***Using these Charts***

This file consists of various thematic tables of loot, ranging from items “native” to a specific ruin and to the pockets of a Goblin. To use this chart, you simply determine which chart to use, based on where you are and what you are looting. If you are digging through untouched Dwemer chests, roll on the “Dwemer Ruin” chart, it is as easy as that.

***Experience Table***

To use the table below, at the end of a session tally up all of the events your players have completed and reward them accordingly. Based on Blindhamster’s chart for RRE, just with altered rewards for combat Exp.

* You may only be rewarded for an Activity once per session
* S (Solo) = The player that performed the act gets the reward
* P (Party) = The entire party gets the reward

| ***Activity*** | ***Reward*** | ***S/P*** |
| --- | --- | --- |
| *Achieved a Campaign or Major Party Objective* | *30xp* | *P1* |
| *Successfully Resolved a Social Encounter* | *20xp* | *S* |
| *Dealt with at least one lock or trap* | *15xp* | *S* |
| *Engaged in Roleplay, with party and NPCs* | *20xp* | *S2* |
| *Had a particularly good idea* | *15xp* | *S* |
| *Crafted at least one item* | *10xp* | *S* |
| *Successfully used an untrained skill* | *10xp* | *S* |
| *Traveled to a new place* | *10xp* | *P* |
| *Was a team player, working together* | *10xp* | *P* |
| *Defeated a Minor Threat* | *10xp* | *P* |
| *Defeated a Major Threat* | *20xp* | *P* |
| *Defeated a Deadly Threat* | *30xp* | *P* |

* **1:** This activity can be rewarded multiple times per session.
* **2:** Applies to all parties involved in the Roleplay

***Note****: Combat centric campaigns are advised to allow multiple applications of the “Defeat a Threat” rewards*

***Note****: The reason for only one instance of the “Threat” rewards is to reward combat without incentivising it over a more thoughtful or roleplay solution.*

***Loot Tables***

Use these tables to determine some more unique loot than the table from the “Scroll of Beasts”

* ***Finds*** are just random bits & bobs that can be found around the area
* ***Treasure*** is found in special locations, like the Chest at the end of a dungeon in Skyrim. Treasure has a Guardian Die, the tougher the guardian, the higher the die you roll on the chart. The roll on the treasure chart is modified by how many allies the guardian had when the party fought them. A Goblin boss (Guardian) with 4 normal goblins would be a d10+1 (Details Below).
* ***Pockets*** are found on a specific creature, such as a Bandits pack or a Giants satchel.
* “Type” Clothing, such as Dwemer & Ayleid, Modifiers are applied before the Quality of the Item  
  (Base Item + Type Modifiers + Quality Modifiers)
* ***Location Table***: When a “Location” is called for, roll on the appropriate Area Table
* Hoards and Nests are kept at the creature’s home

**Area Tables**

* *Ayleid Ruin*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d4 Ayleid Coins, valued at 10 drakes |
| 2 | 1d4+1 Ayleid Coins, valued at 10 drakes |
| 3 | A set of Dining Talons |
| 4 | 1d6 Pieces of Ayleid wares (Plates, Cutlery, Cups), 15 drakes a piece |
| 5 | 1d10 Ayleid Coins, valued at 10 drakes |
| 6 | A Spell Tome of 1d2 levels |
| 7 | 1d10+3 Ayleid Coins, valued at 10 drakes |
| 8 | A piece of damaged (2) Ayleid partial armor, Moonstone |
| 9 | A damaged (2) Ayleid weapon, Moonstone |
| 10 | A set of damaged (1) War Talons |
| 11 | A piece of damaged (1) Ayleid partial armor, Moonstone |
| 12 | A damaged (1) Ayleid weapon, moonstone |
| 13 | 1d12+4 Ayleid Coins, valued at 10 drakes |
| 14 | A Spell Tome of 1d2+1 levels |
| 15 | A Welkynd fragment, valued at 30 drakes |
| 16 | A Welkynd Lantern |
| 17 | A Varla fragment, valued at 80 drakes |
| 18 | A Welkynd Stone |

***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | A Common Enchanted Ayleid weapon |
| 2 | A Spell Tome of 1d2 levels |
| 3 | 1d10+5 Ayleid Coins, valued at 10 drakes |
| 4 | A piece of damaged (1) Ayleid partial armor, Moonstone |
| 5 | A damaged (1) Ayleid weapon, Moonstone |
| 6 | 1d4 Articles of Intact Ayleid Clothing, valued at 120 drakes each |
| 7 | A Spell Tome of 1d2+1 levels |
| 8 | An Ayleid weapon, Moonstone |
| 9 | A piece of Ayleid partial armor, Moonstone |
| 10 | A Welkynd fragment, valued at 30 drakes |
| 11 | A set of Ayleid War Talons |
| 12 | A Welkynd Lantern |
| 13 | A piece of Ayleid full armor, Moonstone |
| 14 | A Varla fragment, valued at 80 drakes |
| 15 | An Uncommon Enchanted Ayleid Item |
| 16 | 3d10+5 Ayleid Coins, valued at 10 drakes |
| 17 | A Varla Stone |
| 18 | A rare Enchanted Ayleid weapon |
| 19 | A Welkynd Weapon |
| 20 | A piece of Welkynd Armor |
| 21 | A Varla Weapon |
| 22 | A piece of Varla Armor |

*Ayleid Clothing*

* **EL**: x1.5 - **Cost**: x2 **- Quality**: 1d4+2
* *Dwemer Ruin*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d4 Dwemer Coins, valued at 20 drakes |
| 2 | An inert dwemer spider, for harvesting |
| 3 | 1d6+1 Dwemer Coins, valued at 20 drakes |
| 4 | 1d6 Pieces of Dwemer wares (Plates, Cutlery, Cups), worth 25 drakes |
| 5 | 1d2 Dwemer Scrap Metal, valued at 90 drakes w/ 2 ENC |
| 6 | A vial of Dwemer Oil |
| 7 | A damaged (1) dwemer weapon |
| 8 | 1d4\*10 drakes worth of Dwemer Ingots |
| 9 | An inert dwemer sphere centurion, for harvesting |
| 10 | 1d4 Dwemer Scrap Metal, valued at 90 drakes w/ 2 ENC |
| 11 | A piece of damaged (1) dwemer armor |
| 12 | 1d6+3 Dwemer Coins, valued at 20 drakes |
| 13 | 1d4 articles of Dwemer clothing |
| 14 | An inert dwemer ballista, for harvesting |
| 15 | 1d8+4 Dwemer Coins, valued at 20 drakes |
| 16 | An Old Dwemer Book, valued at 100 drakes |
| 17 | An inert dwemer steam centurion, for harvesting |

