NIRN ECONOMIC OVERHAUL

**By Stormrider57**

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# Overview

As the Elder Scrolls have a beautiful, engaging, and overall mesmerizing world to place their games in, some aspects are a little more vague or implemented incorrectly. While it can usually be ignored by players, I have come to the decision to reform the economy in the game with new items, forms of currency, and a totally new barter system. GM’s may have to be prepared for some more bookkeeping, but hopefully the transition will be smooth. Also, some parts have been divided into separate documents, so you might notice a bit of extra formatting. Just know that the reason for this is because these were all separate documents. So, without further ado, let’s get into the homebrew.

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# Bartering Guidelines

## Gold Limits:

Merchants now have a set fixed limit when buying goods sold by pc’s. These values will reset in 2-3 days of in-game time. Different types of merchants will be given different pools, the more specialized the profession and the higher skilled the merchant, the more gold they have. Yet, this can also be a hindrance, as higher level merchants are more difficult to get a high price from. By using this system, GM’s have a more uniform way to construct their in-game markets and traders to help bring a more immersive or overall fluid, genuine feel and emotion to the players.

## Calculating Merchant Gold:

### Step 1: Calculating Skill

Merchant skill levels varying from novice to grandmaster will start out with a base gold pool based on the their Personality attribute’s value. First, to determine the skill level of a merchant, use the values presented to qualify for specific talents in the Core Rulebook. However, these can only be used with the commerce skill specifically, no other speech related skills can affect this. One thing to note however is that at these Personality values, the gold pools are available, but the merchants skills are considerably lower, which could make for more effective bargaining.

| **PRS Value** | **Skill Level Pool** |
| --- | --- |
| <35 | Primitive |
| 35 | Novice |
| 40 | Apprentice |
| 45 | Journeyman |
| 50 | Adept |
| 55 | Master |

Once these merchants achieve a value corresponding with that skill, they automatically inherit that pool, while also sacrificing their current one. Until they are able to achieve the next rank, they will retain this base value.

| **Skill Value** | **Base Gold** |
| --- | --- |
| Primitive | 150 |
| Novice | 500 |
| Apprentice | 650 |
| Journeyman | 750 |
| Adept | 800 |
| Master | 950 |
| Grandmaster\* | 1200 |

\*Grandmaster merchants are extremely rare, and require a prs of 60+ and will have very high

commerce. So players should sell with caution.

### Step 2: Specializing your Merchant

Although most merchants sell a variety of goods, there are those who cater to specific callings or people to sell wares. These specialized merchants will not only have a larger gold pool, but also a different amount of wares to choose from. Also, the higher of skill a merchant has, the higher quality the goods good their specialization sells. Specializations could also be potentially combined for very specific stores, offering an even higher gold pool, yet extremely specific wares.

#### Specializations:

| **Specialization** | **Gold Pool Modifier (+)** | **Wares/Services** |
| --- | --- | --- |
| Farmer | 50 | Crops, Food./ Harvesting or planting crops for payment. |
| Publican (Bartender) | 75 | Food, Drinks/ Often carries quests |
| Innkeeper | 100 | Food, Drinks,/ Sells rooms |
| Stablemaster | 100 | Mounts, Riding equipment, Carriages or Wagons |
| Handler | 100 | Livestock, Pets, Fighting pets (War dogs, etc.) |
| Mason/Contractor | 150 | Building materials,/ Will give pricing for specific structures or fixtures to be added to homes. |
| General Trader | 300 | Basically anything |
| Smith (generic) | 225 | Weapons, armor,/ can also forge equipment |
| Clothier | 225 | Clothing of any quality |
| Bookkeeper | 230 | Books and scrolls/ some can also be potential authors |
| Alchemist | 350 | Potions and Potion brewing equipment |
| Armorer | 425 | Armor, specifically in higher grades/ can forge custom armor. |
| Bladesmith | 500 | Bladed weapons of higher quality/ can forge custom blades. |
| Blunt Smith | 500 | Blunt weapons of high quality/ can forge custom weapons. |
| Mage Shop/Enchanter | 750 | Scrolls, magic spells, and enchanted items |

Coinage

As a form of currency, the East Empire Trading Company (Also known as EETC or East Empire Company) has regulated other portions of ancient society, even placing monetary value on such currencies that the company accumulates. These can be traded into the company for their select stipend or possibly sold to collectors.

# Charter Of Coinage

**From: Mercellus Oristo, Chairman, East Empire Trading Company**

## ARTICLE I: History

### Foreword:

Throughout the history of Tamriel, societies have both rose and fallen throughout time. From the time of the Dragon Priests and Alduin to the Aldmeri expeditions and and emigration from their ancient homeland. These diversities among the various people, until the takeover of the Septim Empire, caused these people to use various forms of currency or barter systems, which would soon be replaced by the Septim we know of today. However, these old coins still abound, and this report will hope to shed light on these forgotten trinkets.

