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*Introduction*

This adventure is designed for new players and GMs to get used to the mechanics of the game. Hopefully it will be of use to more experienced GMs and players as a beginning to their many adventures in the lands of Tamriel.

*Opening*

*“You find yourselves on a ship bound to a new land, a new life. Wanting to leave behind your past, whether you are running from something or just wanting to find your way in this world. A storm rages upon the waters and your ship is torn apart, leaving you adrift. You lose yourself to exhaustion and you wake washed ashore on a secluded beach at the bottom of a massive looming overhang, making climbing impossible. The only way you find to escape your coastal cell, is a cave mouth marked with the signs of ruin.”*

*Experience Table*

To use the table below, at the end of a session tally up all of the events your players have completed and reward them accordingly.

* You may only be rewarded for an Activity once per session
* S = The player that performed the act gets the reward
* P = The entire party gets the reward

| ***Activity*** | ***Reward*** | ***S/P*** |
| --- | --- | --- |
| *Achieved a Campaign or Major Party Objective* | *30xp* | *P1* |
| *Successfully Resolved a Social Encounter* | *20xp* | *S* |
| *Dealt with at least one lock or trap* | *15xp* | *S* |
| *Engaged in Roleplay, with party and NPCs* | *20xp* | *S2* |
| *Had a particularly good idea* | *15xp* | *S* |
| *Crafted at least one item* | *10xp* | *S* |
| *Successfully used an untrained skill* | *10xp* | *S* |
| *Traveled to a new place* | *10xp* | *P* |
| *Was a team player, working together* | *10xp* | *P* |
| *Defeated a Minor Threat* | *10xp* | *P* |
| *Defeated a Major Threat* | *20xp* | *P* |
| *Defeated a Deadly Threat* | *30xp* | *P* |

* **1:** This activity can be rewarded multiple times per session.
* **2:** Applies to all parties involved in the Roleplay

***Note****: Combat centric campaigns are advised to allow multiple applications of the “Defeat a Threat” rewards*

***Note****: The reason for only one instance of the “Threat” rewards is to reward combat without incentivising it over a more thoughtful or roleplay resolution.*

*The Coastal Cell*

The party starts washed ashore on a secluded beach after the ship they were on wrecked and they were cast adrift. The storm is still ongoing and the waves crash upon the shore behind them.

Read to the Players At the Start

*“Dazed and soaked, you find yourself half covered in sand. You still hear the beats of the waves behind you, but through some miracle you are intact.”*

A massive cliff face surrounds the small beach, preventing any attempts to climb it. The only way out of here is a small seaside cave

Searching the Beach and Sea Cave for Items

Attempting to scrounge up some equipment from what little wreckage is here on the beach calls for an +20 “Observe” test. A successful test results in a graspable plank of wood, this acts as a Quarterstaff that will break if you roll max damage.

**The Sea Cave**  (1)

Inside the Sea Cave the party is met with a 2 yard wide, 6 yard deep, pit spanning the width of the cave at its center.

This pit can either be jumped (a -10 Acrobatics or Athletics test, -20 if the jumper doesn’t take a running start) or one may attempt to walk along the small ledge that borders it (-10 Acrobatics test). They can also use some of the wreckage to construct a bridge across the pit, this counts as a “Good Idea” for xp gain and requires a luck test for each person who crosses. Any player that fails their Acrobatics/Luck test will fall into the pit, taking 1d10+4 damage to the body. Those that survive the fall must climb out by making a successful Athletics test. (For those who are having a bad time with this, remind them that their Luck Points can be used to reroll.

If one falls, the others can lend aid to their Athletics test, giving them a free reroll. For each person helping, beyond the first, grants a +5 to the test (+10 if the one helping is trained in the skill being tested)

*The Crypts*

The door in the sea cave leads to the Crypt of a castle that rests atop the cliff.

“***Crypt A***” (2)

Read: When they Enter the Door in the Cave

*“Beyond the door in the cave, you find yourself blasted with the scent of mildew and dusty stone. You find yourself in a room with the bodies of two dead goblins and some piles of bones.”*

The Skeletons came from the two coffins along the walls, which are both open and empty.

Description of the Coffins

*“Decorated with the carved effigy of a knight that has lost its more detailed features with the years.”* Written on the coffin is the line *“My Word I keep to the Grave”.*

Loot on the Dead Goblins and Skeletons

* Iron Longsword
* Iron Mace
* Leather Shield
* Iron Dagger
* Wooden Shortbow w/ 6 arrows
* Two Lit Torches

“***Crypt B***” (3)

Read: On Entering Crypt B

*“This Chamber has three coffins on the wall with a lit brazier illuminating its walls, yet no heat emits from the fire.”*

Disturbing the Coffins or attempting to douse the brazier results in the Skeletons in the coffins, in both crypt B & C to emerge and fight the party.

Engraved on the Brazier is the following message.

