

The Unofficial Elder Scrolls RPG – Scroll of Yneslea, Addendums

(A list of stuff that I've been working on that needs to be added to the actual Scroll of Yneslea document. Since I don't have access to internet regularly, I didn't want to end up fucking up the google doc on mobile. Enjoy!) - IFW

NEW ELITE ADVANCE: ZAK'TIMASHU

THE ART OF THE SWORD

Zak'timashu, which translated from Echi either means “Art of the Sword” or “Forms of the Blade”, is a ritualistic martial art that represents the ultimate desire of Echmeri warriors – to become one with their body, soul, and blade until there is no distinction, and gain great physical power as a result. *Zakdouka* is a term used to refer to followers of the Art of the Sword, while *zaksei* means “Blade Master”, or someone who has achieved the epitome state of zak'timashu.

In Echmeri culture, swords (called *zak*, or *zake* in plural) are highly revered and are believed to have souls of their own – extreme care are given to them, and swords are often passed down through the generations. If warriors are mouths, then swords can be considered their tongues and are what they use to voice their beliefs, emotions, and fears on the battlefield.

The goal of zak'timashu is to make the sword a part of oneself utilizing meditation and spiritual exercises, so that a warrior may achieve perfect harmony between war and nature.

In order to become a *zaksei*, one must begin to meditate and think deeply on something that people don't usually associate with swordsmanship – magicka. Magicka is essential to all followers of the way of the sword, for it resides in the soul and is an invaluable part of the *dasein* (an Echi term Echmer use that is the equivalent of 'human nature') of an individual. To fully understand one's self, the individual must come to completely understand their own heart, mind, body, and magic, which will allow them to come to terms with their soul. *Zakdoukae* and *zakseie* are not mages despite harnessing magicka, and most don't like being referred to as such, as Echmeri *zak* arts utilize techniques that are neither spells, incantations, or rituals; they channel magicka in a way completely different from the practices used in the West.

First, an inspiring *zakdouka* must meditate relentlessly until they are capable of dispersing their *mana* from the center of their being and attune it to every fiber of their body (from bone to muscle) and *zak* (from tip to pommel). The soul consists of two parts – the spirit (which contains the personality, memories, and emotions of an individual; their AE) and the animus (which contains the spark of creatia that allows one to live, and the reservoir of magicka that mortals draw in from the sun, stars, and other minor sources). Magicka, while being a part of all living beings, is not intimately connected with the body; people draw on it from their souls and through their bodies in order to use it efficiently and safely. This is in stark contrast to Aedric and Daedric entities, whose vestiges and corporeal forms are completely saturated with magicka and raw creatia.

Becoming a true *zakdouka* involves ‘removing’ magicka from its central location in the animus and attuning it permanently with the body & sword to improve one’s strength, speed, endurance, agility, reflexes, taste, hearing, smell, and sight. This unlocks the capabilities of the individual so that they may reach their maximum physical potential, but because the individual’s magicka no longer resides within the animus, they lose their ability to cast spells and generate/replenish magicka itself.

To aid in this dangerous process while meditating, *zakdouka* often visualize a hole in their minds that leads to the magical core of their being and with every passing subconscious second – in a calm, diligent manner – they extract every fiber of magicka and intertwine it with every fiber of our physical being as well as our swords. This process is excruciating and usually takes years, and if not done correctly can lead to spontaneous combustion, accelerated aging, permanent paralysis, mental illness, or the loss of magical ability. If one survives the process, they must then learn how to control their new abilities safely and correctly through intense and isolated training. At this point, they have become a *zaksei*.

The Redguard Ansei went through a similar process while attaining their Shehai, or spirit-swords, but it differs in one major way – whereas Ansei focus their magicka outwards from their animus and manifest it in a temporary pseudo-corporeal form that represents their soul, *zakseie* focus their magicka inwards and spread it permanently throughout their physical forms and their *zake* as union between the flesh and the soul. To put it even simpler: a sword-singer uses their ability to perform magical feats while a follower of the way of the sword uses their ability to perform physical feats.

