TES:U Conventional Materials

For Weapons, Armor, and More

# Conventional Materials

Conventional Materials are the ones which are used most-often in Tamriel for various purposes, often violent purposes. This is the list, and is essentially a rehash of the weapon and armor materials found in the core rulebook. Entries in Dark Red are extrapolations where the RAW is silent or inadequate (E.G. a wooden melee weapon; silly that a wooden maul does less damage than a wooden mace.)

You may also want to read the [Unconventional Materials](https://docs.google.com/document/d/1HoG0xz103NpEjOUxT1LCWFCsR4hbh2xhw4_DXuSzzsU/edit?usp=sharing) document.

## New/Modified Weapon Traits

### Primitive

Primitive as a trait is also applied to arms and armor made of less-sturdy materials, such as bone and wood. Primitive weapons of normal quality have the Primitive trait standard. Primitive weapons of Inferior quality have the Primitive (2) quality, and roll damage thrice, taking the worst result of three. A Superior-quality weapon of a Primitive material loses the Primitive quality, as its Proven and Primitive qualities cancel out, and rolls damage normally. Wooden weapons with the **Crushing** type are common; usually a laborer’s mallet wielded *in extremis.* A Wooden mace is simply a club, or the haft of an axe bereft of the head, or similar. In dire circumstances, an Inferior Wooden Mace may be found by availing oneself of the nearest reasonably-stout stick.

## Conventional Material Descriptions

### Adamantium

[**Adamantium**](https://en.uesp.net/wiki/Lore:Adamantium) (sometimes called **Adamantite** or **Adamantine)** is a rare metal (not counting the Direnni Tower, which to-date has, probably for the best, resisted all efforts to harvest Adamantite from its structure), that, when worked, should turn out lustrous gray or green. It’s very heavy, suitable for making melee weapons and armor alike.

### Bone

Bone refers to conventional bones, as found in the remains of *most* living vertebrates of substantial size. It is typically not used in its raw state as a material for armor or weapons or tools or much, really, by those who have access to better materials; but for those who live a primitive lifestyle, by choice or circumstance, it may have to suffice. Most would usually grind it for bonemeal, which has alchemical and other uses, or use it for the production of certain trinkets or ornamentation which may be desired even amongst some otherwise-civilized persons.

### Bonemold

A traditional Morrowind material, [Bonemold](https://en.uesp.net/wiki/Dragonborn:Bonemold) is made from bonemeal formed into a resin and baked in a kiln or blacksmith’s forge in a mold. Bonemold is cheaply available in Valenwood, Black Marsh and Morrowind, as the traditional materials used to make it, or suitable alternatives thereof, are plentiful in those locations. Anywhere else, either rare and valuable alchemical ingredients must be used to make it, or the item desired or the ingredients to make it must by necessity be imports, raising the cost.

### Chitin

The carapace of a number of Tamriel’s monstrously large invertebrates is abnormally tough and sharpens much like steel, making it suitable for use in fashioning armor, shields, and the business end of many weapons. As with Bonemold, it’s a traditional favorite in Morrowind, where the inhabitants have traditionally been more willing to tolerate and cultivate enormous invertebrates; this has gone out-of-fashion to a large degree in the time since the Red Year, but there are still Ashlanders and others who keep the tradition alive to some degree. Chitin as a material is, however, used by Reachmen, Argonians and Bosmer not-infrequently, and individuals of any race who prevail in a mortal struggle with an enormous insect (such as one of Skyrim’s horrifically large spiders, a mudcrab anywhere, etc,) may opportunistically choose to harvest its chitin and fashion tools from it.

### Daedric

It is an oft-repeated myth that Daedric arms and armor are corrupted, exaggerated imitations of mortal arms and armor, fashioned in that form because Daedra are inherently creatively sterile; it is an oft-repeated myth that Daedric arms and armor may only be forged at night, that it requires the heart of a Daedra or the soul of a mortal, that it injures the smith to create, and so forth and so on.

Daedric arms and armor, as we know them, take the forms of armor that the inhabitants of Tamriel are familiar with - cuisses, and breastplates, gauntlets, spears and swords - because these forms are *functional*, and when it comes to the business of hacking their foes to bits and preventing their foes from doing likewise to them, Daedra are no less practical than the inhabitants of Nirn. The exact *style* varies from Daedric source to source, but overwhelmingly the examples known on Nirn are either those forged by the Dremora - one of the most commonly-found warlike Daedra - or examples forged by mortals using the pattern they had to work from, that of the Dremora.

Stripped of superstition and incorrect and incomplete understanding, Daedric material is nothing more or less than Ebony, the conventional material as found on Nirn, alloyed, so to speak, with *creatia*, and then forged and worked with hammer and anvil and forge, as normal. The ways of this are poorly understood to the most learned of scholars, but those who are familiar with the arts of alchemy and metallurgy and the planes all, theorize that the *creatia* required must necessarily be the *Chaotic* *Creatia* of Oblivion, and must be of a sufficient concentration and purity. The most common and reliable source of this is the heart of a Daedric entity of some sort or another, extracted carefully from the corpse of a Daedra which was Bound to Mundus (or, alternatively, slain in Oblivion), and alloyed with the Ebony. This is a *surprisingly* easy process - simply put the ebony ingots and a Daedric heart in a crucible and put it in a forge - one does not even require a smelting furnace, as the proximity of the heart will, through unknown processes, cause the Ebony to melt at far lower temperature than normal. Give it a few good stirs and pour it out into an ingot mold. However, it must be used *quickly* - the smithing process must begin immediately, as if allowed to sit as a bulk ingot, the material quickly loses its infused Daedric properties, becoming not more than Ebony.