“*Light I have yet warmth I lack, giveth to me and I shall giveth back.*”

This puzzle requires fire be introduced to the brazier, either from a torch or a fire spell. Solving this puzzle opens the secret door in Crypt C with an audible crash of stone from the other room.

Inside the Secret Alcove (+10 xp)

* Silver Broadsword
* Steel Shield
* Steel Full Helm
* Steel Partial Cuirass
* A Scroll of Fireball lvl ‘2
* A pouch of Gold (100 drakes)

“***Crypt C***” (4)

Only three coffins are inside the chamber, one of them is the secret door detailed above.

*The Dungeon*

The Stairwell in the Crypts leads to here.

“***The Rat Farm***” (5)

The room to the left of the stairs (to the crypts) leads to a small “Office” like room that has a goblin lounging in a chair.

When alerted, the Goblin “Rat Warden” will run into the cell block adjacent to his room and release two larger rats and set them onto the party while he shoots them with his shortbow.

“***The Armory***” (6)

The door to the armory is a large metal one, locked with obvious signs of the goblins' attempts of gaining entrance.

A Successful -10 Subterfuge test (Lockpicks Required) will unlock the door and no amount of brute force will open it. Inside you will find the following.

* 2 Iron Shields
* 1 Iron Broadsword
* 1 Iron Spear
* 1 Iron Battleaxe
* 2 Iron Maces
* 3 Iron Partial Cuirasses
* 3 Partial Leather Cuirasses
* 1 Wooden Shortbow w/ 15 arrows

“***The Training Room***” (7)

Right outside the Training room is a small antechamber with a sleeping goblin. A Stealth test is needed to cross the room without waking him.

This room was once the training room of the knightly order who once called this place home. It is currently occupied by a Goblin Goon, Shaman, and the Shaman’s pet Giant Spider. The Goon is sitting idly by watching the Shaman inspect the glowing door at the far side of the room. The Giant Spider is busy eating the corpse of a dead goblin that was used to test the glowing door.

Scattered around the room are several loose tools and tarnished weapons (all ruined with time).

The Glowing Door in the back leads to the vault.

“***The Vault***” (8)

The Glowing Door in the training room is warded, anyone that touches the door is blasted with 3d6 Magic Damage without a save, the only way to open the door is to answer the riddle written on the door. The Goblin shaman is trying to decipher the riddle.

The Riddle on the Door

“*Those who Keep me, must first give me away*”

* *Answer*: “One’s Word/I Give You My Word”

A player can make a “Logic” skill test to gain the following hint.

* *Maybe the Knights wrote some hint in the crypts or chapel, if there is one.* (On the coffin)

Inside the Vault

The Vault is lined with several depictions of events, victories, and moments of glory throughout the history of the knighthood. Along with these murals the party will find the following treasure.

* +10xp
* A Silver Longsword
* A Silver Spear
* A Silver Mace
* A Scroll of Dispel lvl ‘2
* A Silver Battle Axe
* A Full Steel Cuirass
* A Full Steel Helmet
* A Steel Shield
* A Pouch with 300 Gold
* ‘2 Potions of Healing lvl ‘4 (8 HP)

***“The Patrol”***

A Goblin Berserker patrols the halls at a rate of 5 squares per round. His route starts in the great hall, he then goes to the Chapel and stays for 1 round. Then moves on to the Training rooms antechamber and wakes the sleeping goblin and moves on to the Rat Farm and then back to the Great hall.

If he encounters the party/signs of the party, he will flee towards the Training room (If he encounters them while they are either in or leaving the training room, he will run to the Chapel.) and alert the goblins there, joining the fight.

*The Keep*

The Stairwell in the Dungeon leads here.

***“The Chieftain’s Chamber”*** (9)

This room appears to have been renovated to fit the Chieftain or this tribe. Several old hides, furs, and other baubles are scattered around the room in a rather “Orderly Chaotic” manner. Aside from the random bits and bobs, if the party decides to search the room they will find the following.

* A Full Iron Helm
* A Steel Spear
* An Iron Tower Shield
* A lvl ‘2 Potion of Healing (4 HP)

***“The Barracks”*** (10)

These rooms are obviously the sleeping quarters for the goblins, littered with refuse and loose bones. There are seven rooms, three on either side of a long hallway and one at the end.

In the middle two rooms, the party will find two locked chests. A successful Subterfuge skill test is required to open them, or they can be damaged with a blunt weapon with a total of 15 damage to break them open. They have the following inside.

Chest in Left Room

* 10 Drakes
* 1 Lockpick
* An Iron Dagger
* A Whetstone

Chest in Right Room

* 10 Drakes
* 1 Potion of Rejuvenation (+1 SP)

The room at the end of the hall appears to be the Shamans room. Inside is a warded chest, either a Dispel spell must be cast on it or the party must kill both of the Shamans. The chest has the following inside.

* 3’ Potions of Replenishment (+8 MP)
* 10 Drakes
* A Scroll of lvl ‘3 Ward

***“The Chapel”*** (11)

This room was once a chapel dedicated to the gods of the knighthood. It is currently being used as a shrine to the god of the goblins (Muluk). Inside, a Shaman sits venerating its god and a smaller goblin sits in admiration of the magic.