### Ancient Societies:

#### *Aldmeris:*

##### **Auri-els**

The ancient homeland of the elves, or Old Ehlnofey, Aldmeris did not really incorporate an extremely complicated barter system, due to the people’s regard to using special magics to gain a higher quality of life. Commonly, enchanted items and bartering with these items was used as the common trade scheme. However, the Aldmer had to develop a hard currency while preparing for their expeditions, to trade with natives. Aldmeri scholars came up with the major use in **Auri-els**, a coin made of a moonstone/gold alloy, and infused with starlight. Although the last claim is largely disputed, it cannot be denied that these coins are inherently beautiful. They are decorated with motifs of hawks and wreaths, befitting the majesty of aldmeris, yet a circular hole is cut in the center of the coin, giving the idea to enjoy the aldmeri vistas with their own eyes.

**Circulation:** Dawn Era-ME2500

**Locations:** Auri-els are extremely rare within predominantly ancient elven structures, such as ancient ruins in the Summerset Isles, Velothi Strongholds and outposts in Morrowind, and Ayleid ruins in Cyrodiil and Valenwood, and also the ancient Snow Elf strongholds in Skyrim, such as the Chantry of Auri-el.

**Worth:** 100 Drakes

#### *Atmora:*

##### Shills

Known as “Elder Wood” in Ehlnofex, Atmora was known as the fatherland of man, whose exiles would form the Nedes, and ultimately become the Proto-Cyrods and the Bretons, forming the Bretons, Imperials, and later on, the Nords. Their main form of trade was in bartering with ore or skins. Yet, their coining took the form of **Shills**, a currency comprised of Whale bone, which lended a lot of appeal in various marks of whales or bears scrimshawed into them. Yet, it is rarely collected because it looks dull, and unappealing.

**Circulation:** Dawn Era-ME2500

**Locations:** Near Atmoran shores, or potentially in shipwrecks, also in very ancient nordic ruins in Skyrim.

**Worth:** 2 Drakes

#### *Akavir:*

##### Hoseki

The Dragonland of Nirn has always been a diverse place. As home of the mysterious Tsaesci, Tang Mo, Kamal, and Ka’Po’Tun, this eastern continent is continually divided into civil war. Yet, it seems the ancient human Akaviri, and later on the Tsaesci would figure out how to incorporate a cohesive trading system with each nation during peace time, albeit being very few and far between. Their primary form of currency is known as a Hoseki, which means “jewel” in the Akaviri tongue. They are a fairly small gold coin, carefully engraved with depictions of dragons as well as motifs of the four nations of Akavir.

**Circulation:** Dawn Era-present time (in Akavir), Dawn Era-1E2703 (When the Dragonguard invade Tamriel)

**Locations:** Esroniet trading or from islands nearby. Akaviri Ruins, or Blades temples, or on Mainland Akavir.

**Worth:** 25 Drakes

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#### *Yokuda:*

##### Mila

The sunken homeland of the Redguards, the ancient Yokudans came up with a fairly simple coin design. Known as the **Mila**, it had a fairly straight forward design and purpose. Milas were gold coins with elaborate calligraphy written on them, as well as a depiction of the now Yokudan Isles.

**Circulation:** Dawn Era-present time (Yokuda sunk in 1E792)

**Location:** Prominent Redguard households, redguard ruins, or still in use on the Yokudan Isles.

**Worth:** 15 Drakes

##### Mila 1st Edition

Along with the current Mila, there was a rarer, more special coin made when Yokuda was still a giant continent. The **Mila First Edition** was constructed like its common counterpart, but also replaced the look of Yokuda with a likeness of the first Yokudan King, or Yokeda. These coins are now nearly impossible to find, as they were given to the royal family and nobles to trace their lineage throughout the years, all the way back to the first Yokeda.

**Circulation:** Around 1E700-1E792

**Locations:** Redguard noble homes, or on the Yokudan Isles, typically only one coin will be found however.

**Worth:** 500 Drakes

##### Orichalc Piece

Developed by the Sinistral Elves, or Lefthanded elves of Yokuda, **Orichalc Pieces** are green coins that show the pinnacle of their achievements, the Orichalc tower, which was the site of a battle long ago. It also shows the environs surrounding the tower, as well as a region of their massive empire, which was believed to be almost four times the size of the Septim Empire.

**Circulation:** Dawn Era-Around 1E500

**Locations:** The Yokudan Isles, but seen rarely.

**Worth:** 100 Drakes

#### Dwemeris:

A race of elves lost to their scientific experiments, when the dwemer settled in the early first era, no other power, other than perhaps the Aldmer, were as advanced as these masters of technology. They created steam energy, as well as animunculi and automatons to keep watch of their dwellings. As such, their currency is still regarded as superior for their time period.

##### Dumacs

Named after Dumac Dwarfking, friend of Indoril Nerevar, and the lord of the dwarves. These coins are square in shape, depicting a rough hewing in the likeness of Dumac, and ANUMIDIUM, the pinnacle of Dwarven creation, is featured on the other side. These coins are made of dwarven metal, and are inlaid with silver, with different patterning, marking a claim that no two dumacs are alike.

**Circulation:** ME2500-1E700

**Locations:** Isolated dwarven Strongholds in Morrowind, Skyrim, and Solstheim.

**Worth:** 50 Drakes

##### Volens

These coins lend their name from the great hammer Volendrung, when the leader of the Rourken Clan of Dwemer left Dumac and his kin in Morrowind, these dwarves became the first settlers of Hammerfell, even giving the province its name, as the Rourken followed Volendrung here when it was thrown by the Rourken’s leader. The coins themselves look very alike to their Dumac progenitors, but now feature the dunes of the Alik’r desert, where Volendrung was found, as well as the visage of the grisly dwarven hammer.

