TES:U Unconventional Materials

For Weapons, Armor, and More

# Unconventional Materials

Unconventional materials are so-called because often they either come from a *The Elder Scrolls V: Skyrim* mod, or a game DLC, or they are from *The Elder Scrolls Online*, or in general they’re obscure as-of the era of the Skyrim Civil War. By the era of the Republic, some of these materials are not at all unconventional.

You may also want to read the [Conventional Materials](https://docs.google.com/document/d/1gjTJjKVxc2l3mBoRNE007efb7-OVbBe3UbR1FGWIadk/edit?usp=sharing) document.

## New Weapon Traits

### Unresistable

A Voidstone weapon makes a mockery of any magical resistance to physical harm. It ignores any spells, enchantments, or innate traits which resist physical harm if the GM deems that trait to be supernatural in origin, and if the victim of such an attack has any “-scarred” trait, the Voidstone weapon is treated as being made from the substance which they are vulnerable to (e.g. its damage is considered Sunlight if used to attack a Vampire, it is considered Silver if used to attack a Lycanthrope, etc).

## Unconventional Material Descriptions

### Apotheus Leather

Although most leatherworkers repeat the mantra that this technique was perfected and handed down to Tamriel by Emperor Nal’iq the First and Only, her own writings are explicitly clear that the credit for inventing it belongs to an Orsimer named Ulag who became deceased in Skyrim in B.RE 69 and whose journal she recovered. Without fail, she never mentioned or wrote about it, even in passing, without crediting its invention to Ulag.

Apotheus Leather is tanned with a mixture of Sleeping Tree Sap, though The Sleeping Tree Sap can be substituted with other similar alchemical saps or substances of varying legality found in other provinces in Tamriel, if one does not happen to be in Skyrim. Apotheus Leather is quite the substance, as light and supple as non-protective leather garb, but it hardens to resist a blow more firmly than ordinary leather. Apotheus Leather may be fashioned into a shield in much the same fashion as cowhide, though the shield will need to be taut even before being struck.

Netch is a vastly superior material to use to make Apotheus leather from, as, although pricey, it gains significant magical properties. Reinforcing Apotheus Leather with steel is a fool’s errand, as you will not gain significant protection and will lose the unparalleled freedom of motion granted by a leather which is as easy-to-wear as supple deerskin.

### Ancestor Silk

Ancestor Silk is the silk which is spun by Ancestor Moths around Canticle Trees all around Tamriel; though the trees have always been around, the number of them exploded in Morrowind following the Red Year, and in Tamriel after the Skyrim Civil War; it is believed that this was the result of an intentional effort to cultivate the trees, and thus, the moths.

Ancestor Silk is an expensive but superior material from which to fashion thick gambesons and coats, as well as being stylish and luxurious for all manner of less-armorative purposes. It is however not a suitable material for fashioning a shield - the end result is more useful as a kite on a windy day.

Ancestor Silk from most places is a pale red color, but when it comes from Morrowind the silk is brilliantly glossy ebony in color, and is sometimes called **Ancestor Ash Silk.** There is no material difference between the two.

### Blue Mithril

The creation of Blue Mithril is a lost art which was known in the late Third Era to smiths in High Rock. Blue Mithril is identical in weight to regular Mithril and is substantially sharper and stronger-still than steel. The knowledge of creating this material is believed to have died out during or before the Miracle of Peace; historical accounts differ, but some scholars theorize that the Warp in the West erased either the smiths who could forge it, or if the persons survived, it erased the secret from their minds.

Today, Blue Mithril arms and armor are priceless antiques; broken examples may be reforged into something new, but the cost of acquiring enough of the stuff to do so would be nearly as difficult as finding an original of the type one wants. It is sometimes counterfeited by using an alchemical process to color ordinary Mithril blue; however, some hold that the knowledge remains in some obscure part of Tamriel, as a few pieces which are confirmably not from High Rock have been found; their provenance remains shrouded in mystery however, and the agelessness of the material does not lend itself to gauging whether it predates the Miracle of Peace or not.

The list prices and material tier assumes a reasonable market with reasonable availability of Blue Mithril, as if one were adventuring in High Rock before the Warp in the West. Blue Mithril is inherently considered Silvered, which implies that it is also Magical.

### Bronze

An alloy of copper and tin, Bronze is a very satisfactory material, rigid and durable, which may be polished to a mirror finish and hold an edge very well indeed. It may be easily substituted for iron in most purposes, and has, from time to time in ancient times, been used preferentially as a material from which to furnish arms and armor. It is however, *expensive*, as not only is its material beauty valued for ornamental purposes (which competes with any use for practical purposes,) but it requires two materials that are not typically found in one another’s vicinity.

