

The Unofficial Elder Scrolls RPG

Third Edition



Arcane Arts and
Inhabitants of Tamriel

The Scroll of Undeath

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The Elder Scrolls®

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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 Undeath

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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.

New Spell Trait: Mindlock (X)

Mindlock (X) is a new spell trait used for controlling summoned minions. A spell that causes Mindlock reduces the caster's max AP by X, to a minimum of 0, while the caster controls a minion that is successfully Bound with a summoning spell. The max AP is restored when the summoned creature is destroyed, banished, or released.

Common Disease

Common Disease: The character suffers a -10 on all tests. After one week, they suffer -20 on all tests.

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Natural Armor

Natural Armor does not have a weight class listed. If a creature's entry includes armor without a weight, it is because it is Natural, and part of the creature itself. Unless otherwise specified, Natural Armor applies to all Hit Locations.

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.



NPCs

This Scroll contains the first NPC to be prepared for UERPG 3e: the Necromancer.

NPCs follow slightly different rules than the usual monsters presented in these Scrolls. NPCs traditionally do not have Special Abilities like monsters do, instead they can spend Stamina very similarly to players. All NPCs can use the following Stamina functions:

- **Power Attack (1 SP):** The NPC can add his SB to the damage of a melee weapon attack.
- **Power Block (1 SP):** The NPC can double his shield's BR against physical damage.
- **Power Draw (1 SP):** The NPC can reduce the Reload quality on his ranged weapon by 1.
- **Sprint (1 SP):** The NPC doubles its move speed when Dashing.

Additionally, some NPCs are marked by the path of the Warrior, Mage, or Thief. These NPCs are not born under those birthsigns, but their lives match up with the tennets of those Guardian Signs in some significant way. An NPC gains the one of the following Stamina abilities if they have the **Warrior**, **Mage**, or **Thief** keyword:

- **Warrior: Heroic Defence (2 SP):** The NPC can spend two Stamina Points to immediately Block, Dodge, or Parry instead of spending AP.
- **Mage: Heroic Spell (2 SP):** The NPC can spend two Stamina Points to cast a Spell as a Reaction.
- **Thief: Heroic Skill (2 SP):** The NPC can spend two Stamina Points to gain a +20 to any non-combat and non-magic Skill test.

NPC Skills

NPCs follow the same template as the usual monsters, but also have a Class Skills section. This lists specific skills which may have a different TN than their generalized abilities.

NPC Ranks

For the previous edition of UESRPG, NPCs were divided into Rabble, Underlings, and Elites. These restricted the ways NPCs could act and behave, and also had mechanical impacts that have been made obsolete by 3e. Instead, there are only two tiers of NPC: Elites and Henchmen.

Elites

Elites act similarly to players: they utilize their full profile to the best of their ability, devise custom spells, make full use of their environment, and are otherwise competent foes. There are no extra rules for using an NPC as an elite: just use it exactly as written.

Henchmen

Henchmen are used when the GM wants to throw more, less competent opponents at the party, and wants to manage them with as little work as possible. Henchmen that fail wound Shock tests die instantly. *Additionally, Henchmen do not have access to any Stamina abilities with the exception of Sprint.* Henchmen spellcasters will use their Spell List or the Spellcaster trait instead of customizing their spells. GMs should feel free to treat Henchmen as if they had the Minion trait, if it feels appropriate.

New Optional Combat Rule: Ganging Up

Henchmen, and indeed many monsters, may be more inclined to gang up on their foes rather than fight them one on one. If this is the case, any number of Henchmen, on their turn, can form up into a Group. A Group of enemies acts and moves as one, and counts as having the average AP value of its members.

The Group makes unified melee, ranged, and spell attacks, and can attack any targets within reach or range, as long as the total number of targets doesn't exceed the total number of members of the Group. **This kind of attack is resolved exactly the same as any other multi-target attack.** The Group has a pool of bonus damage it can assign to successful attacks; this pool is equal to the number of members of the Group minus the number of targets.

The Group attacks, defends, and casts spells using the lowest skill in the Group. Its recommended to keep similar or identical NPCs and creatures Grouped Up and not mix creature types for the sake of ease of use.

When attacking a Group, characters that deal a Wound automatically kill a member of the Group, and HP damage is recorded against the Group as a whole: when enough HP damage is taken to kill one member, a member dies, and the damage track is restarted.

The Worm Cult

The Order of the Black Worm has plagued Tamriel since reports of it surfaced in the Second Era. Its founder, Mannimarco, was an Altmer born in the First Era. Not much is known of his early life, only that he was known to be studying with the Psijic Order in the Second Era. His fellow student on Artaeum, Vanus Galerion, went on to found the Mages Guild. It was during their time on Artaeum that Galerion confronted Mannimarco on his interest in the dark arts. Mannimarco refused to listen to Galerion's warnings, and was exiled from the Psijic Order not long after.

It was then Mannimarco's evil began spreading across Tamriel. He began the Order of the Black Worm, and came to be known as the King of Worms to his followers. Mannimarco recruited mages from within the Guild, outcast witches, and Reachmen wizards to bring into his underground, illicit Order. They used bribery, blackmail, abduction, and assassination to maintain the secrecy of the Order's locations, which were many. After Galerion had founded the Mages Guild, he made it his mission to root out and destroy these cells.

His quest to destroy the Order would lead to his own destruction. During a climactic battle between Mannimarco and Galerion it seemed that both had perished from the death magic wrought upon the field. But it was not so, as Mannimarco began to resurface throughout the centuries. The Order of the Black Worm survived, a festering wound rotting at Tamriel.

Mannimarco and his dread followers would resurface over the years, menacing Tamriel during events such as the Planemeld and during the Imperial Simulacrum.

The God of Worms

After the Warp In The West, the Order of the Black Worm no longer had a King. They had their own God of Worms. Mannimarco had successfully ascended, acquiring foul yet divine right. It was around this time that the ritual of the Necromancer's Moon and Shade of the Revenant came to be, for it is through Mannimarco's instruction and power that these rituals are performed. His undying divine form, the Necromancer's Moon, still periodically shrouds the night sky.

The Order of the Black Worm

The Order of the Black worm is divided into different cells known as Worm Nests. Each nest is lead by a Worm Anchorite, a high-ranking necromancer known to communicate with the God of Worms himself. They in turn supervise acolytes, adepts, Worm Warriors, and their risen undead thralls. The Order has been known to take up residence anywhere necromancy is a viable practice. Caves, ancient ruins, and Dwemer strongholds; the more secluded and perilous to reach, the better. Some necromancers high in the Worm God's favor, known as Worm Emerites, have been gifted the secret of lichdom.

The Soul Economy

Souls are not just something to be captured and utilized in enchantments or other magic: they are often used as a form of currency when dealing with beings from other planes. Aspiring Necromancers trade valuable souls in exchange for knowledge and power in other forms. There are many beings, Daedra and otherwise, that are interested in such arrangements.

The Ideal Masters

The Ideal Masters are the malevolent beings that rule the realm of Oblivion known as the Soul Cairn. The Ideal Masters eternally seek souls to bring to the realm, where they become eternally trapped. The Masters view this as peaceful eternal life, although the undead who reside there view it as a curse.

The Ideal Masters are very interested in acquiring new souls, but are dangerous to bargain with, as they're often just as interested in your soul. They are able to offer the souls of individuals who could provide priceless information, or the means to Lichdom, amongst other things

Deadric Princes

Molag Bal, Hermaeus Mora, Vaermina, and Clavicus Vile all have some interest in souls and something valuable of their own to offer. They might provide knowledge, or even physical objects such as black soul gems or enchanted items. What they want, and what they can offer, will differ: Molag Bal is more likely to prioritize quantity, while Hermaeus Mora is likely to care more about the quality of a given soul.