**Circulation:** 1E420-1E700

**Locations:** Throughout Hammerfell, near High Rock, and even hidden strongholds in the Abecean Sea.

**Worth:** 60 Drakes

##### Aethers

The legacy of the Kragen Dwemer clan, who emigrated from Morrowind to Skyrim. This clan discovered the massive underground cavern which would become their pinnacle of building and structures. The largest and most spectacular city built by Dwemer, Blackreach, was built by the Kragen clan, and the aetherium within was harvested by them. However, they were torn apart by the magical rock, eventually creating the Aetherium Wars which terribly weakened the clan and made them fall prey to the falmer, their former Snow Elf slaves. However, the dwemer were able to construct very precious coins from the magical aetherium. Showing the environs of Blackreach, as well as the four settlements dedicated to the study of aetherium: Arkngthamz, Raldbthar, Mzulft, and Bthar-zel, which also collected Aetherium to be used to create these beautiful aquamarine coins.

**Circulation:** 1E221-around 1E600

**Locations:** Mainly in Arkngthamz, Raldbthar, Mzulft, and Bthar-zel (now known as Deep Folk Crossing), but can also be very rarely found in other dwemer strongholds in Skyrim.

**Worth:** 750 Drakes

### Other regions:

#### *Pyandonea:*

##### Dracs

The marshy home of the nearly chameleon like Maormer, who modeled coins out of a steel-like material, with small carvings of sea snakes, shrouded in mist. These coins are known as **Dracs** (Not to be confused with slang for a septim: Drake) and are very similar in design to Auri-els, with a circular hole cut into them.

**Circulation:** 1E0-present time

**Locations:** Found throughout Pyandonea, and nearby islands, also could potentially be found in Summerset, as a reminder from the pyandonean invasion.

**Worth:** 15 Drakes

#### *Thras:*

##### Reifs

As the homeland of the Corpulent Sload, Thras’s beautiful coral reefs make the island region seem very beautiful, especially as dusk set in. While the Sload commonly hate mortals, they will trade in enchanted items, or amongst themselves. However, they do also use special coral coins known as **Reifs**, cut with a triangular shape and a triangular shape in them. They come in three main varieties.

##### Burundis

A coin with pinkish hues with very rough cuts, while the oldest model, these are roughly cut and not as desirable.

**Circulation:** 1E0-Around 1E500

**Worth:** 5 Drakes

##### Ghelis

This yellow/blue coin has more refined cuts, and is more durable than its burundi counterparts. This also makes the coin larger, and more acceptable.

**Circulation:** around 1E50-2E876, 3E1-present time

**Worth:** 15 Drakes

##### Royts

The most refined version of Reifs. With very clean cuts and pristine polishing, this bright red/yellow coin is the forefront of Thrassian currency. But not only is it the most beautiful, it is extremely rare, and not presented often to the public.

**Circulation:** Around 1E75-present time (rarely reminted)

**Worth:** 50 Drakes

**Locations:** All three types of coins can be found largely on Thras, or in areas of the Summerset Isles that were occupied by Sload during their attacks on Summerset. They can also be found in the islands or coastal regions of Hammerfell.

### Tamrielic Regions, Pre-Septim:

#### Cyrodiil

As the home of the main seat of all the main Tamrielic empires, Cyrodiil’s diverse landscape is reflected by the large adaptability and variety that its Imperial citizens possess. Many kingdoms have both risen and fallen, within the vast sloping waterways of nibenay, to the rugged mountains of Colovia, to the Great Forest, Cyrodiil is very contrasting in landscape. Nevertheless, the people have profound respect for their emperor, as their coining suggests.

##### Alessias

Originally known as Perrif; the Slave Queen Al-Esh (as the nords called her) or Alessia led great armies of oppressed slaves -as well as her future husband, Morihaus Breath-of-Kyne and his Et’Ada “Uncle,” the Merkiller, Pelinal Whitestrake- to drive out their Ayleid overlords. As her empire took form, the Ayleid currency, now long forgotten, was melted down to form new golden coins. One side depicted Alessia's likeness, while the other showcased Akatosh’s Amulet of Kings, the necklace that held back the daedra of Oblivion from threatening Tamriel.

**Circulation:** 1E243-1E2331

**Locations:** Extremely rare, but can be found in ancient parts of the Imperial City or other cities, or Ayleid ruins that agreed with Alessia’s rule. Also available throughout Tamriel, as the Alessian Order brought them with on their quest to spread the ideals of the Empire.(aside from Skyrim, Morrowind, High Rock, and Valenwood.)

**Worth:** 75 Drakes

##### Remans:

As Reman Cyrodiil took control and formed the Second Empire, a large part due to the events that transpired at the Battle of Pale Pass. His dynasty would model a currency after his death, with his likeness dominating a darker, more brushed gold surface. The other side incorporated the wings of Reman’s Imperial dragon and the Red Diamond.

