

# The Unofficial Elder Scrolls RPG

3rd Edition



Arcane Arts

Wonders of the Ayleids

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## Credits

### Scroll Lead

Stormrider57  
Anon133

### Content Developers

Stormrider  
Redoran  
spooky

### Editing and Design

Vileo Sufora  
CharmingCharles

### Contributors

Akulakhan't  
Madmartigan  
IceFireWarden  
Eygrima  
Sten Darker  
Grail

## Art

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*Jorge Jacinto  
Zenimax Online  
89Red  
Red.aart  
Feran\_sensei  
orsathesimurgh  
romandubinda  
Rebecca Sharkey  
Johanna Ruppercht  
Marko-Djurdjevic  
Dan Harding  
kirashik  
Adam Adamowicz  
Ray Lederer  
KrammerMartin3  
Radishez  
GloriousRyan*

## 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 3E, 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.

# Table of Contents

Imagine living beneath the waves with a strong-sighted blessing of most excellent fabric. Holding the fabric over your gills, you would begin to breathe—drink its warp and weft. Though the plant-matter fibers imbue your soul, the wretched plankton would pollute the cloth until it stank to heavens of prophecy. This is one manner in which the Scrolls first came to pass, but are we the sea, or the breather, or the fabric? Or are we the breath itself?

— Septimus Signus, *Ruminations on the Elder Scrolls*

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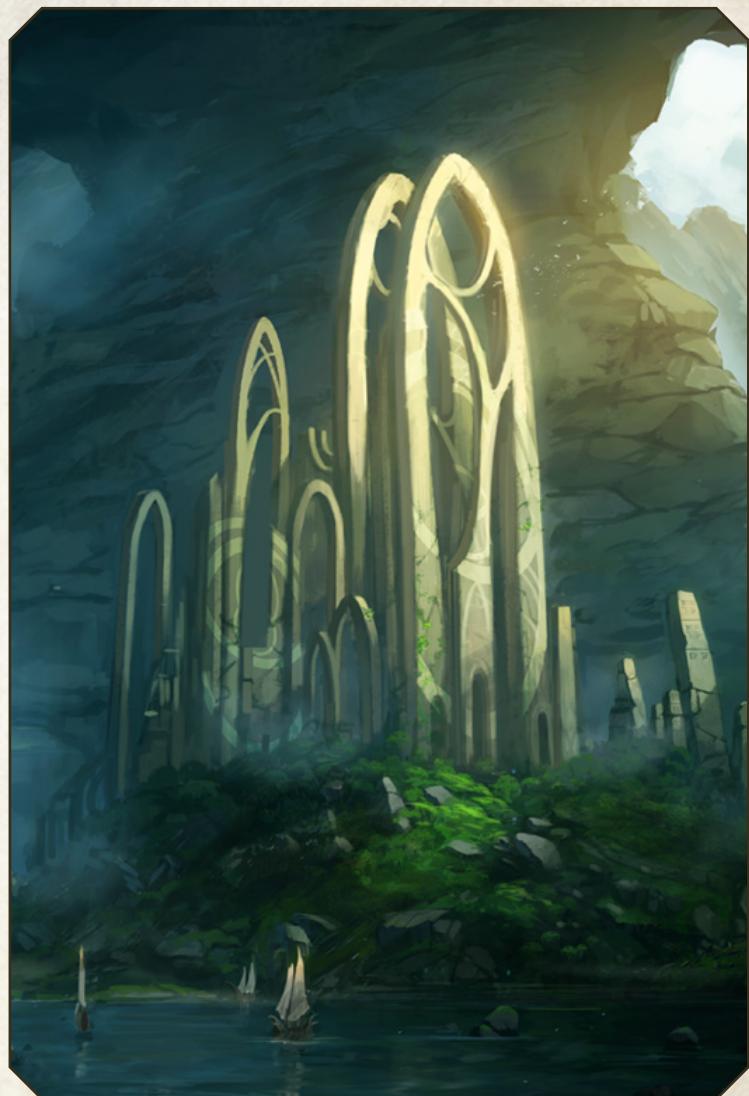
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# The Ayleids

The Ayleid people, otherwise known as the Heartland High Elves or Wild Elves, have a very diverse history and culture that spans centuries. They were a cruel race, their culture rife with daedra worship and slave torturing. However, they are most known for their highly advanced magic, the likes and magnitude of which hasn't been present on Tamriel since their downfall.

## History and Downfall

The Ayleid people were the first of the elves to sail to mainland Tamriel from Aldmeris. How they came to leave Aldmeris is unknown, however, we can speculate that daedra worship may have been a leading factor in their exodus, much like the Velothi rejects who would later become the Chimer.

Once they reached Tamriel, the ayleids set out to expand on the continent which seemed to contain nothing more than men and lowly creatures. They would build large cities throughout ancient Valenwood and Cyrodiil, where they would build elaborate strongholds and wage petty battles with one another over various issues. It is unknown exactly when the Ayleids started taking men and using them as slaves and laborers, but the Nords at the time believed that it happened when Shezarr left to help another group of people. Regardless of the reason, what we do know is that almost every Ayleid settlement took millions of the nedic peoples and used them to build their massive structures, various architectural systems, and wells of power. One of these glorious structures was White-Gold Tower, which would later become the Imperial Palace of the Empire.

This would continue on for a few centuries, until a nomadic tribe of slaves rose up against their oppressors near Sardarvar Leed, directly south of White-Gold Tower. Led by Perrif, a young slave woman, and two of the Immortal Et'Ada, the Demigod Morihaus-Breath-of-Kyne and Pelinal Whitestrake, Perrif's troops led a great war against the smart and sophisticated Ayleids. The war was slow in progress, but eventually, fresh troops from Skyrim marched down from the snowy countryside and joined forces with Perrif, who now called herself the Slave Queen Al-Esh, or Alessia.

With the reinforcements from Skyrim at their backs, it would seem that race of men would prevail over their Elven masters. Eventually, all that remained was the taking of White-Gold Tower. However, the Ayleids had one last hurdle before Cyrodiil would become man's domain. The Ayleids had struck a deal with the Daedric Prince Meridia and were able to control her Aurorans with the help of a half-Ayleid, half-Daedra called Umaril the Unfeathered.

As the crusader of the divines, and the most qualified soldier Alessia had, Pelinal would usually have taken out a city's lord or high wizard. And so Pelinal marched straight into the tower, and slew Umaril and his generals, each in single combat. However, Pelinal was deceived by Umaril, and soon after defeating him, he was sliced into 8 pieces by Umaril's underlings, ending his life with only a message to Morihaus: that Umaril was not actually defeated, and his Daedric blood would allow him to regenerate, returning him to Tamriel. And with that, Pelinal Whitestrake, one of the glorious Et'Ada, rose to Aetherius.

Soon after taking White-Gold Tower, Alessia signed a covenant with the Dragon God of Time, Akatosh, one of the Eight Divines, and was gifted with the Amulet of Kings. And with that, the First Era and the Alessian Empire began. The few Ayleid cities that survived embraced the empire, though those that didn't fled to Valenwood, earning the name "Wild Elves."

Over 2000 years after his defeat, Umaril did regenerate and return to Nirn, this time to dismantle the now Nine Divines and to cast all of mortality under an Ayleid banner once again. However, the newly reformed Knights of the Nine thwarted Umaril's plan. After finding Pelinal's weapons and armor, and acquiring the blessing of the Ninth Divine, Talos, the Knights of the Nine defeated Umaril both in body and in spirit, forever ending the threat of the Ayleids to mankind.





## Religion and Culture

Ayleid society was very sophisticated for its time. There was a government to run each independent city-state or personal manse, with the whole people only banding together when at war or nearing annihilation. Beyond that, however, each Ayleid enjoyed the legal freedom to do almost anything. Most Ayleids had a fascination with magicka and Aetherius, which led to a fascination with the stars, the portals to Aetherius poking through to Mundus. The meteors that fell to Nirn produced much of the meteoric-iron and glass an adventurer will see in Ayleid ruins.

Ayleids used Magicka fountains and pools as light sources in their cities, for they believed in the elements of Earth, Air, Water, and Light, with Fire simply being a corrupted form of light, leading to the creation of magical pools instead of using open flames. The Ayleids were also well-attuned with nature, often using hawks in battle, and naming weapons after aspects of animals.

The Ayleids also believed in worshipping Daedra, and, unlike the Chimer who divided them into "good" and "bad" Daedra, the Ayleids were indifferent and worshipped any Daedric prince, from Azura to Mehrunes Dagon. This also allowed the Ayleids to constantly commune with Daedra, is likely the reason for their use of mass slave labor. The Ayleids were also fascinated with the undead, and often used them in the defense of keeps or other jobs that were deemed too dangerous for the living to perform.