Magically speaking, Bronze is a fantastic material for something of its relative cheapness. Its main advantages, if there are any, are that a smith who has a ready supply of copper *and* tin can make Bronze on his forge with crucibles and bellows - no special furnaces required, that the material may be cast rather than needing to be forged - and that, if broken in battle, if botched in the creation, *no material is lost when melting it down to start again,* even without any of the relevant Talents.

### (Improved) Bonemold

Around the time of the Skyrim Civil War, a recipe for “Improved Bonemold” was uncovered and widely-circulated. Popular history attributes this to the First Gunsmith, the First and Last Emperor of the Republic, Nal’iq; cynical popular historians credit her only with taking credit for another’s inventions. Her own writings explicitly credit a blacksmith on Solstheim island for giving the formula to her, but that she believes that ‘Improved’ Bonemold, with that recipe or another, is simply typical of the Bonemold made in Morrowind before the Red Year.

### Copper

Copper, called Cuprum by the ancient Nedes and erroneously referred to as Corundum from time to time, is a malleable, ductile material that is easily worked and is largely considered an attractive material both when it is freshly-wrought and when it has formed a patina. It is an extremely adequate metal from which to fabricate non-striking tools that can endure most heats one will not find in a smith’s forge. It is often used for the likes of jewelry and cookery, as well for ornamentation and some architectural purposes.

It is not generally considered a fit material to armor or arm a person, but it generally suffices better than nothing. A copper blade or implement *can* suffice if better is not available, and it will serve a man better than the *most* crude things they can use, but copper arms and armor and striking tools (such as hatchets) need a lot of maintenance, and deform easily. Copper will form an extremely sharp blade and hold it under light use, but it can lose it *very* quickly. Magically speaking, Copper is as impressive as steel, but it is also more expensive. As a material for armor it’s greatly inferior, but still better than wearing hides.

### Calcinium

An energetic material once readily-found in Tamriel but which is now very obscure, Calcinium is a material common to the Coloured Rooms, the domain of Meridia, the Daedric Prince of Light. It is this material which arms and armors the Aurorans, and, though it is almost always found in a brilliant golden color, its hue may be shifted by a simple act of Will; the owner may test Mysticism +20, and if successful, alter all Calcinium material on their person to the color of their choice. (Aurorans commonly do this *en masse* when confronting Aureals.)

Calcinium armor may be fashioned into Welkynd or Varla arms and armor by a character with the Patterns of the Ayleids talent, using the statistics of the Calcinium armor instead of Moonstone or Malachite. Calcinium weapons are inherently Focus weapons.

### Dragonscale

Similarly to Dragonbone, the scales of Dov are similarly useful for fashioning into armor; although less protective than Dragonbone, a suit of armor fashioned of Dragonscale is far lighter. Wearing such armor carries a similar chance of summary-death-by-Dov if seen wearing it, though it is not entirely unknown for a Dov who becomes very fond of a mortal to bestow upon them a supply of fallen scales suitable to fashion a suit of armor with. In these circumstances, the Dov does... *Something* Mystical to the scales, mortals know not what, to somehow mark them as gifted rather than corpse-taken, and also renders them utterly useless for any form of magic that requires a body part of some still-living entity.

### Dwarven/Fool’s Dwarven Metal

Dwarven Ore, in past times called “Fool’s Dwarven Ore” as even learned metallurgists believed it to have no relation, turned out in fact to be the actual precursor metal to the real Dwemer material found in Dwemer ruins. On its own it is not entirely without virtue as a metal however: when smelted into an ingot and worked, it proves to be a brilliantly shining metallic green material, with magical properties equivalent to its ultimate Dwemer form, though its mundane properties are not greater than that of steel. This stuff is rarely found outside Craglorn, as all known mines of it elsewhere were thoroughly exhausted during the Second Era. The discovery of a rich source of this material could prove to be an economic turning-point, or the start of a war, as such a resource could break Orsinium’s effective monopoly on production of new Dwemer metal.

### Galatite

Another once-common material now nearly-extinct in Tamriel, Galatite is a distinctly pale red metal with a slight glossy finish when worked. As a material it is *utterly* deficient, being comparable to common steel, but its magical properties compare to those of Daedric metal. For this reason it is a beloved material for jewelry and other ornamentation which shall be enchanted, and it is not unheard-of for an ancient Galatite weapon or armor to be melted down to recover its metal content so as to make valuable jewelry.

