The Ruins of Fort Istirus

A derelict Remanite fort within the Barony of Linchal in the West Weald, this fortress has recently come under the control of a coven of necromancers led by a breton witch named **Bovkinna**. She plans to become a Lich and is currently working on amassing enough power to do so.

RUNNING THIS MODULE

A handful of miscellaneous notes on the running and origin of this module.

* While set in the West Weald of Cyrodiil, it can simply be moved to any Fortress across Tamriel where necromancers could be found, ideally of Imperial or Remanite origin.
* This is a very basic module based on a dungeon from TES IV: Oblivion, Fort Istirus, that was occupied by random necromancers.
* Bratal, Bovkinna’s undead Raven Familiar, will alert her if the party approaches the Fort during the night. Bovkinna will prepare her escape in the event the party defeats her Flesh Atronach guardian.
* This module assumes characters of no less than 2500xp with decent gear. While most encounters are against rather weak foes, there are some that are far more challenging and that can escalate quickly and some are against relatively large amounts of opponents at once.

ADVENTURE HOOKS

Optional hooks for Gamemasters to use in incorporating The Ruins of Fort Istirus into an existing campaign or to give a reason to why the party finds themselves at the ruins for a oneshot.

* The Lady Iona Juliai, heiress of Rosethorn Hall and daughter to a Viscount of Skingrad, has been captured by Bovkinna in hopes to offer her as a sacrifice to Molag Bal for aid in her quest for Lichdom.
* The Lamp-Knights have hired the party in assisting them in killing Bovkinna. Optional Lamp-Knight allies can join (As Battlemages and Spellswords)

POSSIBLE DEVELOPMENTS

Presented here are a few possible ways the story of this module can continue.

* **Bovkinna Lives!**If Bovkinna escapes using her Amulet of Recall, she will hunt down the party using undead servants and her allies among the marauders of Dasek Moor to get her revenge and to recover her unused phylactery.
* **From the Grave!**Yet again, death was always part of the plan for Bovkinna…you just forced her to go ahead of schedule. She has struck a bargain with the Ideal Masters and become a Nether Lich bound to the Soul Cairn. She will haunt the party’s dreams and eventually escape the Cairn to reap souls on Mundus for her masters.

RESOURCES

Here are some, hopefully, useful links to resources you may use to make running this Module easier.

* [**UESRPG 3e v4.b2**](https://drive.google.com/drive/folders/1ONn950OKF6Iu7z6MUOX2rWXPPLBwqU_B) **Google Drive**
* **Elder Scrolls Legends Tokens**
  + [TES:Legends Tokens](https://drive.google.com/drive/folders/18ZNlFCs-T-En_B-7jZByadY1tNPAs2AP?usp=sharing)
* **Old Battlemaps**
  + [Fort Istirus Maps](https://drive.google.com/drive/folders/1DfhCb_yzdwHf1llUedtAXJjXwz7Anxhi?usp=sharing)
  + Use at your own risk, the Hall of Old’s room description has been updated.
  + The GM reference map contained within this Document does match the current descriptions however. (WIP)
  + If anyone makes new battlemaps please do share and I will add your names to the credits and will create a link for them here.

CREDITS

* Created by **Tutorialtuna**
* Using the UESRPG **3ev4b2** Rules
* Elder Scrolls: Legends for Artwork
  + [Art for Bovkinna](https://en.uesp.net/wiki/File:LG-cardart-21.png)
  + [Headless Zombie](https://en.uesp.net/wiki/File:LG-cardart-Headless_Zombie.png)

Gamemaster Reference Map

WIP - Will be of my hand drawn style I started using some time ago

**Treasure Table A**

| **1d12** | **Loot** |
| --- | --- |
| **1** | 1d8 Drakes |
| **2** | 1d6 Common wares (Plates, Cutlery, Cups), worth 4 drakes |
| **3** | 1d4 portions of intact sealed Rations |
| **4** | A damaged (1) Imperial Weapon (Steel) |
| **5** | A damages (1) Imperial Shield (Steel) |
| **6** | 1d4+2 portions of intact sealed Rations |
| **7** | 1d10\*2 Drakes |
| **8** | 1d4 Pieces of Traveling Gear |
| **9** | A damaged (1) piece of Partial Imperial Armor (Steel) |
| **10** | A damaged (1) piece of Full Imperial Armor (Steel) |
| **11** | An Imperial Weapon (Steel) |
| **12** | An Imperial Shield (Steel) |

