

WEAPONS

BASIC WEAPONS

Basic weapons represent the most baseline, Iron or Steel crafted weapons. They have only the special abilities befitting their craft, weight, and style, but possess nothing else. As far as the game is concerned, they are considered non-magical, normal weapons. They can however, be enchanted or silvered (see sidebar below on silvering basic weapons).

Typically, these weapons will match what you would typically expect a weapon of that type to resemble. When of styles more exotic (such as in the **Rare Weapons** section below), the general aesthetic of that weapon style will be prevalent, despite the weapon's function.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								
Dagger	One-Handed	+1	2	Engaged	1	50	1	Pierce 1, Normal
Shortsword	One-Handed	+2	2	Engaged	1	100	2	Pierce 1, Normal
Longsword	One-Handed	+3	3	Engaged	2	200	2	Defensive 1, Normal
Greatsword	Two-Handed	+4	2	Engaged	3	300	4	Pierce 1, Defensive 1, Unwieldy 3, Normal
Axe	One-Handed	+3	3	Engaged	2	150	1	Vicious 1, Normal
Greataxe	Two-Handed	+4	3	Engaged	4	300	4	Cumbersome 3, Pierce 1, Vicious 2, Normal
Mace	One-Handed	+3	4	Engaged	2	75	1	Normal
Warhammer	One-Handed	+3	4	Engaged	2	150	2	Disorient, Normal
Maul	Two-Handed	+4	4	Engaged	4	300	3	Disorient, Knockdown, Normal
Shield	Block	+0	6	Engaged	2	80	1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown, Normal
Tower Shield	Block	+0	6	Engaged	3	160	2	Defensive 2, Deflection 2, Inaccurate 2, Knockdown, Normal
Spear	One-Handed	+2	4	Short	2	90	1	Normal
Halberd	Two-Handed	+3	3	Short	5	250	3	Defensive 1, Pierce 3, Normal
Ranged Weapons								
Shortbow	Marksman	6	3	Medium	2	150	3	Normal
Longbow	Marksman	8	3	Long	3	450	4	Unwieldy 3, Normal
Crossbow	Marksman	7	2	Long	3	600	5	Pierce 2, Prepare 1, Normal

SILVERING WEAPONS

Weapons can be Silvered for the cost of 200gp. A silvered weapon is considered magical, and removes the **Normal** Quality from a weapon that has it.

RARE WEAPONS

Rare weapons are those specifically crafted utilising the secrets of expert craftsmen of other cultures, long dead ancients, or even summoned from the depths of Oblivion. These are almost always considered magical, unless otherwise stated.

ELVEN GRACE

Elven weapons are built from a combination of lightweight, neigh magical materials, including quicksilver and mithril. These weapons are the result of eons of work of refinement of both aesthetic and functionality, and as such are some of the most beautiful tools of warfare found on Tamriel - gilded and gold with silvery edges, and a prominent eagle motif representative of Auriel.

Elven weapons are intended to light, thin, and wielded with grace and precision. They are not particularly strong, though they hold a sharper edge than most other weapon types. As such, most elven weapons excel at ripping through armor, or finding key weak points.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								
Elven Dagger	One-Handed	+1	1	Engaged	0	150	3	Pierce 2
Elven Shortsword	One-Handed	+2	2	Engaged	1	300	4	Pierce 1
Elven Spear	One-Handed	+2	3	Short	1	270	4	Pierce 1
Ranged Weapons								
Elven Shortbow	Marksman	6	2	Medium	1	450	4	Pierce 1
Elven Longbow	Marksman	8	2	Long	2	1350	6	Pierce 1, Accurate 1, Unwieldy 2

Elven weapons bestow no particular bonuses to being wielded, beyond their baseline stat bonuses, with increases to Pierce and Accuracy across the board. Additional, all Elven weapons have significantly reduced Encumbrance ratings.

DWEMER EFFICIENCY

In stark contrast to their High Elven cousins, Dwemer weaponry is focused on cold efficiency and effectiveness in combat, with only a passive focus on aesthetic. Constructed of heavy and strong Dwemersteel, their weapons resemble a burnished bronze or brass, with shimmering golden blades and bulky adornments.

