Economy

On a normal day a plethora of goods flow through Tamriel’s markets. Tamriel’s many thriving economies have resulted in a continent linked through trade and commerce. There are a vast number of goods and services produced by these systems that characters might need to survive, or might encounter, during their adventures. This chapter is concerned with the economics of the Elder Scrolls setting, as well as detailing the various items players use or buy.

### Currency

The main currency of Tamriel in the time during and after the Septim Empire is the Septim, a golden coin around the size of a quarter. Named after the dynasty that ruled the Septim Empire, it features a bust of Tiber Septim and a depiction of Akatosh. The inscription on the front reads: “The Empire is Law. The Law is Sacred.” And the reverse reads: “Praise be, Akatosh and all the Divines.” Although many provinces issue their own provincial currencies these can all be converted to Septims. If you are running a campaign in an era before the Septim Empire, simply use an alternative name (such as “Remans”). And while we have no information on the way that the Empire handles its monetary policy, the authors are making the assumption that there are different types or denominations of currency in existence within the empire. In game terms, this means a few things:

* This Chapter will use the more Era-neutral word “***Drakes***” for currency. “Gold” is an acceptable substitute, though the authors would prefer not to assume that every coin actually contains gold.
* Coins have no in-game weight unless the GM decides a character is simply carrying too much money to ignore. This is done for simplicity.
* Rather than making players keep track of the different kinds of coins they have, it should be assumed that characters can carry as much money as they want, simply making use of more and more valuable denominations.
* Likewise, it should be assumed that there are enough coins of the various denominations floating around that individuals can always complete transactions accurately and receive change.

In short, don’t worry about how many of which types of coins you’re carrying. Just keep track of how many Drakes you have. This is to save time and accounting for both the players and the GM.

For groups that enjoy this sort of thing, it is easy to convert the system into one based around different types of coins. Simply use the value of a single Drake as the base for the lowest value coin and scale things up by multiples of ten for more valuable coins as you see fit.

# Pricing & Acquisition

Not all prices for one item are going to be the same: regional price variations are to be expected. Some things are simply harder to get a hold of in some places, and easier in others. Additionally, item price will vary drastically with the quality of the item itself. ***We have intentionally left item rarity up to the Game Master for the majority of items in this section.*** These guidelines should help the GM produce prices that are acceptable for gameplay purposes.

### A Note on Rounding

If an item ever ends up with a fractional price for any reason, simply round up to the nearest whole number.

### Availability & Cost Modifiers

In order to locate an item for sale, a character must make a Mercantile or Luck test. The difficulty of the test should be determined by the specific item the character is looking for. The GM should use their judgment and lore knowledge in equal measure when making their decision. The following table can provide some guidelines:

| ***Availability*** | ***Difficulty*** | ***Value*** |
| --- | --- | --- |
| Common | None |  |
| Uncommon | Routine |  |
| Rare | Challenging |  |
| One in a Million | Arduous |  |

### Item Quality Level ???

Items can also vary drastically in quality based on how well they were made, or some feature inherent to the item. This will modify their price and their availability. There are four quality levels for most items: inferior, standard, superior, and Masterwork. Exactly what measurable impact this has on the item (if any) will be explained in the appropriate section.

| ***Quality*** | ***Availability*** | ***Value*** |
| --- | --- | --- |
| Inferior | 2 Steps more common |  |
| Standard | No change |  |
| Superior | 2 Steps rarer |  |
| Masterwork | 3 Steps rarer |  |

### Location Modifiers ???

While Tamriel has a flourishing international market, due to the many merchant guilds dotting the continent, certain objects must be imported or accessed through more illegitimate means. The following table can provides some guidelines for any such availability and pricing modifiers:

| ***Circumstance*** | ***Availability*** | ***Value*** |
| --- | --- | --- |
| Illegal Wares | 1 Step rarer |  |
| Stolen Goods | 2 Steps rarer |  |
| Local Wares | 1 Step more common |  |
| Imported | 1 Steps rarer |  |
| Limited Resource | 2 Steps rarer |  |

### Unscrupulous Traders

Certain merchants can be particularly unscrupulous in their bargaining, either due to holding a monopoly on a certain ware, or being in a position that allows them to press their hapless victim for an extra fee like a fence giving less for stolen goods, well knowing that the prospective seller has nowhere else to go. When bargaining with such unscrupulous types, the GM can choose to apply a ***Penalty*** to the character's Mercantile Test when bargaining for a better price on their goods.