## A Shadow in the Light

In spite of their gleaming alabaster stone and visages of purity, the Ayleid's civilization was largely built on the backs of Nedic slaves and was fuelled by pain-magicks. The Ayleids used dark flesh magic to twist, warp, and siphon their slaves. They also used it to enhance themselves and their own spells and rituals, to ward their estates and holdings as well as enchant items with primal spells. Flesh Gardens, suffering, and depravity were cornerstones of a significant number of Ayleid clans and households.

*The ancient Ayleids believed that Nirn was composed of four basic elements -- earth, water, air, and light -- and of these four elements, they believed the most sublime form of light was star light. The stars are our links to the plane of Aetherius, the source of all magical power, and therefore, light from the stars is the most potent and exalted of all magical powers.*

-Irlav Jarol, Magic from the Sky

## The Bird-Men of the Nibenay

Topal the Pilot, an explorer from Summerset, described his encounters in proto-Cyrodiil with the "Bird Men" of the Nibenay. It is contested hotly amongst Imperial scholars whether or not these were the tribal Nedes wearing bird-like primitive garb, the Ayleids and their striking hawk motifs, or indeed a beast race of bird men long vanished from Tamriel.

Most scholars agree that the "Bird Men" of Cyrodiil were the Ayleids, but due to the lack of archeological findings, it is still debated just how aquiline the Ayleids were. Some posit they resembled Altmer, but wore feathers, beak-like helms, and taloned boots and gauntlets. Both male and female Ayleid dress is recorded to have largely been composed of feathers and plumes. Elaborate headdresses, cloaks, and tabards have all been found composed of varying feathers and quills. Others yet assert that the Ayleids were indeed part bird and could soar upon the air and rake their foes with talon-like claws.

While the truth of the matter is unknown, the facts likely lie somewhere in between. While still largely elves, given that the proven bird motifs, combined with the long lost flesh-changing magics of the Ayleids, it would be highly likely that at least a handful adapted the biological features of birds of prey, in reverence or to strike fear in their slaves and foes.



# Playing an Ayleid

If your Game Master (GM) allows you to do so, you may use the following statistics to create an Ayleid character. These stats can also be found in The Player's Handbook, though the Colovian Ayleid variant is exclusive to this book.

## Ayleid Baseline Characteristics

Str	End	Ag	Int	Wp	Prc	Prs
20	23	25	28	27	25	26

### Traits

- Weakness (Magic, 1):** This character increases all incoming magic damage by 1 after mitigation, and suffers a -10 penalty to all tests made to resist non-damaging magical effects. This trait can stack.
- Power Well (5):** Characters with this trait have more magicka than usual. Increase their MP max by 5. This trait can stack.
- (Racial) Empowered by Starlight:** Ayleid characters increase their Willpower bonus for the purpose of spell restraint by 2 while under direct starlight. The Ayleid can choose to forfeit this bonus for the rest of the night in order to absorb some of the power radiating down on it, regaining 15 magicka instantly.
- (Racial) Flesh Shaping:** When an Ayleid uses any Restoration spell that regenerates a target's health, it can choose to instead inflict the specified amount as Magic damage. Additionally, an Ayleid can use the Stabilize spell to Treat Wounds.

### Other

- During character creation, Ayleid characters may choose to begin with the Restoration or Enchanting skill trained to Novice rank for free.

## Colovian Ayleid

These Ayleids were the ones mostly responsible for building the White-Gold Tower, and were a bit more hardy than other common Ayleids.

## Colovian Ayleid Baseline Characteristics

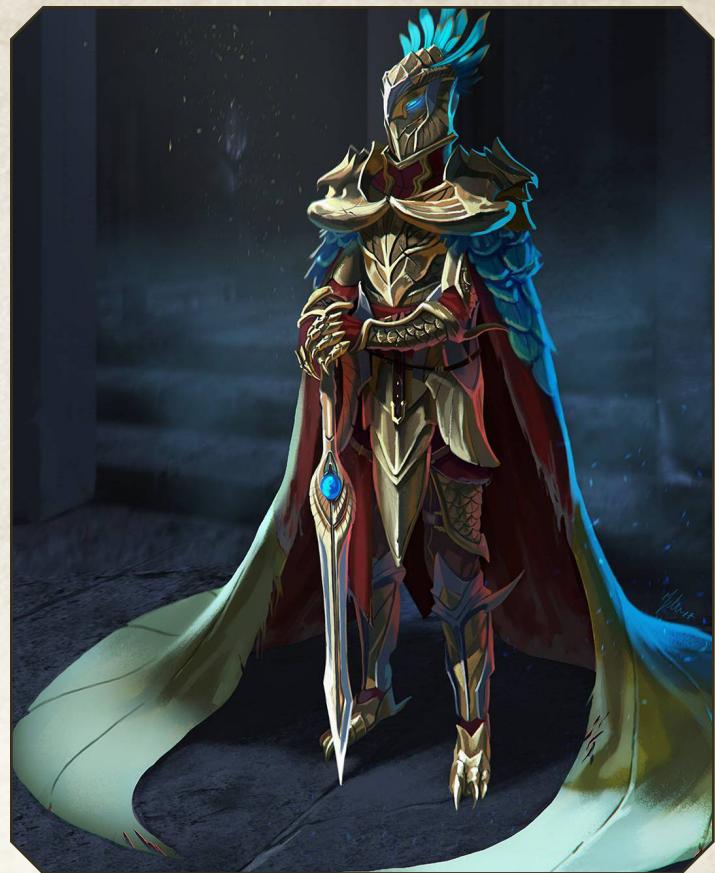
Str	End	Ag	Int	Wp	Prc	Prs
22	26	25	24	25	25	26

### Traits

- North-Elf:** The Colovian Ayleid gains both the Weakness Fire (1) and the Weakness Shock (1) traits. This increases all incoming Fire and Shock damage by 1 point, and suffers a -10 penalty to all tests to resist non-damaging fire and shock related effects.
- Resist Frost (1):** The Ayleid reduces all incoming Frost damage by 1 point, and gains a +10 to resisting any non-damaging frost related effects.

### Other

- The Colovian Ayleid loses the Ayleid's Weakness to Magic trait, though it also gains any other trait or free skill rank that the Ayleid would get.



# Ayleid Equipment

As a people, the ayleids and their cities were fairly prosperous for their time in history. As such, they were able to thrive as a people, and produced a variety of luxury items, tools, and other amenities to enjoy themselves. Now, as they are gone, these trinkets can also belong to any adventurers who happen to come across them.

## Arms and Armour

Like any other city, ayleid citadels had numerous ways to defend their territory, primarily through the use of armed soldiers and battlemages, with heavily worked armor of their own design. Their armors and weapons have stood the test of time, and can be a welcome addition to any arsenal.

### Elite Advance: White-Gold Artificer

*The character is privy to the ancient lores and starlight-forges of the Ayleidoon*

**250 XP if any Ayleid, 500 XP if not an Ayleid.**

The character is able to learn new Ayleid crafting talents, and when they use a Welkynd Stone to replenish Magicka, can test Willpower to only drain the Stone instead of destroy it. When using a Welkynd or Varla Stone, the character can test Enchanting at +0. If successful, the Welkynd or Varla Stone is not consumed by the character, only drained of its power.

## New Talents

The ayleids were known for their fascination with starlight, and the ability to turn this starlight into extreme power for their welkynd and varla stones. While being unheard of for centuries, this magic has been recovered and can be adapted for modern tasks.

### Patterns of the Ayleids

**Adept (Intelligence)**

**Requires Adept Blacksmithing, Adept Lore.**

The character has learned the secrets of forging the weapons and armour used by the ancient Ayleids, which are blessed by starlight. The character can create Welkynd and Varla Elven Armour and Weapons.

### Ancient Secrets

**Master (Intelligence)**

**Requires Patterns of the Ayleids**

The character has unlocked the secrets of starlight, and, with the right materials and timing, restore power to Welkynd and Varla stones, and even create new ones. The character learns the Siphon Starlight and Create

Ayleid Stone rituals.

## Welkynd Elven Equipment

When forging Moonstone armour, a character can imbue the magicka-containing powers of Welkynd Stone into the piece by catalyzing an intact Welkynd Stone, or by using 10 Pinches of Welkynd Stone Dust (see Welkynd Stones entry). The character crafts the piece as normal, but limits the Blacksmithing test by their Lore and Mysticism skills. If failed, if the test would normally pass for Blacksmithing, the armour is created as Moonstone, and is not successfully imbued with the power of the Ayleids.

If successful, the weapon or armour piece is imbued with the power of Welkynd Stones. It is treated exactly as Moonstone, Though it gains one of the following properties,

### Welkynd Armors

The armour piece serves as a battery for cast spells, and weakens any incoming magic spell (1 level) on a d10 roll of 3 or less. If successful, the Magicka spent on the spell is stored within the powdered and lacquered Welkynd dust woven into the armour. The piece can hold up to 10 Magicka on a Limb or Helm, or up to 20 Magicka on a breastplate.