In appearance, Daedric material varies depending on whether one adds any additional metals to the mixture. Most commonly it is found with the hue of Ebony with a red sheen, as this is the simplest to make, but sometimes other materials in small quantity can change the appearance quite dramatically without impacting function. A Daedric heart will not alloy with any other known materials, however - either in this fashion, or in a proper smelter. (The results tend to be as spectacularly messy and disgusting as if you had used a cow’s heart.)

### Dragonbone

Dragonbone is, quite simply, exactly what it says - the bones of a Dragon, extracted and fashioned into arms and armor in the usual manner - this is no simple task given the sturdiness of it, and as a result Dragonbone armor typically repurposes the most suitable portions of the dragon’s bones into pauldrons, greaves, plates, and so forth and so on. It’s fantastically strong and durable, comparable or superior even to Daedric material, and can be carved into weapons in the fashion in which wood may be worked.

Wearing or fashioning it is also nearly a guaranteed way to die in modern times. Even the most reasonable and even-tempered Dov does not take kindly to a mortal wearing or wielding the remains of one of their kin. Even if you can successfully plead the antiquity of the piece, even the most reasonable Dov will demand you relinquish it into their custody for immediate destruction. Openly wearing or brandishing Dragonbone material is to claim to be a dragonslayer, and that is a challenge that must be met.

### Dreugh Hide

Dreugh Hide is quite simply a form of chitin armor formed from the chitinous hide of Dreugh. Though this stout and surprisingly lightweight armor was at one point considered among the best available in Morrowind - sitting at a great balance point between protection and mobility - it has fallen far out of fashion, between the facts that Dreugh have become relatively rare in Morrowind, and the general disfavor of normal chitin armor has meant that far fewer persons are familiar with crafting armor out of chitin.

Additionally, the fact that Dreugh are widely believed to be at least *partially* sapient has had a chilling effect on the popularity of both the armor and wax harvested from Dreugh.

### Dwemer

Dwemer metal is a heavy, coppery material that is very stout and surprisingly easy to work with. For most of Tamriel’s recorded history, the secret to fashioning it was believed to have been lost sometime around the Battle of the Red Mountain in 1E 700 **(~B.RE 3,824)** when the Dwemer vanished from history. Thereafter it was believed that the material could not be fashioned anew, and that the only way to make continual use of it was to melt down extant Dwemer artifacts, or else cobble them together into a form that served one’s function. (Perhaps unsurprisingly, the carapace plating of Dwemer Centurions, humanoid automaton built larger than a large man or orc, serves quite well as-is for the purpose of armoring said large man or orc.)

This was *believed* to be true until as late as B.RE 30; that was the year that the son and daughter of the legendary Maaga gro-Magga, respectively Mag and Goblika, delved into ancient Rkhardahrk, a Dwemer ruin firmly located within Craglorn (now Orsinium,) and brought out the lost secrets of Dwemer metal - as well as a vast enough source of the stuff that a war likely would have immediately started to seize it from them, had the First and Last Emperor not promised absolute *ruin* upon the kingdom(s) who tried to (again) drive the Orsimer from their homeland. It helped that she then brokered a deal whereby King Maaga gro-Magga formally bent knee to the High King of Hammerfell, itself then formally composed of the Kingdoms of Sentinel and Stros M’Kai.

Cynics for generations claimed that the Orsimer of Craglorn had no actual mastery of the material, simply such a bountiful and easily-accessible supply that they could claim that they did. That was put to rest in **RE 149,** when a *very* disgruntled Orsimer from Orsinium made his way to Morrowind, wherein he found himself facing a custodial sentence of labor for driving up a massive debt. He instead bargained the secret of Dwemer metal-forging for his liberty. He didn’t get to enjoy it for very long - he was hunted down by a pair of human Orcs from Orsinium in Bravil and had his head removed in the year **RE 154,** but the formula is out. It simply doesn’t do most people much *good,* as the only known economical source of all of the required materials is in fact found in the vicinity of Rkhardahrk, which as it turned out was the foundry-center of Dwemer society in what is now Hammerfell.

Dwemer Metal is, indeed, related to the so-called “Dwarven Ore” which was thought to be a “false Dwarven metal” which, though useful in its own right was inferior to extant Dwemer metal, and had been seemingly exhausted from Tamriel before Tiber Septim’s formation of the Third Empire in 3E 1 (B.RE 704). Fashioning it requires first smelting the Dwarven Ore into ingots, then submerging the ingots entirely in a sealed crucible full of Dwarven Oil, and melting it entirely - it is critical that the crucible be sealed entirely, and contain no air whatever during the melting process. This having been accomplished, the molten metal, which is not yet Dwemer metal, must be poured into another crucible (for efficiency’s sake, it is best to do this with a lot of material at once,) containing at least a thumb-sized sample of already-extant Dwarven metal. Once the sample has melted, the molten metal must be stirred as it cools and poured into molds - the results of which will be Dwemer Metal.