**Circulation:** 1E2762-2E100

**Locations:** Scattered throughout Tamriel, but most commonly found in Cyrodilic forts.

**Worth:** 50 Drakes

#### Skyrim:

##### Haralds:

As the proverbial home of the Nords, Skyrim’s tough weather and rugged politics take shape due to its inhabitants. One of these great Nordic kings was **Harald**, the first of such to rule in Tamriel fully and cut ties with Atmora. Due to these actions, his devoted subjects minted coins in his likeness, much like the Cyrodilic rulers. Later on, these coins passed to the succeeding kings, who kept distributing the iron coins across the province, making it a standard currency.

**Circulation:** 1E0-1E420

**Locations:** Nordic ruins in both Skyrim and Solstheim.

**Worth:** 20 Drakes

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#### High Rock

##### Dirennis

Originally held by the Direnni Hegemony, the Breton homeland has been known for being extremely divided, buth the Direnni would hold the nation fast in its original founding, and their ideals is further explored through their currency. While showing the famous Adamantine Tower, the pinnacle of their holdings, as well as other areas, the **Dirennis** shows just how careful and powerful the Direnni Clan actually was.

**Circulation:** Around ME500-1E498

**Locations:** Regions of High Rock, and pockets of Hammerfell or Skyrim. More common near the Isle of Balfiera and the Adamantine Tower.

**Worth:** 35 Drakes

#### Orsinium

##### Spines

As a region whose people have suffered enough hardships. Orsinium’s Orc inhabitants have been praised for the unlikely amount of stability that their largest settlement has possessed, largely due to its constant defamation and reformation that lends the strength both to the buildings, and its people. Therefore, before conceding to the Septim Empire, they used rough, highly carbonated steel coins as currency. Known as **Spines,** these coins are rough hewn and rugged, yet provide the stability of orsinium, much like an Orc’s spine.

**Circulation:** around 1E540-2E895

**Locations:** High Rock, Hammerfell, and Skyrim, near the Wrothgarian and Dragontail mountains, as well as Orc strongholds.

**Worth:** 10 Drakes

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#### Hammerfell:

##### Kais

From large mountains to the arid badlands of the Alik’r Desert, to the tropical islands in the Stros M’Kai region. The Redguards of Hammerfell can walk nearly any path in life just by living in their home province. To help reflect this, their pearl coins, known as **Kais,** reflect the environs of Hammerfell, including the tropical islands to the west, the central Alik’r desert, and the large rocky canyons and mountains of the easter mountain ranges and Bethroki pass. The other side features the lighthouse of Stros M’Kai and the main government buildings in Sentinel.

**Circulation:** 1E808-2E862, 4E175-present

**Locations:** found across Hammerfell, in many different areas.

**Worth:** 20 Drakes

#### Valenwood:

##### Cores

Due to the Green Pact with the Bosmer’s patron goddess, Y’ffre. No plant fabrics or vegetation can be disturbed within Valenwood, hindering any use of metals unless they are imported in. Therefore, the coins of the Bosmer while trading with both the other provinces and with their Imga neighbors are made of stone. These **Cores**, as they are called, are square shaped and carefully carved from surface stones, and polished to feel as smooth as metal.

**Circulation:** 1E0-1E340, 1E369-1E2714, 2E460-around 2E893

**Locations:** Valenwood, and possibly bosmeri settlements near the border with Valenwood, either in Elsweyr or Cyrodiil.

**Worth:** 4 Drakes

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#### Summerset Isle:

##### Sancars

Beautiful and mystifying to first time visitors, the home of the elite and advanced High Elves is seemingly too overwhelming to describe at first glance. Moreover, shops still follow the ancient Aldmeri tradition of trading with enchanted items. But, their currency has advanced far beyond their Aldmeri ancestors. Known as **Sancars**, the aldmeri translation for “gold.” These coins heavily resemble the Aldmeri Auri-El, but they have been stripped of their hawk motifs and have been replaced with the Crystal Tower, the cornerstone of Altmeri culture.

**Circulation:** ME2500-2E895, 4E22-present time

**Locations:** The Summerset Isles, and possibly in Valenwood and Elsweyr during the occupation of the Aldmeri Dominion.

**Worth:** 15 Drakes

#### Elsweyr:

##### Manes

The sands and tropics of Elsweyr, with its canyons and harsh badlands, give their Khajiiti denizens a very rough, nearly unforgiving life in the northern deserts. But nearly the opposite in the fertile, and verdant southern tropics. Regardless, Elsweyr’s constant state of division has been expressed in their currency as well. Known as **Manes**, after their political leader, these coins are rose gold in color, with environs of metros of both Anequina and Pellitine on each side. There are also lines of Khajiiti text written to form small edicts, as if promoting good will to its citizens.

**Circulation:** Dawn Era-2E895

**Locations:** Found throughout Elsweyr

**Worth:** 20 Drakes

#### Black Marsh:

The swamps and boglands of the homeland of the sentient Hist, Black Marsh’s harsh environment has trained its inhabitants, especially the reptilian Argonians, to survive the most uninhabitable conditions.

##### Kothris

The original currency of Black Marsh was Kothringi in origin. The steel-skinned human race constructed these coins from a steel-like material, and used them to trade with both Argonians and the vulpine Lilmothiit. They were previously named for the Kothringi translation of shield, due to their shape but that name died with its people when they were killed by the Knahaten Flu. From then, the Argonians simply called them **Kothris**.