Dwemer weapons can be difficult to use due to their added weight, but their straightforward design and function make them quick to understand. Dwemer weapons excel at battering enemies effectively, and are strong enough to parry blades of almost any make.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								
Dwemer Longsword	One-Handed	+4	3	Engaged	3	800	6	Defensive 1, Vicious 1
Dwemer Axe	One-Handed	+4	3	Engaged	3	600	5	Vicious 2
Dwemer Hammer	One-Handed	+4	4	Engaged	3	600	5	Disorient, Vicious 1
Dwemer Shield	Block	+1	6	Engaged	3	320	6	Defensive 2, Deflection 1, Inaccurate 1, Knockdown
Ranged Weapons								
Dwemer Crossbow	Marksman	8	2	Long	3	2400	7	Pierce 2

Dwemer weapons are sturdy, heavy, but effective. Dwemer weapons increase the base damage of their weapons, but also increase their Encumbrance rating. Dwemer weapons, designed for efficient warfare, also gain a rank of Vicious.

ORSIMER PERFECTION

Among the mortal races of Tamriel, few weapons can compare to those crafted by the Orsimer of Wrothgar. Master smiths, Orcs design and forge weapons of immaculate form, weight, and purpose. The steely green Orichalc weapons are sturdy and hold a dangerous edge, and typically dangerously curved and jagged aesthetics to fit the dispositions of their creators.

Typically crafted with perfect balance and of light yet suitable weight, Orcish weapons are treasured for their effectiveness in combat. There is no area an Orcish weapon does not excel - with a sturdy build, and deadly purpose.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								
Orcish Axe	One-Handed	+4	2	Engaged	2	150	2	Superior, Vicious 1
Orcish Greataxe	Two-Handed	+5	2	Engaged	4	300	5	Superior, Cumbersome 3, Pierce 1, Vicious 2
Orcish Warhammer	One-Handed	+4	3	Engaged	2	150	3	Superior, Disorient
Orcish Tower Shield	Block	+1	5	Engaged	3	160	3	Superior, Defensive 2, Deflection 2, Inaccurate 2, Knockdown
Orcish Poleaxe	Two-Handed	+4	2	Short	5	250	4	Superior, Defensive 1, Pierce 3

EXOTIC AKAVIR

Akaviri weapons, despite almost always being near ancient relics, seem to hold impossibly honed edges, and while they aren't particularly strong weapons in terms of resilience - they are very lethal in the hands of a skilled warrior.

Akaviri weapons are rare and exotic. Beyond simply being powerful tools of war, Akaviri weapons grant a mark of considerable respect to those who might wear them - and can sometimes indicate one of high status within the Cyrodilic Empire.

The immense divide of the people of Morrowind - whether between their Great Houses and the Ashlanders, or the rivalry between the Houses themselves - has resulted in numerous styles of weapons and armor coming from the area.

Wounds inflicted by glass weapons are hard to heal, and strike deep. It is no surprise that these shimmering green blades had, for eons, only been utilised by the elite protectors of the Tribunal.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								

Glass Dagger	One-Handed	+1	1	Engaged	0	225	5	Pierce 1, Vicious 2
Glass Shortsword	One-Handed	+2	1	Engaged	0	450	7	Pierce 1, Vicious 2
Glass Spear	One-Handed	+2	3	Short	1	405	7	Vicious 2
Glass Halberd	Two-Handed	+3	2	Short	4	1125	8	Defensive 1, Pierce 3, Vicious 2
Ranged Weapons								
Glass Shortbow	Marksman	6	2	Medium	1	150	5	Vicious 2

Glass weapons are very light and very sharp, gaining bonuses to their piecing and vicious qualities, but also reducing their overall Encumbrance rating. Additionally, they have a lower critical rating. However Glass weapons can sustain damage with only two Threat, due to their brittle nature.

EBONY

Refined and crafted by the Dunmeri elite, and worn by the Lords of the Great Houses, the pitch black and aptly named Ebony weapons are crafted of the dense, dark metal of the same name. Possessed of sweeping curves and dangerous aesthetic that fits their Dark Elven creators.