#### Galatantite

A 1:1:1 alloy of Galatite, Rubedite and Mithril, Galatantite can be seen as an alternative to Ebony. Its material properties are similar to those of Malachite but it retains the peerless enchantment potential of Galatite, which puts it nearly on-par with Daedric metal - and it boasts a price point to match.

### Rubedite

Presumably so-named for its natural appearance which has the brilliant crimson shine of a cut and polished ruby, Rubedite is yet another material which was believed to be extinct in Tamriel - unlike most of such metals however, a few new sources have opened up in the last century. *Fantastically* expensive, when it is available at all, even most Kings have a difficult time laying their hands on the stuff. However, it is notable for being a 1:1 substitute for Dragonbone, as both its magical and material properties are peerless - and unlike Dragonbone, may be cast and tooled into the barrel of a firearm. Care must be taken with worked Rubedite if the ruby color is to be preserved; the slightest imperfection in the smelting will result in the Rubedite having a purple-reddish hue instead of bright, shining ruby. This does not materially alter the properties of the metal, but it is usually a hallmark of a piece which is of less than perfect workmanship.

#### Quicksilver Rubedite

A 2:1 alloy of Rubedite to Mithril, Quicksilver Rubedite is shinier and glossier, and somewhat *lighter*. It remains fantastically expensive, but is a highly satisfactory metal from which to fashion armor, being a good 1:1 replacement for Dragonscale. If forged into a weapon, it will be found deficient and wanting compared to Rubedite, comparable to “mere” Daedric metal, though lighter still.

### Vitrine (Moon-Glass)

A material which is made through a very similar process to Dwemer Metal - even going so far as to involve an ingot of Dwemer Metal as a catalyst (although the Dwemer Metal does not alloy into the resulting material and can be recovered for reuse,) Vitrine is an alloy of Malachite, also known as glass, and Moonstone, in a 7:1 ratio, though several measures of Dwemer Oil (or substitutes) are expended in the creation process.

Vitrine is quite an attractive metal, with the appearance of translucent green moonstone. Exactly why the Dwemer first made it is clear enough; the material has the lightness and durability of Malachite, the same innate resistance to spells of the stuff, and the enchantment potential of Moonstone. (Also, it looks *damn* good when worked and polished.)

### Voidstone

Although never common in Tamriel, Voidstone is a material which is believed - when it is even believed to have existed at all - to be extinct in the plane of Mundus. Some hypothesize that the Planemeld in the mid-Second-Era caused the material to proliferate briefly. Voidstone is a curious material; it looks like a good-quality steel, but has some kind of odd, light-drinking property to it, and anyone who beholds a piece of it swears it has some kind of violet penumbra.

Voidstone is a magical void. Attempting to enchant anything made of Voidstone is an exercise in futility, as any Magicka directed at it wants to simply escape to parts unknown - hypothesized to be The Void, hence the name. This property results in a metal which peerlessly resists magical attack when fashioned into armor, and weapons made of the staff make an *utter* mockery of any supernatural damage resistance.

Its material properties are however *unremarkable*, being comparable to ordinary steel.

### Steel Alloys

Most metal weapons featured in the Conventional Materials table feature *a bit* of steel in them; these Unconventional Steel Alloys generally use significantly more steel. Often these wind up somewhere between the original material and Steel itself. Obviously, only a metal may be alloyed with steel.

Notably, Orichalcum already constitutes a steel alloy, and Stalhrim, although worked like metal, cannot be alloyed as it is in fact a form of magical ice, and floats rapidly to the top of any crucible in which it and steel (or anything else for that matter) are both melted.

#### Adamantine Steels

Adamantium on its own is a fantastic material; heavy, incredibly durable and able to hold an incredible edge; and as if those properties weren’t enough, it has incredible magical potential. Adamantine on its own is one of the rare metals which does not need to be alloyed with steel at all.

But alloy Adamantine with steel you may; Adamantine-Steel alloys come in two varieties: Adamant Steel and Adamant Quicksteel. Both are seldom made, but have purpose from time to time, particularly if one has a small amount of Adamantine to work with.

##### Adamant Steel

A ratio of 1:1 Steel to Adamantine yields a material with Adamantine’s superior physical properties and the weight of steel, but also steel’s lackluster magical potential. Some alchemical reagents and a few trace metals are involved in the process.

##### Adamant Quicksteel

A 4:3:2 Steel to Adamantine to Mithril alloy quite strikingly reverses the nature of Adamant Steel into Adamant Quicksteel; a material with no greater physical properties than Steel or Mithril, but all of the magical potential of Adamantine. Some additional alchemical reagents and a few other trace metals are involved.