It is not known how the Dwemer first created the material, or if they themselves created it at all - this was, at least, the process the Dwemer themselves used to fabricate the stuff, at least in Rkhardahrk. The secret is out, but Dwemer Oil and Dwarven Ore are *very* hard to come by - far exceeding the cost of simply looting a Dwemer ruin for extant metal and recycling it anywhere except Orsinium, where Dwemer mines were located and reopened, and sources of the oil (the locations of which remain a guarded secret,) are found.

### Ebony

Ebony is said to be the blood of Lorkhan; this may or may not be literally true, but the material is certainly found not only in Mundus but Oblivion as well. An attractive, lustrous black metal, Ebony is uncommon in most places but not unheard-of: most entire Provinces have only one or two large mines of the stuff, but seams and veins can be found uncommonly, and are typically exhausted quickly. The only province with what can truly be termed a reasonable abundance of the material is Morrowind; the constant pyroclastic flows from the Red Mountain contain ebony, which can be and is, albeit with some risk, collected.

Ebony has some of the properties of both glass and metal; at crucible temperatures it behaves like common glass (and can even be blown and worked as such with a bellows), but as it cools it it is hard and ductile enough to work like steel. Heavy and dense, Ebony at normal temperatures actually *hardens* against a blow, making it the finest material practically acquirable for use in weapons and armor, but it seems to be limitlessly devoid of brittleness - no force exerted by mundane means has ever been recorded sundering an Ebony weapon or cracking Ebony armor; even the fall of a giant’s club has failed to shatter or even dent Ebony armor (though its wearer does not typically survive such abuse, even clad in the finest Ebony plate).

### Fur and Hide

Never used as armor except by the desperate or the desperately poor and primitive, hides and furs are what leather armor is made from. Furs and hides as referred to here aren’t actually raw animal hides, but have been tanned into leather; just not boiled, hardened, stiffened and treated armor which is used to clad the bodies of those of slight means in something of modest protective value. This is the type of fur and hide from which garments are typically fashioned - but it can be formed into a protective garment, if it is layered thickly enough, or the hide of a particularly thick-skinned beast is used.

Fur armor as referred to does not mean the fur of any old animal which has fur, but something with thick, protective fur, which serves its new owner in death the way it served its original owner in life. It is typically slightly more protective against harm than hide alone - but also substantially warmer to boot. Whether that is boon or curse depends upon where in Tamriel one finds oneself.

### Iron

Wrought iron is well-understood by the common blacksmith in all of Tamriel; it is an adequate material from which to make most tools and sundries. However, no self-respecting blacksmith would propose armoring or arming someone with it - unless they wanted to see that person perish, of course. It is not the same as *cast* iron, which is so brittle as to be absolutely useless as any form of striking tool (to say nothing of what would happen to someone clad in it when struck by someone opposed to their continued respiration), and the weapon and armor entries refer to *wrought* iron.

Wrought iron is only used as a form of armor or weapon by the desperate, or the desperately *cheap*. Steel is readily made in most places where one can make iron, and industrial forges produce ingots of steel for sale. Only outlaw bandit-smiths in possession of an iron mine but lacking the skill or hardware capable of producing coke willingly use iron, and typically only as long as it takes them to overcome someone with steel to claim for themselves.

### Leather

Not the supple leather from which stout fisherman fashion stout britches (that would be ‘Hide’ above,) boiled leather is leather which has been tanned, treated (various recipes for the process exist, seldom agree with one another, and all yield a more-or-less approximately-similar end result), and soaked in water (which is not actually boiling,) until it becomes soft enough to be pressed into a mold (which may entail quite intricate molded decorations,) whereupon it is dried. The result is hard, stiff, and lightweight; useful, though on its own not able to resist a direct blow from a blade.

#### Netch Leather

The leather of a Netch has similar properties to the leather of most other creatures, but 50 more enchantment level and resists shock magic rather than fire.

#### Reinforced leather armor

Reinforced by steel strips, leather armor approximates the protective quality of Bonemold. This is often incorrectly referred to as studded leather, as the steel strips are often sandwiched between the leather and the inner fabric lining, visible as steel studs on the outside. The leather will wear out quickly and need to be replaced, but the steel is easier to reuse than the leather. And yes, netch leather can be reinforced in this fashion.

**Use the statistics of Bonemold for Reinforced or ‘Studded’ Leather. Add 1 Shock Resist and +50 EL for Reinforced Netch Leather.**

### Malachite

Similar to but substantially more common than Ebony, Malachite is most common in Morrowind (specifically Vvardenfell,) Skyrim and Summerset. It is sometimes called ‘glass,’ but it has little in common with common glass as used in windowpanes. Green and translucent, Malachite equipment looks crystalline and can vary from a dull, almost snow-frosted appearance to bright, *vivid* green and shiny. Malachite on its own forms a very brittle metal that shatters easily, but the right alloying (typically a bit of Moonstone,) give it the strength it requires to be forged and then survive the heat of battle.