Regarded as one of the strongest materials that can be forged by mortal means, Ebony weapons are literally unbreakable. Forging them is only possible through magical means, but as such they possess uniquely honed edges and perfected form, as mastered by Dunmeri sorcerers.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								
Ebony Dagger	One-Handed	+2	2	Engaged	1	500	5	Pierce 2, Unbreakable
Ebony Longsword	One-Handed	+4	3	Engaged	2	2000	6	Pierce 1, Defensive 1, Unbreakable
Ebony Greatsword	Two-Handed	+5	2	Engaged	3	3000	7	Pierce 2, Defensive 1, Unwieldy 3, Unbreakable
Ebony Shield	Block	+0	6	Engaged	2	800	5	Pierce 1, Defensive 2, Deflection 2, Knockdown, Unbreakable
Ebony Spear	One-Handed	+3	4	Short	2	900	6	Pierce 1, Unbreakable

In addition to bonuses to the weapon's base damage and pierce ratings, all Ebony weapons are considered Unbreakable, rendering them immune to Sunder effects and ignoring any weapon damage that might occur to Threat.

PIES OF OBLIVION

While the weapons crafted of mortal hands are impressive, and certainly capable of carrying an adventurer to many victories and glories... None compare to the vicious mastery of the forges of Oblivion. Regarded as the most fearsome and dangerous weapons known to men or mer, Daedric

weapons sport wicked, gnarled shapes, with dangerous and jagged edges. Their dark, ebony forms smoulder and glow with the ever-burning embers of residual Oblivion magic.

With keen biting edges and weighty construction, Daedric weapons strike hard, strike deep, and strike fear into the hearts of those who behold them on the battlefield. Few weapons can compare to one forged in Oblivion.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								
Dagger	One-Handed	+3	1	Engaged	1	750	10	Pierce 1, Vicious 2
Longsword	One-Handed	+5	2	Engaged	2	3000	10	Defensive 1, Vicious 2
Greatsword	Two-Handed	+6	2	Engaged	3	4500	10	Pierce 1, Defensive 1, Unwieldy 3, Vicious 2
Axe	One-Handed	+5	2	Engaged	2	2250	10	Vicious 3
Mace	One-Handed	+5	3	Engaged	2	1125	10	Vicious 2
Tower Shield	Block	+2	5	Engaged	3	2400	10	Defensive 3, Deflection 3, Inaccurate 2, Knockdown
Halberd	Two-Handed	+5	2	Short	5	3750	10	Defensive 1, Pierce 3, Vicious 2
Ranged Weapons								
Shortbow	Marksman	8	2	Medium	2	2250	10	Vicious 2
Daedric Longbow	Marksman	10	2	Long	3	6750	10	Unwieldy 3, Vicious 2

Due to their dangerous form and fearsome reputations, wielding a Daedric weapon on a battlefield invokes a **Hard Fear** check of all enemies within view, in addition to a potent improvement of damage, vicious rating and critical rating.

ODDITIES

Beyond those typically crafted and made available across Tamriel, there are a number of weapons, typically made by exotic smiths and traders that rarely make it into circulation in common markets. However, there do exist weapons made by various cultures across Tamriel - from the gleaming Khajiiti moonblades, to the Redguards infamous curved swords.

Name	Skill	Dam	Crit	Range	Enc	Price	Rarity	Special
Melee Weapons								
Khajiiti Kukri	One-Handed	+2	2	Engaged	1	280	4	Accurate 1, Pierce 2
Khajiiti Moonblade	One-Handed	+2	2	Engaged	1	100	5	Defensive 1, Pierce 1
Redguard Scimitar	One-Handed	+3	3	Engaged	2	200	4	Unwieldy 2, Defensive 1, Pierce 1

Nordic Axe	One-Handed	+3	3	Engaged	2	150	4	Superior, Vicious 2
Chitin Dagger	One-Handed	+1	2	Engaged	1	75	3	Pierce 1, Vicious 1
Chitin Spear	One-Handed	+2	3	Short	2	135	3	Pierce 1, Vicious 1
Ranged Weapons								
Bonemold Longbow	Marksman	8	3	Long	3	780	6	Pierce 1, Unwieldy 2

ARMOR

BASIC ARMORS

Name	Defense	Soak	Enc	Price	Rarity
Leather Armor	0	1	2	50	2
Iron Breastplate	1	1	2	100	2
Chainmail	0	2	3	450	3
Steel Platemail	1	2	4	1250	4

LEATHER ARMOR

A basic suit of leather armor. Usually includes a jack, chaps, boots and gloves, but is customisable in that regard (especially for species with digitigrade footing). Offers simple protection without restricting the user.

