

# The Unofficial Elder Scrolls RPG

## Third Edition



Arcane Arts and  
Inhabitants of Akavir

The Book of Akavir

## Intellectual Property

The authors of this book do not claim ownership of any of the intellectual properties found within. This is a purely unofficial, not for profit, fan made work, and its commercial distribution to anyone under any circumstances is strictly prohibited.

## The Elder Scrolls®

Copyright © 1993-2016 Bethesda Softworks LLC, a ZeniMax Media company. The Elder Scrolls, Bethesda Softworks, ZeniMax and their respective logos are registered trademarks of ZeniMax Media Inc. All Rights Reserved.

## Other Games

This game draws inspiration from a number of other role-playing games. In particular: Dark Heresy (Fantasy Flight Games), Eclipse Phase (Posthuman Studios), and Runequest Sixth Edition (The Design Mechanism). The authors of this book do not claim to own any of these games, or any of the mechanics drawn from and/or inspired by them. All credit goes to the respective owners.

## This Book

The elements of this work that are not the intellectual property of any of the aforementioned groups/individuals, or any groups/individuals not mentioned, are licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.



## Credits

### Writer

*Tim Stonks*

## Art

The authors of this book do not claim ownership of any of the images that appear in this or connected works. All art is used without permission.

All credit goes to the respective owners

*Yuhong Ding  
DreamStudio AI  
Zenimax Online  
Paradox Games  
Elder Kings Team  
HappyMorgue  
Jan ruf  
Nicholas Gafita  
Habsi the Geek  
Shezarr Ur  
Yagi  
Tash Raka  
Brooke Druet  
Kajoi  
denzelberg  
Arvalis  
DALL-E  
Project Moon*

## Foreword

Akavir in the The Elder Scrolls community has very little description in the official lore, but has captured the imagination of many Elder Scrolls fans. This book is using my own interpretation and imagining of the continent of Akavir, which is in turn based on many other interpretations. For example, I subscribe to the idea that Akaviri humans were subjugated and assimilated by the Tsaesci to be used as slave-soldiers, so this reflects on that idea. The Dragonguard we see in Tamriel I like to think are the remnants and descendants of these Akaviri humans dominated by Tsaesci culture. This is one of the various interpretations of the men of Akavir being “eaten by the Tsaesci.”

Many of the ideas in this book are also heavily inspired by concepts from Elder Kings, a spectacular Elder Scrolls themed overhaul modification of the PC game Crusader Kings 2. All maps used are screenshots of their in-game map. If you’re interested in this version of Akavir, check them out. In my opinion, they have some of the most thoroughly developed lore. The fauna and beasts in this book are primarily inspired by Japanese/Korean folklore and mythology with some of my own twists.

I originally made this for a campaign I hosted with friends which features a group of heroes traversing the Forgotten Islands eastward, so it is written from the perspective of someone from Tamriel. However, I decided to clean it up a bit and release it publicly for anyone to use!

My goal is to fill in some of the gaps in the mysterious land for use in UESRPG games, as well as creating a framework for enriching Akaviri lore in the Elder Scrolls community. I encourage anyone reading this to use this as inspiration for their own stories, art, and other creations.

## How to use this Book

The Book of Akavir is intended to be an expansion for UESRPG 3e. The format is similar to supplemental scrolls for UESRPG, however it contains a bit of everything - new items, playable races, talents, and new creatures. **Feel free to use as little or as much as the content as you want** for your campaign. If you’re game still takes place in Tamriel, but you want some Akaviri content to spice up a unique area in your campaign, that is fine! If you want a full-blown campaign that takes place in Akavir, that works too! A good compromise is playing a game that takes place in the Forgotten Islands, where both Tamrielic and Akaviri wanderers tend to cross paths.

I have provided a lengthy description of each race that also gives some life and substance to the land of Akavir. Again, take all of this with a grain of salt as it is simply my own imagining of the world. However, if you wish to lean into it, the descriptions of nations, geography, and people of Akavir should give both players and GMs ample prompts to help shape their stories and adventures in a new and mysterious world!

# Table of Contents

## People of Akavir

Akaviri	5
Tsaesci	7
Tang Mo	9
Po'Tun	11
Kamal	13
	15

## New Items

Exotic Materials and Styles	15
Partial Armor Types	16
Full Armor Types	16
Weapons	17
Weapon Material Effects	19

## New Talents

Akaviri Blade-Dancing	20
-----------------------	----

## New Creatures

Sieki	21
Druka	25
Enko	26
Ogama	27
Basa	28
Jimmen	29
Jubokko	30
Amikiri	31
	32



# People of Akavir

## Akaviri

When Kyne created man, they eventually wandered from their home in Atmora. While the Nedes went south to become Nords, a group of seafaring explorers and adventurers headed east instead. Their journey through the Forgotten Islands hardened them. Much like nords, these humans quickly developed a proud, nomadic warrior culture. Eventually they discovered the continent of Akavir, settling on the northern, untouched fertile lands of Ozu. Here, they found home and no longer wandered, quickly adapting to the wild east. Eventually they founded the Zasho Kingdom and quickly expanded south.

However, the Tsaesci Empire of Tsakara to the south did not look kindly on their expansion, rapidly retaliating and leading a crusade not only against the Zasho Kingdom, but the entire human race that had settled there. Many of the humans were killed off and the rest were enslaved as the Tsaesci trampled over everything they had created. Needless to say, when the Tsaesci failed their invasion of Tamriel, the humans of Akavir that were left seized the opportunity to revolt against their Tsaesci masters and reclaim their homeland.

After their successful revolution, they created the newfound nation of Taeru - which translates to "Honor of the Fallen," in memory of the people massacred by the Tsakara. Ezaku Zasho, leader of the rebellion and heir to the Zasho throne, was proclaimed Daimyo, or High King, of this new country. Now they stand guard in-between the other races of Akavir and the western world. In the ultimate act of spite and defiance, these humans now call themselves simply the "Akaviri."

Akaviri humans are generally bronze skinned and dark haired. They appear closer to Imperial humans in stature and build. While being naturally suited to war, the Akaviri people usually have little knowledge of magic, attributing most of it to negative memories and legends of Tsaesci battlemages. The Akaviri are extremely proud and are in general, very defiant, brash, blunt and get straight to the point of an issue. Despite their general defiance against authority, the Akaviri culture strongly values a sense of honor, fairness, and persistence. When they see an unfair fight, they usually insert themselves into the situation. When an Akaviri warrior is knocked to the ground, they will rise up twice as viciously.

Whether they be Taeru exiles, independent explorers, adventurers or mercenaries, Akaviri can be seen in various port cities in the Sea of Ghosts offering their services. Whatever an Akaviri decides to specialize in, they take great pride and attention-to-detail to their work, be it craftsmanship or soldiering. Though they are humans with human lifespans, they generally take an almost elven mentality to perfection. It is believed that when an Akaviri takes on a job, they will finish that job no matter what or die trying.



## Akaviri Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
26	29	26	21	27	25	21

### Traits

- **(Racial) Star of the East:** Akaviri increase their Stamina Point maximum by 1.

### Powers

- **Taeru Tenacity:** Akaviri warriors would rather claw their way back into battle rather than to accept death. Instead of falling unconscious, an Akaviri character may, once per day, remain conscious and able to fight while still considered dying and must continue to make their usual Endurance tests. Suffering damage will still cause one automatic failure per usual dying rules. If they pass they become stable at 1HP. If they fail all their tests, they instantly die on their feet.

### Other

- **Bladesmen:** An Akaviri character may add one of the following to their combat style, and this does not count towards that style's five starting equipment types. Katanas, Dia-Katanas, Wakizashis, Tantos.



## Tsaesci

The central region of Akavir is known to be filled with grandiose canyons, colorful wetlands, as well as one of the most mysterious races in all of Nirn: the serpentine folk known as the Tsaesci. What is known is that they are an ancient, long living species, they are cunning, and that they once ruled over most of Akavir as the Tsakara Empire.

