

The Unofficial Elder Scrolls RPG

Third Edition



Arcane Arts and
Inhabitants of Tamriel

The Scroll of Thu'um vo

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The Elder Scrolls®

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Other Games

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Adaptation

This book is an adaptation of the rules created by Seht and the UESRPG 2e team. The goal of this book is to update the rules of creatures to the design structure of UESRPG Third Edition, while also expanding and improving on what has been made as best we can. Without Seht and the 2e team, and by extension, the 1e team, this book wouldn't be possible.

Scroll of Thu'um

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New Rules: Bleeding (X) Condition

In this Scroll are effects that cause the Bleeding (X) condition. This is not a condition found in the core rules, because with the design philosophy behind 3e, we wanted to prune a lot of book keeping, and Bleed got roped into the bleed out mechanic instead.

7

12 However, the design team has come to a consensus on
14 an agreeable, lightweight Bleeding condition, so we're
16 adding it to the rules here as optional rules. Future
17 Scrolls and Supplements might make use of Bleeding,
19 but if they do, it'll be listed in that Scroll as well to help
20 keep things self contained.

21 Bleeding (X)

22 At the end of the character's next turn, they immediately
24 take X damage that bypasses all armour and resistances.
The Bleeding (X) condition then expires.

If a character is affected by multiple Bleeding (X) effects in one round, only use the highest one.



Thu'um

The Thu'um, also called the Storm Voice or simply the Voice, is a form of magic inherent in most Nords and some others which uses the words of the language of the Dragons to form "Shouts", the equivalent of spells, of immense power. The word actually means "shout" in the Dragon language. The Nords believe that Kyne, the embodiment of the wind who is viewed as the Nordic aspect of Kynareth, breathed onto the land at the Throat of the World to form them. As such, the Nords believe that their voice and breath is their very essence, and that channeling this life essence is how the Thu'um operates. Those who can wield this power are called Tongues by the Nords.

Playing as a Tongue

In order to train the Thu'um skill or use any of the related abilities, a character must possess the **Storm Voice Elite Advance**:

Elite Advance: Storm Voice

The character, through talent and rigorous training, possesses the skill and power necessary to wield the reality shaping powers of the Thu'um.

Costs 400 CrP. Non-Nords must also Burn 15 Luck.

The character gains the ability to train the Thu'um skill, learn Words of Power, and use them in Shouts.

Skill: Thu'um (Wp)

Example Specializations: Linguistics, War-Shouts, Lore
The Thu'um skill reflects a character's potency of using their Voice, as well as their knowledge of the dragon tongue and their ability to read and decipher draconic runes. Your GM may ask you to test Thu'um when:

- Attempting to understand or translate draconic runes and markings.
- Attempting to write in draconic script.
- Attempting to Shout.

A Note on Elite Advances

Elite Advances represent unique, campaign-altering characters that through sheer virtue of existing, can change the course of a campaign. Players that want to take an Elite Advance must always consult their GM if it is an appropriate option for a given campaign, and if it is, how to work it into the campaign properly without overshadowing other characters or similarly, not being able to indulge in what makes your character special and unique.

Learning Words of Power

Characters with the Thu'um skill trained may unlock the ability to use a given word of power with XP/CrP assuming that they have somehow learned the word of power during their adventures (meaning that the GM has control over which words the character may access at any given time).

This represents the time spent to come to understand the nature of the word, and the practice required to be able to utilize it in a Shout. Learning a given word of power and the way it fits into a specific Shout without aid of some kind costs 200 XP/CrP per level of the Word (for example, the first word in a Shout would be 200 XP, the second 400 XP, etc.). Characters who have access to a guide (a teacher, an ancient text, or some other aid) during this process halve the cost.

Using the Thu'um

Using the Thu'um requires two things: the character must be trained in the Thu'um skill, and have knowledge of a Word of Power. Words of power make up Shouts, which are similar to spells.

Characters may use Shouts with the Cast Magic Primary action. It is important to note, however, that using a Shout as a Cast Magic action does not provoke an Attack of Opportunity. There is simply no time to react to the Shout in a way that could stop its effects.

Additionally, there's more to using the Thu'um than just saying a few words: Shouting requires concentration and power. Each Shout has three words, and while speaking the first word is sufficient to produce an effect, each additional word adds more power to the Shout (but also requires more skill and energy to use).

A given Shout may not be used in two consecutive rounds. Once a character uses a Shout, they may not use that Shout again for a number of rounds equal to the number of words used in the Shout.

Shouting

In structured time, shouts are utilized with the Cast Magic action. The following steps detail exactly how to use shouts:

Step 1: Choose Shout and Target

First, the character must declare the shout being used (specifically the number of words), and the target of the shout (if applicable). A character may only use a shout if they know the first word of that shout, and they may only use further words if they know those as well.

Step 2: Make Thu'um Test

Next, the caster makes a Thu'um skill test, the difficulty of which is determined by the shout the character has chosen. If the character passes the test, they successfully manifest the shout. If they fail, nothing happens. Either way, proceed to step 3.

Critical Success

If a character scores a critical success on a shout, they do not spend any Stamina Points for the attempt. Skip the next step.

Step 3: Spend Stamina

Attempting a shout takes a lot of energy, and the character is left drained afterwards. Characters who attempt a shout must spend one Stamina Point for each word used in the shout beyond the first. If a character fails a Shout, regardless of the number of words in the Shout, they lose one Stamina Point.

Step 4: Apply Effects

If the Thu'um test was successful, apply the effects of the shout to the target as specified in the shout profile, and based on the number of words the character used.



Thu'um Talents

These talents enhance the character's use of the Voice. In order to purchase or use any of these talents, a character must have the **Storm Voice Elite Advance**.

Adept of the Voice

The character has gained substantial control over their Thu'um.

Level (G. Characteristics): Adept (Willpower)

The character is allowed to Test Endurance to not spend a Stamina Point for the second word in a shout, but the third word still costs a Stamina Point to use.

Prudent Voice

The character understands the power of understanding and restraint, making him capable of using his Voice in more subtle ways.

Level (G. Characteristics): Expert (Willpower)

Requires: Adept of the Voice

The character can utilize his voice in subtle ways to affect the world around him. By making a simple +0 Thu'um test, the Tongue can affect something that he can see within his Willpower Bonus in meters with any effect that could be caused by one of the words he knows, like igniting something easily flammable by using the word for fire, Yol, or cause something small to move by using the word for force, Fus.

What the tongue can and cannot do with this talent is up to the GM, but the effect is generally small and innocuous, though it is still apparent to those nearby that the Tongue is using his Voice.

Master of the Voice

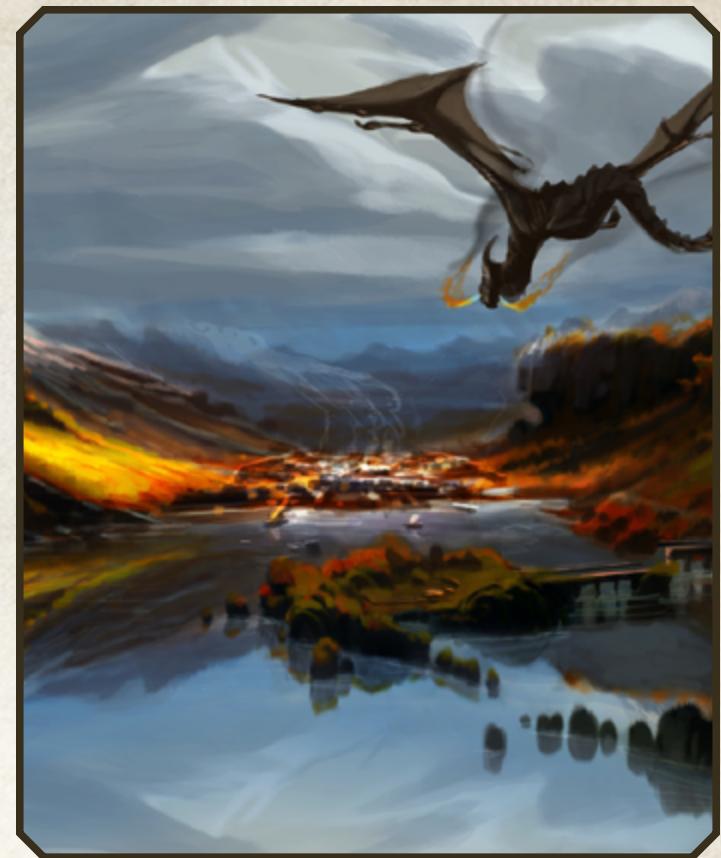
The character has gained total control over their Thu'um.