### Haggling for a Bargain ???

Bargaining is a part of everyday life, and almost expected amongst professional merchants.

Should a character wish to bargain with a merchant for the price of their wares, roll an opposed ***Mercantile*** Test against the merchant.

Use the following chart to determine the value modifiers of the bargain.

| ***DoS*** | ***Buyer Wins*** | ***Seller Wins*** |
| --- | --- | --- |
| ***Tie*** | *No Change* | *No Change* |
| ***+1*** | *x 0.8* | *x 1.25* |
| ***+2*** | *x 0.6* | *x 1.25* |
| ***+3*** | *x 0.5* | *x 1.5* |

A character can always choose to not accept a bad bargain, but a local market is a living, breathing thing and word travels fast about bad customers.

Should a character deny a “bargain” and go elsewhere, the GM can choose to apply a penalty to the next Mercantile test they make with a merchant in the same local economy.

### Appraising an Item ???

Not knowing the current market value of certain goods has been the bane of many a haggler.

If a character wishes to assert the price of an object of interest before going for the bargain, roll a Mercantile Test with a modifier equal to the item's rarity (see Availability Modifiers above) to see if they can learn the current rates.

On a success, the character gains a +10 bonus to their attempt at haggling.

On a failure however, add a -5 penalty per Degree of Failure to their attempt at haggling, as they have misinterpreted the current trend of the market.

### Imperial Trade Laws ???

???

Lore, fluff, and GM notes

* Restricted Goods
* Ebony
* Dwemer Relics
* Ayleid Relics
* Magic Training
* Spellbooks
* Slavery
* Maran/Dibellan Incense
* Malachite
* Illegal Goods
* Moon Sugar
* Skooma
* Black Soul Gems
* Khajiit Furs
* Hist Sap
* Hist Saplings
* Argonian Eggs
* Daril

SPECIAL MERCHANT OPTIONS

Artisan

Pawnbroker

Slaver

Fence

A STORE BLOCK

# Weapons

Conflict and danger are constants in Tamriel, and it is wise for adventurers to arm themselves. Weapons in the AWES are divided in a number of different ways: First, there are four classes of weapons: Heavy, Light, Unarmed, and Marksman. The use of each of these classes are governed by their own skill. All weapons are defined by a ***Weapon Profile***, which contains all the information necessary to use the weapon.

### Reach

This determines your threatened area and how far away a target can be for you to be able to attack them. If a weapon has a listed minimum reach (2-3m) then tests made with that weapon are ***Penalized*** against targets that are closer than the minimum reach.

### Damage Die

Weapons have a listed “Damage Die” or simply “Die” that determines the type ofthat Dice that are rolled after a successful attack with the weapon to resolve attack damage.

### Weapon Craftsmanship Qualities

Weapons can be made of varying qualities. This quality applies a modifier to both its value and its base damage.

| ***Quality*** | ***Value*** | ***Effect*** |
| --- | --- | --- |
| Inferior | ***x0.5*** | ***-2 Damage*** |
| Standard | ***x1*** | ***---*** |
| Superior | ***x3*** | ***+2 Damage*** |
| Masterwork | ***x5*** | ***+4 Damage*** |

### Handedness

Most weapons can be held in one or two hands. Wielding a weapon in ***one hand*** leaves you open to cast spells, use a second weapon, use certain items, and to carry a shield. Wielding a weapon in ***two hands*** increases a character's leverage with the weapon during melee attacks and doing so allows them to add their ***StrB to the damage***. This is in addition to the standard attribute damage bonus.

### Weapon Qualities

All weapons possess special rules, known as Weapon Qualities, that represent factors that set them apart from other weapons in some fashion. Every weapon has two to three of these qualities.

***Damage Type Qualities***

Damage type qualities are exclusive to each other. If a weapon has multiple Damage Types Qualities, then the user of the weapon must select one of them every time they attack.

**Piercing**

Damage rolls of 1-2 reduce the target's Armor Rating by the sum of the 1s and 2s rolled.

**Blunt**

Damage rolls of 1-2 are rerolled.

**Keen**

Damage rolls of 1-2 inflict the Bleed (x) condition on the target. The X value is equal to the sum of the 1s and 2s rolled.