The Tsakara Empire was an autocratic, matriarchal society led by a powerful battlemage Empress. The Tsaesci would often conquer and enslave the other races en masse, resulting in the construction of sprawling golden towers and monuments. When the War of Draconic Subjugation began, the Tsaesci began conscripting promising and loyal slaves to serve as their Dragonguard, most notable was the formidable Akaviri humans who had been subjugated.

Ironically, these Akaviri soldier-slaves would become their undoing following their failed invasion of Tamriel. The undertaking had put such an economic and military strain on the empire, it became ripe for both Akaviri and Po'Tun rebellion from within as well as invasions from the Tang Mo and Kamal to the south. Eventually, the Tsakara Empire fractured into several Kingdoms, all vying for power in the vacuum left behind, some claiming to be the Tsakara Empire reborn and reformed. Now, the Tsaesci are scattered throughout the northeast of Nirn, searching for their newfound purpose.

Tsaesci themselves are generally gray, green, or golden skinned snake-folk who have mostly humanoid features other than their long tails. While sometimes referred to as "vampiric snake-folk", this mostly is derived from two things; Firstly, Tsaesci have extended canine teeth and a carnivorous appetite, able to swallow some small creatures whole with their large jaws. Secondly, the Tsakara nobility were known to partake in several "blood" rituals, where they believed bathing in the blood of sacrificed slaves would extend their already long-lived lives. Despite these two facts however, the Tsaesci do not appear to be related to the vampiric spawn of Molag Bal.

Their culture is one that values the concept of beauty very heavily, often adorning themselves in grand outfits and golden armor. They are natural adepts of both warfare and magic, many renowned as fearsome battlemages. Their large bodies lead them to being less agile than their bipedal neighbors, but do not mistake this for a lack of grace. While being extremely long-lived, the Tsaesci reproduce very slowly - leading to family bloodlines being coveted. This has also led to Tsaesci coming to terms with a reliance on other races if they are to prosper, either in cooperation or conquest.



## Tsaesci Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
26	24	22	28	26	24	25

### Traits

- **(Racial) Half-Serpent:** A Tsaesci treats their leg hit locations as being body. They are unable to equip leg armor as a result and are immune to any leg-specific effects.
- **Disease Resistance (50%):** Characters with this trait have a chance to resist diseases. Whenever the character would be infected by a common disease, roll a d100. If the roll is less than or equal to 50, the character doesn't get the disease.
- **Resistance (Poison, 2):** This character reduces all incoming poison damage by 2, and gains a +20 bonus to tests made to resist non-damaging poison effects. This trait can stack.
- **Natural Weapons:** (Bite; 1d4; Slashing)

### Powers

- **Tsaesci Hunger:** Tsaesci are unable to sustain themselves off of grain and vegetables, as they are purely carnivores. However, their predatory physiology lets them swallow dead or helpless creatures whole during combat, granting a small amount of healing. Tiny and Small creatures may be eaten with 1AP, granting +1HP for Tiny and +3HP for small. Medium creatures take an uninterrupted minute to swallow whole, granting +6HP. A total of 12HP a day can be healed per day by this method, as the Tsaesci needs time to slowly digest their quarry. If they attempt to eat more than 10HP worth of creatures, they will lose a stamina point per HP they recover, until they pass out.



## Tang Mo

A large swath of Akavir is said to be composed of the tropical Thousand Monkey Isles, home to the monkey-folk known as Tang Mo. While often communal and sociable, Tang Mo are ultimately thought to be individualistic, as they belong to no one nation. Rather, each island in the Thousand Monkey Isles is home to individual city-states that are generally self-sufficient.

In contrast to the expansionist Tsaesci and violent Kamal that both neighbor the Tang Mo, their nations are quite peaceful, but by no means are defenseless. Many times, the Tsaesci and Kamal have attempted to invade the Isles, but were fought back by stalwart defenders, guerrilla tactics, and an overall logistical nightmare.

Another means to defend themselves is with their wit and words. The Tang Mo are natural diplomats, merchants, and overall charismatic leaders. It is said that the Tang Mo can calm even the most fearsome Kamal with their soothing words and patient minds.

A large swath of Akavir is said to be composed of the tropical Thousand Monkey Isles, home to the monkey-folk known as Tang Mo. While often communal and sociable, Tang Mo are ultimately thought to be individualistic, as they belong to no one nation. Rather, each island in the Thousand Monkey Isles is home to individual city-states that are generally self-sufficient.

In contrast to the expansionist Tsaesci and violent Kamal that both neighbor the Tang Mo, their nations are quite peaceful, but by no means are defenseless. Many times, the Tsaesci and Kamal have attempted to invade the Isles, but were fought back by stalwart defenders, guerrilla tactics, and an overall logistical nightmare.

Another means to defend themselves is with their wit and words. The Tang Mo are natural diplomats, merchants, and overall charismatic leaders. It is said that the Tang Mo can calm even the most fearsome Kamal with their soothing words and patient minds.



## Tang Mo Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
24	23	27	24	24	24	29

### Traits

- **(Racial) Natural Monk:** May take unarmed as a free combat style addition. Does not count to five starting combat style selections.
- **Natural Weapon:** Monkey Fist, 1d4 Crushing

### Powers

- **Meditative Focus:** Once per day, a Tang Mo may meditate for one hour, granting them a +10 to their next three skill checks.

### Other

- **Natural Charm:** During character creation, Tang Mo characters may choose to begin with either the Persuade or Commerce skill trained to Novice rank for free.



## Po'Tun

A Tamrielic layman would, at first glance, mistake the noble tiger-folk of Akavir for a breed of Khajiit. But upon closer examination, it could be further from the truth. The Po'Tun are a feline race of humanoids with an imposing stature and a natural gift for magic. Setting them apart from other beastfolk are their very large fangs, large onyx colored claws, and protruding horns. They hail from the arid badlands of Akavir, separated from the Tsaesci and Akaviri homelands by a large mountain range.

During the days of the Tsakara Empire, the Po'Tun suffered at the hands of the Tsaesci, similarly to the Akaviri. Worse yet, Tsakara would force both the Akaviri and Po'Tun to hunt down their Dragon neighbors in the Draconic Subjugation Wars. The Dragons of Akavir were ancient friends of the Po'Tun, who had learned how to coexist and sometimes even worshiped the creatures. Aspiring to become as close to their dragon kin as possible.

When cracks began to form the Tsakara Empire, the Po'Tun would take their revenge. With an uneasy military alliance with the dragon-slaying Akaviri and an economic alliance with several of the Tang Mo city-states, the Po'Tun would pursue a bloody revolution against their Tsaesci masters. After the fall of the Tsakara, the Po'Tun created their own fledgling empire of Ka Po'Tun, led by the legendary Tosh Raka, nicknamed the "Tiger Dragon Emperor".

While it is unknown whether Tosh Raka quite literally became a dragon or if the name is simply metaphorical, the Po'Tun's close relationship to Dragons is undeniable. Their horns and claws more resemble a dragon's rather than a tiger's. It is said that Po'Tun themselves may be descendants of dragons, and may be the reason for their innate magical abilities. Because of this, they are often seen traveling the lands as capable adventurers, sages, and mages. While usually wise and patient, a Po'Tun can quickly turn into a ferocious opponent if crossed.



## Po'Tun Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
25	24	23	28	28	25	23

### Traits

- **Resistance (Fire, 2)**: This character reduces all incoming fire damage by 2, and gains a +20 bonus to tests made to resist non-damaging fire effects. This trait can stack.
- **Power Well (10)**: Characters with this trait have more magicka than usual. Increase their MP max by 10. This trait can stack.

### Powers

- **Tiger Dragon's Breath**: Once per day, a Po'Tun may tap into their ancient ancestral power and summon forth a small breath of fire, albeit painfully. The breath is a 3ft cone of 1d6 fire damage to both the enemy and themselves. Resistances still apply.