If the Shaman is alerted to the party’s presence, it will bark an order to the other goblin. The smaller goblin will attempt to bar the party’s access to the room by pushing over a table, blocking the door. If the smaller goblin is alerted, it will do the same.

To move the table out of the party’s way requires a successful Athletics test, or they may hack away at the table (needing a total of 15 damage to break it).

While the party works on removing the table, the shaman will use a strange totem to summon a Hellhound.

***“The Great Hall”*** (12)

This very large room was once the grand feasting hall for the knights that once called this keep home. It is currently the war-chiefs hall, where he sits relaxing on a makeshift throne.

Once the War-Chief is alerted to the party’s presence, he will shout and call for the two goblins in the kitchen then he will send his Berserker and durzogs at the party. The Two goblins from the kitchen will use their bows to attack the party while the durzogs and berserker fight in the front lines.

Once one of the goblins or durzogs are killed or suffer a wound, the War-Chief will join the fight.

Once this fight is over, the adventure is practically over. The large double doors lead to a ruined courtyard. After this, move on and read the Ending narrative in the Epilogue.

***“The Kitchen”*** (13)

This small room is being used by the goblins as a kitchen and larder. Two small goblins are here prepping dinner for their chieftain. These two goblins will be called into the great hall to fight with the Chief. Aside from some loose foodstuffs, there is no loot in the kitchen.

*The Epilogue*

This Adventure was originally made as a one shot, but should be usable to start a longer running campaign. The keep is designed and described to be “Neutral” so a GM can set it in nearly every province, so long as it has a coast, just change the description of the knights and the shrine in the chapel. Listed below are some additions that can be added to bring some more plot hooks for further adventures.

***Adventure Hooks***

*The Prisoner*

You can easily add a prisoner in the Rat Farm cells who can offer the party aid/payment if they release them.

*The Survivor*

You can add another survivor from the shipwreck who will promise wealth and rewards if they can escort them to safety.

*The Failed Quest*

An adventurer attempted to clear out this keep by themselves, which proved quite the folly. Their remains can be found in the chapel. On their body, the party can find information on their quest and the location of the employer, whom they can seek out and report the quest completion and the fate of the last adventurer.

***Ending Narrative***

“*As you push open the old oak doors, covered in the blood and gore of the lives you ended in order to save your own, the storm that doomed you to this fate parts laying bare the wilderness before you. While you may be alive, you are far from safe.*”

*Complete Enemy Stats*

Stats for the various foes that may be encountered during this adventure.

***Crippled Skeleton****, Undead, Minor Solo, 75 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 20* | *Combat 50* |
| *Endurance 35* | *Wound Thr. 10* | *Magic --* |
| *Agility 30* | *Magicka --* | *Evade 30* |
| *Intelligence 10* | *Stamina 3* | *Observe 25* |
| *Willpower 10* | *Initiative +7* | *Stealth 30* |
| *Perception 25* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 7m* | *Social --* |
| *Luck --* | *Size Average* | *Physical 50* |

*\* Weapons & Armor*

***- Ancient Shield****: BR 9 (5), Medium.*

***- Ancient Broadsword****: d8 Slashing; 2m.*

*\* Special Abilities*

***- Power Attack (1 SP****): The Skeleton can add +2 to the damage of a melee attack.*

***- Power Draw (1 SP)****: The Skeleton can reduce the reload time of his next shot by 1.*

***- Rattlebones (2 SP)****: The Skeleton can ignore a single damaging hit with a non-crushing or magical weapon that strikes its Body.*

*\* Traits*

***- Dark Sight****: A creature with this trait can see and act normally in areas with dim or no light.*

***- Immune to Paralysis***

***- Resistance (Frost, Normal Weapons, 2)***

***- Skeletal****: Ranged attackers suffer -20 to hit. The creature is immune to Burning, and ignores the bonus damage from Slashing weapons, but suffers an extra SB damage from melee Crushing weapons.*

***- Undead****: Does not breath or eat, immune to disease, poison, non-severed wounds, aging, fatigue, dazed, deaf, and organ damage.*

***- Minion****: A Crippled Skeleton dies if it ever suffers a Wound of any sort.*

***Goblin Goon,*** *Beast, Minor Solo, 100 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 35* | *Hit Points 10* | *Combat 45* |
| *Endurance 10* | *Wound Thr. 6* | *Magic 15* |
| *Agility 35* | *Magicka --* | *Evade 45* |
| *Intelligence 15* | *Stamina 2* | *Observe 45* |
| *Willpower 15* | *Initiative +6* | *Stealth 45* |
| *Perception 35* | *AP 3* | *Knowledge 15* |
| *Personality 10* | *Speed 9m* | *Social 10* |
| *Luck --* | *Size Small* | *Physical 35* |