***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d8+4 Dwemer Coins, valued at 20 drakes |
| 2 | An Old Dwemer Book, valued at 100 drakes |
| 3 | 1d4 A vial of Dwemer Oil |
| 4 | A damaged (1) dwemer weapon |
| 5 | 1d4 Dwemer Scrap Metal, valued at 90 drakes w/ 2 ENC |
| 6 | 1d4 articles of Dwemer clothing |
| 7 | 1d8\*10 drakes worth of Dwemer Ingots |
| 8 | A piece of dwemer armor |
| 9 | A dwemer weapon |
| 10 | A Common Enchanted Dwemer Item |
| 11 | A Dwemer Satchel Charge |
| 12 | 2d8+4 Dwemer Coins, valued at 20 drakes |
| 13 | An Uncommon Enchanted Dwemer Item |
| 14 | 1d4 Dwemer Satchel Charges |
| 15 | A Centurion Dynamo Core, valued at 300 drakes w/ 2 ENC |
| 16 | A Rare Enchanted Dwemer Item |
| 17 | 3d10+4 Dwemer Coins, valued at 20 drakes |
| 18 | A Dwemer Schematic |
| 19 | A Dwemer Control rod, bound to a Dwemer Sentry |
| 20 | A Dwemer Control rod, bound to a Dwemer Spider |

*Dwemer Satchel Charge*

* **ENC**: 1 - **Cost**: 75 drakes
* **Effect**: Has a fuse time of 1 minute. Explodes (6m radius) inflicting 5d12+10 damage to everything (bomb)

*Dwemer Clothing*

* **EL**: x1.3 - **Cost**: x1.5 **- Quality**: 1d4+2
* *Nordic Barrow*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d8 Old Nord cups and plates, valued at 3 drakes |
| 2 | 1d4 Old Atmoran Coins, valued at 16 drakes |
| 3 | A damaged (1) Old Nord Weapon (Iron) |
| 4 | A piece of damaged (1) Old Nord Partial Armor (Iron) |
| 5 | 1d4 Bottles of Old Nord Mead |
| 6 | 1d4\*5 drakes worth of Iron Ingots |
| 7 | An Old Nord Weapon (Iron) |
| 8 | 1d6+1 Old Atmoran Coins, valued at 16 drakes |
| 9 | A piece of Old Nord Partial Armor (Iron) |
| 10 | 1d6\*5 drakes worth of Iron Ingots |
| 11 | A piece of Old Nord Full Armor (Iron) |
| 12 | 1d8+2 Old Atmoran Coins, valued at 16 drakes |
| 13 | 1d8\*5 drakes worth of Iron Ingots |
| 14 | 1d8\*5 drakes worth of Steel Ingots |
| 15 | A piece of Honed Nord Partial Armor (Steel) |
| 16 | A Honed Nord Weapon (Steel) |
| 17 | A piece of Honed Nord Full Armor (Steel) |

***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d6+4 Old Atmoran Coins, valued at 16 drakes |
| 2 | 1d6 Bottles of Old Nord Mead |
| 3 | An Old Nord Weapon (Iron) |
| 4 | A piece of Old Nord Partial Armor (Iron) |
| 5 | A piece of Old Nord Full Armor (Iron) |
| 6 | 1d8+6 Old Atmoran Coins, valued at 16 drakes |
| 7 | A Runic Old Nordic Item |
| 8 | 1d8\*5 drakes worth of Steel Ingots |
| 9 | A piece of Honed Nord Partial Armor (Steel) |
| 10 | A Honed Nord Weapon (Steel) |
| 11 | A piece of Honed Nord Full Armor (Steel) |
| 12 | 2d8+4 Old Atmoran Coins, valued at 16 drakes |
| 13 | A Runic Honed Nordic Item |
| 14 | 1d12\*5 drakes worth of Steel Ingots |
| 15 | 3d6+4 Old Atmoran Coins, valued at 16 drakes |
| 16 | A piece of Nord Hero Partial Armor (Silver) |
| 17 | A Nord Hero Weapon (Silver) |
| 18 | A piece of Nord Hero Full Armor (Silver) |
| 19 | A Runic Nordic Hero Item |

*Old Nord Mead*

* **Cost:** 60 drakes **- Effect**: When drank over a Short Rest, you gain +3 Temp HP for the next hour. Can be drank as a potion, gaining +6 Temp HP for 5 rounds. At the end, you will take a point of fatigue.

*Runic Weapons*

* The Chart is detailed below, while the effects of runes can be found in the Spellcraft 3 “Wild Magics of Mundus” on the Homebrew channel.
* *Daedric Shrines*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d12 Drakes |
| 2 | 1d4\*5 Drakes worth of Gemstones |
| 3 | 1d6 Common Alchemical Ingredients |
| 4 | 1d6 Petty Soul Gems |
| 5 | 1d8\*5 Drakes worth of Gemstones |
| 6 | 1d6 Lesser Soul Gems |
| 7 | 1d6 Uncommon Alchemical Ingredients |
| 8 | 1d4 Common Soul Gems |
| 9 | 1d6\*10 Drakes worth of Gemstones |
| 10 | 1d2 Greater Soul Gems |
| 11 | 1d6 Rare Alchemical Ingredients |
| 12 | A Grand Soul Gem |

***Treasure (Chests/Foot of a Shrine)***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d4\*5 Drakes worth of Gemstones |
| 2 | A Spell Scroll of 1st Spell Level |
| 3 | A Spell Tome of 1d2 levels |
| 4 | A Common Enchanted Magic Item |
| 5 | 1d4\*10 Drakes worth of Gemstones |
| 6 | A Spell Scroll of 1d2 Spell Levels |
| 7 | A Demon Weapon |
| 8 | 1d6 Uncommon Alchemical Ingredients |
| 9 | A Demon Shield |
| 10 | A Spell Scroll of 1d4 Spell Levels |
| 11 | An Uncommon Enchanted Magic Item |
| 12 | A Spell Tome of 1d2+1 levels |
| 13 | A Fiend Weapon |
| 14 | 1d6\*10 Drakes worth of Gemstones |
| 15 | A Fiend Shield |
| 16 | 2 Spell Scrolls of 1d4 Spell Levels |
| 17 | 1d6 Rare Alchemical Ingredients |
| 18 | A Spell Tome of 1d4+1 levels |
| 19 | A Rare Enchanted Magic Item |
| 20 | 1d8\*10 Drakes worth of Gemstones |
| 21 | A Spell Scroll of 1d6 Spell Levels |
| 22 | 1d4 Extremely Rare Alchemical Ingredients |
| 23 | 1d10\*10 Drakes worth of Gemstones |
| 24 | A Devil Weapon |
| 25 | 1d2 Legendary Alchemical Ingredients |
| 26 | A Devil Shield |