### Mithril

Mithril is a silvery metal, sometimes referred to as Quicksilver, and it is an uncommon metal in most places - the only known abundant source was the Dragon’s Teeth Mountains. It has similar properties to steel, but is far, far lighter - approaching the weight of a thick cloth - and magically active, capable of resisting magic on its own merits and taking far greater enchantments than steel.

### Moonstone

A metal which appears very much to be a lustrous, attractive yellow-ish rock when it has been isolated, Moonstone is, when forged into an alloy with iron, a weaker and more expensive material than steel. It is however much *lighter* than steel, as well as being magically-active; Moonstone is both the lightest and cheapest material one can come by which has this property; it is also quite more able to hold enchantments than steel. And, of course, it *looks good*, hence its enduring popularity. Historically Moonstone has been the metal of the Altmer and Bosmer, though Bosmer armor tends to shroud the moonstone in fabric and leather for concealment. For the last hundred years, however, every time a new ruler in a place from which news reaches most of Tamriel takes power - a King in High Rock, Morrowind or Hammerfell, a Baron in Cyrodiil, Treethane in Valenwood, or Jarl in Skyrim, without fail they have within two years of their ascension received an anonymous gift of a full suit of moonstone armor, a shield, and a one-handed melee weapon of the sort most preferred in their homeland, of the highest quality and stylistically and culturally flawless to their intended recipient, even down to the heraldry. These gifts have always been provided to trustworthy couriers by an anonymous party who was reportedly always “cloaked in shadow,” and originated in different parts of Tamriel.

Some lesser parties of considerable noteworthiness have also received such gifts, though not always consistently, even in the same position - positions such as Guildmaster of the Cyrodilic Fighter’s or Mage’s guilds - or individual persons who have achieved newsworthiness. Many of these pieces have become heirlooms; some were sold, some were used in battle, and a few were notably destroyed out of nothing more than sheer spite for the Altmer, even without any proof that the items were of Altmeri origin.

### Orichalcum

Orichalcum, sometimes Orichalc, is notable as being the finest material known to mundus which is useful (alloyed with iron) for the forging of arms and armor which is *not* in any way, shape, or form inherently possessed of even the slightest magic. It is famous historically for being the material which the Yokudan god Diagna provided to the ancient Yokudans for the purpose of prevailing in their war (apparently of extermination) against the ancient Lefthanded Elves, as well as being the historically-preferred material of Orcish smiths. Although in its usual form it is a dull though not-unattractive gray-green color, adding even very slight quantities of other metals such as copper, silver, gold, or simply using steel instead of pig iron in its alloying can change its hue and luster remarkably, without significantly changing its properties.

### Silvered Steel

Silver, as known to jewelers, is a reasonably sturdy material (most gold jewelry and coinage has at least a *tiny* quantity of silver, insufficient to truly constitute electrum by anyone’s measure except a pedant’s, added to it to stiffen the piece and make it more resistant to incidental damage,) but is insufficiently stout to stand up to the rigors of combat. Nor can it be alloyed with iron via conventional blacksmithing techniques.

Silvered Steel, however, refers to a steel piece which has been alchemically coated in a fine layer of silver, resulting in a very shiny, attractive weapon that is notably deadly to a few forms of stout and dangerous foe - werewolves being the most commonly-known. This treatment *can* be applied to armor, which will result in an expensive piece that slightly resists magic and significantly resists corrosion.

The silvering process may be applied to any other metal weapon as-desired; this raises the cost by 30% and adds the Silvered quality.

### Stalhrim

An odd and obscure material which was for a very long time mostly unheard-of in Tamriel, Stalhrim is a form of magical ice which can be forged and worked as if it were a metal. It does not melt except at crucible temperature, and cools slowly through intermediate phases that work in ways not unlike Ebony. The most abundant source is ancient Nord burial sites on the island of Solstheim, as the material is typically found encasing an ancient Nord warrior in his tomb. Creating it anew requires a magical ritual which causes the material to generate itself around a Nord’s corpse, freezing over into a cylinder sized approximately to suit a very large sarcophagus. If fully chipped away from the corpse, the Stalhrim will not regenerate without the (expensive) ritual being repeated, but if carefully (and thoroughly disrespectfully towards the deceased,) managed, a single source can yield an effectively limitless, albeit slow, supply: it takes approximately one year for a single corpse to sustainably yield enough Stalhrim to forge even one limb piece or one single-handed weapon’s worth of Stalhrim. If destroyed in battle, Stalhrim tends to shatter into ordinary ice and melt, making it a potentially risky investment, but it may be repaired conventionally before it reaches that point.

### Steel

By far the most common material used to make metal arms and armor in Tamriel, steel is produced from iron in either industrial or batch quantities, in blast furnaces or bloomery smelters, depending on the availability and need - or simply recycled from older, broken steel pieces, which are abundantly common in Tamriel.

Fashioning steel from iron requires the use of various fuels which have themselves been prepared from more raw fuels - coke fashioned from coal or charcoal fashioned from wood, in much the same manner, or else absolutely prodigious quantities of the raw fuel and clever furnaces. The process (at least one of many variations thereof) is well-known and familiar to all blacksmiths worth the name in Tamriel, and is documented in many books and manuals. Steel is cheap and easy to manufacture by comparison to more advanced materials.