IRON BREASTPLATE

A simple breastplate of iron, protecting the core of an adventurer with sturdy iron. Due to its simplicity it does not hinder its wearer enough to be too noticeable.

CHAINMAIL

Steel chainmail is a staple of most guard units across the Empire and the Provinces. A full coif and tunic of linked chains protects most of the body from blade and arrow. However, chainmail makes discernable noise and can restrict the user. When making Sneak checks, Chainmail will impose a single **Setback**.

STEEL PLATEMAIL

The most potent of standard armors, a suit of steel platemail covers a character from head to toe in sturdy steel plating. This offers substantial protection, at the cost of mobility and discretion. While wearing Steel Platemail, suffer a **Setback** to Stealth and Acrobatics checks.

CULTURAL ARMORS

Name	Defense	Soak	Enc	Price	Rarity
Valenwood Leathers	0	1	1	150	5

Elven Chain	0	2	1	650	5
Dwemer Breastplate	1	1	3	1,000	5
Dwemer Full-Plate	2	3	5	3,000	5
Orcish Splintmail	1	2	3	1,700	6
Orcish Platemail	3	2	4	3,500	6
Akaviri Armor	1	2	3	1,550	7
Glass-Plated Leathers	0	2	3	450	6
Ebony Plate	3	3	4	5,800	8
Daedric-Forged Leathers	2	2	2	5,500	9
Daedric Full-Plate	3	4	5	15,750	10

VALENWOOD LEATHERS

Crafted by the Bosmer of Valenwood, Valenwood leathers typically resemble a simple set of sueded leathers, with simple bindings and straps, and oftentimes adorned with small carved bone patterns. Valenwood Leather is so carefully crafted, it does not creak or groan with movement, conveying a **Boost** to all Sneak checks while worn.

ELVEN CHAIN

Worn by the Guardsmen and Soldiers of Summerset, this shimmering gold maile is constructed of mithril and quicksilver both. It is exceptionally light and makes very little sound. In addition to having a reduced overall Encumbrance, it does not apply any **Setback** to Sneaking as normal chainmail might.

DWEMER BREASTPLATE

Designed by the Ancient Dwemer with the intention of protecting their common intellectuals and explorers from the rigors of the real world, this armor represents little more than a simple cuirass of sturdy Dwemersteel, but designed in a way to protect key parts of important individuals. While worn, a Dwemer Breastplate **ignores one rank of Pierce** on enemy weapons.

DWEMER FULL-PLATE

Built for the champions of the Dwemer armies, these suits made their soldiers indistinguishable from their fearsome automaton Centurions. With well designed seams and joints, a set of Dwemersteel Full Plate offers superior protection for its wearer. Due to its cumbersome nature, while wearing Dwemer Full-Plate, suffer a **Setback** to Stealth and Acrobatics checks.

ORCISH SPLINTMAIL

Made of simple strips and banding of Orichalc plating on leathers, Orcish Splitmail doesn't at first seem particularly imposing. However, as with all things Orcish, the appearance betrays its capabilities. Well interlinked and designed to protect its wearer, Orcish Splintmail provides all the protection of Platemail, but without hindering its user's mobility.

ORCISH PLATEMAIL

When something more imposing is required, Orcish Platemail is the go-to option. Made of the iconic steely-green Orichalc, and formed into fearsome visages and imagery, Orcish Platemail covers the body in sturdy metal, including a full faceguard - depicting typically a fearsome Orcish

warrior or even Malacath himself. While offering superior protection, Orcish Platemail also imposes a **Boost** to all Intimidate checks made while worn. Also, like most plate armor, due to its cumbersome nature, suffer a **Setback** to Stealth and Acrobatics checks while worn.