Necromancy

Necromancy is the dark art of death magic, and of raising the dead and creating undead monstrosities. Necromancy is fuelled by black magicks and feeds on the living, and serves as an enticing shortcut to power for the less scrupulous mages that roam Tamriel.

The most prominent practitioners of Necromancy belong to the Order of the Black Worm, the fanatical cult of the powerful wizard Mannimarco, though many necromancers serve only themselves.

As for the creation of the Necromantic Arts, the Dark Practice began around 1,000 years ago, in the early Second Era. An Altmer wizard named Mannimarco first used a twisted Mysticism to raise and manipulate the dead. Although his actions lead to great strife and wars with the dead, Mannimarco was eventually cast down by his former friend, Galerion the Mystic. Mannimarco, however, had bound himself to Mundus, becoming the first undying lich.

Skill: Necromancy (Int)

Necromancy is the study and art of raising the dead. While it is not traditionally recognized as a school of magic, it functions similarly and thus is treated as one for all rules purposes, including talents found in the Core Rulebook. Your GM may call upon you to test Necromancy when:

- Casting Necromancy spells.
- Performing Necromancy rituals.
- Identifying undead and reciting undead lore.
- Using Black Soul Gems while Enchanting.

Necromantic Spells and Rituals

Most Necromancy is ritual magic: performed in secret using ancient and profane magics. This section contains rules for several major Necromantic rituals and spells.

New Spell Trait: Mindlock (X)

Mindlock (X) is a new spell trait used for controlling summoned minions. A spell that causes Mindlock reduces the caster's max AP by X, to a minimum of 0, while the caster controls a minion that is successfully Bound with a summoning spell. The max AP is restored when the summoned creature is destroyed, banished, or released.

Reanimation

A common spell amongst Necromancers, Reanimation spells allow a Necromancer to temporarily imbue a corpse with false life to serve them.

Upkeep, Direct, Mindlock 1

Level:	1	2	3	4	5	6	7
Cost:	10	15	20	25	30	35	40
[Spell Str.]	Puny	Tiny	Small	Stan.	Lrg	Huge	Mas.

Stan. is Standard, Lrg is Large, Mas. is Massive.

Target corpse of [Spell Strength] size is reanimated for one minute, using the profile it had in life. The target must immediately test an Opposed Willpower with the caster. If the caster wins the test, the target also has the Bound trait. If the target wins the test, they are reanimated but are not Bound to the caster.

It is important to note that this rote, simple necromancy imbues the body with the spirit of a lesser daedra, and has no shred of the character's consciousness, soul, or any knowledge of their past life except for skills, talents, and spells.

Summon Ghost

A simple incantation to bind a spirit to the necromancer's will.

Upkeep, Mindlock 1

Level:	2
Cost:	28
[Spell Str.]	1

The caster summons a Ghost, using the stats presented in this book, into Mundus for one minute. The caster and the Ghost must immediately roll an Opposed Willpower test; if the caster succeeds, the Ghost has the Bound trait for the duration.

Summon Wraith

A dark sorcery that invokes the allegiance of a wraith.

Upkeep, Mindlock 2

Level:	4
Cost:	38
[Spell Str.]	2

The caster summons a Wraith, using the stats presented in this book, into Mundus for one minute. The caster and the Wraith must immediately roll an Opposed Willpower test; if the caster succeeds, the Wraith has the Bound trait for the duration.

Necromancy Rituals

Rites of Undeath

This ritual requires corpses, either skeletons or fresh corpses. A corpse cannot be used if it was buried using the proper burial rites of Arkay (a common practice used to ward against Necromancy in some regions). This ritual is fairly common amongst Necromancers, but widely forbidden by the various peoples of Tamriel.

An undead creature raised using these Rites exists permanently in Mundus until destroyed or otherwise vanquished. When created, the necromancer must issue a single, simple order to the undead. These are its Binding Words, and the undead is considered to be bound to this task to the exception of all others.

The necromancer can make a +20 Necromancy test as an Action to command his undead with a new order, which they will attempt to fulfill before resuming the duties of their Binding Words.

An undead creature created using these rituals counts as a Henchman.

The profane rituals of animating the dead are detailed here. Different undead creatures require different components and levels of expertise. Each of these creatures is considered a separate ritual for the purposes of learning the rituals. All of these rituals are a +20 Necromancy (Intelligence) test that, if failed, raises the undead as uncontrolled revenants who immediately attack the necromancer.

Rite of Undeath: Bonewalker

Bonewalkers require 100 Magicka to raise, and require 30 minutes of ritual time. A bonewalker requires a fresh humanoid corpse, and an additional humanoid skeleton. The skeleton's bones must be broken and embedded into the bonewalker in a process that takes 4 hours, and the body must be washed in sacred oils and ointments, which takes about an hour and requires supplies that cost 100 drakes.

A bonewalker must be imbued with the sorceries it can cast, and as a result must be charged with Paralyzing magicks. A Bonewalker requires a Spell Level 5 Paralyze spell to be cast upon it before it is reanimated, at the end of the raising ritual. If a Paralyze spell is not cast upon it, it cannot use its Paralyzing Touch ability, nor can it use its Drain ability.

Rite of Undeath: Bonelord

Bonelords require 300 Magicka to raise, and require 2 hours of ritual time. A Bonelord requires at least two humanoid skeletons, and must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 100 drakes worth of supplies.

Additionally, the Bonelord requires sacred inscriptions to be scrimshawed into its bones, which requires a +0 Lore test over the course of 6 hours. If this test fails, one of the skeletons is spoiled, and a new one must be used. A Bonelord must be infused with its spells. It cannot cast spells above level 4, and knows up to six from any school.

Rite of Undeath: Bonewolf

Bonewolves require 50 Magicka to raise, and require 30 minutes of ritual time. A bonewolf requires a wolf-sized skeleton, though it doesn't necessarily need to be a wolf. A large cat, hound, or miscellaneous bones lashed together in the general shape of a wolf will do just fine. A bonewolf must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 25 drakes worth of supplies.

A character can raise multiple bonewolves at once as a pack, adding +25 Magicka and requiring a fully prepared skeleton for each additional bonewolf. Every five bonewolves added in this way imposes a -10 on the Necromancy test to perform the ritual.

Rite of Undeath: Skeleton

Skeletons require 50 Magicka to raise, and require 30 minutes of ritual time, and require a mostly intact humanoid skeleton. A skeleton must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 25 drakes worth of supplies. A skeleton can be armed with weapons and armour, and is proficient in any equipment it is given.

A character can raise multiple skeletons at once, adding +25 Magicka and requiring a fully prepared skeleton for each additional skeleton. Every five skeletons added in this way imposes a -10 on the Necromancy test to perform the ritual.

Rite of Undeath: Skeletal Champion

Skeletal Champions require 200 Magicka to raise, a mostly intact humanoid skeleton, and 30 minutes of ritual time. A Skeletal Champion must have its limbs reinforced with metal spikes or leather straps, which takes 2 hours to do, and requires 50 drakes worth of supplies. A skeletal champion can be armed with weapons and armour, and is proficient in any equipment it is given.

Rite of Undeath: Zombie

Zombies require 25 Magicka to raise, a relatively fresh corpse, and 30 minutes of ritual time. A zombie must be properly wrapped or embalmed, or will decay entirely within a week. Embalming a zombie requires 6 hours of work and 25 drakes worth of embalming supplies. This is, of course, entirely optional should the necromancer decide it is not worth his time.

A character can raise multiple zombies at once, adding +10 Magicka and requiring a fresh corpse, embalmed or not, for each additional zombie. Every five zombies added in this way imposes a -10 on the Necromancy test to perform the ritual.