## Kamal

The frozen subcontinent of Dir-Kamal lies to the south of the Thousand Monkey Isles, far below the equator of Nirn - it is said to be so cold that the ice dwelling Kamal who live there enter a hibernation state during the winter, encasing themselves in magical ice crystals that envelop their body while they rest. Upon spring, these Kamal awaken, many of the crystals are still embedded into their body. Each Kamal is born with a unique, permanent formation on their chest which is the subject of many prophecies, omens, and other superstitions.

The other races nickname the horned, lumbering Kamal as "Snow Demons" - a nickname they wear with pride. Towering taller than nords and possibly even nedes, the visage of a Kamal is one that typically invokes fear. Due to their inhospitable homeland, the Kamal became a very warlike people, often fighting each other over the scarce resources available. They typically travel in nomadic tribes, with leaders of each tribe being ruled by might. In other words, these Kamal tribes feel only the strong are fit to rule.

While rare, Kamal can be seen outside of their homeland. There are several instances in recorded history where several Kamal tribes would band together and sail to foreign lands, usually to raid, pillage or invade. Sometimes, Kamal would decide to stay in these new lands for one reason or another. As a result, they would be highly sought after as bodyguards and guardians, as even the mere sight of a Kamal was enough to deter potential bandits and thieves.

Another rare, but not unprecedented sight, is a Kamal who practices magic. Every tribe would have a Shaman, one who is immensely connected to nature, or specifically the wind - a most sacred aspect of nature to them. Some can even manipulate the air around them in a most unique form of magic casting.



## Kamal Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
29	29	22	25	26	23	20

### Traits

- **Resistance (Frost, 5):** This character reduces all incoming frost damage by 5, and gains a +50 bonus to tests made to resist non-damaging frost effects. This trait can stack.
- **Weakness (Fire, 2):** This character increases all incoming frost damage by 2, and suffers a -20 penalty to tests made to resist non-damaging fire effects. This trait can stack.

### Powers

- **Crystalline Flesh:** Once per day, a Kamal may harden their crystalline flesh, granting them 2 natural toughness for one minute.



# New Items

The continent of Akavir has many unique styles of equipment. Each race generally has their own specific type of armor tailored to bodies, as the races of Akavir are so diverse. However, it is not unheard of for these craftsmen to create sets of armor for other races.

These exotic items would eventually find their way to the Forgotten Isles, and even Tamriel, albeit they are very rare. The Blades, for example, still use the iconic leftover Akaviri Dragonguard armor from the days of the First Akaviri Invasion of Tamriel. Each piece carries centuries of history, war, and blood.



## Exotic Materials and Styles

### Akaviri Ebonsteel(Weapons/Armor)

A carefully crafted alloy of iron and ebony that has the hardness and sharpness of ebony but is much lighter. Ebonsteel is the result of perfecting the Akaviri's resourcefulness given immense disadvantages in their wars with Tsakara. Each set is painted and adorned with the colors of their clan, order, and/or allegiance. The Zasho nobility wore shades of purple, the Dragonguard wore the classic silver and gold adopted by the Blades, the Taeru soldiers wore jade and emerald green, and the legendary blade-dancers were clad in red and silver armor.

### Tsaesci Dragonscale(Armor)

Very quickly in their battles with the dragons of Akavir, the Tsaesci learned how useful their bodies were. In the ultimate act of cruelty, Tsakara handlers would cut the scales off of live dragons held in captivity. It was a very painful and delicate process that would result in some of the most dense material in the Tsaesci arsenal. These scales were fashioned to armor for the Tsaesci noble warriors, often decorated in a grandiose and flamboyant manner - showing for all the world to see their dominion over dragons.

### Tang Mo Kikko(Armor)

The Tang Mo wore very light leather armor adorned with small, hexagonal patterns of iron fastened to leather straps. While appearing to be simple and humble, the Kikko armor is crafted from the leather of sacred animals native to the Thousand Monkey Isles, giving it magical properties.

### Po'Tun Hotoke(Armor)

The tigerkin of the Ka Po'Tun would often charge into battle with a mixture of smooth steel breastplates and mithril chainmail. Often, these breastplates were painted with beautiful artwork from the family of the warrior. While not using any rare materials, these humble suits of armor are generally works of art.

### Kamali Cold Iron(Weapons/Armor)

In the strange lands of the Kamal there lies a unique ore known as Cold Iron. While not actually a form of iron, the name for this mysterious material has stuck due to its dull color and faint blue glow. For as far back as Kamal oral history goes, their warriors were often clad in crude armor and weapons made from this dense material. It is said to be one of the strongest materials in Akavir, albeit also is very heavy.

## Partial Armor Types

Type	AR	Magic AR	Qualities	ENC/Piece (Suit)	EL	Price/Location(Suit)
Akaviri Ebonsteel	6	3 fire	Medium	4(24)	2	1750 limb / 3500 body (12250)
Tsaesci Dragonscale	5	3 poison	Light, Magic	3(18)	3	1500 limb / 3000 body (10500)
Tang Mo Kikko	4	4 magic	Magic	2(12)	4	800 limb / 1600 body (5600)
Po'Tun Hotoke	5	3 shock	Light	3(18)	2	1000 limb / 2000 body (7000)
Kamali Cold Iron	7	4 frost	Heavy	5(30)	2	2500 limb / 5000 body (17500)

## Full Armor Types

Type	AR	Magic AR	Qualities	ENC/Piece (Suit)	EL	Price/Location(Suit)
Akaviri Ebonsteel	8	5 fire	Heavy	5(30)	2	3500 limb / 7000 body (24500)
Tsaesci Dragonscale	7	5 poison	Medium, Magic	4(24)	3	3000 limb / 6000 body (21000)
Tang Mo Kikko	6	6 magic	Light, Magic	3(18)	4	1600 limb / 3200 body (11200)
Po'Tun Hotoke	7	5 shock	Medium	4(24)	2	2000 limb / 4000 body (14000)
Kamali Cold Iron	9	6 frost	Super Heavy	6(36)	2	5000 limb / 10000 body (35000)



## Weapons

Note: The first four weapons are all borrowed from *The Book of Circles*. I've simply copied them here as they fit with Akaviri and are a part of the Akaviri's racial ability. *Book of Circles* also includes new talents that pair well with these weapons, such as *Kensai* and *Daisho*, which are also listed below.

### Katana

The Katana is the traditional curved sword of Akavir. The blade is intended to be used with finesse, rather than strength.

Katana	
Damage	1d6(1d8)
Hand	1.5
Range	2M
Qualities	Slashing, Exploit Weakness
ENC	2
Price	200

### Dai-Katana

The Akaviri equivalent of the claymore. The Dai-Katana, unlike its Tamrielic counterparts, is used to fight opponents on horseback.

Dai-Katana	
Damage	1d10
Hand	2
Range	3M
Qualities	Slashing
ENC	4
Price	325

### Talent: Kensai

#### Expert (Strength)

The character has become a master of shock and awe, stopping charges dead in their tracks, and breaking enemy morale. Dai-katanas wielded by the character gain the Impaling Quality to represent their focus as an anti-charge weapon. Should the character deal a wound with an attack of opportunity against a closing enemy, all enemies who witness this must roll a +10 Panic Test, which if failed resolves as normal.

### Wakizashi

Commonly known as a shorter katana, this weapon has been designed for close-quarter combat.

Wakizashi	
Damage	1d4(1d6)
Hand	1.5
Range	1M
Qualities	Slashing, Exploit Weakness
ENC	1
Price	90

### Tanto

The tanto could be considered to be an Akaviri dagger. Unlike a dagger, however, the primary use of the tanto is not to stab, but to slash at exposed flesh.