Level (G. Characteristics): Master (Willpower)

Requires: Adept of the Voice

Replaces Adept of the Voice.

The character can now use the second word of a shout without spending a Stamina Point, and is allowed to Test Endurance to not spend a Stamina point for the Third Word in a shout.



Voice of the Ancients

The character's speech becomes too powerful for mortals to behold, as the world trembles under the power of his Voice.

Level (G. Characteristics): Expert (Willpower)

Requires: Master of the Voice

Through meditating upon the true meaning of speech, the character's voice has become too powerful for mere mortals. Shouts that inflict damage add the Tongue's WpB to the damage inflicted, and any shout that can be resisted adds a -10 penalty to doing so (after any modifiers chosen). However, to those not initiated in the way of the voice, the Tongue's normal speech inflicts $1d4+WpB$ damage to all within WpB meters of the Tongue as the ground shakes and blood-vessels burst.

A +10 Thu'um test can be used to reduce the voice to a "whisper" temporarily, reducing his speech to the volume of "rolling thunder", removing the threat of harm.

Shouts

This section contains a number of shouts that characters with the Voice may learn. Keep in mind that these are just some of the ways that the Voice may be used, and no single list can capture the true power and flexibility of this ancient art. Players and GMs are encouraged to work together to create their own shouts as they see fit, or to allow characters to utilize the Thu'um skill in more creative ways.

The effects listed here are for the full sequence of words leading up to the “chosen” word, not just that word alone, though for simplicity’s sake we will refer to the individual words and not the whole phrase.

Animal Allegiance

A shout for help from the beasts of the wild, who come to fight in your defense.

Difficulty: +10, -10 for each word beyond the first.

ရှေး၏ Raan : Animal

Causes all creatures with the Bestial trait within 25 meters to come fighting for the character for one minute. During this time the character may speak simple commands to the animals and they will understand and obey.

မြှေ့၏ Mir : Alliance

Same as Raan, except the character may choose to either double the range or duration.

ဂုဏ်၏ Tah : Pack

Same as Mir, except the Character may choose to either double the range or duration (he can either quadruple one, or double both).

Aura Whisper

Your Voice is not a Shout, but a whisper, revealing the life forces of any and all.

Difficulty: +0, -10 for each word beyond the first.

ချို့၏ Laas : Life

Character gains the Unnatural Senses (Living Things, 25) Trait for four rounds.

ယု၏ Yah : Seek

Same as Laas, except the character may choose to either double the range or duration.

ဦး၏ Nir : Hunt

Same as Yah, except the Character may choose to either double the range or duration (he can either quadruple one, or double both).

Battle Fury

Your Thu'um enchants your nearby allies' weapons, allowing them to attack faster.

Difficulty: +0, -10 for each word beyond the first.

မြှေ့၏ Mid : Loyal

All Allies within 25 meters of the character, and the character themselves, receive a +5 modifier to Combat Style skill tests for four rounds.

သူ၏၏ Vur : Valor

Same as Mid, except the character may choose to either double the modifier or duration.

ရှေး၏၏ Shaan : Inspire

Same as Vur, except the Character may choose to either double the modifier or duration (he can either quadruple one, or double both).

Become Ethereal

The Thu'um reaches out to the Void, changing your form to one that cannot harm, or be harmed.

Difficulty: -10, -10 for each word beyond the first.

ရှေး၏၏ Feim : Fade

Character gains the Incorporeal trait for four rounds. He may end this effect before the duration ends if he so desires.

သူ၏၏ Zii : Spirit

Same as Feim, except the duration is eight rounds.

ရှေး၏၏ Gron : Bind

Same as Feim, except the duration is sixteen rounds.

Clear Skies

The winds themselves yield before the Thu'um, as you clear away fog and inclement weather.

Difficulty: +0, -10 for each word beyond the first.

နှေး၏၏ Lok : Sky

Clears weather/particle-based environmental effects (fog, dust clouds, clouds, snow, rain) from an area of several miles for up to six hours.

သူ၏၏ Vah : Spring

Same as Lok, but the duration is up to a day instead.

နှေး၏၏ Koor : Summer

Same as Lok, but the duration is up to a week instead.

Cure Disease

The Thu'um soothes and cures another of their ills.

Difficulty: -10, -10 for each word beyond the first.

ᚴᚱাᛋাৱ : Krasaar : Sickness

Character cures target character (they can choose themselves as well) within five meters of all common diseases.

ᚴ্᷑ৰান : Kopraan : Body

Same as Krasaar, except the character is cured of all rare diseases as well.

ᚴ্᷑ৰান গোৱে : Govey : Free

Same as Kopraan, except the character is cured of all magical diseases as well.

Cyclone

Your Thu'um creates a whirling cyclone that sows chaos among your enemies.

Difficulty: -20, -10 for each word beyond the first.

ঘূঢ় : Ven : Wind

Creates a whirling cyclone centered on the character. Characters who come within twenty five meters of the character must make a Strength test each round they remain within range. Those that fail the test are knocked to the ground. The cyclone persists for five rounds.

ঘূঢ় গার : Gaar : Unleash

Same as Ven, except the cyclone picks up enough debris that it causes 2d6 damage with the Crushing (WpB) quality to all characters within range each round. The Strength test is made at a -10 modifier. The radius increases to thirty five meters.

ঘূঢ় নোস : Nos : Strike

Same as Gaar, except the radius of the Cyclone is increased to fifty meters, and the Cyclone deals 4d6 damage with the Crushing (WpB) quality instead. The Strength test is made at a -20 modifier instead.



Decoy

A Shout projects a decoy image to fool your enemies.

Difficulty: +10, -10 for each word beyond the first.

ঔৰ্দুৰ : Fiik : Mirror

Creates an incorporeal, but seemingly normal, decoy of the character at target location within twenty five meters of the character. The double mirrors his exact movements and persists for 1 minute.

ঔৰ্দুৰ লো : Lo : Deceive

Same as Fiik, except the character may either double the range or the duration.

ঔৰ্দুৰ সাহ : Sah : Phantom

Same as Lo, except the character may control the decoy with his mind (he doesn't need to move) and it may also speak with his voice (it cannot use shouts, however).

Disarm

Shout defies steel, as you rip the weapon from an opponent's grasp.

Difficulty: +0, -10 for each word beyond the first.

ঔৰ্দুৰ জুন : Zun : Weapon

Character chooses a direction. All characters within a cone (with range fifteen meters and diameter five meters) in front of the character must make an Agility test or drop any weapons and/or shields they're holding.

ঔৰ্দুৰ হাল : Haal : Hand

Same as Zun, except the character may choose to either double the range or increase the difficulty of the test by -10.

ঔৰ্দুৰ বিক : Viik : Defeat

Same as Haal, except the character may do both of those things, or one of them twice.

Dismay

And the weak shall fear the Thu'um, and flee in terror.

Difficulty: -10, -10 for each word beyond the first.

ঔৰ্দুৰ ফাস : Faas : Fear

Characters within thirty meters must make a Panic +0 test.

ঔৰ্দুৰ রু : Ru : Run

Same as Faas, except the character may choose to either double the range or increase the difficulty of the test by -20

ঔৰ্দুৰ মাৰ : Maar : Terror

Same as Ru, except the character may do both of those things, or one of them twice or forfeit the bonus of Maar to turn it to a Horror test instead.

Dragonrend

Your Voice lashes out at a dragon's very soul, forcing the beast to land.

Difficulty: -20, -10 for each word beyond the first.

յուրաքանչիւր Joor : Mortal

Target Dragon within three kilometers loses the Flyer (X) trait for one minute and loses one Stamina Point.

յուրաքանչիւր Zah : Finite

Target Dragon within three kilometers loses the Flyer (X) trait for five minute and loses two Stamina Points.

յուրաքանչիւր Frul : Temporary

Target Dragon within three kilometers loses the Flyer (X) trait for ten minute and loses three Stamina Points.

Drain Vitality

Coax both magical and mortal energies from your hapless opponent.

Difficulty: -10, -10 for each word beyond the first.

յուրաքանչիւր Gaan : Stamina

Target being within twenty five meters lose one Stamina Point, and the character regains one of their spent Stamina Points.

յուրաքանչիւր Lah : Magicka

Same as Gaan, except the target loses twenty magicka and the character gains that many.

յուրաքանչիւր Haas : Health

Same as Lah, except the target also takes 1d10 Magic damage (unmitigated by armor). The character then heals for the same amount.