**Circulation:** 1E212-2E560

**Worth:** 75 Drakes

##### Saxons

Once the Kothringi had died out, the Argonians adapted them for their own use, renaming them **Saxons**, after their prized Saxhleel form of jewelry, which also recreated the coins after the kothringi design.

**Circulation:** around 2E560-2E894, 4E1-present time

**Worth:** 15 Drakes

**Locations:** Both variants of coins can be found throughout Black Marsh and Argonia, and they can also be found in Morrowind.

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#### Morrowind:

##### Alms

The site of both extreme contact with both Aedra and Daedra, Morrowind’s alien creatures, ash storms, and odd terrain make it a premier site for adventuring or exploring. For a very long time, the Tribunal, or ALMSIVI in the Dunmer tongue, were immortal god-kings who even advised some emperors before Morrowind became a province. The Tribunal Temple, as well as the Ordinator designated Order of Law, distributed currency out to major cities who would introduce it to the people. Made from exquisite Ebony, these coins were known as **Alms**, after Almalexia, who was the innovator of trade stimulation and came up with the concept for the coins.

**Circulation:** 1E700-2E895

**Locations:** Ancestral tombs found throughout Morrowind, as well as areas with heavy Great House influence

**Worth:** 40 Drakes

## ARTICLE II: Quick Guide

**Coin: Worth (In Drakes): Origin: Rarity:**

| Shills | 2 | Atmora | Uncommon |
| --- | --- | --- | --- |
| Cores | 4 | Pre-Septim Valenwood | Uncommon |
| Burundis | 5 | Thras | Uncommon |
| Spines | 10 | Pre-Septim Orsinium | Common |
| Dracs | 15 | Pyandonea | Common |
| Ghelis | 15 | Thras | Common |
| Saxons | 15 | Black Marsh | Common |
| Milas | 15 | Yokuda | Rare |
| Sancars | 15 | Pre-Septim Summerset Isles | Common |
| Haralds | 20 | Pre-Septim Skyrim | Uncommon |
| Kais | 20 | Pre-Septim Hammerfell | Common |
| Manes | 20 | Pre-Septim Elsweyr | Uncommon |
| Hosekis | 25 | Akavir | Rare |
| Dirennis | 35 | Pre-Septim High Rock | Rare |
| Alms | 40 | Pre-Septim Morrowind | Rare |
| Dumacs | 50 | Dwemer | Rare |
| Remans | 50 | Pre-Septim Cyrodiil | Rare |
| Royts | 50 | Thras | Uncommon |
| Volens | 60 | Dwemer | Very Rare |
| Alessias | 75 | Pre-Septim Cyrodiil | Very Rare |
| Kothris | 75 | Pre-Septim Black Marsh | Very Rare |
| Auri-Els | 100 | Aldmeris | Legendary |
| Orichalc Pieces | 100 | Yokuda | Very Rare |
| Mila First Editions | 500 | Yokuda | Legendary |
| Aethers | 750 | Dwemer | Legendary |

# Sourcing of Jewelry

From Arxarius Bellon: Manager of Jewelry, East Empire Trading Company

-*To be given to any merchants or jewelers under contract from EETC.*

As you contact the suppliers of your materials, please take stock and care to correctly file your creations or materials used as each order is fulfilled. New pricing regulations have been put in effect by the Elder Council, and we are to follow them. Be sure to specifically list your product, and do not make me send you a personal letter regarding this manner. Keep up the high quality work, and make sure your grading is still up to par.

Glory to the Empire!

Signed,

Arxarius Bellon

Manager of Jewelry

## Notes of Saxhleel Jeweler Shi-leel

(These notes were recovered from Black Marsh before the Oblivion Crisis and were copied by the Elder Council, and placed in the imperial records. They are now the standard for any EETC endorsed jeweler, with other guidelines)

### 

### Metal

Metalworking is now being graded between standard quality and masterwork, which contains fewer impurities, and more symmetrical lines while smithing. Masterwork quality bands will also be twice as valuable as standard quality bands. (Note: masterwork metal will increase Enchanting Level by 250.)

| **Standard Metal:** | **Standard Price** | **Masterwork Price:** |
| --- | --- | --- |
| BrassImage result for brass ring | 10 Drakes | 20 Drakes |
| CopperImage result for copper ring | 25 Drakes | 50 Drakes |
| JadeImage result for jade ring | 45 Drakes | 90 Drakes |
| SilverImage result for silver ring | 50 Drakes | 100 Drakes |
| GoldImage result for gold ring | 75 Drakes | 150 Drakes |
| EbonyImage result for ebony ring | 125 Drakes | 250 Drakes |

### Jewels

Depending on your initial delivery, the quality gems will be graded in three quality types: Flawed, Standard, and Flawless. Prices will be affected accordingly:

Flawed: Base price divided by 2

Standard: Base price

Flawless: Base price X2, Enchanting Level +250

#### Types of Jewels

Of course, settings are important, just like the bands. They will also be used as the jewels you source, which will be graded accordingly between rareness and a type, such as a common setting, or exotic setting.