Rite of Undeath: Dread Zombie

Dread Zombies require 100 Magicka to raise, and require 30 minutes of ritual time. A Dread Zombie must be properly wrapped or embalmed, or will decay entirely within a week. Embalming a Dread Zombie requires 6 hours of work and 50 drakes worth of embalming supplies. A Dread Zombie must also be imbued with a Mysticism ingredient of at least Uncommon quality, or else it will not infect targets with the Astral Vapours disease.

A Note on Player-Controlled Henchmen

A Henchman, unlike a summoned creature, is not under direct control of the player that created or hired it. While sometimes it may be appropriate or simply the easiest thing to do, players shouldn't always assume the GM will just turn over the reigns of Henchmen to the players during combat. *Player Controlled Henchmen, for the sake of brevity, will always try to Group Up if they possibly can.*

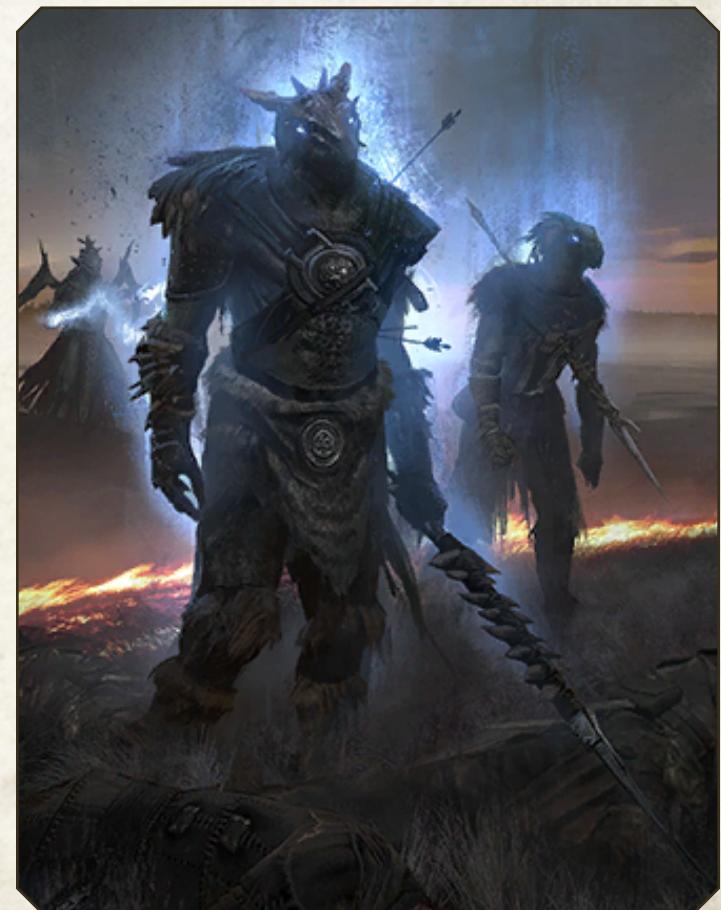
A Necromancer can repair any of his undead to full HP with a simple 30 minute ritual using supplies worth a number of drakes equal to the HP healed.

Rite of Necromantic Transcendence

This ritual allows a character to create a black soul gem. This knowledge is rare, and only more experienced students of Necromancy, who have accessed certain profane texts, might know of it.

Creating a black soul gem requires waiting for the coordination of the stars to shine their light on a pre-prepared necromantic altar. This profane starlight is known as the *Shade of the Revenant*. Preparing the altar requires a Necromancy skill test with a +10 bonus, and takes roughly six hours. The necromancer must then place an empty grand soul gem onto said altar, and perform a five minute incantation, which requires another Necromancy skill test. At the culmination of the incantation, the character must cast some form of Soul Trap magic on the soul gem itself.

The time at which the *Shade of the Revenant* occurs is unknown to most, but remains hidden in certain dark necromantic texts. Determining the appropriate timing for the Necromancer's location requires a Lore skill test made at a -30 penalty, and should only be possible if the character would have been exposed to such texts. If everything is done correctly, the grand soul gem will be transformed into a powerful black soul gem.



Rite of Soul Sight

This ritual is a fairly simple Necromantic ritual that allows a character to peer into the mind of a black soul that they've captured within a soul gem. It takes minimal time, and a +20 Necromancy skill test opposed by a -10 Willpower test on the part of the target. On success the necromancer can read the mind of the captured soul.

Rite of Mortal Transference

This rite allows a character to extend their own life through the use of necromantic arts. Requires the fresh heart of a being with a Black soul (man, mer, or beastfolk). Knowledge of this ritual is very uncommon, as it can only be found in obscure black texts.

This ritual can only be performed at night, and requires the character to magically prepare an altar. This requires a Necromancy skill test. The GM should make this test for the character in secret, and note the results. The character must also magically prepare a weapon (any weapon with the Dire quality will do), and a ritual chalice, both of which require Necromancy skill tests.

Once this is complete, the character must place the heart on the altar, and strike it with a prepared weapon. The blood that remains on the weapon must be captured, every drop, into the prepared chalice. If the character drinks the blood from the chalice within five minutes, their natural lifespan will be extended for 1d100 years. If the character is a Lich, this ritual will simply prevent decomposition for this time, and keep them appearing alive.

If the character fails the initial Necromancy test, then the ritual has gone wrong. Their lifespan is not extended. Roll a d5, and then roll the result in d5s and combine the rolls. The character ages (decomposes, for Liches) that many years instead.



Soulsnare

Allows a character to weave an aetherial net that seduces souls from miles away. Whenever intelligent beings die within the net, their passing thoughts are crafted into a lure, appealing to the soul's dim yearning towards the afterlife. Very few individuals have ever known this rite, and fewer still could perform it, but even Daedric Princes would bargain for such a trove.

The ritual requires a special altar fitted with an ornate Soul Urn, a mysterious, priceless artefact that always necessitates great sacrifice to obtain. Performing the ritual requires a -20 Necromancy skill test and twelve hours. On a successful test, the Soulsnare extends across a number of kilometers equal to fifty times the character's degrees of success. Black souls who die within this range are trapped within the Soul Urn, where they swirl and clatter until transferred to a soul gem.

If characters wish to avoid being trapped in a Soulsnare, there are some defensive options available. In most cases, staying true to a divine being's teachings, and performing all their sacraments, will help guide one to the appropriate afterlife. Also, ground can be consecrated to repel the net, thereby protecting the soul. As a last resort, particularly skilled spiritual guides may be able to reach out and direct a lost soul, but this would require a complex ritual and utmost quickness.

Reanimation should not be taken lightly. Costs, both mundane and spiritual, can be very high. Intent is everything. Too much emotion may create a creature so consumed with anger and hate its every action is perverted by its pain. Too little creates a mindless husk with little more than the ability to follow the simplest of commands.

A calm mind, its thoughts well-organized and its plans well-considered, is the most necessary ingredient for animating the dead.

-On Necromancy

Lichdom

Liches are necromancers who have embraced undeath: they have used an object known as a Phylactery to transfer their soul out of their body so that it might be bound to them again at the moment of their death, thus rendering themselves immortal, undead beings. Liches are resistant to several elements, and able to harness more magicka for spells (a side effect of the transformation process).

The Rite of Unlife

Lichdom is achieved through the Rite of Unlife, an advanced ritual known only to a select few. Becoming a Lich is not a simple task, and simply learning the details of the Rite of Unlife is a difficult task. If a character manages to discover the secret (such as by finding a copy of the forbidden Tome of Unlife) then they can perform it themselves using the following steps:

Becoming a Lich essentially requires enchanting one's corpse with one's own soul. This is a three step process, and takes roughly two weeks. First, a number of minor rituals are performed which result in the character's soul being bound to a temporary storage vessel, known as a Phylactery. Second, the character must remain near the Phylactery for several days as the transfer of his soul completes.