Zakdoukae follow one of the Nine-Hundred and Ninety-Five Honorable Arts created in the past and written in the War Praxis. *Zakseie* are individuals who have either completely mastered an Honorable Art or have created their own, like the First & Second Ways of the Silent Moon-Flower is the Art that I formed. These Honorable Arts all share standard techniques, but also have their unique techniques that distinguish them from one another. To better distinguish their Arts, most *zakseie* associate them with a particular element/*zak* enchantment that becomes standard for all *zakdoukae* who train in it. For example, the Silent Moon-Flower Art incorporates strokes and movements reminiscent of lunar cycles and the omnivorous Secundean Lily that grows on the eponymous heavenly body, as well as a lunar enchantment that strengthens the *zak* and *zakdouka* under moonlight.

While some Honorable Arts may seem similar, it is wise to remember that they are all different. The Roaring Sun Art incorporates fire as the rage of Magnus' Eye, but the Whispers of Steam & Sorrow Art incorporates fire as the tears of the wronged dead.

EFFECTS ON CHARACTERS

This new elite advance comes with two levels that reflect on its' overall design and lore:

First, the character must have the determination and loyalty to their own blade while becoming a *zakdouka*. The path of *zak'timashu* requires those who walk it to find faith in, trust absolutely in, and to believe that their swords have souls and have personalities of their own. In game terms, this means that characters who gain the **Elite Advance: Zak'timashu** (with either Endurance or Willpower) can only use swords (and a specific sword at that), must name their sword, and will become mentally weakened when their sword is not with them; in exchange, the

character gains additional damage when using their sword, its' durability is increased due to their extra care with it, and all combat-oriented stats and willpower is increased.

Eventually, after a period of time, the character can unlock the **Skill: Zaksei**. With it, the character has truly become a Blade Master and now gains the superhuman abilities associated with that order. They gain a greater boost to all of their combat-oriented stats and willpower, they may choose an enchantment to bestow upon their sword (as well as pick or create their own Honorable Art), and can use powerful sword arts; in exchange, however, they lose their ability to use spells and generate magic, being away from their sword physically and mentally weakens them, and they can possibly die if their sword breaks.

In order to become a follower of the art of the sword, purchase any of the related talents, or use any of the related abilities, a character must possess the Zak'timashu elite advance:

ELITE ADVANCE: ZAK'TIMASHU

"The character is a zakdouka, or a Follower of the Echmeri Art of the Sword, and has devoted themselves to zak'timashu."

- **Cost: 1000 CrP (non-Echmer must also burn 15 Luck and obtain explicit GM permission).**
- **Effect:** The character gains the ability to train the Zaksei Skill after a time determined by the GM, can only use swords (and must choose a chosen sword), and is required to name their sword. They receive +1 to the Strength, Agility, Perception, Endurance, and Willpower stats, and their sword also gains +2 DMG and +2 durability. If separated from their sword, the character takes a -1 to Personality and Willpower.

SKILL: ZAKSEI

“After months of spiritual meditation and ritual, the character has ascended from being a zakdouka to being a zaksei – a true master of zak’timashu.”

- **Cost:** N/A
- **Effect:** The character receives +2 to Strength, Agility, Perception, Endurance, and Willpower stats, and their sword also gains +3 DMG and +3 durability. They have the option to create or choose from an Honorable Art (Honorable Arts come with elemental enchantments; creating one doesn’t mean you can create a brand-new enchantment), can now use zaksei sword arts, and are unable to generate magicka or use spells of any kind. If separated from their sword, the character takes a -1 to Personality and Willpower, and loses -5 Health.

ZAKSEI TALENTS

These talents become purchasable/accessible once the character gains **Skill: Zaksei**, and they enhance the sword arts and abilities gained with that skill.

HEART OF BLADES, BLADES OF HEART (EXPERT, WILLPOWER)

“This character has spent years learning the personality of his sword, and is more likely to pull off amazing feats.”

The character gains a +10 Bonus when attempting to perform Sword Arts. If the Sword Art is still unsuccessful, the character loses one Stamina Point instead of the usual requirement for the technique.

WHETSTONE (JOURNEYMAN, AGILITY)

“This character never lets their sword get a dull edge, even during the heat of battle.”

The character keeps a whetstone in their pocket, and can try to use it in the midst of combat in order to sharpen their sword by performing an agility test. If the test is successful, the sword gains the serrated modification for 1 round; if unsuccessful, the sword remains dull and the wielder becomes confused (stunned) for 1 round.

HONORABLE ART (EXPERT, PERSONALITY)

“This character has developed their own Honorable Art, or has decided to make their own, which further enhances their walk on the path of zak’timashu.”