**Entangling**

Attacks with this weapon cannot be parried or blocked. Instead of dealing damage, successful attacks with this weapon impose the ***Restrained*** condition on the target. While entangling a target, this weapon cannot be used. The target may make an Evade, Athletics, or a reasonable skill, as determined by the GM, test on their turn to escape.

***Effect Type Qualities***

Effect Type Qualities trigger a special ability of the weapon. Only one of a weapon’s Effect Qualities can be triggered during an attack, the user must choose one as they attack.

**Thrown (x)**

This weapon can be thrown with a ranged increment of X+StrB. Doing so consumes this weapon as if it was ammunition.

**Brutal**

Wounds inflicted with this attack inflict an additional die of damage.

**Splinter**

Shields that block this exerted attack are damaged by an amount equal to the attack’s DoS.

**Momentum**

When commiting to an attack with this weapon, you may forgo the Bonus to the test for an additional damage die as you spend the effort to build up the momentum behind the strike.

**Concussive**

Exerted attacks with this weapon cause the target to lose 1 SP, if the target would lose HP from the attack.

**Rending**

Exerted attacks may forgo the extra damage to instead damage a piece of the target’s armor by 1 point.

**Razor**

Attacks that trigger the ***Keen*** quality inflict additional Bleed equal to the attack’s DoS.

**Snare**

Attacks with this weapon may forgo dealing a wound to instead render the target Prone or Disarm them of an item held in their hand.

***Passive Type Qualities***

Passive Type Qualities are always in effect and have rather minor contributions to the attack or limit some functions of the weapon.

**Heft**

The weapon is considerably cumbersome to wield and cannot be used to parry, counterattack, or to exert with on strikes while held in one hand. However due to its weight, it gains +3 damage when held in two hands.

**Small**

This weapon is small enough to be hidden on your person with relative ease. Additionally, drawing this weapon does not require the wielder to take the “Ready Item” action. This weapon is too small to be held in two hands.

**Guarded**

This weapon can function as a buckler with material stats equivalent to the material of the weapon.

**Drawn**

This weapon requires two hands to use, one to hold the weapon and the other to notch and draw the arrow.

**Complex**

This weapon requires two hands to aim and fire. Additionally after each shot, this weapon must be reloaded by taking the “Ready Item” action before it can be fired again.

**Impact**

This weapon can be used to perform the Bash action.

**Mounted**

This weapon is specially designed for use while mounted. If you spend at least 1 Action to move while mounted, you may add your Mounts StrB to your attacks damage.

**Open**

This weapon leaves your hands relatively open for use. You may cast spells as if you had a free hand.

**Simple**

This weapon cannot be degraded and can use any small spherical item as ammunition.

**Ranged (x)**

This weapon has a Range increment of X meters and consumes an appropriate unit of ammunition.

**Impaling**

Performing an attack of opportunity halts the target and ends their movement.

**Versatile**

This weapon can be used to perform any Maneuver type Talents that could be performed by a melee weapon.

**Chained**

This weapon cannot be used to parry nor can attacks from it be parried.

***Marksman Weapons***

Governed by the “***Marksman***” skill.

| ***Name*** | ***Die*** | ***Value*** | ***Reach*** | ***ENC*** |
| --- | --- | --- | --- | --- |
| Bow | d10 | ? | 2m |  |
| ***Qualities*** | *Drawn, Open, Ranged (25)* | | | |
| Crossbow | d12 | ? | 1m |  |
| ***Qualities*** | *Complex, Impact, Ranged (15)* | | | |
| Whip | d6 | ? | 2-4m |  |
| ***Qualities*** | *Small, Snare, Entangling* | | | |
| Bola | /// | ? | 1m |  |
| ***Qualities*** | *Small, Entangling, Thrown (6)* | | | |
| Dart | d6 | ? | 1m |  |
| ***Qualities*** | *Small, Piercing, Thrown (6)* | | | |
| Throwing Star | d6 | ? | 1m |  |
| ***Qualities*** | *Small, Keen, Thrown (6)* | | | |
| Sling | d6 | ? | 1m |  |
| ***Qualities*** | *Small, Simple, Ranged (10)* | | | |

***Ammunition Types***

* Blunted (+Blunt)
* Bodkin (+Piercing)
* Broadhead (+Keen)

***Unarmed Weapons***

Governed by the “***Unarmed***” skill.