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##### Common

| **Jewel Type:** | **Base Price (In Drakes):** |
| --- | --- |
| PearlImage result for pearl | 45 |
| GarnetImage result for garnet | 50 |
| AmethystImage result for amethyst | 60 |
| TopazImage result for topaz | 65 |
| RubyImage result for ruby | 100 |
| SapphireImage result for sapphire | 200 |
| EmeraldImage result for Emerald | 300 |
| DiamondImage result for Diamond | 400 |

##### Exotic

| **Jewel Type:** | **Base Price ( In Drakes):** |
| --- | --- |
| AquamarineImage result for aquamarine | 100 |
| CitrineImage result for Citrine | 250 |
| Lapis LazuliImage result for Lapis Lazuli | 300 |
| OpalImage result for Opal | 400 |
| PeridotImage result for Peridot | 450 |
| TourmalineImage result for tourmaline | 500 |
| TurquoiseImage result for turquoise | 550 |
| Colored DiamondsImage result for group of colored diamonds | 700 |

# Mining Processes and Ore Sourcing/Pricing

Mining can be an extremely lucrative occupation, while time consuming and very laborious, having key ore deposits can make or break your ability to make some Drakes.  
  
First there are two main methods to mine. Either in a very specialized way, or a vague way. (NOTE: both methods require the use of mining picks.)

## Method One: Vague

Follow the Miningrules.txt file and replace the d100 values with 1d10 ore, then roll another d4 to find jewels, they will find d4 number of Common gemstones, two flawed, one standard, one flawless.

## Method Two: Specific

Roll Observe to detect how many ore veins are in the mine, then roll an athletics test, if successful, you harvest 3 ore (5 if a lucky number) or fail. With these harvests, you may then roll a d6 to see if any gems are found per 35 ore found. Follow from here. (Optional rule: you could possibly roll a d2 with a d6.)

| **D6 Roll:** | **D2 Roll:** | **Effect:** |
| --- | --- | --- |
| 1 |  | No Gemstones |
| 2 |  | 1 Flawed Gem |
| 3 |  | 1 Standard Gem |
| 4 |  | 1 Standard Gem  1 Flawed Gem |
| 5 |  | 1 Flawless Gem 1 Standard Gem |
| 6 | 1 | 1 Flawless Gem  1 Standard Gem 1 Flawed Gem |
| 6 | 2 | 2 Flawless Gems 1 Standard Gem 2 Flawed Gems |

To determine gem type, roll another d2 to decide if it is a common or exotic type, and follow the jewelry rules above for gemstones, by rolling a d8 to pick.

### Common Gems

| **D8 Roll:** | **Outcome:** | **Base Price:** |
| --- | --- | --- |
| 1 | Pearl | 45 |
| 2 | Garnet | 50 |
| 3 | Amethyst | 60 |
| 4 | Topaz | 65 |
| 5 | Ruby | 100 |
| 6 | Sapphire | 200 |
| 7 | Emerald | 300 |
| 8 | Diamond | 400 |

### Exotic Gems

| **D8 Roll:** | **Outcome:** | **Base Price:** |
| --- | --- | --- |
| 1 | Aquamarine | 100 |
| 2 | Citrine | 250 |
| 3 | Lapis Lazuli | 300 |
| 4 | Opal | 400 |
| 5 | Peridot | 450 |
| 6 | Tourmaline | 500 |
| 7 | Turquoise | 550 |
| 8 | Colored Diamonds | 700 |

### Ore Pricing

| **Base Ore:** | **Rarity:** | **Price:** | **Chance of Gem (Optional):** |
| --- | --- | --- | --- |
| Iron | Common | 5 | Common: 1st 4 rolls only |
| Corundum | Common | 20 | Common: 1st 4 rolls only |
| Orichalcum | Uncommon | 25 | Common: All |
| Moonstone | Uncommon | 35 | Common: All; Exotic: 1st 4 rolls |
| Quicksilver | Rare | 40 | Common: All; Exotic: All |
| Malachite | Rare | 45 | Common: All; Exotic: All |
| Silver | Uncommon | 45 | Common: All; Exotic: All |
| Gold | Rare | 50 | Common: All; Exotic: All |
| Ebony | Uncommon | 60 | Common: All; Exotic: All |
| Mithril | Very Rare | 75 | Exotic: All |
| Adamantium | Very Rare | 85 | Exotic: All |
| Stalhrim | Legendary | 200 | Exotic: All |

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### Smelting & Ingot Pricing

| **Type:** | **Price:** | **Smelting Recipe:** |
| --- | --- | --- |
| Iron Ingot | 10 | 1 Iron Ore |
| Steel Ingot | 35 | 1 Iron Ore, 1 Corundum Ore |
| Dwarven Metal Ingot | 35 | Dwarven Metal (Small: 4 required, Medium: 2 required, Large: 1 required.) |
| Corundum Ingot | 40 | 2 Corundum Ore |
| Orichalcum Ingot | 45 | 2 Orichalcum Ore |
| Refined Moonstone | 65 | 2 Moonstone Ore |
| Quicksilver Ingot | 70 | 2 Quicksilver Ore |
| Refined Malachite | 75 | 2 Malachite Ore |
| Silver Ingot | 75 | 2 Silver Ore |
| Gold Ingot | 100 | 2 Gold Ore |
| Ebony Ingot | 150 | 2 Ebony Ore |
| Mithril Ingot | 200 | 2 Mithril Ore |
| Adamantium | 225 | 2 Adamantium Ore |

(Note: While Stalhrim is used to create weapons and armor, it is used in its base ore state, hence it is not an ingot.)