When a character purchases this talent, they are allowed to choose or create their own Honorable Art (a specific style of zak’timashu) that enchants their sword with a specific element damage. If the character chooses to create their own Honorable Art, they must simply create a name and they can **only** pick from these elements – flame, frost, lightning, shadow, lunar, solar, or tonal; this talent can only be purchased once, so choose wisely. The list of already made Honorable Arts is available below:

- **The First & Second Way of the Silent Moon-Flower Art:** Lunar enchantment (sword gains an additional +2 DMG at night, but its damage is decreased by -1 during the day; is also deadly against lycanthropes)
- **The Heavenly Way of the Roaring Sun Art:** Solar enchantment (sword gains an additional +2 DMG during the day, but its damage is decreased by -1 at night; is also deadly against vampires and the undead).
- **The Silent Way of the Whispers of Steam & Sorrow Art:** Fire enchantment (sword inflicts an additional +2 in fire DMG, and can cause burning).
- **The Screaming Way of the Abyssal Hell Art:** Shadow enchantment (sword inflicts an additional +2 in shadow DMG, and can cause displacement).
- **The Everlasting Way of the Loved & Bitter God Art:** Frost enchantment (sword inflicts an additional +2 in frost DMG, and can cause freezing).
- **The Dead Way of the Begetters Art:** Tonal enchantment (sword inflicts an additional +2 DMG to synthetic creatures like Echmeri auralmata and Dwarven automatons).
- **The Amusing Way of the Eyes of Madness Art:** Lightning enchantment (sword inflicts an additional +2 in lightning DMG, and can cause sapping).

SWORD ARTS

The abilities that a master of the zak'timashu can learn are known as Sword Arts. Using an art requires a sword of some kind and the use of **Skill: Zaksei**. There are no passive Sword Arts, only activated ones that require specific skill tests.

Sword Arts count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet. Characters may learn arts with XP. Once a character

has learned an art, they may use it whenever they want. During structured time, sword arts may be utilized with the Cast Magic Primary or Secondary action depending on the art in question unless otherwise specified. Any attacks they do win Advantage as normal, and they do not allow for attacks of opportunity. Using a sword art requires that the character follow these steps:

- **Step 1: Sword Art** – First, the blade master must choose an art to utilize. They may only choose an art that they have learned, and that they meet the requirements for. A character must be wielding a sword of some kind in order to utilize techniques.
- **Step 2: Make Art Test** – Next, the character makes a Zaksei skill (WP/END) skill test. This test is modified by the technique's difficulty as specified in the art's profile.
- **Step 3: Resolve Art** – If the art test was successful, apply the effects of the art as specified in the art's profile. If the character failed the art test, they lose X Stamina Points, where X is equal to the 10s digit of the art's difficulty (to a minimum of 1 Stamina Point).

UTINAK'TAISU (FLASH MOVEMENT)

“Speed and agility is important during a battle, and through utinak'taisu an individual trained in zak'timashu can increase them by a tremendous amount for a short duration.”

- **Requires:** Zaksei (Apprentice)
- **Cost:** 150 XP
- **Difficulty:** +0, with a -10 imposed for each activation of this ability beyond the first per Rest.

- **Effect:** By awakening the magicka in their legs and feet, a zaksei can move at twice their standard movement speed for thirty seconds (a maximum of three rounds).

GENKOUNO (METAL SKIN)

“Because our zake are just as attuned to our magicka as our bodies are, we zakseie are able to take on some of the properties of our swords through this link. By using genkouno we can make our skin as hard as the ore that makes up our swords for a limited time, allowing us to deflect some blows and avoid serious or fatal injuries.”

- **Requires:** Zaksei (Journeyman)
- **Cost:** 200 XP
- **Difficulty:** -20
- **Effect:** For thirty seconds (a maximum of three rounds), a zaksei is able to temporary change the density and consistency of their skin to match the metal of their sword, gaining them a +5 to Wound Threshold.

YORI'NAKI (WORLD SCAR)

“Through the use of yori'naki a zaksei can pierce the very air around them so fast and so strongly that they can literally leave these scars in the environment, and if an opponent stumbled into one of them it'd hit them with the same amount of force and power as if they were literally struck with the zak itself.”