A character wearing Welkynd armour can tap into this Welkynd reserve as a +20 Mysticism test as an Action to absorb the Magicka of one or more pieces of Welkynd armour. If failed, only a quarter of the stored Magicka is absorbed, and the rest is dissolved into the aether.

### Welkynd Weapons

The weapon gains the Focus quality, and gains one charge of Starlight. The character can harness the charge of Starlight to gain a +20 bonus to the casting test of a single spell being cast through the weapon as a Focus. After harnessing the charge, it is spent. The weapon, if left under starlight for at least 4 hours, regains the spent charge. It can only hold up to three charges at a time. Additionally, Welkynd weapons can cast up to 10m of bright light as a free action at any time, at the user's will.

Welkynd Elven Armour and Weapons cannot be enchanted, as their magical properties are immediately nullified and absorbed by the latent Welkynd dust.



## Varla Malachite Equipment

When forging Malachite armour, a character can imbue the magicka-containing powers of a Varla Stone into the piece by catalyzing an intact Varla Stone, or by using 10 Pinches of Varla Stone Dust (see Varla Stones entry). The character crafts the piece as normal, but limits the Blacksmithing test by their Lore and Mysticism skills. If failed, if the test would normally pass for Blacksmithing, the armour is created as Malachite and is not successfully imbued with the power of the Ayleids.

If successful, the weapon or armour piece is imbued with the power of Varla Stones. It is treated exactly as Malachite, though it gains one of the following properties

### Varla Armors

The armour piece serves as a barrier of magical spells, and nullifies any incoming magic spell on a d10 roll of 3 or less. If successful, the Magicka spent on the spell is stored within the powdered and lacquered Varla dust woven into the armour. The piece can hold up to 15 Magicka on a Limb or Helm, or up to 30 Magicka on a breastplate.

A character wearing Varla armour can tap into this reserve as a +30 Mysticism test as an Action to absorb the Magicka of one or more pieces of Varla armour. If failed, only half the stored Magicka is absorbed, and the rest is dissolved into the aether.

### Varla Weapons

The weapon gains the Focus quality, and gains two charges of Starlight. The character can harness the charge of Starlight to gain a +20 bonus to the casting test of a single spell being cast through the weapon as a Focus. After harnessing the charge, it is spent. The weapon, if left under starlight for at least 4 hours, regains the spent charge. It can only hold up to five charges at a time. Additionally, Varla weapons can cast up to 15m of bright light as a free action at any time, at the user's will.



## Ayleid Stone Rituals

Creating the famous Welkynd and Varla stones was a very closely guarded secret among the Ayleid people. With time and very meticulous research, very few of the other individuals have uncovered the secret rituals known to fabricate them.

### Create Ayleid Stone

The character has uncovered the secret of making Welkynd and Varla stones.

#### Welkynd Stones

To create a Welkynd stone, the character must accrue approximately 150 drakes worth of materials, not including some kind of valuable gemstone (Anything except diamonds may be used) Then the character may make a -10 Blacksmithing test followed by a -10 Enchanting test to create the stone. Depending on the gemstone used to make the Welkynd stone, activating it may have separate added on effects, that last until their next long rest such as:

- **Amethyst**- Character gains **Resistance**(Magic, 2)
- **Emerald**- Character increases their SP max by 1.
- **Garnet**- Character increases their Wound Threshold by 1.
- **Ruby**- Character increases their max HP by 3.
- **Sapphire**- Character gains **Power Well**(25).

If any of these gemstones happen to be flawless, both of the tests made to create the stone become -30, and the effects of each stone are doubled.

#### Varla Stones

To create a Varla stone, the character must accrue approximately 250 drakes worth of materials, not including a diamond gemstone. Then the character may make a -20 Blacksmithing test followed by a -20 Enchanting test to create the stone. Once created this stone functions the same as any other Varla stone, but allows for the full recharging of 3 different enchanted items.

If the Diamond happens to be flawless, both of the tests made to create the Varla stone become -40, and it may be used to fully recharge 6 different enchanted items.

### Siphon Starlight

Using this ritual, the character can take power from the stars to power up the Welkynd and Varla stones that they have created or ones that have no charge left in them. After making a Lore -20 test and preparing a ritual outside underneath the stars, the character may place the stone in the middle of ritually prepared area. They must then leave it there undisturbed overnight. In the morning the stone will be charged, and function normally. This ritual costs approximately 100 drakes of materials.

# Ayleid Trinkets and Devices

The Ayleids were a very lustrous race of elves, and had many baubles and many advanced enchanting techniques that they employed on many of their everyday items.

## Dining Talons

*Used by Ayleids in place of traditional utensils, Ayleid Dining Talons are long, curved, sharp finger garments made of Ayleid metals.*

Ayleid Dining Talons, when worn, count as a weapon with the following profile:

Damage	Handedness	Reach	Qualities	ENC
Unarmed	1	1m	Slashing (1), Exploit Weakness, Hand-to-Hand, Small	0



## War Talons

*Long, dagger like claws affixed to specialized gauntlets and segmented, articulated finger joints, an Ayleid War Talon is a brutal war-claw, meant to leave grievous wounds.*

Ayleid War Talons count as a weapon with the following profile:

Damage	Handedness	Reach	Qualities	ENC
Unarmed	1	1m	Slashing(AgB), Exploit Weakness, Hand-to-Hand, Paired	0

**Paired Quality:** When dual-wielded as a matching pair, when the user successfully hits a target with a melee attack they can roll their unarmed damage twice as a single attack roll (but only apply their Slashing and Material bonus one time).

## Welkynd Lanterns

Utilizing a harvested and refined Welkynd crystal, a Welkynd lantern runs not on oil or candle, but by magicka. Easily used and operated, and requiring only a modest amount of magic, a Welkynd lantern can cast great light in a staggeringly large radius, or be used to quietly and dimly light an area.

A Welkynd lantern is a light source that weighs 1 ENC. Suspending a floating Welkynd crystal within a ribbed, meteoric-iron lantern frame, the lantern is baroque and surprisingly heavy. Because it is magical, it stays lit even while underwater, in Oblivion, or anywhere else that might prevent conventional fires from being lit, and also does not give off an odour, sound, or smoke.

As an action, a character can light a Welkynd lantern by touching it willfully. Doing so, they can expend up to 10 Magicka Points. Each point of magicka spent allows it to cast bright light for up to  $10m \times (\text{magicka spent})$  for 4 hours. The character can touch the lamp willfully to extinguish it, but relighting it will cost the full MP cost again if they chose to do so.

The Welkynd Lantern's light effect is treated as a level 3 spell for the purpose of being magically dispelled.

## Dark Welkynd Stones

Small crystals of black-light, an inversion of their aqueous-blue cousins, Dark Welkynd Stones are imbued with sorcerous power, and are left suspended by magic to act as simple sentinels. With proper expertise, training, and magical prowess, these Dark Welkynd Stones can be subverted, stolen, and used for ones' own purposes.

A character with an inert Dark Welkynd Stone can power it with a successful -20 Mysticism test as an Action. While activated, the Dark Welkynd Stone will float about a metre off the ground, and can be moved by pushing or carrying it around.

The character can then nominate either targets to be attacked, or targets to be ignored. The character can then cast a Destruction spell up to spell level 2 into the Dark Welkynd Stone, and the crystal "learns" this spell. It can only know one at a time.

The Dark Welkynd Stone will, once per round, cast this spell as a Bolt at the nearest eligible target (always succeeds with 1 DoS) until the character passes a +20 Mysticism test as an Action to make it stop, or it runs out of Magicka. The character must manually charge it with their own Magicka as an Action, transferring as much of their own available Magicka into it as they wish as a +0 Mysticism test. The Dark Welkynd Stone holds up to 100 Magicka.



## Welkynd Stones

Blue-aquamarine stones commonly found in ayleid cities, with meteoric iron bases. They sit on stands with two pincers holding them in the air for many to see, although they can be knocked down with bows or spells. They were the easiest of the Ayleid stones to create, and their ability to fully restore magicka almost instantly make them welcome additions to any wizard's arsenal. Their purpose is mysterious, but the consensus is they were used to power devices or rooms in Ayleid estates.

A character can harness the power of a Welkynd Stone with great ease. By harnessing its power as a Use Item action, the character immediately drains the stone of its power and is restored to full Magicka points. The stone then crumbles away into a fine powder, which is a Pinch of Welkynd Stone Dust.



## Varla Stones

White, luminescent stones created from enchanted shards of meteoric glass. They are quite rare, even for ayleid ruins, as they have been mostly picked clean due to their powerful ability to recharge magic items.

A character can harness the power of a Varla Stone with great ease. By harnessing its power as a Use Item action, the character immediately drains the stone of its power. Alternatively, Varla stones can be used like soul gems, storing up to a soul level of 1000. It is with this power that a varla stone can restore enchantments to their full EL. The stone then crumbles away into a fine powder, which is a Pinch of Varla Stone Dust.