Finally, a third ritual is performed, ending at the exact moment the transfer completes. During this phase, the character dies, and his soul is re-bound to his corpse, granting him full Lichdom.

In game terms, the first stage requires a week long set of rituals to prepare the Phylactery, and the character's body, for the transition to undeath. Successfully completing these rites requires passing a -20 Necromancy skill test. The GM should make this test for the character in secret, and note the results.

The rites themselves will vary depending on the source from which the character learns of them, but they invariably require a number of gruesome components (the details of which are left to the GM).

The character must also choose an object to be their Phylactery. After the Phylactery is chosen and the preparatory rites are complete, the character is then

bound to the Phylactery. If this object passes further than 3 meters away from them while they are bound to it, then the character is killed instantly and their soul destroyed.

The second stage simply requires that the character remain bound to the Phylactery for one week. The third and final stage is a ritual, completed on the last day of the second stage. Completing this ritual requires a Necromancy skill test with a -30 penalty, and several hours. The ritual culminates at the precise moment that the transfer of the character's soul to and from the Phylactery completes: the character is simultaneously killed and his soul is re-bound to his body. He is now a Lich, and is no longer bound to the Phylactery in any way: apply the appropriate effects.

If the character fails the test, failed the test for the rites in the first stage, or the ritual is interrupted somehow, then the Lich is killed instantly and their soul destroyed.

If a Lich does not preserve its body with the Rite of Mortal Transcendence, when it reaches its natural age of death, its body will die, though its spirit will continue to inhabit it, and it will begin to rot away over about a month, and have its Personality reduced to 5, and gain the Skeletal trait.

Elite Advance: Lich

The character is either a freshly created Lich, or has been roused from ancient slumber or unending study.

Costs 500CrP. Requires the Necromancy skill trained to at least +30.

The character starts as a Lich.

Lich Traits

- **Immune to Frost.**
- **Resistance (Shock, Normal Weapons, 3).**
- **Power Well (10):** Increases max Magicka by 10.
- **Undead:** The Lich does not eat, breath, or require organs to function. The Lich is immune to disease, poison, passive wound effects, aging, Fatigue, Burning, Dazed, Deafened, and Organ Damage.

Traits

This page contains a compendium of all the traits in this chapter, for when tweaking or creating custom Beasts.

Bestial

Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.

(Humanoid's) Best Friend

Even though it cannot speak any languages, a creature can understand simple orders given by a [Humanoid] it trusts.

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.

Climber (X)

The creature can climb walls and ceilings as if open ground, with a Speed of X.

Crawler

The creature is not slowed by terrain.

Dark Sight

A creature with this trait can see and act normally in areas with dim or no light.

Diseased (+/-X)

Creatures with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +/- X or contract Common Disease.

Flyer (X)

The creature can fly at a Speed of X.

Incorporeal

Has the Flyer (Speed) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.

Magic Resistant

Re-rolls failed tests to resist Magic.

Minion

This creature dies if it ever suffers a Wound of any sort.

Natural Toughness X

Reduces all incoming damage by X on all locations. Does not count as Armor.

Quadruped

When Dashing, triples Speed.

Regeneration (X)

Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to heal X HP.

Resist (*, X)

The creature reduces all incoming (Damage Type) damage by X, and gains a +10 per X on any test to resist non-damaging effects of this type. This trait stacks.

Savage

Rolls its damage dice twice and picks the highest.

Skeletal

Ranged attackers suffer -20 to hit. The creature is immune to Burning, and ignores the bonus damage from Slashing weapons, but suffers an extra SB damage from melee Crushing weapons.

Stubborn

Can re-roll failed Fear tests.

Swimmer

Doubles its movement speed in water.

Teamwork

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Thick Skull

Immune to Stun and Dazed.

Tough

A Tough creature's HP is (X), WT is (Y), and SB is (Z).

Trained

The creature ignores the Bestial trait

Undead

Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.

Unrelenting

Targets cannot Disengage while in Reach of the creature.

Vicious (X)

The creature counts their SB as being X.

Weakness to (*, X)

Does not receive DR against any (Damage Type), and takes a bonus X (Damage Type) on each attack, and suffer a -10 per X on any test to resist non-damaging effects of this type. This trait stacks.

Weak Point (Hit Location)

The creature has no AR on its [Hit Location].

Bonelords

A Bonelord is a four armed revenant, purposefully assembled from the bones of the sacred dead, that is typically found protecting tombs in Morrowind.

Bonelord, Undead, Major Group, 300 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	30	HP	23	Combat	40
End	45	WT	11	Magic	60
Agi	20	MP	30	Evade	20
Int	30	SP	4	Observe	30
Will	40	IR	+7	Stealth	20
Prc	20	AP	3	Knowledge	30
Prs	5	Speed	7m	Social	-
Luck	-	Size	Med	Physical	30

Weapons and Armour

- Skeletal Claws:** d8 Slashing, Reach 1m.
- Paired Ritual Daggers:** 2* d4+1 Slashing, Magic, Expose Weakness, Small.

Special Abilities

- Bladestorm (1 SP):** As part of a melee weapon attack, a Bonelord can strike up to three targets in Reach as a single action. Roll once for the attack.
- Refresh Spells (1 SP):** The Bonelord can immediately refresh all of his spent spells.

Traits

- Ancestor's Wrath:** Any time the Bonelord spends an AP to perform an action, it can resolve a second action afterwards for free. Additionally, a Bonelord can make 4 attacks per round.
- Diseased (+0):** Undead with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- Immune to Normal Weapons.**
- Resistance (Frost, Shock, 4).**
- Skeletal:** Ranged attackers suffer -20 to hit. The creature is immune to Burning, and ignores the bonus damage from Slashing weapons, but suffers an extra SB damage from melee Crushing weapons.
- Spellcaster:** The Bonelord knows the following spells. The Bonelord does not track Magicka, but instead can cast each spell one time.

Fire 3 (d6) Touch (3 MP) Ward 3 (8) (6 MP)
Fire 4 (d8) Touch (4 MP) Fatigue 3 (+0) Bolt (7 MP)

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

Variant: Ancient Bonelord (Deadly Group)

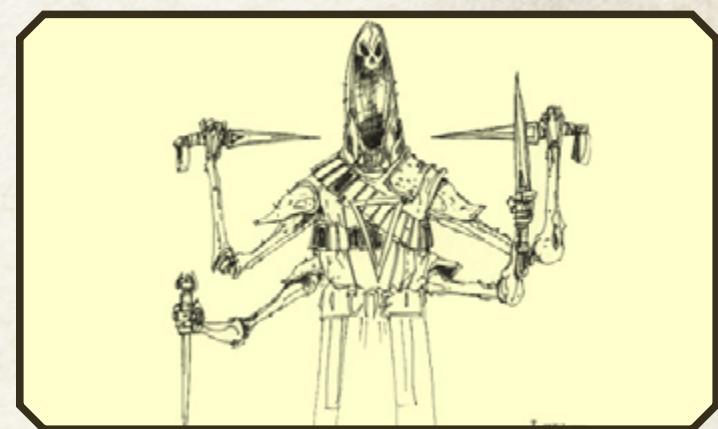
- Tough:** 40 HP, WT 15.
- Sorcerous:** Magic skill is 80.
- Ancient Fury:** Can perform a second bonus action from Ancestor's Wrath, and performs a maximum of 6 attacks per round instead.

Encountering Bonelords

Bonelords are complex undead constructs created by Dunmer priests and sorcerers, using sacred rites to raise holy servants to guard the ancestral tombs and burial grounds of their people.

Creating a bonelord is a great deal of work, and requires multiple intact skeletons, which are combined to create a multi-armed monstrosity that attacks with unrivalled speed and ferocity, and is imbued with basic spells.