AKAVIRI ARMOR

Consisting of bands of ancient magicked metals and a thin chain undercoat, Akaviri Armor was designed for lightweight purpose and supreme protection. As capable of protecting its wearer as Platemail, but without hindering action. Additionally, this ancient armor is considered awe inspiring and artistically crafted. While worn, suffer a **Setback** to Sneak checks but **not** Acrobatics, and add a **Boost** die to all Charm or Leadership checks.

GLASS-PLATED LEATHERS

Worn traditionally by the Bouyant Armigers of Morrowind, this armor resembles a full suit of black leather, adorned with shimmering green malachite plates. Besides being an impressive sight, the armor is of low weight and high mobility.

EBONY PLATE

Crafted by the High Houses of Morrowind, a suit of Ebony Plate is regarded as the most potent and powerful armor crafted by mortal hands (though Orcs would argue otherwise). The armor is crafted of jet black ebony, and adorned with trim of gold and mithril in traditional Dunmeri style. Like most plate armor, due to its cumbersome nature, suffer a **Setback** to Stealth and Acrobatics checks while worn, but gain a **Boost** to Leadership or Intimidation checks.

DAEDRIC-FORGED LEATHERS

Worn by Dremora assassins and agents, this armor is said to allow its wearer to blend with shadows in a nearly improbable manner. Rarely found in Tamriel, Daedric-Forged Leathers are sickly black leathers adorned with wicked metal strips of ebon steel, glimmering lightly with the eldritch energy of Oblivion. While offering superior protection for leather armor, it also provides an **Upgrade** to all Sneak checks while worn.

DAEDRIC FULL-PLATE

No matter the mortal claims, a suit of full Daedric plate is indeed the most fearsome armor to behold. When a Dremora Lord takes the field in such armor, those of weak constitution are known to simply flee the field in terror. Crafted of deep ebon steel, and adorned with glowing glyphs and patterns of Oblivion magicka, it possesses a jagged and cruel appearance, with prominent usage of spikes. While offering supreme protection, wearing Daedric Plate forces all opponents entering combat with the wearer to make a **Hard** Fear check. Lastly, like most plate armor, due to its cumbersome nature, suffer a **Setback** to Stealth and Acrobatics.

EXOTIC ARMORS

Name	Defense	Soak	Enc	Price	Rarity
Khajiiti Leathers	0	1	2	125	4
Morag Tong Leathers	0	1	2	250 (R)	9
Dark Brotherhood Armor	0	1	2	300 (R)	8
Imperial Legionnaire Segmenta	0	2	3	400 (R)	4
Imperial Plate	1	2	4	1,100 (R)	4

Imperial Gladiator Regalia	1	1	2	75 (R)	4
Yokudan Mail	0	2	3	650	6
Thieves Threads	1	0	2	75	4
Chitin Armor	0	2	1	350	7
Bonemould Armor	1	2	3	825	7
Shadowscales	1	1	2	725 (R)	10
Fighter's Guild Plate	1	2	4	1350	4

Khajiiti Leathers

Tight fitting and slim leather armor, Khajiiti armor is designed to fare the plains and deserts of Elsweyr, but also to avoid interfering with a Khajiit's natural acrobatic ability, with flexible seams and joints. While worn, conveys a **Boost** to Acrobatics checks, and removes one Setback caused by hot climates.

Morag Tong Leathers

Designed and crafted by the Assassins of the Morag Tong, these leathers are considerably more discreet than one might expect for their craft. Adorned with jagged metal strips and chitin accents, it is intimidating armor to be sure, and designed to easily blend with shadows - but it is not easily identified as assassin's garb. While worn, gain a **Boost** to Sneak and Deception checks.

Dark Brotherhood Armor

More conspicuous are the Dark Brotherhood. Armor of deep black and blood red, this suit of skintight leather bears the iconic black hand insignia of the Dark Brotherhood, identifying its wearer as a member of the feared organisation. While worn, gain a **Boost** to Sneak and Intimidation checks, but will attract negative attention.