## Ayleid Idols

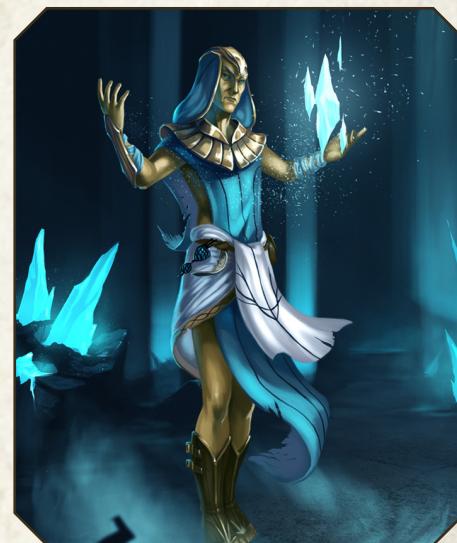
Religious sculptures of the Edeis (Ancestors; of which White-Gold held Ten) and the Adais (Deities, referring to patron saints and other various revered figures outside of the White-Gold pantheon).



## Great Welkynd Stones

Very large in size, with a silvery, nearly pure white color, and a gleam unmatched by any treasure in Tamriel. Great Welkynd Stones are the true legacy of the Ayleids; serving as the main power source for their cities and serving as a great resource to any worthy mage. These stones harness the power of Magnus himself some scholars will say, as these, the greatest of the Ayleids' star stones, owe their existence to the god of magic.

Great Welkynd Stones are an almost infinite power source, commonly used in large ayleid fortresses and keeps. Welkynd stones can also serve another purpose however. They can function by using its own innate magical ability to cast a large healing spell over a wide radius. The character using the stone must make a restoration -10 roll to succeed, giving him and any allies within the 25m blast radius the full heal equivalent to a level 4 heal ally spell, if you fail, regain half the health. However, unlike normal Welkynd and Varla Stones, Great Welkynd Stones don't crumble upon use, only fading into nothingness.



# Ayleid Flesh Magic

The Ayleids were a very cruel race, and their love of pain and torture, as well as their worship of Daedra led them to create a very sick and twisted magic based on manipulating the flesh of their enemies, and even sometimes themselves.

## Elite Advance: Pain Sorcerer

*The character is studied in the arts of dark flesh-magic, and is fuelled by the pain and torment of others.*

**500xp if Ayleid, 1000xp if non-Ayleid**

The character has access to the Flesh Magic skill, and generates a Pain Point any time a living creature or character within their Perception in metres is slain, Wounded, Burning, Bleeding, or fails a Fear or Horror test, or otherwise suffers excruciating pain and torture.

An event that causes multiple of these effects to a single target only grants a single Pain Point. For a target to be considered eligible, they must be living and sentient. The Flesh Shaper can store a number of Pain Points equal to half their Willpower score. All Pain Points are lost after a Long Rest.

### New Skill: Flesh Magic (Intelligence, Willpower)

Wielded by ancient Ayleid sorcerers, Flesh Magic is used to twist, gnarl, warp, and change the living form. Fuelled by agonies and foul murder, Flesh Magic is potent, cruel, and terrible. The GM may ask you to test Flesh Magic when:

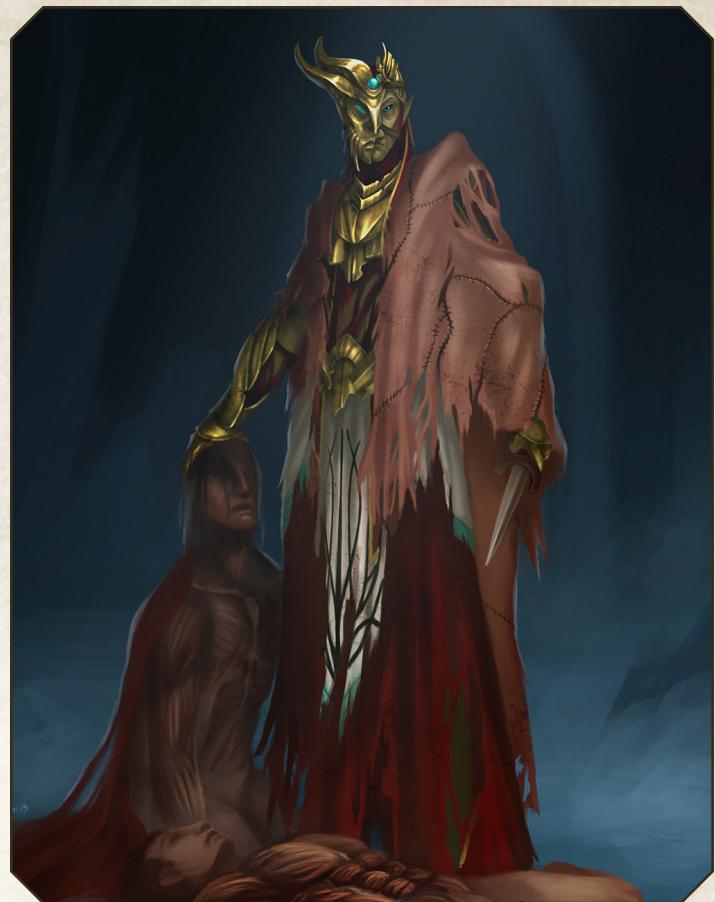
- Casting a Flesh Magic spell.
- Identifying the effects of a Flesh Magic spell.
- Performing Flesh Magic rituals.

Unlike conventional magic, Flesh Magic is fuelled by Pain Points, which are gained from the Pain Sorcerer Elite Advance. The caster should declare their target or targets and test to successfully cast the spell. If failed, the caster loses a number of Pain Points equal to the number of targets selected and the base cost of the spell, and gains a point of Corruption.

If successful, the caster then chooses how many Pain Points to invest in the spell. Pain Points “purchase” one additional spell d10, and the caster must also pay one Pain Point per additional target beyond the first. The caster then rolls all D10s in the Spell Pool, and applies the effects based on whether or not the total exceeds the target(s)’s Endurance score. After the effects of a Flesh Magic spell wear off, the target immediately loses a Stamina Point. Flesh Magic spells have a range of the user’s Perception in metres.

#### Example for Harden Flesh:

*So, in this case, let’s say a flesh magician with a +30 in Flesh Magic casts Harden Flesh on himself, and commits 4 Pain Points to it. He successfully casts, and now must roll 4d10, one for every PP spent. The Flesh Magician has an Endurance score of 31, and therefore on his 4d10 roll must meet or beat 31. He rolls his 4d10 pool and the total comes out to 28, just shy! Instead of gaining Natural Toughness 3 for 1 minute, he instead gains Natural Toughness 1 for 1 minute.*



### Harden Flesh

**1 PP per Spell D10**

A classic spell cast by flesh-magicians to toughen themselves or their allies, this spell gnarls and scales the flesh of their target to better withstand the blade and the axe. If Harden Flesh meets or exceeds the target’s Endurance score, they gain the Natural Toughness (EnB) trait for 1 minute.

If it falls short of the target’s Endurance score, they gain the Natural Toughness (1) trait for 1 minute instead.

### Ayleid Bondage

**2 PP per Spell D10**

Used by Ayleid slave-wardens to punish or bind prisoners or captives, this spell fuses the target’s hands together at the forearm, making their hands and arms unusable. If Ayleid Bondage meets or exceeds the target’s Endurance score, both (or all) of the target’s arms are treated as Crippled for a number of minutes equal to the caster’s WpB.

If the spell falls short of the target’s Endurance score, one of the target’s arms (randomly determined) is treated as Crippled for 1 round instead, as it swells and bloats, but does not gravitate towards or fuse with the target’s other arm.

## Mutate

### 2 PP per Spell D10

The Ayleid Flesh-Sculptors changed their own forms, and the forms of their slaves to better suit their roles and tasks. If Mutate meets or exceeds the target's Endurance score, the target gains one of the Mutations of the caster's choice from below for one minute:

- Amphibious (\*)
- Bite (Vicious Beak, d6 Splitting, Bite)
- Climber (Speed)
- Crawler (\*)
- Dark Sight (\*)
- Flyer (Speed  $\times 2$ )
- From Beyond
- Natural Weapons (Talons [hands or feet], d6 Slashing)
- Quadruped
- Savage
- Swimmer (\*)
- Thick Skull
- Unrelenting
- Vicious (+1 StB)
- Undying
- Catfall (\*)

If the spell falls short of the target's Endurance score, only an effect marked with an (\*) can be selected.

