UESRPG Cyrodiil Encounters WIP

*“I'm a scout. I know places, people, plants, paths, wind, and weather. I serve as a guide for travelers and traders, or work as an advanced guard and pathfinder for expeditions.”*

Over the course of their travels, adventurers may encounter various dangers on the road. Distances between cities and villages might take days or even weeks to cover, and not everyone can afford guarded carriages. And when the best thing you can hope for is a loyal friend covering your back, things tend to happen on the road. This is meant to be a comprehensive guide for traveling across Cyrodiil, following the spirit of Skyrim’s Radiant system.

***Note****: while it is meant to be a Cyrodiil-specific guide, GMs are free to adopt this for any province of Tamriel and then tailor it to their liking. For a more in-depth loot system, use* [*Tuna’s Guide To Loot*](https://docs.google.com/document/d/1YBOl-_abotn-TcLkdQYIwpxEtHacHwdp8-Ye0ByxfZk/edit?usp=sharing)*.*

## Frequency

GM is free to decide how frequently these encounters are going to happen. If you are not sure, GM can resort to rolling group Luck (+20). If the group test is failed (less than half of the party failed their rolls) - an encounter takes place.

## Travel Time

Travel time is a resource that can be lost due to players failing tests imposed by Natural Encounters and other factors. While travel time is an ambiguous concept, it is up to GM to decide what the repercussions for losing it are. The most common example is players might not make it in time for an important quest-related event, allowing the villain to proceed with their plans, having partially achieved them by the time the party arrives.

## Type of Territory

First of all, GM should consult with the map to define the type of territory PCs are traveling along. To keep things simple, there are only 2 types of territory: roads and wilderness. Whenever an encounter is about to take place, GM adds a modifier to the Pathfinding roll.

| **Type** | **Effect** |
| --- | --- |
| Roads | -1 to the Pathfinding roll |
| Wilderness | +2 to the Pathfinding roll |

## Weather in Cyrodiil

As an optional rule, GM may include minor modifiers representing different weather conditions. These are meant to reflect the normal weather patterns that happen regularly in the given region, in addition to helping the GM describe the current landscape. The weather is generated by rolling a d100 and selecting the region where players are traveling (refer to the [Appendix](#_61iplmq70ktm)) and can be rolled every day or on the day an Encounter is meant to happen. These weather conditions include:

* **Clear:** +10 to Observe tests in daytime;
* **Cloudy:** No modifiers;
* **Overcast:** No modifiers;
* **Snow:** -10 to Observe tests; roll group Luck; on failure, Snow becomes **Blizzard** (-20 instead of -10);
* **Thunder:** -20 to Observe and Ranged Combat tests, +20 to Stealth tests;
* **Foggy:** +10 to Stealth tests, -10 to Observe tests;
* **Rain:** -10 to Observe and Ranged Combat tests.

## Terrain

Terrain defines natural characteristics of the territory PCs are traveling through. Cyrodiil consists of **Forests, Mountains,** and **Riversides.** Terrain also defines the encounter composition: PCs may only encounter Dreughs in the Riverside terrain while things like bandits and trolls can be found almost anywhere.

Additionally, at the start of any encounter GM rolls a die to determine quality of the terrain PCs are traveling through. Terrain quality adds constant conditions that the party is exposed to.

| **d6** | **Forests** | **Mountains** | **Riverside** |
| --- | --- | --- | --- |
| 1 | Scrub | | |
| 2 | Fields | | Rocks |
| 3 | Forest (dense) | | Beach |
| 4 | Forest (light) | | |
| 5 | Forest (light) | Rocks | Swamp |
| 6 | Forest (dense) |

* **Rocks:** Slowed condition when moving through that territory. Combat Style tests are limited by Acrobatics skill rank.
* **Forest (dense)**: -10 to Observe and Ranged Combat Style rolls.
* **Swamp:** Slowed condition when moving through that territory. Combat Style tests are limited by Athletics skill rank.  
  Additionally, characters must roll Survival at the start of every round as a free action if they want to move up to (DoS) meters down the swampy soil. Moving beyond that range will impose a Luck test per meter traveled that, if failed, will make the character fall underwater, losing 1 SP per round.

## Time of Day

Time of day is an additional modifier meant to reflect the dangers of nighttime traveling. Should the PCs decide to travel during nighttime, their Pathfinding roll **adds +1 to the result and -20 to Observe rolls for characters without Night Eye.**

## Rules of Engagement

#### Step 1: Determine Stealth

***Note***: *if the party has not been moving at a Slow pace, skip to Step 2.*

As mentioned in Rules Compendium, traveling at a Slow pace (3 kph / 24 km/day) allows the party to engage the enemy while being Hidden. While Hidden in this manner, the party is entitled to rolling Observe to spot the enemy while the opponent is not.

#### Step 2: Spotting

PCs must make an opposed group Observe test against the enemy to determine who sees who first. Whoever reaches more DoS wins (if multiple PCs succeed at the Observe test - combine their DoS together). Don’t forget to apply Terrain, Time of Day, and Weather modifiers to the roll.

If the Observe roll is failed on both sides - roll group Luck. On success - the party can Flee from the Encounter (refer to [Fleeing](#_3px2wgxgnki1)) as they miraculously avoid the encounter by sheer blind luck; on failure - the two parties stumble upon each other, both Surprised.

#### Step 2.1: Ambush & Evasion

Upon a successful group Observe test, the winner automatically succeeds at a group Stealth check.

The party can then make a choice whether or not to ambush the enemy. If they choose ambushing - the enemy starts combat Surprised. If they choose to evade the enemy - the Encounter is over.

***Optional:*** *if the party evades an aggressive beast, undead, or other character that would want to attack and kill them, be it for plunder or nourishment (e.g.: a hungry Troll) - GM may roll that character’s Survival (Tracking) skill against Stealth DoS of the highest roll in the party. Non-bestial characters use their Observe (-20) instead. Should their DoS exceed those of the highest rolled PC, the enemy will track characters to their campsite at night.*

#### Step 3: Determine the Distance

Depending on the terrain, here are the general rules for determining the distance of engagement. If either side is Surprised - the rolls brought in the table are used instead of Terrain and Elemental rolls. The end result shows the distance in meters/squares. The party can then add or subtract their Pathfinding DoS to the result of the Terrain-based roll. Elemental conditions further modify the Terrain roll (but not Surprise roll), adding or subtracting from the end result. The minimum distance cannot be less than 1 meter.

| **Terms** | **Distance** |
| --- | --- |
| **Surprise** | |
| One | 2d6 |
| Both | 1d6 |
| **Terrain** | |
| Forest (dense) | 1d10 x 3 *(±Pathfinding DoS)* |
| Forest (light) | 2d6 x 3 *(±Pathfinding DoS)* |
| Swamp | 1d10 x 3 *(±Pathfinding DoS)* |
| Fields | 5d10 x 3 *(±Pathfinding DoS)* |
| Scrub | 2d12 x 3 *(±Pathfinding DoS)* |
| Rocks | 2d6 x 3 *(±Pathfinding DoS)* |
| Beach | 2d12 x 3 *(±Pathfinding DoS)* |
| Underground | Limit of Sight |
| **Elemental Conditions** | |
| Foggy | -2d6 |
| Rain | -1d6 |
| Thunder | -2d6 |
| Snow | -1d4 |
| Blizzard | -2d8 |
| Night | -2d6 |

#### Step 4: Engagement

Once the distance has been determined, proceed with the Encounter. Remember: not all encounters have to be about combat! GMs should allow their PCs to attempt to distract the enemy, talking them down, or scaring them away.

***Optional:*** *as a rule of thumb, any attempts to Persuade hostile characters against fighting have a penalty or bonus equal to ([combined HP of the PC party] - [combined HP of the enemy party]).*

## Fleeing

*Note: this is taken from* [*Tuna’s Wayfarer Guide*](https://docs.google.com/document/d/1JdQN2fvITmEDNTO4nItq-puQM4Wo_hrB18GJ5rpcG7w/edit?usp=sharing) *and repurposed for the encounters.*  
Player characters may attempt to flee from combat.

If the party is not Hidden, then, after calculating the distance, the PCs and the chasing enemy roll Initiative; the PCs may substitute their Speed for their Initiative Rating.

* Use the Initiative of the highest value when determining which enemy in the enemy squad will be rolling it.
* If the distance is **less than the enemy’s Speed or PCs decide to flee mid combat**:
  + If the enemy wins, they get to make an attack upon any one of the failed PCs.
  + If any of the PCs win, note down their difference in initiative. This number becomes the “Chase Threshold”.
* If the distance **is more than the enemy’s Speed:**
  + If PCs win - they flee successfully.
  + If the enemy wins - note down the difference in Initiative and subtract it from the distance. That number becomes the “Chase Threshold”. If that number exceeds the enemy’s Speed - the PC flees successfully. Otherwise, the chase continues.
* If the chase does not end - they make an Opposed test; PC’s Athletics vs enemy’s Athletics (both sides can boost their Athletics check by +20 for 1 SP). If the PCs win, they add the difference between the tests to the Chase Threshold. If the enemy wins, they reduce the Chase Threshold by the difference of the tests.