* *Dunmer Ancestral Tomb*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d20 Drakes |
| 2 | A damaged (1) chitin weapon |
| 3 | 1d4 Common Alchemical Ingredients |
| 4 | A damaged (1) piece of partial Chitin Armor |
| 5 | 1d4 Sticks of “Ancestor Incense” |
| 6 | A damaged (1) piece of partial Bonemold Armor |
| 7 | 1d4 Uncommon Alchemical Ingredients |
| 8 | A Chitin weapon |
| 9 | 1d2 Articles of Clothing (1d4 Quality) |
| 10 | A piece of Partial Chitin Armor |
| 11 | A piece of Partial Bonemold Armor |
| 12 | 1d6+1 Sticks of “Ancestor Incense” |
| 13 | 1d4 Rare Alchemical Ingredients |
| 14 | 1d6\*10 Drakes |
| 15 | 1d6 Sticks of “Ancestor Incense” |
| 16 | A piece of Full Chitin Armor |
| 17 | A piece of Full Bonemold Armor |
| 18 | 1d8+2 Sticks of “Ancestor Incense” |
| 19 | A Common Enchanted Item |

***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d20\*4 Drakes |
| 2 | A religious Text worth 1d10\*10 Drakes |
| 3 | A Spell Scroll of 1d2 Spell Levels |
| 4 | 1d4 articles of Clothing (1d4 Quality) |
| 5 | A piece of Partial Chitin Armor |
| 6 | A piece of Partial Bonemold Armor |
| 7 | A Common Enchanted Chitin weapon |
| 8 | 1d20\*10 Drakes |
| 9 | A Spell Scroll of 1d4 Spell Levels |
| 10 | 2 religious Texts worth 1d10\*10 Drakes |
| 11 | 2d4 articles of Dunmer Fine Clothing |
| 12 | 2 Spell Scrolls of 1d4 Spell Levels |
| 13 | A piece of Full Chitin Armor |
| 14 | A piece of Full Bonemold Armor |
| 15 | 2d20\*20 Drakes |
| 16 | A Spell Scroll of 1d6 Spell Levels |
| 17 | An Uncommon Enchanted Partial Bonemold Armor |
| 18 | An Uncommon Enchanted Full Bonemold Armor |

* *Velothi Stronghold*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | Old velothi coins maybe? 1d4 Val. about 15 drakes |
| 2 | A damaged (1) old velothi chitin weapon |
| 3 | 1d6 old velothi coins, valued at 10/15 drakes |
| 4 | 1d6 Pieces of old Velothi wares (Plates, Cutlery, Cups), worth 20 drakes |
| 5 | A damaged (1) piece of partial Old Velothi Chitin Armor |
| 6 | A damaged (1) piece of partial Old Velothi Bonemold Armor |
| 7 | 1d4 articles of Old Velothi Clothing |
| 8 | An Old Velothi Chitin Weapon |
| 9 | A damaged (1) piece of full Old Velothi Chitin Armor |
| 10 | A damaged (1) piece of full Old Velothi Bonemold Armor |
| 11 | 1d8 Old Velothi Coins, valued at 15 Drakes |
| 12 | An Uncommon Enchanted Old Velothi Chitin Weapon |
| 13 | A piece of partial Old Velothi Chitin Armor |
| 14 | A piece of partial Old Velothi Bonemold Armor |
| 15 | 2d8+6 Old Velothi Coins, valued at 15 Drakes |
| 16 | A Chimer Book worth 2d100 Drakes |
| 17 | A piece of full Old Velothi Chitin Armor |
| 18 | A piece of full Old Velothi Bonemold Armor |

***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d8+4 Old Velothi Coins, valued at 15 Drakes |
| 2 | A historical Chimeri Tome worth 1d100 Drakes |
| 3 | An Old Velothi Chitin Weapon |
| 4 | A Spell Scroll of 1d2 Spell Levels |
| 5 | A piece of partial Old Velothi Chitin Armor |
| 6 | A piece of partial Old Velothi Bonemold Armor |
| 7 | A Spell Scroll of 1d4 Spell Levels |
| 8 | A Common Enchanted Old Velothi Chitin Weapon |
| 9 | 2d8+8 Old Velothi Coins, valued at 15 Drakes |
| 10 | 2 Spell Scrolls of 1d4 Spell Levels |
| 11 | A piece of full Old Velothi Chitin Armor |
| 12 | A piece of full Old Velothi Bonemold Armor |
| 13 | A Spell Scroll of 1d6 Spell Levels |
| 14 | A Propylon index (for a different Stronghold) |
| 15 | An uncommon malachite enchanted Item |
| 16 | An uncommon enchanted ebony Item |

*Old Velothi Clothing*

* **EL**: x1.2 - **Cost**: x1.3 **- Quality**: 1d4

*Old Velothi Weapons and Armor*

*Many of the Velothi secrets regarding shaping chitin and bonemold have been lost forever in the fall of High Velothi culture, therefore the weapons and armours found in the old Chimer Strongholds are slightly better than the regular chitin and bonemold fare of Morrowind and highly sought after.*

* ***Old Velothi Chitin Armour***

*Partial Chitin*

***AR****: 1 /* ***Magic AR****: 2 fire/* ***Qualities****: Environmental Seal /* ***ENC****: 1 (6)/* ***EL****: 250/* ***Price****: 40 (Limb), 75 (Body),* ***Total*** *(275)*

*Full Chitin*

***AR:*** *3 /* ***Magic AR****: 2 fire/* ***Qualities:*** *Light, Environmental Seal /* ***ENC: 2 (12)****/* ***EL:*** *300/* ***Price****: 75 (Limb), 135 (Body),* ***Total*** *(510)*

Chitin Shield

***BR****: 6/* ***Magic BR****: (5) 6 vs fire/* ***Qualities****: none/* ***ENC****: 1/* ***EL****: 250/* ***Price****: 85*

* ***Old Velothi Chitin Weapons***

*Melee Weapons*

***+ 100 to EL compared to regular chitin***

***Price mod 1x Price***

*Ranged Weapons*

***+ 100 to EL compared to regular chitin***

***+2 to all ranges compared to regular chitin***

***Price mod 1.5x Price***

*Ammunition*

***+50 EL compared to regular chitin***

***Price per 10 shots is 18 drakes***

* ***Old Velothi Bonemold Armour***

*Partial Bonemold*

***AR****: 2 /* ***Magic AR****: 1 fire/* ***Qualities****: Light, Environmental Seal /* ***ENC****: 2 (12)/* ***EL****: 350/* ***Price:*** *65 (Limb), 115 (Body), Total (440)*

