

The Unofficial Elder Scrolls RPG

SECRETS OF THE DWEMER



3rd Edition

Intellectual Property

The authors of this book do not claim ownership of any of the intellectual properties found within. This is a purely unofficial, not for profit, fan made work, and its commercial distribution to anyone under any circumstances is strictly prohibited.

The Elder Scrolls®

Copyright © 1993-2016 Bethesda Softworks LLC, a ZeniMax Media company. The Elder Scrolls, Bethesda Softworks, ZeniMax and their respective logos are registered trademarks of ZeniMax Media Inc. All Rights Reserved.

Other Games

This game draws inspiration from a number of other role-playing games. In particular: Dark Heresy (Fantasy Flight Games), Eclipse Phase (Posthuman Studios), and Runequest Sixth Edition (The Design Mechanism). The authors of this book do not claim to own any of these games, or any of the mechanics drawn from and/or inspired by them. All credit goes to the respective owners.

This Book

The elements of this work that are not the intellectual property of any of the aforementioned groups/individuals, or any groups/individuals not mentioned, are licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.



Credits

Scroll Lead
spooky21st

Content Developers

blindhamster
CharmingCharles

Editing and Design

spooky21st

Contributors

Akulakhan't
Anon133

Proofreader

xXLamia-YuriXx

Art

The authors of this book do not claim ownership of any of the images that appear in this or connected works. All art is used without permission.

All credit goes to the respective owners

amanieu rebu
Bar-Huma
Bethesda Softworks
mbanshee

Adaptation

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

Secrets of the Dwemer

- The Dwemer**
- Dwemer Characters**
- Legacy of the Dwemer**
- Remains of the Dwemer**
- Dwemer Animunculi**
- Dwemer Spider**
- Dwemer Constructor**
- Dwemer Ballista**
- Dwemer Centurion Sphere**
- Dwemer Sentry**
- Dwemer Steam Centurion**
- Dwemer Colossus**

Threat Rating

Creatures in this scroll 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.

4	
6	
8	The challenge of a threat is either Minor, which is only threatening to weak characters or in large groups; Major, which is threatening even to mid-tier characters; or Deadly which is a danger to even the most prepared or experienced heroes.
10	
10	
11	
12	
13	
14	
15	
16	



The Dwemer

The Dwemer, the “people of the deep”, are a fabled “Lost Race” of Mer from Dwemereth, which mostly consisted of modern-day Morrowind, where they are believed to have been the most prolific, though they also had a strong presence in Hammerfell, High Rock, and Skyrim. Meric races use the term “Dwemer”, which translates to “Deep-Elves” or “Deep Folk”. Men commonly refer to them as Dwarves. The early history of the Dwemer is still clouded in mystery. There is no known story of their dissociation from the Aldmer, which must have occurred very early in Tamrielic history, as their society bore few correlations with that of the Altmer besides some similar legal principles. The Dwemer built elaborate underground cities near and beneath mountain ranges, including the Velothi Mountains and Red Mountain, and in the mountains of the isle Stros M’Kai.

Many misconceptions about them have abounded for centuries: scholars long thought that most Dwemer ruins which dotted Tamriel outside Morrowind were mere outposts and that there were few significant Dwemer settlements elsewhere until 1E 420. The presentation of the Dwemer in fictitious but popular novels like the Ancient Tales of the Dwemer has also lodged an inaccurate impression of them in the popular consciousness, painting them as familiar, comfortable characters very similar to humans. In reality, they are better described as having been fearsome, unfathomable, and even cruel, though also careful, intelligent, and industrious. Their society consisted of free-thinking yet reclusive clans devoted to the secrets of science, engineering, and the arcane until they mysteriously disappeared around 1E 700.

History

The history of the Dwemer is mostly a record of their conflicts with other races and each other, and the timeline is imprecise for many of these events. They purportedly settled along the coasts of Morrowind and founded Dwemereth. They became involved in clashes with the newly-arrived Chimer in the Late Middle Merethic Era over land, resources, and religion. The Dwemer also inhabited modern-day Skyrim during the earlier centuries of the First Era, and had numerous clashes with the Nords who lived there.

While King Harald is credited with driving the last of the “elves” out of Skyrim before the end of his reign in 1E 221, this is mostly likely referring to conflicts with the Falmer and possibly other elves, as the Dwemer kept inhabiting a number of city-states stretching from the Velothi Mountains as far west as Markarth in what is now the Reach. The city-states burrowed deep underground, masking their true size, and several of them were linked by the gargantuan cavern known as Blackreach (or “FalZhardum Din” to the Dwemer). They clashed often with the Nords, but were never seriously threatened until the third century of the First Era, several decades after Harald’s reign, when the Nordic armies under High King Gellir experienced unusual success in conquering Dwemer cities. Scholars believe that several decades before, an alliance emerged between four city-states led by Arkngthamz, a Dwemer research center, to develop technology to harness the power of the Aetherium

crystal, but the alliance became a victim of its success and crumbled quickly. All of the city-states in Skyrim are thought to have entered into a crippling war over the Aetherium crystal and the means of harnessing it. After decades of this underground war, the Nords were able to sweep the weakened Dwemer out of their city-states and hold them for a century before the Dwemer could muster the strength to reclaim them.

The Falmer, meanwhile, had not actually been driven out of Skyrim by Harald, either; many of them sought sanctuary with the Dwemer. Although they agreed to protect the Falmer, the distrustful Dwemer rendered them blind by forcing them to consume toxic fungus found growing deep underground. Over several generations, the Falmer became servants of the Dwemer, and then their slaves.

Clashes continued with the Chimer in Morrowind, and the two races apparently disliked each other greatly. Dwemer culture was agnostic and preferred reason to faith, while the Chimer were staunch Daedra-worshippers. However, the Nordic invasion and conquering of present-day Morrowind under High King Vrage around 1E 240 brought a common enemy the Chimer and Dwemer could unite against. Dumac Dwarfking and Indoril Nerevar forged an alliance which ultimately succeeded in repelling the invaders in 1E 416, leading to the First Council of newly-named Resdayn.

In 1E 420, the militaristic Rourken clan opposed the accord with the Chimer and chose self-exile. Their chieftain is said to have thrown the Volendrung Hammer across Tamriel and led his clan to wherever the hammer fell, an image which has been depicted in a number of ruins in Hammerfell. The Rourken named the land “Volenfell”, which later was somewhat mistranslated to “Hammerfell”.

Meanwhile, in Skyrim, after generations of subjugation, the Falmer rebelled, leading to the War of the Crag, another massive Dwemer war which was waged far below the surface while the Nords above remained oblivious. The war lasted decades, and only ended when the Dwemer did.

The Dwemer inexplicably disappeared during the Battle of Red Mountain, the biggest and final battle of the War of the First Council. The Dwemer Tonal Architect, Lord Kagrenac constructed Kagrenac’s Tools to harness the powers of the Heart of Lorkhan, which the Dwemer had discovered beneath Red Mountain. When the Chimer found out, they considered this aim blasphemous and sought to stop it. Kagrenac’s goal remains unclear, but it is believed he sought to heighten his race to Anumidum. The disappearance of a whole race in an instant sparked many theories, but is generally thought to have followed this attempt to use the tools on the Heart, and simply coincided with the war. It appears that the Dwemer were conflicted on their use of the Heart. Some opposed its use, warning that massive side effects were likely, while the majority of the Tonal Architects, including Kagrenac, and Bthuand Mzahnch (who wrote The Egg of Time which downplayed the risks of tampering with the Heart of Lorkhan) wished to proceed.

It appears all members of the Dwemer race were simply removed from the world. When the previously untouched Dwemer ruins of Bamz-Amschend in Mournhold were rediscovered, numerous piles of ashes were present next to weapons and Armor, on chairs, and in beds, suggesting the Dwemer's bodies were suddenly reduced to ash in some way. In 4E 201, Arniel Gane, a researcher at the College of Winterhold in Skyrim, attempted to recreate the circumstances of the Dwemer's disappearance after obtaining Keening, one of Kagrenac's Tools, but vanished suddenly in the process, strengthening the theory that Kagrenac's use of the tools was the cause of the disappearance. Some scholars still resist the notion that the Dwemer disappeared all at once.

A theory also exists that their sudden extinction was caused by their reversal of the usual processes involved in the Earth Bones, the laws of nature. Rather than creating the profane by commanding the sacred, such as in Conjunction magic or Daedra worship, they sought to create Anumidium, their own sacred, from the "deaths of the profane." Vivec, the warrior-poet god of the Dunmer, similarly believes that the disappearance of the Dwemer is in some way owed to their "divine sin"—attempting to create a god for their own purposes from the remains of the god Lorkhan. Whether their use of Kagrenac's Tools in this process or simply their intentions resulted in their extinction remains unclear in this theory.

According to Chimarvamidum, the Dwemer possessed an ability that was known as "The Calling," which seems to have been similar to telepathy. It allowed the Dwemer to communicate with each other over great distances. It has been suggested that, in the last moments before they disappeared, Lord Kagrenac used The Calling to summon all of the Dwemer people and rally them to carry out his plans to transcend the Mortal Plane. Whether this was related to their demise or not is uncertain.

Society and Religion

The Dwemer appear to have been a highly technologically advanced and particularly dogmatic race. Other races have still not cracked the secret behind their metal. Their weapons were simple but effective; weaponsmiths relied on creating quality Materials first, and merely allowed the form of those Materials to flow from the method of the weapon's use. Their mastery of steam and geothermal power through tapping into the natural lava sources under Morrowind allowed them to create airships, sentient machines, mechanical observatories, and lighting systems that continued to work for millennia without any maintenance. Most of their settlements are still inhabited by Animunculi, enchanted mechanical guardians, commonly known as "Centurions" or "Spheres". They appear somehow linked to their place of origin, and will lose power if removed from the vicinity. This may explain why many Animunculi remain active even after so long, and supports the theory that they are strongly influenced by magic.

Additionally, it appears that some Animunculi are capable of interpreting the actions of people around them - in a sense, 'perceiving' their intent - and responding accordingly. The Dwemer were somewhat comforted by their ability to empower lifeless fabrics into active beings, denying the organic power of the gods while at the same time transcending the mortal systems of

life. This culture, often seen as sheer arrogance by others, allowed their technological capabilities to accelerate well ahead of any other race. In addition, the Dwemer also appear to have dabbled extensively and somewhat successfully in some of the more divine (or arcane) arts and sought to harness the supernatural powers of the Divines within their mechanical technology, even keeping an Elder Scroll within the massive underground complex of Blackreach in Skyrim.

It is unknown whether the Dwemer worshipped any gods. However, it is known that they despised and scorned the Daedra, and mocked the "foolish" rituals of their followers, "preferr[ing] instead their gods of Reason and Logic". These may be metaphorical or literal terms; Vivec, the author, capitalized them in his writings which could be interpreted as an emphasized admonishment of their idolatry by means of substituting spiritual worship with absolute faith in those ideas. It could also be meant to suggest some sort of deified representation of those ideas or aspects of Dwemer thought. Since the Heart of Lorkhan offered some form of shared spiritual link amongst the Dwemer attuned to it - this could also refer to the collective reason and logic of the Dwemer people given voice through the powers of tonal architecture and the heart of a dead god.



Dwemer Characters

Below are the rules for creating Dwemer characters. Assuming you have the permission of your GM, treat the Dwemer just as you would any other race and follow the usual steps for character creation.

Dwemer Baseline Characteristics

Str	End	Ag	Int	Wp	Prc	Prs
24	24	22	30	28	25	21

Traits

- **Power Well (5):** The character has more magicka than usual. Increase their MP max by 5. This trait can stack.
- **Weakness (Frost, 1):** The character increases all incoming frost damage by 1 after mitigation, and suffers a -10 penalty tests made to resist non-damaging frost effects. This trait can stack.

Powers

- **The Calling:** The Dwemer have developed the capability to form connections with the minds of other Dwemer, allowing silent and instant communication across great distances. A Dwemer may do this at any time, though he may not attempt to contact someone he has not met, and forming a mental connection requires the character to pass a Willpower test or gain a level of fatigue. Once a connection is formed the two minds may communicate as they see fit. Every minute of communication beyond the first imposes another Willpower test, where failure incurs a level of fatigue. Alternatively, they may form a connection with a number of others equal to their Willpower bonus, but doing so causes them to automatically fail the Willpower tests imposed by normal communication.

Other

- Dwemer characters suffer a -10 penalty to Survival skill tests made while above ground.
- During character creation, Dwemer characters may choose to begin with the Logic skill trained to Novice rank for free.

Legacy of the Dwemer

With their disappearance at the Battle of Red Mountain, the Dwemer left behind several particularly powerful artifacts. This section contains rules and advice for utilizing two of the more important ones: Kagrenac's Tools, and the brass golem Numidium.

Kagrenac's Tools

Kagrenac's Tools are the legendary artifacts crafted by the Dwemer Tonal Architect, Lord Kagrenac. The tools, Keening, Sunder, and Wraithguard, were created to tap into the power of the Heart of Lorkhan. The artifacts were seemingly misused by the Dwemer, leading to the race's disappearance. All three artifacts came into the possession of the Almsivi following the Battle of Red Mountain and were used by the Tribunal to make themselves into living gods. Keening and Sunder were subsequently lost during an annual pilgrimage to the Heart, sometime in the Third Era. During the Nevarine's final battle with Dagoth Ur, all three artifacts were used to destroy the enchantments on the Heart of Lorkhan. Each tool had a specific purpose in helping gain power from the Heart. Without Wraithguard, it is dangerous to wield the weapons.

Weapon Quality: Unbridled Power

Kagrenac's tools are objects of incredible power, tied to the very threads of fate. On a successful hit the wielder of this weapon can burn a Luck point to cause the weapon to deal double damage (before mitigation).

Characters who attempt to wield this weapon take 3d10 damage per round which cannot be mitigated in any way. Treat it as shock damage for the purposes of determining wounds.

Using Kagrenac's Tools

Kagrenac's tools are incredibly powerful artifacts, and GMs should be wary of using more than one of them as material for anything but the end game of a high level campaign. When brought together and if the Heart of Lorkhan is accessible, they have powers beyond imagination, and certainly beyond the scope of the game's rules. Tread lightly.

Sunder

Sunder, a hammer, was used to produce a specific amount and quality of power from the Heart. When stuck by Sunder, the Heart would release godlike power. After being taken from the Almsivi, Sunder was brought to the citadel of Vemynal by Dagoth Vemyn, an Ash Vampire. It was recovered by the Nerevarine in 3E 427.

Sunder	
Damage	1d8+4
Hand	1H
Range	2m
Qualities	Crushing, Magic, Proven, Unbridled Power, Enchanted (Constant: Fortify Endurance 20)* Enchanted (Constant: Fortify Strength 20)* Kagrenac's Hammer
ENC	2

Kagrenac's Hammer: The character wielding this item can test Luck once per round in order to count as having burned a single Luck point for an effect of their choice. This item cannot ever be damaged or destroyed by conventional or magical means.

*Increases Endurance score by 20 while wielded

*Increases Strength score by 20 while wielded

Keening

Keening, a short blade, was used to flay and focus the power that Sunder produced. After being taken from the Almsivi, the blade was brought to the citadel of Odrosal by Dagoth Odros, an Ash Vampire. It was recovered by the Nerevarine in 3E 427. In 4E 201, the mage Arniel Gane requested the delivery of it to Skyrim for research. By this time, the blade was no longer dangerous to wield without Wraithguard. Arniel used the blade on a warped soul gem to reproduce the events which led to the disappearance of the Dwemer; unfortunately, the experiment was a success, and Arniel vanished. The blade then passed into the possession of the Last Dragonborn, who had aided Arniel in his endeavor.

Keening	
Damage	1d6+4
Hand	1H
Range	1m
Qualities	Slashing, Magic, Proven, Exploit Weakness, Unbridled Power Enchanted (Constant: Fortify Agility 20)* Enchanted (Constant: Fortify Willpower 20)* Kagrenac's Blade
ENC	1

Kagrenac's Blade: The character wielding this item increases their Magicka by 50. This item cannot ever be damaged or destroyed by conventional or magical means.

*Increases Agility score by 20 while wielded

*Increases Willpower score by 20 while wielded

Wraithguard

Wraithguard, a gauntlet, stopped the fatal effects of the other tools on the wielder. While accounts of its appearance vary, the god Vivec held it until it came into the possession of the Nerevarine.

Wraithguard	
Hit Location	Right Arm
Type	Full Dwemer
AR	6
Magic AR	6
Qualities	Super Heavy, Magic, Kagrenac's Gauntlet
ENC	5

Kagrenac's Gauntlet: The character wearing this item gains the Immunity (Poison) and Immunity (Paralysis) traits. They gain 2 AR to all hit locations, and ignore damage from wielding weapons with Unbridled Power. This item cannot ever be damaged or destroyed by conventional or magical means.

The Numidium

Numidium, or Anumidium, known also as the Brass God, the Brass Tower, and Walk-Brass was a gigantic golem of Dwemer origin. Constructed by the Dwemer Tonal Architect, Lord Kagrenac, Numidium played a central role in the disappearance of the Dwemer and since then has been resurrected several times.

By the end of the Second Era, the Morrowind Tribunal had possession of Numidium. As a part of the Armistice with the Empire, the Tribunal gave Tiber Septim the golem. Numidium was first reactivated by Tiber based on Zurin Arctus' Dwemer research. Reactivating Numidium required a replacement heart, for which the Mantella was used, a soul gem that mimicked the properties of Lorkhan's Heart when filled with the soul of a Shezarrine. The golem was controlled by a Totem that can only be wielded by those of royal blood or great power.

Numidium proved very effective in bringing down the mighty Aldmeri Dominion and conquering Tamriel in 2E 896. The official records tell a story wherein after defeating all his enemies, Tiber Septim used Numidium to destroy the neutral royal families of Tamriel so that he could enthrone persons he knew to be loyal. The Underking, another Shezarrine who was confused for Zurin Arctus due to their shared soul, disagreed with this use of Numidium, and tried to reclaim the Mantella. However, the process devastated both Numidium and the Underking. The heart they shared was blown into Aetherius. Pieces of Numidium were scattered throughout Tamriel.

In the centuries that followed, the Blades were entrusted with the task of collecting the pieces of Numidium. During the reign of Uriel Septim VII, both Numidium and its Totem were found in the Iliac Bay region. This nearly set off a civil war amongst the dozens of independent city-states in the region, beginning with the murder of King Lysandus of Daggerfall. Ultimately, an anonymous hero traveled to the plane of Aetherius to recover the

Mantella, then returned to Mundus and activated Numidium, resulting in the Warp in the West and Numidium's subsequent destruction.

A similar Dwemer brass golem, known as Akulakhan or the Second Numidium, was built by Dagoth Ur in his plans to drive the foreigners out of Morrowind and then conquer Tamriel. Akulakhan was inspired by Kagrenac's theories and powered by the Heart of Lorkhan. It was destroyed by the Nerevarine in 3E 427.

Using the Numidium

The Numidium (or Akulakhan) is a plot device: there is no way that it could be quantified within the game rules, and there is no need to ever do so.

Physically the Numidium is an enormous golem, described as being a thousand feet tall, though it can be as large or small as your plot requires. Regardless of its exact height, it is capable of single handedly destroying cities and routing armies. There is no damage the party could do to possibly slow or destroy it. And these are purely its physical capabilities.

The power of the Numidium comes from its core: it was initially powered by the Heart of Lorkhan itself, and later by the Mantella. And this is not merely the magical power necessary to animate the golem, but a mythic sort of power. On top of that, it is very likely that the Numidium contains the souls of the Dwemer, captured at their ascension just as Kagrenac planned. The Numidium embodies their philosophy of negation, and uses it as its power.

The Numidium's mere activation was able to fracture time itself, as it did at Rimmen, and later in the Iliac Bay region. When Tiber Septim and the Numidium reached the Aldmeri Dominion, the city of Alinor surrendered within an hour, but the Numidium's assault spanned time. Long after Tiber Septim's death the battle continued to wage, the power of the Numidium locked in conflict with a group of Altmer mages known as Mirror Logicians.

More could be said about the metaphysics behind the Numidium, but we'll leave that to the GM to work out for themselves. What matters is that, because of its physical and metaphysical power, the Numidium is best used as a plot device: the party cannot hope to possibly fight it directly. Plots revolving around the control of, or the consequences of the use of, the Numidium are preferable. It is a force of nature.

◆◆◆

"It's not the Brass God that wrecks everything so much as it is all the plane(t)s and timelines that orbit it, singing world-refusals. The Surrender of Alinor happened in one hour, but Numidium's siege lasted from the Mythic Era until long into the Fifth. Some Mirror Logicians of the Altmer fight it still in chrysalis shells that phase in and out of Tamrielic Prime, and their brethren know nothing of their purpose unless they stare too long and break their own possipoints."

-MK

◆◆◆

Remains of the Dwemer

Dwemer ruins are some of the most well known locales in the Elder Scrolls setting. They have appeared, in one form or another, in the majority of the games in the series. As such, it is very likely that GMs and players alike will be interested in exploring some of the many ruins the Dwemer left behind. To that end, this section contains advice and rules for utilizing the ancient strongholds of the Dwemer in a campaign.

In some cases, a GM might be interested in running a campaign set during a period in which the Dwemer still inhabited their great strongholds. In this case substantial work will be required of the GM given how little we know for sure about Dwemer society in its prime.

Lost Cities

The mysterious disappearance of the Dwemer left their cities devoid of most life, but certainly not empty. Great machines continued to function for years, their purposes lost to time, while the enchanted mechanical guardians known as Animunculi continued to patrol the desolate halls. Other strongholds fell into disrepair as the centuries passed, and became havens for monsters, bandits, rogue wizards, and worse.

Before their disappearance, the Dwemer lived in strongholds known as Freehold colonies or city-states. Most were constructed at a particular depth beneath the ground, known as a Geocline. While Dwemer architecture and design tended to favor angular structures, as they allowed them to be more precise, there were substantial regional differences in style. For example, some northern clans preferred a style known as "Deep Venue," wherein several structures were built within natural caverns.

Using Dwemer Ruins

The following are some general principles for GMs to keep in mind when creating a Dwemer ruin for use in their campaign:

Show the Effects of Time

Cave-ins and other natural obstacles have re-shaped many ruins entirely, leaving certain key sections inaccessible. In many cases, adventurers may find new passageways leading to even older construction, city sewers, other dungeons, or to natural caverns. We advise that GMs initially create a map of the ruin as it was when the Dwemer still inhabited it, and then modify it to simulate the passage of time. Strategically placed cave-ins, collapsed machinery, damaged Animuncili, plant growth, and natural flooding can be used to show the party the toll that time has taken upon the once great cities of the Dwemer.

Get the Party Lost

While you don't want your party to starve to death in the depths (at least we hope you don't, for their sake), creating the impression of a vast and complex structure can do a lot to build atmosphere. While one could simply build a mazelike set of passages, the Dwemer were logical types who were unlikely to build that way. Instead we suggest using the effects of time and nature described above to create dead-ends and force the use of alternative routes. Concealed service tunnels



and ventilation shafts make wonderful tools for this purpose. Natural passageways are also useful in this respect: perhaps a cave-in has opened up a tunnel dug during construction that leads to a large natural cavern beneath the ruin itself. These natural passageways can be used to connect several ruins that would otherwise be separated: parties can enter one ruin, and after days of exploring find themselves surfacing from another ruin they weren't aware of in the first place!

Populate the Place

An empty ruin, while foreboding, is much less interesting than one in which something still lurks. And that ruin is less interesting than one in which several things still lurk! Over the years animals and monsters may have taken shelter in portions of the ruin accessible from above (recall the ventilation shafts mentioned before). Unsavory characters may have moved in to use the ruin as a base: smugglers, rogue wizards, bandits, and mercenaries all make for interesting encounters, while powerful Dwemer Animunculi may still patrol sections of the complex. On top of all of this, the Dwemer were also expert trap-makers, filling their cities with intelligent traps that only triggered when they detected a non-Dwemer.

Hint at a Great Calamity

The Dwemer were not destroyed by war, or disease. Their destruction was magical in nature, and seemingly instant. It is important to demonstrate this in how you describe Dwemer ruins. Much of the machinery is still running, bowls and utensils are out on the tables, books are open on desks, and closet doors have been left ajar. Small piles of ash mark the spots where the Dwemer were standing when the calamity occurred, and ancient suits of armor can be found littering the floor near doorways. The party is not just walking through a ruin, they're walking through a graveyard.

Dwemer Animunculi

This section contains rules for Dwemer Animunculi, the ancient automatons that can still be found patrolling the empty corridors of Dwemer ruins across Tamriel.

Dwemer Spider

Dwemer Spiders are small, arachnid-like animunculi, that are very common in Dwemer ruins.

Dwemer Construct, Minor Solo

Char	*	Attributes	*	Proficiencies	*
Strength	30	Hit Points	15	Combat	40
Endurance	30	Wound Thr.	9	Magic	-
Agility	40	Magicka	-	Evasion	40
Intel.	20	Stamina	3	Observe	40
Willpower	5	Initiative	+9	Stealth	50
Perception	30	AP	3	Knowledge	-
Personality	5	Speed	11m	Social	-
Luck	-	Size	Small	Physical	40

Weapons and Armour

- **Dwemer Spider Claws:** 1d6 Splitting, Magic, Exploit Weakness, Small, Reach 1m.
- **Spark:** 1d6 Shock, Magic, Range 3/6/12.
- **Dwemer Plating:** 5 AR, 2 MR, Full, Magic.

Special Abilities

- **Static Field (1 SP):** As an action, the Dwemer Spider can charge up and create an electrical field around itself, dealing 1d4 shock damage to any character within 1m at the start of their turn. At the start of each of the Dwemer Spider's turns, they can attempt a +20 Endurance test to refresh the effect for free.

Traits

- **Catfall:** Reduce the distance that the character falls by 3 meters when calculating fall damage.
- **Climber:** The character can climb walls and ceilings as if open ground.
- **Crawler:** The character is not slowed by terrain.
- **Dark Sight:** The character can see and act normally in areas with no light.
- **Overcharge:** The character explodes when destroyed, dealing 1d6 shock damage to all creatures within 1m.
- **Mechanical:** The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.
- **Minion:** The character dies if it ever suffers a Wound of any sort.
- **Tonal Reinforcement:** The character is immune to disintegrate item effects and spells.
- **Weakness (Shock, 3):** The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.

Variant: Gas Spider

These Dwemer Spiders consist of a flexible, metallic gas-bag which rests upon a metal base, surrounded by six hinged legs. They are most commonly encountered in Dwemer ruins located in Vvardenfell.

- Remove the **Spark** weapon and the **Overcharge** trait.
- Replace **Static Field** with **Release Poison (1 SP + 1 AP)**: The Dwemer Spider expels the contents of its gas bag, dealing 1d6 poison damage that ignores armor to all creatures within 2m. This ability can only be used once.

Encountering Dwemer Spiders

Spiders are the worker class of dwemer constructs and typically found in large numbers all over dwemer ruins.

They typically have eight articulated legs and a round central body, which is where the name of Dwemer Spider comes from, beyond that they almost always have a soul gem mounted somewhere on their central body which they can use to their power electrical abilities.

As the worker class, these constructs tend to fight in groups rather than taking on foes on their own. In many cases they are not aggressive, being more focused on the maintenance of their domains. However when attacked they are perfectly willing to fight until they are destroyed, many of them are capable of setting off a chain reaction when close to their end, so adventurers should be wary of getting caught between a group of them.

Dwemer Spider Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over 15 minutes to recover 1d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- A character can attempt a +0 Alchemy test to extract DoS/3 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.

Dwemer Constructor

A strange animunculi with spider-like legs and an armored humanoid shaped torso, it has a number of strange devices attached to its arms.

Dwemer Construct, Minor Solo

Char	*	Attributes	*	Proficiencies	*
Strength	30	Hit Points	18	Combat	50
Endurance	35	Wound Thr.	9	Magic	-
Agility	35	Magicka	-	Evade	35
Intel.	30	Stamina	3	Observe	40
Willpower	5	Initiative	+8	Stealth	35
Perception	20	AP	3	Knowledge	-
Personality	5	Speed	9m	Social	-
Luck	-	Size	Std.	Physical	50

Weapons and Armour

- Dwemer Constructor Claw:** 1d6 Splitting, Magic, Reach 2m.
- Dwemer Constructor Drill:** 1d8 Splitting, Magic, Shield Splitter, Reach 1m.
- Dwemer Constructor Hammer:** 1d8 Crushing, Magic, Reach 1m.
- Dwemer Plating:** 5 AR, 2 MR, Full, Magic.

Special Abilities

- Repair (1 AP):** The Dwemer Constructor repairs a nearby Dwemer Construct within 1m for 1d4+6 hit points.

Traits

- Catfall:** Reduce the distance that the character falls by 3 meters when calculating fall damage.
- Climber:** The character can climb walls and ceilings as if open ground.
- Crawler:** The character is not slowed by terrain.
- Dark Sight:** The character can see and act normally in areas with no light.
- Mechanical:** The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.
- Tonal Reinforcement:** The character is immune to disintegrate item effects and spells.
- Weakness (Shock, 3):** The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.

Encountering Dwemer Constructors

Constructors are a relatively rare form of Dwemer Animunculi, usually only found in especially large Dwemer complexes or in locations that were once dedicated to the construction of the Dwemer constructs themselves.

These strange constructs appear to share certain design similarities with both Dwemer Spiders and the larger Steam Centurions but they serve an entirely different purpose, whilst most constructs were created as war engines or guards, the Constructor is a builder.

They are capable of maintaining other Dwemer Constructs even in the midst of battle and even creating the smaller constructs in a staggeringly short amount of time thanks to reserves of dwemer alloy.

Dwemer Constructor Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over 15 minutes to recover 1d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- A character can attempt a +0 Alchemy test to extract DoS/3 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.

Dwemer Ballista

A four legged animunculi with an oversized crossbow for a body.

Dwemer Construct, Major Solo

Char	*	Attributes	*	Proficiencies	*
Strength	30	Hit Points	18	Combat	50
Endurance	35	Wound Thr.	9	Magic	-
Agility	40	Magicka	-	Evade	40
Intel.	20	Stamina	3	Observe	40
Willpower	5	Initiative	+8	Stealth	40
Perception	20	AP	3	Knowledge	-
Personality	5	Speed	11m	Social	-
Luck	-	Size	Std.	Physical	30

Weapons and Armour

- Dwemer Ballista:** 1d10 Crushing, Magic, Complex, Reload (5, min 2), Range 20/100/200.
- Dwemer Plating:** 5 AR, 2 MR, Full, Magic.

Special Abilities

- Infused Ammunition (1 SP):** As part of an attack, the Dwemer Ballista can envelop its bolt with flames, causing its attack to deal an extra 3 fire damage.
- Sundering Bolt (1 AP + 1 SP):** As part of an attack, the Dwemer Ballista charges a shot, allowing it to sunder armor. Any targets struck suffer Damaged (1) on the affected Hit Location.

Traits

- Dark Sight:** The character can see and act normally in areas with no light.
- Mechanical:** The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.
- Tonal Reinforcement:** The character is immune to disintegrate item effects and spells.
- Weakness (Shock, 3):** The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.

Encountering Dwemer Ballistae

One of the most dangerous Steam Animunculi is the Dwarven Ballista, which fires a bolt that can penetrate even the thickest armor.

The Dwemer created the ballistae as guardians and ranged support for their homes and armies respectively, and whilst the Dwemer are long since dead, the ballista maintain their vigil over their masters ancient homes. These Animunculi are rarely alone, usually other centurions are close by and quickly alerted when a ballista becomes aware of intruders.

The ballista's bolts are incredibly powerful and capable of firing at ranges that exceed smaller crossbows and bows alike which makes them a daunting foe to face unless the foe can sneak up on them, to be hit by one of their bolts typically spells the end of the target, or at least scars worthy of a story or two. Despite this, they take a long time to reload which can create an opening, assuming whatever support the ballista had has already been dealt with.

Dwemer Ballista Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over 15 minutes to recover 1d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- A character can recover 1d10 of the bolts the ballista uses, these are too large to use as bolts, but they can be modified with a +0 Smithing test to be used as Dwemer Javelin instead.

Dwemer Centurion Sphere

A sphere of Dwemer alloy rolls forward before splitting to reveal a humanoid shaped construct body, it is armed and appears dangerous.

Dwemer Construct, Major Solo

Char	*	Attributes	*	Proficiencies	*
Strength	40	Hit Points	20	Combat	60
Endurance	40	Wound Thr.	12	Magic	-
Agility	55	Magicka	-	Evade	60
Intel.	20	Stamina	4	Observe	55
Willpower	5	Initiative	+11	Stealth	55
Perception	45	AP	3	Knowledge	-
Personality	5	Speed	14m	Social	-
Luck	-	Size	Std.	Physical	40

Weapons and Armour

May have one of:

- **Centurion Blade:** 1d8 Slashing, Magic, Reach 2m.
- **Centurion Mace:** 1d6 Crushing, Unwieldy, Magic, Reach 1m.
- **Centurion Spear:** 1d8 Impaling, Unwieldy, Magic, Reach 2m.

Additionally, a Centurion Sphere may have one of

- **Centurion Crossbow:** 1d10 Crushing (4), Magic, Complex, Reload 0, Range 15/75/185.
- **Centurion Shield:** 10 BR, 6 Magic BR, Magic.

Additionally, a Centurion Sphere has:

- **Dwemer Plating:** 5 AR, 2 MR, Full, Magic.

Special Abilities

- **Rapid Fire (1 AP + 1 SP):** As an attack, the Centurion Sphere can fire at up to 3 targets with its Centurion Crossbow as a single attack.
- **Shift Form (1 AP):** The Centurion Sphere shifts to its sphere form or shifts back. In sphere form all attacks hit the sphere location, its Speed becomes 16, its Evade becomes 70, and it can only use the Steam Roll special ability.
- **Steamroll (1 AP + 1 SP):** While in sphere form, the Centurion Sphere moves in a straight line and any characters it comes within 1m of must test Evade or take 1d10 damage and be knocked prone.

Traits

- **Dark Sight:** The character can see and act normally in areas with no light.
- **Mechanical:** The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.
- **Nimble:** This character can disengage from melee combat as a free action.
- **Sphere:** All hits to the leg location hit the Sphere location instead.
- **Tonal Reinforcement:** The character is immune to disintegrate item effects and spells.
- **Weakness (Shock, 3):** The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.

Encountering Centurion Spheres

Centurion Spheres are another common form of Dwemer construct. They typically move around in sphere form allowing them to navigate the specially designed pipework most dwemer ruins contain. However when they enter a state of combat readiness, the sphere splits and a mechanical humanoid torso, head and arms emerge, each arm ends in a weapon or shield their heads are typically stylised visages of their dwemer creators.

They are not sentient and thus technically do not have any kind of intelligence, however their creators provided them with the ability to handle complex tactical situations.

They remain in the ancient ruins of Dwemer civilisation and are typically very aggressive toward anything entering their masters domain despite the disappearance of the dwarves.

Centurion Sphere Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over 15 minutes to recover 1d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- A character can attempt a +0 Alchemy test to extract DoS/2 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.

Dwemer Sentry

A small spherical animunculi that changes form with a small “head” extending above it.

Dwemer Construct, Minor Solo

Char	*	Attributes	*	Proficiencies	*
Strength	20	Hit Points	10	Combat	30
Endurance	20	Wound Thr.	6	Magic	-
Agility	30	Magicka	-	Evade	50
Intel.	20	Stamina	2	Observe	60
Willpower	5	Initiative	+9	Stealth	30
Perception	40	AP	3	Knowledge	-
Personality	5	Speed	8m	Social	-
Luck	-	Size	Small	Physical	20

Weapons and Armour

- **Electric Shock:** 1d4 Shock, Magic, Reach 1m.
- **Electric Bolt:** 1d4 Shock, Magic, Range 3/6/12.
- **Dwemer Plating:** 5 AR, 2 MR, Full, Magic.

Special Abilities

- **Shift Form (1 AP):** The Dwemer Sentry shifts to its sphere form or shifts back. In sphere form all attacks hit the sphere location, its Speed becomes 10, its Evade becomes 60, and it is unable to attack.
- **Lock In (1 AP + 1 SP):** If there is a sentry platform nearby, the Dwemer Sentry may lock itself into or out of it. While locked in, the damage of their electric attacks increases to 1d10, but they cannot move or perform any defensive reactions.

Traits

- **Dark Sight:** The character can see and act normally in areas with no light.
- **Mechanical:** The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.
- **Minion:** The character dies if it ever suffers a Wound of any sort.
- **Nimble:** This character can disengage from melee combat as a free action.
- **Sphere:** All hits to any location but the Head hit the Sphere location instead.
- **Tonal Reinforcement:** The character is immune to disintegrate item effects and spells.
- **Weakness (Shock, 3):** The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.

Encountering Dwemer Sentries

Dwemer Sentries are the smallest of the animunculi, similar in appearance to miniature centurion spheres when in their sphere form, they lack the obvious combat configuration seen on many other Dwemer constructs when in their transformed form. However, when their “head” a small metal device with a single “eye” is extended, they’re quite capable of dealing with unprepared foes with bolts of lightning and static shocks.

The purpose of Dwemer Sentries was to patrol their master’s home and alert them to the presence of intruders. Whilst their masters are now long gone, they continue to carry out this task diligently, following intruders and making sure the more combat effective animunculi are alerted and able to deal with them effectively.

Some Dwemer ruins even have specific platforms for these small constructs to lock themselves into, at which point they become even more deserving of their name.

Dwemer Sentry Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over 15 minutes to recover 1d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- A character can attempt a +0 Alchemy test to extract DoS/3 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.

Dwemer Steam Centurion

A huge, roughly humanoid shaped Dwemer construct with weapons where its arms should be, as it moves it hisses with the sound of steam and pistons.

Dwemer Construct, Deadly Group

Char	*	Attributes	*	Proficiencies	*
Strength	65	Hit Points	50	Combat	85
Endurance	60	Wound Thr.	18	Magic	-
Agility	25	Magicka	-	Evasion	35
Intel.	20	Stamina	6	Observe	55
Willpower	5	Initiative	+7	Stealth	25
Perception	35	AP	3	Knowledge	-
Personality	5	Speed	10m	Social	-
Luck	-	Size	Huge	Physical	75

Weapons and Armour

May have two of:

- **Centurion Hammer:** 2d12 Crushing, Unwieldy, Concussive, Shield Splitter, Magic, Reach 2-3m.
- **Centurion Sword:** 2d10 Slashing, Unwieldy, Concussive, Magic, Reach 2-3m.
- **Centurion Mace:** 2d8 Crushing, Unwieldy, Concussive, Magic, Reach 2-3m.
- **Centurion Lance:** 2d12 Splitting, Impaling Unwieldy, Concussive, Shield Splitter, Magic, Reach 2-3m.
- **Centurion Crossbow:** 2d6 Crushing, Magic, Complex, Reload 0, Range 20/150/300.

Additionally, a Steam Centurion has:

- **Heavy Dwemer Plating:** 10 AR, 5 MR, Full, Magic.

Special Abilities

- **Rapid Spin (2 SP):** As part of an all-out attack, the Steam Centurion can strike every target within melee range as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Static Field (2 SP):** As an action, the Steam Centurion can charge up and create an electrical field around itself, dealing 1d8 shock damage to any character within 1m at the start of their turn. At the start of each of the Steam Centurion's turns, they can attempt a +20 Endurance test to refresh the effect for free.
- **Steam Breath (1 AP + 1 SP):** The Steam Centurion can quickly cool itself by unleashing a wave of scalding steam, which is a 15m cone that deals 1d12 fire damage to all targets.

Traits

- **Dark Sight:** The character can see and act normally in areas with no light.
- **Mechanical:** The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.
- **Thick Skull:** The character is immune to the Stunned and Dazed conditions.
- **Tonal Reinforcement:** The character is immune to disintegrate item effects and spells.
- **Weakness (Shock, 3):** The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.

Encountering Steam Centurions

Steam Centurions are incredibly powerful foes due to their sheer size, durability, and strength. They can be outfitted to hit hard both in melee and at range, and their defenses can weather all but the most devastating attacks.

In combat Steam Centurions are aggressive and single-minded. They will focus on the greatest threat that is easily within their reach, and rarely attempt to defend against opponents other than their selected target, instead relying on their natural defenses. When faced with groups, they tend to utilize their rapidly spinning torsos.

Steam Centurion Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over 15 minutes to recover 8d6 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- A character can attempt a -20 Profession (Engineering or Smithing) test over 30 minutes to recover the Steam Centurions power core, a centurion dynamo is worth 300 Drakes and is 2 ENC.
- A character can attempt a +0 Alchemy test to extract DoS/2 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.

Dwemer Colossus

This enormous Dwemer construct has exaggerated proportions that still resemble that of a humanoid, one arm ends in a strange cylinder that begins to spin and burn with fire, the other is a huge fist.

Dwemer Construct, Deadly Group

Char	*	Attributes	*	Proficiencies	*
Strength	80	Hit Points	150	Combat	110
Endurance	85	Wound Thr.	24	Magic	-
Agility	25	Magicka	-	Evade	25
Intel.	20	Stamina	8	Observe	45
Willpower	5	Initiative	+6	Stealth	25
Perception	25	AP	3	Knowledge	-
Personality	5	Speed	12m	Social	-
Luck	-	Size	En.	Physical	100

Weapons and Armour

- Dwemer Colossus Fist:** 3d12 Slashing, Unwieldy, Concussive, Shield Splitter, Magic, Reach 2-4m.
- Enkindling Projector:** 2d10 Fire, Magic, Range 30/50/100.
- Dwemer Colossus Plating:** 15 AR, 7 MR, Full, Magic.

Special Abilities

- Quake (2 SP):** Instead of moving, the Dwemer Colossus can instead jump. Its landing generates a shockwave around it, all creatures within 5m must pass a +0 Acrobatics test or be knocked prone, creatures within 2m attempt the test at -10 and suffer 1d8 damage that ignores armour on a failure.
- Steam Breath (1 AP + 1 SP):** The Dwemer Colossus can quickly cool itself by unleashing a wave of scalding steam, which is a 15m cone that deals 1d12 fire damage to all targets.
- Sweeping Strike (1 SP):** As part of an all-out attack, the Dwemer Colossus can strike up to 5 targets with its Dwemer Colossus Fist as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- Volcanic Bombardment (3 SP + 1):** The Dwemer Colossus charges its Enkindling Projector, launching a huge ball of fire towards a location within 50m, dealing 3d10 fire damage to any characters caught within a 2m wide line. Upon reaching its target location, it explodes, dealing 3d10 fire damage to any characters caught within 10m and persists for 10 rounds, dealing 1d10 fire damage to any characters who pass through it or end their turn there.

Traits

- Colossal Strikes:** The character cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.
- Dark Sight:** The character can see and act normally in areas with no light.
- Frightening:** At the start of an encounter with this character, all opposed characters must test Panic at +0.
- Mechanical:** The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.
- Thick Skull:** The character is immune to the Stunned and Dazed conditions.
- Tonal Reinforcement:** The character is immune to disintegrate item effects and spells.
- Warded (3):** Roll d10 when this character is affected by a magic component. On a roll of 3 or less, ignore it.
- Weakness (Shock, 3):** The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.

Encountering Dwemer Colossi

The Colossus is the rarest of the different Dwemer Animunculi, with very few examples ever having been encountered, they are huge engines and represent an incredible feat of engineering. Little is known of them, even their existence is obscure knowledge that only a scholar of dwemer technology would know anything about. Their immense size means they are only found in the largest of Dwemer ruins.

They resemble a considerably larger, bulkier version of the steam centurion. A colossus is a formidable opponent indeed, quite capable of protecting whatever ruin it is found in from almost any threat.

Dwemer Colossus Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over 15 minutes to recover 10d10 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- A character can attempt a -20 Profession (Engineering or Smithing) test over 30 minutes to recover the Dwemer Colossus power core, which is worth 2000 Drakes and is 10 ENC.