| ***Name*** | ***Die*** | ***Value*** | ***Reach*** | ***ENC*** |
| --- | --- | --- | --- | --- |
| Katar | /// | ? |  |  |
| ***Qualities*** | *Keen, Brutal, Rending* | | | |
| Cestus | /// | ? |  |  |
| ***Qualities*** | *Open, Guarded, Blunt* | | | |
| Punch Knife | /// | ? |  |  |
| ***Qualities*** | *Keen, Small, Piercing* | | | |
| War Talons | /// | ? |  |  |
| ***Qualities*** | *Open, Keen, Razor* | | | |

***Heavy Weapons***

Governed by the “***Heavy Weapons***” skill.

| ***Name*** | ***Die*** | ***Value*** | ***Reach*** | ***ENC*** |
| --- | --- | --- | --- | --- |
| Broadsword | d10 | ? |  |  |
| ***Qualities*** | *Keen, Brutal, Guarded* | | | |
| Longsword | d10 | ? |  |  |
| ***Qualities*** | *Keen, Piercing, Versatile* | | | |
| Claymore | d12 | ? |  |  |
| ***Qualities*** | *Keen, Brutal, Heft* | | | |
| War Axe | d10 | ? |  |  |
| ***Qualities*** | *Keen, Brutal, Snare* | | | |
| Battle Axe | d10 | ? |  |  |
| ***Qualities*** | *Keen, Rending, Brutal* | | | |
| Great Axe | d12 | ? |  |  |
| ***Qualities*** | *Brutal, Splinter, Heft* | | | |
| Long Axe | d10 | ? |  |  |
| ***Qualities*** | *Heft, Splinter, Snare* | | | |
| Mace | d8 | ? |  |  |
| ***Qualities*** | *Blunt, Concussive, Impact* | | | |
| Maul | d12 | ? |  |  |
| ***Qualities*** | *Blunt, Concussive, Heft* | | | |
| Warhammer | d10 | ? |  |  |
| ***Qualities*** | *Blunt, Piercing, Impact* | | | |
| Flail | d8 | ? |  |  |
| ***Qualities*** | *Chained. Momentum, Snare* | | | |
| Pole Hammer | d10 | ? |  |  |
| ***Qualities*** | *Heft, Blunt, Impact* | | | |
| Pike | d10 | ? |  |  |
| ***Qualities*** | *Heft, Piercing, Impaling* | | | |
| Halberd | d10 | ? |  |  |
| ***Qualities*** | *Heft, Keen, Versatile* | | | |
| Lance | d12 | ? |  |  |
| ***Qualities*** | *Mounted, Heft, Splinter* | | | |

***Light Weapons***

Governed by the “***Light Weapons***” skill.

| ***Name*** | ***Die*** | ***Value*** | ***Reach*** | ***ENC*** |
| --- | --- | --- | --- | --- |
| Dagger | d6 | ? |  |  |
| ***Qualities*** | *Small, Keen, Thrown (3)* | | | |
| Tanto | d6 | ? |  |  |
| ***Qualities*** | *Small, Keen, Razor* | | | |
| Shortsword | d8 | ? |  |  |
| ***Qualities*** | *Keen, Piercing, Small* | | | |
| Wakizashi | d8 | ? |  |  |
| ***Qualities*** | *Keen, Razor, Brutal* | | | |
| Rapier | d8 | ? |  |  |
| ***Qualities*** | *Keen, Piercing, Guarded* | | | |
| Saber | d10 | ? |  |  |
| ***Qualities*** | *Keen, Mounted, Razor* | | | |
| Hand Axe | d6 | ? |  |  |
| ***Qualities*** | *Keen, Snare, Thrown (3)* | | | |
| Club | d6 | ? |  |  |
| ***Qualities*** | *Blunt, Concussive, Impact* | | | |
| Net | /// | ? |  |  |
| ***Qualities*** | *Entangling, Snare, Thrown (4)* | | | |
| Katana | d10 | ? |  |  |
| ***Qualities*** | *Keen, Razor, Brutal* | | | |
| Dai-Katana | d12 | ? |  |  |
| ***Qualities*** | *Keen, Razor, Heft* | | | |
| Quarterstaff | d6 | ? |  |  |
| ***Qualities*** | *Impact, Concussive, Blunt* | | | |
| Spear | d8 | ? |  |  |
| ***Qualities*** | *Piercing, Keen, Thrown (4)* | | | |

### Weapon Degradation

Weapons can be degraded, to a max based on the weapons material, to reroll the attack's damage. The attacker will then use the greater damage total.