*\* Weapons & Armor*

***- Goblin Blade:*** *d6 Slashing, Exploit Weakness, Reach 1m.*

***- Goblin Bow:*** *d6 Slashing, Reload 1, Range 100m.*

* *8 Arrows (Slashing)*

***- Goblin Armour****: Partial AR 2, Light, All*

***- Goblin Shield****: BR 6 (3), Light.*

*\* Special Abilities*

***- Gang Up (1 SP)****: Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Goblin. Ganging up imposes a -10 on the target's Defence roll. Additionally, each ganging up Goblin adds +1 damage to the*

*attacking Goblin's damage roll.*

*\* Traits*

***- Minion****: A Goblin dies if it ever suffers a Wound of any sort.*

***Goblin Rat Warden***

*Goblin Goon with 15 HP 8 WT, he does carry ‘3 lockpicks.*

***Cave Rats****, Beast, Minor Solo, 10 White Soul*

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

*\* Weapons & Armor*

***- Claws and Teeth****: d4 Slashing, Reach 1m.*

*\* Special Abilities*

***- Rat Leap (1 SP)****: The rat leaps up to 3m, and makes a biting attack against the target. Dodging or Parrying the attack has a -20 penalty as the rat catches them off-guard.*

*\* Traits*

***- Bestial****: Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.*

***- Dark Sight****: A creature with this trait can see and act normally in areas with dim or no light.*

***- Diseased (-30)****: Cave Rats with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -30 or contract Common Disease.*

***- Minion****: A Cave Rat dies if it ever suffers a Wound of any sort.*

***- Quadruped****: When Dashing, triples Speed.*

***Goblin Shaman****, Beast, Major Solo, 300 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 30* |
| *Endurance 30* | *Wound Thr. 9* | *Magic 65* |
| *Agility 35* | *Magicka 35* | *Evade 55* |
| *Intelligence 35* | *Stamina 3* | *Observe 55* |
| *Willpower 35* | *Initiative +9* | *Stealth 45* |
| *Perception 35* | *AP 3* | *Knowledge 55* |
| *Personality 15* | *Speed 9m* | *Social 15* |
| *Luck --* | *Size Small* | *Physical 30* |

*\* Weapons & Armor*

***- Goblin Totem Staff****: d6 Splitting, Magic, Focus, Impaling, Innate Spell (Heal/Fire Bolt d4), Reach 2m.*

*\* Special Abilities*

***- Refresh (1 SP)****: The Goblin Shaman can perform a tribal dance. This refreshes both of his spell casts for his Spellcaster trait.*

*\* Traits*

***- Spellcaster****: Can pick up to 2 of the following spells. The Shaman does not track Magicka, but instead can cast each spell one time.*

* *Firebolt ‘1*
* *Heal Ally ‘1*
* *Chain Lightning ‘1*
* *Poisonbloom ‘1*

***Giant Spider****, Beast, Major Solo, 160 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 22* | *Combat 65* |
| *Endurance 44* | *Wound Thr. 12* | *Magic --* |
| *Agility 55* | *Magicka --* | *Evade 65* |
| *Intelligence 15* | *Stamina 4* | *Observe 50* |
| *Willpower 30* | *Initiative +9* | *Stealth 70* |
| *Perception 30* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 15m* | *Social --* |
| *Luck --* | *Size Average* | *Physical 60* |

*\* Weapons & Armor*

***- Bite****: d6 Slashing, Bite, Reach 1m.*

***- Stingers****: d6 Poison, Reach 1m.*

*\* Special Abilities*

***- Poison Spray (1 SP)****: The spider can spray poison at a target up to 10m away as a ranged attack action. It gains a +10 to hit. The poison spray does 2d6 Poison damage.*

***- Web Blast (1 SP)****: The spider can launch a web up to 10m as a ranged attack action. If it hits, the target is Entangled.*

*\* Traits*

***- Bestial:*** *Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.*

***- Bite:*** *A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.*

***- Climber:*** *The creature can climb walls and ceilings as if open ground.*

***- Crawler****: The creature is not slowed by terrain.*

***- Dark Sight****: A creature with this trait can see and act normally in areas with dim or no light.*

***- Diseased (+0)****: Giant Spiders with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.*

***- Minion****: A Giant Spider dies if it ever suffers a Wound of any sort.*

***Durzog****, Beast, Major Solo, 40 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 18* | *Combat 55* |
| *Endurance 35* | *Wound Thr. 9* | *Magic --* |
| *Agility 40* | *Magicka --* | *Evade 40* |
| *Intelligence 25* | *Stamina 3* | *Observe 50* |
| *Willpower 20* | *Initiative +9* | *Stealth 40* |
| *Perception 35* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 13m* | *Social --* |
| *Luck --* | *Size Small* | *Physical 50* |