*Full Bonemold*

***AR****: 4 /* ***Magic AR****: 1 fire/* ***Qualities:*** *Medium, Environmental Seal /* ***ENC****: 3 (18)/* ***EL****: 400/* ***Price****: 120 (Limb), 220 (Body), Total (820)*

*Bonemold Shield*

***BR****: 8/* ***Magic BR****: (4) 5 vs fire/* ***Qualities****: light/* ***ENC****: 2/* ***EL****: 350/* ***Price****: 140*

* ***Old Velothi Bonemold Weapons***

*Ranged Weapons*

***+ 100 to EL compared to regular bonemold***

***+2 to all ranges compared to regular bonemold***

***Price mod 1.75x Price***

* *Abandoned Imperial Fort*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d8 Drakes |
| 2 | 1d6 Common wares (Plates, Cutlery, Cups), worth 4 drakes |
| 3 | 1d4 portions of intact sealed Rations |
| 4 | A damaged (1) Imperial Weapon (Steel) |
| 5 | A damages (1) Imperial Shield (Steel) |
| 6 | 1d4+2 portions of intact sealed Rations |
| 7 | 1d10\*2 Drakes |
| 8 | 1d4 Pieces of Traveling Gear |
| 9 | A damaged (1) piece of Partial Imperial Armor (Steel) |
| 10 | A damaged (1) piece of Full Imperial Armor (Steel) |
| 11 | An Imperial Weapon (Steel) |
| 12 | An Imperial Shield (Steel) |
| 13 | A piece of Partial Imperial Armor (Steel) |
| 14 | A piece of Full Imperial Armor (Steel) |
| 15 | 1d4+2 Pieces of Traveling Gear |
| 16 | 1d10\*5 Drakes |
| 17 | 1d6+2 Pieces of Traveling Gear |

***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d4+4 portions of intact sealed Rations |
| 2 | 1d4+2 Pieces of Traveling Gear |
| 3 | An Imperial Weapon (Steel) |
| 4 | An Imperial Shield (Steel) |
| 5 | 1d10\*5 Drakes |
| 6 | 1d4+4 Pieces of Traveling Gear |
| 7 | A piece of Partial Imperial Armor (Steel) |
| 8 | A piece of Full Imperial Armor (Steel) |
| 9 | 1d10\*10 Drakes |
| 10 | A damaged (1) piece of Partial Imperial Templar Armor |
| 11 | A damaged (1) Imperial Templar Shield |
| 12 | A damaged (1) piece of Full Imperial Templar Armor |
| 13 | A piece of Partial Imperial Templar Armor |
| 14 | An Imperial Templar Shield |
| 15 | A piece of Full Imperial Templar Armor |

*Imperial Templar Armor*

* ***Stats****: Orichalcum, though it is not made of it* ***- Cost:*** *5.3\*Price* ***- Modifier****: Has the Superior Quality*
* *Ruined Argonian Xanmeer*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d4 Old Argonian Gold Coins worth 3 Drakes |
| 2 | A damaged (1) Chitin Weapon |
| 3 | 1d6 Common wares (Plates, Cutlery, Cups), worth 4 drakes |
| 4 | 1d4 Common Alchemical Ingredients |
| 5 | A damaged (1) piece of Wamasu Hide Armor |
| 6 | 1d8 Old Argonian Gold Coins worth 3 Drakes |
| 7 | A piece of Argonian Made Jewelry of 1d3+1 Quality |
| 8 | 1d4 Uncommon Alchemical Ingredients |
| 9 | A set of Delicate Tools (Jewelry) |
| 10 | A piece of Argonian Made Jewelry of 1d4+1 Quality |
| 11 | A piece of Partial Wamasu Hide Armor |
| 12 | 2d8 Old Argonian Gold Coins worth 3 Drakes |
| 13 | A piece of Argonian Made Jewelry of 1d4+2 Quality |
| 14 | 1d4 Rare Alchemical Ingredients |
| 15 | A piece of Full Wamasu Hide Armor |
| 16 | A piece of Argonian Made Jewelry of 1d3+3 Quality |
| 17 | 1d4\*10 Drakes worth of Gemstones |

* ***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d8 Old Argonian Gold Coins worth 3 Drakes |
| 2 | 1d4\*5 Drakes worth of Gemstones |
| 3 | A piece of Partial Wamasu Hide Armor |
| 4 | A piece of Argonian Made Jewelry of 1d4+2 Quality |
| 5 | A Common Enchanted Chitin weapon |
| 6 | 2d8\*4 Old Argonian Gold Coins worth 3 Drakes |
| 7 | A set of Delicate Tools (Jewelry) |
| 8 | A Common Enchanted piece of Argonian Made Jewelry, 1d4+2 Quality |
| 9 | A piece of Full Wamasu Hide Armor |
| 10 | 1d4\*10 Drakes worth of Gemstones |
| 11 | A set of Masterwork Delicate Tools (Jewelry) +10 TN |
| 12 | An Uncommon Enchanted piece of Argonian Made Jewelry, 1d4+2 Quality |
| 13 | A Piece of Uncommon Enchanted Partial Wamasu Hide Armor |
| 14 | 2d10\*4 Old Argonian Gold Coins worth 3 Drakes |
| 15 | A Rare Enchanted piece of Argonian Made Jewelry, 1d4+2 Quality |
| 16 | 1d6\*10 Drakes worth of Gemstones |
| 17 | A Piece of Uncommon Enchanted Full Wamasu Hide Armor |

*Wamasu Hide Armor*

Equivalent to Leather Armor but with a Magic AR of 2 shock and worth an extra 15 drakes per piece

*Argonian Craftsmanship Jewellery*

The Argonians are master jewellers, therefore every piece of jewellery of Argonian Craftsmanship multiplies its value and EL by **1.25**

* *Old Yokudan Ruin*

***Finds***

| ***#*** | ***Find*** |
| --- | --- |
| 1 | 1d6 Yokudan Coins, worth 8 drakes |
| 2 | 1d4 pieces of intricately painted pottery worth 15 Drakes |
| 3 | An amulet of a Yokudan Deity of 1d2+1 Quality |
| 4 | 1d6 pieces of intricately painted pottery worth 15 Drakes |
| 5 | 1d4\*5 Drakes worth of Gemstones |
| 6 | 1d8 Yokudan Coins worth 8 Drakes |
| 7 | 1d2 Articles of Clothing (1d4 Quality) |
| 8 | A damaged (1) Yokudan Weapon |
| 9 | 1d8 pieces of intricately painted pottery worth 15 Drakes |
| 10 | An amulet of a Yokudan Deity of 1d4+1 Quality |
| 11 | 1d4\*10 Drakes worth of Gemstones |
| 12 | A piece of damaged (1) Yokudan partial armor |
| 13 | 2d8 Yokudan Coins worth 8 Drakes |
| 14 | 1d6 Articles of Clothing (1d4 Quality) |
| 15 | A piece of damaged (1) Yokudan full armor |
| 16 | An amulet of a Yokudan Deity of of 1d4+2 Quality |
| 17 | 1d6\*10 Drakes worth of Gemstones |

