

# **The Unofficial Elder Scrolls RPG**

## **Third Edition**

### **The Scroll of Yneslea**

## ABOUT THIS SCROLL

The *Scroll of Yneslea* is an addendum to the Third Edition of the Unofficial Elder Scrolls RPG, and adds a new setting to the game – the mysterious archipelago of Yneslea that lies to the east of Tamriel in the Padomaic Ocean. Included with this new setting are three new playable races, several new creatures (as well as the first legendary creature in UESRPG), new spells, new talents, new traits, and much more.

Want to learn more about the Uutak Mythos? Please check out the following links below for more information (and if you want, you may edit and add additional information that me and other members of the Uutak Mythos have missed on the UESP and TvTropes pages)!

- [www.uesp.net/wiki/General:Uutak\\_Mythos](http://www.uesp.net/wiki/General:Uutak_Mythos)
- [www.tvtropes.org/pmwiki/pmwiki.php/Literature/TheUutakMythos](http://www.tvtropes.org/pmwiki/pmwiki.php/Literature/TheUutakMythos)
- [The Official Uutak Mythos Discord Channel](#)

## NEW PLAYABLE RACE: ECHMER

The Echmer (or the Echo Elves/Bat Elves, as they are also known) are a race native to Yneslea, a microcontinent/archipelago in the Padomaic Ocean that is comprised of seventy-two islands and was once considered an Imperial Territory in the Third Era. Despite their non-indicative name, they are actually not true Elves – they are descended from bats that evolved into a sapient, merish race as a side effect of the tonal architecture used by the clan of Dwemer that came to Yneslea in ancient times. They are a xenophobic and isolationist people, having had to fight off foreign invaders in their homeland for centuries, but have come to view Tamriel and its denizens (reluctantly) as admirable and reliable allies, who with they now share a fate. The few who come to travel or live in Tamriel are scholastic, polite, intelligent, snarky, easily irritated, and extremely cynical, causing most Tamrielics to view them all that way.

After decades of being Dwarven servants, and then centuries of being surrounded by their technology and crafting their own inventions, the Echmer have become masters of engineering and innovation. Their dual-focus on martial practice and swordsmanship alongside knowledge and research also makes them naturally talented duelists, ronin, and warrior-scholars. Unfortunately, the majority of their race can be described as ‘magnephobic’ (having a fear for or an irrational dislike for magic), leaving them with a vulnerability to the magic arts and most do not even know the simplest spell; however, the race is unique in the area that they can subconsciously transmute magicka in their body to augment their physical capabilities, giving them an edge in battle. Echmer also have echolocation, which allows them to see in the dark through the use of project sound.

Echmer Characteristic Baseline (Dweech Dweller)						
STR	END	AG	INT	WP	PRC	PRS

25	23	20	30	28	25	21
<b>Echmer Characteristic Baseline (Exul)</b>						
<b>STR</b>	<b>END</b>	<b>AG</b>	<b>INT</b>	<b>WP</b>	<b>PRC</b>	<b>PRS</b>
27	30	24	21	23	26	28

## TRAITS

- **(Racial) Natural Duelists:** Echmer add parrying daggers to any combat style they use, and that does not count towards that combat style's five trained equipment types.
- **Dark Sight:** A character with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.
- **Resistance (Shock, 1):** This character reduces all incoming shock damage by 1, and gains a +10 bonus to tests made to resist non-damaging shock effects. This trait can stack.
- **Unnatural Senses (Echolocation, 20):** Characters with this trait can perceive their surroundings with echolocation instead of their normal senses, within the range of 20 meters.
- **Weakness (Magic, 3):** This character increases all incoming magic damage by 3 after mitigation, and suffers a -30 for penalty tests made to resist non-damaging magical effects. This trait can stack.
- **Xenophobia (-10):** This character is not used to conversing with foreigners or being around them, and therefore suffers (-10) amount for all penalty tests made in regards to social interactions up to and including bartering and social talents outside of their race.

## POWERS

- **Power Within:** Echmer sword masters are capable of (through painful, intense, and extensive meditation) permanently attuning their magicka with every fiber of their beings in order to improve their physical and mental abilities, allowing them to do the impossible. Once per Long Rest, any Echmer can activate the Power Within, granting them a +5 bonus to all tests except Personality and Willpower for a 1 minute (10 round) duration. Activating this power costs half their total Magicka pool and 1 stamina point. While this power is in effect, the Echmer suffers a -10 penalty to all Willpower tests.

## NEW PLAYABLE RACE: HYU-KET

The Hyu-Ket are a race native to Yneslea, but not in the natural sense. Originally, they were goblins that migrated from Tamriel to Yneslea during the Merethic Era; after consuming a fungus native to Yneslea, however, they slowly mutated over the centuries and became the Hyu-Ket, a race of bug-folk. They are still goblinoids in nature, albeit with parts of their body covered in an exoskeletal carapace, as well as having eyes similarly built to those of a fly, with multi-dimensional viewing facilitations.

They are a gentle and nomadic people, who are organized into tribes that value shamanism and family. They were once enslaved by the Echmer for a thousand years, but were released from their chains in the early Third Era and strive to improve their relations with their former masters (who also hope they can redeem themselves in their eyes). Their name, Hyu-Ket, directly translates to “Brethren of the Bug”, which they received from the now extinct Yneslean Men after slowly evolving into what they are now by consuming the Tahah’tah, a breed of mycota fungi native to Yneslea, known for its bizarre transmorphic capabilities. Following hundreds of years of constant consumption, the goblins eventually lost their

genitals and their skin became hardened as it grew crustacean growths. In a few more centuries their genitalia grew back, and the Hyu-Ket were born.

Hyu-Ket Characteristics Baseline						
STR	END	AGL	INT	WP	PRC	PRS
24	30	28	28	25	20	20

## TRAITS

- **(Racial) Bug Sense:** A character with this trait takes less damage (-3) from enemies that are insectoid or have insect-like characteristics.
- **(Racial) Chain Breakers:** Any Hyu-Ket that fights against a race that maintains or once maintained slavery within its society obtains a +2 to any roll for initiative against or involving enemies of a race in which slaves are a feature.
- **Far Sight:** The character gains a +10 bonus to all sight based Perception Tests.
- **Enduring:** A character with this trait starts with +1 Stamina.
- **Xenophobia (-20):** This character is not used to conversing with foreigners or being around them, and therefore suffers (-20) amount for all penalty tests made in regards to social interactions up to and including bartering and social talents outside of their race.

## POWERS

- **Rhythmic Echo:** A Hyu-Ket can begin humming with the back of their throats to produce a small form of magical inspiration, increasing their next roll by +10, or penalize another character's roll by -10 within hearing distance, as per their choice. This power can only be used once until the character's next long rest.

## NEW ELITE ADVANCE: AURALMATA

The Noraken Clan of Dwemer that came to Yneslea were the world's foremost experts on creating Synthetic Intelligences (SIs), and when they disappeared from the archipelago the Echmer took their notes and made alterations to them, learning to create their own artificial intelligences. Vacuousian Intelligences (VIs) are entirely artificial and very limited in their actions; they do not possess a "brain" and are completely magneengineered. Dreamsleeveic Intelligences (DIs), however, have the ability to rationalize and adapt to their environment as long as it is in the bounds of their programming due to being created from the remnants of mortal minds. They can learn, make their own decisions, and even develop their own personality, but are still subject to their creator's will and their 'mental' functions can be overridden by a verbal key phrase if needed. Regardless, D.I.s can almost be considered beings in their own right if it wasn't for their obvious limitations. A Battle D.I. cares only for and grows inside combat situations, a Nomadic D.I. cares only for and grows when exploring, and so on and so forth.

If an individual believes their mortal life has no purpose (perhaps due to depression, illness, wounds, or other similar reasons), they can sign up for the process of becoming a D.I. (but they must give their consent, and be entirely sure this is what they want). After the lengthy procedure, what's left of their memories and personalities will be added into a construct's logic core and they will become an auralmata. Individuals who undergo this procedure won't be the same as they were when they were human – being automatons programmed for a specific purpose, after all – but will retain a few of their previous

personality quirks, their voice, and some memories of their mortal life. They are also unable to wear armor or use magic.

## CONVERSION

The procedure for becoming an auralmata is very dangerous and obscure, and a player who wishes to become a synthetic being must make an appeal to the Council of Dull Chimes ahead of time after arriving in Yneslea and pass a Persuasion(-30) test in order to get them to accept that notion; if the test is unsuccessful, their proposal will be rejected and they will have to wait a period of thirty days in order to once again make the proposition. If the test is passed, the player character that undergoes Conversion will become unavailable for a period of 90 days, and upon return will be an auralmata programmed for some specific function (to help their friends, track down a killer, finish a specific quest, etc.) and will be underneath the care of a specific person who can shut them down with a single verbal phrase (*Note: This phrase is up to the players to create*).