Tanto	
Damage	1d4
Hand	1
Range	1M
Qualities	Slashing, Exploit Weakness, Dueling Weapon, Small
ENC	1
Price	65

### Talent: Daisho

#### Expert (Strength, Agility)

The character has become intimately familiar with using his weapons in perfect harmony, treating them like extensions of his own limbs. Any Katana Wielded in two hands increases their damage value to 1d10.

Additionally, if the character is wielding a Katana in one hand and a Wakizashi in the other he may use the two-handed damage value of each respective weapon (Katana 1d8; Wakizashi 1d6) instead of their one-handed damage value. The normal rules for Dual Wielding apply while wielding the weapons in this way, including the effects of the Dual Fighter talent.

## Naginata

The most common polearm in the lands of Akavir. Rather than traditional spears, Naginata have a sword-like head meant for slashing rather than just thrusting.

Naginata	
Damage	1d8(1d10)
Hand	1.5
Range	2-3M
Qualities	Slashing, Impaling, Unwieldy
ENC	2
Price	75

## Jian

A favorite of Tsaesci guards and foot soldiers, the Jian is a very light mace often used to break enemy swords.

Jian	
Damage	1d6
Hand	1
Range	1M
Qualities	Crushing, Sword Breaker*
ENC	1
Price	150

\*Sword Breaker: Instead of a disarm combat action, the user may attempt to deal 1d4 amount of damage to the opponent's weapon in a combat style challenge.

## Scepter

Tsaesci taskmasters and Po'Tun nobles can often be seen wielding these large metal clubs with ornate designs. While appears to be nothing more than glorified war hammers, they tend to be beneficial enchanting conduits.

Scepter	
Damage	1d8(1d10)
Hand	1.5
Range	2M
Qualities	Crushing, Unwieldy
ENC	3
Price	200

## Dai Chui

The Tang Mo are often masters of misdirection and unpredictability in battle, and that is reflected in the Dai Chui, nicknamed "Meteor Hammers." They consist of two solid metal balls on either end of a long chain that can be gracefully swung in tandem in the hands of a skilled user.

Dai Chui	
Damage	1d10
Hand	2
Range	3M
Qualities	Crushing, Flail, Concussive
ENC	1
Price	250



## Panabas

The foreign axe-swords of the Kamal include the lightweight Panabas, a weapon with a very gradual axe blade atop a sturdy and balanced hilt. It can be swung freely like a sword but still cleave enemies with ease.

Panabas	
Damage	1d6(1d8)
Hand	1.5
Range	2M
Qualities	Slashing. Exploit Weakness
ENC	2
Price	200

## Dagger-Axe

This Kamal poleaxe is quite aptly named as the earliest iterations were simple stone daggers fastened at an angle on long poles. Modern Kamal smiths usually give it a crescent shaped axe-head, making it incredibly versatile for different opponents.

Dagger-Axe	
Damage	1d12
Hand	2
Range	3M
Qualities	Splitting OR Slashing, Impaling, Unwieldy
ENC	3
Price	225

## Weapon Material Effects

**Ebonsteel:** +4 Damage, Magic, 3 Enchant Level, 12.0xPrice

**Cold Iron:** +5 Damage, Silvered, 2 Enchant Level, 10.0xPrice, ENC +2



# New Talents

## Martial Artist

*The character has mastered unarmed combat, turning their very hands into a weapon.*

### Expert (Strength)

#### Requires Unarmed Prowess

The character raises the die level of their unarmed attack by one step. Additionally, the character reduces the penalty to grapple targets larger than them from -30 to -10.

## Savage Fury

*The character has the ability to focus their rage.*

### Adept (Strength)

#### Requires Berserker

While frenzied, this character may roll their damage an additional time and take the highest roll.

## Mythic Hunter

*The character has studied the Mythical creatures of Akavir, as well as how to hunt them.*

### Adept (Intelligence)

#### - Skillful [40] Survival

When tracking a Mythic type creature, increase DoS by two, and when fighting a Mythic type creature, increase all combat DoS by one. When harvesting a Mythic creature, increase DoS by one.

## Meteor Flurry

*The monks of the Tang Mo have perfected the use of Dai Chui when their backs are to a wall.*

### Journeyman (Agility)

#### Requires Dual Fighter

While wielding a Dai Chui, the character treats the two ends as dual wielding weapons, granting the usual three attacks per turn.

## Relentless Authority

*Throughout Akavir, scepter wielders are thought to be powerful or royal figures.*

### Apprentice (Personality)

While wielding a Scepter, after wounding or dealing a killing blow, all enemies within 5M must make an immediate +10 panic test.

## Ashigaru Discipline

*Even the simplest of weapons can be deadly in the hands of a master, experienced Ashigaru can spin and swing polearms with impressive grace.*

### Apprentice (Strength, Agility)

While wielding a Naginata with two hands, it loses the Unwieldy trait and the user may parry freely.



# Akaviri Blade-Dancing

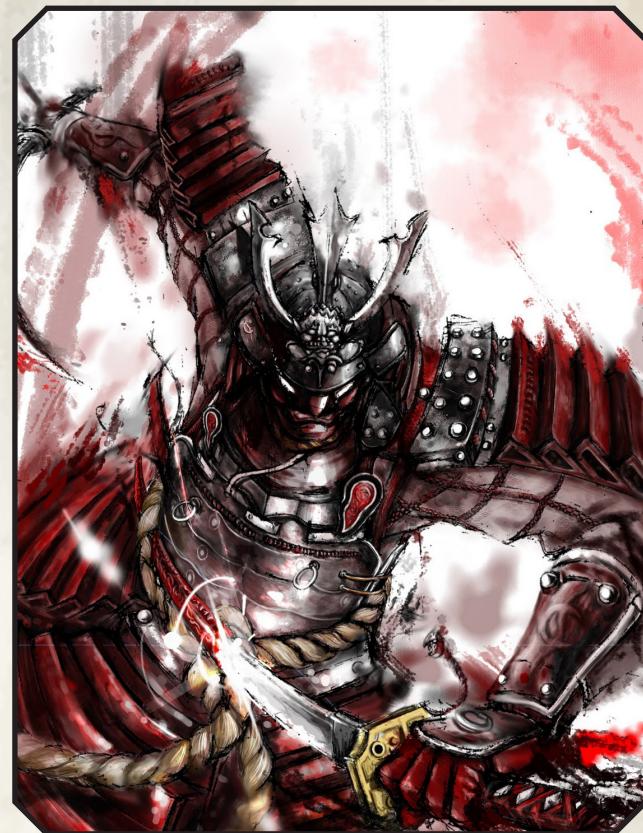
## Blood, Water, and Shadow

There lies a secret martial art older than even the fabled Dragonguard order: The Akaviri Blade-Dancers. Thought to originate from ancient Akaviri settlers in the misty mountains of Sarcal, the Blade-Dancers were once a flourishing clan with both a rich culture and stalwart warriors that proudly defended their friends and family. Blade-Dancers were raised to appreciate both the ways of art as well as the ways of the blade, often intertwining them. Soldiers were usually also poets, writers, philosophers, or performers.

Sadly, this noble clan was all but wiped out in the War of Eradication, when the Tsakara Empire drove the humans of Akavir to near extinction. However, the Blade-Dancers put up some of the fiercest resistance against the Tsaesci by striking from the shadows, moving unpredictably, and killing with grace. These warriors were said to fell over a hundred Tsakara soldiers for every one of their own clan that were lost.

When the Tsakara Empire began to collapse into civil war, a lone warrior clad in ruby-red armor and adornments of the Blade-Dancer clan came out of hiding and carved a bloody path of vengeance throughout the Tsaesci ranks, single-handedly turning the tide of many key battles in the Akaviri Rebellion. Accounts refer to them as "Divine Butcher" or the "The Demon of Sarcal," as their movements across the battlefield were both beautiful displays of agility as well as horrific rampages as scores of Tsaesci were quite literally cut to ribbons in the blink of an eye, all the while holding a pose of both elegance and ferocity.