**Treasure Table B**

| **1d10** | **Loot** |
| --- | --- |
| **1** | 1d4+4 portions of intact sealed Rations |
| **2** | 1d4+2 Pieces of Traveling Gear |
| **3** | An Imperial Weapon (Steel) |
| **4** | An Imperial Shield (Steel) |
| **5** | 1d10\*5 Drakes |
| **6** | 1d4+4 Pieces of Traveling Gear |
| **7** | A piece of Partial Imperial Armor (Steel) |
| **8** | A piece of Full Imperial Armor (Steel) |
| **9** | 1d10\*10 Drakes |
| **10** | A Superior Steel Weapon |

**Treasure Table C**

| **1d12** | **Loot** |
| --- | --- |
| **1** | A Common Soul Gem (Empty) |
| **2** | A LvL ‘3 Scroll of Soul Trap |
| **3** | A 1d4 LvL Spell Tome (Necromancy or Mysticism) |
| **4** | A Tome Detailing the Rite of Undeath; Zombie |
| **5** | A Greater Soul Gem (Empty) |
| **6** | Spell Tome for Rite of Undeath; Skeleton or Bonewolf |
| **7** | An Empty Black Soul Gem |
| **8** | A Scroll of Summon Wraith, lvl 4 |
| **9** | Spell Tome for Rite of Undeath; Death Hound |
| **10** | Spell Tome for Rite of Bone Sight |
| **11** | Spell Tome for Rite of Undeath; Bonewalker |
| **12** | A Scroll of Summon Wraith, lvl 5 |

**Necromancer‘s Pockets**

Roll Twice

| **1d6** | **Loot** |
| --- | --- |
| **1** | A Spell Tome of SL 1d4 (*Necromancy or Destruction*) |
| **2** | A Spell Scroll of SL 1d4+1 (*Necromancy or Mysticism*) |
| **3** | 1d4 Uncommon Alchemical Ingredients |
| **4** | 1d4 Common Soul Gems |
| **5** | 1d2 Potions of Replenishment, 1d4+2 levels |
| **6** | A 1d4 level Potion of Magic Armor |

**Alchemical Ingredient/Spell School Chart**

1 - Alteration 4 - Conjuration

2 - Restoration 5 - Mysticism

3 - Destruction 6 - Illusion



NOTABLE TREASURES

Here is an overview of all the more interesting and unique loot the party can find in this Module.

* **Spell Tome**
  + Rite of Undeath: *Skeleton Champion*
* **Partial Mithril Helm of Night Eye** 
  + Constant Effect - Night Eye, 10m
* **Cursed Bracer of the Grave**
  + Worn by the Flesh Atronach
  + Binds to your wrist when worn, passive -3 WT. Requires a Dispel of 2nd lvl+ cast on it to be removed
  + When worn by an Undead, grants +3 WT instead
* **Silver Dagger of Mind Drain**
  + On Strike - Absorbs 1d4+1 Magicka from the Target
* **The Staff of Carnal Channeling**
  + Carried by Bovkinna
  + See Bovkinna’s statblock for details
* **Ring of the Gravelord**
  + Constant Effect - Gain a +20 on WP test to control Undead when worn, passive -2 WT. Any Damage taken by the wearer can instead be inflicted onto an Undead minion within 20m.
* **The Gear of the Ancient Knight**
  + Full Remanite Templar Armor
    - As Superior Full Orichalcum
  + Superior Steel Broadsword of Flame
    - On Strike - +1d4 Fire Damage

ROSTER OF FOES

This section serves as a reference for the foes featured in this Module with page numbers and quantities for the generic foes and custom statblocks for the unique foes.