If a weapon’s Condition ever exceeds its limit, that item is broken and cannot be used until it is repaired to its full value.

### Weapon Materials

?

Wood

Bone

Iron

Steel

Silver

Moonstone

Quicksilver

Orichalcum

Dwemer Alloy

Adamantium

Malachite

Stalhrim

Ebony

### Metals

| ***Name*** | ***Cost*** | ***Con*** | ***EL*** | ***Rarity*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- |
| ***Iron*** | ? | 2 | 1 | ? | *?* |
| ***Steel*** | ? | 3 | 2 | ? | *?* |
| ***Orichalcum*** | ? | 4 | 1 | ? | *?* |
| ***Moonstone*** | ? | 3 | 3 | ? | *Magic* |
| ***Quicksilver*** | ? | 4 | 4 | ? | *Magic* |
| ***Dwemer Alloy*** | ? | 5 | 3 | ? | *?* |
| ***Adamantium*** | ? | 6 | 3 | ? | *?* |
| ***Malachite*** | ? | 5 | 4 | ? | *Magic* |
| ***Stalhrim*** | ? | 5 | 3 | ? | *?* |
| ***Ebony*** | ? | 7 | 3 | ? | *Magic* |

# Armor

There are many styles and types of armor that the people of Tamriel use to defend themselves. This section provides rules for the use of both worn armor and shields.

### Armor Slots & Total DR

Characters have six slots for use with armor; Cuirass, Helmet, Left Arm, Right Arm, Greaves, and Boots. A character can only have one of each type in a given slot. A shield can be carried in an open hand.

A character’s ***Total DR*** is the average DR across all of their slots. A character’s magic and physical DR are calculated in the same manner, but produce different totals.

***Sum of all slots DR / 6***

### Armor Attributes

All armor pieces have these attributes associated with them:

* ***Physical Damage Reduction (PR)***: The amount of incoming physical damage that is reduced.
* ***Magical Damage Reduction (MR)***: The amount of incoming magical damage that is reduced.
* ***Qualities***: Any qualities the armor has.
* ***Enchant Level (EL)***: The maximum soul energy of any enchantment that can be placed on the piece of armor.
* ***Condition Value (Con)***: The Armor’s condition value. Remember that only the armor on a character’s torso and their shield can be used for degradation.
* ***Cost***: The cost of the armor piece in Drakes both for an individual piece.

### Armor Craftsmanship Qualities

The overall quality with which a piece of armor is crafted can have a dramatic impact on how effective it is in combat. The following table details what each quality level does to the profile.

| ***Quality*** | ***Value*** | ***Effect*** |
| --- | --- | --- |
| Inferior | ***x0.5*** | ***-1 PR*** |
| Standard | ***x1*** | ***///*** |
| Superior | ***x2*** | ***+1 PR*** |
| Masterwork | ***x3*** | ***+2 PR*** |

The Value multiplier is applied to the total of the Base Armor plus its Material.

### Light & Heavy Armor

???

Donning/Doffing

### Armor Qualities

Many armor pieces and shields possess special rules, known as Armor Qualities, that represent specific effects, or certain differences between armor types.

**Heavy**

Due to this armor’s size and weight, it reduces the wearer’s speed and initiative by -1. Additionally, wearing at least 3 pieces of this armor imposes a ***Penalty to all Sneak*** tests made by the wearer.

**Small**

This item does not require the “Ready Item” action to equip.

**Cover**

This large shield can be used as ***partial cover*** against ranged attacks.

**Reform**  
 The regenerative powers of a Troll carry on to its bones. After a long rest, this item restores 1 point of condition.

**Natural**

Hides from certain creatures gain unique effects. These effects can be found in the creature’s Loot section in their bestiary entry.

**Set (Type)**

If a character wears at least 3 pieces of this armor, they gain a point of resistance in the assigned type.

**Set (Strong)**

If a character wears at least 3 pieces of this armor, they gain a +1 to their Physical DR.

**Icebound**

If a character wears at least 3 pieces of this armor, they gain a point of Frost resistance and the item’s EL is doubled when used with a frost typed enchantment.