This warrior had no name, at least no recorded name. After the founding of Taeru, Daimyo Ezaku Zasho gave the Nameless Warrior a place of honor in his court as Master of the Blade. This warrior would return to Sarcal and reestablish their clan as an elite cadre of warriors dedicated to two doctrines. Firstly, preserving and passing on their knowledge of the sword to future generations. Secondly, to warn any future invaders that there will be untold and violent retribution should their people ever be threatened again. This the Nameless Warrior, and their disciples, swear upon.



## The Nameless Disciples

Those who wish to learn this art must do so from one of the handful of Nameless Disciples - the secretive order that carries on the Nameless Warrior's teachings and ideals. They have abandoned their identity in their hero's honor, dedicating themselves to studying and teaching this nearly lost art. Most dwell in ancient Akaviri temples in the mountains of Sarcal, but rumored to be wandering all corners of Nirn.

Hopeful Akaviri Blade-Dancers must sacrifice nearly all other ambitions. They must study and practice until their movements are precise and perfect. Each disciple has their own unique style and school of teaching, but every one of them has dedicated their entire lives to safeguarding these sacred arts, often taking on an apprentice or two to carry on the tradition after they die.

Typically, a student of Blade-Dancing only follows a single school, but it is not unheard of for great Blade-Dancers to learn from several teachers.

## Elite Advance: Blade-Dancing

*This character has been trained by one of the Nameless Disciples in the true ways of Akaviri Blade-Dancing.*

**Cost: 500 CrP (non-Akaviri must also burn 15 Luck and obtain explicit GM permission)**

**Effect:** The character gains the ability to train the Blade-Dancing skill as well as Blade-Dancing talents.

## Blade-Dancer Talents

These talents enhance a Blade-Dancer's abilities and connection with both their blade, and their Shin-Jo. In order to learn these talents, a character must possess the Blade-Dancing skill.

### Aj-Shi Shadow-Form

*A small sect of Blade-Dancers favor more subtle tactics.*

**Adept (Agility)**

**Requires Sneak Attack**

After making a successful sneak attack, the character may freely disengage and move 1m away as if evading without provoking attacks of opportunity. If there is an appropriate amount of cover or darkness, the GM may allow the character to re-roll stealth and become hidden.

### Whisper Step

*Aj-Shi adherents can move in an instant.*

**Expert (Agility)**

The character can spend 1SP alongside a movement action to meld into the shadows, becoming invisible and avoiding attacks of opportunity during the action.

### Shade-Sword Strike

*Advanced Shadow-Forms allows a Blade-Dancer to slice through even the smallest gaps in armour.*

**Master (Agility)**

**Requires Aj-Shi Shadow-Form**

When the character gains advantage in melee combat and uses it to penetrate armour, the character may treat the armour they are hitting as two steps lower, allowing full armor to be treated as unarmoured.

### Flurry of Blades

*Both single blade and double blade dancers can swing their sword at immense speeds.*

**Adept (Agility)**

When spending SP to perform a Heroic Action to regain 1AP, the character may spend an additional SP to also gain an additional attack this round.

## Skill: Blade-Dancing (Strength, Agility)

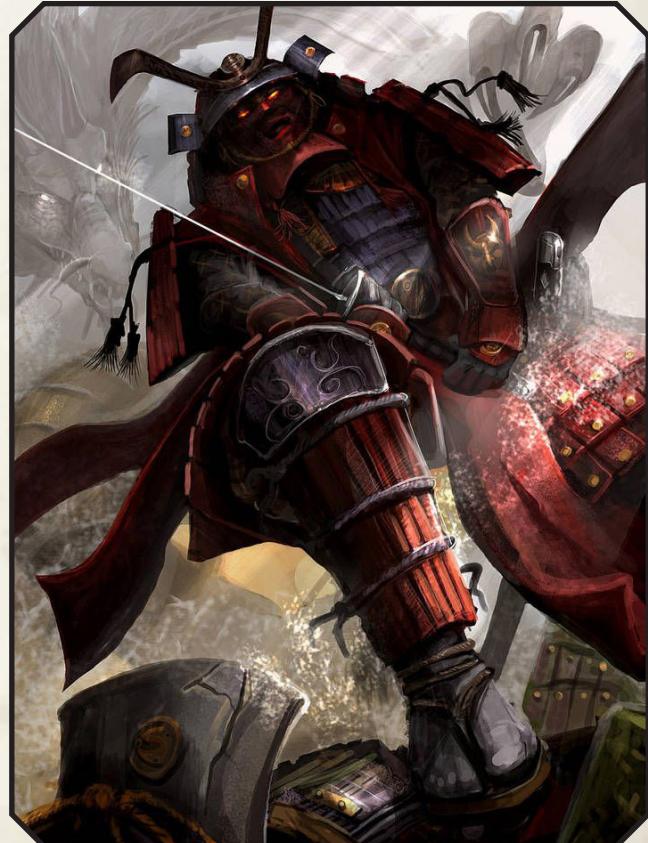
Akaviri Blade-Dancing is the product of swordsmanship with intent, combat with passion, and ferocity with grace. The core tenant simple: pour every bit of your heart, soul, and mind into your blade, and swing true. One must believe in something with every fiber of their being, and let that belief guide them to victory. Once their weapon has become an extension of their will, a Blade-Dancer can flow across the battlefield with ease.

Upon taking this skill, the character must declare an ideal or goal that they will fight for until they die. This chosen belief is called a "Shin-Jo."

Characters can utilize this skill in place of their Combat Style as well as their Acrobatics skill whenever they are wielding Katanas, Wakizashis, or Tantos, either single-handedly or dual wielding. However, if anything occurs to shake their belief in their Shin-Jo, the GM may incur penalties to this skill's test. Inversely, if something has occurred to fuel their fervor, the GM may give a bonus.

*"With vengeance as my blade, I returned the strife that the Snake-Men brought upon my people tenfold. For every Akaviri slaughtered in cold blood, I tore ten screaming Tsaesci asunder. That... is my Shin-Jo."*

*-The Nameless Warrior*



## Ozu Water-Form

A fluid school of Blade-Dancing thought to reflect a more idyllic time before the War of Eradication... and before the blood thirsty crusades that followed it. Practitioners of the Water-Form tend to come at odds with Sarcal Blood-Arts followers.

### Journeyman (Agility)

#### Requires Dual Fighter

While wielding two weapons, the character may make two attempts to parries per defensive action, taking the higher result. This does not affect counter-attacks.

## Counterforce

*"Your foe's fury is just as valuable to you, as long as you learn to use it against them."*

### Adept (Agility)

#### Requires Ozu Water-Form

On a successful counter-attack while dual wielding, the character may spend a SP to immediately make an additional attack with the other weapon. This does not count as a new attack for the purpose of the attacks per round limit.

## Mist-Dance Strike

*"Like the waves of Volwesi, let your blade flow calmly, even across the sharpest stones."*

### Expert (Agility)

#### Requires Ozu Water-Form

While wielding two weapons, a character can make an All Out Attack, forgoing the +20 attack bonus to strike two viable targets within melee range, similar to **Mighty Cleave**. However, each target is attacked by both weapons, resulting in the character rolling two attacks against **each** target.

## Spirit Shield

*"By my blade, I make my will manifest. We shall not relent."*

### Master (Agility)

#### Requires Ozu Water-Form

The character crosses their two blades and braces, spending 3SP to materialize their very soul in order defend themselves or an ally within 3m as a reaction. The character may then roll damage for their two weapons and an opposed Blade-Dancing roll as if it were a block action against the attack, using a shield with a BR equal to the total damage of the attacks. This BR is halved when protecting against spell attacks as if it were a physical shield.

## Sarcal Blood-Arts

A fanatical school of the Blade-Dancing that embraces and mimics the ferocity of the Nameless Warrior, aiming to become an unstoppable force of violence.

### Journeyman (Strength)

#### Requires Berserker

While frenzied, if the character lands a killing blow on an enemy, they gain a free movement action that must be used to move towards another enemy, moving instantly in a red flash across the field.