Elemental Fury

The Thu'um imbues your arms with the speed of wind, allowing for faster weapon strikes.

Difficulty: +0, -20 for each word beyond the first.

յուրաքանչիւր Su : Air

Attempts to defend against the character's melee attacks for the next five rounds suffer a -10 penalty.

յուրաքանչիւր Grah : Battle

Same as Su, except the character may double the duration or the penalty.

յուրաքանչիւր Dun : Grace

Same as Grah, except the character doubles the penalty, and can now perform an additional attack action beyond the two normally allowed. If the character can already attack three times per round, he instead gains +1 AP for the duration instead.

Fire Breath

Inhale air, exhale flame. Behold the Thu'um as inferno.

Difficulty: +0, -10 for each word beyond the first.

յուրաքանչիւր Yol : Fire

Character breathes fire, dealing 1d8 fire damage to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

յուրաքանչիւր Toor : Inferno

Same as Yol, except deals 3d8 fire damage.

յուրաքանչիւր Shul : Sun

Same as Yol, except deals 5d8 fire damage that ignores all Magic and Fire resistances and armour.

Fleshrend

Your Thu'um tears the flesh of another, spilling its blood upon the earth.

Difficulty: -10, -10 for each word beyond the first.

յուրաքանչիւր Sosaal : Bleed

Target being within twenty five meters takes 1d8 damage that ignores armor and gains the Bleeding Condition dealing the same amount of damage.

յուրաքանչիւր Kopraan : Body

Target being within twenty five meters takes 2d6 slashing damage that ignores armor, and gains the Bleeding Condition dealing the same amount of damage.

յուրաքանչիւր Sahquon : Crimson

Target being within twenty five meters takes 2d10 slashing damage that ignores armor, and gains the Bleeding Condition dealing the same amount of damage.

Frost Breath

Your breath is winter, your Thu'um a blizzard.

Difficulty: +0, -10 for each word beyond the first.

յուրաքանչիւր Fo : Frost

Character breathes frost, dealing 1d8 frost damage to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

յուրաքանչիւր Krah : Cold

Same as Fo, except deals 3d8 frost damage instead.

յուրաքանչիւր Diin : Freeze

Same as Fo, except deals 5d8 frost damage that ignores all Magic and Frost resistances and armour.

Ice Form

Your Thu'um freezes an opponent solid.

Difficulty: -10, -10 for each word beyond the first.

氷の形 Liz : Ice

Character encases all targets within a 15 degree cone with a twenty meter range in a thin layer of ice. These targets must roll a -10 Strength Check or count as having the stunned condition for the next two rounds, though effects that would allow them to resist or ignore stuns do not apply here. Counts as a ranged, area of effect attack for the purposes of evasion.

肉の形 Slen : Flesh

Same as Liz, except the Strength Test becomes -20, and the character may choose to double the duration, area, or range.

像の形 Nus : Statue

Same as Slen, except the effect is now irresistible, and the character may choose to double the duration, area, or range again (double two or quadruple one).

Kyne's Peace

The Voice soothes wild beasts, who lose their desire to fight or flee.

Difficulty: +10, -10 for each word beyond the first.

狂の形 Kaan : Kyne

All characters with the Bestial trait within fifty meters are calmed: they will not fight or flee for the next five minutes.

平和の形 Drem : Peace

Same as Kaan, except the character may choose to double the duration or range.

信の形 Ov : Trust

Same as Drem, except the Character may choose to double the duration or range again (double both or quadruple one).

**Lightning Blast**

Your Thu'um calls down the wrath of the sky.

Difficulty: +10, -10 for each word beyond the first.

雷の爆発 Qo : Lightning

Target being within thirty meters takes 3d4 shock damage to a random hit location.

矢の矢 Ronaaz : Arrow

Target being within thirty meters takes 4d6 shock damage ignoring 7 armor to a random hit location.

打の矢 Nos : Strike

Same as Ronaaz, except the Damage that ignores all Magic and Shock resistances and armour.

Marked For Death

Speak, and let your Voice herald doom.

Difficulty: +0, -10 for each word beyond the first.

殺の矢 Krii : Kill

Target being within twenty five meters of the character loses 1 Stamina Point and applies the Damaged (1) quality to all armor and shields that they currently have equipped.

吸の矢 Lun : Leech

Same as Krii, except the target loses 2 Stamina and the Damaged quality increases to (2).

死の矢 Aus : Suffer

Same as Krii, except the target loses 3 Stamina and the Damaged quality increases to (4).

Regenerate

Your Thu'um renews your body.

Difficulty: -10, -10 for each word beyond the first.

不死の形 Uznahgaar : Unbridled

Character gains the Regeneration (2) trait for five rounds.

無限の形 Unahzaal : Unending

Same as Uznahgaar except the character gains the Regeneration (4) instead.

永遠の形 Laas : Life

Same as Uznahgaar except the character gains the Regeneration (6) instead.

Restore Life

Your Voice heals wounds and repairs flesh.

Difficulty: -20, -10 for each word beyond the first.

ヽゞヽヽヽヽ Vokri : Restore

Target being within five meters is regains 1d12 hp, and removes all instances of the Blood Loss and Bleeding (X) conditions.

ヽゞヽヽヽヽ Kobraan : Body

Same as Vokri except the target regains 2d10 hp instead.

ヽゞヽヽ Laas : Life

Same as Kobraan, except the target regains all lost HP instead. With GM permission, a character can burn 10 Luck to use this to bring a recently deceased character back to life.

Restore Magicka

Your Voice opens your mind to Magicka from Aetherius.

Difficulty: +0, -10 for each word beyond the first.

ヽゞヽヽ Hah : Mind

Character restores 3d6 Magicka.

ヽゞヽヽ Lah : Magicka

Character restores 3d12 Magicka.

ヽゞヽヽヽヽ Vokri : Restore

Character restores all missing Magicka.

Shadow Form

Your Thu'um hides you from the eyes of others.

Difficulty: +0, -10 for each word beyond the first.

ヽゞヽヽ Sah : Phantom

Character gains the Invisible condition for five rounds

ヽゞヽヽヽヽ Vokun : Shadow

Same as Sah, except the duration is doubled.

ヽゞヽヽヽヽ Vulon : Night

Same as Vokun, except the duration is doubled (quadrupled in total).

Slow Time

Shout at time, and command it to obey, as the world around you stands still.

Difficulty: -20, -10 for each word beyond the first.

ヽゞヽヽ Tiid : Time

Character increases their Maximum Action Points and Maximum Attacks per round limit by one for the next three rounds.

ヽゞヽヽ Klo : Sand

Same as Tiid, except the character may choose to either double the duration, increase their Maximum Attacks per round limit by one or increase their Maximum Action Points per round by one.

ヽゞヽ Ul : Eternity

Same as Klo, except characters may not make reactions to actions that the character takes during the duration. Additionally the character gains a +20 bonus to his test when choosing to react to an incoming attack with Counter Attack.

Storm Call

A shout to the skies, a cry to the clouds, that awakens destructive lightning.

Difficulty: -10, -20 for each word beyond the first.

ヽゞヽヽヽヽ Strun : Storm

Summons a magical storm of thunder and lightning that lasts for 1 minute. During this time, each round 1d4 random targets (not including the character) are struck by a bolt of lightning that deals 2d6 damage Shock damage.

ヽゞヽ Bah : Wrath

Same as Strun, except the character may choose to increase damage to 4d6, double the duration or the number of bolts per round.

ヽゞヽ Qo : Lightning

Same as Bah, except the character may choose to increase damage to 4d6 (6d6 if damage was increased with Bah), double the duration or the number of bolts per round again (double two or quadruple one).



Throw Voice

The Thu'um is heard, but its source is unknown, fooling those into seeking it out.

Difficulty: +10, -10 for each word beyond the first.

ᠵʻṂ. Zul : Voice

Character may throw their voice to target location within twenty meters, making it seem as if they were there instead (what the phantom voice says is up to them).

Ṃ. Mey : Fool

Same as Zul, except the range is doubled.

Ṃ. Gut : Far

Same as Zul, except the range is quadrupled.

Unrelenting Force

Your Voice is raw power, pushing aside anything - or anyone - who stands in your path.

Difficulty: +0, -10 for each word beyond the first.

Ṃ. Fus : Force

Character shouts with great force, stunning all targets within a 15 degree cone up to twenty five meters in front of them for one round. Counts as a ranged, area of effect attack for the purposes of evasion.

Ṃ. Ro : Balance

Same as Fus, except the duration is doubled and the targets are knocked prone.