Bonelords patrol their stations for the entirety of their existence; when first created, bonelords are bound to a sacred location forever, which is often also the site of their fabrication. Nothing, not even the commanding will of their creator can remove a bonelord from their post. Once given a charge, they will defend it for time unending.



Bonelord Loot

- A Bonelord carries simple talismans and sacred chimes, worth d10 drakes.
- On a +0 Alchemy test over a Short Rest, a character can harvest and powder DoS doses of the Bonewalker's sacred bonemeal, which are Very Rare Alteration ingredients.

Bonewalkers

Bonewalkers are hulking, zombie like revenants that can inflict powerful curses, and typically guard tombs.

Bonewalker, Undead, Major Solo, 225 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	35	Combat	60
End	50	WT	13	Magic	60
Agi	30	MP	35	Evade	30
Int	30	SP	5	Observe	20
Will	40	IR	+8	Stealth	10
Prc	20	AP	3	Knowledge	-
Prs	5	Speed	5m	Social	-
Luck	-	Size	Med	Physical	60

Weapons and Armour

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

Special Abilities

- **Paralyzing Touch (2 SP):** Magically paralyzes a target within 1m as an Action. The target can attempt to resist Paralysis with a -20 Wp test.
- **Drain Strength / Endurance (1 SP):** Targets a creature within 50m as an Action. The bonewalker then magically Drains either Strength or Endurance. The target suffers a -10 on all tests that use the afflicted Characteristic for 1 minute, and the bonewalker gains a +10 on all tests that use the afflicted Characteristic for the same amount of time. This effect is cumulative. The target can attempt to resist the Drain with a -20 Wp test.

Traits

- **Diseased (+0):** Undead with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Grabbing:** A bonewalker's successful melee attacks automatically initiate a Grapple with the target.
- **Resistance (Frost, Shock, 2).**
- **Spiked Hide:** Any creature Grappling or Grappled by a Bonewalker take d4 damage on their turn that ignores armour.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.

Variant: Greater Bonewalker (Deadly Solo)

- **Tough:** 45 HP, WT 15, and SB 6.
- **Curse of the Ancients:** The Greater Bonewalker's Drain Strength / Endurance special ability's duration is made permanent, and can only be removed with a level 4 or greater Dispel.

Encountering Bonewalkers

Bonewalkers are found guarding tombs in Morrowind and may be summoned by magicians. The bonewalker inspires dread through the terrible curses it can lay.

Large and heavily altered compared to the typical undead construct, Bonewalkers are revenant ancestors of Dunmer who guard the hallowed burial grounds and are created from the sacred dead to watch over their hallowed ground. The bonewalker attacks with infectious claws and magics that allow them to drain their foes of their strength and endurance.

There are also cases of more powerful, Greater Bonewalkers, whose magical might can cripple victims, stunting their physical capabilities outright rather than merely sapping them temporarily.

Greater Bonewalkers are a stronger, sturdier version, whose magical might can cripple victims, stunting their physical capabilities outright rather than merely sapping them temporarily. Unlike the curses of the lesser Bonewalker, the greater Bonewalker's curses are permanent until dispelled by a skilled healer.

Bonewalkers make for a deadly foe, and a welcome ally.

Bonewalker Loot

- On a +10 Alchemy test over a Short Rest, a character can harvest and powder DoS doses of the bonewalker's bonemeal, which are Common Alteration ingredients.
- On a +0 Alchemy test over a Short Rest, a character can harvest and preserve a sample of Mort Flesh, which is an Uncommon Destruction ingredient. If the character fails this test, they instead contract Common Disease.

Bonewolves

"Foul beasts, not of this earth. These are creatures brought into existence by black magic. They are a mockery of the true and good wolves that roam this land."

- A Skaal

Bonewolf, Undead, Minor Solo, 50 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	25	HP	13	Combat	50
End	25	WT	6	Magic	-
Agi	40	MP	10	Evade	50
Int	10	SP	2	Observe	50
Will	20	IR	+8	Stealth	50
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	10m	Social	-
Luck	-	Size	Small	Physical	35

Weapons and Armour

- **Bite:** 1d6 Slashing; Bite, 1m.

Special Abilities

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

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.
- **Diseased (+0):** Undead with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Quadruped:** When Dashing, triples Speed.
- **Skeletal:** Ranged attackers suffer -20 to hit. The creature is immune to Burning, and ignores the bonus damage from Slashing weapons, but suffers an extra SB damage from melee Crushing weapons.
- **Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.
- **Unrelenting:** Targets cannot Disengage while in Reach of a bonewolf.

Encountering Bonewolves

Bonewolves are the reanimated skeletons of wolves. Beyond the obvious undead features Bonewolves are rather similar to their previous living forms, as such most strategies used in fighting wolves can be used against bonewolves as well.

Bonewolves retain much of the cunning they had in life, and attack in violent packs, unfettered by notions of self preservation, driven on by an insatiable hunger for flesh. They will attack as a pack, strategically crippling and dragging superior foes to the ground with numbers, wit, and ferocity.

Bonewolves can be encountered in and around the lairs of potent and clever necromancers, wise enough to create the bonewolves as a first line of security. Bonewolves will typically patrol the region immediately surrounding their master's lair, which they consider their den, and treat much as a wolf would be expected to treat their own territory. As such, they become violently territorial and will attack on sight, and will hound their prey for miles, restlessly.

A necromancer will also use bonewolves as a means to hunt for food to provide the necromancer with much needed sustenance; while the areas of meat immediately in contact with the bonewolves' jaws will certainly necrotize and spoil, the rest of the flesh is salvagable, and provides a necromancer with a reliable food supply that he doesn't need to lift a finger to acquire.

Bonewolf Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.

Death Hounds

Death Hounds are monstrous, undead canines who can often be found in the company of vampires.

**Death Hound, Undead, Major Solo,
75 White Soul**

Char	*	Attributes	*	Proficiencies	*
Str	25	HP	15	Combat	60
End	30	WT	7	Magic	-
Agi	40	MP	10	Evade	40
Int	10	SP	3	Observe	50
Will	20	IR	+8	Stealth	40
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	10m	Social	-
Luck	-	Size	Med	Physical	30

Weapons and Armour

- **Chilling Bite:** d6 Frost; Bite, 1m.

Special Abilities

- **Latch On (1 SP):** If the Death Hound successfully Bites a target, it latches on with all its strength, and the bitten Hit Location counts as Crippled until the character removes the Death Hound by breaking out of the Grapple.
- **Grave Fang (1 SP):** After dealing damage with a Chilling Bite, a Death Hound can spend an SP to immediately drain 1 SP from the target.

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.
- **Diseased (-20) [Sanguinare Vampiris]:** Undead with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Sanguinare Vampiris.
- **Quadruped:** When Dashing, triples Speed.
- **Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.
- **Unrelenting:** Targets cannot Disengage while in Reach of a Death Hound.



Encountering Death Hounds

Death Hounds are a type of undead canine found across Tamriel as guard dogs for those who engage in black magic. Vampires seem to be especially fond of using Death Hounds as companions.