***Treasure***

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d8 Yokudan Coins, worth 8 drakes |
| 2 | 1d6 Common Alchemical Ingredients |
| 3 | A damaged (1) Yokudan Weapon |
| 4 | One historical Scroll worth 1d100 Drakes |
| 5 | An amulet of a Yokudan Deity of 1d4+2 Quality |
| 6 | 2d8\*4 Yokudan Coins, worth 8 Drakes |
| 7 | A piece of damaged (1) Yokudan Partial Armor |
| 8 | 1d6 Uncommon Alchemical Ingredients |
| 9 | A piece of damaged (1) Yokudan Full Armor |
| 10 | An amulet of a Yokudan Deity of 1d3+3 Quality |
| 11 | 1d4 historical Scrolls worth 1d100 Drakes |
| 12 | 1d6 Rare Alchemical Ingredients |
| 13 | A Yokudan Weapon |
| 14 | 2d10\*4 Yokudan Coins, worth 8 drakes |
| 15 | 1d4 Extremely Rare Alchemical Ingredients |
| 16 | A piece of Yokudan Partial Armor |
| 17 | 1d6 historical Scrolls worth 1d100 Drakes |
| 18 | A piece of Yokudan Full Armor |
| 19 | 1d2 Legendary Alchemical Ingredients |

*Yokudan Armor*

***Partial****: AR: 4, Light Armor,* ***EL****: 400,* ***Price*** *90 limb / 180 body (630)*

***Full****: AR: 6, Medium Armor,* ***EL****: 400,* ***Price*** *180 limb / 360 body (1260)*

*Yokudan Weapons*

***Melee****: Dam +3, EL 300, 5.0x Price*

***Range****: +10 to all Ranges, EL 300, 5.0x Price*

***Ammunition****: Dam +3, EL 300, 100 drakes per 10 shots*

* *Akaviri Ruins ??????? (WIP)*

***Finds***

| ***#*** | ***Find*** |
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***Treasure***

| ***#*** | ***Loot*** |
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*Akaviri Armor*

***Partial****: AR 5 (1 Magic) Medium,* ***EL****: 500,* ***Price****: 120 limb / 230 body (830)*

***Full****: AR 7 (1 Magic) Heavy,* ***EL****: 500,* ***Price****: 230 limb / 440 body (1590)*

***Group Tables***

* *Brigand Base*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d8 Drakes |
| 2 | 1d4 Trail Rations |
| 3 | A d4 roll on the Location table |
| 4 | 1d12+3 Drakes |
| 5 | 1d6 Trail Rations |
| 6 | A d6 roll on the Location table |
| 7 | A Wooden Bow with 12 Arrows or Bolts |
| 8 | An Iron Weapon |
| 9 | Basic Camping Supplies |
| 10 | A Piece of Full Leather Armor |
| 11 | 1d20+5 Drakes |
| 12 | A d8 roll on the Location table |
| 13 | A set of Ingots worth 1d8\*10 Drakes (Type is up to the GM) |

* *Goblin Lair*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | A random assortment of tarnished cutlery |
| 2 | 1d4 pounds of Rat Meat |
| 3 | 1d4 Rat Pelts (Valued at 3 drakes) |
| 4 | 1d6 Drakes |
| 5 | A d4 roll on the Location table |
| 6 | 1d4 Common Alchemical Ingredients |
| 7 | 1d4 Inferior Iron Daggers |
| 8 | 1d10 Iron Arrows |
| 9 | 1d10 Pounds of Goat/Sheep Meat |
| 10 | An Iron Weapon |

* *Forsworn Redoubt*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d8 Pounds of Venison or Goat Meat |
| 2 | 1d4 Pelts worth 20 Drakes a piece |
| 3 | A Wooden bow with 1d20 Arrows |
| 4 | A Bone Weapon |
| 5 | 1d6 Common Alchemical Ingredients |
| 6 | A Common Soul Gem (Empty) |
| 7 | 1d4 LvL ‘2 Potions |
| 8 | 1d12 Drakes |
| 9 | A Piece of Partial Bone Armor |
| 10 | 1d6 Uncommon Alchemical Ingredients |
| 11 | A Lesser Soul Gem (Filled) |
| 12 | 1d4 LvL ‘4 Potions |
| 13 | A Greater Soul Gem (Empty) |
| 14 | A LvL ‘1d4+1 Spell Scroll |
| 15 | A Piece of Full Bone Armor |
| 16 | 1d4 Rare Alchemical Ingredients |
| 17 | 1d10\*10 Drakes worth of Gemstones |

* *Riekling Village*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d4 Short Spears (-1 Reach) |
| 2 | 1d8 Pounds of Boar Meat |
| 3 | 1d4 Boar Hides, Valued at 20 Drakes a piece |
| 4 | A random assortment of household objects |
| 5 | 1d6 Bottles of Nord Mead |
| 6 | A Keg of Nord Mead |
| 7 | A Religious symbol made of bone and a Common Soul Gem |
| 8 | A Tarnished Silver Weapon (Inferior until repaired) |

* *Falmer Nest*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d4 Common Alchemical Ingredients |
| 2 | A 1d4 LvL Poison |
| 3 | A Chitin Weapon |
| 4 | A piece of Partial Chitin Armor |
| 5 | A piece of Full Chitin Armor |
| 6 | 1d4 Uncommon Alchemical Ingredients |
| 7 | A 1d6 LvL Poison |
| 8 | A d6 roll on the Location table (Usually Dwemer) |
| 9 | A Potion of Invisibility |
| 10 | 1d4 Rare Alchemical Ingredients |

* *Necromancer’s Crypt*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | A Common Soul Gem (Empty) |
| 2 | A LvL ‘3 Scroll of Soul Trap |
| 3 | A 1d4 LvL Spell Tome (See Scroll of Undeath or Spellcraft 4) |
| 4 | A Tome Detailing the Rite of Undeath; Zombie |
| 5 | A Greater Soul Gem (Empty) |
| 6 | A Tome Detailing the Rite of Undeath; Skeleton or Bonewolf |
| 7 | An Empty Grand Soul Gem |
| 8 | A Scroll of Summon Ghost |
| 9 | A Tome Detailing the Rite of Undeath; Death Hound |
| 10 | A Tome Detailing the Rite of Bone Sight |
| 11 | A Tome Detailing the Rite of Undeath; Bonewalker |
| 12 | An Empty Black Soul Gem |
| 13 | A Scroll of Summon Ghost |
| 14 | A Filled Black Soul Gem (1500 SL) |
| 15 | A Tome Detailing the Rite of Undeath; Dread Zombie |
| 16 | A Necromantic Focus Staff |
| 17 | A Tome Detailing the Rite of Undeath; Skeleton Champion |