Imperial Legionnaire Segmenta

The standard armor of the Imperial Legion, consisting of a basic leather tunic adorned with segmented steel bands. Provides significant protection, without the noise and restriction of chainmail. While cheap and effective, it is illegal to wear this armor if not part of the Imperial Military.

Imperial Plate

Consisting of heavy steel plates adorned with the Imperial Insignia and sporting a reinforced tasset, this armor is heavy and protective, but like most plate armor, due to its cumbersome nature, it will impose a **Setback** to Stealth and Acrobatics. While cheap and effective, it is illegal to wear this armor if not part of the Imperial Military.

Imperial Gladiator Regalia

The armors worn by Imperial Gladiators is varietous in specific style, but always follows a central theme of mobility, exposed skin, and simple showy patterns. The armor provides substantial protection, but also a **Boost** to Athletics checks while worn.

Yokudan Mail

Consisting of a light and flowy robe worn over a suit of light maile, Yokudan chain mail is designed to be worn in the scorching climates of Hammerfell. It's flowing robing makes the wearer's form

difficult to discern, and protects from the sun. While worn, all enemy attacks generate an **Automatic Threat**, and the difficulty of Resilience checks due to Hot Climates is reduced by 1.

THIEVES THREADS

Typically worn by members of the Thieves Guild, this attire of leather armor is flexible and doesn't hinder movement. Most importantly however, it has numerous hidden pockets. Grants its wearer a pocket with 1 Encumbrance Threshold, and provides a **Setback** to any check made to detect any items stored in that pocket.

CHITIN ARMOR

Made of the chitinous hide of Nix Hounds and Ox, this armor is protective and adaptable. Crafted by the Dnumeri of Morrowind, it is quiet and capable, and the helmets are typically crafted with goggles into them, protecting the wearer from ash or sandstorms. When caught in such weather, Chitin Armor will **remove** one **Setback** imposed by these conditions.

BONEMOULD ARMOR

Made of a composite of ground bone, and moulded into intricate armor patterns, Bonemould is a sturdy and protective set of armor, that is somewhat lighter than comparable plate armor found in the west. While it still imposes a **Setback** to Sneak and Acrobatics like standard plate armor, it is lighter and cheaper. Like Chitin armor, Bonemould helmets are designed to shield the wearer to Ash and Sandstorms, **removing** one **Setback** imposed by such conditions.

SHADOWSCHLES

Rarely seen, this armor is worn by the Argonian assassins of the same name. Consisting of simple scaled leather from the marshes, rumoured to be Naga skin, this armor is light and flexible, and is said to be magicked to make one's attacks more likely to strike true. While worn, grants a **Boost** to Sneak and an **Automatic Advantage** on all One-Handed attacks.

FIGHTER'S GUILD PLATE

Resembling standard Platemail in appearance, but adorned with the crimson colouring of the Fighter's Guild, and emblazoned with the crossed sword and shield iconography of the organisation. Built to a high standard and usually well polished, Fighter's Guild Plate is an impressive display of armor. While wearing Fighter's Guild Plate, suffer a **Setback** to Stealth and Acrobatics checks, but gain a **Boost** to Leadership checks.

ROBES AND CLOTHING

Name	Defense	Soak	Enc	Price	Rarity
Padded Clothing	0	1	2	50	1
Merchant Attire	0	0	1	110	2
Imperial City Tunic	0	0	1	35	3
Apprentice Robes	0	1	2	100	4
Enchanter's Robes	0	1	2	450	5
Alchemist's Frock	0	1	2	450	5
Mage's Guild Robes	0	1	2	550	5

Politician's Attire	0	0	2	300	4
Unassuming Clothes	0	0	2	35	2
Shadowed Cowl	0	0	1	40	3

Padded Clothing

Typically a gambeson consisting of heavy wools and linens, padded clothing provides only the basic level of protection, without hindering the wearer in any way. Often preferred by merchants and travellers over comparable leather armor.

Merchant Attire

Consisting of rich colours, embroidered hems and efficient construction, a Merchant's attire is half their marketing. Looking the part certainly helps in trades and deals, and while wearing this professional clothing, gain a **Boost** to Mercantile checks.