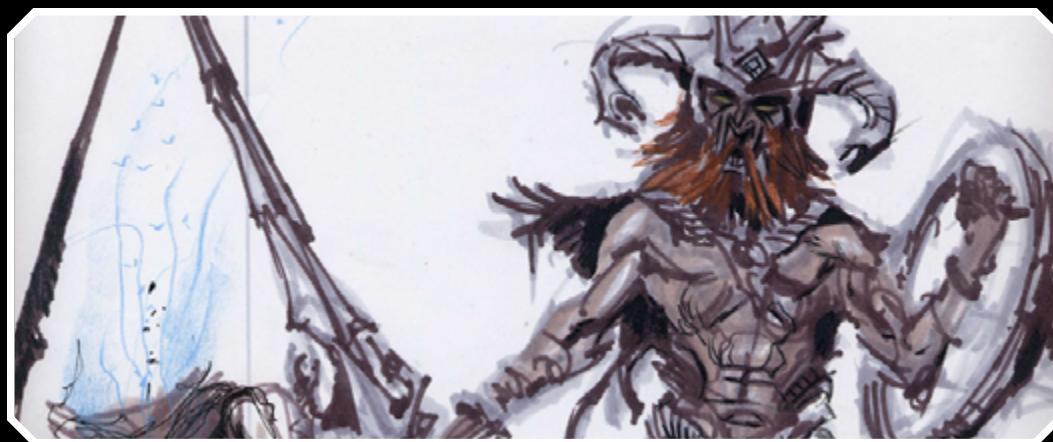
The Death Hound's bite is reputedly extremely chilling, and causes flash-frostbite which blackens and brittles the flesh.

With its large, bright red eyes, jet-black skin and impressive teeth, the Death Hound makes for an intimidating guard dog, which makes it a popular choice for many aspiring necromancers and vampires.

It is unknown to scholarly sources how Death Hounds came into existence, but it is strongly theorized that they are dogs that have been conventionally infected with a canine-strain of Sanguinare Vampiris, or a similar version of vampirism.

Death Hound Loot

- On a +0 Survival test, a character can remove the Death Hound's hide, worth 20 drakes, over the course of a Short Rest. If the character fails this test, the hide is spoiled, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a Death Hound hide into one piece of Full Death Hound Hide armour. Death Hound Hide armour is exactly the same as regular Hide.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of Death Hound meat, which will spoil within a day if not properly preserved. A character must test Endurance +20 when consuming Death Hound meat or else take 1 Frost damage that ignores resistances.



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:** Immune to disease, poison, passive wound effects, age, fatigue, dazing, deafness and organ damage.
- **Resist (Frost, 2).**

Encountering Draugr

Draugr are the shrivelled, 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 as a ranged, area of effect attack for the purposes of evasion.

Traits

- **Undead:** Immune to disease, poison, passive wound effects, age, fatigue, dazing, deafness 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:** Immune to disease, poison, passive wound effects, age, fatigue, dazing, deafness 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:** Immune to disease, poison, passive wound effects, age, fatigue, dazing, deafness 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.

Ghosts

A soul of the dead, trapped on Nirn.

Ghost, Undead, Major Group, 100 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	30	HP	18	Combat	50
End	35	WT	10	Magic	60
Agi	30	MP	35	Evade	20
Int	35	SP	3	Observe	30
Will	40	IR	+8	Stealth	20
Prc	20	AP	3	Knowledge	30
Prs	5	Speed	9m	Social	5
Luck	-	Size	Med	Physical	30

Weapons and Armour

- **Ghostly Touch:** d4 Magic; 1m.

Special Abilities

- **Poltergeist (1 SP):** The Ghost can immediately gain the Telekinesis 3 trait, extinguish all non-magical light within 10m, and force all characters within 10m to test Panic with a -10 penalty.
- **Refresh Spells (1 SP):** The Ghost can immediately refresh all of its spent spells.

Traits

- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Frightening:** At the start of an encounter with a Ghost, all characters must test Panic at +20.
- **Incorporeal:** Has the Flyer (9m) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.
- **Resistance (Frost, Shock, 4).**
- **Spellcaster:** The Ghost knows the following spells. The Ghost does not track Magicka, but instead can cast each spell one time.

Frost 2 (d6) Bolt (4 MP) Dispel 3 Touch (12 MP)
Frost 3 (d8) Touch (4 MP) Fatigue 3 (+0) Bolt (7 MP)

- **Sun Scarred (0).**
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.

Variant: Ancient Ghost

- **Vanish (1 SP):** The Ghost becomes Invisible for d4 Rounds.

Encountering Ghosts

Ghosts are the souls of those who have died and are now trapped within Nirn unable to leave. They can be found manifesting all across Tamriel. Ghost are most often found within ancient tombs or haunting graveyards. That said, they can also be found practically everywhere else either naturally or because of dark necromancies being cast to summon them.

Ghosts that naturally occur are bound to Mundus in ethereal form, often because of some unfinished business that needs attending before the spirit can move on. Usually, a ghost devolves into unending madness, their past life and the business that ties them to Mundus long forgotten and unresolved. The ghost's torment in reality, one foot in and one foot out, is agonizing and ceaseless until they are vanquished by the living, banished into death by force.

This in mind, slaying a ghost that has gone mad is a great and noble service, as it delivers them from the shackles of their endless anguish.

Ghost Loot

- A character can test a -10 Alchemy test to gather one dose of Ectoplasm, which is a Very Rare Mysticism ingredient.



Liches

Liches are undead necromancers who have traded their humanity for eternal life. They are intelligent, adept spellcasters with hordes of undead minions at their command. Formidable foes, they are not to be underestimated.

Lich, Spellcaster, Leader, Undead, Deadly Group, 1500 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	25	Combat	50
End	50	WT	14	Magic	85
Agi	40	MP	110	Evasion	40
Int	60	SP	5	Observe	45
Will	55	IR	+13	Stealth	20
Prc	35	AP	3	Knowledge	85
Prs	5	Speed	12m	Social	5
Luck	-	Size	Med	Physical	40

Weapons and Armour

- **Skeletal Claws:** d8 Slashing, Reach 1m.
- **Lich Staff:** 1d6, UW, Focus, Magic, Innate Spell (See Below), 2m.

The Lich'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 (d6) (4MP)
- Fire Bolt (d6) (4 MP)
- Shock Bolt (d6) (4 MP)

Special Abilities

- **Dark Ceremony (1 SP):** As an action, the Lich can immediately raise up to 10 corpses nearby, using the profile of Zombies.

Traits

- **Bend Reality:** Can test Magic instead of Physical.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immune to Frost.**
- **Resistance (Shock, Normal Weapons, 3).**
- **Skeletal:** Ranged attackers suffer -20 to hit. The creature is immune to Burning, and ignores the bonus damage from Slashing weapons, but suffers an extra SB damage from melee Crushing weapons.
- **Telepathy (3):** Can broadcast full sentences via thoughts within 155m.
- **Thought Caster:** Does not need to perform the somatic component of spells.

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

Variant: Nether Lich

- **Nether:** 20 HP, WT 10, and Magic TN is 75.
- **Incorporeal:** Has the Flyer (12m) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.

Variant: Ancient Lich

- **Tough:** 50 HP, WT 20, and has 210 MP.
- **Flow of Magicka:** As a reaction, can test -20 Magic. If the DoS on the test is equal or higher than the target spell's SL, the spell is negated.
- **Master of Magicka:** Can both Restraine and Conserve the same spell.

Encountering Liches

Liches are extremely powerful foes, and make great villains, primarily because their nature as powerful mages allows the GM to be extremely creative. There is almost no limit to the kind of knowledge and skills that a Lich can acquire over its unnatural lifetime. For this reason, GMs should create custom magic items and develop their own spell list for a Lich; they are no throwaway monster of the week.

A Lich does not survive centuries without a measure of cunning. A Lich is not often going to be encountered outside its lair, which will functionally be its own private fortress. The Lich will be surrounded by powerful undead, acolytes, and will use its masterful knowledge of magicka to bend the environment and turn the dungeon or ruin itself into a dangerous foe.

Lich Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.
- If the Lich is a Nether Lich, instead a character can test a -10 Alchemy test to gather one dose of Ectoplasm, which is a Very Rare Mysticism ingredient.

Necromancers

Necromancers are those mages who study the profane art of Necromancy, which they use to raise undead servants and increase their own lifespan, hoping to ultimately attain Lichdom.