Auralmata that are created gain these following traits, as well as the new Beyond Death power, and apply these changes to their profile:

- **AR:** Auralmata cannot wear armor, but instead gain the same AR and Magic AR as full Dwemer armor throughout their body.
- **Characteristic Increase:** Endurance (+10), Strength (+10), Perception (+5)
- **Characteristic Decrease:** Personality (-10), Willpower (-10), Agility (-5)
- **Shutdown:** Characters with this trait are mortals-turned-constructs “bound” to the will of a specific individual that they trust. At any given time, this individual can utter a verbal phrase that will render the character with this trait immobile and “unconscious” for 1 round.



- **Synthetic:** Characters with this trait are either Dwemeri automatons or intelligent Echmeri constructs. They do not breathe, or require organs or correct pressures to function. They are immune to things such as disease, poison, passive wound effects, aging, fatigue, and a number of conditions including but not limited to: burning (X), dazed, deafened, and organ damage. Use common sense when deciding what can and cannot affect characters with this trait.
- **Tone-Weak (3):** With this trait characters will receive an additional (3) amount of damage from tone-created or modified creatures (like synthetics), with (3) representing how susceptible they are to Tone-Weak. This trait also includes and increases the damage of other forms of tonal architecture (like the Nordic thu'um, Yokudan sword-singing, etc.) or weaponized sound by the determined amount, as well.

## POWERS

- **Beyond Death:** Auralmata are entities that do not live and cannot die – they are just vestiges of memory and personality interlaced with orders and an honorable sense of duty. Although they have emotion, they cannot feel pain, and for a small period of time they can delve even deeper into their robotic traits to emerge victorious. When activated this power allows an Auralmata to gain +3 to their Wound Threshold, +2 SP, and gain a EndB shield of temporary HP for a short time of 1 minute (10 rounds). After this power is over, everything gained by this power is lost (If not used up during that time). This power can only be used once until the character's next long rest.

## TALENTS

- **Shutdown Counteract(Adept, Willpower):** The Auralmata has become more in tune with who they were before they were converted into what they are now, and can now use that power test Willpower in order to resist Shutdown.

## NEW ELITE ADVANCE: ZAK'TIMASHU

### THE ART OF THE SWORD

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

In Echmeri culture, swords (called *zak*, or *zake* in plural) are highly revered and are believed to have souls of their own – extreme care are given to them, and swords are often passed down through the generations. If warriors are mouths, then swords can be considered their tongues and are what they use to voice their beliefs, emotions, and fears on the battlefield. The goal of zak'timashu is to make the sword a part of oneself utilizing meditation and spiritual exercises, so that a warrior may achieve perfect harmony between war and nature.

In order to become a *zaksei*, one must begin to meditate and think deeply on something that people don't usually associate with swordsmanship – magicka. Magicka is essential to all followers of the way of the sword, for it resides in the soul and is an invaluable part of the *dasein* (an Echi term Echmer use that is the equivalent of ‘human nature’) of an individual. To fully understand one's self, the individual must come to completely understand their own heart, mind, body, and magic, which will allow

them to come to terms with their soul. *Zakdoukae* and *zakseie* are not mages despite harnessing magicka, and most don't like being referred to as such, as Echmeri *zak* arts utilize techniques that are neither spells, incantations, or rituals; they channel magicka in a way completely different from the practices used in the West.

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

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

To aid in this dangerous process while meditating, *zakdouka* often visualize a hole in their minds that leads to the magical core of their being and with every passing subconscious second – in a calm, diligent manner – they extract every fiber of magicka and intertwine it with every fiber of our physical being as well as our swords. This process is excruciating and usually takes years, and if not done correctly can lead to spontaneous combustion, accelerated aging, permanent paralysis, mental illness, or the loss of

magical ability. If one survives the process, they must then learn how to control their new abilities safely and correctly through intense and isolated training. At this point, they have become a *zaksei*.

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

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

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

## EFFECTS ON CHARACTERS

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

First, the character must have the determination and loyalty to their own blade while becoming a zakdouka. The path of zak'timashu requires those who walk it to find faith in, trust absolutely in, and to believe that their swords have souls and have personalities of their own. In game terms, this means that characters who gain the **Elite Advance: Zak'timashu** can only use swords (and a specific sword at that), must name their sword, and will become mentally weakened when their sword is not with them; in exchange, the character gains additional damage when using their sword, its' durability is increased due to their extra care with it, and all combat-oriented stats and willpower is increased.

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

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

#### ELITE ADVANCE: ZAK'TIMASHU

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

- **Cost: 1000 CrP (non-Echmer must also burn 15 Luck and obtain explicit GM permission).**
- **Effect:** The character gains the ability to train the Zaksei Skill after a time determined by the GM.

This skill only governs the use of swords (and must choose a chosen sword), and is required to name their sword. They receive +5 to the Strength, Agility, and Endurance stats while they're in

combat with the named sword, and their sword also gains +2 DMG. If separated from their sword, the character takes a -10 to Strength, Endurance, and Agility.

### SKILL: ZAKSEI (STRENGTH, AGILITY, ENDURANCE)

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

### ZAKSEI TALENTS

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

### HEART OF BLADES, BLADE OF HEARTS (EXPERT, ENDURANCE)

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

The character gains a +10 Bonus when attempting to perform Sword Arts. If the Sword Art is still unsuccessful, the character loses one HP and gains only 1 iteration of the Damaged(X) trait instead of the usual requirement for the technique.

### WHETSTONE (JOURNEYMAN, ENDURANCE)

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

The character can try to concentrate on their weapon in the midst of combat in order to sharpen their sword by performing an Endurance test as a free action. If the test is successful, the sword gains the Serrated (3) modification for 1 round; if unsuccessful, the sword remains dull and the wielder loses 1 AP for that round.

## HONORABLE ART (EXPERT, ENDURANCE)

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

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

- **The First & Second Way of the Silent Moon-Flower Art:** Lunar enchantment (sword gains an additional +2 extra DMG at night, but its damage is decreased by -1 during the day; Weapon also gains the Silvered quality)
- **The Heavenly Way of the Roaring Sun Art:** Solar enchantment (sword gains an additional +2 DMG during the day, but its damage is decreased by -1 at night; Weapon also gains the Sunlight quality).
- **The Silent Way of the Whispers of Steam & Sorrow Art:** Fire enchantment (The weapon’s damage counts as fire and inflicts +2 damage.)
- **The Screaming Way of the Abyssal Hell Art:** Shadow enchantment (The weapon’s damage counts as Shadow and inflicts +2 damage. On a wound the target suffers from Displacement)
  - Displacement causes the target to be teleported 1d4 meters in a random direction.
- **The Everlasting Way of the Loved & Bitter God Art:** Frost enchantment (The weapon’s damage counts as frost and inflicts +2 damage.)
- **The Dead Way of the Begetters Art:** Tonal enchantment (sword inflicts an additional +2 DMG to creatures with the Synthetic trait and dwarven automatons).

- **The Amusing Way of the Eyes of Madness Art:** Lightning enchantment (The weapon's damage counts as shock and inflicts +2 damage.)
- **The Agonizing Way of the Many-Headed Serpents Art:** Poison enchantment (The weapon's damage counts as Poison and inflicts +2 damage.)

## SWORD ARTS

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

Sword Arts count as magic, though they are not spells, and should thus be placed in the appropriate section of your character sheet. Characters may learn arts with XP. Once a character has learned an art, they may use it whenever they want. During structured time, sword arts may be utilized with the Cast Magic Primary or Secondary action depending on the art in question unless otherwise specified. Any attacks do win Advantage as normal, and they do not allow for attacks of opportunity. Using a sword art requires that the character follow these steps:

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



## UTINAK'TAISU (FLASH MOVEMENT)

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

- **Requires:** Zaksei (Apprentice)
- **Cost:** 150 XP
- **Difficulty:** +0, with a -10 imposed for each activation of this ability beyond the first per Long Rest.
- **Effect:** By awakening the magicka in their legs and feet, a zaksei can move at twice their standard movement speed for thirty seconds outside of combat (a maximum of three rounds in combat).

## GENKOUNO (METAL SKIN)

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

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

## YORI'NAKI (WORLD SCAR)

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

- **Requires:** Zaksei (Adept)
- **Cost:** 250 XP
- **Difficulty:** -30
- **Effect:** The zaksei slashes the air, leaving a physical representation of it in the world a large, literal ‘phantom cut’ of sorts that looks like an immovable black wind. This cut is 3m long, and must be connecting squares that are within the weapons range. It will stay in the environment for 2 rounds before dissipating, but if another character runs into it they will receive damage equal to that of being struck by the zaksei’s sword.

## DEYL'NAKI (SOUND SCAR)

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

- **Requires:** Zaksei (Expert)
- **Cost:** 300 XP
- **Difficulty:** -40
- **Effect:** After you successfully hit an enemy, the character using this art may activate this technique as a free action. If successful they sacrifice a number of HP equal to the amount of damage rolled on the damage die which is not reduced by armor.

The zaksei can then strike another character or an opponent through not only bone and flesh, but their soul as well – inflicting twice as much damage as the amount of HP sacrificed when activating the technique.