Ṃ. Dah : Push

Same as Ro, except the targets take 3d8 damage that ignores armor and also throws them 3d4 meters backwards.

Whirlwind Sprint

The Thu'um rushes forward, carrying you in its wake with the speed of a tempest.

Difficulty: +0, -10 for each word beyond the first.

Ṃ. Wuld : Whirlwind

Character moves forward a number of meters equal to two times their Speed.

Ṃ. Nah : Fury

Same as Wuld, except the character may move up to twice that distance.

Ṃ. Kest : Tempest

Same as Wuld, except the character may move up to four times that distance.

Legendary Shouts

Even amongst the Tongues of old, there are shouts that are spoken of only in secret. These shouts are only known to ancient dragons, heroes of legend and the very Daedric Princes themselves.

As such, a GM should consider very carefully if they should allow player characters access to the shouts contained within this chapter, being in many cases a better fit for a great evil in the campaign levying this power against the players.

Bend Will

Your voice bends the very stones to your will. Animals, people, and even dragons must do your bidding.

Difficulty: -20, -10 for each word beyond the first.

Ṃ. Gol : Earth

Character may issue a simple command to the earth itself. There is no real limit to what can be done with this Shout, but the GM should be careful about what he allows. Some examples: commanding a dense forest to open a clear path, ordering the very dust of the earth to take flight as a cloud to obscure vision, or splitting very thick ice to allow passage.

Ṃ. Hah : Mind

Character may issue a simple command not only to the earth (as with Gol) but to other beings. Any non-Dragon being who hears the shout must make a Willpower test. Failure means they must obey the stated command to the best of their abilities.

Ṃ. Dov : Dragon

Same effects as Hah, except the Willpower Test is made at a -20 modifier and Dragons may now be affected.

Call of Valor

The valiant of Sovngarde hear your Voice, and journey beyond space and time to lend aid.

Difficulty: -10, -10 for each word beyond the first.

Ṃ. Hun : Hero

Summons a Hero of Sovngarde to fight for the character for the rest of the current combat.

Ṃ. Kaal : Champion

Summons a Great Hero of Sovngarde to fight for the character for the rest of the current Combat.

Ṃ. Zoor : Legend

Summons a Legendary Hero of Sovngarde to fight for the character for the rest of the current Combat.

Dragon Aspect

Once a day, take on the mighty aspect of a dragon, delivering colossal blows, with an armored hide, and more powerful shouts.

Difficulty: -20, -10 for each word beyond the first.

မူမှုး Mul : Strength

For the duration of five rounds, the character can choose to add the Splitting (4) or Crushing (4) trait to any melee attack they perform, or increase any existing levels of the chosen trait by 4 should the character already have it.

ဗျာဗျာ Quah : Armor

Same as Mul, except the Character also increases their Wound Threshold by 3 for the duration.

ဗျာဗျာဗျာ Diiv : Wurm

Same as Quah, except the character no longer needs to spend Stamina Points to use shouts, and gain a +10 modifier to all Thu'um tests for the duration.

Form Change

One of two shouts made famous by Bhag the Raider, this Thu'um causes alters the world around the tongue, taking on the characteristics of anyone imaginable.

Difficulty: -10, -20 for each word beyond the first.

ဗုံဗုံဗုံ Zul : Voice

Character may perfectly mimic a voice they have heard at least once before, or simply speak with a voice different from their own for WpB minutes.

ဗုံဗုံဗုံဗုံ Kopraan : Body

Character may take on the appearance of anyone they have seen at least once, or simply take on a generic form of anything that is roughly humanoid for a number of minutes equal to WpB.

ဗုံဗုံဗုံဗုံ Fiik : Copy

Character may take on the effects of both Zul and Kopraan simultaneously, and extends the duration of both Zul and Kopraan to WpB*10 minutes.

"Let me show you the power of Talos Stormcrown, born of the North, where my breath is long winter. I breathe now, in royalty, and reshape this land which is mine. I do this for you, Red Legions, for I love you." -Tiber Septim, after using the Thu'um to transform Cyrodiil forever.

Earthen March

Invented by Hoag Merkiller and used during the invasion of Morrowind, this Thu'um causes the Earth itself to rise up and heal your companions, at the cost of slowing them.

Difficulty: -30, -10 for each word beyond the first.

ဗုံဗုံဗုံဗုံ Gol : Earth

A number of targets up to the character's WpB is healed 1d6 hp as dirt springs from the ground and covers up any injuries.

ဗုံဗုံဗုံဗုံ Gron : Bond

Same as Gol, except the character can choose to either increase the healing to 2d6, or double the number of targets, but anyone healed in this fashion reduces their speed by 3 for the next 24 hours as the weight of the dirt weighs the target down as it slowly heals the flesh. In addition, the shout removes any non-permanent shock effects from wounds taken.

ဗုံဗုံဗုံဗုံ Aav : Unity

Same as Gron, except the character can choose to add an additional die to the amount healed, or double the number of targets again. Additionally, the shout can be used to remove permanent wound effects from wounds taken (even in prior battles), but the new earthen body-parts comes with a cost in the form one or more of the conditions listed below.

- **Earthen Ears:** The character removes the Lost Ear condition, and the Deafened condition, but loses 5 Perception as all sounds are distant and muffled to the character.
- **Earthen Eyes:** The character removes the Lost Eye condition, and the Blinded condition, but loses 5 Perception as the strange blurry vision is never quite in focus.
- **Earthen Foot/Leg:** The character removes the Lost Foot/Leg condition, and the Immobilized condition if both were lost, but retain the Slowed Condition as the replacement seems firmly attached to the ground.
- **Earthen Hand/Arm:** The character removes the Lost Hand/Arm condition but suffers a -5 Strength as it is slightly numb and slow.
- **Earthen Entrails:** The character removes the Organ Damage condition, but must choose whether his SP maximum or WT stays reduced by 1 as no matter how well it functions, the body just never fully recovers.

Heroes of Sovngarde

The heroes of Sovngarde, ancient warrior spirits from the past, can be commanded back to Mundus.

Hero of Sovngarde, Spirit, Major Solo, 1000 Black Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	23	Combat	80
End	45	WT	14	Magic	80
Agi	45	MP	35	Evaude	55
Int	35	SP	5	Observe	55
Will	50	IR	+10	Stealth	30
Prc	35	AP	3	Knowledge	30
Prs	40	Speed	13m	Social	50
Luck	-	Size	Med	Physical	80

Weapons and Armour

May have one of:

- **Ancient Nordic War Axe:** 1d8 Splitting; UW, 2m.
- **Ancient Nordic Broadsword:** 1d8 Slashing, 2m.
- **Ancient Nordic Longbow:** 1d8, Reload (2), UW, 10/250/350m. [Includes 24 arrows].
- **Ancient Nordic Greataxe (2h):** 1d12 Splitting, UW, Shield Splitter, Concussive, 3m.

May have any of:

- **Partial Ancient Nordic Armour:** AR 3; 1 frost, M.
- **Full Ancient Nordic Armour:** AR 4; 1 frost, Med.
- **Ancient Nordic Shield:** BR 9; (5) 6 vs frost, Med.

Special Abilities

- **Power Attack (1 SP):** The Hero of Sovngarde can add his SB to the damage of a melee attack.
- **Power Draw (1 SP):** The Hero of Sovngarde can reduce the reload time of his next shot by 1.
- **Dragon Tongue (1 SP):** The Hero of Sovngarde can use an Action to Shout. The Hero knows the first two words of one of the shouts below:

- **Battle Fury (-10 Magic Test)**

All Allies within 25 meters of the Hero of Sovngarde, and the Hero himself, receives a +10 modifier to Combat Style skill tests for four rounds.

- **Fire Breath (-10 Magic Test)**

The Hero breathes fire and flame, dealing 3d8 fire damage to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack.

- **Unrelenting Force (-10 Magic Test)**

The Hero shouts with great force, stunning and knocking Prone all targets within a 15 degree cone up to twenty five meters in front of it for two rounds. Counts as a ranged, area of effect attack.

Traits

- **From Beyond:** Immune to the effects of disease, fear, poison, and mind affecting magic.
- **Resist (Frost, 3).**
- **Summoned (-1 AP):** Must obey the commands of the Summoner. If their Summoner is killed, they are banished back to Sovngarde instantly. Cannot attack Summoner except to defend themself. If the Hero of Sovngarde is slain, they are instead banished back to Sovngarde. The Summoner has one less max AP while the Hero is summoned in Mundus, and can be banished at any time.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.
- **Warrior-Spirit:** Can only be damaged by Magic weapons or spells. Attacks from Warrior Spirits ignore all AR from any armor that does not have the Magic quality, and cannot be blocked by shields without that quality.