* *Cultist Cabal*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d4 Sticks of Incense |
| 2 | A Religious Tome, valued at 1d4\*10 Drakes |
| 3 | A Holy Relic, valued at 1d6\*10 Drakes |
| 4 | An Enchanted Silver/Steel Weapon |
| 5 | Vestments of a “Priest” (Quality 1d4+1 Robes) |
| 6 | A Holy Talisman (Quality 1d4+1 Amulet) |

* *Witch Coven*

| ***#*** | ***Loot*** |
| --- | --- |
| 1 | 1d6 Uncommon Alchemical Ingredients |
| 2 | A 1d4 LvL Potion |
| 3 | A LvL 1d4 Spell Scroll of Summon Daedra |
| 4 | A Common Enchanted Piece of Clothing (1d4+1 Quality) |
| 5 | A LvL 1d4 Spell Tome |
| 6 | 1d6 Rare Alchemical Ingredients |
| 7 | A 1d6+1 LvL Potion |
| 8 | An Uncommon Enchanted Piece of Jewelry (1d4+1 Quality) |
| 9 | A LvL 1d4+2 Spell Tome |
| 10 | A LvL ‘3 Enchanted Staff (Arcane Focus) |

***Monster Tables***

* *Giant*

*Will have five rolls worth of stuff*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | Berries & Nuts |
| 2 | A Crude Bowl & Spoon |
| 3 | A Block of Mammoth Cheese |
| 4 | A piece of half carved wood & a knife (Iron Shortsword) |
| 5 | A Drinking horn made of Ivory |
| 6 | A Set of Large Bone Dice |
| 7 | Tinder and a rock of Flint |
| 8 | 1d8\*10 drakes |
| 9 | A Mammoth Hide |
| 10 | A lump of Charcoal |
| 11 | 1d4\*25 drakes worth of Gemstones |
| 12 | 1d10\*10 pounds of Mammoth Meat |
| 13 | 50 meters of rough, but strong, rope |
| 14 | A Large Cooking Pot |

* *Dovah*

*Lesser Dragons roll twice*

*Dovah roll five times*

*Elder Dragons roll seven times*

*Ancient Dragons roll twelve times*

| ***#*** | ***Hoard*** |
| --- | --- |
| 1 | 3d10\*100 Drakes |
| 2 | 3d4\*250 drakes worth of Gemstones |
| 3 | A Rare Enchanted Item |
| 4 | 1d6 Articles of Clothing, 1d4+2 quality |
| 5 | 1d4 Spell Scrolls of 1d4+2 Spell Level |
| 6 | Roll on Any Treasure Chart with a 1d20+5 Guardian Die |

* *Hagraven*

*Rolls twice on the chart*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d3 Healing Potions of 1d4+2 Levels |
| 2 | 1d2 Replenishment Potions of 1d4+2 Levels |
| 3 | 1d3 Spell Scrolls of 1d6+1 Levels |
| 4 | An Uncommon Enchanted Article of Clothing |
| 5 | A Spell Tome of 1d4+2 Spell Levels |
| 6 | A Filled Greater Soul Gem (SL 800) |
| 7 | An Empty Grand Soul Gem |
| 8 | An Unenchanted Dagger of 1d6+1 Material Quality |

* *Goblin*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | A set of Bone Dice |
| 2 | 1d10 drakes |
| 3 | A Gemstone worth 1d10\*5 drakes |
| 4 | A 1d4 level potion of healing |
| 5 | A Lockpick |
| 6 | A dining set (Bowl, spoon, & cup) looted from somewhere else |

* *Harpy*

*Roll Twice*

| ***#*** | ***Nest*** |
| --- | --- |
| 1 | A Bolt of Vibrant Fabric, valued at 1d8\*10 Drakes |
| 2 | A Piece of Jewelry of 1d4+2 Quality |
| 3 | A Piece of Partial Steel Armor (Chainmail) |
| 4 | A Small Silver Chain, valued at 1d4\*5 drakes |
| 5 | 1d20\*2 Scattered Drakes |

* *Wyrm*

*Wyrmlings roll 1d6 three times*

*Wyrms roll 1d8 five times*

*Wyverns roll 1d10 seven times*

| ***#*** | ***Hoard*** |
| --- | --- |
| 1 | 1d10\*50 drakes |
| 2 | A piece of polished Full Steel armor |
| 3 | A polished steel weapon or shield |
| 4 | 1d6\*25 drakes worth of Gemstones |
| 5 | A piece of Partial Mithril Armor |
| 6 | A Mithril Shield |
| 7 | A piece of Full Mithril Armor |
| 8 | A Mithril weapon |
| 9 | An Uncommon Enchanted Item |
| 10 | A Rare Enchanted Item |

* *Ogre*

*Roll Three Times*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d4\*10 Drakes |
| 2 | 1d6 Pieces of Poor Quality Food stuffs |
| 3 | A tattered Animal Pelt, worth only 5 drakes |
| 4 | 1d6\*5 Drakes worth of Gemstones |
| 5 | Crude Eating Utensils |
| 6 | A set of Bone Dice |

* *Falmer*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d2 Chaurus Chitin |
| 2 | 1d4 Chaurus Eggs |
| 3 | A 1d4 Damage Poison |
| 4 | 1d3 Uncommon Alchemical Ingredients |
| 5 | A 1d4 Level Healing Potion |
| 6 | 1d4\*10 Drakes worth of Gemstones |

* *Lich*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d6 Rare Alchemical Ingredients |
| 2 | An Uncommon Enchanted Piece of Jewelry (1d4+2 Quality) |
| 3 | A Dagger of 1d6+3 Material Quality |
| 4 | A Filled Black Soul Gem (SL 1500) |
| 5 | 1d3 Empty Grand Soul Gems |
| 6 | A Rare Enchanted Piece of Jewelry (1d4+2 Quality) |
| 7 | 1d10\*100 Drakes worth of Gemstones |
| 8 | A Spell Tome of 1d6+1 Levels |
| 9 | A Spell Scroll of 1d4+2 Levels |
| 10 | 1d4 Extremely Rare Alchemical Ingredients |

***NPC Tables***

* *Note On Picking Pockets*

When a character picks the pocket of one of the following NPCs, they reduce the amount of rolls on this chart by 1 each time they successfully rob them. Following this, an NPC only has so many rolls worth of belongings, so they can also only have their pockets picked so many times.