### Light Armor

| ***Material*** | ***Cost*** | ***Con*** | ***PR*** | ***MR*** | ***EL*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- | --- |
| Cloth | ***?*** | ***1*** | ***3*** | ***7*** | ***?*** | *-* |
| Silk | ***?*** | ***1*** | ***4*** | ***9*** | ***?*** | *-* |
| Silverweave | ***?*** | ***2*** | ***5*** | ***11*** | ***?*** | *-* |
| Ancestor Silk | ***?*** | ***2*** | ***6*** | ***13*** | ***?*** | *-* |
| Fur | ***?*** | ***1*** | ***5*** | ***3*** | ***?*** | *Set (Frost)* |
| Leather | ***?*** | ***2*** | ***6*** | ***3*** | ***?*** | *Natural* |
| Chitin | ***?*** | ***2*** | ***5*** | ***4*** | ***?*** | *Set (Fire)* |
| Newtscale | ***?*** | ***2*** | ***6*** | ***3*** | ***?*** | *-* |
| Iron | ***?*** | ***3*** | ***7*** | ***3*** | ***?*** | *-* |
| Steel | ***?*** | ***3*** | ***8*** | ***3*** | ***?*** | *-* |
| Bonemold | ***?*** | ***2*** | ***7*** | ***4*** | ***?*** | *Set (Fire)* |
| Orichalcum | ***?*** | ***4*** | ***9*** | ***3*** | ***?*** | *?* |
| Rubedo | ***?*** | ***3*** | ***8*** | ***3*** | ***?*** | *Natural* |
| Moonstone | ***?*** | ***3*** | ***8*** | ***5*** | ***?*** | *-* |
| Goldscale | ***?*** | ***3*** | ***8*** | ***4*** | ***?*** | *-* |
| Quicksilver | ***?*** | ***4*** | ***9*** | ***7*** | ***?*** | *-* |
| Dwemer Alloy | ***?*** | ***4*** | ***10*** | ***6*** | ***?*** | *-* |
| Adamantium | ***?*** | ***5*** | ***12*** | ***5*** | ***?*** | *Set (Strong)* |
| Malachite | ***?*** | ***4*** | ***11*** | ***9*** | ***?*** | *-* |
| Stalhrim | ***?*** | ***4*** | ***12*** | ***6*** | ***?*** | *Icebound* |
| Ebony | ***?*** | ***5*** | ***13*** | ***7*** | ***?*** | *Set (Strong)* |

### Heavy Armor

| ***Material*** | ***Cost*** | ***Con*** | ***PR*** | ***MR*** | ***EL*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- | --- |
| Fur | ***?*** | ***1*** | ***7*** | ***4*** | ***?*** | *Heavy, Set (Frost)* |
| Leather | ***?*** | ***2*** | ***8*** | ***4*** | ***?*** | *Heavy, Natural* |
| Chitin | ***?*** | ***2*** | ***7*** | ***5*** | ***?*** | *Heavy, Set (Fire)* |
| Newtscale | ***?*** | ***2*** | ***8*** | ***4*** | ***?*** | *Heavy* |
| Iron | ***?*** | ***3*** | ***9*** | ***4*** | ***?*** | *Heavy* |
| Trollbone | ***?*** | ***3*** | ***8*** | ***5*** | ***?*** | *Heavy, Reform* |
| Steel | ***?*** | ***3*** | ***10*** | ***4*** | ***?*** | *Heavy* |
| Bonemold | ***?*** | ***2*** | ***9*** | ***5*** | ***?*** | *Heavy, Set (Fire)* |
| Orichalcum | ***?*** | ***4*** | ***11*** | ***4*** | ***?*** | *Heavy* |
| Rubedo | ***?*** | ***3*** | ***10*** | ***4*** | ***?*** | *Heavy, Natural* |
| Moonstone | ***?*** | ***3*** | ***10*** | ***6*** | ***?*** | *Heavy* |
| Goldscale | ***?*** | ***3*** | ***10*** | ***5*** | ***?*** | *Heavy* |
| Quicksilver | ***?*** | ***4*** | ***11*** | ***8*** | ***?*** | *Heavy* |
| Dwemer Alloy | ***?*** | ***4*** | ***12*** | ***7*** | ***?*** | *Heavy* |
| Adamantium | ***?*** | ***5*** | ***14*** | ***6*** | ***?*** | *Heavy, Set (Strong)* |
| Malachite | ***?*** | ***4*** | ***13*** | ***10*** | ***?*** | *Heavy* |
| Stalhrim | ***?*** | ***4*** | ***14*** | ***7*** | ***?*** | *Heavy, Icebound* |
| Ebony | ***?*** | ***5*** | ***15*** | ***8*** | ***?*** | *Heavy, Set (Strong)* |