## Flesh Blade

### 1 PP per Spell D10

A common spell used by Ayleid Flesh Sorcerers and their cohorts, it causes the target's chosen arm to morph into a fleshy blade of magically infused bone and sinew. If Flesh Blade meets or exceeds the target's Endurance score, one of the target's arms transforms into a bony blade as their forearm bones extend and burst from their wrist, leaving their hand a flopping shredded mass of flesh. The arm cannot be used for any normal purposes, but counts as a Broadsword (d8)+1 with the Magical trait, and gains Slashing (Caster's WpB) for one minute, which uses the character's Unarmed or Broadsword skill for attacks and defence.

If the spell falls short of the target's Endurance score, the target's arm instead explodes into mangled flesh and bone, and the arm counts as Crippled but gains the Slashing (StB) and Magical qualities for one minute.

## Fleshmend

### 2 PP per Spell D10

Used frequently to heal grievous wounds, Fleshmend is popular among any Flesh Mage expecting trouble. If Fleshmend meets or exceeds the target's Endurance score, all of the target's Wounds are immediately considered treated, and the character regains (EnB) HP.

If the spell falls short of the target's Endurance score, the target instead heals for only EnB HP. This spell can bring a character to full HP while they have active wounds without maiming them.

## Trollblood

### 2 PP per Spell D10

Harnessing the power of hypermetabolism and taking inspiration from the trolls that plague Cyrodiil's wilderness, the Trollblood spell is popular for obvious reasons. If Trollblood meets or exceeds the target's Endurance score, the character gains the Regenerate (+30, [Caster's WpB]) trait for one minute.

If the spell falls short of the target's Endurance score, the target instead gains the Regenerate (+30, 1) trait for one minute.

## Painsurge

### 2 PP per Spell D10

The Flesh Mage harnesses the raw power of agony, and lights their targets' nerves alight. If Painsurge meets or exceeds the target's Endurance score, the target is wracked with crippling pain, and suffers a -30 on all tests for 1 minute.

If the spell falls short of the target's Endurance score, the target instead suffers a -10 on all tests for one round. This spell does not cause the target to gain Fatigue.

## Hemorrhage

### 2 PP per Spell D10

Ayleid Flesh Mages could use their magics to rupture the organs and blood vessels of their foes. If Hemorrhage meets or exceeds the target's Endurance score, the target immediately gains the Bleeding ([Caster's WpB]  $\times 2$ ) condition, and suffers the Organ Damage condition, which must be treated exactly as if it were a wound.

If the spell falls short of the target's Endurance score, the target instead gains the Bleeding (Caster's WpB) condition. This spell does not cause the target to gain Fatigue.

## Siphon Life

### 3 PP per Spell D10

The Flesh Mage strips the flesh and blood off their target to mend their own wounds. If Siphon Life meets or exceeds the target's Endurance score, the target immediately takes 2d10 Magic damage, and the caster is healed for the amount of damage dealt. This ignores Natural Toughness.

If the spell falls short of the target's Endurance score, the target instead takes d10 Magic damage, and the caster heals for half the amount of damage dealt. If a target dies from this spell's damage, they explode into a fine mist of bone and blood, and cause a Horror -10 test for all characters in the immediate vicinity of the unfortunate victim. This spell does not cause the target to gain Fatigue.

## Disguise Flesh

1 PP per Spell D10

The Flesh Mage can disguise and shape the flesh of their target to appear as another. If Disguise Flesh meets or exceeds the target's Endurance score, the target is successfully disguised and can take the form of a specific character or creature the caster personally has seen and memorized the appearance of for one hour.

If the spell falls short of the target's Endurance score, the target instead can be disguised as a member of a different race or species, but no one in particular for one hour.

## Blood Frenzy

1 PP per Spell D10

The Flesh-Wizard drives their target into a furious blood rage. If the Blood Frenzy meets or exceeds the target's Endurance score, the target gains the Frenzy condition and the caster can choose if they maintain their composure or attack the nearest target (friend or foe) for 1 minute.

If the spell falls short of the target's Endurance score, they gain the Frenzy condition for 1 minute.

## Corruption

Each time a character's Corruption score exceeds their Endurance Bonus, they must roll a d20 on the Corruption table below, and reset their Corruption back to 0. Corruption represents malignancies, addiction to pain, and pathos that develop in the character absent the indulgences of agony. Whenever the character has less total Pain Points stored than they have total number of Corruptions, they suffer the effects of their Corruptions.

D20	Corruption Effect
1	The character has violent shaking fits, and suffers a -10 on all Agility based tests.
2	The character's eyes go bloodshot and cloudy, forcing a -10 on all Observe tests.
3	The character's skin tightens to their bones like an ancient hag's, giving them a shrivelled appearance and reducing their maximum Stamina by 1.
4	The character is overwhelmingly drowsy and exhausted, and suffers 1 level of Fatigue until their pain-thirst is slaked.
5	The character is wracked with unnerving ticks, and suffers a -10 on all Personality based tests.
6	The character wastes away and their muscles atrophy, and suffers a -10 penalty on all Strength based tests.
7	The character's skin erupts into painful sores, and gains the Bleeding (1) condition any time they take damage.
8	The character's constitution falters and they are sick to their stomach, and suffer a -10 on all Endurance based tests.
9	The character's eyes become sensitive to bright light, and suffer a -10 penalty on all vision based tests made in daylight or bright torchlight.
10	The character becomes antipathetic and withdrawn, and suffers a -20 on all Command, Commerce, and Persuade tests.
11	The character becomes violently ill, and must test Endurance every hour or lapse into a violent vomiting session for d4 rounds and gain 1 level of Fatigue.
12	The character feels so heavy, and increases their Encumbrance level by 1.
13	The character becomes sluggish and slow, and halves their Speed.
14	The character's fingers shake and quiver, and they lose fine motor skills, suffering a -20 penalty on all Subterfuge tests, relevant Profession tests, Medicine tests, and casting tests that require somatic components.
15	The character struggles to pay even the barest attention to things, and suffers a -10 penalty on all Perception tests.
16	The character seems to rot with a blackening pox, and suffers the effects of a random disease, or Common Disease.
17	The character is touched by Oblivion and becomes increasingly morbid and evangelical. They suffer a -20 penalty on all Personality based tests, but gain a +10 on any Conjunction, Flesh Magic, or Medicine tests.
18	The character is haunted by a reflection of their own visage, their internal ugliness made manifest. The character causes Panic +0 in all characters that behold their visage unmasked by a hood, helm, or shawl, even their allies and close friends.
19	The character's nerve falters under crippling anxiety, and they suffer a -20 on all Willpower based tests.
20	The character's mind bends and buckles under the weight of addiction, and suffers a -20 penalty on all Intelligence tests.

# Flesh Magic Talents

Expanding upon the already gruesome and dark magicks of the Ayleids, takes lots of practice and time with the ancient magic, but with frequent use, the Flesh Sorcerer can unlock far more powers than they could've ever imagined.

## Power From Pain

### Expert (Willpower, Intelligence)

*The character has gained the ability to exchange pain power for magicka*

The character has trained extensively with using the pain and suffering of others, and has developed a way of transforming that into pure magicka. They may now turn every 1 PP they have into 1 MP.

## Blood Magic

### Expert (Willpower)

*The character has developed vampiric tendencies and can use their life essence to cast their Flesh Magic spells.*

Experimenting with their own body, and taking a bit of inspiration from more vampiric magic, the caster can now expend HP in place of PP at 1:1 ratio.

## Red Osmosis

### Master (Intelligence)

*The character can meditate during a rest and sacrifice their power to heal themselves of their injuries at a faster pace*

Meditating on their own wicked deeds while resting, the caster can now convert leftover PP into HP during a long rest at a 2:1 ratio, and 5:1 during a short rest.

## Dark Inspiration

### Expert (Intelligence)

*Using their dark power, the character can now make themselves appeal more to others.*

The character has harnessed the power of pain to boost their mental capacity and charismatic prowess. They may now spend 4 Pain Points for +10 on an Intelligence or Personality test.

## Dark Vigour

### Expert (Willpower)

*Fueling themselves with the pain they cause upon others, the character can now unnaturally fortify their bodies.*

Using their flesh magic to boost their own physical prowess the caster may now spend 4 Pain Points for a +10 on an Endurance or Strength test. If this is used on a Combat Style (Str) test, the caster also gains a +1 StB on a successful melee attack.

## Blood Harvest

### Apprentice (Willpower, Intelligence)

*When seeing a bleeding enemy the character gains more power to use.*

The sight of blood pouring from a wound fuels your powers even more. When the Flesh Mage gains a Pain Point from a character or creature suffering the Bleed condition, they instead gain 2 Pain Points.

## Stuff of Nightmares

### Apprentice (Willpower, Intelligence)

*The character has developed the ability to draw more power from frightened enemies*

Screams of terror and fleeing enemies fan the flames of your power far beyond what they used to. When the Flesh Mage gains a Pain Point from a character or creature failing a Panic or Horror test, they instead gain 2 Pain Points.