### Geode Veins

A grouping of rock that deposits soul gems with ore. To determine a result, roll a D4.

| **Roll:** | **Outcome(3x):** | **Optional D2 Roll:** |
| --- | --- | --- |
| 1 | Corundum Ore |  |
| 2 | Ebony Ore |  |
| 3 | Gemstone | 1: Standard,  2: Flawless |

If you roll a 4, you obtain a soul gem from a geode vein, roll a d6 to determine type of the unfilled gem.

| **Roll:** | **Type:** |
| --- | --- |
| 1 | Petty |
| 2 | Lesser |
| 3 | Common |
| 4 | Greater |
| 5 | Grand |
| 6 | Black |

### Jewel Geodes

These extremely rare deposits give gemstones instead of ores, highlighting how valuable they can be. If you successfully mine a jewel geode, roll a D4 to determine the quality of the Gems, in which you will receive 5 of these gems.

| **D4 Roll:** | **Quality:** |
| --- | --- |
| 1 | Reroll Die |
| 2 | Flawed |
| 3 | Standard |
| 4 | Flawless |

# 

# Regulations for Shipping and Transfer of Goods

**BY: Klaimen Magius, East Empire Trading Company, Lead of Storage and Warehousing**

New specs have been released for shipping goods, as well as catalogs for warehousers to price goods. These new specs are as follows:

(Note: viewing the UESRPG shipping supplement is a good idea, though not required.)

## Cargo Holds:

Every ship, from a simple row boat, to an impenetrable Dreadnought will have areas to store items, belongings, and provisions. Cargo holds and their size limits are based off of primary ship class. These measures are as follows:

| **Cargo Class:** | **Space (units):** |
| --- | --- |
| Very Small | 15 |
| Small | 25 |
| Medium | 45 |
| Large | 75 |
| Very Large | 150 |

Some commissions may require ships to overload their base cargo. In this case, specific compartments can be used to hold extra cargo via rigging. Whether using extra nets or even dedicated hemp rope, these compartments can offer even extra storage for ships. Rigging compartments, as well as types of rigging, are as follows:

| **Cargo Class:** | **Number of Compartments** |
| --- | --- |
| Very Small | 1 |
| Small | 2 |
| Medium | 2-3 |
| Large | 4-5 |
| Very Large | 6 |

| **Type of Rigging:** | **Extra Cargo Space:** |
| --- | --- |
| Netted | +5 |
| Weaved | +15 |
| Basketed | +30 |
| Reinforced Netting | +35 |
| Extravagant Netting | +40 |
| Exquisite Netting | +50 |

## Classing of Ships

Ships also have classing systems, largely based on the size of the ship, these classes are as follows.

| **Cargo Class:** | Very Small | Small | Medium | Large | Very Large |
| --- | --- | --- | --- | --- | --- |
| **Example Ships:** | Rowboats, Dinghy | Barque, Blockade Runner | Gunboat, Corvette | Man-O-War, Galleon | Galley, Ship-O-the-Line, Heavy Frigate |

## Cataloged Goods:

Shipments of goods can take many shapes and sizes, and take up numbers of cargo space on the type or method of shipping.

| **Shipping Method:** | **Cargo Space Needed:** | **Base Price Modifier:** |
| --- | --- | --- |
| Sacks (x5) | 1 | x10 |
| 1 Pallette | 10 | x50 |
| Small Crate | 15 | x55 |
| Medium Crate | 20 | x60 |
| Large Crate | 30 | x75 |
| Fragile Casing | 45 | x100 |

These containment methods also can service numerous goods covered by various commissions, non-commissioned goods can also be stored by these means, but pricing is different.

The Company also contains pricing methods for selling and buying from non-commissioned merchants. From here on, these goods are offered a brief description, as well as a base price, to be used if a large shipment, such as the above containment methods, are utilized.

## Catalog of Goods:

### Saffron:

A spice commonly grinded and packaged in its native Hammerfell, saffron is a welcome addition to add a slightly sweet, yet savory flavor.

**Base Price:** 20 Drakes.

### Ginger

A spice found in the fertile Heartlands of Cyrodiil. Ginger adds in a sweet, spicy flavor welcome in many sweets.  
**Base Price:** 15 Drakes

### Turmeric

A spice found in a small frond in Black Marsh, Turmeric’s sour, yet gritty flavor makes it desirable in Bosmeri cuisine.  
**Base Price:** 20 Drakes

### Nutmeg

A spice made in the Summerset Isles. Nutmeg offers a sweet flavor often found in many confectionaries.  
**Base Price:** 25 Drakes

### Sage

A very strong spice known for it savory, yet neutral flavors. Found commonly in Skyrim, this spice is usually in high supply and high demand.  
**Base Price:** 10 Drakes