*\* Weapons & Armor*

***- Bite:*** *d10 Crushing (2), Bite, Reach 1m.*

***- Plated Hide:*** *Partial AR 5 / Poison AR 1.*

***- Weak Point (Underbelly):*** *No AR on its underbelly.*

*\* Special Abilities*

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

*\* Traits*

***- Bestial****: Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.*

***- Bite****: A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.*

***- Dark Sight****: A creature with this trait can see and act normally in areas with dim or no light.*

***- Diseased (+0):*** *Durzogs with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.*

***- Greenskin's Best Friend:*** *Even though it cannot speak any languages, a durzog can understand simple orders given by a goblin or orc that it trusts.*

***- Quadruped:*** *When Dashing, triples Speed.*

***- Savage:*** *Rolls its damage dice twice and picks the highest.*

***- Teamwork:*** *Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.*

***Goblin Berserker****, Beast, Minor Group, 120 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 15* | *Combat 45* |
| *Endurance 30* | *Wound Thr. 9* | *Magic 15* |
| *Agility 35* | *Magicka --* | *Evade 45* |
| *Intelligence 10* | *Stamina 3* | *Observe 45* |
| *Willpower 20* | *Initiative +5* | *Stealth 45* |
| *Perception 10* | *AP 2* | *Knowledge 15* |
| *Personality 5* | *Speed 10m* | *Social 10* |
| *Luck --* | *Size Average* | *Physical 35* |

*\* Weapons & Armor*

***- Goblin Battle Axe****: d8 Splitting, UW, 2h, Reach 1m.*

***- Goblin Heavy Armour****: Partial AR 4, Medium, All*

*\* Special Abilities*

***- Blood Frenzy (1 AP)****: The berserker can spend an AP to work himself into a blood rage. While frenzied, he cannot make Defensive Reactions but rolls all damage dice twice and picks the highest.*

***- Whirlwind (1 SP)****: The berserker can strike up to 3 targets in his Reach as part of a single melee attack. Roll the attack roll once, and all defenders react separately. The goblin can choose the order his opponents resolve their defenses.*

***Goblin Chieftain****, Beast, Major Group, 350 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 24* | *Combat 80* |
| *Endurance 48* | *Wound Thr. 13* | *Magic 15* |
| *Agility 40* | *Magicka 25* | *Evade 50* |
| *Intelligence 25* | *Stamina 4* | *Observe 50* |
| *Willpower 40* | *Initiative +9* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge 35* |
| *Personality 15* | *Speed 13m* | *Social 15* |
| *Luck --* | *Size Average* | *Physical 70* |

*\* Weapons & Armor*

***- Goblin Chieftain Armour****: Full AR 4, Medium, All.*

***- Goblin Chief-Axe and Shield****: d8 Splitting, UW, Reach 1m*

*BR 7 (4) Light.*

*\* Special Abilities*

***- Inspire (1 SP)****: On its turn, a Goblin War-Chief can spend a Stamina and make a Simple Combat Test to rally its tribesmen. Up to DoS Goblins are Inspired and can re-roll their next failed test.*

***- War-Caller (1 SP and 1 AP)****: On its turn, as part of an Action, the Goblin War-Chief can spend a Stamina Point to call his goblins to arms. All Goblins within 10m can immediately make a free Attack action, or use their Gang Up ability without spending a Stamina Point.*

*\* Traits*

***- Savage****: Rolls damage twice and takes highest.*

***Hellhound****, Daedra, Major Solo, 200 White Soul*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 60* |
| *Endurance 30* | *Wound Thr. 8* | *Magic --* |
| *Agility 50* | *Magicka --* | *Evade 60* |
| *Intelligence 15* | *Stamina 3* | *Observe 70* |
| *Willpower 30* | *Initiative +10* | *Stealth 90* |
| *Perception 40* | *AP 3* | *Knowledge 5* |
| *Personality 5* | *Speed 15m* | *Social 5* |
| *Luck --* | *Size Average* | *Physical 50* |

*\* Weapons & Armor*

***- Infernal Bite:*** *1d6 Slashing, +1 Fire; Bite, Magic, 1m Reach.*

***- Natural Toughness 3.***

*\* Special Abilities*

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

***- Shadow Strike (1 SP)****: After making a successful melee attack while Hidden, the Hound deals an additional 1d6+3 damage that ignores armor.*

***- Fire Breath (1 SP + 1 AP)****: The Hellhound can unleash a torrent of flame from its slavering jaws, which is a 10m cone that deals 1d10 Fire Damage to all targets.*

*\* Traits*

***- Bite****: A Bite attack that deals damage automatically starts a Grapple. If the target successfully Counter Attacks a Bite, the Counter Attack ignores the creature’s AR and Natural Toughness.*

***- Dark Sight****: Can see and act normally in areas with no light.*

***- Immunity (Fire).***

***- Netherbeast:*** *The Hellhound ignores all movement restrictions from the Hidden condition. If it kills a target with a melee attack while Hidden, it can attempt a Stealth test opposed by the Observe of anyone that could have seen the attack. If successful, it retains the Hidden condition. Additionally, when the Hell Hound successfully rolls Stealth, it scores a minimum of 4 Degrees of Success.*