#### Atronach Steel

Invented by the same Orsimer smith, Ulag, who invented Apotheus leather and almost lost to Tamriel save for his offside mention of it in his journal, this material was reverse-engineered by Nal’iq the First and Only and so most smiths with a working knowledge but no academic study of their craft attribute it to her. Atronach Steel is steel forged and tempered, folded together with a dose of Fire Salts and a dose of Frost Salts. It is difficult to work with, as Fire and Frost Salts are still *salts*, and will destroy steel quite happily unless the smith knows *exactly* what she is doing. Most smiths simply do not bother making the stuff.

#### Dwemer Steel

Dwemer Steel is, despite its name, unaffiliated with the Dwemer, as the material, although obvious and simple enough to work with, has not been found in Dwemer ruins. A simple 1:1 alloy of Dwemer metal and Steel, Dwemer Steel will not be mistaken for Dwemer Metal and has insigifnicantly superior physical properties compared to its steel content, but it obtains all of the magical potential of Dwemer metal - which honestly is not great.

#### Ebon-Steel

A 5:3:1 alloy of Ebony, Steel and Mithril that requires expensive alchemical preparation to cause it to alloy, Ebonsteel greatly resembles Skyforged Steel but with the black hue of Ebony. The resulting alloy is as expensive as Daedric metal and has all of the material and magical virtue of Ebony, but the weight of Steel.

#### Moon-Steel

A 3:1 alloy of Moonstone and Steel, Moonstone-Steel is a good compromise between the two; harder and more durable than moonstone, with a less-glossy, darker, grayer look to it, it was common during the time of the Third Aldmeri Dominion for Altmer who rejected the Dominion to use implements of this material to distance themselves from the Thalmor. It gives up Moonstone’s magical potential, but retains its light weight and superior physical properties.

#### Skyforged/Nordic Steel

An alloy consisting of 6:2:1 parts Steel to Ebony to Mithril, Skyforged Steel, or Nordic Steel (sometimes called Nordic Carved Steel,) comes out of the forge with an attractive steely finish, will not corrode even when exposed to salt and sea-air, is naturally glossy without being outright shiny unless polished, and given to dark notes owing to its Ebony content. It can be carved exceptionally easily for a metal if carefully carved with an Ebony or Adamantine tool, but sudden strikes (such as one endures in combat,) find the metal unyielding. Significant quantities of material is lost in the alloying processing; instead of 9 usable ingots, one will only yield two and about three quarters.

The Companions of Ysgramor and the Nords of Whiterun do *not* like hearing this material, when fashioned elsewhere, referred to as Skyforged Steel; to the Nords of Whiterun and the Companions, Skyforged Steel is *only* made at the Skyforge in Whiterun. There is some merit to this argument; the Skyforge itself does not require any Ebony or Mithril at all, as it seems to furnish its own when the smith uses it to forge a steel weapon or armor if they follow the proper rituals while doing so. From time to time it has been negotiated by treaty that other Holds and even Provinces will crack down on the sale of “bootleg” Skyforged steel and require that the material be called Nordic Steel elsewhere; but it takes a true master of the blacksmith’s craft to tell the difference between such a piece forged at the Skyforge and one forged elsewhere - or for someone to attempt to melt down a piece made on the Skyforge in the hopes of obtaining its Ebony content, whereupon they will find nought but ordinary steel.

## Melee Weapon Material (Unconventional)

| **Name** | **Damage Mod** | **Qualities** | **ENC** | **Enchant Level** | **Price Mod** |
| --- | --- | --- | --- | --- | --- |
| Apotheus Leather | Not Fit for Purpose | | | | |
| Apotheus Netch Leather | Not Fit for Purpose | | | | |
| Ancestor Silk | Not Fit for Purpose | | | | |
| Blue Mithril | +3 | Silvered | -1† | 900 | 14× |
| Bonemold (Improved) | +2 | - | - | 300 | 3× |
| Bronze | +1 | - | - | 400 | 2× |
| Calcinium | +3 | Magic, Focus | - | 750 | 10× |
| Copper | +1 | [Primitive](https://docs.google.com/document/d/1gjTJjKVxc2l3mBoRNE007efb7-OVbBe3UbR1FGWIadk/edit#heading=h.j191poe97gif) | - | 300 | 1.25× |
| Dwarven Metal (Fool’s) | +1 | Magic | - | 400 | 2× |
| Dragonscale | Not Fit for Purpose | | | | |
| Galatite | +1 | Magic | - | 1,500 | 8× |
| Galatantite | +3 | Magic | - | 1,500 | 14× |
| Rubedite | +5 | Magic | +1 | 1,500 | 30× |
| Rubedite (Quicksilver) | +4 | Magic | - | 1,500 | 30× |
| Vitrine | +3 | Magic | - | 500 | 7.75× |
| Voidstone | +1 | Magic, Unresistable | - | - | 10× |
| **Steel Alloys** | | | | | |
| Adamant Steel | +3 | - | - | 300 | 6× |
| Adamant Quicksteel | +1 | Magic | - | 1,000 | 6× |
| Atronach Steel | +1 | Magic | - | 600 | 5× |
| Dwemer Steel | +1 | Magic | - | 500 | 4× |
| Ebonsteel | +4 | Magic | - | 1,250 | 15× |
| Moonsteel | +2 | Magic | - | 300 | 4× |
| Skyforged (Nordic) Steel | +3 | Magic | - | 400 | 7.25× |