## INII (DEFINITE CUT)

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

- **Requires:** Zaksei (Master), Honorable Art (Talent)
- **Cost:** 350 XP
- **Difficulty:** +0, with a -10 imposed for each 1m beyond the weapons reach
- **Effect:** The zaksei can slice forward with their sword to a max of 7 meters away with a ‘sword beam’ of sorts that inflicts twice as much elemental damage on top of the sword’s base amount of damage. This talent may only be used against targets beyond the reach of the sword being used.

## NEW ARMOR, WEAPONS, & MATERIALS: SOLARITE, TELLURIC, AND ANTECEDENT

Within the Yneslean archipelago, the Echmer utilize and have access to the same materials (like fur, leather, steel, malachite, iron, etc.) that Tamrielics use to forge weapons and armor. However, they also have unique materials and weapons that cannot be found elsewhere in the world. With the *Scroll of Yneslea*, your characters will gain access to these new items:

## TELLURIC ARMOR

The most commonplace equipment set found in the archipelago. Although the Exul mine and forge the solarite ore required for solarite equipment, they primarily trade it with their Dweech dwelling brethren instead of utilizing it for themselves, as they find their more mundane equipment more comfortable and oriented towards the rough life of the surface. The armor is comprised of fur, leather, and lizard scales bound together with resin, while the weapons are made out of enhanced and chiseled insect chitin. The style has a mundane and primal feel to it.

- Telluric Full Armor Stats: AR 4, 1 Frost AR, Medium, ENC 3(18), EL 300, 110 Limb / 220 Body
- Telluric Partial Armor Stats: AR 2, 1 Frost AR, Light, ENC 2(12), EL 300, 55 limb / 110 Body
- Telluric Melee Weapon: +2 DMG, EL 300, 3.0x Price
- Telluric Ranged Weapon: +5m All Ranges, EL 300, 3.0x Price
- Telluric Ammunition: +2 DMG, EL 300, Price Per Shot 60 Drakes

## ANTECEDENT ARMOR

Equipment of the ancestors, the Antecedent style was utilized by the Protoechi during their times of conflict in the first pages of Echmeri history using gold, silver, and black diamonds, and is still made by those who have retained the knowledge of crafting it (although it is considered outdated and inferior by most, especially when compared to solarite equipment). Most Echmer consider the Antecedent style too gothic and necrolatry for their tastes, however.

- Full Antecedent Armor Stats: AR 2, Magic AR 3, Heavy, Magic, ENC 4(24), EL 800, 80 Limb/ 160 Body
- Partial Antecedent Armor Stats: AR 1, Magic AR 1, Medium, Magic, ENC 3(18), EL 800, 40 Limb/ 80 Body

- Antecedent Melee Weapon: Halves all damage (Except When Mace or Quarterstaff), ENC +1, EL 800, 2x Price

## SOLARITE ARMOR

Solarite is a rare, cloudy silver-teal ore that is found in abundance throughout the Yneslean archipelago (and in a few areas outside of it). According to the old legends, it is the hardened tears of Magnus that fell to Nirn as he mourned leaving the world he would never know, which is why it is usually found in areas with large amounts of sunlight. Once smelted it creates very high-tier equipment that rivals' ebony in terms of durability and effectiveness, and incorporates chiropteran and automaton-like aesthetics.

- Full Solarite Armor Stats: AR 7, Magic AR 6, Light, Magic, ENC 2 (12), EL 1200, 5000 Limb / 10000 Body
- Partial Solarite Armor Stats: AR 5, Magic AR 3, Magic, ENC 1 (6), EL 1200, 2500 Limb / 5000 Body
- Solarite Melee Weapon Stats: +4, Magic, EL 1200, 20.0x Price
- Solarite Ranged Weapon: +20m All Ranges, EL 1200, 20.0x Price
- Solarite Ammunition: +4 DMG, EL 1200, Price Per 10 Shots 190 Drakes

## NEW WEAPONS

Two new range weapons (the **harquebus**, an Echmeri early rifle that fires heavy crossbow bolts at high speeds & the **culverin**, an Echmeri early pistol that fires metal ore utilizing kindle-pitch), and a special weapon (the **grenade**, an Echmeri technological marvel that is an explosive device that employs fire salts, frost salts, or void salts).

## HARQUEBUSES

*“An early advanced firearm that fires heavy, thick bolts at fast speeds using a mixture of kindlepitch and sound-engines.”*

Harquebus: 2d6, 2H, 20/150/300, Complex, Front-Loaded(2), Splitting(4), ENC 3, 850

\*Front-Loaded functions the same as Reload, but is not affected by talents that affect Reload

## CULVERINS

*“A ‘one-shot, reload’ early firearm that fires a slug propelled by the user’s own magicka supply. Powerful, but inefficient.”*

Culverin: 2d4, 1H, 10/20/50, Front-Loaded(1), Magicka-Powered(2), Splitting(2), ENC 2, 400

\*Magicka-Powered(X): When using this weapon, upon reloading it, the character must pay X magicka.

## CHALIKAR

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

Chalikar: 1d6, 1H, 1M, Slashing, Thrown (5/15/25), Small, ENC 1, 60

## KHOZAK

*“A khozak (which means ‘axe-sword’ in Echi) is a style of sword used in Yneslea that evolved from war axes and battleaxes. Resembling a sickle, it is mainly used for cleaving, hooking, and hacking while still have the fluidity and precision of a regular sword.”*

## NEW ALCHEMY MECHANIC: GRENADES

*“The tra’graka were the first of many projects intended to bridge the gap between mundane and magical warfare; the perfect harmony of predictable machinery and fluctuating energy. But for the common laymer, grenades are (for lack of a better term) ranged explosives that can be activated without difficulty in the heat of battle.” – Ar-Dakon, **A Brief Treatise on the Grenade***

In combat, alchemical grenades are typically stored in small vials and thrown at the enemy. The alchemist lights the fuse connected to the grenade and throws it.

Lighting the fuse is a free action.

Throwing an alchemical grenade is treated as making a ranged, area of effect attack with an effective range equal to four times the character’s Strength bonus (close range is half that distance, and extreme range is twice that distance). Characters use their Combat Style skill for this test, as long as it incorporates ranged weaponry of some kind. If the character misses then the grenade lands and activates outside the range of the primary target, but the GM may decide that it hits other targets based on the degrees of failure and the circumstances.

Regardless of where it lands, once lit the grenade will detonate a few seconds later (just enough time for the character to use it to make an attack). Apply the effects at the impact point exactly as you would for a spell with the Ball form with the exception that the effect has no source character for the purposes of any reaction or other magic that would normally divert a spell back at its caster.

## CRAFTING GRENADES

Creating an Alchemical Grenade follows the same steps as potion creation, with the following exceptions: Components being created for use in Alchemical Grenades must use the Ball form, and

effects may only be drawn from the Destruction school (ignoring the prerequisite of needing the Potion attribute) or from the following list of unique Grenade effects. Should a backfire occur, use the Grenade Backfire table below.

All conventional grenade effects act as if when the grenade explodes a spell of SL X explodes in Radius Y around the grenade.

## EXTRA EFFECTS

### *SHRAPNEL (Cost 1 X SL)*

*“The grenade explodes into a flurry of razors that careen and embed themselves into targets.”*

Explodes and deals SL damage with the Slashing (IB) Quality to all targets in the AoE.

*Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).*

### *PITFALL (Cost 6, counts as SL 2)*

*“The grenade explodes, littering the ground with sharp and pointy objects that make moving a very hazardous decision.”*

Bomb explodes and leaves behind a bunch of caltrops that hinder enemy movement. Anyone trying to go *through* the area may count their movement as slowed, but if they do not they take 1d4-1 damage for each 1m when going through said area.

### *PUCKER UP*

*“The grenade explodes with disturbing force and expels a multitude of rocks that fly towards anyone unlucky enough to be in the vicinity.”*



Explodes and deals SL damage with the Crushing (IB) Quality to all targets in the AoE.

*Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).*

### *AURALMATA'S RAGE*

*“The grenade detonates, but does not explode. Instead, it emits a wave of tangible sound that damages all things derived from it.”*

Explodes and deals SL damage with the Tonal (IB) trait to all targets within the AoE. This damage counts towards the Tone-Weak trait that synthetics and dwarven automatons.

*Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).*

### *DRAGON'S IRE*

*“The grenade explodes with fury, dealing elemental damage to anyone caught in the blast.”*

Explodes and deals SL [Element Type] damage to all targets within the AoE (Fire, Frost, Lightning, Poison, Tonal, & Shadow damage types are completely applicable).

### *DRAGON'S BELLOW*

*“The grenade explodes with a hiss as mist exists the chamber, weakening targets who should've listened to the warnings.”*

Explodes into a multi-colored mist, which weakens targets within the AoE to [Element Type] damage for 2 rounds (Fire, Frost, Lightning, Poison, Tonal, & Shadow damage types are completely applicable).

### CHIMERA'S INHALE

*“The grenade explodes, pulling those in the vicinity inward towards to its center through some kind of telekinetic force, before exploding again and flinging them back.”*

Upon exploding, Pulls all targets within range, giving a (-5 x SL) to all Evade Tests, before exploding again, Explosion deals SL damage and flings targets back 2m.