Necromancer, Mage, NPC, Minor Solo, 1000 Black Soul

Char	*	Attributes	*	Proficiencies	*
Str	30	HP	15	Combat	30
End	30	WT	10	Magic	75
Agi	30	MP	50	Evade	30
Int	50	SP	3	Observe	30
Will	45	IR	+11	Stealth	30
Prc	35	AP	3	Knowledge	60
Prs	30	Speed	9m	Social	45
Luck	-	Size	Med	Physical	30

Weapons and Armour

- Magic Staff:** d6; Innate Spell, Reach 2m.
- Ritual Dagger:** d4+1 Slashing, Magic, Expose Weakness, Small.
- Black Robes:** 1 Magic AR, Partial.

Class Skills

- Necromancy + 40 (TN 85).
- Destruction +40 (TN 85).

Stamina Powers

- Heroic Spell (2 SP):** The NPC can spend two Stamina Points to cast a Spell as a Reaction.

Traits

- Bend Reality:** Can test Magic in place of Physical.
- Spellcaster:** The Necromancer knows 5 of the following spells. The Necromancer does not track Magicka, but instead can cast each spell one time.
 - Reanimate 3 Target (22 MP)
 - Reanimate 4 Target (27 MP)
 - Reanimate 4 Storm 10m (33 MP)
 - Fire 3 (d8) Bolt (4 MP)
 - Fire 2 (d6) Ball 3m (9 MP)
 - Frost 3 (d8) Bolt (4 MP)
 - Frost 4 (d10) Cone 3m (9 MP)
 - Shock 3 (d8) Bolt (4 MP)
 - Shock 2 (d6) Chain 4 (11 MP)
 - Ward 1 (6) Self (3 MP)

Encountering Necromancers

Necromancers can be found all across Tamriel, hiding in caves, ruins, and abandoned forts and towers. Surrounded by their acolytes, thralls, and undead servants, a Necromancer is not often encountered alone.

Sometimes, Necromancers will gather into covens. These covens are often independent, but some are under the influence and command of the Order of the Black Worm, and are that much more dreadfully cunning.

While most necromancers bear no true ill will, and only pursue their dark arts out of selfish interests and are more than happy to simply be left alone as they pursue immortality, those of the Order of the Black Worm are actively malicious and seek to serve their lord, Mannimarco, and will use their foul magic to terrorize remote villages and towns.

A Necromancer that is being run as a Henchman should use the Spellcaster trait to simplify their spellcasting, otherwise, they should use the Magicka values presented here. GMs should feel free to customize a Necromancer's spell list; the one provided here is simply for convenience.

Necromancer Loot

- A player may roll once on the Treasure Table.



Skeletons

Skeletons are undead comprised of reanimated bones. They are found across Tamriel in the service of Necromancers, or guarding the ancient tombs.

Skeleton, Undead, Minor Solo, 75 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	23	Combat	50
End	35	WT	11	Magic	-
Agi	30	MP	30	Evade	30
Int	10	SP	3	Observe	25
Will	10	IR	+7	Stealth	30
Prc	25	AP	3	Knowledge	-
Prs	5	Speed	7m	Social	-
Luck	-	Size	Med	Physical	50

Weapons and Armour

May have one of:

- **Ancient War Axe:** d8 Splitting; UW, 2m.
- **Ancient Broadsword:** d8 Slashing; 2m.
- **Ancient Spear:** d8 (d10), Impaling; UW, 2-3m.
- **Ancient Mace:** d8, Crushing; UW, 2m.
- **Ancient Shortbow:** d6, Reload (1), 20/100/200m. [Includes 24 arrows].
- **Ancient Battle Axe:** d8 (d10) Splitting; UW, 2m.

May have:

- **Ancient Partial Armour:** AR 3, Medium.
- **Ancient Shield:** BR 9 (5), Medium.

All Ancient gear uses Iron's ENC values.

Special Abilities

- **Power Attack (1 SP):** The Skeleton can add his SB to the damage of a melee attack.
- **Power Draw (1 SP):** The Skeleton can reduce the reload time of his next shot by 1.
- **Rattlebones (2 SP):** The Skeleton can ignore a single damaging hit with a non-crushing or magical weapon that strikes its Body.

Traits

- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immune to Paralysis.**
- **Resistance (Frost, Normal Weapons, 2).**
- **Skeletal:** Ranged attackers suffer -20 to hit. The creature is immune to Burning, and ignores the bonus damage from Slashing weapons, but suffers an extra SB damage from melee Crushing weapons.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.



Encountering Skeletons

Skeletons are the reanimated bones that many necromancers and other dark magics can create and command. Usually found in or around ancient ruins or guarding a necromancer's lair, they can be potent foes against the average adventurer and pose a serious threat to untrained combatants. More experienced adventurers should have no problem disposing of them, but they tend to have numbers on their side. Additionally, due to their lack of internal organs and not needing core body muscles to function, many otherwise well-placed blows and thrusts will go cleanly between their ribs and other bones, leaving them mostly unscathed.

If encountered as a servant to a necromancer, a skeleton will fiercely fight to protect its master, as it is bound by the black magics holding it together to do so as its imperative task. Skeletons under direct control of a necromancer are able to fight intelligently, acting as an extension of the necromancer himself.

If found without a master, a skeleton will usually attack anything on sight for no apparent reason. In this case, skeletons are little more than wild animals. They may fight to the death or simply take a few swings and run when things get dangerous.

Skeleton Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.

Skeletal Champions

Skeletal Champions are the reanimated bones of old heroes, a small fragment of their old valour clinging to their rotten and shambling body.

Skeletal Champion, Undead, Minor Group, 200 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	45	HP	23	Combat	65
End	45	WT	11	Magic	-
Agi	35	MP	30	Evade	45
Int	15	SP	4	Observe	55
Will	25	IR	+7	Stealth	35
Prc	35	AP	3	Knowledge	-
Prs	5	Speed	7m	Social	-
Luck	-	Size	Med	Physical	65

Weapons and Armour

Any of the following:

- **Champion's Blade:** d8 (d10) Slashing; Magic, 2m.
- **Champion's Axe:** d8 (d10) Split.; Magic, UW, 2m.
- **Champion's Mace:** d8 (d10) Crushing; Magic, UW, 2m.
- **Champion's Ancient Plate:** AR 5 / Magic AR 1, Magic, Medium.
- **Champion's Tower Shield:** BR 9 (6), Magic, Medium, Tower Shield.

Special Abilities

- **Cleave (1 SP):** As part of a melee weapon attack, a Skeletal Champion can strike up to two targets in Reach as a single action. If he is wielding a weapon in two hands, the Skeletal Champion instead strikes three targets. Roll once for the attack.
- **Rattlebones (2 SP):** The Skeletal Champion can ignore a single damaging hit with a non-crushing or magical weapon that strikes its Body.

Traits

- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immune to Paralysis.**
- **Resistance (Frost, Normal Weapons, 2).**
- **Skeletal:** Ranged attackers suffer -20 to hit. The creature is immune to Burning, and ignores the bonus damage from Slashing weapons, but suffers an extra SB damage from melee Crushing weapons.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.

Encountering Skeletal Champions

Skeletal Champions are an enemy not to be trifled with by lesser experienced adventurers. These monstrosities can and will cleave through even the strongest adventurers, and should be treated as such. They are often found leading bands of skeletons as a defacto leader, though whether its because the Champion is of greater intelligence or because it is simply imbued with greater power and projects an unnatural magnetism, is unknown.

These champions are to be feared far more than their normal counterparts. They are more powerful in every single aspect, including the use of magical weapons and armor, as well as more advanced fighting techniques.