* Vampires & Lycanthropes fall under the appropriate NPC table
* *Warriors*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d4 Healing Potions of 1d4+1 levels |
| 2 | 1d10\*5 Drakes |
| 3 | A Whetstone |
| 4 | 1d3 Potions of Rejuvenate |
| 5 | A set of dice |
| 6 | A Steel Dagger |

* *Barbarians*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | A Whetstone |
| 2 | A set of bone dice |
| 3 | 1d6\*4 Drakes |
| 4 | An Animal Hide, worth 15 Drakes |
| 5 | An Iron Hand Axe |
| 6 | A Survival kit |

* *Rogues*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d4 Lockpicks |
| 2 | 1d10\*5 Drakes |
| 3 | A set of dice |
| 4 | A Potion of Rejuvenate |
| 5 | A 20m Rope & Hook |
| 6 | A Steel Dagger |

* *Mages*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | A Spell Tome of 1d4+1 Levels |
| 2 | A Spell Scroll of 1d4+2 Levels |
| 3 | 1d4 Uncommon Alchemical Ingredients |
| 4 | 1d4 Common Soul Gems |
| 5 | 1d2 Potions of Replenishment, 1d4+2 levels |
| 6 | A 1d4 level Potion of Magic Armor |

* *Nobles*

*Roll twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d10\*5 Drakes |
| 2 | 1d10\*8 Drakes |
| 3 | A Silver Parrying Dagger |
| 4 | A Small Pocket Mirror |
| 5 | An Unenchanted piece of Jewelry of 1d4+2 Quality |
| 6 | A Potion of Rejuvenate |

* *Merchants*

*Roll Twice*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d10\*6 Drakes |
| 2 | 1d10\*7 Drakes |
| 3 | A Steel Dagger |
| 4 | A Merchant’s Scale |
| 5 | An Unenchanted piece of Jewelry of 1d4+1 Quality |
| 6 | 1d10\*5 Drakes |

* *Peasants*

*Roll Once*

| ***#*** | ***Pouch*** |
| --- | --- |
| 1 | 1d10 Drakes |
| 2 | A set of dice |
| 3 | An Iron dagger |
| 4 | An Iron Hand Axe |

* ***Guardians***

The size and modifiers on Treasure rolls are based on the following chart.

| ***Guardian*** | ***Die*** | ***Minion Modifier*** |
| --- | --- | --- |
| Minor Solo | 1d4 | + ¼ |
| Minor Group | 1d6 | + ½ |
| Major Solo | 1d8 | + 1 |
| Major Group | 1d10 | + 1 ½ |
| Deadly Solo | 1d12 | +2 |
| Deadly Group | 2d8 | +3 |
| Deadly+ | 1d20 | +4 |

*A Guardian should be the Highest Threat Tier creature that acts as an obstacle to the treasure. While their minions (unrelated to the “Minion” trait) are those that fight with the guardian or are close enough that they can hinder the progress to the treasure or the “Boss” fight, usually by lowering the party’s resources.*

*An example of Deadly+ would be the Dovah in my Expanded Bestiary*

* ***General New Items***

Anything detailed here is meant to override things in the CRB.

*Clothing*

* Tunic (1) - **EL**: 100 **- Cost**: 20
* Belt (2) - **EL**: 80 **- Cost**: 10
* Robe (3) - **EL**: 400 **- Cost**: 40
* Dress (4) - **EL**: 150 **- Cost**: 30
* Cloak (5) - **EL**: 150 **- Cost**: 20
* Boots (6) - **EL**: 100 **- Cost**: 15
* Ring (7 - 1) - **EL**: 250 **- Cost**: 100
* Amulet (8 - 2) - **EL**: 500 **- Cost**: 200
* Circlet (9 - 3) - **EL**: 400 **- Cost**: 250
* Torc (10 - 4) - **EL**: 300 **- Cost**: 150

*Qualities*

* Tattered (1) - **EL**: x0.5 **- Cost**: x0.5
* Common (2-3) - **EL**: x1 **- Cost**: x1
* Expensive (4) - **EL**: x1.5 **- Cost**: x1.5
* Extravagant (5) - **EL**: x2 **- Cost**: x2
* Exquisite (6) - **EL**: x3 **- Cost**: x3

*Material Qualities*

| ***#*** | ***Melee/Ammo*** | ***Ranged*** |
| --- | --- | --- |
| 1 | Chitin | Wood |
| 2 | Iron | Chitin |
| 3 | Steel | Bonemold |
| 4 | Silver | Dwemer |
| 5 | Dwemer | Orichalcum |
| 6 | Moonstone | Moonstone |
| 7 | Orichalcum | Daedric |
| 8 | Adamantium | Ebony |
| 9 | Malachite | Malachite |
| 10 | Stalhrim | Dragonbone |
| 11 | Daedric | --- |
| 12 | Ebony | --- |
| 13 | Dragonbone | --- |

*Enchanted Item Table*

*Use this table when the Item is left ambiguous to determine its material and type*

| ***#*** | ***Item Type*** | ***Qualities*** | ***Qualities*** |
| --- | --- | --- | --- |
| 1 | Weapon | For Melee Weapons and Armor | For Jewelry & Clothing |
| 2 | Partial Armor | * Common = 1d6 | * Common = 1d4 |
| 3 | Full Armor | * Uncommon = 1d4+3 | * Uncommon = 1d4+1 |
| 4 | Shield | * Rare = 1d6+3 | * Rare = 1d3+3 |
| 5 | Tower Shield | For Ranged Weapons | ------ |
| 6 | Jewelry | * Common = 1d6 | ------ |
| 7 | Clothing | * Uncommon = 1d4+3 | ------ |
| ---- | ------ | * Rare = 1d4+4 | ------ |

*Runic Item Table*

*Use this table to determine a Runic Item*

| ***#*** | ***Item Type*** | ***Weapon Runes*** | ***Armor Runes*** | ***Rune Power*** |
| --- | --- | --- | --- | --- |
| 1 | Axe | Porade | Repora | For Old |
| 2 | Sword | ^^^^ | ^^^^ | * 1d3 |
| 3 | Mace | Rekura | ^^^^ | For Honed |
| 4 | Spear | ^^^^ | Repora + Jejora | * 1d4 |
| 5 | Shield | Porade + Rekude | ^^^^ | For Hero |
| 6 | Partial Armor | Porade + Jera | ^^^^ | * 1d4+1 |
| 7 | Full Armor | Rekura + Rejera | Repora + Denara | ---- |
| 8 | Staff | Rekura + Kura | ^^^^ | ---- |