### Wood

Wood - specifically any good, stout wood such as would be used for a tool haft like yew, hickory, oak or ash. Wood alone is often used to fashion weapons with which to train rather than to kill with - though in skilled or desperate hands wood on its own constitutes a club even in the form of a weapon, and even a chair leg wrenched off and swung with intent can kill.

## Melee Weapon Material (Conventional)

| **Conventional Material** | **Damage Mod** | **Qualities** | **ENC** | **Enchant Level** | **Price Mod** |
| --- | --- | --- | --- | --- | --- |
| Adamantium | +3 | Magic | +1 | 1,000 | 8× |
| Bone | - | Primitive‡ | - | 100 | 0.5× |
| Bonemold | +1 | - | - | 300 | 1.5× |
| Chitin | - | - | - | 200 | 0.8× |
| Daedric | +4 | Magic | +1 | 1,500 | 15× |
| Dragonbone | +5 | Magic | +1 | 1,500 | 30× |
| Dreugh Hide | - | - | - | 400 | 1.25× |
| Dwemer | +2 | Magic | - | 400 | 6× |
| Ebony | +4 | Magic | +1 | 1,250 | 10× |
| Fur | Not Fit for Purpose | | | | |
| Hide | Not Fit for Purpose | | | | |
| Iron | - | - | - | 200 | 0.8× |
| Leather | - | Primitive‡ | - | 150 | 0.8× |
| Leather (Netch) | - | Primitive‡ | - | 200 | 0.9× |
| Malachite | +3 | Magic | - | 200 | 6× |
| Mithril | +1 | - | -1† | 900 | 4× |
| Moonstone | +2 | Magic | - | 500 | 5× |
| Orichalcum | +2 | - | - | 400 | 4× |
| Silvered Steel | +1 | Silvered | - | 300 | 1.3× |
| Stalhrim | +3 | Magic | - | 1,000 | 12× |
| Steel | +1 | - | - | 300 | 1× |
| Wood | - | Primitive‡ | - | 100 | 0.5× |

†Mithril weapons reduce their ENC by 1, to a minimum of 1 unless the base weapon ENC is 1 or 0.

## Ranged Weapon Material (Conventional)

| **Conventional Material** | **Range Mod** | **ENC** | **EL** | **Price Mod** |
| --- | --- | --- | --- | --- |
| Adamantium | - | +1 | 1,000 | 8× |
| Bone | -5m all ranges (minimum 3/4/5) | - | 100 | 0.5× |
| Bonemold | +5m all ranges | - | 300 | 1.5× |
| Chitin | +5m all ranges | - | 200 | 1.25× |
| Daedric | +15m all ranges | +1 | 1,500 | 15× |
| Dragonbone | +20m all ranges | +1 | 1,500 | 30× |
| Dreugh Hide | +5m all ranges | - | 400 | 3× |
| Dwemer | +5m all ranges | - | 400 | 6× |
| Ebony | +15m all ranges | +1 | 1,250 | 10× |
| Fur | Not Fit for Purpose | | | |
| Hide | Not Fit for Purpose | | | |
| Iron | -5m all ranges (minimum 3/4/5) | - | 200 | 0.8× |
| Leather | Not Fit for Purpose | | | |
| Leather (Netch) | Not Fit for Purpose | | | |
| Malachite | +15m all ranges | - | 200 | 6× |
| Mithril | - | -1† | 900 | 4× |
| Moonstone | +10m all ranges | - | 500 | 5× |
| Orichalcum | +5m all ranges | - | 400 | 4× |
| Silvered Steel | - | - | 300 | 2.6× |
| Stalhrim | +5m all ranges | - | 1,000 | 12× |
| Steel | -5m all ranges (minimum 3/4/5) | - | 300 | 1× |
| Wood | - | - | 100 | 1× |

†Mithril weapons reduce their ENC by 1, to a minimum of 1 unless the base weapon ENC is 1 or 0.

## Ranged Ammunition Material (Conventional)

| **Conventional Material** | **Damage Mod** | **Qualities** | **Enchant Level** | **Price (per 10)** |
| --- | --- | --- | --- | --- |
| Adamantium | +3 | Magic | 1,000 | 160 |
| Bone | - | Primitive‡ | 100 | 10 |
| Bonemold | +1 | - | 300 | 30 |
| Chitin | - | - | 200 | 18 |
| Daedric | +4 | Magic | 1,500 | 300 |
| Dragonbone | +5 | Magic | 1,500 | 600 |
| Dreugh Hide | - | - | 400 | 25 |
| Dwemer | +2 | Magic | 400 | 120 |
| Ebony | +4 | Magic | 1,250 | 200 |
| Fur | Not Fit for Purpose | | | |
| Hide | Not Fit for Purpose | | | |
| Iron | - | - | 200 | 16 |
| Leather | - | Primitive‡ | 150 | 16 |
| Leather (Netch) | - | Primitive‡ | 200 | 18 |
| Malachite | +3 | Magic | 200 | 120 |
| Mithril | +1 | - | 900 | 80 |
| Moonstone | +2 | Magic | 500 | 100 |
| Orichalcum | +2 | - | 400 | 80 |
| Silvered Steel | +1 | Silvered | 300 | 26 |
| Stalhrim | +3 | Magic | 1,000 | 240 |
| Steel | +1 | - | 300 | 20 |
| Wood | - | Primitive‡ | 100 | 10 |

‡Bone, Leather, and Wooden ammunition by default has the Primitive quality. An Inferior batch of such ammunition has the **Primitive (2)** quality, rolling damage thrice and using the worst result of three. A Superior batch of such ammunition drops the Primitive quality and rolls damage normally. These are typically made as practice arrows.