Skeletal Champions can be very potent guards for necromancers as well. Used only by more powerful necromancers, they often act as personal bodyguards for the dark mage that create them.

If a Skeletal Champion is without a master, it will act with independence and autonomy, unlike a masterless skeleton. A lone Skeletal Champion will be smarter and more powerful, and can often use this cunning to even find other skeletons or other undead to lead by itself.

Skeletal Champion Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.



Wraiths

The phantoms of dead sorcerers, their malice and hatred binding them to Nirn.

Wraith, Spellcaster, Undead, Major Group, 350 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	13	Combat	50
End	45	WT	12	Magic	75
Agi	40	MP	40	Evade	40
Int	40	SP	4	Observe	25
Will	45	IR	+10	Stealth	40
Prc	25	AP	3	Knowledge	60
Prs	5	Speed	12m	Social	5
Luck	-	Size	Med	Physical	40

Weapons and Armour

- **Spectral Claws:** d8 Slashing; 1m.

May have any of:

- **Gloom Longsword:** d8 (d10) Slashing; 2m.
- **Ethereal Sabre:** d8 Slashing; Duelling Weapon, 2m.
- **Ghostly Staff:** d6, Innate Spell, 2m.

A Wraith'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 (d4) (2 MP)
- Fire Bolt (d4) (2 MP)
- Shock Bolt (d4) (2 MP)
- Phantom Armour: AR 3 / Magic AR 3, Magic, Partial.

Special Abilities

- **Malicious Intent (1 SP):** The Wraith can roll damage twice and take the highest result on any damage rolls it makes until its next turn.
- **Refresh Spells (1 SP):** The Wraith can immediately refresh all of his spent spells.

Traits

- **Howling Shrieks:** Cannot be Silenced.
- **Immune to Frost.**
- **Incorporeal:** Has the Flyer (12m) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.
- **Sun Scarred (5).**
- **Spellcaster:** The Wraith knows three of the following spells. The Wraith does not track Magicka, but instead can cast each spell one time.

Frost 2 (d6) Cone 3 [6m] (10 MP)

Frost 3 (d8) Bolt (4 MP)

Frost 4 (d10) Touch (4 MP)

Fatigue 3 (+0) Storm 3 (10m) (14 MP)

Disintegrate Armour and Weapon 3 on Target (26 MP)

Silence 4 (-10) on Target (14 MP)

Reflect 4 on Self (14 MP)

- **True Sight:** A creature with this trait can see and act normally in areas with dim or no light. Additionally, the creature can see through all illusions, including invisibility.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.

Variant: Gloom Wraith

- **Tough:** 40 HP, WT 15, and has 150 MP.
- **Sorcerous:** Magic skill is 95, and knows 5 spells.

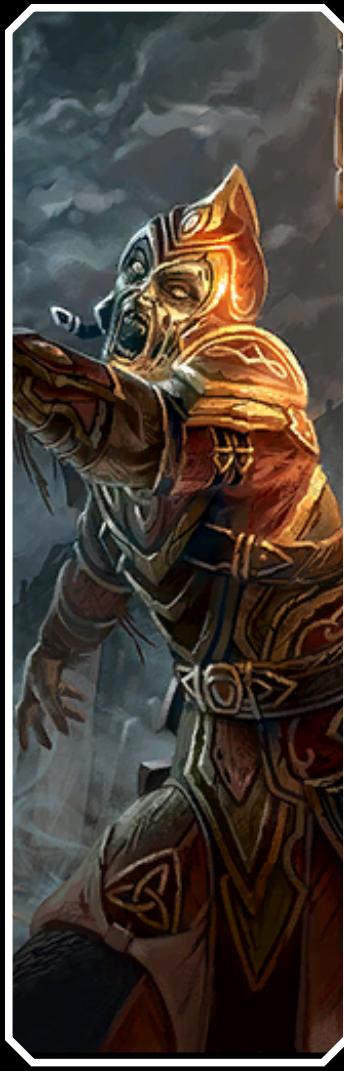
Encountering Wraiths

Deep in the dark corners of Nirn, there are some spirits who know no rest. Some manifest into simple ghosts. Others, those whose hearts were full of spite and hatred, become wraiths. Wraiths are devoid of reason, attacking all that lives with blind abandon. Their incorporeal nature make them dangerous to those in heavy armor, simply phasing through their opponent's armor with their ghostly claws. Along with their withering claws, wraiths are infamous for their fell magics. They have powers that can deaden flesh with cold, sap the energy from living creatures or steal their own voice.

Perhaps deeper still are the gloom wraiths. While they have many similarities with wraiths, they are known to be much more dangerous due to their prowess with blade or claw and eldritch knowledge of magic. Their origin is not certain, but they most often appear to be wearing purple robes, the color of nobility, and are graced with crowns upon their heads. This has lead some necrologists to speculate that gloom wraiths are the cursed spirits of members of nobility, or even royalty.

Wraith Loot

- When a wraith dies, it vanishes, including its spectral armour and weapons.
- A character can test a -10 Alchemy test to gather one dose of Ectoplasm, which is a Very Rare Mysticism ingredient.



-Zombies



-Wraiths



Zombies

Zombies are animated, rotting corpses. Hordes of them can be found serving Necromancers across Tamriel.

Zombie, Undead, Minor Solo, 50 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	35	HP	13	Combat	45
End	25	WT	6	Magic	-
Agi	20	MP	10	Evade	20
Int	10	SP	2	Observe	20
Will	10	IR	+7	Stealth	20
Prc	20	AP	3	Knowledge	-
Prs	5	Speed	7m	Social	-
Luck	-	Size	Med	Physical	35

Weapons and Armour

- **Fists and Claws:** d4; 1m.

Special Abilities

- **Unstoppable (1 SP):** When a zombie is reduced to 0 HP by any means, it can immediately test a +25 (TN 50) Endurance test. If it passes, it instead is only reduced to 1 HP and continues to function as normal. Damage from weapons with the Crushing trait negate the +25 bonus.

Traits

- **Diseased (+0):** Undead with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Grabbing:** A successful hit from a zombie automatically initiates a Grapple.
- **Resistance (Frost, 2); (Magic, 1).**
- **Swarm:** A zombie gains +1 damage for each other zombie within Reach of the target.
- **Undead:** Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.
- **Weakness (Fire, 3).**

Variant: Dread Zombie (Major Solo)

- **Diseased (-30) [Astral Vapours]:** Undead 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 Astral Vapours.

Astral Vapours: The character gains the Weakness (Magic, 3) and Stunted Magicka traits.

- **Tough:** 20 HP, WT 10, and SB 5 .
- **Regeneration (5):** Can test Endurance +20 at the start of each round to heal 5 HP.

Encountering Zombies

Zombies are what a commoner thinks of when they envision necromancy. They are generally encountered either naked or sparsely clothed, with visible wounds and openings rotted into their chest and abdomen. If a corpse is fresh enough, it could even pass as a living creature, given thick enough clothes and a particularly convincing master. They are cheap for necromancers to produce since they do not require weapons like a skeleton; only some magicka and a corpse with most of its flesh intact. Though able to move via magic, their rotted forms make them frail and weak. As such, they are often used by necromancers in swarms, overwhelming their foes in a horde of gouging digits and flailing appendages.

Despite most being minions that lack individual strength, some zombies break this mold. Dread zombies are a particularly dangerous type of zombie. They are stronger, tougher, some say even smarter, than the average zombie. The magic that suffuses their being is also able to slowly heal any wounds acquired after their creation. Perhaps the most insidious feature of a dread zombie is a magical blight that infects its tissues called Astral Vapors.

Zombie Loot

- A character can attempt a +0 Alchemy test during a Short Rest to harvest a dose of Mort Flesh, which is an Uncommon Destruction ingredient. If the character fails this test, they instead contract Common Disease.