***^^^^*** *= Counts as the one above it*

*Alchemical Ingredient/Spell School Chart*

* ***(1)*** *Alteration*
* ***(2)*** *Restoration*
* ***(3)*** *Destruction*
* ***(4)*** *Conjuration*
* ***(5)*** *Mysticism*
* ***(6)*** *Illusion*

*Traveling Gear Table (WIP)*

| ***#*** | ***Item*** |
| --- | --- |
| 1 | Whetstones |
| 2 | Survival Kit |
| 3 | Torch |
| 4 | Lantern |
| 5 | Bedroll |
| 6 | Tent |
| 7 | Mess Kit |
| 8 | Hunting Trap (Small Game) |
| 9 | Hunting Trap (Big Game) |
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* ***Whetstones:*** *Over a Short Rest, you can give a melee weapon a +1 Bonus to damage for the next 3 successful hits.*
* ***Notes on Trading***
* By Imperial Law in the late 3rd era, the trade of Dwemer goods requires a license
* Most “Antiques”, like old cutlery, clothes, plates, and other miscellaneous items would only be of value to a collector, most common merchants would have no use for them, without convincing.
* ***Standard Magic Item Enchantments***

*Here are some ideas for some standard enchantments that I came up with, not following the rules of Enchanting 100%, but I believe they are still pretty neat and fair. Charges may be a bit low, but I would need to know more...Sorry.*

*On Strike Enchantments*

* ***Flame****: +1 Fire Damage on Strike (Common)*
* ***Burning****: +2 Fire Damage on Strike (Uncommon)*
* ***Inferno****: +3 Fire Damage on Strike (Rare)*
* ***Spark****: +1 Shock Damage on Strike (Common)*
* ***Shocking****: +2 Shock Damage on Strike (Uncommon)*
* ***Storm****: +3 Shock Damage on Strike (Rare)*
* ***Shard****: +1 Frost Damage on Strike (Common)*
* ***Freezing****: +2 Frost Damage on Strike (Uncommon)*
* ***Blizzard****: +3 Frost Damage on Strike (Rare)*
* ***Poison****: +1 Poison Damage on Strike (Common)*
* ***Venom****: +2 Poison Damage on Strike (Uncommon)*
* ***Viper****: +3 Poison Damage on Strike (Rare)*
* ***Sun****: +2 Fire Damage on Strike, Counts as Sunlight (Uncommon)*
* ***Solar****: +3 Fire Damage on Strike, Counts as Sunlight (Rare)*
* ***Leech****: Absorbs 1 HP from the Target (Uncommon)*
* ***Vampire****: Absorbs 2 HP from the Target (Rare)*
* ***Mind Drain****: Absorbs 2 MP from the Target (Uncommon)*
* ***Siphoning****: Absorbs 4 MP from the Target (Rare)*
* ***Lethargy****: Struck Target must make a +0 End test or take a point of Fatigue (Rare)*
* ***Soul Snare****: If a target is slain with this weapon, it will trap their soul (Uncommon)*
* ***Jinx****: Target must make a +10 Wp test to resist becoming paralyzed for a round (Rare)*

*Cast Enchantment*

* ***Demon:*** *Turns the Item into a Daedric version of itself for 2 rounds. (Common) (3 Charge)*
* ***Fiend:*** *Turns the Item into a Daedric version of itself for 3 rounds. (Uncommon) (3 Charges)*
* ***Devil:*** *Turns the Item into a Daedric version of itself for 4 rounds. (Rare) (3 Charges)*
* ***Absorption****: Gain “Spell Absorption ‘5” for 2 rounds (Rare) (3 Charges)*
* ***Reflection****: Gain “Spell Reflect ‘5” for 2 rounds (Rare) (3 Charges)*
* ***First Barrier****: Gains 3 Temp HP for 1 round, See “Shield-CRB pg 84” for more Info (Common) (4 Charges)*
* ***Second Barrier****: Gains 5 Temp HP for 1 round, See “Shield-CRB pg 84” for more Info (Uncommon) (4 Charges)*
* ***Third Barrier****: Gains 7 Temp HP for 1 round, See “Shield-CRB pg 84” for more Info (Rare) (4 Charges)*
* ***[Type] Guard****: Gain [Type} Resistance ‘3 for 4 rounds (Uncommon) (2 Charges)*
* ***Veil****: Wearer becomes invisible for 2 rounds (Rare) (3 Charges)*
* ***Camouflage****: Wearer gains “Chameleon ‘10” for 1 minute (Uncommon) (4 Charges)*
* ***Mending****: Restores 2 HP to the wearer (Common) (4 Charges)*
* ***Healing****: Restore 4 HP to the wearer (Uncommon) (4 Charges)*
* ***Healing Hands****: Restores 4 HP to a touched target (Uncommon) (5 Charges)*

*Constant Enchantment*

* ***Mental Strength****: Wearer Gains +5 Willpower (Rare)*
* ***Keen Mind****: Wearer Gains +5 Intelligence (Rare)*
* ***Magicka****: Wearer Gains Power Well ‘10 (Rare)*
* ***Able Body****: Wearer Gains +5 Strength (Rare)*
* ***Health****: Wearer Gains Resilient ‘5 (Rare)*
* ***Enduring Body****: Wearer Gains +5 Endurance (Rare)*
* ***Nimbleness****: Wearer Gains +5 Agility (Rare)*
* ***Glib Speech****: Wearer Gains +5 Personality (Rare)*
* ***Warding****: Wearer gains + 1 AR [Magic] to all hit locations (Rare)*
* ***Swiftness****: Wearer gains +3 Move Speed (Uncommon)*
* ***Eagle Eye****: Wearer Gains +5 Perception (Rare)*
* ***Everglow****: Glows as bright as a torch (Uncommon)*
* ***Trollkin****: Wearer heals 1 HP a round, this only works during the heat of battle (Rare)*
* ***Stamina****: Wearer gains +1 Max Stamina (Rare)*
* ***Spell Drinker****: Wearer gains “Spell Absorption ‘2” (Rare)*
* ***Mirroring****: Wearer gains “Spell Reflect ‘2” (Rare)*

***For More Accurate Cast Enchantments***

* ***Common*** *= 1/3 of the Items EL = Binding Str of 1d3*
* ***Uncommon*** *= 1/2 of the Items EL = Binding Str of 1d4*
* ***Rare*** *= Items Full EL = Binding Str of 1d4+1*

***Author’s Note***

Out of all of my projects, I found this one to be the most tedious and draining. I guess my passion comes with making mechanics and more “Practical” contents, like my Spellcraft Series and Expanded Bestiary. If it wasn’t for the enthusiasm that TheBraveNewGirl worked with, I most likely would have abandoned this project. I acknowledge that this is far from my best work, but I am hopeful that what is done will prove useful to most GMs, I know I will be using these tables and especially the Clothing and Jewelry rules.

--- Tuna