## Armor & Shield Materials (Conventional)

| **Armor/Shield Type** | **AR/BR** | **M AR/M BR** | **Qualities** | **ENC/Piece (Suit)** | **EL** | **Price (Suit)** |
| --- | --- | --- | --- | --- | --- | --- |
| Partial Adamantium | 5 | 2 Magic | **Heavy,** Magic | 4 (24) | 1,000 | 600 (4,200) |
| ↳ Full | 7 | 3 Magic | **Super-Heavy,** Magic | 5 (30) | 1,000 | 1,200 (8,400) |
| ↳ Shield | 11 | 8 Magic | **Heavy,** Magic | 3 | 1000 | 1,380 |
| Partial Bone | 2 | - | **Medium** | 3 (18) | 100 | 40 (280) |
| ↳ Full | 4 | - | **Heavy** | 4 (24) | 100 | 80 (560) |
| ↳ Shield | 6 | (3) | **Medium** | 3 | 100 | 95 |
| Partial Bonemold | 2 | - | **Light** | 2 (12) | 300 | 115 (805) |
| ↳ Full | 4 | - | **Medium** | 3 (18) | 300 | 230 (1,610) |
| ↳ Shield | 8 | (4) | **Light** | 2 | 300 | 265 |
| Partial Chitin | 1 | 1 Fire | - | 1 (6) | 200 | 60 (420) |
| ↳ Full | 3 | 1 Fire | **Light** | 2 (12) | 200 | 120 (840) |
| ↳ Shield | 7 | (4) 5 Fire | - | 1 | 200 | 140 |
| Partial Daedric | 6 | 6 Magic | **Heavy,** Magic | 4 (24) | 1,500 | 1,125 (7,875) |
| ↳ Full | 8 | 8 Magic | **Super-Heavy,** Magic | 5 (30) | 1,500 | 2,250 (15,750) |
| ↳ Shield | 12 | 12 Magic | **Heavy,** Magic | 4 | 1,500 | 2,590 |
| Partial Dragonbone | 7 | 7 Magic | **Heavy,** Magic | 4 (24) | 1,500 | 2,250 (15,750) |
| ↳ Full | 9 | 9 Magic | **Super-Heavy,** Magic | 5 (30) | 1,500 | 4,500 (31,500) |
| ↳ Shield | 13 | 13 Magic | **Heavy,** Magic | 4 | 1,500 | 5,175 |
| Partial Dreugh Hide | 4 | 1 Magic | **Medium,** Magic | 3 (18) | 300 | 95 (665) |
| ↳ Full | 6 | 2 Magic | **Heavy,** Magic | 4 (24) | 300 | 190 (1,330) |
| ↳ Shield | 10 | 6 Magic | **Medium,** Magic | 3 | 300 | 220 |
| **Armor/Shield Type** | **AR/BR** | **M AR/M BR** | **Qualities** | **ENC/Piece (Suit)** | **EL** | **Price (Suit)** |
| Partial Dwemer | 5 | 1 Magic | **Medium,** Magic | 3 (18) | 400 | 450 (3,150) |
| ↳ Full | 7 | 2 Magic | **Heavy,** Magic | 4 (24) | 400 | 900 (6,300) |
| ↳ Shield | 10 | 6 Magic | **Medium,** Magic | 3 | 400 | 1,035 |
| Partial Ebony | 6 | 3 Magic | **Heavy,** Magic | 4 (24) | 1,250 | 750 (5,250) |
| ↳ Full | 8 | 4 Magic | **Super-Heavy,** Magic | 5 (30) | 1,250 | 1,500 (10,500) |
| ↳ Shield | 12 | 9 Magic | **Heavy,** Magic | 4 | 12,50 | 1,725 |
| Partial Fur | 1 | 2 Frost | **Light** | 2 (12) | 100 | 20 (140) |
| ↳ Full | 2 | 3 Frost | **Medium** | 3 (18) | 100 | 40 (420) |
| ↳ Shield | 7 | (4) 5 Frost | **Light** | 2 | 100 | 50 |
| Partial Hide | 1 | 1 Frost | - | 1 (6) | 50 | 20 (140) |
| ↳ Full | 2 | 2 Frost | **Light** | 2 (12) | 50 | 30 (210) |
| ↳ Shield | 6 | (3) 4 Frost | Light | 1 | 50 | 50 |
| Partial Iron | 3 | - | **Medium** | 3 (18) | 200 | 60 (420) |
| ↳ Full | 5 | - | **Heavy** | 4 (24) | 200 | 120 (840) |
| ↳ Shield | 9 | (5) | **Medium** | 3 | 200 | 140 |
| Partial Leather | 1 | 1 Fire | **Light** | 2 (12) | 150 | 60 (420) |
| ↳ Full | 3 | 1 Fire | **Medium** | 3 (16) | 150 | 120 (840) |
| ↳ Shield | 7 | (4) 5 Fire | **Light** | 2 | 150 | 140 |
| Partial Leather (Netch) | 1 | 1 Shock | **Light** | 2 (12) | 200 | 70 (490) |
| ↳ Full | 3 | 1 Shock | **Medium** | 3 (16) | 200 | 140 (980) |
| ↳ Shield | 7 | (4) 5 Shock | **Light** | 2 | 200 | 165 |
| Partial Malachite | 5 | 2 Magic | Magic | 1 (6) | 200 | 450 (3,150) |
| ↳ Full | 7 | 3 Magic | **Light,** Magic | 2 (12) | 200 | 900 (6,300) |
| ↳ Shield | 11 | 8 Magic | Magic | 1 | 200 | 1,035 |
| Partial Mithril | 4 | 1 Magic | Magic | 1 (6) | 900 | 300 (2100) |
| ↳ Full | 6 | 2 Magic | **Light,** Magic | 2 (12) | 900 | 600 (4,200) |
| ↳ Shield | 10 | 6 Magic | Magic | 1 | 900 | 690 |
| **Armor/Shield Type** | **AR/BR** | **M AR/M BR** | **Qualities** | **ENC/Piece (Suit)** | **EL** | **Price (Suit)** |
| Partial Moonstone | 3 | 1 Magic | **Light,** Magic | 2 (12) | 500 | 375 (2,625) |
| ↳ Full | 5 | 2 Magic | **Medium,** Magic | 3 (18) | 500 | 750 (5,250) |
| ↳ Shield | 9 | 6 Magic | **Light,** Magic | 2 | 500 | 865 |
| Partial Orichalcum | 5 | - | **Medium** | 3 (18) | 400 | 450 (3,150) |
| ↳ Full | 7 | - | **Heavy** | 4 (24) | 400 | 900 (6,300) |
| ↳ Shield | 11 | (6) | **Medium** | 3 | 400 | 1,035 |
| Partial Padded | 1 | - | **Light** | 2 (12) | 100 | 10 (70) |
| ↳ Full | 2 | - | **Medium** | 3 (18) | 100 | 20 (170) |
| ↳ Shield | Not Fit for Purpose | | | | | |
| Partial Silvered Steel | 4 | 1 Magic | **Medium,** Magic | 3 (18) | 300 | 100 (700) |
| ↳ Full | 6 | 2 Magic | **Heavy,** Magic | 4 (24) | 300 | 195 (1,365) |
| ↳ Shield | 10 | 6 Magic | **Medium,** Magic | 3 | 300 | 175 |
| Partial Stalhrim | 6 | 6 Frost | **Medium,** Magic | 4 (24) | 1,000 | 900 (6,300) |
| ↳ Full | 8 | 8 Frost | **Heavy,** Magic | 5 (30) | 1,000 | 1,800 (12,600) |
| ↳ Shield | 12 | (6) 12 Frost | **Medium,** Magic | 4 | 1,000 | 2,070 |
| Partial Steel | 4 | - | **Medium** | 3 (18) | 300 | 75 (525) |
| ↳ Full | 6 | - | **Heavy** | 4 (24) | 300 | 150 (1,050) |
| ↳ Shield | 10 | (5) | **Medium** | 3 | 300 | 175 |
| Partial Wood | 1 | - | **Light** | 1 (6) | 100 | 40 (280) |
| ↳ Full | 2 | - | **Medium** | 2 (12) | 100 | 80 (560) |
| ↳ Shield | 8 | (4) | Light | 1 | 100 | 95 |

**Shield prices have been normalized as 2.3× the price of a Partial piece of the same material, rounded up to the nearest multiple of 5.**

**Armor weights class and ENC have been normalized such that Light = 1 ENC, Medium = 2 ENC, etc. Shields are the same ENC as a Partial Limb. (Adamantine normalized to its ENC values; everything else to its weight class.)**

**Armor prices have been normalized as a multiple of the cost of steel armor based on the multiple cost of a weapon.**

## Firearm Material (Conventional)

| **Firearm Barrel Material** | **Range Mod** | **ENC** | **EL** | **Price Mod** |
| --- | --- | --- | --- | --- |
| Adamantium | - | +1 | 1,000 | 8× |
| Bone | Not Fit for Purpose | | | |
| Bonemold | Not Fit for Purpose | | | |
| Chitin | Not Fit for Purpose | | | |
| Daedric | +15m all ranges | +1 | 1,500 | 15× |
| Dragonbone | Not Fit for Purpose | | | |
| Dreugh Hide | Not Fit for Purpose | | | |
| Dwemer | +5m all ranges | - | 400 | 6× |
| Ebony | +15m all ranges | +1 | 1,250 | 10× |
| Fur | Not Fit for Purpose | | | |
| Hide | Not Fit for Purpose | | | |
| Iron | - | - | 200 | 0.8× |
| Leather | Not Fit for Purpose | | | |
| Leather (Netch) | Not Fit for Purpose | | | |
| Malachite | +15m all ranges | - | 200 | 7× |
| Mithril | - | -1† | 900 | 4× |
| Moonstone | +10m all ranges | - | 500 | 5× |
| Orichalcum | +5m all ranges | - | 400 | 4× |
| Silver | - | - | 300 | 1.3× |
| Stalhrim | +5m all ranges | - | 1,000 | 12× |
| Steel | - | - | 300 | 1× |
| Wood | Not Fit for Purpose | | | |

†Mithril weapons reduce their ENC by 1, to a minimum of 1 unless the base weapon ENC is 1 or 0.

## Firearm Ammunition Material (Conventional)

It is very handy to track firearm ammunition by simply buying premade cartridges; both from a bookkeeping standpoint and from a practical standpoint. Prices listed are for Regular-sized loads; Large costs the same and yields half as much, Small costs the same and yields double. (There is a reason folks consider Small loads to be an economical option for most purposes.)

Prices listed here assume that the user is purchasing ten (10) premade cartridges for a standard firearm; for these prices a Large firearm can obtain five rounds, or a Small one may obtain twenty.

Firearm ammunition (“ball” which is not a sphere, or “shot” which is, though nobody makes shot of anything but lead,) is a shaped (usually) lead projectile which fits down a firearm’s barrel. To make ammunition which is substantially another material, one must, via an alchemical process, cast a copper jacket in the shape of a lead ball-round around a bullet which is cast of the material you require. This process is expensive and costs 70 Drakes per batch of 10; one batch of ten also includes 10 Drakes’ surcharge for the powder (the cost of packaging it into a paper cartridge is negligible.)

| **Firearm Ball** | **Damage Mod** | **Qualities** | **Enchant Level** | **Price (per 10)** |
| --- | --- | --- | --- | --- |
| Adamantium | +3 | - | 1,000 | 240 |
| Bone | Not Fit for Purpose | | | |
| Bonemold | +1 | - | 300 | 110 |
| Chitin | Not Fit for Purpose | | | |
| Daedric | +4 | Magic | 1,500 | 380 |
| Dragonbone | Not Fit for Purpose | | | |
| Dreugh Hide |  | | | |
| Dwemer | +2 | Magic | 400 | 200 |
| Ebony | +4 | Magic | 1,250 | 280 |
| Fur | Not Fit for Purpose | | | |
| Hide | Not Fit for Purpose | | | |
| Iron | - | - | 200 | 86 |
| Lead Ball | - | - | 200 | 20 |
| Lead Shot | - | - | 200 | 18 |
| Leather | Not Fit for Purpose | | | |
| Leather (Netch) | Not Fit for Purpose | | | |
| Malachite | +3 | Magic | 200 | 220 |
| Mithril | +1 | - | 900 | 160 |
| Moonstone | +2 | Magic | 500 | 180 |
| Orichalcum | +2 | - | 400 | 160 |
| Silvered | +1 | Silvered | 300 | 130 |
| Stalhrim | +3 | Magic | 1,000 | 320 |
| Steel | +1 | - | 300 | 100 |
| Wood | Not Fit for Purpose | | | |

Add 25 Drakes per 10 normal rounds if you would prefer to purchase alchemical Dwarven/smokeless powder.

[Conventional Materials](#_6u9h96prysy1)

[New/Modified Weapon Traits](#_o3leha4ob13r)

[Primitive](#_j191poe97gif)

[Conventional Material Descriptions](#_nmdesymxsrux)

[Adamantium](#_m1hngekm36i2)

[Bone](#_ge6gqwsb9oja)

[Bonemold](#_5aw5uwbu183)

[Improved Bonemold](#_q9egwpxxcubp)

[Chitin](#_hohilrlej9of)

[Daedric](#_wq9y62qf5uhk)

[Dragonbone](#_5taseg9qy1b)

[Dragonscale](#_1nsckab8sdh4)

[Dreugh Hide](#_8vnbz0yk3htc)

[Dwemer](#_om3j24cwuq10)

[Ebony](#_akwvboccjh27)

[Fur and Hide](#_gm1g7qfp6lmz)

[Iron](#_9858q8ux3fzu)

[Leather](#_gqrgswdt8ln6)

[Netch Leather](#_914yx2i7v0mq)

[Reinforced leather armor](#_b0d6ltani9gn)

[Malachite](#_3gl7p3t33a5o)

[Mithril](#_id1xv69zll3k)

[Moonstone](#_inoqb4liq89f)

[Orichalcum](#_h0yan3mrsx1j)

[Silver](#_ijdg1bw4or6f)

[Stalhrim](#_tl5ev7bxs0tm)

[Steel](#_3nu9wt102c5k)

[Wood](#_b67g55nlp0vm)

[Melee Weapon Material (Conventional)](#_gwltga8pszlk)

[Ranged Weapon Material (Conventional)](#_qcdlrn3zck09)

[Ranged Ammunition Material (Conventional)](#_9en99326ehg4)

[Armor & Shield Materials (Conventional)](#_64quyjor9519)

[Firearm Material (Conventional)](#_r6qg6685noxu)

[Firearm Ammunition Material (Conventional)](#_aesmr6z4yp8a)