## Fires of Oblivion

### Apprentice (Willpower, Intelligence)

*The character can now draw more power from ignited enemies.*

Studying fire, the caster has honed their senses to be able to take more power from those under its searing embrace. When the Flesh Mage gains a Pain Point from a character or creature Burning, they instead gain 2 Pain Points.

## Morbid Curiosity

### Apprentice (Willpower, Intelligence)

*The character has studied the deceased enough to gain more power from those approaching death's door.*

Harnessing the power of death itself, the caster has unlocked secrets that gain him more power from the slain. When the Flesh Mage gains a Pain Point from a character or creature being slain or Wounded, they instead gain 2 Paint Points.



## Pain Rituals

Rituals involving torture, pain, suffering, and harnessing moonlight. Most revolve in creating a ritually prepared area, and boosting the effectiveness of any Flesh Magic casted within that area.

### Rite of Desecration

This ritual requires a medium sized to large sized room to be prepared with various amounts of different rituals and incantations cast around the room. Depending on the size of the room, It may take a shorter or longer amount of time(Up to GM discretion) as well as a -10 Flesh Magic skill test. Within this sanctum, The Flesh magician has an uncapped amount of Pain Points that are not lost during a Long Rest, but only as long as they reside within the sanctum. If they leave the ritually prepared room, then any Pain Points gained there are kept or if they exceed their maximum, it is reduced to their maximum amount of Pain Points.

This Ritual is normally used by Pain Sorcerers to cast the far more powerful Pain Rituals, otherwise, they wouldn't be able to due to high Pain Point cost.

### Rite of Transformation

This ritual is one of the more basic, but most powerful ritual that a pain sorcerer may undertake. First the character must choose a certain Flesh Magic spell to cast, then cast the ritual. To cast this ritual it costs 100x the Pain Cost of the chosen Flesh Magic spell as well as a -30 Flesh Magic skill test. After successfully casting the chosen spell, the effects of it will become permanent upon the target of the spell. This spell only works on most Flesh Magic spells except:

- Flesh Mend
- Siphon Life
- Hemorrhage

### Rite of Superior Sorcery

This ritual makes any pain magic spell become more effective and has the potential to negate any negative effects the spell may inflict upon the user. For 50x the Pain Cost of a Flesh Magic spell, the spell does not have to exceed to the target's Endurance score to get the full effect of the spell, and the spell lasts for twice as long as it normally would. To cast this spell the character must make a -20 Flesh Magic skill test.

## Ayleid Monster Profiles

The Ayleids had many monsters and Daedra that served them. Formost of the Daedra were the Aurorans, since Meridia favored the Ayleids more than many other races on Tamriel. Other monsters under their command would be things like their Flesh gardens, and enchanted stone guardians that fought on their behalf to protect their cities.

### 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.

#### 1d8 Treasure

1	1d10 drakes of salvageable junk
2	1d20 drakes of dirty coin
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	1d10 × 50 drakes worth of ancient ingots
8	A random magic item, with soul level 1000

## Ayleid Mage

Ayleid mages are trained in the arcane arts, making them a more imposing threat than their ungifted brethren.

### Ayleid, Minor Group, Black Soul, 1000

Characteristic		Attributes		Skills	
Strength	20	Hit Points	13	Combat	30
Endurance	25	Wound Thr.	6	Magic	70
Agility	30	Magicka	55	Evasion	45
Intelligence	50	Stamina	2	Observe	50
Willpower	45	Initiative	+6	Stealth	30
Perception	30	Action Pts.	3	Knowledge	70
Personality	35	Speed	6m	Social	45
Luck	-	Size	Med.	Physical	30

### Weapons and Armour

- Moonstone Dagger (1d4 +2) 1H, 1M, Slashing, Exploit Weakness, Thrown (15/20/25), Small, Magic
- Partial Moonstone armor (3 AR each, 1 MR each, light, 2 Enc. each, Magic)

### Traits:

- Weakness (Magic, 1):** This character increases all incoming magic damage by 1 after mitigation, and suffers a -10 penalty tests made to resist non-damaging magical effects. This trait can stack.
- (Racial) Empowered by Starlight:** Ayleid characters increases their Willpower bonus for the purpose of spell restraint by 2 while under direct starlight. The Ayleid can choose to forfeit this bonus for the rest of the night in order to absorb some of the power radiating down on it, regaining 15 magicka instantly.
- (Racial) Flesh Shaping:** When an Ayleid uses any Restoration spell that regenerates a target's health, it can choose to instead inflict the specified amount as Magic damage. Additionally, an Ayleid can use the Stabilize spell to Treat Wounds.

### Spells:

- Frostbolt 3:** 1d8 Frost Damage, 100m range
- Frostball 3:** 1d8 Frost Damage, 100m range, 2m radius
- Ward 4:** 9 AR/MR
- Healing Touch 5:** 10 Hp/magic dmg.
- Poisonbloom 4:** 1d10 Poison Damage, 100m range, 2m radius
- Reanimation:** See scroll of Undeath pg. 6 for rules on this spell
- Summon Wraith:** (mindlock, 2) Summons a wraith for one minute, both caster and undead must roll an opposed test, if the caster succeeds, the creature is bound.

### Encountering Ayleid Mages

Mages will typically reside in Ayleid structures, maintaining the magics held within by their Elven creators.

## Ayleid Guardian

Ayleid guardians are the main military force of City-states. They are only a danger in large groups.

### Ayleid, Minor Group, Black Soul, 1000

Characteristic		Attributes		Skills	
Strength	35	Hit Points	13	Combat	65
Endurance	30	Wound Thr.	7	Magic	-
Agility	25	Magicka	35	Evasion	40
Intelligence	30	Stamina	2	Observe	45
Willpower	30	Initiative	+6	Stealth	25
Perception	25	Action Pts.	3	Knowledge	30
Personality	25	Speed	6m	Social	25
Luck	-	Size	Med.	Physical	40

### Weapons and Armour

- Moonstone Longsword (1d10 +2), Slashing, 1.5H, 2M, Magic
- Moonstone Shortbow (1d6+2), 20/260/360, Reload (2), Unwieldy
- Moonstone Shield (BR:9 (6 MR) 2 ENC.), Magic
- Partial Moonstone armor (3 AR each, 1 MR each, light, 2 Enc. each), Magic

### Traits:

- Weakness (Magic, 1):** This character increases all incoming magic damage by 1 after mitigation, and suffers a -10 penalty tests made to resist non-damaging magical effects. This trait can stack.
- (Racial) Empowered by Starlight:** Ayleid characters increases their Willpower bonus for the purpose of spell restraint by 2 while under direct starlight. The Ayleid can choose to forfeit this bonus for the rest of the night in order to absorb some of the power radiating down on it, regaining 15 magicka instantly.
- (Racial) Flesh Shaping:** When an Ayleid uses any Restoration spell that regenerates a target's health, it can choose to instead inflict the specified amount as Magic damage. Additionally, an Ayleid can use the Stabilize spell to Treat Wounds.

### Encountering Ayleid Guardians

Guardians will mostly be seen around the city's, fortifications, and ruins of their people, defending them from outsiders. They will also form patrols of their territory and provide escort to the upper class.

# Ayleid Sorcerer-King

Ayleid Sorcerer-Kings were the lords of ayleid cities. Their power is one of the greatest seen on Tamriel.

## Ayleid, Deadly Solo, Black Soul, 1000

Characteristic		Attributes		Skills	
Strength	55	Hit Points	28	Combat	70
Endurance	55	Wound Thr.	16	Magic	85
Agility	55	Magicka	75	Evide	55
Intelligence	70	Stamina	5	Observe	50
Willpower	65	Initiative	+17	Stealth	15
Perception	50	Action Pts.	4	Knowledge	70
Personality	50	Speed	15m	Social	60
Luck	-	Size	Med.	Physical	55

### Weapons and Armor:

- Varlastone Dagger (1d4 +3) 1H, 1M, Slashing, Exploit Weakness, Thrown (20/25/30), Small, Magic, Focus
- Varlastone Longsword (1d8 +3) (1d10 +2), Slashing, 1.5H, 2M, Magic, Focus
- Full Welkyndstone armor (7 AR each, 3 MR each, med, 3 Enc. each, Magic)
- Welkyndstone Shield (11 BR, 8 MR, Medium, Enc. 2, Magic)

### Traits:

- Weakness (Magic, 1):** This character increases all incoming magic damage by 1 after mitigation, and suffers a -10 penalty tests made to resist non-damaging magical effects. This trait can stack.
- Telekinesis (6):** Characters with this trait can move objects with their mind within a range of 60 meters. This can only be used to move fairly small objects (at most a large crate or barrel) at a speed of about 1 meter per second (6 per round).
- (Racial) Empowered by Starlight:** Ayleid characters increases their Willpower bonus for the purpose of spell restraint by 2 while under direct starlight. The Ayleid can choose to forfeit this bonus for the rest of the night in order to absorb some of the power radiating down on it, regaining 15 magicka instantly.
- (Racial) Flesh Shaping:** When an Ayleid uses any Restoration spell that regenerates a target's health, it can choose to instead inflict the specified amount as Magic damage. Additionally, an Ayleid can use the Stabilize spell to Treat Wounds.
- Bend Reality:** Can test Magic in place of Physical.
- Rally of Starlight:** The Ayleid Sorcerer-King, activates and tiny welkynd stone to shine a bright light, invigorating his allies with newfound strength. As an action, the Sorcerer-King can spend a stamina point to call upon his ayleid allies to fight harder. All Ayleids within 10m can immediately make an Attack action for free.