†Mithril weapons reduce their ENC by 1, to a minimum of 1, unless the item was already ENC 1 or less.

## Ranged Weapon Material (Unconventional)

| **Name** | **Range Mod** | **ENC** | **EL** | **Price Mod** |
| --- | --- | --- | --- | --- |
| Apotheus Leather | Not Fit for Purpose | | | |
| Apotheus Netch Leather | Not Fit for Purpose | | | |
| Ancestor Silk | Not Fit for Purpose | | | |
| Blue Mithril | +10m all ranges | -1† | 900 | 14× |
| Bonemold (Improved) | +5m all ranges | - | 500 | 6× |
| Bronze | - | - | 400 | 2× |
| Calcinium⁑ | +10m all ranges | - | 750 | 10× |
| Copper | - | - | 300 | 1.25× |
| Dragonscale | Not Fit for Purpose | | | |
| Dwarven Metal (Fool’s) | - | - | 400 | 2× |
| Galatite | - | - | 1,500 | 8× |
| Galatantite | - | - | 1,500 | 15× |
| Rubedite | +20m all ranges | +1 | 1,500 | 30× |
| Rubedite (Quicksilver) | +15m all ranges | - | 1,500 | 30× |
| Vitrine | +15m all ranges | - | 500 | 7.75× |
| Voidstone | - | - | - | 10× |
| **Steel Alloys** | | | | |
| Adamant Steel | - | - | 300 | 6× |
| Adamant Quicksteel | - | - | 1,000 | 6× |
| Atronach Steel | - | - | 600 | 5× |
| Dwemer Steel | - | - | 500 | 4× |
| Ebonsteel | +15m all ranges | - | 1,250 | 15× |
| Moonsteel | +10m all ranges | - | 300 | 4× |
| Skyforged (Nordic) Steel | +5m all ranges | - | 400 | 7.25× |

†Mithril weapons reduce their ENC by 1, to a minimum of 1, unless the item was already ENC 1 or less.

⁑ A Calcinium conventional ranged weapon (bow, crossbow, atlatl, etc,) inherently has the Focus trait.

## Ranged Ammunition Material (Unconventional)

| **Name** | **Damage Mod** | **Qualities** | **Enchant Level** | **Price (per 10)** |
| --- | --- | --- | --- | --- |
| Apotheus Leather | Not Fit for Purpose | | | |
| Apotheus Netch Leather | Not Fit for Purpose | | | |
| Ancestor Silk | Not Fit for Purpose | | | |
| Blue Mithril | +3 | Silvered | 900 | 280 |
| Bonemold (Improved) | +2 | - | 300 | 120 |
| Bronze | +1 | - | 400 | 40 |
| Calcinium | +3 | Magic | 750 | 200 |
| Copper | +1 | [Primitive](https://docs.google.com/document/d/1gjTJjKVxc2l3mBoRNE007efb7-OVbBe3UbR1FGWIadk/edit#heading=h.j191poe97gif) | 300 | 25 |
| Dragonscale | Not Fit for Purpose | | | |
| Dwarven Metal (Fool’s) | +1 | Magic | 400 | 40 |
| Galatite | +1 | Magic | 1,500 | 160 |
| Galatantite | +3 | Magic | 1,500 | 280 |
| Rubedite | +5 | Magic | 1,500 | 600 |
| Rubedite (Quicksilver) | +4 | Magic | 1,500 | 600 |
| Vitrine | +3 | Magic | 500 | 155 |
| Voidstone | +1 | Magic, Unresistable | - | 200 |
| **Steel Alloys** | | | | |
| Adamant Steel | +3 | - | 300 | 120 |
| Adamant Quicksteel | +1 | Magic | 1,000 | 120 |
| Atronach Steel | +1 | Magic | 600 | 100 |
| Dwemer Steel | +1 | Magic | 500 | 80 |
| Ebonsteel | +4 | Magic | 1,250 | 300 |
| Moonsteel | +2 | Magic | 300 | 80 |
| Skyforged (Nordic) Steel | +3 | Magic | 400 | 155 |