## Rampage

*"Let your blade bathe in blood..."*

### Adept (Strength)

#### Requires Sarcal Blood-Arts

After landing a killing blow on an enemy of small size or larger during a frenzy, the character deals an additional +1 damage while using Blade-Dancing attacks until the frenzy is over. This effect can stack up to five times.

## Never-ending Fury

*"...And let blood be your fuel."*

### Adept (Endurance)

#### Requires Sarcal Blood-Arts

After landing a killing blow on an enemy of small size or larger during a frenzy, the character regains either 1SP or 2HP.

## Rend and Tear

*"Strike fear into their hearts..."*

### Expert (Willpower)

#### Requires Sarcal Blood-Arts

Upon landing a killing blow on an enemy during a frenzy, the character may choose to slice the fallen enemy into pieces, showering nearby foes in gore and viscera in a show of force. All adjacent creatures must roll a Horror test, and all other enemies who witness it must roll Panic.

## Blood for Blood

*"...until your own heart stops beating."*

### Master (Endurance)

#### Requires Sarcal Blood-Arts

The character may perform an attack on themselves, automatically succeeding and bypassing armor. Blades of blood erupt from their body, making an attack with your current weapon upon all hostile creatures within 10m that also bypasses armor.

## Deflect

Blade-Dancers tend to have a disdain for magic, and many of their practitioners have honed specific techniques for dealing with mages.

### Expert (Agility)

This character may use their Blade-Dancing skill to parry bolt form magical spells targeted at them with a -20 penalty.

## Iaiju

*The character is able to draw their weapon, strike their foe, and return their blade to their side with in one fluid motion.*

### Adept (Agility)

#### Requires Quick Draw

While using the Quick Draw perk, the character can immediately make a free melee attack using their Blade-Dancing skill as an attack roll. Upon a successful hit with this ability, the character may then choose to immediately sheathe their weapon, causing enemies within 5m to roll a panic test.

## Redirection

Using one of their most impressive techniques, a Blade-Dancer can not only parry projectiles, but launch them back at their foe.

### Master (Agility)

#### Requires Deflect OR Lightning Reflexes

After successfully parrying a ranged projectile, the character can make an additional -30 Blade-Dancing test to launch the projectile at a new target within 20m. The redirection roll should count as the new attack roll versus the target.

## Reposition

*Moving through the battlefield fluently is paramount to a Blade-Dancer's survival.*

### Apprentice (Agility)

After a successful parry or counter-attack, the character may also reposition themselves 1m in any direction as if they succeeded in evading.



# New Creatures

Akavir is a foreign and alien land to most travelers, soaked with a history of blood and struggle. Its fauna is equally as strange and vicious, resulting in a host of clever and ferocious creatures. In addition to these new creatures, Akavir is host to other more common creatures such as giant snakes, lamia, and ogres.

## Sieki

*The Sieki are a majestic species of mammal with the size and gait of a deer, but the face, fur, and tail of a fox. They are an animal commonly sought after for their meat and fur throughout the continent, though they can be highly elusive. Many hunters have been outwitted by the Sieki's innate and magical instincts.*

### Game, Beast, Minor Solo, 30 White Soul

Char	Attributes		Proficiencies	
Str 50	HP	13	Combat	30
End 25	WT	8	Magic	30
Agi 60	MP	10	Evade	60
Int 20	SP	4	Observe	70
Will 15	IR	+10	Stealth	50
Prc 30	AP	3	Knowledge	-
Prs 5	Speed	14m	Social	-
Luck -	Size	Medium	Physical	50

### Weapons and Armour

- **Ramming:** 1d10 Crushing, Reach 1m.
- **Kicking:** 2d4 Crushing, Reach 1m.
- **Natural Toughness (2):** Reduces all incoming damage by 2. Does not count as Armor.

### Special Abilities

- **Mysterious Akavir (2SP):** The Sieki's tail glows brightly and releases a shroud of blinding, blue light that makes it difficult to hit, giving a -30 to any targeted roll against it for 1 turn.

### Traits

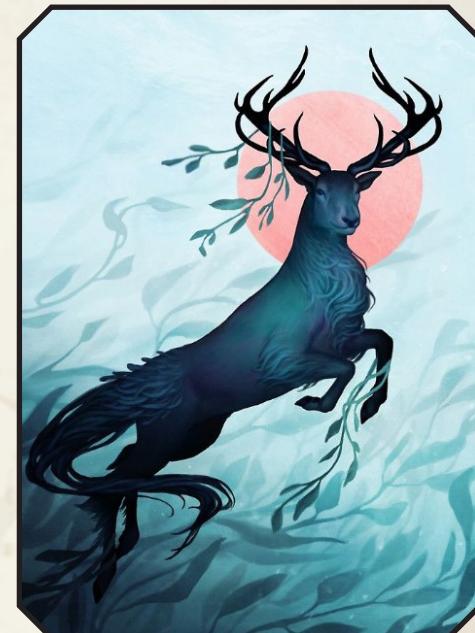
- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Quadruped:** When Dashing, triples Speed.

## New Creature Type: Mythic

Similar to Daedra, these are magical, unnatural and fearsome creatures that inhabit Akavir. They are both feared and sought after by skilled hunters. Mythic creatures are believed to have been created by the enigmatic Akaviri deities such as the Sun Serpent or the Thousand Monkeys.

### Sieki Loot

- On a +20 Survival test, a character can remove the game animal's hide. It takes a Short Rest to remove the pelt of a Small Game animal, worth 10 drakes. It takes a Long Rest to remove the pelt of a Large Game animal, worth 100 drakes. Failing the test spoils the hide, halving its worth.
- On a +20 Survival test, a character can create one piece of Partial Hide or Fur armour using a Small hide, or one piece of Full Hide or Fur armour using a Large Hide (or two Partial pieces) over a Long Rest.
- On a +40 Survival test, a character can remove a trophy from a Large Game animal over a Short Rest, worth 100 drakes.
- On a +30 Simple Survival test, a character can harvest meat from a Game Animal. He gains DoS/2 rations of meat from a Small Game animal which takes a Short Rest, and DoS\*3 rations of meat from a Large Game animal which takes a Long Rest. The meat will spoil if not preserved.



## Druka

The Druka are sometimes nicknamed “Horker Cows” for both their blubbery appearance, and their usefulness as a coastal farm animal. The Kamal would often rely on these animals for milk and meat, bringing them on their long, nomadic journeys. After many centuries of selective breeding and northern importation, however, leaner breeds that can survive warmer climates can now commonly be found throughout Akavir.

### Druka, Beast, Minor Solo, 25 White Soul

Char		Attributes		Proficiencies	
Str	35	HP	35	Combat	35
End	50	WT	8	Magic	-
Agi	15	MP	5	Evade	5
Int	5	SP	3	Observe	35
Will	20	IR	+3	Stealth	5
Prc	25	AP	2	Knowledge	-
Prs	5	Speed	5m	Social	-
Luck	-	Size	Large	Physical	75

### Weapons and Armour

- Tusks:** d8 Slashing, Reach 1m.
- Natural Toughness (3):** Reduces all incoming damage by 3. Does not count as Armor.
- Resistance (Frost, 5).**
- Gore (1 SP):** As part of a successfully damaging melee attack, the Druka can spend a Stamina Point to immediately deal a bonus SB (3) damage.

### Traits

- Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- Swimmer:** Doubles its movement speed in water.

### Druka Loot

- On a +30 Survival test, a character can remove the druka's hide, worth 20 drakes, over the course of a Short Rest. Failing this test spoils the hide and halves its worth.
- On a +30 Simple Survival test, a character can harvest meat from a druka over a Long Rest. The character harvest DoS\*2 days' rations of meat, which will spoil if not preserved.
- On a +10 Alchemy test, a character can harvest the Druka's blubber over a Short Rest, which is an Uncommon Restoration ingredient. The character retrieves DoS doses.
- On a +10 Survival test on a living Druka, a character may, once a day, be able to harvest DoS days' rations of milk, which will spoil after three days if not properly converted to cheese.
- On a -10 Survival test over a Long Rest, a character may convert any rations of druka milk into a ration of Druka Cheese, but must roll for each one. Druka Cheese is worth slightly more than regular cheese at a 4 drake per ration value and does not spoil.