*Note: The SL damage determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10)*

### SOLAR FLARE

*“The grenade explodes, releasing concentrated sunlight that blinds friend and foe alike, and illuminates’ dark areas. Especially handy against the Undead.”*

Explodes in a brilliant flash of light, anyone within range can make an Agility Test; if they fail they gain the Blinded condition for 1 round. Undead who are caught in the explosion must also make an Endurance Test or take SL amount of fire damage with Sunlight quality.

*Note: The SL damage determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10)*

### IMMOLATE

*“The grenade explodes like a volcano, showering kindle-pitch and a volatile oil throughout the area that instantly ignites.”*

Causes everything within the explosion’s range to ignite with fire. Everything flammable will burn, and targets affected will gain the Burning (1) trait. Area persists for SL rounds after detonation.

## CONGEAL

*“The grenade explodes with the breath of old man winter, and sends a shiver down the spine that has to be felt to be believed.”*

Causes everything within the explosion's range to freeze (excluding characters and beasts, although they will take SL Frost damage). Anyone attempting to move through the frozen area must perform an Agility Test in order to not fall prone. Area persists for SL rounds after detonation.

*Note: The SL damage determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10)*

## ELECTRIFY

*“The grenade explodes with thunderous wrath, and sends lightning bolts to course through the ground.”*

Causes the area around the bomb to be shocked with lighting that targets the nervous system of those who enter the AOE. All targets in the AOE of the bomb must make a Willpower Test or take 1d4 Shock damage as well be Dazed and Slowed for the round. Anyone attempting to move through the area while it is still active must make the Willpower Test or suffer the consequences above. Area persists for SL rounds after detonation.

## NIGHT MIST

*“The grenade explodes, causing the entire area to be covered in a dark, impenetrable fog.”*

This effect allows the bomb to explode into a thick gray mist. Anyone trying to pass through the mist cannot make out what is on the other side currently. Anyone within the mist must make a PRC (Observe) Test at a  $(-30 + (SL \times 10))$  to attempt to see anyone else inside the mist and determine their location.

### *BANSHEE'S WAIL*

*"This grenade explodes into a super-sonic wail that deafens the ears, and if not turned off, bursts the ear-drums."*

This bomb's explosion does nothing but deafen targets within the AoE. Every person affected by this grenade becomes Deafened for SL rounds.

### *TOXIC*

*"This grenade explodes and leaves much to be desired, to say the least."*

Upon exploding the grenade emits a horrendous odor, which causes every living thing in the AoE to become Stunned for 1 round unless they can successfully perform a Endurance Test at  $(-30 + (SL \times 10))$ .

### *TARHIEL'S REVENGE*

*"A special grenade that upon detonation results in a large levitation spell to be activated, and removing the laws of gravity for a brief time."*

All affected targets in the AoE must make a Willpower test at  $(-30 + (SL \times 10))$  or be flung into a state of antigravity, where they are unable to move in any direction of their choosing (if they wish to move in a single direction, the move may be calculated by the DM as a random roll if desired). Targets can still attack but suffer the same penalties as if they were in an unusual combat scenario.

### *BATTLEMage's BANE*

*"A special grenade that upon detonation senses magicka and turns it into explosive energy through the use of drained elemental salts."*

All targets in AoE are covered in drained salts for 2 rounds. When a character covered in this salts casts a spell, the magicka being used by the caster ignites the salts and deals SL amount of magic damage to them.

*Note: The SL damage determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10)*

## GRENADE BACKFIRES

Backfire effects for grenades are divided into one type: creation backfires. **By default, you should roll a d4 on the appropriate table to determine the effect.** You will typically be called to add the level of the backfiring effect to this result. The exact amount will be specified in the relevant section.

Creation Backfires	
Result	Effects
1-2	<b>Nothing!</b> The grenade seems to be fizzling with no sign of stopping, but is otherwise fine and can be used normally.
3	<b>Nothing!</b> The grenade is created, and apart from looking a little crude, it appears fine. The grenade counts as backfired.
4	<b>Slimy!</b> The grenade suddenly liquefies for no apparent reason, covering the caster in white goo and making a huge mess. The grenade is lost.
5	<b>Whoops!</b> The grenade for some reason has gorgon-esque capabilities, turning into stone and potentially turning the tools used to make into stone as well. The grenade is lost, and the character must make a Luck test or the toolset used to make it is completely destroyed.
6	<b>Yuck!</b> The grenade smells like guano sitting out on a hot day, and the metal slightly causes a burning sensation. The potion counts as backfired.
7	<b>*Fizz*</b> The grenade begins to steam, filling the air with terrible smelling fumes. The grenade is lost and everyone in the area must pass a Willpower test or begin vomiting.
8	<b>Toxic!</b> The grenade crumbles apart and begins giving off toxic fumes, and is now obviously

	poison. Everyone who breathes in the fumes takes 1d8 poison damage to the body (ignores armor). Anyone who carries the ruined grenade takes 3d8 poison damage to the body (ignores armor).
<b>9</b>	<b>It Burns!</b> The grenade explodes into boiling acid, and the character must pass an Agility test or take 1d6 damage to a random hit location. The grenade and the tools used to create it are lost.
<b>10</b>	<b>It Lives!</b> The grenade has grown a solitary eye, trembles as if it is laughing, and watches you with amusement and malice. The grenade counts as backfired, and becomes a sellable pet creature called a “Rejected”.
<b>11+</b>	<b>Boom!</b> The grenade explodes, dealing 2d8 fire damage to anyone within 5 meters. The grenade, tools, and a fair amount of hair are all lost.

## GRENADE INGREDIENTS

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

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

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


## NEW TALENTS & TRAITS

### TALENT: SKIAMANCER, JOURNEYMAN (WILLPOWER)

*“This character is one with the darkness and all that entails, and can wreathe shadows in their hands like a seamstress makes clothes.”*

Whenever the character casts a spell that deals shadow damage, increase the amount dealt by 1.

### TALENT: GRENADIER, EXPERT (STRENGTH, AGILITY)

*“This character has learned to hurl grenades like a professional in the Bat Elven military, and is adept at making well-timed explosions.”*

When the character uses a grenade, anyone that tries to evade out of its effective range makes their test at a -20 modifier. As well as anyone that throws the grenade may, as a free action, make a +30 Alchemy test to increase the range of the grenades AOE by 1m.

### TRAIT: XENOPHOBIA (X)

A character with this trait is often a foreigner or an outsider to a certain realm or cultural group, and suffers during interactions with different races not their own due to racism, prejudice, or even plain shyness. They suffer (X) amount to any penalty tests in regards to social interactions like talking to party



members or selling goods in the market, as well as a decrease to Personality, with (X) representing the depths of their xenophobia.

## TRAIT: SYNTHETIC

Characters with this trait are either Dwemeri automatons or fully intelligent Echmeri constructs. They do not breathe, or require organs or correct pressures to function. They are immune to things such as disease, poison, passive wound effects, aging, fatigue, and a number of conditions including but not limited to: burning (X), dazed, deafened, and organ damage. Use common sense when deciding what can and cannot affect characters with this trait.

## TRAIT: (RACIAL) SHUTDOWN

Characters with this trait are mortals-turned-constructs “bound” to the will of a specific individual that they trust. At any given time, this individual can utter a verbal phrase that will render the character with this trait immobile and “unconscious” for 1 round.

## TRAIT: TONE-WEAK (X)

With this trait characters will receive an additional (X) amount of damage from tone-created or modified creatures (like synthetics), with (X) representing how susceptible they are to Tone-Weak. This trait also includes and increases the damage of other forms of tonal architecture (like the Nordic thu’um, Yokudan sword-singing, etc.) or weaponized sound by the determined amount, as well.

## NEW SORCERY: SKIAMANCY/SHADOW MAGIC

Shadow Magic is perhaps the only form of sorcery used on a semi-regular basis in Yneslea (outside of the walls of Mustikos’arcere on Pasgaviati, that is), by wandering warlocks, hedge witches, devoted witch-hunters, and devious cultists. Unlike other schools of magic, skiamancy is primarily used

for melting into and out of the shadows (teleportation), eavesdropping on unsuspecting individuals, bringing shadows to life, summoning or un-summoning items from the shadow realms, and magically binding foes alongside a few damage-dealing spells.

## NEW SPELL EFFECT: SOUL WRENCH (X)

Soul Wrench is a new spell trait introduced in the *Scroll of Yneslea*, and is afflicted on individuals affected by certain shadow spells (namely, teleportation and binding). A spell that causes Soul Wrench immediately makes the caster perform a Willpower Test; if he or she succeeds, then the spell is conducted successfully. But if they fail the test, then their maximum Health is reduced by SL amount. The max health is replenished at the end of the next round, but the character does not regain the health lost.

*Example: Caster with 15 HP fails a level 5 spell with Soul Wrench, so then their max health is reduced by 5 down to 10 HP. At the end of the next round their max health will go back up to 15, but their current health (which is 10) will not replenish back to 15.*

## NEW SPELL EFFECT: SHADOW

Affected target takes (die) shadow damage. *Note: The SL determines the size of the die used, starting with a 1d4 and stepping up one size for each SL beyond the first (1d6, 1d8, 1d10, 2d6, 2d8, 2d10).* [Attributes: Overload (+WpB to Dmg)], [Cost: 1 x SL]. When shadow damage causes a wound the target suffers from Displacement

- o Displacement causes the target to be teleported 1d4 meters in a random direction.