### Shields

| ***Material*** | ***Cost*** | ***Con*** | ***PR*** | ***MR*** | ***EL*** | ***Qualities*** |
| --- | --- | --- | --- | --- | --- | --- |
| Fur | ***?*** | ***1*** | ***2*** | ***1*** | ***?*** | *Heavy, Set (Frost)* |
| Leather | ***?*** | ***2*** | ***3*** | ***1*** | ***?*** | *Heavy, Natural* |
| Chitin | ***?*** | ***2*** | ***2*** | ***2*** | ***?*** | *Heavy, Set (Fire)* |
| Newtscale | ***?*** | ***2*** | ***3*** | ***1*** | ***?*** | *Heavy* |
| Iron | ***?*** | ***3*** | ***4*** | ***1*** | ***?*** | *Heavy* |
| Trollbone | ***?*** | ***3*** | ***3*** | ***2*** | ***?*** | *Heavy, Reform* |
| Steel | ***?*** | ***3*** | ***5*** | ***1*** | ***?*** | *Heavy* |
| Bonemold | ***?*** | ***3*** | ***4*** | ***2*** | ***?*** | *Heavy, Set (Fire)* |
| Orichalcum | ***?*** | ***4*** | ***6*** | ***1*** | ***?*** | *Heavy* |
| Rubedo | ***?*** | ***3*** | ***5*** | ***1*** | ***?*** | *Heavy, Natural* |
| Moonstone | ***?*** | ***3*** | ***5*** | ***3*** | ***?*** | *Heavy* |
| Goldscale | ***?*** | ***3*** | ***5*** | ***2*** | ***?*** | *Heavy* |
| Quicksilver | ***?*** | ***4*** | ***6*** | ***5*** | ***?*** | *Heavy* |
| Dwemer Alloy | ***?*** | ***4*** | ***7*** | ***4*** | ***?*** | *Heavy* |
| Adamantium | ***?*** | ***5*** | ***9*** | ***3*** | ***?*** | *Heavy, Set (Strong)* |
| Malachite | ***?*** | ***4*** | ***8*** | ***7*** | ***?*** | *Heavy* |
| Stalhrim | ***?*** | ***4*** | ***9*** | ***4*** | ***?*** | *Heavy, Icebound* |
| Ebony | ***?*** | ***5*** | ***10*** | ***5*** | ***?*** | *Heavy, Set (Strong)* |

### Shield Variants

There are two shield variants that you may have, listed below are their special effects and qualities.

***Buckler***

Bucklers gain the ***Small*** quality and take a -1 to their PR.

***Tower/Kite Shield***

These shields gain the ***Heavy*** and ***Cover*** qualities.

Equipment Designs

* Elven
* Orcish
* Dwarven
* Primal
* Legion
* Akaviri
* Daedric

SPECIAL ITEMS

* Spellbook
* Quiver
* Bandolier
* ?

# Goods & Services

This section contains prices for all the common, everyday things that characters need to survive, the luxuries that separate the rich from the poor, and all the various properties and services that adventurers might need on their journey.

GEAR/TOOLS

LIGHTS

PROVISIONS

CONTAINERS

VEHICLES

MOUNTS

CLOTHES

LIFESTYLES

LODGING

SERVICES

HIRELINGS

LIVESTOCK

TRAINING

PROPERTY

GEMSTONES

MATERIALS

# Arcane Goods ??????

Tamriel is a land of innumerable magical wonders, many of which find their way into the markets and guild halls of average Tamrielic cities. This section contains prices for those items.

***Soul Gems***

Soul gems are gems that can be used to capture the souls of men and beasts. There are a number of different soul gems, each of which has its own base charges and can only hold certain types of souls. Black souls are the souls of men, mer, and the beast races. All other creatures have white souls.

| ***Soul Gem*** | ***SL*** | ***Charges*** | ***ENC*** | ***Value*** |
| --- | --- | --- | --- | --- |
| Petty | 1 | 3 | .2 | 15 |
| Lesser | 2 | 5 | .2 | 30 |
| Common | 3 | 7 | .2 | 50 |
| Greater | 4 | 9 | .5 | 60 |
| Grand | 5 | 12 | .5 | 75 |
| Black | 5 | 12 | .5 | 80 |

Characters can also purchase soul gems that are completely, or only partially, full. The price of filled soul gems can be determined with the following formula:

***Gem Price \* SL of the Soul + 10***

***Enchanted Items***

Finding an enchanted item for sale can be difficult, and when they are for sale they are often extraordinarily expensive due to how rare skilled enchanters are. Only mages regularly traffic in these items, and they know their true value. The price of the item should incorporate the price of the base item, and the strength of the enchantment.