- **Requires:** Zaksei (Adept)
- **Cost:** 250 XP
- **Difficulty:** -30

- **Effect:** The zaksei slashes the air, leaving a physical representation of it in the world – a large, literal ‘phantom cut’ of sorts that looks like an immovable black wind. This cut will stay in the environment for 2 rounds before dissipating, but if another character runs into it they will receive damage equal to that of being struck by the zaksei’s sword.

DEYL’NAKI (SOUND SCAR)

“A difficult technique to master, deyl’naki revolves around not piercing a physical form and instead piercing the soul itself. Because a zaksei is one with their body, soul, magic, and sword they are capable of – for a small amount of time, a mere fraction of a second – completely ignoring flesh and attacking the intangible.”

- **Requires:** Zaksei (Expert)
- **Cost:** 300 XP
- **Difficulty:** -40
- **Effect:** After sacrificing -4 Health, a zaksei can strike another character or an opponent through not only bone and flesh, but their soul as well – inflicting twice as much damage.

INII (DEFINITE CUT)

“One of the most powerful mundane abilities of a zaksei is the inii. This technique utilizes the mana within the body and the sword in order to generate a pseudo-physical beam of raw power from a single stroke of a zak. As a reflection of the sword and its enchantments, this power can manifest as a plethora of elements from fire to rose petals and everything in-between.”

- **Requires:** Zaksei (Master), Honorable Art (Talent)
- **Cost:** 350 XP

- **Difficulty:** -50
- **Effect:** The zaksei can slice forward with their sword from a good 7 meters away from their target and hit them with a ‘sword beam’ of sorts that inflicts twice as much elemental damage on top of the sword’s base amount of damage.

NEW WEAPONS

CHALIKAR

“The chalikar (which means ‘death circle’ in Echi), mistakenly called the chakram by foreigners, is a weapon that resembles a serrated circle of metal that is spun on the finger multiple times before being hurled at foes. The inside of the chalikar has no edge, allowing it to be worn on the wrist, and can sometimes be used as a hand-to-hand weapon.”

NEW ALCHEMY MECHANIC: GRENADES

GRENADE INGREDIENTS

This is the list of ingredients needed to create certain types of grenades, as well as to create new types of grenades.

Ingredients	Grenade Type
Kindlepitch	Needed in the creation of every type of grenade.
Frost Salts	Needed in the creation of grenades that use some form of frost damage.

Fire Salts	Needed in the creation of grenades that use some form of fire damage.
Void Salts	Needed in the creation of grenades that use some form of shock damage.
Shadow Residue	Needed in the creation of grenades that use some form of shadow damage.
Ectoplasm	Needed in the creation of grenades that inflict or generate an ethereal effect.
Troll Fat	
Metal Scraps	Needed in the creation of grenades that utilize slashing damage.
Chipped Bone Fragments	
Dragon Scales	
Rotted Flesh	Needed in the creation of grenades that inflict or generate a toxic effect.
Small Pebbles	Needed in the creation of grenades that utilize blunt damage.

NEW CREATURES: FAUNA OF YNESLEA

NEW CREATURE: VERMAI (MINOR, SOLO, WHITE SOUL)

CHAR		ATTRIBUTES		PROFICIENCIES	
STR		HP		COMBAT	
END		WT		MAGIC	
AGI		MP		EVADE	
INT		SP		OBSERVE	
WILL		IR		STEALTH	
PRC		AP		KNOWLEDGE	
PRS		SPEED		SOCIAL	
LUCK	-	SIZE		PHYSICAL	

NEW CREATURE: MORPHOID DAEDRA (MINOR, SOLO, WHITE SOUL)

CHAR		ATTRIBUTES		PROFICIENCIES	
STR		HP		COMBAT	
END		WT		MAGIC	
AGI		MP		EVADE	
INT		SP		OBSERVE	
WILL		IR		STEALTH	
PRC		AP		KNOWLEDGE	
PRS		SPEED		SOCIAL	
LUCK	-	SIZE		PHYSICAL	

NEW CREATURE: HERNE (MINOR, SOLO, WHITE SOUL)

CHAR		ATTRIBUTES		PROFICIENCIES	
STR		HP		COMBAT	
END		WT		MAGIC	
AGI		MP		EVADE	
INT		SP		OBSERVE	

WILL		IR		STEALTH	
PRC		AP		KNOWLEDGE	
PRS		SPEED		SOCIAL	
LUCK	-	SIZE		PHYSICAL	