## NEW SPELL EFFECT: RESTRICT

Restricted characters can move (albeit, at a crawl), speak, and cast spells, but cannot attack or defend themselves physically.

## NEW SPELL: SHADOW BALL

*“Crowd clearing at its’ finest. A shadow a day keeps the light at bay.”*

Level:	1	2	3	4	5	6	7
Cost:	7	8	9	10	11	12	13
[Spell STR]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes in elemental energy. Deals [Spell STR] [Shadow] to all targets caught within 2m.

## NEW SPELL: SHADOW BITE

*“An elementary spell that’s the staple of Yneslean mages. Whoever said darkness doesn’t hurt was clearing lying.”*

Level:	1	2	3	4	5	6	7
Cost:	1	2	3	4	5	6	7
[Spell STR]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a burst of elemental energy at target character within 1m. Deals [Spell Strength] [Shadow] damage.

## NEW SPELL: SHADOW BOLT

*“When you first began your study of destruction magic, you never believed you would come to learn how to channel pure darkness from your hands.”*

Level:	1	2	3	4	5	6	7
Cost:	3	4	5	6	7	7	8
[Spell STR]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Fires a bolt of elemental energy at target character within 100m. Deals [Spell Strength] [Shadow] damage.

## NEW SPELL: SHADOW CLOAK

*“Wreath darkness around your body a like a shroud, and watch it lash outwards at your enemies.”*

Level:	1	2	3	4	5	6	7
Cost:	6	7	8	9	10	11	12
[Spell STR]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Swirling elemental energy surrounds the caster for 1 round, dealing [Spell Strength] [Shadow] damage to all targets within 1 meter at the end of each round.

## NEW SPELL: SHADOW CONE

*“Unlike other forms of sorcery, shadow magic is generated through the manipulation of the mysterious and infinite shadow realms. How about you give your enemies a taste of them?”*

Level:	1	2	3	4	5	6	7
Cost:	8	9	10	11	12	13	14
[Spell STR]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

A stream of elemental energy hits all targets within a 5m cone originating from the caster, dealing [Spell Strength] [Shadow] damage to all targets caught within it.

## NEW SPELL: SHADOW RUNE

*“Even the most innocent looking shadow can be the deadliest trap hidden in disguise.”*

Level:	1	2	3	4	5	6	7
Cost:	8	9	10	11	12	13	14
[Spell STR]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Creates a magical rune on target surface within 1 meter. After a 1 round delay the rune becomes barely visible (-20 to any vision based tests to spot it). The caster chooses one or more conditions upon which the rune detonates. The rune persists indefinitely.

- **Proximity:** The rune detonates whenever a character comes within a certain distance (chosen by the caster).
- **Time:** The rune detonates after a set amount of time.
- **Manual:** The caster can detonate the rune manually from any distance by using the Cast Magic action.

When the rune detonates it does so in a burst of elemental energy, dealing [Spell Strength] [Shadow] damage to all targets within 3 meters. This counts as an area of effect attack and can be evaded, but only if a character is aware of the rune.

## NEW SPELL: SHADOW STORM

*“Have you ever seen a storm brew in a shadow realm? Black clouds, black lightning, and...black death.”*

Level:	1	2	3	4	5	6	7
Cost:	8	9	10	11	12	13	14
[Spell STR]	1d4	1d6	1d8	1d10	2d6	2d8	2d10

Target point within 100m explodes with elemental energy. Deals [Spell Strength] [Shadow] damage to all targets caught within 7m. Leaves behind a persistent zone in this area for 1 round that deals the same damage to any characters who pass through it (or end their turn in it if they started there). Upkeeping the spell does not let you move the storm, it merely refreshes the effect and duration.

## NEW SPELL: SHADOW ARMOR

*“Magical reinforcement of equipment has been a standard for almost every culture on Nirn, and often reflects that races’ particular nature.”*

Level:	1	2	3	4	5	6	7
Cost:	6	10	14	18	22	16	30
[Spell STR]	1	2	3	4	5	6	7

Caster gains [Spell Strength] [Shadow] AR for 1 minute.

## NEW SPELL: SHADOW SHIELD

*“Ironically, this spell was created by skiamancers to use against other skiamancers, before it became a favorite of witch-hunters and warlock-haters.”*

Level:	1	2	3	4	5	6	7
Cost:	4	6	8	10	12	14	16
[Spell STR]	1	2	3	4	5	6	7

Caster gains [Spell Strength] temporary bonus HP against [Shadow] damage for 1 round. Any damage of that type that the caster takes reduces this HP first. This bonus HP can exceed his HP max, and if any remains at the end of 1 round then the spell is free to upkeep (the bonus HP refreshes entirely). If all of the bonus HP is lost by the end of the round, then the spell cannot be refreshed via upkeep and must be cast again.

## NEW SPELL: SUMMON SHADE

*“The Shadows are a number of infinite planes that exist as parallel realities. Within these realms exist different versions of the self, and the caster can summon these entities to fight by their side.”*

Upkeep, Mindlock (Spell Strength)

<b>Level:</b>	<b>6</b>
<b>Cost:</b>	60
<b>[Spell STR]</b>	3

Summons a Shade, which appears within five meters of the caster. It has the Summoned trait, and persists for 1 minute. The Shade is a shadow realm version of the caster and is for all intents and purposes their copy. Immediately after being summoned, the Shade must make a Willpower test against the DoS of the Skiamancy test. If the Skiamancer wins the test, the Shade gains the Bound trait and persists for 1 minute, If the Shade wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Shade can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Shade in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Shade when it's summoned, as it acts on its own turn.

NOTE: The Mindlock from this is not affected by Mindlock reducing talents.

## NEW SPELL: SUMMON SHADOW ATRONACH

*“A Shadow Atronach is a golem-esque creature that is comprised of the dark energies of the shadow realms. While not Daedra, they do share some uncanny characteristics with the Atronachs found in Oblivion.”*

Upkeep, Mindlock(Spell Strength)



<b>Level:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Cost:</b>							
<b>[Spell STR]</b>							

Summons a Shadow Atronach, which appears within five meters of the caster. It has the Summoned trait, and persists for 1 minute. The Atronach is a shadow realm version of the caster and is for all intents and purposes their copy. Immediately after being summoned, the Atronach must make a Willpower test against the DoS of the Skiamancy test. If the Skiamancer wins the test, the Atronach gains the Bound trait and persists for 1 minute, If the Atronach wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Atronach can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Atronach in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Atronach when it's summoned, as it acts on its own turn.

NOTE: The Mindlock from this is not affected by Mindlock reducing talents.

NEW SPELL: DARK WOUND

*“A seeping hole of utter blackness, festering in the soul.”*

<b>Level:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Cost:</b>	4	5	6	7	8	9	10
<b>[Spell STR]</b>	1	2	3	4	5	6	7

Target character within 50m gains the Weakness ([Shadow], [Spell Strength]) trait for 1 round.

### NEW SPELL: DARK STEP (SOUL WRENCH)

*“Temporarily become one with the shadows as you leap small distances in order to sneak up on foes.”*

<b>Level:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Cost:</b>	4	6	8	10	12	14	16
<b>[Spell STR]</b>	1	2	3	4	5	6	7

The Caster teleports from one position to another, with the spaces they travel being equal to the [Spell STR] of the Shadow Step used.

### NEW SPELL: DARK STRIKE (SOUL WRENCH)

*“Shadows are a dangerous thing. They seem harmless, but none can discern the terrors they hide within.”*

<b>Level:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Cost:</b>				22			
<b>[Spell STR]</b>				4			

The caster attempts to teleport behind an enemy in order to attack them before teleporting back to their original position, with the distance traveled being equal to the [SPELL STR] of the Shadow Strike

used. A Perception check will then be initiated, by the target; if the target fails this check, the player gets to, as a free action, make a melee attack against that enemy(that cannot be defended against) and is then moved back to the original casting position. If the target succeeds, they are able to defend against the attack, and if they are successful in defending the attack, it stuns the skiamancer for 1 round. In the position they teleported to.

## NEW SPELL: SHADED CHAINS (SOUL WRENCH)

*“Embrace the darkness and use it to summons shadowy chains to ensnare those that would oppose you.”*

Level:	1	2	3	4	5	6	7
Cost:	10	12	14	16	18	20	22
[Spell STR]	+20	+10	+0	-10	-20	-30	-40

The caster summons shadow chains to bind the target. Affected target must make a Willpower test with a (30 – Spell STR) modifier or be Restricted for 1 round.

## NEW SPELL: ABYSSAL PRISON (SOUL WRENCH, RESTRICT)

*“It’s one thing to be bound during a fight and removed from the equation. It’s another thing to be bound to the shadow realms and removed from the world itself.”*

Level:	1	2	3	4	5	6	7
Cost:	11	19	27	35	43	51	59

<b>[Spell STR]</b>	+20	+10	+0	-10	-20	-30	-40
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The caster attempts to imprison the target within the shadow realms, completely sundering them from the material world for 2 rounds. Affected target must make a Willpower test with a (30 - Spell STR) modifier or be sent to the shadow realms.