Imperial City Tunic

A simple toga-like tunic, made of fine silks or top quality linens, an Imperial City tunic is a charming knee-length garment that follows the latest Imperial fashion trends. While wearing this clothing, gain a **Boost** to Charm checks.

Apprentice Robes

A set of wool or linen robes intended for freshly minted mages. Typically adorned with pockets for components and tomes, and imbued with just a hint of Magicka, these robes help mages with their magical arts, granting a **Boost** to all Magic Actions.

Enchanter's Robes

Crafted of simple fabrics, but adorned with numerous pockets and pouches, Enchanters robes are designed to both carry the components for, and ply the Enchanting trade. Enchanters who don these robes not only look the part, but gain a **Boost** to their Enchanting checks, and gain +1 to their Encumbrance Threshold.

Alchemist's Frock

A simple and lengthy coat, with a small apron included, these clothes give Alchemists places to store and gather components and ingredients, and keep them readily at hand. While wearing this professional clothing, gain a **Boost** to Alchemy checks, and gain +1 to Encumbrance Threshold.

Mage's Guild Robes

Crafted of the finest spellthreads and lightly enchanted fabrics, these blue robes are adorned with the Eye of Magnus, the symbol of the Mage's Guild. Crafted and granted to those who have proven themselves as capable members of the Mage's Guild, these robes grant a **Boost** to Magic Actions and Knowledge checks.

Politician's Attire

An attire indicative of someone of nobility or political power, featuring the colours of a great house, the Empire, or some other political body, and crafted carefully of materials of high quality and cost, these threads inspire others and add merit to the wearer's words. While worn grant a **Boost** to Leadership and Charm checks.

UNASSUMING CLOTHES

Brown linens, grey wools, a small hood and a lack of iconography or distinguishing figures makes these clothes easy to miss. And its wearer. While worn, the wearer gains a **Boost** to Sneak checks made to blend into crowds, and increases the Difficulty to identify the wearer at a distance by 1.

SHADOWED SHROUD

Similar to the Unassuming Clothes, the Shadowed Shroud is consists of a heavy cloak and hood worn about the shoulders, and increases the Difficulty to identify the wearer at a distance by 1. This cowl can be worn over other armor, and is considered an accessory.

GEAR

Name	Price	Enc	Rarity
Backpack	10	-	0
Rope (25 ft)	25	1	0
Climbing Hook	15	1	2
Torch	5	1	0
Lantern, Simple	100	2	2
Lantern, Dwemer	250[R]	2	5
Lockpick and Probe, Journeyman	50	1	4
Lockpick and Probe, Master	1000[R]	1	8
Mortar and Pestle, Journeyman	150	1	4
Mortar and Pestle, Master	1000	1	8
Stationery Kit	50	1	4
Mask	50	1	5
Simple Jewelry	25+	0	3
Winter Cloak	45	2	5
Desert Wraps	45	2	5
Restore Wounds Potion	40	0	4
Poison of Wounding	40 (R)	0	4
Cure Disease Potion	50	0	5
Bandages	5	0	2
Magical Scroll	100+	1	5

BACKPACK

Necessary to most adventurers, as a means of storing supplies, and treasures discovered in travel. This simple pack increases Encumbrance Threshold by 5, allowing for more of such things to be carried.

ROPE (25 FT)

Another adventurer essential: Rope. Whether lashing down a wagon, or lowering your companion to a platform, rope almost always finds a use in any adventurer's pack. May be purchased in 25 foot increments, but can have any total length.

CLIMBING HOOK

What rope is complete without a climbing hook? Typically looking the part of a heavy iron fishhook with a sturdy bottom grip, this tool makes climbing up sheer services all the easier. On its own, it provides a **Boost** to all Athletics or Acrobatics checks made to climb. It can be combined with rope to make a grapple.

TORCH

A simple wooden shaft, wrapped with an oiled rag or other bit of pitch. When set to flame, it will produce bright light within Short Range, and dim light up to Medium Range. Torches are easily doused with water, and players will have difficulty maintaining them in heavy storms. Once lit, torches burn for one hour.