**Generic Foes**

* 8x Necromancers (IoT pg 66)
* 7x Skeleton Champions (IoT pg 99)
* 4x Skeleton Archers (IoT pg 98)
* 2x Bonewolves (IoT pg 85)
* 2x Death Hounds (IoT pg 86)
* 6x Zombies (IoT pg 104)
* 1x Hunger (IoT pg 127)
* 1x Flesh Atronach (IoT pg 110)
  + Has +3 WT due to a Magic Item

Bovkinna, Aspiring Lich

*Breton, Humanoid; Average, Black Soul (1500)*

| **Characteristics.** | | **Attributes** | | **Skills** | |
| --- | --- | --- | --- | --- | --- |
| **STR** | 30 | **HP** | 20 | **Combat** | 45 |
| **END** | 40 | **WT** | 10 | **Magic** | 90 |
| **AGI** | 35 | **MP** | 80 | **Evade** | 55 |
| **INT** | 60 | **SP** | 4 | **Observe** | 50 |
| **WIL** | 55 | **INIT** | +13 | **Stealth** | 45 |
| **PRC** | 40 | **AP** | 3 | **Knowl.** | 85 |
| **PRS** | 35 | **SPD** | 9m | **Social** | 45 |
| **MRL** | 45 | **SIZE** | Std. | **Physical** | 30 |

**Unconventional Skills**

* **Necromancy**  TN 100 / 110

**Weapons & Armor**

* **Ebony Dagger** 1d4+4
  + Slashing, Exploit Weakness, 1h, 1m, Thrown (5/10/15), Small, Magic
* **Staff of Carnal Channeling** 1d6/d8+4
  + Concussive, 1.5h, 2m, Magic, Focus
  + +10 on Necromancy Tests
  + Carnal Channeling
    - Animates up to 6 Corpses as Skeletons or Zombies within 15m of the Wielder. Doing this costs the Wielder 8 MP or 1 HP per Corpse each round.

**Special Abilities**

* **Necrotic Zeal (1 AP)**: Bovkinna empowers one undead within 20m, granting them +5 WT, +10 to Combat TN, and +3 Damage until her next Turn.
* **Overcharge (1 SP):** When activated this allows the mage to roll damage twice and use the highest when calculating the next spell’s damage.
* **Villainous Spell (2 SP):** The NPC can spend two Stamina Points to cast any Spell as a Reaction.



**Traits & Talents**

* **Lionheart**
* **Resistance (Magic, 3)**: This character reduces all incoming magic damage by 3 and gains a +30 bonus to tests made to resist non-damaging magical effects.
* **Power Well (20)**: Characters with this trait have more magicka than usual. Increase their MP max by 20. This trait can stack.

**Other Equipment**

* **Amulet of Recall**
  + Either marked to her sanctum or to her allies at Dasek moor (optional escape).
* **Ring of the Gravelord**
  + Constant Effect - Gain a +20 on WP test to control Undead when worn, passive -2 WT. Any attack targeting the wearer may be resolved against an allied undead within 20m. Any Damage an undead takes from this is doubled.
* **Undead Raven Familiar named “Bratal”**
  + Acts as her personal spy

**Spells**

* Knows all **Necromancy** Spells up to SL 6
* She additionally knows;
  + **Ward**  SL 3-4
  + **Poisonbloom** SL 2-6
  + **Chain Lightning** SL 3-4
  + **Weakness to Magic** SL 3-6
  + **Horror** SL 4
  + **Ethereal Form** SL 4
  + **Soul Trap** SL 2

ZONE 1 - COURTYARD

**Area 1 - The Crumbling Walls**

*Withered, worn, and broken, the walls of this once great fortress now stand in memorial of better times.*

* If the party decides to search the area, make note of the fact that one can see the odd fragment of weapons and armor sticking out of the dirt and pinned by fallen stones.
* In the far left tower lies **two corpses**, one is a skeleton long worn and resting on the wall clutching its side with bits of rotten armor still clinging to its bones. The second is a far fresher one that appears to have been slain through unnatural means, its form is desiccated and blackened.
  + *A successful Destruction, Restoration, or Medicine test will reveal that a Wraith slayed them.*
* The Chest in the corner of this area holds **1d3 Items** from **Treasure Table A**

**Area 2 - The Yard**

*The inner walls encompass the door to the Lower keep and an old dry well.*

* This well seems to whisper incomprehensibly to those that look into its depths. If a creature looks in the well at night for more than just a brief moment, a Wraith will emerge and attack the Party.