While in this place the target is removed from Mundus, and cannot be targeted by attacks or damaged in any way. Every turn while within the Shadow Realms, the target may make another Spell STR Willpower test to escape, but upon their return, though, they suffer from the Horror effect. If the save is successful, then the target is unaffected.

## NEW CREATURES: FAUNA OF YNESLEA

The Yneslean archipelago is host to numerous animals, monsters, and even wandering Daedra the likes of which Tamriel has never seen before. Many adventurers travel to the Ice Cream Isles specifically to fight the native wildlife. Most bite off a bit more than they can chew, and never return back home.

## 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; **Deadly** which is dangerous to high-tier characters and groups; or the new **Legendary**, which can be a threat of nightmarish proportions for even the most seasoned adventurer.

## EXOTIC DISEASE

**Exotic Disease:** Tamrielic characters affected by this new trait suffers a -25 on all tests. After one week, they suffer -50 on all tests. Exotic Disease can be cured with a Cure Rare Disease potion, or treated with Profession: Medicine at +25.

## 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 (either because they find them interesting or they accidentally ate them) in the archipelago. Larger monsters may have it on their person or in their lair on a monster-by-monster basis, while others, such as Broh-Kah, 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 foreign junk.
2	d20 drakes of dirty coins.
3	2d12 drakes' worth of tarnished gold.
4	4d10 drakes of broken inventions and oddities.
5	5d10 drakes' worth of beautiful ceramics.
6	10d10 drakes' worth of polished black diamonds
7	d10*50 drakes' worth of ancient Echmeri amulets.

8	A randomly enchanted lost Bat Elf weapon, worth 2000 drakes.
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## NEW CREATURE: DENDOA (MINOR, SOLO, 25 WHITE SOUL)

*“The normally nonviolent and elusive Dendoa (a Dunmeri word that means “light clams”; their Echi name is Dendrai’ic, which means “star shells”) are quite similar to the prawn that frequent the waters of Skyrim, but are enormous in size (around five feet in height, three feet in width) and have grayish-yellow shells that can withstand strikes from instruments made from ebony and solarite. They have twelve large legs on which they use to crawl along the depths of the Padomaic Ocean and have three eyes on both sides of their head. Dendoa are nocturnal creatures, and during the night their shells glow white beneath the water as if they were fallen stars (hence their Echi name; it is not known why this occurs).”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR	35	HP	15	COMBAT	45
END	30	WT	9	MAGIC	-
AGI	25	MP	15	EVADE	25
INT	15	SP	3	OBSERVE	30
WILL	30	IR	+5	STEALTH	-
PRC	25	AP	3	KNOWLEDGE	15
PRS	20	SPEED	7	SOCIAL	20

<b>LUCK</b>	-	<b>SIZE</b>	Std.	<b>PHYSICAL</b>	35
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## WEAPONS AND ARMOR

- Natural Weapons: 1d4 Reach 1m
- Natural Toughness(6)

## SPECIAL ABILITIES

- Harden(1 SP): The Dendoa can activate this ability to double their Natural Toughness value

## TRAITS

- Amphibious: Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- Bestial: Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid eeing combat if the GM feels it's appropriate.
- Minion: A Dendoa dies if it ever suffers a Wound of any sort.
- Swimmer: Doubles its movement speed in water.

## ENCOUNTERING DENDOA

## LOOT

## NEW CREATURE: MURMÊKS (MINOR, SOLO, 50 WHITE SOUL)

*“Murmêk, or giant ants, are a form of enormous arthropod that are native to Yneslea, and come in two varieties; Fire Murmêk and Pack Murmêk. The Echmeri have perfected the art of domesticating*

*and riding both species, and their role in Bat Elf society is quite similar to the role of horses in Tamriel. Fire Murmēk are only used by the hussar (“fire-riders”) of the Echmeri armata as war mounts while Pack Murmēk can be utilized by anyone, even foreigners. The Fire Murmēk are light-red, naturally aggressive, and possess the ability to breathe fire. They also have an immunity to fire but are highly susceptible to frost. Pack Murmēk are a blackish-brown color and much more compliant (yet weaker) than their cousins. They also have an innate resistance to shock damage, as well as the ability to spit poison at potential opponents.”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR	35(30)	HP	20(15)	COMBAT	50(45)
END	40(30)	WT	10(8)	MAGIC	-
AGI	25(15)	MP	15	EVADE	25(15)
INT	15	SP	4(3)	OBSERVE	50(45)
WILL	35(25)	IR	+8(+6)	STEALTH	-
PRC	40(35)	AP	3	KNOWLEDGE	15
PRS	20	SPEED	7(5)	SOCIAL	20
LUCK	-	SIZE	Std.	PHYSICAL	50(40)

## WEAPONS AND ARMOR



## SPECIAL ABILITIES

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## TRAITS

- Quadraped

## VARIANT: FIRE MURMEK

These Murmek's work the same way as normal Murmek's, but these stats are added to it's profile

- NEW Special ability(Replaces Poison Spit): Fiery Breath (1 SP + 1 AP): e Daedroth can, as an Action, spend an SP to breath a great swathe of fire in an arcing spray, dealing 2d6 Fire damage to all targets in a 5 metre cone.

## ENCOUNTERING MURMEKS

## MURMEK LOOT

## NEW CREATURE: MYRIAPODS (MINOR, GROUP, 75 WHITE SOUL)

*“While they look somewhat menacing to foreigners, myriapods are actually quite docile and timid when looks pass their rather large size and observes their habits. They are essentially millipedes, that spend their days constantly looking for smaller insects and plants to devour as their extremely high metabolism will cause them to starve to death if they go more than two hours without eating. While not particularly threatening when angered, their tough carapaces can often prove annoying to lone adventurers and can distract them long enough for a well-placed bite to take them out of the action.”*

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

WEAPONS AND ARMOR

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SPECIAL ABILITIES

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TRAITS

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ENCOUNTERING MYRIAPODS

## MYRIAPOD LOOT

### NEW CREATURE: DIRE WOLVES (MAJOR SOLO, 100 WHITE SOUL)

*“Dire wolves are large canines that roam the Yneslean archipelago and are similar to their Tamrielic brethren, except for the fact that they are two or three times as large and grow antlers. The Hyu-Ket are fond of domesticating them and using them as mounts. Although raised in packs, dire wolves are solitary creatures and will often spend most of their lives alone until mating season, where they form a temporary clan with others of their kind in order to breed and raise their young safely before wandering off on their own once more.”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR	30	HP	50	COMBAT	80
END	35	WT	16	MAGIC	-
AGI	40	MP	30	EVADE	60
INT	20	SP	6	OBSERVE	75
WILL	30	IR	+16	STEALTH	80
PRC	35	AP	6	KNOWLEDGE	-
PRS	10	SPEED	15m	SOCIAL	-
LUCK	-	SIZE	Large	PHYSICAL	55

## WEAPONS AND ARMOR

- **Bite:** d8 Slashing, Bite, Reach 1m.
- **Fling:** d4 Splitting, Reach 2m.

## SPECIAL ABILITIES

- **Latch On (1 SP):** If the dire wolf successfully Bites a target, it latches on with all of its strength, and the bitten Hit Location counts as Crippled until the character removes the dire wolf by breaking out of the Grapple.
- **Ram (2 SP):** If the dire wolf decides to dash towards an enemy after performing a Fling, it can lower its head and ram into their target with its antlers, inflicting double Fling damage.

## TRAITS

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **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):** Dire Wolves 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 Exotic Disease.
- **Quadruped:** When Dashing, triple their Speed.
- **Resist (Frost, 2):** Dire Wolves reduce all incoming Frost damage by 2, and gains a +10 per 2 on any test to resist non-damaging effects of this type. This trait stacks.
- **Resist (Fire, 1):** Dire Wolves reduce all incoming Fire damage by 1, and gains a +10 per 1 on any test to resist non-damaging effects of this type. This trait stacks.

- **Savage:** Rolls its damage dice twice and picks the highest.
- **Stubborn:** Can re-roll failed fear tests.
- **Unrelenting:** Targets cannot Disengage while in Reach of a dire wolf.

## ENCOUNTERING DIRE WOLVES

Dire Wolves can be found across the Yneslean archipelago, but are more common in the colder or temperate climes. They are solitary hunters, preferring to travel alone than with other members of their kind. Because of this unusual behavior compared to other canines, they are much more intelligent and cunning than Tamrielic wolves and will often lead foolish travelers to their deaths or strike at the most opportune moments. When another dire wolf interrupts their battles, they will often snarl and try to get them to leave.

Notorious for hunting livestock, dire wolves often have a price on their heads by local authorities, not to mention the hazard they pose to isolated villages and unsupervised children. Dire Wolves in combat will focus on the strongest members of a group (as taking them down assures them they can handle the rest) and drag them to the ground, while using their teeth to cripple and thrash prey into submission. Dire Wolves are capable of alarmingly smart tactics and strategies, and can be a formidable foe for even experienced adventurers.

## DIRE WOLF LOOT

- On a +30 Survival test, a character can remove the dire wolf's pelt, worth 100 drakes, over the course of a Short Rest. If the character fails this test, the pelt is spoiled, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a dire wolf pelt into one piece of Full Dire Wolf Fur armor. Wolf Fur armor is exactly the same as regular Fur, and grants an additional +2 Frost Resistance and +1 Fire Resistance. Failing the crafting test spoils the pelt, halving its worth and rendering it useless.

- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of dire wolf meat, which will spoil within a day if not properly preserved.
  - On a +0 Alchemy test, a character can harvest the dire wolf's heart and antler over a Short Rest.
- Dire wolf heart and dire wolf antler are Rare Destruction ingredients.

## NEW CREATURE: SCH'AARDE (MAJOR, SOLO, 500 WHITE SOUL)

*“Due to the benevolence of their god-hero, Hrahndeyl, the Echmer do not move onto a spiritual afterlife when they die; instead, their souls enter the Void and cease to exist while their memories become one with the waters of Nirn, allowing them to escape from the Aurbic Prison that they hate and fear. When new Echmer souls are created, they are generated from Nirn’s oceans thanks to the godly powers of Hrahndeyl. Unfortunately, because of this magical process a new nightmarish situation has occurred – the negative memories of disgraced, violent, or insane Bat Elves are known to arise from the sea in order to wreak havoc upon their descendants in the form of watery, vaguely humanoid entities; the closest things the Echmer have to undead.”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR	40	HP	18	COMBAT	60
END	40	WT	10	MAGIC	30
AGI	40	MP	35	EVADE	20
INT	35	SP	3	OBSERVE	30
WILL	30	IR	+8	STEALTH	20
PRC	20	AP	3	KNOWLEDGE	30

<b>PRS</b>	5	<b>SPEED</b>	9m	<b>SOCIAL</b>	5
<b>LUCK</b>	-	<b>SIZE</b>	Med	<b>PHYSICAL</b>	50

## WEAPONS AND ARMOR

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## SPECIAL ABILITIES

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## TRAITS

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## ENCOUNTERING SCH’AARDE

## SCH’AARDE LOOT

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## NEW CREATURE: BRUORL (MAJOR GROUP, 800 WHITE SOUL)

*“In Tamriel, trolls are savage mammals with ape-like characteristics. In Yneslea, however, the Bruorl have taken a much different evolutionary path. They are hulking, reptilian creatures that prefer to live underground or in caves, and have sharps natural claws that allow them to tunnel to their prey. Their scales are a dark greenish-blue when young and slowly become a dark red when they grow old. Unlike Tamrielic trolls, they are much more intelligent and there are even legends of some learning how to speak*

*Echi in order to communicate. With their frills, they are able to use echolocation by vibrating them, as they are born blind.”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR	60	HP	200	COMBAT	80
END	65	WT	15	MAGIC	-
AGI	45	MP	30	EVADE	60
INT	25	SP	5	OBSERVE	20
WILL	40	IR	+16	STEALTH	30
PRC	10	AP	6	KNOWLEDGE	-
PRS	5	SPEED	15m	SOCIAL	-
LUCK	-	SIZE	Large	PHYSICAL	80

## WEAPONS AND ARMOR

- **Claws:** 2d8 Splitting, Concussive, Magic, Shieldbreaker, Reach 2m.
- **Natural Toughness 5:** Reduces all incoming damage by 5. Does not count as Armor.

## SPECIAL ABILITIES

- **Hyper-Metabolize (1 SP):** When the Bruorl makes its Regeneration roll on at the start of the next round, it gains an additional 2d10 HP. Cannot be used while Freezing or if the Bruorl took Frost damage within 1 Round.



- **Sweeping Strike (1 SP):** The Bruorl can, as part of a melee attack, make a sweeping strike, which hits up to 3 targets in the troll's Reach. This is resolved as an AoE.

## TRAITS

- **Blind.**
- **Diseased (+0):** Bruorl 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 Exotic Disease.
- **Quadruped:** When Dashing, triples movement speed.
- **Regenerate:** Bruorl may make an Endurance test at the start of each round to heal 10+DoS HP.
- **Resist (Fire, 4):** Bruorl reduces all incoming Fire damage by 4, and gains a +10 per 4 on any test to resist non-damaging effects of this type. This trait stacks.
- **Thick Skull:** Immune to Stun and Dazed.
- **Unnatural Senses (Echolocation, 20):** Creatures with this trait can perceive their surroundings with echolocation instead of their normal senses, within the range of 20 meters.
- **Weakness (Frost, 5):** Does not receive DR against any Frost damage, and takes a bonus 5 Frost damage on each Frost attack, and suffer a -50 on any test to resist non-damaging effects of this type.

## ENCOUNTERING BRUORL

Bruorl are reptilian trolls with the ability to echolocate and regenerate from most wounds. They can be found all across Yneslea in caves and wandering the wilderness, but are more common underground and or in temperate environments. They have a matriarchal society, with the females sending the males out to look for food and better shelter; solitary males have usually been exiled due to incompetence or old age.

Although natives and foreigners alike believe Bruorl to be unintelligent monsters, most of them are actually quite intelligent and can learn to speak languages or even become literate. They occasionally band into simple tribes to raid villages, but these tribes quickly fall apart. Being different than other trolls on a genetic level, Bruorl are vulnerable to ice and frost instead of fire and flames, which prevents their flesh from knitting itself back together, at least for a time.

## BRUORL LOOT

- On a -10 Survival test, a character can remove the Bruorl's hide, worth 300 drakes, over the course of a Short Rest. It is ENC 2. Failing this test spoils the pelt, halving its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a Bruorl hide into two pieces of Full Bruorl Hide armor, or one Full Bruorl Hide chest piece. Bruorl Hide armor is exactly the same as regular Hide but has +2 AR, and Weakness (Frost, 1). Frost Bruorl Hide armor gives an additional 3 Fire Resistance on the equipped location. Failing this test spoils the pelt instead, rendering it useless and halving its worth.
- On a +0 Alchemy test, a character can scrape the Bruorl's bones for one dose of Bruorl fat, which is an Ultra Rare Alteration and Destruction ingredient.
- On a +20 Survival test, a character can fashion a Bruorl Skull Helm. A Bruorl Skull Helm is a Full Bone helmet with +2 Magic AR, that grants the wearer the Thick Skull trait while worn.
- Armor made of Bruorl Bone has +2 Magic AR, and Bruorl Bone weapons have the Magic trait.

## NEW CREATURE: BROH-KAH (MAJOR, GROUP, 925 SOUL)

*“Eventually, while roaming the archipelago, you will hear the savage shout of ‘BROH-KAH!’; that is your cue to run, or if you feel highly skilled, fight. The Broh-Kah are a race of savage, furry frog-like humanoids that existed in the Yneslean archipelago back when the Kitapoe still walked its shores and it seems their entire purpose is to raid, rape, plunder, drink, and kill day after day and year after year.*

*While considered so unintelligent that the dominant races of Nirn refuses to classify them as their own sapient species, they are capable of learning broken Tamrielic and Echi, and have alluded to the idea that they followed their archenemies the Dreugh across kalpas and ended up in Yneslea. They are barbaric, and have a high pain tolerance due to pulling out their own bones to use as weapons while using their luminescent ‘third eye’ to fire psychic blasts at or telekinetically ensnare their enemies.”*

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

## WEAPONS AND ARMOR

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## SPECIAL ABILITIES

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TRAITS

ENCOUNTERING BROH-KAH

BROH-KAH LOOT

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NEW CREATURE: PEINE (DEADLY, SOLO, 1000 SOUL)

*“Long ago, the Kitapoe – or the Yneslean Men – walked the archipelago and worshipped their insect gods in peace. It is said that their loyalty to their deities was punished by an ancient spider demon, which transformed them into horrifying half-spider, half-man monstrosities with a hunger for blood and reproduction. Centuries later, the Peine still stalk Yneslea to this very day. It is said that there are only five Peine in existence now, as their numbers were practically destroyed by the founder of the Elemental Sodality in the Second Era, but every fifty days one Peine will awaken while another re-enters hibernation in order to find a suitable candidate to impregnate. While leaving destruction and fear in its’ wake.”*

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

<b>WILL</b>		<b>IR</b>		<b>STEALTH</b>	
<b>PRC</b>		<b>AP</b>		<b>KNOWLEDGE</b>	
<b>PRS</b>		<b>SPEED</b>		<b>SOCIAL</b>	
<b>LUCK</b>	-	<b>SIZE</b>		<b>PHYSICAL</b>	

WEAPONS AND ARMOR

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SPECIAL ABILITIES

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TRAITS

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ENCOUNTERING PEINE

PEINE LOOT

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NEW CREATURE: LAHOO ALPHA (DEADLY, GROUP, 1500 WHITE SOUL)

*“Just as the surface of the archipelago has its own unique flora and fauna, the vast subterranean cavern known as the Dweech also boasts its own distinct plants and wildlife. The worm-like, translucent*

*Lahoo (which literally translates into “revolting burrowers” from Echi) are one such species of wildlife, and can only be found underground to the relief of the surface-dwelling Exul.”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR	30	HP	350	COMBAT	85
END	70	WT	8	MAGIC	-
AGI	60	MP	20	EVADE	70
INT	5	SP	4	OBSERVE	25
WILL	45	IR	+20	STEALTH	40
PRC	25	AP	8	KNOWLEDGE	-
PRS	5	SPEED	20m	SOCIAL	-
LUCK	-	SIZE	Medium	PHYSICAL	90

## WEAPONS AND ARMOR

- **Bite:** d8 Slashing, Bite, Reach 1m.
- **Natural Toughness 8:** Reduces all incoming damage by 8. Does not count as Armor.

## SPECIAL ABILITIES

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

- **Hyper-Metabolism (1 SP):** When the Lahoo Alpha makes its Regeneration roll on at the start of the next round, it gains an additional 2d10 HP. Cannot be used while Burning or if the Lahoo took Fire damage within 1 Round.

## TRAITS

- **Amphibious:** Can breathe water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **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.
- **Blind.**
- **Climber (X):** The creature can climb walls and ceilings as if open ground, with a Speed of X.
- **Diseased (-40):** Lahoo Alphas with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -40 or contract Exotic Disease.
- **Quadruped:** When Dashing, triples movement speed.
- **Regenerate:** Lahoo Alphas may make an Endurance test at the start of each round to heal 10+DoS HP.
- **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.
- **Unnatural Senses (Echolocation, 20):** Creatures with this trait can perceive their surroundings with echolocation instead of their normal senses, within the range of 20 meters.

- **Weakness (Fire, 5):** Does not receive DR against any Fire damage, and takes a bonus 5 Fire damage on each Frost attack, and suffer a -50 on any test to resist non-damaging effects of this type.

## ENCOUNTERING LAHOO ALPHAS

Lahoo are disgusting yet incredibly lethal creatures that dwell within the Dweech; however, a few of their nests can be found within some of the surface caves on rare occasions. They can grow up to be ten feet in length and travel along the cavern floors and ceilings by strings of ectoplasm secreted from their skin. Lahoo larvae hang from the ceilings in what is called a “Lahoo Gardens”, which can consist of ten to twelve thousand Lahoo. They live mainly off of dust particles carrying flesh, feces, and other disgusting matter that drifts through the air within the Dweech, but as they mature they grow to need actual flesh in their diet.

Three years out of the Lahoo’s five-year lifespan is spent in its immature state and at the end of the third year the Lahoo goes into an incubation period where it surrounds itself in its own ectoplasmic spit. Over the course of the next several months this ectoplasm grows and the Lahoo within it begins to evolve. It is in the last month, the fifth, that the fully adult Lahoo Alpha hatches. Lahoo Alphas are incredibly strong and monstrous beings; whereas the larvae are small creatures about the length of the average male human’s finger, the alphas are on average eight feet in length and four feet in diameter. It no longer secretes ectoplasm, but a sweat-like fluid that allows it to move with an unnatural speed; this “sweat” is also harmful to all known races due to a high toxicity, and has an extremely foul aroma. Dweech travelers often try to destroy Lahoo cocoons before they hatch whenever they stumble across them.



## LAHOO ALPHA LOOT

- On a +0 Alchemy test, a character can dig through a Lahoo Alpha's flesh for one dose of ectoplasm, which is a Rare Alteration and Destruction ingredient.

## NEW CREATURE: CHIMERA (LEGENDARY, GROUP, 2000 WHITE SOUL)

*“The most dangerous creature to ever walk the Ynesleaic archipelago, which the Echmer believed had been driven to extinction during their Fourteen Years of Progress back in the First Era. A chimera is a gigantic monster said to be the same size of dragons, with the upper body of a lion, the hind parts of a ram, the wings of a bat, and a basilisk for a tail. Its' head was a fusion of a lion's and a goat's, with silver mane, beard, and horns capable of shredding a grown man in an instant. It was also able to breathe lightning, while the basilisk tail could turn individuals to stone just by looking at them long enough. Most importantly, however, the chimera could fly and were capable of producing asexually if no mate was present. No one knows where they came from, although most speculate that they were a Noraken Clan experiment. They also do not know why they have returned...”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR		HP		COMBAT	
END		WT		MAGIC	
AGI		MP		EVADE	
INT		SP		OBSERVE	
WILL		IR		STEALTH	
PRC		AP		KNOWLEDGE	

<b>PRS</b>		<b>SPEED</b>		<b>SOCIAL</b>	
<b>LUCK</b>	-	<b>SIZE</b>		<b>PHYSICAL</b>	

WEAPONS AND ARMOR

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SPECIAL ABILITIES

- 

TRAITS

- 

ENCOUNTERING CHIMERA

CHIMERA LOOT

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**NEW DAEDRA: DENIZENS OF OBLIVION**

Although the Echmer don’t place much value in the Daedric Princes and Daedra Lords of Oblivion, their mages and sorcerers still tend to traffic with the denizens of that realm and summon them to Mundus. While the same Daedra that can be found in Tamriel can be seen in the archipelago, there a few new ones that most foreigners wouldn’t recognize.

## NEW CREATURE: VERMAI (DAEDRA, MAJO SOLO, WHITE SOUL 1000)

*“Vermai are blind, dumb Daedra that are believed to be in the service of Lord Peryite. Seemingly unintelligent, Vermai make up for what they lack in smarts and spells with abnormal strength. They have a strange, carapace-like growth that covers the entirety of their faces, and their appendages end in two, sharp claws and talons.”*

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

WEAPONS AND ARMOR

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SPECIAL ABILITIES

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TRAITS

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ENCOUNTERING VERMAI

Vermai are rare Daedra to encounter, even in the depths of Oblivion. They are often found wandering wastelands or are bound to the service of conjurers and mages. Being servants of Lord Peryite, they appear to be drawn to sickness and disease.

VERMAI LOOT

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NEW CREATURE: HERNE (DAEDRA, DEADLY SOLO, WHITE SOUL 1500)

*“Herne are believed to be related to Scamps, perhaps even being their more matured forms, and are associated with Hircine, Mehrunes Dagon, and Clavicus Vile. They delight in games of all types, and seek the thrill of challenges.”*

CHAR		ATTRIBUTES		PROFICIENCIES	
STR		HP		COMBAT	
END		WT		MAGIC	

<b>AGI</b>		<b>MP</b>		<b>EVADE</b>	
<b>INT</b>		<b>SP</b>		<b>OBSERVE</b>	
<b>WILL</b>		<b>IR</b>		<b>STEALTH</b>	
<b>PRC</b>		<b>AP</b>		<b>KNOWLEDGE</b>	
<b>PRS</b>		<b>SPEED</b>		<b>SOCIAL</b>	
<b>LUCK</b>	-	<b>SIZE</b>		<b>PHYSICAL</b>	

## WEAPONS AND ARMOR

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## SPECIAL ABILITIES

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## TRAITS

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## ENCOUNTERING HERNE

Herne are often used as intelligent ‘hounds’ by sorcerers, mages, and more powerful Daedra, and can usually be found herding the more childish Scamps and Lesser Daedra on the battlefield.

HERNE LOOT

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NEW CREATURE: MORPHOID (DAEDRA, DEADLY GROUP, WHITE SOUL 2000)

*“Morphoids, or Morphoid Daedra, are said to be the last evolutionary state of Scamps and Herne, and are known servants of the Daedric Lord Hircine. They are much taller than Herne, appear to have had their skin charred, and are known for their violent and pervish behavior.”*

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

WEAPONS AND ARMOR

- 

SPECIAL ABILITIES

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MORPHOID TRAITS

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ENCOUNTERING MORPHOID

Morphoid Daedra are best left avoided, but can be encountered orchestrating hunts or indulging in unsavory behaviors. Due to being servants of Hircine, they can commonly be found in forests ambushing unaware animals and humans.

MORPHOID LOOT

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NEW CREATURE: SHADOW ATRONACH (DAEDRA, DEADLY GROUP, WHITE SOUL 2000)

*“Shadow Atronachs are constructs that can be found within the Shadow Realms, and are created when two or more shadows are fused together and confined into one form, giving the Atronach sapience. While not Daedra, some of them can be found in the realm of Oblivion, and Nocturnal are said to favor them.”*

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

WEAPONS AND ARMOR

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SPECIAL ABILITIES

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SHADOW ATRONACH TRAITS

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## ENCOUNTERING SHADOW ATRONACHS

Shadow Atronachs are rare entities, as they are pulled from the Shadow Realms that are the source of power for the deadly and mysterious art of shadow magic. They are normally only encountered in the service of skiamancers, or near realm rips that lead to the Shadow Realms.

## SHADOW ATRONACH LOOT

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## FOLK OF THE ICE CREAM ISLES: NPCs

During your stay in Yneslea, you will meet a variety of different individuals that will help you explore the islands and start quests. Some of the more important ones are noted below.