## Enko

Thought to originally be native to the Thousand Monkey Isles, the three-eyed scaled monkey-frog beast known as Enko now plagues the Tsaesci wetlands. While generally not a threat alone, this bizarre creature can be extremely deadly in packs. They first entrap their prey with their sticky, corrosive tongues from afar. Next, the Enko pummels their prey to death with their long, elastic primate arms that stretch just as long.

### Enko, Beast, Minor Solo, 15 White Soul

Char	Attributes		Proficiencies	
Str 40	HP	18	Combat	55
End 35	WT	9	Magic	-
Agi 55	MP	10	Evade	70
Int 10	SP	1	Observe	35
Will 20	IR	+7	Stealth	55
Prc 15	AP	3	Knowledge	-
Prs 5	Speed	12m	Social	-
Luck -	Size	Small	Physical	55

### Weapons and Armour

- Bite:** 1d4 Crushing (4), Reach 1m.
- Tongue:** 1d2 Poison, Reach 3m.
- Elastic Punch:** 1d6 Crushing (4), Reach 3m.
- Enko Scales:** Partial AR 3 / Magic AR 2.

### Special Abilities

- Pummel (3 SP):** When cornered, an Enko may decide to focus their remaining energy into a flurry of punches, immediately allowing them to roll for four punch attacks, bypassing the usual limit of two. Fatigue induced from the ability takes effect after the four attacks (by default, the creature becomes Exhausted afterwards).

### Traits

- Tongue:** A Tongue attack that deals damage automatically starts a Grapple and will take 1d2 poison damage each turn they are grappled. If grappled by an Enko's tongue, the target cannot move until they either break off the grapple or sever the tongue (which counts as having 3HP and has no AR or evade). Multiple tongues have to be broken off or attacked separately.
- Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.
- Diseased (-30):** Enko with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -30 or contract Common Disease.
- Resistance (Poison, 3).**

### Enko Loot

- On a +30 Survival test, a character can harvest one day's ration of Enko meat. Enko meat must be cooked, and consuming it forces a +0 Endurance test, or the consuming character gains Common Disease.
- A character can harvest the Enko's Tongue, which is one Common Destruction ingredient.



# Ogama

The Ogama are large, bipedal toad creatures capable of goblin-like intelligence and tribalism. They are often seen living in small mud huts near rivers and are even capable of crafting and using very primitive spears. However, their language is an enigma to even the most learned Akaviri scholars and their aggressive nature towards other humanoids makes studying it even harder.

## Ogama, Humanoid, Minor Group, 200 White Soul

Char	Attributes		Proficiencies	
Str 45	HP	20	Combat	55
End 40	WT	9	Magic	15
Agi 60	MP	15	Evade	60
Int 15	SP	4	Observe	55
Will 20	IR	+9	Stealth	45
Prc 20	AP	3	Knowledge	15
Prs 5	Speed	10m	Social	15
Luck -	Size	Medium	Physical	35

### Weapons and Armour

- **Ogama Spear:** 1d8(1d10), UW, Reach 2m.
- **Ogama Javelins:** 1d8, UW, Thrown (5/15/25)
- **Ogama Armour:** Partial AR 3, Light, All

### Special Abilities

- **Gang Up (1 SP):** Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Ogama. Ganging up imposes a -10 on the target's Defense roll. Additionally, each ganging up Ogama adds +1 damage to the attacking Ogama's damage roll.
- **Battle Croak (1 SP and 1 AP):** When cornered and alone (as in no allied Ogama within 10m), the Ogama can let out an extremely loud and echoing croak that can call for Ogama allies within 50m. In addition, the Ogama becomes frenzied for 1 minute, not able to make defensive actions but rolls twice for all damage and takes the highest of the two.

### Variant: Ogama Chief

- **Resist Normal Weapons (3).**
- **Tough:** An Ogama Chief's HP is 30, SB is 6, Combat is 80, and IR is +10
- **Inspire:** This character can spend 1 SP to inspire allied Ogamas. Up to DoS Ogamas can re-roll their next failed Combat test.

### Variant: Ogama Shaman

- **Enlightened:** INT and WP are 50. MP is 50. Magic is 65. Gains access to Clan Goblin Shaman spell list. (*See Scroll of Beasts*)

### Loot

- A Ogama has on its person what it is equipped with, in addition to about 1d6 drakes worth of junk weighing about 1 ENC.
- A character can make a +0 Alchemy test to harvest a Ogama Tongue, which is an Uncommon Destruction ingredient.



## Basa

While often hunted by the Po-Tun for their naturally spicy meat and magical feathers, the large fire-breathing birds known as Basa can be a deadly threats if left unchecked. If threatened, the blue-eyed Basa will unleash vengeful magical attacks.

### Basa, Mythic, Major Solo, 350 White Soul

Char	Attributes		Proficiencies	
Str 50	HP	23	Combat	85
End 45	WT	12	Magic	50
Agi 35	MP	30	Evade	50
Int 30	SP	5	Observe	60
Will 35	IR	+11	Stealth	40
Prc 40	AP	3	Knowledge	35
Prs 5	Speed	11m	Social	15
Luck -	Size	Large	Physical	70

### Weapons and Armour

- **Basa Claws:** 1d8 Slashing, Reach 1m.
- **Basa Peck:** 1d6 Splitting, Reach 1m.
- Natural Toughness 3: Reduces all incoming damage by 3. Does not count as Armor.

### Special Abilities

- **Chicken Attack (1SP and 2AP):** The Basa hovers in mid-air, counting as levitating for 1 turn as well as letting out a soft blue glow that counts as a 3m light source. Upon levitating, they unleash a flurry of blows, immediately allowing them to roll for four claw attacks, bypassing the usual limit of two.
- **Fiery Breath (1 SP and 1 AP):** The Basa can, as an Action, spend an SP to breath a great swathe of fire in an arcing spray, dealing 2d6 Fire damage to all targets in a 5 meter cone.
- **Refresh Spells (1SP):** If this character has the Spellcaster talent, they may spend 1 SP to refresh all of their used spells.

### Traits

- **Resist Normal Weapons (5).**
- **Immunity (Fire).**
- **Weakness (Frost, 3):** The character increases all incoming frost damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging frost effects. This trait can stack.



- **Magic Resistant:** Re-rolls failed tests to resist Magic.
- **Spellcaster:** The Basa does not track Magicka, but instead can cast each spell one time:
  - Fire 3 (1d8) Pulse 5m (13 MP)
  - Fire 2 (1d6) Beam 10m (7 MP)
  - Fire 2 (1d6) Bolt (3 MP)
  - Fire 1 (1d4) Ball 3m (8 MP)

### Loot

- On a +10 Survival test, a character can harvest meat from a Basa. They gain DoS\*3 rations of meat from a Basa animal which takes a Long Rest. The meat will spoil if not preserved.
- On a -10 Alchemy test over a Short Rest, a character can harvest a Basa Eye, which is an uncommon Alteration ingredient. Scoring 3 or more DoS harvests 2 eyes instead.
- On a +0 Survival test over a Long Rest, a character can harvest enough basa feathers to create a Basa Feather Cloak, which weights 1 ENC when carried or worn on the character's back. While wearing this cloak,

## Jimmen

"Beware the call of the man-faced dog" is a common farewell among the rural Akaviri mountain villages. The Jimmen are sturdy canines with the ability to mimic humanoid faces and speech. Although their actual sapience is in question, they are capable of imitating a person calling for help in order to lure in prey.