***Base Item \* Spell Level Modifier***

| ***Spell Level*** | ***Value*** |
| --- | --- |
| Spell Level 1 | 1.5x |
| Spell Level 2 | 2x |
| Spell Level 3 | 3x |
| Spell Level 4 | 5x |
| Spell Level 5 | 6x |
| Spell Level 6 | 8x |

***Enchanting Tools***

These tools are used in the creation of magic items.

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Magetallow Candle | .2 | 30 |
| Magepress Scroll | .5 | 20 |
| Enchanting Table | \* | 250 |

***Enchantment Services***

Enchanted items can be extremely powerful, and extremely expensive. Characters can hire enchanters to create items with enchantments of all types. Their cost is determined by the following formula, note that the client must provide the item that is being enchanted:

***Enchanter Fee***: Soul Gem (Filled) + Skill Fee

The Enchanter’s skill Fee is based on the Spell LEvel of the enchantment. Note that not every enchanter is a master and most public enchanters are only able to make up to level 4 enchantments at best. For higher level enchantments will require a character to seek them out.

| ***Enchanting Skill Fee*** | ***Value*** |
| --- | --- |
| Spell Level 1 | 75 |
| Spell Level 2 | 100 |
| Spell Level 3 | 150 |
| Spell Level 4 | 250 |
| Spell Level 5 | 300 |
| Spell Level 6 | 400 |

***Alchemical Ingredients***

Potions are created using alchemical ingredients. Higher quality ingredients have higher strength, allowing for more powerful effects. The following formula shows the value of an alchemical ingredient.

***Ingredient Rarity\*8***

***Potions***

Listed here is the formula to determine the value of a potion as well as some common potions.

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Potion | .2 | (10+Potency)\*Magnitude |

Easy way to write a Potion in your inventory

* ***(Form) of (Effect) (mX, pX)***

***Elixir of Healing*** (m2, p4) [Value: 28]

* Restores 8 Health when drunk.

***Elixir of Replenish*** (m2, p4) [Value: 28]

* Restores 8 Magicka when drunk.

***Elixir of Respite*** (m2, p4) [Value: 28]

* Restores 4 Stamina when drunk.

***Tincture of Ward*** (m2, p4) [Value: 28]

* Grants the drinker 4 Temp HP that replenishes at the start of each of the drinkers turns for 3 rounds.

***Bomb of Fire*** (m2, p4) [Value: 28]

* *Thrown (5), Marksman Weapon*
* *Inflicts 1d10+4 Fire Damage in a 2m AoE*

***Varnish of Poison*** (m2, p4) [Value: 28]

* Can be applied 2 Times
* Inflicts 6 Poison Damage on contact

***Alchemy Tools***

These are the tools and components used in alchemy.

| ***Item*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Field Alchemy Kit | 2 | 35 |
| Field Alchemy Lab | 5 | 60 |
| Full Alchemy Lab | \* | 120 |
| Distilled Water | 1 | 5 |
| Distilled Alcohol | 1 | 5 |
| Distilled Grease | 1 | 5 |
| Distilled Oil | 1 | 5 |

* *Field Kits*

Field Kit alchemy tools can be used over a Short Rest and can be easily carried. However, you can only ever create 1 potion per test using a Field Kit.

* *Field Labs*

Field Lab alchemy tools must be set up, which takes a Short Rest, before they can be used and when you wish to move on again it takes another Short Rest to pack it all back up. Alternatively, you can use it normally over a Long Rest, assuming you set up and packed up during the period. Field Labs allow the creation of multiple Potions per test, as noted in the creation section of the rules.

* *Full Labs*

Full Lab alchemy tools cannot be transported, as they are completely stocked with the proper tools and containers needed to create your potions. Creating potions in a full lab grants a +10 to your Alchemy tests.

# Trade Goods

# Banking