### Spells:

- Frostbolt (5):** Cost: 7, 2d6 Frost Damage, 100m range
- Frostball (4):** Cost: 10, 1d10 Frost Damage, 100m range, 2m radius
- Ward (4):** Cost: 10, 9 AR/MR

- Poisonbloom (4):** Cost: 14, 1d10 Poison Damage, 100m range, 2m radius
- Reanimation(4):** Cost: 25, Target corpse of Standard 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.
- Summon Wraith:** Cost: 38, Summons a wraith for one minute, both caster and undead must roll an opposed test, if the caster succeeds, the creature is bound.
- Heal (7):** Cost: 14 HP restored on self.
- Heal Ally (5):** Cost: 10 HP restored on ally within 50m.

### Encountering Ayleid Sorcerer-Kings:

Sorcerer Kings rule over the ancient ruins that formed as the heart of their domains, typically residing within the deepest, most secure part of the complex. Upon defeat, player characters may take 3-5 rolls on the Treasure Table.



## Lesser Auroran

Aurorans are daedric servants in the employ of Meridia.

### Daedra, Minor Group, Greater White Soul, 1000

Characteristic		Attributes		Skills
Strength	45	Hit Points	20	Combat 65
Endurance	40	Wound Thr.	13	Magic 55
Agility	30	Magicka	45	Evasion 40
Intelligence	45	Stamina	4	Observe 45
Willpower	50	Initiative	+11	Stealth 15
Perception	35	Action Pts.	3	Knowledge 45
Personality	25	Speed	10m	Social 25
Luck	-	Size	Med.	Physical 60

### Weapons and Armour

- Moonstone Greataxe: 1d12+2 2H 3m Splitting, Unwieldy, Shield Splitter, Concussive, (SL1 Shock)
- Auroran Plate: 7 full AR, 3 magic AR

### Special Abilities:

- Power Attack (1-3)**, Spend after damage is rolled: Add an amount of damage to a melee attack equal to twice the stamina points spent, to a maximum of 3 for +6 damage.

### Traits:

- Resist (shock) 2**
- Resist (Normal Weapons) 2**
- Weakness (Shadow) 5**
- Powerful:** The Auroran may treat two-handed weapons as one handed. They may not dual wield two-handed weapons. Additionally, they ignore the Unwieldy weapon quality for parrying.

### Encountering Lesser Aurorans

Be it heeding the call of the Ayleids or their master and creator Meridia, Aurorans will typically be found in Ayleid ruins, for whatever regal or divine purpose they may have been given. Their preference for heavy armour and shock enchanted weapons is universal, and as such any preparations dedicated to dealing with them can always take those factors into account.

They typically wield axes and look to be made of sunlight and bone, and lack any sort of perceivable facial features, known only for their helmeted heads, and lack of skin. They're very ubiquitous looking, and genuinely seem to lack souls. They are ruthless and will slay any and all who may tread their masters' dwellings. Lesser Aurorans will typically be seen in the depths of ayleid ruins, in the employ of a priest of Meridia or an Ayleid lord. They are one of few groups of Aurorans who will work with undead, as Meridia's influence is not very strong on them.

## Flesh Garden

Flesh Gardens can summon undead to help their allies

### Bestial, Minor Group, Common White Soul, 750.

Characteristic		Attributes		Skills
Strength	35	Hit Points	23	Combat -
Endurance	45	Wound Thr.	12	Magic 80
Agility	25	Magicka	70	Evasion 30
Intelligence	50	Stamina	4	Observe 45
Willpower	50	Initiative	+10	Stealth 10
Perception	35	Action Pts.	3	Knowledge 35
Personality	25	Speed	0m	Social 15
Luck	-	Size	Med.	Physical 45

### Weapons and Armour

- No weapons
- Natural Armor: 3 AR

### Traits:

- Absorb:** The Flesh Garden can absorb any undead body near it and use it to summon another undead entity.
- Stationary:** The Flesh Garden is incapable of movement

### Spells:

- Summon (Initial limit: 2, can increase by using Absorb):** Summon either a Zombie or Flesh Atronach dependent on cost of Magicka, for one minute, the creature and caster will make an opposed test to see if the creature is bound or not.

### Encountering Flesh Gardens

Flesh Gardens are stationary structures similar to Dunmeri ghostfences. However, the bones and tissues are of Ayleid Enemies, and it is Ayleid magic that allows them to summon undead to protect them and their allies. The only challenge is the minions they can summon and then also absorb upon death.

# Colored Guardian

Colored Guardians serve as the main bodyguards of Meridia, Only wizards of great power can make them leave and force them into service on Nirn.

## Daedra, Deadly Group, Grand White Soul, 1200

Characteristic		Attributes		Skills	
Strength	75	Hit Points	30	Combat	95
Endurance	60	Wound Thr.	20	Magic	90
Agility	50	Magicka	95	Evasion	85
Intelligence	70	Stamina	5	Observe	65
Willpower	75	Initiative	+17	Stealth	50
Perception	50	Action Pts.	4	Knowledge	70
Personality	45	Speed	17m	Social	45
Luck	-	Size	Med.	Physical	80

## Weapons and Armour

- Varlastone greataxe: 1d12+3 2H 3m Splitting, Unwieldy, Shield Splitter, Concussive, Focus, Strike (SL3 Shock)
- Full Welkyndstone Armor: (7 AR each, 3 MR each, med, 3 Enc. each, Magic)

## Special Abilities:

- Light that Burns (1 SP):** Touch, SL 1 Light on target, along with 1d8 shock damage per round. Must spend 1 SP per round to upkeep it.
- Light that Protects (1 SP):** As a reaction gain Natural Toughness (3), and become immune to shock for 1 round.
- Power Attack (1-3):** Spend after damage is rolled: Add an amount of damage to a melee attack equal to twice the stamina points spent, to a maximum of 3 for +6 damage.

## Traits:

- Resistance (Lightning, 7)**
- Resistance (Normal Weapons, 7)**
- Resistance (Magic, 5)**
- Weakness (Shadow, 5)**
- Meridia's Wrath:** Aurorans deal 5 shock extra damage against targets that are illuminated or gained the conditions of a light spell. (by magical or mundane sources).
- Powerful:** The Auroran may treat two-handed weapons as one handed. They may not dual wield two-handed weapons. Additionally, they ignore the Unwieldy weapon quality for parrying.
- Executioner:** The character adds 1d4 to his Strength bonus for the purposes of the Splitting quality when making All Out Attacks with great axes. Additionally, this character's foes suffer a -20 penalty to Shock tests made because of wounds inflicted by greataxes.

## Spells:

- Chain Lightning(6):** Cost: 13, Fires a bolt of lightning at target character within 50m. Deals 2d8 shock damage. The bolt then jumps to another target within 10m and deals damage (roll 1d8). Repeat this for a third and final target.
- Fatigue(3):** Cost: 9, Target character within 50m must make an Endurance test with a +0 modifier or lose 1 SP.

- Drain Magicka(5):** Cost: 13, Target character within 50m must make a Willpower test or lose 20 MP.
- Poisonbloom(4):** Cost: 14, Target point within 100m explodes with poison gas. Deals 1d10 poison damage to all targets caught within 2m.
- Sunbeam(5):** Cost: 17, Deals 2d6 fire damage to all targets within a 1m wide line 30m in a chosen direction. Damage dealt counts as sunlight.
- Summon Frost Atronach:** Summon a Frost Atronach for a minute, the daedra will make an opposed test to see if it will be bound or not.

## Encountering Colored Guardians

The Aurorans typically wield axes and look to be made of sunlight and bone, and lack any sort of perceivable facial features, known only for their helmeted heads, and lack of skin. They're very ubiquitous looking, and genuinely seem to lack souls. They are ruthless and will slay any and all who may tread their masters' dwellings.

Colored Guardians are an elite class of Auroran, whose duty is to guard their Creator, Meridia, and follow important orders with which they will give their lives for. Colored Guardians will usually only be seen inside of Oblivion, but when called to Tamriel, they can be bosses on their own, not to mention potentially being under the control of Sorceror-Kings themselves. They can be found in Large, towering ayleid citadels with a vast number of Lesser Aurorans. Upon defeat, roll 3-5 rolls on the Treasure Table.

