eyebrows. The "quick and dirty" method has a much greater chance of losing the soul.

You may alternatively buy one of their stock magic items (either in the public areas of the Guild or through a vendor), or commission a specific item. (Big one-off commissions by important people often warrant the high-end mages carrying out the "slow and sure" method.)

Soul Gems

Although enchanting takes mana, this mana isn't used to power the item; it's only used to *shape* the magical energy. Raw mana is too ephemeral to use in a magic item.

Instead, what's needed is the energy of souls. Normally this energy is released when a creature dies, but it can be harnessed if it is trapped in a Soul Gem. Soul trapping is more or less accepted, because it's the ONLY way of creating enchanted items, and because it uses animal souls; the souls of the sentient races cannot be trapped by a normal gem.

Soul Gems are a particular sort of precious stone, obtained usually as a byproduct of mining. In order to trap a soul, one must cast Soul Trap on a creature whilst holding the Soul Gem; when that creature is killed, the soul will fill the gem, providing that the spell was still active on the creature, and the caster is still holding the gem and is within 30 feet.

Soul Trap is a 5 prereq Mysticism spell
Resisted by Will
Duration: 20 second
Cost: 5 to cast, cannot be maintained

The spell always appears to cast correctly, but the GM should make the casting roll in secret; on a failure the soul escapes. On a critical failure, the soul escapes and the gem explodes; if the creature is not killed before the spell ends, this doesn't happen.

A sufficiently high-quality Soul Gem is required to hold any given soul. If the soul is too large to fit in the Gem being used, then a successful cast is treated as a failure, and a failure is treated as a critical failure. A successful GM-rolled Enchantment check lets an enchanter know if a particular gem is good enough for a particular creature (unless the enchanter scores a critical failure, in which case the GM lies).

There are five basic levels of souls, and of gems:

Type	Point Value	Cost of empty gem
Petty	200	50
Lesser	400	100
Common	1000	250
Greater	1500	350
Grand	2000	500

The soul value replaces the monetary value from the standard GURPS rules, thus you would need one lesser soul to create an enchantment costing \$380 according to GURPS.

More than one soul can be used to enchant an item, but the enchantment rolls need to be made for EACH soul gem used; a failure on any gem is a failure overall, and so a grand soul is worth more than ten petty souls.