***- Quadruped****: Triples its Speed when Dashing.*

***- Resistance (Normal Weapons, 5)****.*

***- Unrelenting:*** *Characters cannot Disengage from a Hellhound.*

*Pregenerated Characters*

**

*The “Warrior”*

**Race**

Redguard

**Birthsign**

The Warrior

**Characteristics**

*- Strength* ***(43) \****

*- Endurance*  ***(43)***

*- Agility* ***(40) \****

*- Willpower*  ***(29)***

*- Intelligence* ***(31)***

*- Perception* ***(42)***

*- Personality* ***(30)***

*- Luck*  ***(40)***

Lucky #: **13 - 43 - 24 - 16**

Unlucky #: **67**

**Attributes**

*- HP:* ***22***

*- WT:* ***10***

*- SP:* ***5***

*- MP:* ***31***

*- Speed:* ***12m***

*- Initiative:* ***+11***

**Traits**

***Disease Resistance (75%)****: Characters with this trait have*

*a chance to resist diseases. Whenever the character would*

*be infected by a common disease, roll a d100. If the roll is*

*less than or equal to 75, the character doesn’t get the disease.*

***Resistance (Poison, 3)****: This character reduces all incoming*

*poison damage by 3, and gains a +30 bonus to tests made*

*to resist non-damaging poison effects. This trait can stack.*

***Adrenaline Rush:*** *The character may choose to gain 1 SP at any time. If the character is fatigued when this power is used then remove a level of fatigue instead. This SP persists only for that encounter, and this power may only be used once until after the character’s next long rest.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Evade* | ***1*** | ***+10*** | ***50*** |
| *Athletics* | ***0*** | ***+0*** | ***43*** |
| *Observe* | ***0*** | ***+0*** | ***42*** |
| *Combat Style* | ***2*** | ***+20*** | ***63*** |

CS: (*Longsword, Medium/Heavy, Shields, Mace, Spear, Dagger*)

**Talents**

Brawler

The character adds a bonus degree of success to any successful Combat Style or Evade tests made while within melee range of two or more opponents.

Duelist

The character adds a bonus degree of success to any successful Combat Style or Evade tests made while within melee range of only one opponent.



*The “Rogue”*

**Race**

Khajiit (Suthay-Raht)

**Birthsign**

The Thief

**Characteristics**

*- Strength* ***(28)***

*- Endurance*  ***(28)***

*- Agility* ***(46) \****

*- Willpower*  ***(30)***

*- Intelligence* ***(41) \****

*- Perception* ***(43)***

*- Personality* ***(38)***

*- Luck*  ***(40)***

Lucky #: **2 - 71 - 99 -66 - 97**

Unlucky #: **50**

**Attributes**

*- HP:* ***14***

*- WT:* ***7***

*- SP:* ***2***

*- MP:* ***41***

*- Speed:* ***10m***

*- Initiative:* ***+12***

**Traits**

***Dark Sight****: A character with this trait can see normally*

*even in areas with total darkness, and never takes penalties*

*for acting in areas with dim or no lighting.*

***Natural Weapons (Claws; 1d4; Slashing)***

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Evade* | ***1*** | ***+10*** | ***56*** |
| *Stealth* | ***1*** | ***+10*** | ***56*** |
| *Observe* | ***0*** | ***+0*** | ***43*** |
| *Subterfuge* | ***1*** | ***+10*** | ***56*** |
| *Acrobatics* | ***0*** | ***+0*** | ***46*** |
| *Combat Style* | ***0*** | ***+0*** | ***46*** |

CS (*Dagger, Parrying Dagger, Shield, Shortbow, Light Armor)*



*The “Mage”*

**Race**

Dunmer

**Birthsign**

The Mage

**Characteristics**

*- Strength* ***(31)***

*- Endurance*  ***(28)***

*- Agility* ***(38)***

*- Willpower*  ***(40) \****

*- Intelligence* ***(43) \****

*- Perception* ***(40)***

*- Personality* ***(37)***

*- Luck*  ***(40)***

Lucky #: **74 - 40 - 75 - 60**

Unlucky #: **4**

**Attributes**

*- HP:* ***14***

*- WT:* ***9***

*- SP:* ***2***

*- MP:* ***53***

*- Speed:* ***9m***

*- Initiative:* ***+11***

**Traits**

***Resistance (Fire, 3)****: This character reduces all incoming*

*fire damage by 3, and gains a +30 bonus to tests made to*

*resist non-damaging fire effects. This trait can stack.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Destruction* | ***1*** | ***+10*** | ***50*** |
| *Alteration* | ***1*** | ***+10*** | ***50*** |
| *Illusion* | ***1*** | ***+10*** | ***50*** |
| *Restoration* | ***0*** | ***+0*** | ***40*** |
| *Logic* | ***0*** | ***+0*** | ***43*** |

**Spells**

Firebolt, Level ‘1 (Destruction)