## Armor Materials (Unconventional)

| **Armor/Shield Type** | **AR/BR** | **M AR/M BR** | **Qualities** | **ENC/Piece (Suit)** | **EL** | **Price (Suit)** |
| --- | --- | --- | --- | --- | --- | --- |
| Partial Apotheus Leather | 3 | 1 Magic | Magic | 1 (6) | 450 | 150 (1,050) |
| ↳ Full | 5 | 2 Magic | **Light,** Magic | 2 (12) | 450 | 300 (2,100) |
| ↳ Shield | 9 | 6 Magic | Magic | 1 | 450 | 345 |
| Partial Apotheus Netch Leather | 3 | 2 Magic | Magic | 1 (6) | 500 | 180 (1,260) |
| ↳ Full | 5 | 4 Magic | **Light,** Magic | 2 (12) | 500 | 360 (2,520) |
| ↳ Shield | 9 | 7 Magic | Magic | 1 | 500 | 415 |
| Partial Ancestor Silk | 2 | 5 Magic | **Light,** Magic | 2 (12) | 600 | 200 (1,400) |
| ↳ Full | 4 | 7 Magic | **Medium,** Magic | 3 (16) | 600 | 400 (2,800) |
| ↳ Shield | Not Fit for Purpose | | | | | |
| Partial Blue Mithril | 6 | 1 Magic | Magic | 1 (6) | 900 | 1,050 (7,350) |
| ↳ Full | 8 | 2 Magic | **Light,** Magic | 2 (12) | 900 | 2,100 (14,700) |
| ↳ Shield | 12 | 9 Magic | Magic | 1 | 900 | 2,415 |
| Partial Bonemold (Improved) | 6 | - | **Light** | 2 (12) | 300 | 150 (1,050) |
| ↳ Full | 7 | - | **Medium** | 3 (16) | 300 | 300 (2,100) |
| ↳ Shield | 10 | (5) | **Light** | 2 | 300 | 345 |
| Partial Bronze | 3 | - | **Medium** | 3 (18) | 400 | 150 (1,050) |
| ↳ Full | 5 | - | **Heavy** | 4 (24) | 400 | 300 (2,100) |
| ↳ Shield | 9 | (5) | **Medium** | 3 | 400 | 345 |
| Partial Calcinium | 5 | 2 Magic | **Light,** Magic | 2 (12) | 900 | 750 (5,250) |
| ↳ Full | 7 | 3 Magic | **Medium,** Magic | 3 (18) | 900 | 1,500 10,500() |
| ↳ Shield | 10 | 9 Magic | **Light,** Magic, Focus | 2 | 900 | 1,725 |
| Partial Copper | 3 | - | **Medium** | 3 (18) | 300 | 95 (665) |
| ↳ Full | 5 | - | **Heavy** | 4 (24) | 300 | 190 (1,330) |
| ↳ Shield | 9 | (5) | **Medium** | 3 | 300 | 440 |
| Partial Dragonscale | 6 | 6 Magic | **Medium,** Magic | 3 (18) | 1,500 | 2,250 (15,750) |
| ↳ Full | 8 | 8 Magic | **Heavy,** Magic | 4 (24) | 1,500 | 4,500 (31,500) |
| ↳ Shield | 12 | 12 Magic | **Medium, Magic** | 3 | 1,500 | 5,175 |
| Partial Fool’s Dwarven | 4 | 1 Magic | **Medium,** Magic | 3 (18) | 400 | 150 (1,050) |
| ↳ Full | 6 | 2 Magic | **Heavy,** Magic | 4 (24) | 400 | 300 (2,100) |
| ↳ Shield | 10 | 6 Magic | **Medium,** Magic | 3 | 400 | 345 |
| Partial Galatite | 4 | 6 Magic | **Medium,** Magic | 3 (18) | 1,500 | 600 (4,200) |
| ↳ Full | 6 | 8 Magic | **Heavy,** Magic | 4 (24) | 1,500 | 1,200 (8,400) |
| ↳ Shield | 10 | 12 Magic | **Medium,** Magic | 3 | 1,500 | 1,380 |
| Partial Galatantite | 5 | 6 Magic | **Medium,** Magic | 3 (18) | 1,500 | 1,050 (7,350) |
| ↳ Full | 7 | 8 Magic | **Heavy,** Magic | 4 (24) | 1,500 | 2,100 (14,700) |