### Sugar

A granulated or powdery addition to food to make it much sweeter. Commonly found on the coastline of Hammerfell, as well as western Cyrodiil.  
**Base Price:** 15 Drakes

### Salt:

An extremely popular spice used to add flavor to a variety of things. Found in Elsweyr, and is always in high demand.  
**Base Price:** 35 Drakes

### Cinnamon:

A spice used to add a sweet and spicy flavor to a number of foods.  
**Base Price:** 35 Drakes

### Cloth/Linen:

Fibers used to make clothing, as well as in a variety of dyes. Cloth is often a very desirable commodity, and fine cloth can be used in fire dresses and is easy to store.  
**Base Price:** 25 Drakes-Regular  
 40 Drakes-Fine

### Hides:

Commonly used as a form of fashion, or insulation in homes. Commonly found and used in Skyrim and Northern Cyrodiil, hides are as a good choice for colder climates.  
**Base Price:** 20 Drakes

### Satin:

A soft, flexible fabric, well known for its supplementary uses in many expensive shifts and dresses.  
**Base Price:** 45 Drakes

### Lace:

A flowery, soft fabric common in wedding dresses and very formal attire.  
**Base Price:** 50 Drakes

### Wool:

Used as an insulator in most clothing and armors, cyrodiilian wool, harvested across the province, make for a wealthy addition to most clothing.  
**Base Price:** 25 Drakes

### Silk:

Made from an extensively long and arduous process, silk fabric, originally produced in Akavir, is made by carefully unstringing the cocoons of Akaviri Silkworms, but now is manufactured in Continental Tamriel.  
**Base Price:** 50 Drakes- Tamrielic  
 100 Drakes- Akaviri

### Jade:

Of Akaviri origin, Jade is a green, jewel-like mineral used for rings and other forms of jewelry.  
**Base Price:** 55 Drakes

### Wood:

A common building material, wood can be extremely decorative, or used for structural support. Commonly, the species of tree depends heavily on its usage.  
**Base Price:** 35 Drakes- Maple  
 45 Drakes- Oak  
 40 Drakes- Pine  
 50 Drakes- Cherry  
 55 Drakes- Sycamore  
 65 Drakes- Mahogany  
 75 Drakes- Wenge/Ebony

### Parchment:

Important to any scholar, the complex making of parchment makes it very resilient, yet also brittle when aged.  
**Base Price:** 15 Drakes

### Cutlery:

A common household item, silverware cutlery is essential for any dining occasion.  
**Base Price:** 25 Drakes

### Carpet:

Floor coverings, these household items will vary in price dependent on size and quality.  
**Base Price:** 25 Drakes-Low Quality  
 35 Drakes-Medium Quality  
 50 Drakes-High Quality

### Porcelain:

Originally found in deposits near the Alik’r Desert, Hammerfellian porcelain is now commonly used as a main component in Marble, stucco, and can also be used as a building material on its own.  
**Base Price:** 30 Drakes

### Marble:

An illustrious white stone commonly used for building.  
**Base Price:** 35 Drakes

### Aromatics:

A household item used to help air circulate, lightening the smell of the house.  
**Base Price:** 15 Drakes

### Ivory:

A very rare material used in very expensive inlays as well as jewelry.  
**Base Price:** 80 Drakes

### Dill:

A spice known for its extremely sour flavor, and used in a variety of ways.   
**Base Price:** 30 Drakes

### Ore:

Rock and minerals, usually chartered from mines across the continent.  
**Base Price:** Please follow the charter of mining for base pricing.

## Catalog:

| **Item:** | **Base Price(Drakes):** |
| --- | --- |
| Dwarven Metal | Varies |
| Iron Ore | 5 |
| Sage | 10 |
| Aromatics | 15 |
| Ginger | 15 |
| Parchment | 15 |
| Sugar | 15 |
| Corundum Ore | 20 |
| Hides | 20 |
| Saffron | 20 |
| Turmeric | 20 |
| Cloth/Linen | 25 |
| Cutlery | 25 |
| Low-Quality Carpet | 25 |
| Nutmeg | 25 |
| Orichalcum Ore | 25 |
| Wool | 25 |
| Dill | 30 |
| Porcelain | 30 |
| Cinnamon | 35 |
| Maple Planks | 35 |
| Marble | 35 |
| Medium-Quality Carpet | 35 |
| Moonstone Ore | 35 |
| Salt | 35 |
| Fine Cloth | 40 |
| Pine Planks | 40 |
| Quicksilver Ore | 40 |
| Malachite Ore | 45 |
| Oak Planks | 45 |
| Satin | 45 |
| Cherry Planks | 50 |
| Gold Ore | 50 |
| High-Quality Carpet | 50 |
| Lace | 50 |
| Tamrielic SIlk | 50 |
| Jade | 55 |
| Sycamore Planks | 55 |
| Ebony Ore | 60 |
| Mahogany Planks | 65 |
| Mithril Ore | 75 |
| Wenge/Ebony Planks | 75 |
| Ivory | 80 |
| Adamantium Ore | 85 |
| Akaviri Silk | 100 |
| Stalhrim | 200 |

**(Note:** Shipments of coins are also available, these will follow the base price of the coins with the modifiers listed above under Shipping Method.)