*Cost: 3 MP*

*Range: 100m*

*SpStr: 1d4 (+WpB)*

Chain Lightning, Level ‘1 (Destruction)

*Cost: 8 MP*

*Range: 50m (10m\*2 Arcs to second then third target)*

*SpStr: 1d4 (+WpB)*

Paralyze, Level ‘1 (Illusion)

*Cost: 11 MP*

*Range: 50m*

*SpStr: +20 (1 round)*

Heal Ally, Level ‘1 (Restoration) “-10 to test”

*Cost: 4 MP*

*Range: Touch*

*SpStr: Resotres 2 HP*

Ward, Level ‘1 (Alteration) “Reaction”

*Cost: 4 MP*

*Range: Self*

*SpStr: Reduces incoming damage by 6*

Armor, Level ‘1 (Alteration) “Upkeep”

*Cost: 7 MP*

*Range: Self*

*SpStr: Caster gets AR 1 for 1 minute*



*The “Pilgrim”*

**Race**

Nord

**Birthsign**

The Ritual

**Characteristics**

*- Strength* ***(40) \****

*- Endurance*  ***(43)***

*- Agility* ***(29)***

*- Willpower*  ***(40) \****

*- Intelligence* ***(38)***

*- Perception* ***(34)***

*- Personality* ***(37)***

*- Luck*  ***(36)***

Lucky #: **89 - 16 - 18**

Unlucky #: **17 - 34**

**Attributes**

*- HP:* ***22***

*- WT:* ***13***

*- SP:* ***4***

*- MP:* ***38***

*- Speed:* ***8m***

*- Initiative:* ***+8***

**Traits**

***Resistance (Frost, 2)****: This character reduces all incoming*

*frost damage by 2, and gains a +20 bonus to tests made to*

*resist non-damaging frost/cold effects. This trait can stack.*

***Resistance (Shock, 1)****: This character reduces all incoming*

*shock damage by 1, and gains a +10 bonus to tests made*

*to resist non-damaging shock effects. This trait can stack.*

*Choose one of the Following*

***Mara’s Gift***

*This character can speak the word of the divines for an hour*

*in order to remove a single wound and all of its effects (not*

*including lost limbs) from themselves. This also restores an*

*amount of HP equal to the amount of damage dealt to cause*

*the wound. The character may choose to burn 2d6 Luck in*

*order to allow this power to also restore lost limbs. The character*

*must remain still for the entire duration while they perform*

*the ritual. This power can only be used once until after the*

*character’s next long rest.*

***Blessed Touch***

*This character can speak the word of the divines for an hour*

*in order to remove a single wound and all of its effects (not*

*including lost limbs) from another character. This also restores*

*an amount of HP equal to the amount of damage dealt to cause*

*the wound. The character may choose to burn 2d6 Luck in*

*order to allow this power to also restore lost limbs. The target*

*character must remain still for the entire duration while the*

*character performs the ritual. This power can only be used once*

*until after the character’s next long rest.*

***Blessed Word***

*The character may begin speaking the word of the divines*

*through the use of the Cast Magic action. This has the effect*

*of creating a circle with a radius equal to their Willpower bonus*

*in meters. Characters with the Undead or Undying traits must*

*flee the circle and no characters with those traits may willingly*

*enter it unless they can pass a -40 Willpower test (which may*

*only be attempted once per round).*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Lore* | ***0*** | ***+0*** | ***38*** |
| *Observe* | ***0*** | ***+0*** | ***37*** |
| *Alteration* | ***0*** | ***+0*** | ***40*** |
| *Restoration* | ***1*** | ***+10*** | ***50*** |
| *Combat Style* | ***1*** | ***+10*** | ***50*** |

CS (*Mace, Quarterstaff, Improvised Weapons, Shields, Battle Axe)*

**Spells**

Heal, Level ‘1 (Restoration)

*Cost: 4 MP*

*Range: Self*

*SpStr: Resotres 2 HP*

Heal Ally, Level ‘1 (Restoration)

*Cost: 4 MP*

*Range: Touch*

*SpStr: Resotres 2 HP*

Stabilize, Level ‘1 (Restoration)

*Cost: 1 MP*

*Range: Touch*

*SpStr: Stabilizes target dying character within 1m.*

Armor, Level ‘1 (Alteration) “Upkeep” (*You take a -10 on test*)

*Cost: 7 MP*

*Range: Self*

*SpStr: Caster gets AR 1 for 1 minute*

**Talent**

Spell Sword

The character only needs one free hand to cast spells without penalty instead of two.