Variant: Mage of Sovngarde

Does not wear armour, and knows these spells:

- Frost 4 (d10) Ball 3m (10 MP)
- Frost 3 (d8) Storm 10m (11 MP)
- Frost 2 (d6) Bolt (3 MP)
- Ward 3 (8) Self (8 MP)
- Ward 2 (7) Bolt (5 MP)

Variant: Greater Hero of Sovngarde

Knows all three shouts, and they cost 0 SP to use.

- **Battle-Born:** Has a Combat 90 and Magic 90.
- **Tough:** 30HP, WT 16, and has SB 6.

Variant: Legendary Hero of Sovngarde

It is recommended that players collaborate with their GM to develop their own personal Legendary Hero. Both player and GM should work together to design an appropriate hero from the ground up. It's suggested to make them like a PC, with the roughly the same XP total as the Tongue who commands him or her.

Songs of Destiny

Made famous by Barfok the Maid of Planes during the invasion of Morrowind, this shout allows a Tongue to decide the outcome of events around them by forcing their will upon mundus by constantly “singing” it in the Voice, forcing the very fates to obey.

Thu'um Chant: This Shout is unique. It uses the same testing functions of normal Shouts, but costs triple the usual Stamina Points. Additionally, the Shout is a literal song that must be repeated and continuously sung to keep reality bent to the Tongue's will. While a character is benefitting from the Songs of Destiny Shout, they cannot use any other Shouts or speak normally. If the character stops singing the Song for any reason, its effects end.

Difficulty: -20, -20 for each word beyond the first.

”トウズミンジル” Prodah : Unavoidable Fate

The character must state an event that must come true, like “Today, we will taste victory against the Dunmeri!” and then roll the Thu'um test.

Success means that all who would oppose this destiny within the Tongue's Willpower in meters gains a -10 penalty to all tests, and likewise would all those who seek to fulfill this destiny gain a +10 bonus to all tests. This includes actions that would enter the Tongue's sphere of influence, like an archer attempting to shoot at the tongue whilst being out reach.

”トウザン” Daan : Prophecy

As Prodah, except the penalty and bonus both become 20, and those within the sphere of influence who seek to oppose it treat any roll they make resulting in a number equal to the one of the character's Lucky Numbers as having Critically Failed. Likewise, anyone seeking to further the chosen fate treats any roll resulting in a number equal to the character's Lucky Numbers as a Critical Success.

”ミラード” Miiraad : Choice

As Daan, except the penalty and bonus both become 30 instead. Additionally, anyone resisting the chosen fate also treat any roll equal to the Tongue's Unlucky Numbers as having critically failed, and any aiding it counting rolls of the Tongue's Unlucky Numbers as a Critical Success. Lastly, the Tongue's grasp on destiny becomes so strong that any opposing the chosen fate lose the ability to Burn Luck for any reason except to survive, and any aiding it reduces any amount of Luck burnt by 1, to a minimum of 1.

Soul Tear

Your Thu'um cuts through flesh and shatters soul, commanding the will of the fallen.

Difficulty: -30, -10 for each word beyond the first.

”リイ” Rii : Essence

Target being within twenty five meters of the character must make an Opposed Willpower test against the character. If the target fails, they die.

”バアズ” Vaaz : Tear

Same as Rii, except if the target fails, their corpse rises to fight for the character for five Rounds. It uses their character profile.

”ゾル” Zol : Zombie

Same as Vaaz, except the target gains the counts as being affected by the Soul Trap spell before death, and the character may choose which soul gem to bind them to.

Words of Surety

The second shout made famous by Bhag the Raider, by weaving words of power into mundane sentences, known in the Sermons of Vivec as double-speak, he could convince even his most cunning opponents of his lies.

Difficulty: -10, -20 for each word beyond the first.

”ロ” Lo : Deception

The character speaks one sentence that he wishes the target to believe as truth, no questions asked, and then rolls an Opposed Willpower test against the target. If the character succeeds, the target will believe what was just said, and not ask any questions that could ruin the belief in the lie.

”ティンバク” Tinvaak : Conversation

As Lo, except the target gains a -20 penalty to the Opposed Willpower Test.

”バホロク” Bahlok : Compulsion

As Tinvaak, except the target gains a -40 penalty to the Opposed Willpower Test.



Thu'um Rituals

The Thu'um is an ancient art, having seen many aspects rise and fall through the ages. While the Words of Power are the most well known advantages of the Thu'um, the Nords have discovered many ways to impose their will upon the world with their Voice.

Listed below is a ritual, detailing how the ancient Tongues could channel their Voice in a manner that has mostly become lost to time.

The Knotted Tongue (ヨルノミツタマ)

In the ages of old, Tongues would rip out the tongue of their greatest enemies, weave them into rope and imbue them with Speech. This would result in a sinewy rope, known as a “Gron-Sik”, meaning ‘to bind words’, that would contain a part of the Tongue’s own breath, giving it the power to Speak. Breathing life into the rope would give it strength, and the Tongue would tie knots on it to contain the breath within, unbinding a knot to unleash a part of its power. But breathing life into the rope was costly, requiring a part of the Tongue’s breath in order to stay alive, making it a tool to strengthen those already strong in the Voice.

The ritual allows the Tongue to imbue a ritually prepared rope of his enemies tongues with a part of his power, allowing him limited use of his Voice, even if otherwise prevented from doing so, like being on the brink of exhaustion or somehow robbed of the ability to speak.

Creating the Rope itself requires no test, but the creator must have the tongues of three powerful and worthy foes, fresh Heartwood from a Spriggan (Extremely Rare Restoration ingredient) for smoking the meat, drying it out while giving it life, and Ice Wraith Essence (Very Rare Restoration / Destruction ingredient) to preserve it from rot.

With the rope created, it must next imbued with one or more words of power from a single shout that the Tongue knows. Choose the desired Word(s) of the Shout and perform the appropriate Thu'um test as if using that shout, but with an added -10 penalty to each word beyond the first. If the test is successful, the draconic runes representing the word(s) of the shout appear on the length of rope, indicating that the ritual was a success.

The character then fills out the profile of the Gron-Sik by writing down the following information:

- The chosen name for the Gron-Sik (Usually Gron-Sik of ‘shout name’).
- The word(s) of the chosen shout imbued in the Gron-Sik.
- The amount of DoS scored in the Imbuement, henceforth known as Binding Strength.
- The word “Ties” and a blank space in which to note a number.

The Gron-Sik can be activated with the Cast Magic action, spending one if its Ties to power all words of the shout, which automatically counts as having succeeded with a number of DoS equal to its Binding Strength. If a shout requires an Opposed Roll, use the wielders Willpower Bonus.

To power the Gron-Sik, the Tongue must give it a Stamina Point for each Tie desired. This can be done as part of a Long Rest, but as long as the Stamina Points are Tied to the Gron-Sik, it cannot be recovered by any means, neither ordinary or magical.

Example

Gron-Sik of Fire Breath
(Yol; Binding Strength 2; Ties [2])

The above is a tongue rope that can be activated two times before needing to be recharged, that when used performs the word Yol, the first word of Fire Breath, with 2 automatic DoS.

Who's Tongues are Worthy?

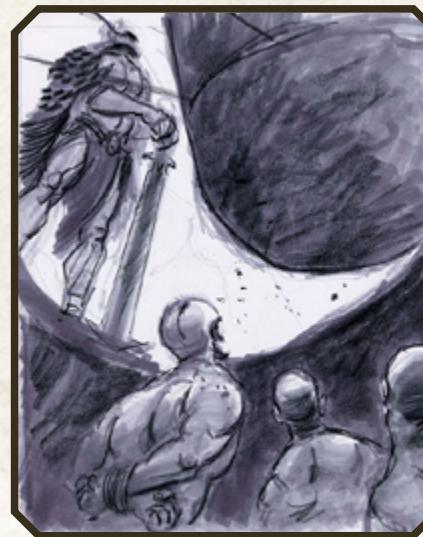
What makes a worthy foe is subjective. The best course of action is simply to ask the GM if an opponent would be considered a worthy foe for the purpose of making a Gron-Sik, but as a general rule of Thu'um, a worthy foe is a challenging opponent, often one that has served as a minor antagonist or worse, such as the lieutenants of an enemy army, great monsters such as giants or goblin kings, or most potently: other Tongues.