ZONE 2 - GROUND FLOOR

**Area 1 - The Kitchen**

*This old kitchen has seen some recent use, embers in the fire and char on one of the pots, sharp knives too.*

* The Door in the back of this room leads to a poorly stocked larder. The only thing of value is an **old locked chest**
  + The Chest contains 1d3 Items from **Treasure Table B**

**Area 2 - The Corner Chamber**

*This small corner room has a round oak table next to a long cold hearth. In the older days this would have been the personal dining table of the Fort Captain and their Officers.*

* Just beyond this room rests an old skeleton on the ground, propped against the wall. Who knows how long they have sat here, who they were, or how they died.
  + If examined, a **small key** can be found clutched in the skeletal hand. (*This Key opens the Chest in the Officer’s Room*)

**Area 3 - The Dining Hall**

*Large oak tables and benches are laid out all across this large hall and a door can be found on the far wall.*

* Sitting on Guard in front of this door is a **Bonewolf** and when it notices the party it will release a ghastly howl (*Alerting the Undead in the Bridge Chamber below*) and then charge the party.
* Searching the Hall with a successful -10 Observe test results in 1d4 rolls on **Treasure Table C**.

**Area 4 - The Training Room**

*The room has several large tables along the rear walls and opposite them are some old training dummies, one of which appears to have been struck by a Frost Bolt recently.*

* In this room stands an armored **Skeleton Champion** and t**wo Skeleton Archers** who will attack the party instantly.
* The hallway leading beyond this chamber is **warded** by a Soul Gem on a pedestal on the other side of the ward, there is no way to dispel this barrier or circumvent it without removing the soul gem.
* Searching the Hall with a successful -0 Observe test will result in 1d4 rolls on **Treasure Table A**

ZONE 3 - BARRACKS

A **Bonewolf** wanders the Halls of this Zone and it will Howl alerting the Necromancers closest to it of the party’s presence.

**Area 1 - The Bridge Chamber**

* This large chamber is split by a wide pit, currently filled with **six Zombies** and countless discarded corpses. A stairwell to the Zombies is just to the right of where the party will enter, and they will become enraged, and attack the party, once Blood is drawn (*First person with blood to take damage*).
* A stone bridge crosses the pit to the other side, a **Skeleton Champion** stands guard on this bridge and on the first landing of the stairs into the pit. On the far side of the pit stand **two Skeleton Archers** ready to give cover fire for their allies, regardless of their safety.
* Searching the pit with a successful -0 Observe test will result in 1d4 rolls on **Treasure Table A**.

**Area 2 - The Actual Barracks**

* There are two doors to this room, one on either side. Two Necromancers are busy sleeping in here, and the party must make a +10 Stealth test to prevent waking them.
* Each Chest in this room has a **one in four chance** of having something in it.
  + A Chest contains 1d2 Items from

**Treasure table A**

**Area 3 - The Cell**

* Just beyond the oak door is a **Necromancer** and **Bonewolf** sitting at his feet. They are currently staring into the cell. They will quickly notice the party’s presence and will shout for help and then attack. The **three Necromancers** in the War Room will then come to his aid.
* Any PC that looks into the Cell must make a **-10 Observe test** to notice what’s inside, characters with Night Eye gain a +2 to their DoS. Regardless of DoS, they notice several corpses scattered about disemboweled, half eaten, and covered in gore.
  + **With 1-3 DoS**, they notice a lanky form huddled in the corner just out of the reach or Light.
  + **With 4+ DoS**, they will notice a grotesque **Hunger** is the beast in the corner, currently gorging itself on the remains of a poor soul thrown in there by the Necromancers.