# Using Ayleid Ruins

Ancient Ayleid cities sprawl across a large amount of Tamriel. Many are explored by adventurers, and sometimes these brave souls are successful in their endeavors of finding prized treasures of the ancient Ayleid people. Other times their hard work is all for naught, and they're only with a quick death. Nevertheless, these ruins are filled to the brim undead, stone guardians, and Daedra more than happy to take mortal souls.

## Description

Ayleid ruins are large, white stone buildings flawlessly cut to an almost unbelievable smoothness, with small, flowing arches and block stonework being the primary focus of detail. Once inside, the white block transfers to large, one-piece walls of the same stone. With long, arched tunnels leading into large square or circular rooms full of ornate carvings. Throughout the ruins are small stands of iron which are used to hold Welkynd and Varla stones that can be seen throughout the ruins, and also provide light aside from large glowing crystals and pools of magicka that emit an almost ethereal light. Ayleid ruins also have the potential to lead into caverns and use these natural caves as passageways to other areas and possibly between other cities. A common danger among these ruins is the large chambers full of still-working traps to ward off intruders and would be thieves from stealing the riches of the ruin, ranging from spike pits to gas chambers. However, it is because of these traps that these ruins still possess riches to be had. Also of note are the inhabitants of these ruins, which are varied throughout Tamriel. Some are filled with creatures who have found other openings through caves and have infiltrated the ruins, some may be the undead of an Ayleid burial cairn, being broken from their rest by mortals roaming the halls. Even more still are bandits or marauders that see them as secure points for ambushes along the roads, or groups just occupying them for shelter.

## Wells

Ayleid wells encompassed all of the Ayleids' affection with starlight, and were treated as holy places and sacred ground among the Ayleids. Whether they are a part of an ayleid ruin or seen in the wilderness, Ayleid wells are always in the open, under the sun, moon, and stars. They are built in the same way as Ayleid ruins, but with usually more ornate carvings than what can be seen inside the ruins. They have a large receptacle of meteoric iron from which pilgrims could draw power to increase their magicka reserves for a short amount of time. How they are able to do this, and why they are built in particular locations is largely unknown since the death of the Ayleids. However, some scholars think that it has to do with the stars, that there seemed to be more aetherial energy coming from specific locations, and those were where they built these wells.

## Designing Ruins

These are some quick tips to help GM's make their Ayleid ruins more interesting to the players.

### Make it interesting

Ayleid ruins are built in an interesting architecture, but that is just the beginning, use cave-ins or other ways to show that time has passed from the ruin's glory days.

### Confound the party

While your players are enjoying the sites, add events that could trigger while inside the ruins, maybe leading to another route of escape, or other ways to help get the party lost enough to have a great adventure within the glorious halls of the Ayleids.

### Use various types of enemies throughout the ruin

These ruins have stood for centuries, so why not add some monsters to enhance the fun! Be it either bandits or undead, or maybe both, monsters are a way to help add action to the ruin and help enhance their experience to one that they will remember.

### Hint at an event of near-annihilation

The Ayleids as a people neared extinction during the early 1st era. When using your ruin, try and tie in an explanation relating to this terrible event in the Ayleids' history and helping to show just what happened those centuries ago to help give the players a feeling of foreboding to enter this ruin.



*it is less well-known that a number of Ayleid princes continued to rule parts of Cyrodiil after 263, as vassals of the new Empress of Cyrodiil. This suggests either that Ayleid rule was not universally detested, or that Alessia and her successors were more pragmatic than is traditionally believed, or perhaps some of both. In any event, excavations at a number of Ayleid sites show continued occupation and even expansion during the so-called Late Ayleid Period (1E 243 - c. 498). At first, many Ayleid lords continued to rule as vassals of the new human regime.*

-Herminia Cinna, Last King of the Ayleids

# Dungeon Resources

Dungeon theory, architecture, what makes a good layout. Expanded traps. Traps as a hinderance vs traps as a more narrative based challenge / the dungeon is an enemy itself.

Ayleid dungeons are a misnomer - these sprawling underground ruins were once the beacons of central elven civilization. Constructed in a wheel-like pattern and multi-layered, the cities of the long lost Heartland mer are designed after the castes of their society: the higher your rank, the closer you are to the surface, and as such, to sacred aetherial light.

The deeper you are, the more dangerous traps await you. Majority of those closer to the entrance have been broken or disabled by adventurers, while those deep underground still await their prey.

The following tables can be used to populate your dungeon with a number of traps and special features. This resource could be used to make it feel more cluttered or be used to take up more space so PC's aren't always going from one empty room to another. Some of these may also be used as traps, which on this page we've made a few tables for trap effects and damage potential. Some of the special effects can last for a definitive amount of time or be indefinite. Most of them should last for about 10 min or at least while the victim persists in the room.

## Potential Trap Damage

Roll d20	Damage
3	1d2 Points of damage
4-5	1d4 Points of damage
6-7	1d6 Points of damage
8-11	1d8 Points of damage
12-13	1d10 Points of damage
14-16	1d12 Points of damage
17	3d6 Points of damage
18	4d6 Points of damage
19	4d8 Points of damage
20	4d10 Points of damage



## Trap Special Effects

Roll d100	Effects / Traits
1-3	Animates victim's weapon, which attacks them
4-6	Casts a Destruction spell at victim(SL 1-3)
7-9	Curses victim to speak only lies
10-12	Curses victim to speak only truth
13-15	Curses victim with nausea(-1 SP)
16-18	Curses victim with common disease
19-21	Explodes
22-24	Fires arrow(s)/ dart(s)/ spear(s)
25-27	Shoots SL 5 Chain Lightning at victim
28-30	Blinding gas released in room
31-33	Fires poisoned arrow(s)/ dart(s)/ spear(s)
34-36	Creates an illusionary version of the victim's desires
37-39	Floods area with water or other liquid
40-42	Causes everything in the room to levitate
43-45	Teleports victim to random other room of dungeon
46-48	Slowly leeches oxygen from air
49-51	Curses victim with random Drain(Stat) SL 2
52-54	Sprays iron shrapnel
55-57	Curses victim with multiple personalities
58-60	Traps victim in iron cage
61-63	Sprays fire
64-66	Triggers compressing walls
67-69	Triggers scything blades
70-72	Triggers chute beneath victim
73-75	Slowly saps Magicka from everyone in room
76-78	Slowly saps Stamina from everyone in room
79-81	Silences victim for 10 minutes
82-84	Causes victim to speak only in ancient Ayleidoon
85-87	Frenzies victim to attack whoever is nearest to them
88	Release poisoned caltrops/spikes across room
89	Causes a section of floor to quickly crash into spikes
90	Locks entrances and exits(Roll for second effect)
91	Summons 2d6 Scamps into room
92	Conjures animated Daedric weapons to attack victim
93	Conjures animated set of Daedric armor with weapons to attack victim
94	Causes victim to roll on Corruption Table
96	Victim loses memory of the past 1d10 days
97	Soul Traps victim and deals half of their Max HP as damage.
98	Reverses Victim's gender
99	Roll twice more and combine the effects
100	Roll three more times and combine effects

## Dungeon Room Furniture/Items/Areas

Roll d100	Object/Area	Roll d100	Object/Area
1-3	Animals(Feral)	1-3	Hut(miniature)
4-6	Alcove	4-6	Hourglass
7-9	Altar	7-9	Idol
10-12	Aquarium	10-12	Illusion
13-15	Arch	13-15	Oblivion Portal
16-18	Armoire	16-18	Iron Maiden
19-21	Armor	19-21	Lamp
22-24	Balcony	22-24	Ladder
25-27	Barrel	25-27	Lectern
28-30	Basin	28-30	Lever
31-33	Bathtub	31-33	Runic circle
34-36	Bed	34-36	Manacles
37-39	Bell	37-39	Mirror
40-42	Bookcase	40-42	Mosaic
43-45	Brazier	43-45	Obelisk
46-48	Bridge	46-48	Painting
49-51	Button/Switch	49-51	Passage
52-54	Cabinet	52-54	Pendulum
55-57	Cage	55-57	Pews
58-60	Cauldron	58-60	Pillar
61-63	Candelabra	61-63	Pit
64-66	Cask	64-66	Pool
67-69	Catwalk	67-69	Portcullis
70-72	Ceiling	70-72	Railing
73-75	Cart	73-75	Statue
76-78	Chair	76-78	Rug
79-81	Chandelier	79-81	Shelves
82-84	Chest	82-84	Sliding Walkway
85-87	Chute	85-87	Stairway
88	Column	88-91	Ramp
89	Crates	92-94	Sarcophagus
90	Crystal Ball	95	Table
91	Dais	96	Tapestry
92	Desk	97	Trophy
93	Divan	98	Urn
94	Door	99	Well
96	Door, concealed	100	Zombies
97	Flooded chamber		
98	Fortifications		
99	Fireplace		
100	Fountain		