### Jimmen, Mythic, Major Group, 500 White Soul

Char	Attributes		Proficiencies	
Str	45	HP	30	Combat 65
End	65	WT	6	Magic -
Agi	60	MP	15	Evade 50
Int	25	SP	6	Observe 75
Will	45	IR	+13	Stealth 70
Prc	50	AP	3	Knowledge -
Prs	35	Speed	12m	Social -
Luck	-	Size	Medium	Physical 60

### Weapons and Armour

- **Bite:** 2d4 Splitting, Bite, Reach 1m.
- **Claws:** 1d6 Slashing, Reach 1m.
- **Natural Toughness 4:** Reduces all incoming damage by 4. Does not count as Armor.

### Unconventional Skills

- **Deceive TN 75**

### Special Abilities

- **Latch On (1 SP):** If the Jimmen successfully Bites a target, it latches on with all its strength, and the bitten Hit Location counts as Crippled until the character removes the dog by breaking out of the Grapple.

- **Ambush (2SP):** If hidden, the Jimmen may activate this ability, causing their next attack that turn to bypass the target's AR.

### Traits

- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Quadruped:** When Dashing, triples Speed.
- **Unrelenting:** Targets cannot Disengage while in Reach of a Jimmen.
- **Savage:** Rolls its damage dice twice and picks the highest.
- **Mimicry:** The Jimmen may morph its face to that of a humanoid it has seen before. Additionally, it can mimic simple sentences it has heard the humanoid say before, such as a cry for help. If a character becomes suspicious, they may roll an observe or logic test against the Jimmen's deceive test.
- **Frightening (-20):** At the start of an encounter with this character, all opposed characters must test Panic at -20.
- **Resistance (Magic, 2).**

### Loot

- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of Jimmen meat. The meat will spoil within a day if not properly preserved.



## Jubokko

While not a creature in the traditional sense, travelers ought to be wary when traveling in akaviri forests, lest they fall victim to the vampiric trees known as Jubokko. To the untrained eye, they may look like a regular tree, but are actually stationary creatures that feed on passersby. They are capable of limited movement, swinging their razor sharp branches like blades and animating their roots and vines to grab creatures. When prey is captured, the Jubokko's trunk morphs into a hidden, fanged mouth.

### Jubokko, Mythic, Deadly Group, 1000 White Soul



Char		Attributes		Proficiencies	
Str	50	HP	80	Combat	75
End	150	WT	12	Magic	60
Agi	35	MP	50	Evasion	30
Int	60	SP	15	Observe	45
Will	65	IR	+12	Stealth	90
Prc	35	AP	4	Knowledge	35
Prs	25	Speed	14m	Social	15
Luck	-	Size	Huge	Physical	75

#### Weapons and Armour

- Razor Branches(Arms):** 1d12 Slashing (5), Reach 3m.
- Rooted Tendrils(Legs): 1d4 Crushing (5), Reach 2m.
- Launch Thorns 1d6;** (50 / 150 / 300)m Range
- Bite:** 1d6 Splitting, Reach 0m.
- Natural Toughness 6:** Reduces all incoming damage by 6. Does not count as Armor.

#### Special Abilities

- Vampiric Drain(2 SP):** A restrained target creature rolls an opposed Willpower test with the Jubokko, and if the target has lower DoS than the Jubokko, they take 1d6+WpB(6) damage and heal the Jubokko for the same amount. If the target succeeds, the damage and healing is cut in half, rounded down.
- Briar Pull (1SP):** After a successful Branch attack, the Jubokko may attempt to dig its thorns into the creature and pull them forward. Both creatures make opposed combat rolls, and if the Jubokko has a higher DoS, the target is pulled closer 1m.

#### Traits

- Bloody Absorption:** When a creature becomes unconscious, has 0HP, or otherwise becomes helpless while grappled, the creature immediately becomes absorbed by the Jubokko tree, killing it instantly and restoring the Jubokko by its max HP.
- Stationary:** The Jubokko is incapable of movement
- Tendrils:** A Tendril attack that deals damage automatically starts a Grapple. For 1AP the Jubokko may attempt to pull a grappled target in. Both creatures roll opposed combat rolls, and if the Jubokko has a higher DoS, the target is pulled into the same space as the Jubokko and is considered restrained.
- Resistance (Magic, 3).**
- Weakness (Fire, 3):** The character increases all incoming fire damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging fire effects. This trait can stack.
- Immunity (Poison, Normal Weapons)**
- Ash-Fated:** Upon their defeat, these unnatural trees are set ablaze and quickly burn to ash, leaving nothing else behind. The ashes themselves are a Legendary Destruction Ingredient

# Amikiri

The Amikiri is an extremely deadly subterranean beast that stalks caves throughout Akavir during the day, and by night it can ravage whole villages indiscriminately. Information on this creature is scarce due to the low survival rates of explorers that witness it. Its appearance, however, is described as a huge serpent's body covered with golden eyes and bird feathers, a twisted arachnid's maw, and vicious crustacean claws. They are rumored to have once hunted mighty dragons as prey; a terrifying thought.

## Amikiri, Mythic, Legendary Group, 3000 White Soul

Char	Attributes		Proficiencies	
Str	85	HP	100	Combat 85
End	150	WT	12	Magic 20
Agi	45	MP	50	Eva de 50
Int	35	SP	15	Observe 60
Will	50	IR	+12	Stealth 50
Prc	40	AP	4	Knowledge 20
Prs	5	Speed	10m	Social 5
Luck	-	Size	Enormous	Physical 85

## Weapons and Armour

- **Claws:** 2d6 Crushing(6); Magic, 2m Reach. (Front and Side Facing Only)
- **Beak:** 2d8 Splitting; Magic, 1m Reach. (Front Facing Only)
- **Tail Slam:** 2d6 Crushing(6); Magic, 2M Reach. (Back Facing Only) Can attack a 2m by 2m square, hitting multiple targets.
- **Amikiri Scales:** Full AR 7, MR 3

## Special Abilities

- **Breath of Dawn (2SP and 2AP):** The Amikiri bellows out a swathe of pure sunlight, dealing 2d6 Sunlight damage to all targets in a 6 meter cone. Additionally, if in a dark environment, such as a cave, anyone in view of the ability is blinded for 1 turn.
- **Song of Twilight (4SP and 2AP):** Can only be activated after Breath of Dawn is used at least once. The Amikiri begins to let out a haunting tune, making all characters within 10m of roll a +0 willpower test. If they fail, they become stunned for 1 turn, and deafened for 2 turns.

- **Dirge of Dusk (5SP and 2AP):** Can only be activated after Song of Twilight is used at least once. The Amikiri creates a sorrowful song that upsets all who hear it. Characters within 10m must make a +0 willpower save. If they fail, they are overcome with despair, becoming frenzied and suicidal for 1 turn, making themselves their targets.

## Traits

- **Apex Predator:** The Amikiri is not limited by the usual Attacks or Stamina per-round restrictions.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target successfully Counter Attacks a Bite, the Counter Attack ignores the creature's AR and Natural Toughness.
- **Dark Sight:** Can see and act normally in areas with no light.
- **Frightening:** At the start of an encounter with an Amikiri, all other characters must immediately test for Panic at -20.
- **Immunity (Fire, Normal Weapons).**
- **Resistance (Poison, 5).**
- **Savage:** The creature rolls damage twice and keeps the highest roll.

## Loot

- A character can test Alchemy at -20 to harvest the Amikiri Beak, a Very Rare Alteration ingredient.
- Additionally, a character can make a -40 Alchemy test to salvage the Mythic Heart, which is a Legendary Mysticism ingredient.
- A character can test Survival at -20 over the course of a Long Rest to remove the Amikiri Scales, worth 5000 drakes. A character can then, over another long rest, use the scales to create a piece of Amikiri Scale Armour, which counts as Full Tsaesci Dragonscale, except has 5 Fire Resistance instead of 5 Poison Resistance.