*The “Archer”*

**Race**

Bosmer

**Birthsign**

The Steed

**Characteristics**

*- Strength* ***(35)***

*- Endurance*  ***(36)***

*- Agility* ***(48) \****

*- Willpower*  ***(29)***

*- Intelligence* ***(34)***

*- Perception* ***(42) \****

*- Personality* ***(34)***

*- Luck*  ***(36)***

Lucky #: **19 - 10 - 86**

Unlucky #: **8 - 75**

**Attributes**

*- HP:* ***18***

*- WT:* ***8***

*- SP:* ***3***

*- MP:* ***34***

*- Speed:* ***13m***

*- Initiative:* ***+10***

**Traits**

***Disease Resistance (50%)****: Characters with this trait have*

*a chance to resist diseases. Whenever the character would*

*be infected by a common disease, roll a d100. If the roll is*

*less than or equal to 50, the character doesn’t get the disease.*

***Resistance (Poison, 1)****: This character reduces all incoming*

*poison damage by 1, and gains a +10 bonus to tests made*

*to resist non-damaging poison effects. This trait can stack.*

***(Racial) Beast Tongue****: Bosmer can speak to, and understand*

*the speech of, animals.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Observe* | ***0*** | ***+0*** | ***42*** |
| *Stealth* | ***0*** | ***+0*** | ***48*** |
| *Evade* | ***1*** | ***+10*** | ***58*** |
| *Combat Style* | ***2*** | ***+20*** | ***68*** |

CS(*Dagger, Shortbows, Javelins, Light Armor, Shields, Battle Axe)*

**Talent**

Eye of Vengeance

The character treats all enemy Wound Thresholds as being one lower than normal when making ranged attacks.



*The “Sorcerer”*

**Race**

Argonian

**Birthsign**

The Apprentice

**Characteristics**

*- Strength* ***(31)***

*- Endurance*  ***(38)***

*- Agility* ***(37)***

*- Willpower*  ***(40) \****

*- Intelligence* ***(44) \****

*- Perception* ***(40)***

*- Personality* ***(28)***

*- Luck*  ***(40)***

Lucky #: **93 - 26 - 65 - 59**

Unlucky #: **34**

**Attributes**

*- HP:* ***16***

*- WT:* ***10***

*- SP:* ***3***

*- MP:* ***69***

*- Speed:* ***9m***

*- Initiative:* ***+11***

**Traits**

***Disease Resistance (75%)****: Characters with this trait have*

*a chance to resist diseases. Whenever the character would*

*be infected by a common disease, roll a d100. If the roll is*

*less than or equal to 75, the character doesn’t get the disease.*

***Immunity (Poison)****: The character is immune to the effects*

*of poison.*

***Amphibious****: The character can breathe water, and ignores*

*the skill cap placed on his combat rolls by his Athletics skill*

*when fighting in water.*

***Weakness (Magic) ‘2***

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Conjuration* | ***1*** | ***+10*** |  |
| *Dstruction* | ***1*** | ***+10*** |  |
| *Alteration* | ***1*** | ***+10*** |  |
| *Combat Style* | ***0*** | ***+0*** | ***37*** |

CS (*Mace, Quarterstaff, Shields, Heavy/Medium Armor)*

**Spells**

Armor, Level ‘1 (Alteration) “Upkeep”

*Cost: 7 MP*

*Range: Self*

*SpStr: Caster gets AR 1 for 1 minute*

Ward, Level ‘1 (Alteration) “Reaction”

*Cost: 4 MP*

*Range: Self*

*SpStr: Reduces incoming damage by 6*

Chain Lightning, Level ‘1 (Destruction)

*Cost: 8 MP*

*Range: 50m (10m\*2 Arcs to second then third target)*

*SpStr: 1d4 (+WpB)*

Summon Scamp, Level ‘1 (Conjuration)

*Cost: 15 MP*

*Range: Creates a Scamp with 5m of the caster*

*SpStr: Mindlock ‘1 (You lose 1 AP)*

* *Scamp Acts on the casters initiative*
* *Scamp makes a TN 35 Wp test to resist control*

**

*The “Barbarian”*

**Race**

Orsimer

**Birthsign**

The Warrior

**Characteristics**

*- Strength* ***(44) \****

*- Endurance*  ***(47)***

*- Agility* ***(37) \****

*- Willpower*  ***(35)***

*- Intelligence* ***(32)***

*- Perception* ***(38)***

*- Personality* ***(28)***

*- Luck*  ***(36)***

Lucky #: **88 - 73 - 62**

Unlucky #: **49 - 87**

**Attributes**

*- HP:* ***25***

*- WT:* ***11***

*- SP:* ***5***

*- MP:* ***32***

*- Speed:* ***10m***

*- Initiative:* ***+9***

**Traits**

***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.*

**Skills**

| ***Skill*** | ***Rank*** | ***Bonus*** | ***TN*** |
| --- | --- | --- | --- |
| *Smithing* | ***0*** | ***+0*** | ***44*** |
| *Athletics* | ***0*** | ***+0*** | ***44*** |
| *Evade* | ***1*** | ***+10*** | ***47*** |
| *Observe* | ***0*** | ***+0*** | ***38*** |
| *Combat Style* | ***1*** | ***+10*** | ***54*** |

CS (*Light Armor, Shields, Battle Axe, broadswords, daggers)*

**Talent**

Arms Master

The character never suffers the usual -20 untrained penalty for using weapons not included in one of their Combat Styles.