The Dragon Cult

The Dragon Cult existed during the Merethic Era and ruled over Skyrim with a tyrannical scaled fist. It began as a sect of the traditional animal worship the Atmorans brought with them to Tamriel, worshipping the totem animal of Akatosh: the Dragon.



Dragons, above all other beasts, were revered and held in the highest esteem, in no small part due to their



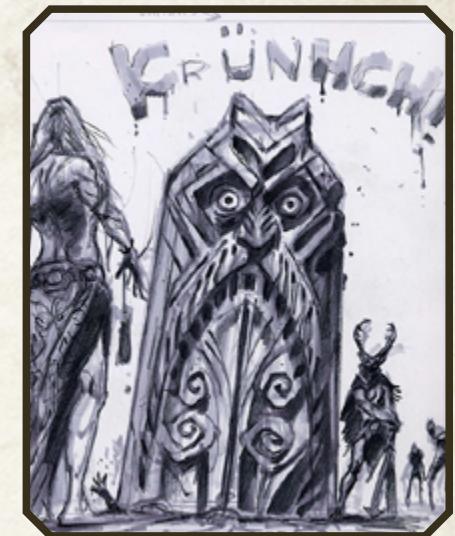
comfort in assuming roles of authority as living gods. The Dragons commanded great cities and temples built to honour them in, many of which have sunken into the sediment or been cast down over the eras, which survive to this day as barrows and ruins that litter the snowy landscapes of Skyrim.

Their greatest servants, the Dragon Priests, acted as middle men between the people and the great wyrms. Only Dragon Priests were permitted to speak the names of Dragons, or even words meaning Dragon, punishable by execution.

Under the rule of the brutal Dragon Cult, Skyrim the nation prospered, while Skyrim the people suffered. The Cult built great monuments and wonders and harnessed the power of the Thu'um in ways that have simply been lost to time. The scholarly Dragon Priests were able to learn Words of Power directly from their draconic overlords, and that level and purity of understanding has simply been lost to time.

Cultural Disassociation

A topic of great controversy, often swept under the rug or entirely ignored by the Nords, is that the Merethic Era, a time of the Nords' greatest heroes and legendary tales which form the foundation of their shared culture, stories, and faith, were shaped by the Dragon Cult. During the time of Ysgramor and the Companions, the invasion of Morrowind, and even during the early to mid first Era, Skyrim, or at least parts of it, were under the rulership of the Dragon Cult. The fact that these two distinct groups, the ancient Nordic heroes and the Dragon Cult, not only existed simultaneously, but may have been intertwined or associated, has been scrubbed from the collective culture of the Nords. To even suggest in the same breath that the various ancient Nordic heroes may have been Dragon Cultists themselves is a surefire way to anger a Nord.

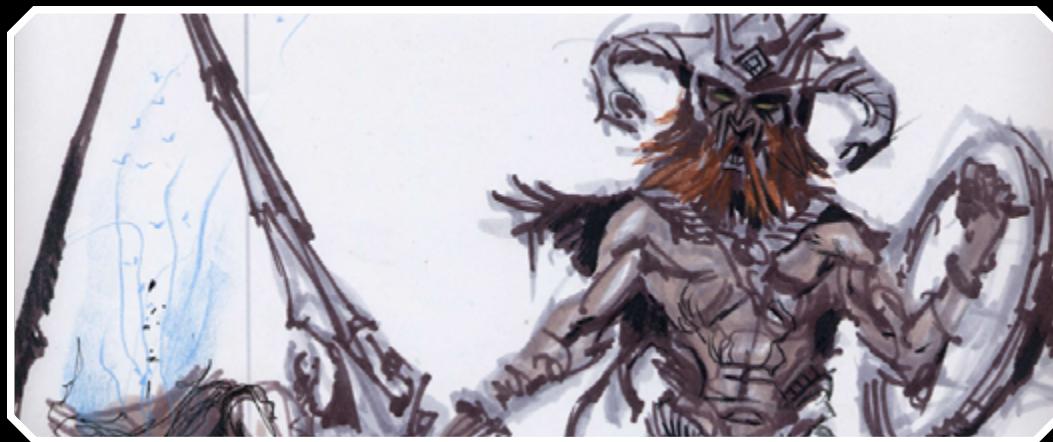


Legacy of the Dragon Cult

The ruins of the Dragon Cult still infest Skyrim to this day. The

Dragon Priests were promised eternal life by their masters, and so it was delivered, at a cost. Dragon Priests feed off the life force of their loyal followers, entombed with them in ancient nord cities and burial grounds. These cretins, these slaves to the Cult are called Draugr, and they are the restless dead, who still carry out their rituals and rites in their undeath, centuries after the Cult's downfall.

A Dragon Cultist, or woken Draugr Lord would both make interesting, powerful villains to pit against an enemy, as not only are they undead and imbued with ancient power, but are also as intelligent as the players.



Bestiary: Draugr

This section will detail the scions of the Dragon Cult: the Draugr, and their masters the Dragon Priests. These foul creatures, walking the path between life and death, can be found all across Skyrim and the isle of Solstheim.

They represent a foe that can challenge parties that are just starting their adventuring careers all the way through to veteran warbands. Because of their sentience and self-awareness, they remain a dangerous foe even at high levels, where their cunning is multiplied by their undeath. Draugr Deathlords and Dragon Priests represent extremely formidable foes that will require careful planning or extreme heroism to take on.

The Treasure Table

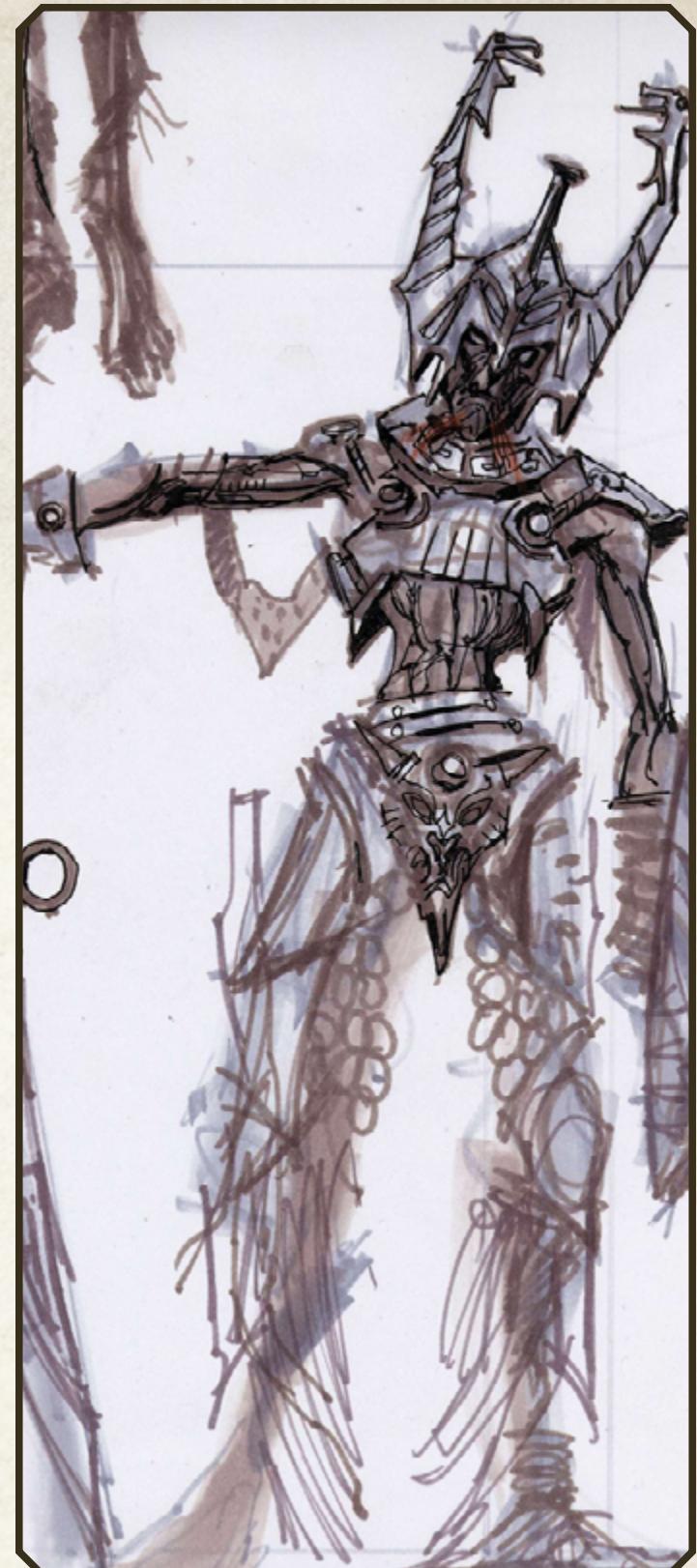
Some creatures, particularly humanoid creatures, carry variable junk and treasures. Larger monsters may have it on their person or in their lair on a monster-by-monster basis, while smaller monsters, such as goblins, might have a collective stash for each tribal grouping. The intent of the Treasure Table is to act as a resource for GMs to help determine appropriate or random treasure for encounters.