LANTERN, SIMPLE

A metal lantern with a hood protects a burning oil-soaked wick within. When lit, provides light within Short Range, and dim light up to Medium Range. The hooded nature of the vessel protects a lantern from weather, and its self contained oil allows it to burn for four hours. Oil can be replenished for 5 Gold at most merchants.

LANTERN, DWEMER

A brass-lined chamber of glass, with an intricate hood. The device is fairly and surprisingly simple to use, cranking a small mechanism to ignite a ring of crystal within. Produces pure white light up to Medium Range, with dim light extending to Long Range beyond. Due to its magical nature, it cannot be extinguished by weather, and has no discernable duration.

LOCKPICK AND PROBE, JOURNEYMAN

The basic set of tools required to pick a mechanical lock. At the bare minimum, it includes a toothed pick, and angled torque probe. While these tools convey no bonus to Security checks, they do reduce any **Setbacks** imposed due to not possessing the correct tools. These simple tools can break when three **Threat** or a **Despair** is generated from such Security checks.

LOCKPICK AND PROBE, MASTER

Crafted of fine materials and well designed to breach even the most difficult and hardened of locks, masterwork lockpicks. They are immune to being broken, and besides simply looking professional, they grant an automatic upgrade to the skill of any Security check made with them.

MORTAR AND PESTLE, JOURNEYMAN

The basic tool required for the creation of alchemical concoctions, consisting of a heavy stone bowl (the mortar) and an equally heavy rod (the pestle) used for mashing and reducing components into soluble powders. Having this equipment on hand, removes any **Setback** to Alchemy checks due to not having the proper equipment.

MORTAR AND PESTLE, MASTER

Crafted of high quality granite or even crystal, a masterwork Mortar and Pestle gives an alchemist an edge over others of their craft. While using this masterwork tool, Alchemists grant and automatic upgrade to the skill of any Alchemy check made with it.

STATIONERY KIT

A collection of pens, inks, sealing stamps and wax sticks, all for the purposes of crafting, writing, and properly sealing official documents, letters, and other forms of written word. When utilising a stationary kit, add a **Boost** to all checks made to write a letter, document, or similar. This *includes* forgery.

MASK

A simple cloth mask that can be worn over the face. In addition to removing one **Setback** imposed by ash or sand storms, a mask makes one's identity hard to determine. All checks made to identify the wearer have their difficulty increased by 1.

SIMPLE JEWELRY

This entry compasses all sorts of basic quality jewelry. Typically iron, pewter or copper in make, and rarely embedded with gemstones, these are the types of accessories that prospective Enchanters might find as promising vessels for their craft. For more elaborate jewelry, work with your GM for prices and descriptions.

WINTER CLOAK

A thick, heavy cloak of dense fabrics and fur lining. Worn over clothes or armor, it removes up to two **Setbacks** caused by winter conditions and cold climates.

DESERT WRAPS

Flowing, light silks and linens, to protect from the sun and disperse heat. Worn over clothes or armor, these remove up to two **Setbacks** caused by intense heat and desert climates.

RESTORE WOUNDS POTION

A basic potion of healing, crafted by the local alchemist or stocked in Imperial supplies. One of the most fundamental pieces of equipment for the average adventurer. When consumed, this potion restores 4 Wounds. Only five of such restoration potions can be used per day.

POISON OF WOUNDING

One of the more basic poisons available. While as illegal to trade as any other poison, it is often crafted by alchemists, rogues and hunters to aid in their tasks. When consumed, the imbiber must pass a **Hard Resistance** check or suffers 4 Wounds, ignoring Soak.

CURE DISEASE POTION

Another essential for travel, Cure Disease Potions do exactly what the name suggests. When consumed, the imbiber selects one Simple or Serious Disease and the effect stops immediately, and is cured.

BANDAGES

Basic strips of linen gauze, used to staunch bleeding. When used in conjunction with an Alchemy or Restoration check to manually heal wounds, adds one Automatic Success. Additionally, bandages may be used as an Action to remove any ongoing Bleed effects.

MAGICAL SCROLL

Reference the **Spell Charge Enchantments** subsection within the Enchantments rules to create and price **Spell Scrolls**.