**Area 4 - The Armory**

* A locked, heavy, iron banded, door in the corner of the War Room leads to the Fort’s Armory. (***-20 Subterfuge Test to open***)
  + Inside the party will find 4 Rolls worth of items from **Treasure Table B**.
  + Three Pieces of Full Steel Armor
  + Two Dozen Silver Broadhead Arrows
  + A Superior Silver Spear

**Area 5 - The Officer’s Room**

* This well furnished room looks obviously lived in, a bed on the far wall, a desk and a bookshelf. On the desk are several sketches of magical symbols (Pertaining to the Soul Cairn) along with a **key** (opens the Cell) The bookshelf has a spell tomes on it.
  + Rite of Undeath: Skeleton Champion
* A chest can be found in the corner, its hinges are caked in dust. (***-20 Test to Open***). Inside the Chest is;
  + Large Iron Key (to the Armory)
  + Partial Mithril Helm of Night Eye
  + Silver Dagger of Mind Drain
  + 2 rolls on the **Treasure Table B**

**Area 6 - The War Room**

* Two long wooden tables stretch across this chamber. Several books on Necromancy, Conjuration, and the Planes of Oblivion are laid out on the tables.
* **Three Necromancers** are in this room busy reading through these books, though they will most likely leave to aid the Necromancer outside of the Cell.

**Area 7 - The Ritual Chamber**

* This large chamber has a runic circle etched into the floor with five tables at the tips of a star carved into the circle. A ring of bones sits in its center surrounding a large bowl of blood. On four of the tables are Skeletons and on the fifth is a fresh corpse of an adult imperial woman, apparently slain from a slit throat.
* **Two Necromancers** are in this room along with **two Skeleton Champions** standing guard at the entrance. These foes will turn to fight the approaching Party.
  + The Necromancer closest to the Circle will begin Chanting a spell. **After 2 rounds**, if the Chanting Necromancer lives that long, a **Wraith** will arrive.

ZONE 4 - SANCTUARIES

**Area 1 - The Hall of Old**

*This old hall is adorned by several mosaics painted on its walls depicting various heroic deeds of the Knights that founded this tower.*

* Three Statues stand along the wall of this chamber, each looking towards the central stone pillar of the chamber. Upon entering the chamber, the party will see a large plaque on the central stones. The plaque reads;
  + “**My fellows speak of me, yet hidden shall I be ‘til my name is spoken loud and free.**”
* On each statue is a smaller plaque, they read as follows.
  + **Light**
  + **Purification**
  + **Destruction**
* The Answer is “**Fire/Flame**” and once these words are spoken aloud, a hidden stone door opens on the opposite side of the Central stone pillar from the large plaque.
* Along with the puzzle, there are **two Skeleton Champions** lurking about this chamber.
* In the hidden chamber is a large statue and a coffin. Behind the Statue is a Chest that has a Complete suit of **Full Remanite Templar Armor** along with an **Remanite Templar Tower Shield** and a **Superior Steel Broadsword of Flame.** In this chamber are three coffers containing **300 Drakes each**.

**Area 2 - The Crypt**

*This large chamber is divided into two parts, the lower crypts and the upper crypt, by a small stairway.*

* In the lower crypt stands a lumbering, brutish **Flesh Atronach** that will wait to attack the party until Bovkinna is alerted. At the top of the stairs waits **two Death Hound**s that will bark and attack the party on sight. Just beyond the hounds is the Necromantic Altar with the Master Necromancer **Bovkinna** standing in preparations.
  + Bovkinna is cowardly and has a strong sense of self preservation, so once she realizes she is in honest danger she will use her Amulet of Recall to teleport away to safety, far from the Fort (optional).
* Behind the shrine is a large chest glowing with twisted runes. It is warded and will not open until the Flesh Atronach is slain.
  + This chest contains the following;
    - An unused Phylactery
    - 5 Black Soul Gems
    - Spell Tome: Rite of Motion
    - 2 rolls on the **Treasure Table C**

**Area 3 - The Divine Shrine**

* This chamber appears to have been protected from the attention of the Necromancers with the shrine being intact and undesecrated. If the PCs enter this chamber after the Necromancers have all been slain, or driven out, they will feel a pull towards the altar.
* Those that approach the shrine will be blessed by the Divines for their service.
  + The party receives 3 points that they can spend for a one to one increase to their Characteristics.
* Past this area leads to the Training room, on the other side of the Ward, allowing the PCs to remove the soul gem and end the barrier.