Based on the terrain nuances and the size of both parties, there are several modifiers that affect the outcome of fleeing attempts. The DoS bonuses can stack together.

| **Conditions** | **Effect** |
| --- | --- |
| Forest (dense) | +1 DoS to Athletics |
| Foggy/Thunder/Blizzard | +1 DoS to Athletics |
| Swamp | Unable to spend SP, +1 DoS to Athletics |
| Rocks | Unable to spend SP |
| Party size difference | +10 to Athletics for every 2 members less |

If any PC’s Chase Threshold reaches 0, the enemy gets to make another attack against that PC, repeating the process until they die. This attack does not gain Advantages. If the enemy has a ranged weapon, they can forgo the Athletics check and instead make a Ranged Attack (Combat Style vs. Evade). Successful Evade adds the difference to the Chase Threshold and vice versa.

* PCs can help out a slower, less athletic PC to move faster. Should they choose to do so - that PC will use the Athletics Skill Rank bonus of the helping PC while using their own Strength. However, the pursuing enemy adds +1 DoS to successful pursuit tests against them.

If the Chase Threshold ever exceeds the enemy’s Speed, the PC flees successfully and the chase ends.

## Tension

Tension represents the overall geopolitical situation in the region PCs are traveling through. A territory can be under martial law, or go through prosperous, calm times. Higher Tension regions could mean there are monsters or goblins harassing nearby villages or a dangerous military or criminal organization disrupting the peace; while lower Tension regions could have more guards patrolling the road or more traveling merchants from other provinces. It is up to the GM to decide on the overall situation in the region. They can also incorporate it into the plot of their campaign. The higher the Tension is, the more likely PCs are to stumble into a hostile encounter.

| **Modifier** | **Tension** |
| --- | --- |
| -3 | Idyllic |
| -2 | Peaceful |
| -1 | Secure |
| 0 | Stable |
| +1 | Uneasy |
| +2 | Tense |
| +3 | Alert |
| +4 | State of Emergency |

## *The Pathfinding Roll*

GM should pick the PC with the highest Survival **or** Navigate skill. Then, have that PC roll their corresponding skill (once for a daytime encounter **or** once for a nighttime encounter per day *if PCs choose to go on at night*) and write down the rolled number of DoS. Should the roll be a failure, write down the degrees of failure instead. If the PC has the *Invisible* talent (refer to the Rules Compendium) - add +2 DoS to the result. Then, roll a **d8**. Add Time of Day, Tension, and Terrain Type modifiers. Then *subtract DoS from (or add DoF to)* the end result and **make sure to write them down** for the following roll. These DoS/DoF will be referred to as ***Pathfinding Roll.***

| **#** | **Encounter** |
| --- | --- |
| 1 | Peaceful Encounter |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 | Tense Encounter |
| 7 |
| 8 |
| 9 | Hostile Encounter |
| 10 |
| 11 |
| 12+ | Deadly Encounter |

After the encounter is rolled for, select the result and proceed to the next roll, applying the Pathfinding DoS/DoF (but **not** Tension and Terrain modifiers) to the result.

***An example of a Pathfinding roll***: *Sul Giladren is an Ashlander traveling through West Weald in search of his lost family relic stolen by the bandit foreigners. He is a skilled survivalist and hunter and decides to travel through the wild Forests in search of bandits.*

*GM calculates the initial modifiers that determine what Encounter Sul will face. He adds +2 for traveling through Wilderness and +1 for the Uneasy situation in West Weald with rumors of the Daedra cultists abound. This makes for the initial Pathfinding Roll of 1d8+3.*

*Then, Sul rolls his Survival with TN of 61. He rolls 45, scoring 4 DoS. He subtracts -4 from the Pathfinding Roll to the end result of 1d8-1. GM makes the Pathfinding roll and rolls (7 - 1) = 6. According to the table, this is the Tense Encounter.*

*GM rolls a d10 and subtracts -4 from the result to reflect Sul’s ability to avoid unnecessary danger. (6 - 4) = 2 which is a Rat encounter.*

*Then, the GM rolls the Terrain quality d6 and Weather d100. He rolls a 3 (Dense Forest) and a 16 (Clear Weather). The former imposes a -10 to Observe tests while the latter grants +10 to Observe tests in daytime. Both conditions negate each other.*

*Since Sul did not declare that he was traveling at a Slow pace, he has to make an opposed Observe test vs. Rats hidden in the ruined hut. He scored a 4 vs. 31 which was successfully made by only one rat out of three. Since more than half of the Rats failed their rolls, their Observe test is a failure, and Sul wins.*

*Having noticed the pests, Sul decides to ignore hiding and faces them head on. Rats are Surprised. GM rolls for the distance: 6 meters. Sul decides to subtract his Pathfinding DoS from the distance to the nearest Rat, wishing to engage them as soon as possible. He initiates combat within 2 meters from the nearest Rat while the GM places the rest of the Rats on the map. He rolls Initiative and starts the hunt.*

## Peaceful Encounter

This type of encounter is the least dangerous and, depending on the Pathfinding Roll, may yield some benefit to player characters.

| **d6** | **Forests** | **Mountains** | **Riverside** |
| --- | --- | --- | --- |
| 1 | Merchant | Hunter | A Chest |
| 2 | Bard | Mercenary | The Ladies |
| 3 | Guard Patrol | | |
| 4 | Hedge Mage | Barbarian | Fishing Spot |
| 5 | Animal Remains | | |
| 6 | Uneventful | | |

### 1

* **Merchant:** PCs encounter a traveling merchant with a specific set of goods he can trade with them. Roll three times on the table below to determine the goods in addition to common wares.

| **d6** | **Goods** |
| --- | --- |
| 1 | A d10+3 number of potions of 1d4+2 level |
| 2 | A piece of Weapon or Armor of 1d4+2 level material (use the [General New Items section](https://docs.google.com/document/d/1YBOl-_abotn-TcLkdQYIwpxEtHacHwdp8-Ye0ByxfZk/edit?usp=sharing) to determine the item) |
| 3 | An enchanted piece of clothing/jewelry of 1d4+1 SL; use the [General New Items section](https://docs.google.com/document/d/1YBOl-_abotn-TcLkdQYIwpxEtHacHwdp8-Ye0ByxfZk/edit?usp=sharing) to determine the item. |
| 4 | An ancient Ayleid artifact worth d10\*25 drakes |
| 5 | 1d4+4 Pieces of Traveling Gear |
| 6 | A piece of Full Imperial Templar Armor (Orichalcum) |

* **Hunter**: Player characters see a Hunter coming back from the chevy with some pelts and meat. Upon meeting, they will greet them and ask if they wish to trade with them, having 1d6 small game hides and 1d4 big game hides in addition to 1d12 ENC of fresh meat. Upon trade, roll for the next Pathfinding Roll. The Hunter will tell them the result of the roll by telling the lay of the land, allowing PCs to prepare for it.
* **Treasure Chest:** Player characters must roll group Observe with at least 4 DoS in total. Upon success, they stumble upon a chest half-buried in the shoals. The chest is locked and requires 5 DoS on a Subterfuge or Athletics test to be opened. Roll 1d6 twice.

| **d6** | **Loot** |
| --- | --- |
| 1 | 1d4+4 portions of intact sealed Rations |
| 2 | 1d4+2 Common Potions of 1d4+3 level |
| 3 | A Nibenese Weapon (Orichalcum; Focus; Quarterstaff/Sabre/Pike) |
| 4 | A Nibenese Newtscale Armor Piece (3 AR, 3 ENC, Partial Light, 200 EL, Steel pricing) |
| 5 | 1d10\*5 Drakes |
| 6 | 1d4+4 Pieces of Traveling Gear |

### 2

* **Bard**: PCs encounter a traveling Bard that may want to join player characters for a couple of days. PCs can ask him to perform a song for 20 drakes. Should they do so, after the song the GM will perform the next Pathfinding Roll. The Bard will tell them the result of the roll, sharing stories of adventures he had on the road. Traveling with the Bard in this manner will grant PCs +10 to all tests related to Willpower, Personality, and Perception **for 3 Long Rests**.
* **Mercenary:** PCs encounter a Mercenary going their way. Depending on what GM has in mind, the Mercenary could be traveling to investigate a location or just offering their services to the PCs as a bodyguard hireling. The Mercenary has a Warrior profile (*SoP, 23*).
* **The Ladies**: Player characters encounter a group of 3 frivolous young women resting near the river. Roll Personality for each character. On success, girls will ask the character to join in. The ladies will spend the following Long Rest with those who had successfully rolled their Personality. The PCs will have +10 to all their rolls related to Personality and Willpower **for 7 Long Rests**.

### 3

* **Guard Patrol**: Player characters encounter a patrol of (\*PCs) guards. They will greet player characters and share some information on the situation in the region. An opposed group Persuade test can be made in order to convince the guards to accompany them to the nearby waypoint. Should there be any wanted criminals in the party, an opposed Social vs. Deceive test will occur. Guards will attempt to arrest the criminal upon failure.