| ↳ Shield | 11 | 12 Magic | **Medium,** Magic | 3 | 1,500 | 2,415 |
| Partial Rubedite | 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 Rubedite (Quicksilver) | 6 | 6 Magic | **Medium,** Magic | 3 (18) | 1,500 | 2,250 (15,750) |
| ↳ Full | 8 | 8 Magic | **Heavy,** Magic | 4 (24) | 1,500 | 4,500 (31,500) |
| ↳ Shield | 12 | 12 Magic | **Medium,** Magic | 3 | 1,500 | 5,175 |
| Partial Vitrine | 5 | 2 Magic | Magic | 1 (6) | 500 | 585 (4,095) |
| ↳ Full | 7 | 3 Magic | **Light,** Magic | 2 (12) | 500 | 1,170 (8,190) |
| ↳ Shield | 11 | 8 Magic | Magic | 1 | 500 | 1,350 |
| **Armor/Shield Type** | **AR/BR** | **M AR/M BR** | **Qualities** | **ENC/Piece (Suit)** | **EL** | **Price (Suit)** |
| Partial Voidstone | 4 | 8 Magic | **Medium,** Magic | 3 (18) | - | 750 (5,250) |
| ↳ Full | 6 | 10 Magic | **Heavy,** Magic | 4 (24) | - | 1,500 10,500() |
| ↳ Shield | 10 | 16 Magic | **Medium,** Magic | 3 | - | 1,725 |
| **Steel Alloys** | | | | | | |
| Partial Adamant Steel | 5 | - | **Medium** | 3 (18) | 300 | 450 (3,150) |
| ↳ Full | 7 | - | **Heavy** | 4 (24) | 300 | 900 (6,300) |
| ↳ Shield | 11 | (6) | **Medium** | 3 | 300 | 1,035 |
| Partial Adamant Quicksteel | 4 | 2 Magic | **Medium,** Magic | 3 (18) | 1,000 | 450 (3,150) |
| ↳ Full | 6 | 3 Magic | **Heavy,** Magic | 4 (24) | 1,000 | 900 (6,300) |
| ↳ Shield | 10 | 8 Magic | **Medium,** Magic | 3 | 1,000 | 1,035 |
| Partial Atronach Steel | 4 | 1 Magic⁂ | **Medium,** Magic | 3 (18) | 600 | 375 (2,620) |
| ↳ Full | 6 | 2 Magic⁂ | **Heavy,** Magic | 4 (24) | 600 | 750 (5,250) |
| ↳ Shield | 10 | 6 Magic⁂ | **Medium,** Magic | 3 | 600 | 865 |
| Partial Dwemer Steel | 4 | 1 Magic | **Medium,** Magic | 3 (18) | 400 | 300 (2,100) |
| ↳ Full | 6 | 2 Magic | **Heavy,** Magic | 4 (24) | 400 | 600 (4,200) |
| ↳ Shield | 10 | 6 Magic | **Medium,** Magic | 3 | 400 | 690 |
| Partial Ebonsteel | 6 | 3 Magic | **Medium,** Magic | 3 (18) | 1,250 | 1,125 (7,875) |
| ↳ Full | 8 | 4 Magic | **Heavy,** Magic | 4 (24) | 1,250 | 2,250 (15,750) |
| ↳ Shield | 12 | 9 Magic | **Medium,** Magic | 3 | 12,50 | 2,590 |
| Partial Moonsteel | 4 | 1 Magic | **Light,** Magic | 2 (12) | 300 | 300 (2,100) |
| ↳ Full | 6 | 2 Magic | **Medium,** Magic | 3 (18) | 300 | 600 (4,200) |
| ↳ Shield | 10 | 6 Magic | **Light,** Magic | 2 | 300 | 690 |
| Partial Skyforged Steel | 5 | 1 Magic | **Medium,** Magic | 3 (18) | 400 | 545 (3,815) |
| ↳ Full | 7 | 2 Magic | **Heavy,** Magic | 4 (24) | 400 | 1,090 (7,630) |
| ↳ Shield | 11 | 6 Magic | **Medium,** Magic | 3 | 400 | 1,255 |

⁂Atronach Steel armor and shields gain Frost and Fire Resistance values of two higher than their Magic Resistance values.