D8	Treasure
1	d10 drakes of salvagable junk.
2	d20 drakes of dirty coins.
3	2d12 drakes worth of tarnished gold.
4	4d10 drakes of cracked gems and goblets.
5	5d10 drakes worth of silverware.
6	10d10 drakes worth of stolen jewelry.
7	d10*50 drakes worth of ancient ingots.
8	A random magic item, with soul level 1000.

Threat Rating

Creatures in this compendium have a Threat Rating. A creature's threat scale is either Solo or Group. A Solo threat is able to go toe to toe with a single PC, but may be trivialized by group play. A Group threat is a challenge even for a group of 3-5 PCs.

The challenge of a threat is either Minor, which is only threatening to weak characters or in large groups; Major, which is threatening even to mid-tier characters; or Deadly which is a danger to even the most prepared or experienced heroes.



UW

Some of the monster entries list a weapon trait called "UW." This is simply a shortening of the word Unwieldy, which is a -20 to Parry.

Draugr

Draugr are a form of Nord dead found in Skyrim and Solstheim. Buried alive with their masters, Draugr exist in a state between life and death, and exist to perform their ancient rites and continue in deathless servitude.

Draugr, Undead, Minor Solo, 150 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	45	HP	20	Combat	65
End	40	WT	10	Magic	25
Agi	30	MP	10	Evade	30
Int	10	SP	4	Observe	50
Will	25	IR	+7	Stealth	30
Prc	30	AP	3	Knowledge	10
Prs	5	Speed	10m	Social	5
Luck	-	Size	Med	Physical	65

Weapons and Armour

May have one of:

- **Ancient Nordic War Axe:** 1d8 Splitting; UW, 2m.
- **Ancient Nordic Broadsword:** 1d8 Slashing, 2m.
- **Ancient Nordic Mace:** 1d8 Crushing; UW, 2m.
- **Ancient Nordic Spear (1.5H):** 1d8 (1d10), Impaling; UW, 2-3m.
- **Ancient Nordic Shortbow:** 1d6, Reload (1), 20/100/200m. [Includes 24 arrows].
- **Ancient Nordic Greataxe (2h):** 1d12 Splitting, UW, Shield Splitter, Concussive, 3m.
- **Ancient Nordic Maul (2h):** 1d12 Crushing, UW, Shield Splitter, Concussive, 2m.
- **Ancient Nordic Greatsword (2h):** 1d12 Slashing, UW, Concussive, 3m ENC 4

May have any of:

- **Partial Ancient Nord Armour:** AR 3; 1 frost, Med.
- **Full Ancient Nordic Armour:** AR 4; 1 frost, Med.
- **Ancient Nordic Shield:** BR 9; (5) 6 vs frost, Med.

Ancient Nordic weapons and armour use the ENC values of Iron equipment.

Special Abilities

- **Power Attack (1 SP):** The Draugr can add his SB to the damage of a melee attack.
- **Power Draw (1 SP):** The Draugr can reduce the reload time of his next shot by 1.

Traits

- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.
- **Resist (Frost, 2).**

Encountering Draugr

Draugr are the shirvelled, restless husks of ancient Nords, dating back to the age when the Dragon Cult ruled over Skyrim. Brought to undeath by the dark magicks of the Dragon Priests, Draugr guard the tombs of their lords and masters for eternity.

Draugr can be found guarding ancient Nordic ruins, including haunted barrows, sunken cities, and sprawling temples. Draugr are bound to the will of their Lord, and by extension the Dragon Priests, and will follow their leadership without question or complaint. They have been given everlasting life of questionable quality by their masters, and continue to serve them in their undeath.

Draugr typically patrol their burial grounds, or the areas immediately around them, either alone or in small groups. They typically lack the drive or motive to attack settlements, but under the command of a Draugr Lord they may become a roaming, aggressive force that needs no food, rest, or medicine.

When encountered in their burial grounds, Draugr will fight ferociously, but will also not hesitate to retreat to better positions, or go to warn the rest of the undead garrison.

Draugr are intelligent undead, and as such can plan and strategize, though their greater faculties have mostly been drained away over the centuries, leaving them primitive and easily fooled. However, in the presence of a greater Draugr, even the lowest thralls of the Dragons become something to be feared.

Draugr Loot

- A group of Draugr often carry treasures worth a number of rolls on the Treasure Table determined by the GM.
- A character can harvest a Draugr's tongue, which is a Common Destruction ingredient.

Variant: Draugr Wight (Minor Group)

- **Tough:** A Wight has 30 HP, WT 14, and his SB is 5.
- **Natural Toughness (2).**
- **Cleave (1 SP):** As part of a melee attack with a two-handed weapon, a Draugr Wight can strike up to three targets in Reach as a single action. Roll once for the attack.

Draugr Scourges

Draugr Scourges are the nordic revenants of fallen heroes of the Dragon Cult, and all have a simple grasp of the Thu'um.

**Draugr, Undead, Major Group,
300 White Soul**

Char	*	Attributes	*	Proficiencies	*
Str	45	HP	25	Combat	75
End	50	WT	13	Magic	65
Agi	30	MP	20	Evade	40
Int	20	SP	5	Observe	60
Will	45	IR	+8	Stealth	30
Prc	30	AP	3	Knowledge	20
Prs	5	Speed	10m	Social	5
Luck	-	Size	Med	Physical	75

Weapons and Armour

May have any:

- **Paired Ancient Nord Hero's War Axes:** 2* 1d8 Splitting; UW, Magic, 2m.
- **Ancient Nord Hero's Greataxe (2h):** 1d12 Splitting, UW, Shield Splitter, Magic, Concussive, 3m.
- **Ancient Nord Hero's Greatsword (2h):** 1d12 Slashing, UW, Magic, Concussive, 3m.
- **Full Ancient Hero Armour:** AR 6; 1 frost, Med. Ancient Nordic weapons and armour use the ENC values of Iron equipment.

Special Abilities

- **Power Attack (1 SP):** The Draugr can add his SB to the damage of a melee attack.
- **Cleave (1 SP):** As part of a melee attack with a two-handed weapon, a Draugr Scourge can strike up to three targets in Reach as a single action. Roll once for the attack.
- **Riposte (1 SP):** After successfully parrying while using a pair of one handed weapons, the Scourge can immediately make a free Attack against the target he parried, as long as the target is in Reach.
- **Dragon Tongue (1 SP):** The Scourge can use an Action to Shout. The Draugr knows the first word of one of the shouts below:
 - **Disarm (+0 Magic Test)**
All characters within a range 15 meters and diameter five meters in front of the Scourge must make an Agility test or drop any weapon and/or shields they're holding.

Frost Breath (+0 Magic Test)

The Scourge breathes frost, dealing 1d8 frost damage to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.

Unrelenting Force (+0 Magic Test)

The Scourge shouts with great force, stunning all targets within a 15 degree cone up to twenty five meters in front of it for one round. Counts as a ranged, area of effect attack for the purposes of evasion.

Traits

- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.
- **Resist (Frost, 2).**

Encountering Draugr Scourges

Draugr Scourges dwell amongst the Draugr, standing head and shoulders above their lesser peers. During the time of the Dragon Cult, the gifted children of cultists were indoctrinated into the cult and taught the powers of the Thu'um by their Dovah masters. Draugr Scourges simply represent all manner of such greater Draugr, who retain the mystical knowledge of the past.

Draugr Scourges can be encountered amongst normal Draugr, often leading a small warband and using the prestige and clout they had in life to seize a sort of basic leadership role in battle. A Draugr Scourge is a champion of melee combat, and a practitioner of the Thu'um, making them a deadly opponent to an unprepared adventurer. A Draugr Scourge excels at both duelling and fighting against groups, and is comfortable using a diverse set of weapons for different jobs. They can be thought of as being champion level Draugr, more than an even match for a heroic character.

Draugr Loot

- A group of Draugr often carry treasures worth a number of rolls on the Treasure Table determined by the GM.
- A character can harvest a Draugr's tongue, which is a Common Destruction ingredient.

Draugr Deathlords

Amongst the Dragon Cultists were leaders of great skill and power, some are known now as the Draugr Deathlords. These Deathlords direct their undead brethren and often pose a great threat, especially those who have learned the language of Dragons

Draugr, Leader, Undead, Deadly Group, 1000 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	28	Combat	90
End	55	WT	15	Magic	80
Agi	40	MP	35	Evade	60
Int	35	SP	5	Observe	65
Will	55	IR	+11	Stealth	30
Prc	45	AP	4	Knowledge	45
Prs	5	Speed	13m	Social	5
Luck	-	Size	Med	Physical	80

Weapons and Armour

May have one of:

- **Paired Ancient Nordic Lord's Hammers:** 2* 1d8 Crushing; UW, Magic, 2m.
- **Ancient Nordic Lord's Greataxe (2h):** 1d12 Splitting, UW, Shield Splitter, Concussive, 3m.
- **Ancient Nordic Lord's Blade and Shield:** 1d8 Slashing, UW, Magic, Reach 2m and BR 9; (5) 6 vs frost, Med.

The Draugr Deathlord's weapons may have one of the following enchantments:

- **Frostbiter:** Deals 4 bonus Frost damage on Strike.
- **Heartdrinker:** The wielder heals up to 4 HP on Strike, limited by the damage of the attack.
- **Mage-Killer:** The target tests a -10 Willpower or is Silenced for two Rounds on Strike.

The Draugr Lord always wears:

- **Full Ancient Lord's Armour:** AR 8; 3 Frost, Magic, Med.

The Deathlord's gear uses the ENC values of Iron.

Special Abilities

- **Cleave (1 SP):** As part of a melee attack with a two-handed weapon, a Draugr Deathlord can strike up to three targets in Reach as a single action. Roll once for the attack.
- **Riposte (1 SP):** After successfully parrying while using a pair of one handed weapons, the Deathlord can immediately make a free Attack against the target he parried, as long as the target is in Reach.

- **Dragon Tongue (1 SP):** The Draugr Deathlord can use an Action to Shout. The Draugr knows the first two words of three of the shouts below:
 - **Dismay (-20 Magic Test)**
All non-Draugr characters within 30m must test Panic at -20.
 - **Frost Breath (-10 Magic Test)**
The Deathlord breathes frost, dealing 3d8 frost damage to all targets within a 15 degree cone up to twenty meters in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.
 - **Unrelenting Force (-10 Magic Test)**
The Deathlord shouts with great force, stunning and knocking Prone all targets within a 15 degree cone up to twenty five meters in front of it for two rounds. Counts as a ranged, area of effect attack for the purposes of evasion.
 - **Fleshrend (-20 Magic Test)**
The Deathlord shouts at a target within 25m, dealing 2d6 Slashing damage that ignores Armour, and the target gains the Bleeding Condition for the same amount of damage.
 - **Slow Time (-30 Magic Test)**
The Deathlord commands time to halt, and increases his max AP and attacks per round by one for three rounds.
 - **Command Death (1 SP, 1 AP):** On its turn, as part of an Action, the Draugr Lord can spend a Stamina Point to call his Draugr to fight harder. All Draugr within 10m can immediately make an Attack action for free.

Traits

- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.
- **Resist (Frost, 3).**
- **Resistance (Magic, 4).**

Variant: Draugr Wight Lord

A Draugr Wight Lord does not have Resistance to Magic, and his weapons aren't enchanted, and only has 3 AP. Additionally, a Draugr Wight Lord cannot use Shouts. However, they are still superior martial foes and should not be underestimated.

Encountering Draugr Deathlords

A Draugr Deathlord is a fearsome foe. Both skilled at martial combat and with the use of the Thu'um, a Deathlord is not easily bested. Combined with his ability to muster Draugr to give them bonus attacks, makes fighting a Deathlord in his home turf an absolutely brutal fight. Characters hunting a Draugr Deathlord should take special care to separate him from his retinue, or have a way to quickly deal with them or the Deathlord will overwhelm them with volume of attacks.

The Deathlord has 4 AP, meaning he has a LOT of potential attacks and defences, and combined with his Slow Time shout, a Deathlord is more than a match for a party of adventurers.

Draugr Deathlords are often found in the deepest part of their ruins, often accompanying or protecting the sarcophagus of his Dragon Priest master, if he has one. Some more ambitious Deathlords occassionally attack settlements, but this hasn't happened in a long time. Because Deathlords are so often on the defensive, they have time to plot out elaborate and cruel defensive strategies, and have often designed their sanctums to be "kill rooms," built for the explicit purpose of absolutely halting any invading forces with extreme force.

Draugr Deathlord Loot

- A Draugr Deathlord is often buried with the material wealth he accumulated in life, which is a lot. The GM can tell you how many rolls a character gets on the Treasure Table, but the suggested range is at least 10 or more.
- A character can harvest a Draugr Deathlord's tongue, which is a Legendary Destruction ingredient.



Dragon Priests

Of all the mortals within the Dragon Cult, the Dragon Priests were undeniably the greatest followers. Trained intensely in the ways of their Masters, with the strongest even earning sacred masks filled with power and status, Dragon Priests are the deadliest creatures within the Nordic Ruins.

Draugr, Spellcaster, Leader, Undead, Deadly Group, 1200 White Soul

Char *	Attributes *	Proficiencies *
Str 40	HP 28	Combat 60
End 55	WT 15	Magic 90
Agi 40	MP 50	Evade 50
Int 50	SP 5	Observe 60
Will 60	IR +9	Stealth 30
Prc 40	AP 3	Knowledge 90
Prs 5	Speed 12m	Social 5
Luck -	Size Med	Physical 40

Weapons and Armour

- **Talons:** D6 Slashing, Small, Magic, 1m.
- **Dragon Priest Robes:** AR 6 / Magic AR 6, Magic, Partial, Heavy, ENC 18 total.
- **Dragon Priest Mask:** AR 7 / Magic AR 7, Magic, Full, Light, Head only. ENC 2.
- **Dragon Priest Staff:** 1d6, UW, Focus, Magic, Innate Spell (See Below), 2m.

The Dragon Priest's Staff is infused with a spell, that can be cast costing 0 Magicka, and always succeeds with 1 DoS. It may be infused with one of the following spells:

- Frost Bolt (d8) (5 MP)
- Fire Bolt (d8) (5 MP)
- Shock Bolt (d8) (5 MP)

Special Abilities

- **Consume Thralls (1 SP):** On its turn, a Dragon Priest can consume the life of any nearby Draugr it chooses within 30m. The consumed Draugr immediately and irreversibly dies, unable to be raised, because its essence has been stripped bare by the Dragon Priest. The Dragon Priest can do this to as many Draugr in range as he wishes. The Dragon Priest then gains Temporary Hit points that last until the end of the encounter equal to the remaining HP of the Draugr he consumes.

Traits

- **Bend Reality:** Can test Magic instead of Physical.
- **Imbued with Magicka:** Does not spend MP to cast spells.
- **Lord of Sorcery:** A Dragon Priest never backfires, and can cast any level of spell without penalty.
- **Master of the Voice:** Can use two word shouts without spending Stamina, can can test Endurance at +0 to avoid spending Stamina on three word Shouts.
- **Resist (Frost, 3).**
- **Resist (Magic, Normal Weapons, 3).**
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.

Encountering Dragon Priests

Dragon Priests are so diverse and characterful, it would be a disservice to rigidly describe them here. Instead, it is up to GMs to develop their own Dragon Priests, since if one is included it is likely going to be a major villain for a campaign and deserves special attention.

Dragon Priests are both sorcerers, and Tongues, and combine the use of profane magicks with the reality bending potency of the Thu'um. A Dragon Priest, being a creature of the Merethic Era, knows as many Shouts as the GM determines appropriate, up to the full power of the Shout. Additionally, a Dragon Priest is equally proficient in all Schools of magic, and as a result can take spells from any school. The GM is encouraged to create a creative and powerful spell list, and really take advantage of the Imbued with Magicka trait to really go crazy with spells. For example, while a Dragon Priest does not innately have the Fly trait, because it is able to cast without spending Magicka it can effectively have a level 7 Levitate at all times.

A party needs to be prepared with sufficient anti-magic, because a Dragon Priest has no reason to hold back its awe-inspiring destructive powers, because it is not confined to the mortal understandings of magic. Even if a party somehow negates its sorceries, it still has a very powerful Thu'um to reckon with.

Dragon Priest Loot

- GMs should consider the treasure a Dragon Priest has in his sanctum. Additionally, they should design a unique enchantment for his Mask.