### 4

* **Hedge Mage**: PCs encounter a Hedge Mage near the treeline or stumble upon their hut in the woods. Each PC rolls Personality or Persuade, whichever is higher. Those who succeed would be invited into Hedge Mage’s hut as they offer them trade and shelter. Roll twice for their trade inventory.

| **d6** | **Goods** |
| --- | --- |
| 1 | A Spell Tome of 1d4+1 Level |
| 2 | A Spell Scroll of 1d4+2 Level |
| 3 | 1d4 Uncommon Alchemical Ingredients |
| 4 | 1d4 Common Soul Gems (trading PC rolls Luck; \*DoS of Soul Gems are filled) |
| 5 | 1d4 Potions of Replenishment, 1d4+2 level |
| 6 | A 1d4 level Potion of Magic Armor |

* **Barbarian:** PCs encounter a Barbarian from the wilds. He is friendly to all party members and willing to chat. Should the party ask him about any nearby locations or unusual artifacts, or request his aid - the Barbarian would offer an armwrestling challenge in exchange for the service. The armwrestling duel is an opposed Athletics/Unarmed test where whoever gains 10 DoS first wins.  
  Should the PC win over Barbarian’s aid, he would give them a blowing horn that, when used in a combat encounter, summons him to your aid for 5 rounds. Each attempt drains 1 SP from contestants.  
  *Note: should PCs trade for an artifact or information, it should be noted that Barbarians are not known for their education so information or artifacts they provide may end up as something trivial or anti-climactic to the PCs. GM may use this for a comedic effect.*
* **Fishing Spot:** Player characters find a nice fishing spot where they can stay for 1 Short Rest to roll their Survival and gather (5\*DoS) ENC worth of fish meat. Alternatively, they can choose to set up camp here and proceed with the Long Rest without expending their stored rations.

### 5

* **Animal Remains**: Player characters encounter a dead animal. Roll d6 to determine the type of the animal and subtract the Pathfinding DoS from (or add the Pathfinding DoF to) the result.

| **d6** | **Remains** |
| --- | --- |
| 1 | An intact corpse of an Apex Predator |
| 2 | An intact corpse of a Big Game animal |
| 3 | Intact corpses of 1d4 Small Game animals |
| 4 | A baregnawn corpse of an Apex Predator (no meat, -20 to skinning Survival checks) |
| 5 | A baregnawn corpse of an Big Game animal (no meat, -20 to skinning Survival checks) |
| 6 | Pile of Bones |

Should PCs choose to, they can make a Survival check to try and track down the one who killed the animal. Refer to the modifiers and the stats of the killer below. If the roll is successful and PCs wish to proceed - refer to [Step 3 of Hunting from Tuna’s Wayfarer Guide](https://docs.google.com/document/d/1JdQN2fvITmEDNTO4nItq-puQM4Wo_hrB18GJ5rpcG7w/edit?usp=sharing).

| **Remains** | **Modifier** | **Killer** |
| --- | --- | --- |
| Apex Predator | +0 | Beast/Undead/Daedra (Deadly Solo or Deadly Group) or a well-equipped and skilled Hunter |
| Big Game | +0 | Beast (Major Solo or Major Group) or a Hunter |
| Small Game | -20 | A Hunter |
| Pile of Bones | No tracks | Unknown |

## Tense Encounter

Tense Encounters represent events that may go both ways, depending on PCs actions. These include smugglers, bandits that might not be necessarily interested in a fight, or a territorial animal.

| **d10** | **Forests** | **Mountains** | **Riverside** |
| --- | --- | --- | --- |
| 1 | Guards and a Prisoner | Highlanders | Smuggler |
| 2 | Rats | Madman | Mudcrabs |
| 3 | Ogre | | |
| 4 | Spriggan | Pilgrim & Cultists | Pirates |
| 5 | Wolves | | |
| 6 | Imps | Giant Spiders | Crusader & Healer |
| 7 | Bandits | Lions | Bounty Hunter & Rogue |
| 8 | Scout | Cave Bear | Afflicted Refugees |
| 9 | Shrike | Gryphons | Nightblade |
| 10 | Goblin Warband | Flame Atronach | Nymph |

### 1

* **Guards with a prisoner:** Player characters encounter a patrol of \*PCs guards. They will greet player characters and share some information on the situation in the region. An opposed group Persuade test can be made in order to convince the guards to accompany them to the nearby settlement. Should there be any wanted criminals in the party, an opposed Social vs. Deceive test will occur. Guards will attempt to arrest the criminal upon failure. Roll a d6 and determine what the prisoner's crime is.

| **d6** | **Crime & possessions** |
| --- | --- |
| 1 | **Horse theft**. One of the guards is leading the horse by the reins towards the village it was stolen from. GM should consult the map to determine the place. |
| 2 | **Property damage**. The prisoner set a house/woods on fire or was hunting in the reserve. There is a shortbow with 10 arrows, d4 big game animal hides, and 1d10 ENC of meat. |
| 3 | **Theft**. The prisoner had stolen a large sum of money and/or family relics. Confiscated property is stored in guard’s backpack and costs d10\*15 drakes. |
| 4 | **Murder**. The prisoner had murdered someone, be it in a settlement or in the wild. The guards are heading towards the nearest settlement to file the report. One of the guards could be missing due to riding off to the regional capital to request an investigation. |
| 5 | **Necromancy**. The prisoner had defiled the dead. One of the guards carries confiscated assets for necromantic rituals: 1d4 black soul gems, human bones, and a reanimation scroll with some incense. |
| 6 | **Deadra summoning**. The prisoner is a daedric cultist who had summoned something from beyond Mundus to murder someone. There are assets for daedric rituals stored in guard’s backpack costing 1500 drakes, in addition to a random Atronach salt, and a random Summon Creature spell tome. Roll 2d10 and see the result according to the table in the Core Rulebook. |

* **Highlanders:** Player characters encounter a group of (\* PCs) Orc/Nord Barbarians who will ask PCs if they did anything dishonorable or downright evil. Any failed attempts to Deceive them (roll against their Observe) will be considered a dishonorable act. A dishonorable PC will be challenged to a duel with one of the Barbarians until the first Wound or until either drops down to 0 HP. Upon PC’s defeat, the Barbarian will remove one item from PC’s inventory: preferably the thing that helped the PC do the dirty deed in the first place. Should the PC prevail - the Barbarian will yield and say that, sometimes, might makes right after all. Should there be no dishonorable PCs, the Barbarians will invite them to their camp and share some food with them as guests for the Long Rest. Barbarians carry the *Savage* loot table. Roll twice.

| **#** | **Pouch** |
| --- | --- |
| 1 | A Whetstone |
| 2 | A set of bone dice |
| 3 | 1d6\*4 Drakes |
| 4 | An Animal Hide, worth 15 Drakes |
| 5 | An Iron Hand Axe |
| 6 | A Survival kit |

* **Smuggler**: Player characters encounter an Argonian/Dunmer/Khajiit smuggler with some expensive contraband on their hands. Has the Rogue profile. Appears as a regular traveler unless PCs choose to roll Observe against their Stealth. Upon discovering the contraband, roll a d6. Players may convince the smuggler to trade via successful Persuade/Commerce/Investigate roll vs. their Persuade. If they decide to report to the guards, the smuggler will attempt to flee or fight.

| **d6** | **Contraband** |
| --- | --- |
| 1 | 1d4 pieces of **raw Empire-branded Ebony** (2 ENC & 200 drakes a piece) |
| 2 | 1d4 pieces of **raw Glass** from Vvardenfell mines (1 ENC & 200 drakes a piece) |
| 3 | A **Dwemer artifact** costing d10\*50 drakes weighing 1 ENC |
| 4 | A rare enchanted **Ayleid weapon** (moonstone, proven, material cost modifier is \*6.0) |
| 5 | 1 ENC of rolled **Ancestor Silk** (1000 drakes; can be used to craft 1 limb piece of partial armor of Glass quality) |
| 6 | 1d4 bottles of **Skooma** (300 drakes) & 1d6 dozes of **Moon Sugar** (50 drakes) weighing roughly 1 ENC overall. |

### 2

* **Rats:** Player characters encounter a ruined hut. Should they go inside - a pack of (3 \* PCs) rats will come outside the holes and try to kill and eat player characters. Roll 1d4+DoS on a successful Observe test twice:

| **#** | **Loot** |
| --- | --- |
| 1 | 1d6 Common Alchemical Ingredients |
| 2 | A Peasant corpse |
| 3 | Small Game Animal corpse (-20 Survival to skin) |
| 4 |
| 5 | Junk and clutter worth 1d6 drakes and 1 ENC |
| 6 | 1d6 Rare Alchemical Ingredients |
| 7 | 1d4 ENC of various food (roll Luck to see if it is spoiled) |

* **Madman:** Player characters encounter a madman who is rambling an incomprehensible and horrifying mantra. All characters must roll Willpower (-10). Each failed character does not gain the usual benefits **from the next 3 Long Rests** as they find themselves unable to sleep, tormented by nightmares. Other party members may attempt a Persuasion check or a Calm spell per Long Rest to comfort their disturbed comrades.
* **Mudcrabs:** PCs stumble upon a Mudcrab breeding colony (3 \* PCs). Inside of it, there is an egg laying with d10\*50 Mudcrab eggs that can be preserved and used as seasoning for other meals (10 eggs per PC’s meal), giving characters who consume it +5 to all Endurance and Intelligence checks until the following Long Rest.

### 3

* **Ogre**: Player characters stumble upon a greedy Ogre who wishes to tax PCs for 100 drakes or a similarly priced shiny piece of jewelry via rudimentary gesture language. If refused - will attempt to take it by force. Can be bamboozled by an opposed Deceive vs. Observe test.

### 4

* **Spriggan**: PCs encounter a Spriggan with (\* PCs) Wolves in a grove that are not hostile unless the party killed animals over the course of the last 3 Long Rests.
* **Pilgrim & Cultists**: Player characters see a Pilgrim fighting off (\* PCs) daedric cultists who wish to kill the unfortunate soul. Roll group Observe vs. their Observe (-20) if players wish to avoid or ambush them. Otherwise, they will notice the party and attack them. If Pilgrim survives - he will ask PCs to accompany them to the nearest wayshrine for 50 drakes. Daedric Cultists have the following loot. Roll twice:

| **d4** | **Loot** |
| --- | --- |
| 1 | 1d4 Sticks of Incense |
| 2 | A Religious Tome, valued at 1d4\*10 Drakes |
| 3 | A Daedric Relic, valued at 1d6\*10 Drakes |
| 4 | A LvL 1d4 Spell Scroll of Summon Daedra |

* **Pirates**: Player characters see a pirate schooner coasting along the river. It is manned by (1.5 \* PCs) Acrobats/Archers/Thieves. The pirates are not hostile unless PCs decide to engage them. Upon defeating the pirates, roll three times on the Contraband table. Each Pirate has the following items in their inventory (roll twice):

| **d6** | **Pouch** |
| --- | --- |
| 1 | 1d4 Lockpicks |
| 2 | 1d10\*5 Drakes |
| 3 | A set of dice |
| 4 | A Potion of Rejuvenate |
| 5 | A 20m Silk Rope & Hook |
| 6 | Caltrops (20) |

### 5

* **Wolves**: Player characters find themselves stalked by the pack of (PCs \* 1.5 rounded up) Wolves. Can be bargained with by throwing (½ \* Wolves) ENC worth of meat rations. Otherwise, the beasts will attack.

### 6

* **Imps**: Players stumble into a group of (2 \* PCs) imps with the Hedge Mage leading them. They are not interested in bargaining and will attack on sight. Should the Hedge Mage be killed off - the remaining imps will turn on each other or scatter. Roll 1d4+DoS from Observe twice on the *Witch Coven* loot table.

| **#** | **Loot** |
| --- | --- |
| 1 | 1d6 Uncommon Alchemical Ingredients |
| 2 | A 1d4 LvL Potion |
| 3 | A 1d6+1 LvL Potion |
| 4 | A LvL 1d4 Spell Scroll of Summon Daedra |
| 5 | A LvL 1d4 Spell Tome |
| 6 | 1d6 Rare Alchemical Ingredients |
| 7 | A Common Enchanted Piece of Clothing (1d4+1 Quality) |

* **Giant Spiders**: Player characters will come near the cave where 3 Giant Spiders had made a nest for themselves. Spiders will attempt to ambush the party by rolling group Stealth vs. party’s Observe. Spider lair has the following loot that can be found upon rolling 1d4+DoS on a successful Observe test twice:

| **#** | **Loot** |
| --- | --- |
| 1 | 1d6 Mushrooms (Common Alchemical Ingredients) |
| 2 | A Peasant corpse |
| 3 | Big Game Animal corpse (-20 Survival to skin) |
| 4 | 1d10+3 Spider Eggs (Uncommon Destruction/Illusion/Restoration Ingredients) |
| 5 | Apex Predator corpse (-20 Survival to skin) |
| 6 | 1d6 Mushrooms (Rare Alchemical Ingredients) |
| 7 | 1d4 ENC of Iron Ore (5 drakes a piece) |

* **Crusader & Healer**: Player characters see Healer and Crusader fighting off (2 \* PCs) zombies. Roll group Stealth vs. their Observe (-10) if players wish to avoid or ambush them. Otherwise, they will notice the party and attack them.

### 7

* **Bandits**: PCs stumble upon a group of (1.5 \* PCs) Bandits. They will greet player characters and tell them that the roads are dangerous, politely asking them for a fee of 100 drakes. PCs can haggle for 75 drakes upon succeeding an opposed Commerce test, 50 upon scoring 3+ DoS above Bandits. Roll a d6 to give one of the bandits a different profile.

| **d6** | **Result** |
| --- | --- |
| 1 | Marauder |
| 2 | Poacher |
| 3 | Bandit Hedge Mage |
| 4 | Rogue |
| 5 | Thief |
| 6 | Agent |

* **Lions**: Player characters find themselves stalked by the pack of (PCs \* 1.5 rounded up) female mountain Lions. Can be bargained with by throwing (½ \* Lions) ENC worth of meat rations. Otherwise, the beasts will attack.
* **Bounty Hunter & Rogue**: Player characters witness a Rogue pursued by a Bounty Hunter. The latter will attempt to catch the scoundrel alive, both of them will ask PCs to assist them. Player characters may choose either one or decide not to intervene at all. It is up to the GM to come up with the story of these two. Roll twice for the loot.

*Rogue*

| **d6** | **Pouch** |
| --- | --- |
| 1 | 1d4 Lockpicks |
| 2 | 1d10\*5 Drakes |
| 3 | A set of dice |
| 4 | A Potion of Rejuvenate |
| 5 | A 20m Rope & Hook |
| 6 | Caltrops (20) |

*Bounty Hunter*

| **d6** | **Pouch** |
| --- | --- |
| 1 | 1d4 Healing Potions of 1d4+1 levels |
| 2 | 1d10\*5 Drakes |
| 3 | A Whetstone |
| 4 | A Potion of Rejuvenate |
| 5 | Repair Hammer (5 uses to repair equipment) |
| 6 | 1d4 ENC of Rations |

### 8

* **Scout**: Player characters encounter a Scout from the nearest neighboring province. *The Scout automatically notices PCs, but will not attempt to attack them.* Roll Observe vs. Scout’s Stealth. If they are discovered - will attempt to flee. If pursued - will fight player characters. If killed - looting them will lend a scroll with intel about settlements of the area with the lay of the land, a rough number of citizens in each one, along with military forces. The scroll is written in the Scout’s native language, but even characters familiar with it will have to test Logic (-20) to decipher it. Player characters can give the scroll to the nearby public authority and be rewarded with 500 drakes.
* **Cave Bear**: Player characters find a nearby cave in the mountains where some bear cub snarls can be heard upon a successful group Observe test. Should the PCs enter the cave - the mother bear will attack them and fight ‘till death.
* **Afflicted Refugees**: Player characters meet a group of (PCs+2) Commoners that are afflicted with one Common Disease. The disease had desolated the nearby settlement, and the refugees need potions of Cure Disease (\*Refugees). If PCs refuse - increase Tension by 1 as the disease spreads across the region. If the refugees get too close to the PCs - roll Endurance or contract the disease.

### 9

* **Shrike**: Player characters hear woman cries echoing from beyond the treeline. Roll Observe (-10) or Navigate/Investigate to determine the direction. Should PCs decide to look for the woman, they would stumble upon a pale scantily clad girl shedding tears. Any attempts to console her in Common language have -10 to Persuade and +10 in Daedric or Elhnofex. Failing to do so would anger the Shrike and she will rise and tell them to go away, attacking if her warning is not heeded. Should PCs successfully console the Daedra, she would thank them, granting a Scroll that would summon her to their aid for 5 turns.
* **Gryphons:** PCs must roll group Survival to see traces of a Gryphon nest. If at least one of them scores 4+ DoS - they will notice feathers, dung, and claw markings of a Gryphon and have the chance to walk around the nest. If they fail - they will hear a terrifying shriek as two Gryphons dive in for the kill. Roll Observe vs. Stealth. Otherwise, start the round Surprised.
* **Nightblade**: Player characters encounter a distressed woman running towards them begging for help. Roll group Observe (-10) to see through Nightblade’s disguise. If failed, the woman will snatch the most expensive looking item or a gold purse from the nearest player character. If player characters see through the disguise or try to pursue the robber - a band of (1.5 \* PCs) Bandits will come to Nightblade’s help. Roll a d6 to give one of the bandits a different profile.

| **d6** | **Result** |
| --- | --- |
| 1 | Marauder |
| 2 | Poacher |
| 3 | Bandit Hedge Mage |
| 4 | Rogue |
| 5 | Thief |
| 6 | Agent |

### 10

* **Goblin Warband**: Roll Observe (+10). Upon success, Player characters will see a warband of (\*PCs) Goblins, a Berserker, a Warchief, and a Durzog on their way to raid the nearby village. PCs may roll Stealth to go around them and avoid combat but the villagers’ deaths will be on them. Additionally, if not engaged, the warband will increase Tension in the region by +1.
* **Flame Atronach**: Player characters notice fiery flashes somewhere nearby. Should they decide to investigate, they will see a Flame Atronach tailed by the group of 3 Witchhunters. Player characters may assist the Witchhunters at their own peril. If the Atronach is felled and there are at least 2 Witchhunters alive, they would share a random Conjuration or Mysticism Spell Tome of SL 4 as thanks.
* **Nymph:** Player characters hear beautiful singing. Roll Observe (-10) or Navigate/Investigate to determine the direction. PCs may roll Lore [Religion]/[Nature] to determine that they hear a Nymph’s voice. Should the party follow the voice - they would need to roll Willpower[-30] upon encountering them. If nothing is done about it - the enthralled PCs will roam the wilderness with the Nymph for 1d4 days until the next Tense Encounter is rolled. PCs that passed the test may attempt to bring the party back on track by casting Dispel SL 3 or rolling an opposed Persuade/Athletics check on an enthralled PC **or** by asking the Nymph to let them go. Communicating with the Nymph can be done in Elhnofex, all other languages impose -20 to Persuade; failing to communicate with her in Common would anger the faerie woman. Sharing an alcoholic beverage with her would impose +40 to the Persuade attempt to convince her to let the party go. If PCs score 4+ DoS, the Nymph would grant each PC a piece of Nymph Locks which is a Rare Restoration Ingredient.

## Hostile Encounter

Hostile Encounters are always dangerous to PCs and have next to no means of avoiding them. Such encounters may include a group of soldiers from other provinces, man-eating monsters, or the undead. For the most part, if PCs manage to avoid the fight, the GM is free to increase Tension in the region for the following rolls. The GM is also entitled to a group Luck test if they want to determine whether that encounter contains any friendly NPCs (½ \* DoS) that could help Player Characters out.

| **d10** | **Forests** | **Mountains** | **Riverside** |
| --- | --- | --- | --- |
| 1 | Zombies | Savages | Argonian Acrobats |
| 2 | Centaurs | Cultists | |
| 3 | Lesser Daedra | | |
| 4 | Burnt Spriggan | Ritual Gone Wrong | Goblin Clan Warband |
| 5 | Organized Bandits | | |
| 6 | Minotaurs | Werewolves | Necromancer |
| 7 | Renegade Legionnaires | Wraiths | Skeletons |
| 8 | Bloodied Vampires | Assassins | Crocodiles |
| 9 | Troll | | |
| 10 | Aurorans | Wyrmlings | Dreughs |

### 1

* **Zombies**: Player characters notice a group of (2 \* PCs) stranded zombies that will fight PCs unless they decide to roll group Stealth vs. Zombies’ Observe. Rolling Stealth is only possible if PCs had decided to move at a Slow pace.
* **Savages:** A band of (\* PCs) Savage Barbarians attack the party. Roll a d4 to replace one of the savages with the following NPC:

| **d4** | **Result** |
| --- | --- |
| 1 | Wolf |
| 2 | Hedge Mage |
| 3 | Harpy |
| 4 | Herne (Summoned) |

* **Argonian Acrobats:** Player characters roll group Observe (-20) vs. Acrobats’ Stealth. Upon failure, a band of (1.5 \* PCs) Argonian Acrobats ambush player characters, demanding all their money. If PCs choose to fight while ambushed, they will start their first turn Surprised.

### 2

* **Centaurs:** A band of (1.5 \* PCs) Centaurs come barreling out of the treeline towards player characters. May be communicated with in Elhnofex.
* **Cultists:** A procession of “priests” comes towards player characters, seemingly heading towards the nearest wayshrine. Roll group Investigate vs. Deceive. On failure, the “priests” catch the party off guard and PCs start combat Surprised. There are (1.5 \* PCs) Cultists, plus one of the following:

| **d4** | **Result** |
| --- | --- |
| 1 | Cultist Mage & Fanatic |
| 2 | Sorcerer |
| 3 | Conjurer Battlemage |
| 4 | Healer & Nightblade |

Daedric Cultists have the following loot. Roll twice:

| **d4** | **Loot** |
| --- | --- |
| 1 | 1d4 Sticks of Incense |
| 2 | A Religious Tome, valued at 1d4\*10 Drakes |
| 3 | A Daedric Relic, valued at 1d6\*10 Drakes |
| 4 | A LvL 1d4 Spell Scroll of Summon Daedra |

### 3

* **Lesser Daedra:** Player characters will see the sight of the daedric ritual that had backfired: conjurers are dead, and the Daedra are unleashed onto poor travelers. GM rolls three times to determine the enemy composition:

| **d6** | **Result** |
| --- | --- |
| 1 | 2 Scamps |
| 2 | Flame Atronach |
| 3 | 2 Banekins |
| 4 | 2 Clannfears |
| 5 | 3 Daedrats |
| 6 | Vermai |

Should the PCs hold their ground and fell the Daedra, roll on the following table:

| **#** | **Find** |
| --- | --- |
| 1 | 1d12 Drakes |
| 2 | 1d4\*5 Drakes worth of Gemstones |
| 3 | 1d6 Common Alchemical Ingredients |
| 4 | 1d6 Petty Soul Gems |
| 5 | 1d8\*5 Drakes worth of Gemstones |
| 6 | 1d6 Lesser Soul Gems |
| 7 | 1d6 Uncommon Alchemical Ingredients |
| 8 | 1d4 Common Soul Gems |
| 9 | 1d6\*10 Drakes worth of Gemstones |
| 10 | 1d2 Greater Soul Gems |
| 11 | 1d6 Rare Alchemical Ingredients |
| 12 | A Grand Soul Gem |

### 4

* **Burnt Spriggan:** PCs stumble upon an enraged Burnt Spriggan that attacks the party regardless of whether or not they killed animals during their travels.
* **Ritual Gone Wrong:** PCs encounter a group of (½ \* PCs) Hedge Mages fighting against a mis-summoned Daedra. Roll d4 to determine the Daedra:

| **d4** | **Result** |
| --- | --- |
| 1 | Frost Atronach |
| 2 | Ogrim |
| 3 | Hunger |
| 4 | Winged Twilight |

Whoever survives then turns on the PCs. Upon defeating the enemies, PCs will need to roll Observe to find an abandoned daedric shrine with the following loot (Roll \* DoS times):

| **#** | **Find** |
| --- | --- |
| 1 | 1d12 Drakes |
| 2 | 1d4\*5 Drakes worth of Gemstones |
| 3 | 1d6 Common Alchemical Ingredients |
| 4 | 1d6 Petty Soul Gems |

* **Goblin Clan Warband**: PCs will stumble upon a warband of (\* PCs) Clan Goblins, 1 Goblin Clan Warchief, 1 Goblin Clan Berserker, and one of the following:

| **d4** | **Result** |
| --- | --- |
| 1 | Ogre |
| 2 | 2 Goblin Clan Shamans |
| 3 | 2 Durzogs |
| 4 | Tamed Troll |

### 5

* **Organized Bandits**: Player characters encounter a group of (\* PCs + 1) organized bandits that will demand a fee of 500 drakes to pass; otherwise they will attack, unwilling to haggle. Roll d6 to determine what these bandits are:

| **d6** | **Result** |
| --- | --- |
| 1 | *Colovian Bandits* led by the *Ringleader* (Steel Equipment, +1 SP, +10 Physical on all) |
| 2 | *Camonna Tong Bandits (Chitin Equipment)* led by the *Destruction Mage* (SL 4 Fire Spells) (Dunmer, Resistance (Fire, 3), Sanctuary 2 for 3 rounds for free) |
| 3 | *The Forsworn* led by the *Briarheart* |
| 4 | *Orc Clansmen* led by the *Orcish Battlemaster* |
| 5 | *Renegade Nordic Housecarls* led by the *Sword Thane* |
| 6 | *Bosmer Guerilla Fighters* (Scouts, Moonstone Weapons, Full Fur Armor, Resistance (Poison, 1)) led by the *Spellsword* |

### 6

* **Minotaurs**: Player characters must test the group Observe or Lore[Cyrodiil]. On success, they notice that they tread on the hallowed grounds of the Minotaurs and must spend 1 SP to flee their territory. On a failure, or if PCs decide to not go away, they encounter a group of (\* PCs) angered Minotaurs that will fight the party until they go away.
* **Werewolves**: Player characters must roll Observe vs. Werewolves’ Stealth. Upon failure, PCs start their round Surprised with (½ \* PCs) Werewolves Hidden.
* **Necromancer**: Player characters hear otherworldly howls reaching from distant ruins in the mountains. Should PCs investigate - a group of Undead led by 1 Necromancer will attack them. Roll d4 twice to determine the group composition:

| **d4** | **Result** |
| --- | --- |
| 1 | (\* PC) Skeletons |
| 2 | 2 Skeletal Champions |
| 3 | (½ \* PCs) Ghosts |
| 4 | (\* PCs) Zombies |

Upon defeating the group, test Observe and, if successful, roll d10+DoS three times on the *Necromancer’s Crypt* loot table.

| **#** | **Loot** |
| --- | --- |
| 1 | A Common Soul Gem (Empty) |
| 2 | A LvL ‘3 Scroll of Soul Trap |
| 3 | A 1d4 LvL Spell Tome (See Scroll of Undeath or Spellcraft 4) |
| 4 | A Tome Detailing the Rite of Undeath; Zombie |
| 5 | A Greater Soul Gem (Empty) |
| 6 | A Tome Detailing the Rite of Undeath; Skeleton or Bonewolf |
| 7 | An Empty Grand Soul Gem |
| 8 | A Scroll of Summon Ghost |
| 9 | A Tome Detailing the Rite of Undeath; Death Hound |
| 10 | A Tome Detailing the Rite of Bone Sight |
| 11 | A Tome Detailing the Rite of Undeath; Bonewalker |
| 12 | An Empty Black Soul Gem |
| 13 | A Scroll of Summon Ghost |
| 14 | A Filled Black Soul Gem (1500 SL) |

### 7

* **Renegade Legionnaires:** Player Characters see a squad of (\*PCs) Imperial Legionnaires gone rogue, plundering the local settlement or citizens nearby. Roll d4 and add the following to the Legionnaire squad:

| **d4** | **Result** |
| --- | --- |
| 1 | Archer |
| 2 | Knight |
| 3 | Spellsword |
| 4 | Imperial Battlemage |

* **Wraiths:** Player Characters see what appears to be an old field of battle, untouched by marauders for some reason. Player characters must roll group Observe with at least 4 DoS in total. Upon success, they see skeletal corpses around ruins of an altar. The altar contains a locked chest that requires 5 DoS on a Subterfuge or Athletics test to be opened. Roll 1d6 twice.

| **d6** | **Loot** |
| --- | --- |
| 1 | 1d4+4 portions of intact sealed Rations |
| 2 | 1d4+2 Common Potions of 1d4+3 level |
| 3 | A Nordic Weapon (Steel, Proven; War Axe / Battle Axe / Broadsword) |
| 4 | An Ancient Nordic Armor Piece (6 AR, Full Heavy, Resistance (Bolts(2), Arrows(1), Frost(3)); 300 EL, Dwemer pricing) |
| 5 | 1d10\*5 Drakes |
| 6 | 1d4+4 Bottles of Old Nord Mead |

When PCs attempt to take the loot, a group of (\* PCs) Wraiths will appear and attempt to kill the intruders.

* **Skeletons:** Player Characters see the group of (2 \* PCs) Skeletons roaming the Riversides. Roll a d4 and replace one of the Skeletons with the following:

| **d4** | **Result** |
| --- | --- |
| 1 | Necromancer |
| 2 | Skeletal Champion |
| 3 | 2 Bonewolves |
| 4 | Ghost |

### 8

* **Bloodied Vampires:** Player characters see a beautiful and nicely dressed couple of non-hostile Imperial citizens. The suspecting PCs should roll Observe or Investigate (-20) to see through vampiric disguise. Should PCs succeed in the roll, vampires will immediately attack. If their cover is not blown, they would ask to join PCs on their Long Rest. On the next morning, PCs will wake up to find that the couple is gone and then roll Endurance (-10). On a failure, they contract Porphyric Hemophilia.
* **Assassins**: Mysterious Assassins (\* PCs) are sent to kill one of the player characters. Roll Observe (-20) vs. Assassins’ Stealth. Upon failure, Assassins shoot their Shortbows that deal 1d6+1 Splitting Damage with an additional 1d4 Poison damage upon a failed Endurance roll while PCs become Surprised. Assassins retreat upon inflicting a Wound or dropping the target character to 0 HP.  
  ***Optional***: *Before the encounter, roll a d6. On the roll of 6, the Assassins are affiliated with Dark Brotherhood and carry Full Light Armor (3 ENC; 3 AR, 2 Magic AR, EL 500, \*5.0 Cost) that grants its wearer Chameleon (-5) for every armor piece equipped (Boots have Muffle (-5) instead) in addition to having Orichalcum bow and arrows. The Dark Brotherhood Assassins also increase their Combat, Evade, and Physical by +20 and their Poison is one step deadlier (1d6 instead of 1d4).*
* **Crocodiles:** PCs must roll Observe to notice Crocodiles (\*PCs+1) swimming in the river just below the waterline. If the roll is failed - the Crocodiles will ambush the PCs and start the battle with the party Surprised.

### 9

* **Troll**: Player characters can either stumble upon a cave or see some animal/humanoid remains picked clean by what appears to have been a large predator. The Troll may be located on that spot or could reside in a cave nearby. Roll Observe/Survival to locate the den. If PCs decide to go around the den without provoking it, roll group Stealth vs. Troll’s Observe. Upon failure, the Troll will engage the PCs.

### 10

* **Aurorans**: Player characters will immediately spot a glowing silhouette of two lonely Aurorans in the distance wandering outside the nearby Ayleid Ruins, gazing at the stars in the night sky. Roll group Stealth vs. Aurorans’ Observe. Upon failure, they will immediately attack, cleavers raised high, radiating with starlight.
* **Wyrmlings:** Player Characters must roll Survival with at least 4+ DoS total to realize they stumbled upon a Wyrm nest. 2 Wyrmlings are in that nest and will attempt to eat Player Characters. Once the battle starts, if PCs linger in the nest for more than 5 rounds - a parent **Wyrm** will appear and join the fight, protecting their children.
* **Dreughs**: Player characters find (\* PCs) number of Land Dreughs fighting. Roll group Stealth vs. their Observe if players wish to avoid or ambush them. Otherwise, they will notice the party and attack them. Rolling Stealth is only possible if PCs had decided to move at a Slow pace.

## Deadly Encounters

Deadly Encounters are intended to provide PCs with the ultimate challenge. These encounters will likely get one or more PCs wounded or outright killed if they choose to stay and fight. Fleeing should always be considered an option.

| **d6** | **Forests** | **Mountains** | **Riverside** |
| --- | --- | --- | --- |
| 1 | Lycanthropes | Frost Troll | Dreughs |
| 2 | A Pack of Vampires | Atronachs | Dread Zombies |
| 3 | A Pack of Daedra | | |
| 4 | Hostile Army | Wyvern | Reanimated Soldiers |
| 5 | Minotaurs | War Crier | Mad Battlemages |
| 6 | Ayleids | Udyrfrykte | Niben Drakes |

### 1

* **Lycanthropes:** Player characters must roll Observe vs. Lycanthropes’ Stealth. On Failure, they start their turn Surprised. Roll a d4 three times on the table to determine the pack composition.

| **d4** | **Result** |
| --- | --- |
| 1 | 2 Werewolves |
| 2 | Werebear |
| 3 | 2 Wereboars |
| 4 | Vargr (reroll on repeat) |

* **Frost Troll:** Player Characters are being hunted by a Frost Troll deep in the mountains. Roll Survival or Observe to notice the Troll in time and be able to flee in advance. Otherwise, PCs start combat as usual.
* **Dreughs**: Player characters find (1.5 \* PCs) number of Land Dreughs fighting. Rolling Stealth is only possible if PCs had decided to move at a Slow pace.

### 2

* **A Pack of Vampires:** PCs roll Observe vs. Vampires’ Stealth. On failure, they start their turn Surprised. Roll a d6 three times to determine the composition.

| **d6** | **Result** |
| --- | --- |
| 1 | 3 Fledgeling Vampires |
| 2 | 2 Death Hounds |
| 3 | 2 Gargoyles |
| 4 | 2 Bloodied Vampires |
| 5 | Ancient Vampire (reroll on repeat) |
| 6 | Vampire Lord (reroll on repeat) |

* **Atronachs:** Player characters notice a fight somewhere nearby. Should they decide to investigate, they will see a group of Atronachs tailed by the group of 3 Witchhunters. Player characters may assist the Witchhunters at their own peril. If the Atronachs are felled and there are at least 2 Witchhunters alive, they would share a random Conjuration or Mysticism Spell Tome of SL 6 as thanks. Roll a d6 two times to determine the composition.

| **d6** | **Result** |
| --- | --- |
| 1 | 2 Flame Atronachs |
| 2 | 2 Frost Atronachs |
| 3 | Flesh Atronach |
| 4 | Storm Atronach |
| 5 | Stone Atronach |
| 6 | Air Atronach |

* **Dread Zombies:** Player characters notice a group of (2 \* PCs) Dread Zombies that will fight PCs unless they decide to roll group Stealth vs. Zombies’ Observe. Rolling Stealth is only possible if PCs had decided to move at a Slow pace.

### 3

* **A Pack of Daedra**: PCs encounter a sight of the makeshift Oblivion gate that had recently closed, a pack of Daedra roaming right next to it. They will immediately attack upon spotting the PCs. Roll a d8 three times to determine the composition.

| **d6** | **Result** |
| --- | --- |
| 1 | 3 Dremora Churls |
| 2 | 3 Dremora Caitiffs |
| 3 | Dremora Kynmarcher |
| 4 | Mazken |
| 5 | Hunger |
| 6 | Xivilai |
| 7 | Daedroth |
| 8 | Dremora Lord (reroll on repeat) |

### 4

* **Hostile Soldiers:** Player Characters encounter a group of (2\* PCs) soldiers that are hostile towards them. Depending on the nearest province border, these are:

| **Border** | **Result** |
| --- | --- |
| None | *Colovian or Nibenese Legionnaires (including 2 Spellswords and 1 Knight)* led by the *Imperial Battlemage* (Nibenese are wearing Newtscale Armor [3 AR, Partial Light, 200 EL, Steel pricing]) |
| East | *Dunmer Spellswords (including 1 Destroyer Battlemage and 1 Rogue) (Bonemold & Chitin Equipment)* led by the *Destruction Mage* (SL 4 Fire Spells) (Dunmer, Resistance (Fire, 3), Sanctuary 2 for 3 rounds for free) |
| North-west | *The Forsworn* led by the *Briarheart* |
| West | *Orc Clansmen* led by the *Orcish Battlemaster* |
| North | *Nordic Housecarls* led by the *Sword Thane* |
| South | *Bosmer Scouts* led by the *Archer* (Moonstone Weapons, Full Fur Armor, Resistance (Poison, 1)) |

* **Wyvern**: Player Characters must roll Survival with at least 4+ DoS total to realize they stumbled upon a Wyvern territory. One Wyvern is flying above that territory and will attempt to eat Player Characters.
* **Reanimated Soldiers:** Player Characters see a large force of reanimated soldiers headed by a powerful *Necromancer*. Roll d6 three times to determine the composition.

| **d6** | **Result** |
| --- | --- |
| 1 | (\* PCs) Reanimated Nibenese Legionnaires (Nibenese are wearing Newtscale Armor [3 AR, Partial Light, 200 EL, Steel pricing]) |
| 2 | (\* PCs) Reanimated Bandits |
| 3 | Flesh Atronach (reroll on repeat) |
| 4 | (\* PCs) Skeletons + Skeletal Champion |
| 5 | (2 \* PCs) Zombies |
| 6 | (\* PCs) Dread Zombies |

Upon defeating the group, test Observe and, if successful, roll d10+DoS three times on the *Necromancer’s Crypt* loot table.

| **#** | **Loot** |
| --- | --- |
| 1 | A Common Soul Gem (Empty) |
| 2 | A LvL ‘3 Scroll of Soul Trap |
| 3 | A 1d4 LvL Spell Tome (See Scroll of Undeath or Spellcraft 4) |
| 4 | A Tome Detailing the Rite of Undeath; Zombie |
| 5 | A Greater Soul Gem (Empty) |
| 6 | A Tome Detailing the Rite of Undeath; Skeleton or Bonewolf |
| 7 | An Empty Grand Soul Gem |
| 8 | A Scroll of Summon Ghost |
| 9 | A Tome Detailing the Rite of Undeath; Death Hound |
| 10 | A Tome Detailing the Rite of Bone Sight |
| 11 | A Tome Detailing the Rite of Undeath; Bonewalker |
| 12 | An Empty Black Soul Gem |
| 13 | A Scroll of Summon Ghost |
| 14 | A Filled Black Soul Gem (1500 SL) |

### 5

* **Minotaurs:** Player characters must test the group Observe or Lore[Cyrodiil]. On success, they notice that they tread on the hallowed grounds of the Minotaurs and must spend 1 SP to flee their territory. On a failure, or if PCs decide to not go away, they encounter a group of (2 \* PCs) angered Minotaurs including two Shamans that will fight the party to the death.
* **War Crier:** Player characters immediately notice a loud war cry echoing across the mountains. Roll Stealth vs. War Crier’s Observe. A mad nordic War Crier will appear and challenge PCs to a fight.
* **Mad Battlemages:** PCs will encounter a group of insane Battlemages. Roll a d4 three times to determine the composition.

| **d4** | **Result** |
| --- | --- |
| 1 | 2 Destroyers |
| 2 | 2 Conjurers |
| 3 | 2 Mystics |
| 4 | 2 Wardens |

### 6

* **Ayleids:** PCs stumble upon the nearby Ayleid Ruins populated by reanimated Ayleid troops. Roll d4 three times to determine the composition.

| **d4** | **Result** |
| --- | --- |
| 1 | 3 Ayleid Mages |
| 2 | 3 Ayleid Guardians |
| 3 | Auroran |
| 4 | Ayleid Sorcerer-King (reroll on repeat) |

* **Udyrfrykte:** Player Characters are being hunted by an Udyrfrykte deep in the mountains. Roll Survival or Observe to notice the Udyrfrykte in time and be able to flee in advance. Otherwise, PCs start combat as usual.
* **Niben Drakes:** PCs must roll Observe to notice a couple of Niben Drakes (2) swimming in the river just below the waterline. If the roll is failed - the Drakes will ambush the PCs and start the battle with the party Surprised. If less than half of the party rolled Observe successfully, those characters may roll Athletics to stop up to (\*DoS) PCs. If the Observe or Athletics roll is failed, Niben Drakes will engage PCs. The terrain is overwritten to **Swamp**.

# Calamities

Calamities are a **separate and optional** type of encounters that do not involve any enemies but include various natural disasters and other accidents happening on the road. They are not affected by Tension or Time of Day but are affected by the Terrain and can only happen in the Wilderness. It is advised to use these encounters sparingly, but when you do - pair them with regular encounters to make penalties your players have received matter. You may also want to impose a group Luck test to determine how unlucky PCs are to stumble across something dangerous. Define the location your players are at and roll a d4.

| **d4** | **Forests** | **Mountains** | **Riverside** |
| --- | --- | --- | --- |
| 1 | Distant Forest Fire | Avalanche | High Water |
| 2 | Violent Windstorm | Blizzard | Giant Wave |
| 3 | Forest Fire Nearby | Landslide | Rapids |
| 4 | Hail Shower | Thunderstorm | Swamp |

### 1

* + **Distant Forest Fire**: Various woodland creatures stampede outside the burning forest. Players must make an Agility test or spend 1 SP to avoid the stampede. On a failure, receive 1d8 Crushing (2) damage and fall Prone as the animals trample the character. After the resolution, players must decide: go around the forest and lose 1 day of travel or go through the smoke and lose 1d4 SP from inhaling the stinging fumes.
  + **Avalanche**: Roll Evade or Combat Style with a shield to avoid falling rocks/snow. Upon failure, receive 1d10 Crushing (3) damage and roll Strength to stand your ground and not get knocked over. Should you fail, other characters may attempt to catch you with an Athletics check. If all of the above fail, the character is buried under the avalanche and starts losing 1 SP at the start of every round as they suffocate. After all the effects are resolved, the traveling area is considered Difficult Terrain for 1 day.
  + **High Water**: Roll Athletics/Evade (+10) or spend 2 SP to get away from the rising tides. Upon failure the character is washed away by the water downstream. The character can grab onto something near the Riverside by passing a Strength check. Upon failure, the party loses 1 day worth of travel due to being forced to pursue the character drifting away. The character adrift loses 2 SP to stay afloat.

### 2

* + **Violent Windstorm:** Characters must test Strength(-10) to stand their ground, losing 1d4 SP upon failure and getting knocked prone. Characters are then forced to seek shelter to rest. Roll group Survival to search for an appropriate cave. If the party rolls less than 6 DoS - they will find the cave with 2 Lions dwelling inside of it. If the roll fails - characters do not benefit from the Long Rest overnight and gain 1 level of Fatigue.
  + **Blizzard**: Every hour spent exposed inflicts 1d6 Frost damage and imposes a Slowed condition for the purposes of traveling for the rest of the day. Roll group Survival to seek shelter. If the party rolls less than 6 DoS - they will find the cave with 1 Giant Spider dwelling inside. If the roll fails - characters do not benefit from the Long Rest overnight and gain 2 levels of Fatigue from freezing.
  + **Giant Wave**: The nearby body of water thrashes in gale as a giant wave crashes down upon the party. Roll Evade/Athletics or spend 2 SP to flee. Upon failure, the character receives 2d6 Crushing (4) damage and must roll Strength to resist slipping into the river. After the resolution, characters hit by the wave must roll Endurance or contract a Common Disease as they find themselves having swallowed some of the river water.

### 3

* + **Forest Fire Nearby**: The fire catches the field of grass that the party members are treading on. Roll group Survival/Navigate to quickly go around the fire. Upon failure, the character is too surprised to attempt anything and gains Burning (1) condition and must immediately run towards the nearby place unaffected by the fire and put it down. Then lose 1d4 Stamina after having breathed in the noxious smoke.
  + **Landslide**: Every character rolls their Luck. Upon failure, the rocks bury under the character's feet. They must roll Strength or Agility to jump across to the stable patch of ground in time. Upon failure, they receive 1d10 falling damage and are knocked down Prone. Then, travelers lose 1 day worth of travel time.
  + **Rapids**: Players are crossing the small rapid river via a natural bridge. Roll Agility. Upon failure, the character falls into the river and is knocked downstream. The character must spend 3 SP to move upstream towards the shore.

### 4

* + **Hail Shower**: Characters must cover themselves with a shield or a similarly broad and sturdy piece or receive 1d6 Splitting (2) damage. Characters will be forced to seek shelter. Roll group Survival to search for an appropriate cave. If the party rolls less than 6 DoS - they will find the cave with 1 Giant Spider dwelling inside of it. If the roll fails - characters do not benefit from the Long Rest overnight and gain 2 levels of Fatigue as the hail clatters against their frames all night long.
  + **Thunderstorm**: Characters must roll Evade. The first character to fail receives 2d6 Shock damage. Then the bolt jumps to the 2 nearby targets, automatically hitting them and using the damage from the first roll.
  + **Swamp**: Roll group Observe or Survival. Failed characters suddenly go down through the swampy soil with a low slurp. The character is getting sucked under water and must roll their Intelligence to stay still and not go any deeper, suffocating upon failure and losing 1 SP per round. After the resolution, characters who were submerged roll Endurance (-10) or contract a Common Disease.

# Appendix Regions of Cyrodiil

## Blackwood

| **d100** | **Weather** |
| --- | --- |
| 1-10 | Clear |
| 11-20 | Cloudy |
| 21-35 | Overcast |
| 36-55 | Thunder |
| 56-75 | Foggy |
| 76-100 | Rain |

## Colovian Highlands

| **d100** | **Weather** |
| --- | --- |
| 1-35 | Clear |
| 36-75 | Cloudy |
| 76-85 | Overcast |
| 86-90 | Thunder |
| 91-95 | Foggy |
| 96-100 | Rain |

## Gold Coast

| **d100** | **Weather** |
| --- | --- |
| 1-30 | Clear |
| 31-50 | Cloudy |
| 51-70 | Overcast |
| 71-75 | Thunder |
| 76-90 | Foggy |
| 91-100 | Rain |

## Great Forest

| **d100** | **Weather** |
| --- | --- |
| 1-35 | Clear |
| 36-75 | Cloudy |
| 76-85 | Overcast |
| 86-90 | Thunder |
| 91-95 | Foggy |
| 96-100 | Rain |

## Heartlands

| **d100** | **Weather** |
| --- | --- |
| 1-35 | Clear |
| 36-75 | Cloudy |
| 76-85 | Overcast |
| 86-90 | Thunder |
| 91-95 | Foggy |
| 96-100 | Rain |

## Jerall Mountains

| **d100** | **Weather** |
| --- | --- |
| 1-25 | Clear |
| 26-50 | Cloudy |
| 51-65 | Overcast |
| 66-90 | Snow |
| 90-100 | Foggy |

## Nibenay Basin

| **d100** | **Weather** |
| --- | --- |
| 1-35 | Clear |
| 36-75 | Cloudy |
| 76-85 | Overcast |
| 86-90 | Thunder |
| 91-95 | Foggy |
| 96-100 | Rain |

## Nibenay Valley

| **d100** | **Weather** |
| --- | --- |
| 1-35 | Clear |
| 36-75 | Cloudy |
| 76-85 | Overcast |
| 86-90 | Thunder |
| 91-95 | Foggy |
| 96-100 | Rain |

## Valus Mountains

| **d100** | **Weather** |
| --- | --- |
| 1-25 | Clear |
| 26-50 | Cloudy |
| 51-65 | Overcast |
| 66-90 | Snow |
| 90-100 | Foggy |

## West Weald

| **d100** | **Weather** |
| --- | --- |
| 1-35 | Clear |
| 36-75 | Cloudy |
| 76-85 | Overcast |
| 86-90 | Thunder |
| 91-95 | Foggy |
| 96-100 | Rain |

# New Stat Blocks

***Orc Clansman***

*Orsimer, Minor Group, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 26* | *Combat 75* |
| *Endurance 45* | *Wound Thr. 12* | *Magic –* |
| *Agility 40* | *Magicka 30* | *Evade 60* |
| *Intelligence 30* | *Stamina 4* | *Observe 40* |
| *Willpower 35* | *Initiative +10* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge 40* |
| *Personality 30* | *Speed 12m* | *Social 30* |
| *Luck #* | *Size Medium* | *Physical 65* |

*\* Weapons & Armor*

***- Orichalcum War Axe****: 1d8+2 Splitting; Unwieldy, Reach 2m*

***- Orichalcum Hand Axes (5):*** *1d6+2 Splitting; 1H, Reach 1m, Thrown (5/10/15), Small*

***- Partial Fur Armor:*** *1 AR, 1 Frost AR, Light*

*And any one of the following:*

*-* ***Orichalcum Broadsword****: 1d8+2 Slashing; Reach 2m  
-* ***Orichalcum Mace****: 1d8+2 Crushing; Unwieldy, Reach 2m*

*\* Special Abilities*

*-* ***Dual Flurry (2 AP + 1 SP):*** *An Orc Clansman can make an All-Out Attack combined with a Dash action, sprinting towards the enemies and swinging both his weapons wildly. If the Clansman moves at least half of his base Speed before attacking, his attack also deals +SB damage to up to 2 targets within reach, combining Slashing/Splitting/Crushing qualities of weapons in both hands. Same damage qualities do not stack together.*

***- Follow-up Strike (1 SP):*** *Whenever an Orc Clansman fails a Combat Style test made to attack while dual-wielding, he can choose to spend an SP to make a follow-up attack with the other weapon at a -20 penalty as a Free action. This does not count as a new attack for the purpose of the attacks per round limit.*

*\* Traits & Talents*

*-* ***Resilient:*** *+3 HP, +1 WT.*

*-* ***Resistance (Magic, 1):*** *This character reduces all incoming magic damage by 1 and gains a +10 bonus to tests made to resist non-damaging magic effects. This trait can stack.*

*-* ***Brawler:*** *+1DoS in combat against 2+ opponents within reach.*

***Orcish Battlemaster***

*Orsimer, Major Group, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 37* | *Combat 90* |
| *Endurance 60* | *Wound Thr. 17* | *Magic 15* |
| *Agility 40* | *Magicka 35* | *Evade 50* |
| *Intelligence 35* | *Stamina 6* | *Observe 30* |
| *Willpower 35* | *Initiative +10* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge 45* |
| *Personality 30* | *Speed 14m* | *Social 30* |
| *Luck #* | *Size Medium* | *Physical 90* |

*\* Unconventional Skills*

*-* ***Athletics*** *- TN 100*

*-* ***Command*** *- TN 70*

*\* Weapons & Armor*

*-* ***Full Orichalcum Armor****: 7 AR, Heavy*

*One of the following:*

*-* ***Orichalcum Great Axe****: 1d12+2 Splitting; 2H, Reach 3m, Unwieldy, Shield Splitter, Concussive*

*-* ***Orichalcum Warhammer:*** *1d8(1d10)+2 Crushing; 1.5H, Reach 2m, Unwieldy*

*And any of the following:*

***- Orichalcum Shield:*** *11(6) BR, Medium*

***- Orichalcum Hand Axes (5):*** *1d6+2 Splitting; 1H, Reach 1m, Thrown (5/10/15), Small*

*\* Special Abilities*

*-* ***Scourge of the Orc-father (2 SP)****: On his turn, the Orcish Battlemaster can sever the head of a fallen enemy and let out a war cry as a Command test. Up to \*DoS allied Orsimer enter the Frenzied state; all enemies to witness this must test Panic (+20).*

*-* ***Berserker:*** *Once per Long Rest, as a free action, the Orsimer can immediately heal themselves for EB Hit Points. Additionally, for one minute, they increase their Strength Bonus and Resistance (Magic) trait by EB / 2 (round down).*

*\* Traits & Talents*

*-* ***Wrothgarian****: The Battlemaster has his WT increased by 2 and increases their Health by 7.*

*-* ***Resistance (Magic, 1):*** *This character reduces all incoming magic damage by 1 and gains a +10 bonus to tests made to resist non-damaging magic effects. This trait can stack.*

*-* ***Brawler:*** *+1DoS in combat against 2+ opponents within reach.*

*-* ***Weapon Prowess:*** *The Orcish Battlemaster has the weapon talent related to the weapon selected.*

*-* ***Iron Jaw:*** *This character is always entitled to an Endurance test to avoid being knocked back, knocked down, or stunned.*

***The Forsworn***

*Reachmen, Minor Solo, 1500 Black Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 20* | *Combat 70* |
| *Endurance 40* | *Wound Thr. 11* | *Magic 35* |
| *Agility 40* | *Magicka 25* | *Evade 50* |
| *Intelligence 25* | *Stamina 4* | *Observe 40* |
| *Willpower 35* | *Initiative +9* | *Stealth 50* |
| *Perception 30* | *AP 3* | *Knowledge 25* |
| *Personality 25* | *Speed 12m* | *Social 25* |
| *Luck #* | *Size Medium* | *Physical 70* |

*\* Weapons & Armor*

***- Dual Bone Hand Axes****: 1d6, 1h, 1m, Splitting, Small,*

*Thrown (5/10/15)*

***- Dual Bone Broadswords****: 1d8, 1h, 2m, Slashing*

***- Full Fur Armor****: AR 3, Frost AR 1, Medium*

*\* Special Abilities*

***- Blood Rage (2 AP)****: The Forsworn can work themselves into a rage, gaining the* ***Frenzied*** *condition.*

*\* Traits & Talents*

***- Fury of the Old Gods****: The Reachmen gains a +10 bonus to all Combat Style tests made while in* ***Frenzy*** *or using the* ***All-Out Attack*** *action as they fight with the fervor of the Old Gods.*

***- Vow of Enmity:*** *The Reachmen can reroll one Damage roll each round so long as their target is a Nord or Breton.*

*-* ***Accustomed to the Profane:*** *The Reachmen gain +30 bonus to resist Panic Tests, and a +20 bonus to resist Horror Tests.*