**List price for armor is per limb and full suit. Torso armor costs twice. List price for shield is for standard shield.**

## Firearm Material (Unconventional)

| **Name** | **Range Mod** | **ENC** | **EL** | **Price Mod** |
| --- | --- | --- | --- | --- |
| Apotheus Leather | Not Fit for Purpose | | | |
| Apotheus Netch Leather | Not Fit for Purpose | | | |
| Ancestor Silk | Not Fit for Purpose | | | |
| Blue Mithril | +10m all ranges | -1† | 900 | 14× |
| Bonemold (Improved) | Not Fit for Purpose | | | |
| Bronze | - | - | 400 | 2× |
| Calcinium⁑ | +10m all ranges | - | 750 | 10× |
| Copper | Not Fit for Purpose | | | |
| Dragonscale | Not Fit for Purpose | | | |
| Dwarven Metal (Fool’s) | - | - | 400 | 2× |
| Galatite | - | - | 1,500 | 8× |
| Galatantite | - | - | 1,500 | 14× |
| Rubedite | +20m all ranges | +1 | 1,500 | 30× |
| Rubedite (Quicksilver) | +15m all ranges | - | 1,500 | 30× |
| Vitrine | +15m all ranges | - | 500 | 7.75× |
| Voidstone | - | - | - | 10× |
| **Steel Alloys** | | | | |
| Adamant Steel | - | - | 300 | 6× |
| Adamant Quicksteel | - | - | 1,000 | 6× |
| Atronach Steel | - | - | 600 | 5× |
| Dwemer Steel | - | - | 500 | 4× |
| Ebonsteel | +15m all ranges | - | 1,250 | 15× |
| Moonsteel | +10m all ranges | - | 300 | 4× |
| Skyforged (Nordic) Steel | +5m all ranges | - | 400 | 7.25× |

†Mithril weapons reduce their ENC by 1, to a minimum of 1, unless the item was already ENC 1 or less.

⁑A Calcinium firearm inherently has the Focus trait.

## Firearm Ammunition Material (Unconventional)

| **Name** | **Damage Mod** | **Qualities** | **Enchant Level** | **Price (per 10)** |
| --- | --- | --- | --- | --- |
| Apotheus Leather | Not Fit for Purpose | | | |
| Apotheus Netch Leather | Not Fit for Purpose | | | |
| Ancestor Silk | Not Fit for Purpose | | | |
| Blue Mithril | +3 | Silvered | 900 | 360 |
| Bonemold (Improved) | +2 | - | 300 | 200 |
| Bronze | +1 | - | 500 | 130 |
| Calcinium | +3 | Magic | 750 | 280 |
| Copper | +1 | - | 300 | 105 |
| Dragonscale | Not Fit for Purpose | | | |
| Dwarven Metal (Fool’s) | +1 | Magic | 400 | 120 |
| Galatite | +1 | Magic | 1,500 | 240 |
| Galatantite | +3 | Magic | 1,500 | 360 |
| Rubedite | +5 | Magic | 1,500 | 680 |
| Rubedite (Quicksilver) | +4 | Magic | 1,500 | 680 |
| Vitrine | +3 | Magic | 500 | 235 |
| Voidstone | +1 | Magic, Unresistable | - | 280 |
| **Steel Alloys** | | | | |
| Adamant Steel | +3 | - | 300 | 200 |
| Adamant Quicksteel | +1 | Magic | 1,000 | 200 |
| Atronach Steel | +1 | Magic | 600 | 180 |
| Dwemer Steel | +1 | Magic | 500 | 160 |
| Ebonsteel | +4 | Magic | 1,250 | 380 |
| Moonsteel | +2 | Magic | 300 | 160 |
| Skyforged (Nordic) Steel | +3 | Magic | 400 | 225 |

# Materials Template

Melee Weapon Materials

| **Name** | **Damage Mod** | **Qualities** | **ENC** | **Enchant Level** | **Price Mod** |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

Ranged Weapon Materials

| **Name** | **Range Mod** | **ENC** | **EL** | **Price Mod** |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |

Ammunition Materials

| **Name** | **Damage Mod** | **Qualities** | **Enchant Level** | **Price (per 10)** |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |

Armor Materials

| **Name** | **AR/BR** | **M AR/M BR** | **Qualities** | **ENC/Piece (Suit)** | **EL** | **Price (Suit)** |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

**List price for armor is per limb and full suit. Torso armor costs twice. List price for shield is for standard shield.**

Firearm Material

| **Name** | **Range Mod** | **Enchant Level** | **ENC** | **Price Mod** |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |

Firearm Ammunition Material

| **Name** | **Damage Mod** | **Qualities** | **Enchant Level** | **Price (per 10)** |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |