*Table of Contents*

* *Air Atronach...pg 2*
* *Grievous Twilight...pg 3*
* *Harvester...pg 4*
* *Herne...pg 5*
* *Knight of Order...pg 6*
* *Lurker...pg 7*
* *Shrike...pg 8-9*
* *Seeker...pg 9-10*
* *Skaafin...pg 11*
* *Vermai...pg 12*
* *Watcher...pg 13*
* *Daedric Titan...pg 14*
* *Wyrmling...pg 15-16*
* *Centaur...pg 16-17*
* *Gryphon...pg 17*
* *Gargoyle...pg 18*
* *Nymph...pg 19*
* *Spriggan… pg 20*
* *Lurcher...pg 21*
* *Nereid...pg 22*
* *Frost Giant...pg 23*
* *Riekling...pg 24-25*
* *Grahl...pg 25-26*
* *Udyrfrykte...pg 26*
* *Bristleback...pg 27*
* *Hagraven...pg 28-29*
* *Dovah, Dragon...pg 29-31*
* *Homunculus...pg 32*
* *Alit...pg 33*
* *Kagouti...pg 34*
* *Nix-Hound...pg 35*
* *Guar...pg 36*
* *Scrib...pg 37*
* *Kwama Forager...pg 38*
* *Kwama Worker...pg 39*
* *Kwama Warrior...pg 40*
* *Kwama Queen...pg 41*
* *Netch...pg 42*
* *Cliff Racer...pg 43*
* *Shalk...pg 44*
* *Silt Strider...pg 45*
* *Ash Zombie...pg 46*
* *Ash Slave...pg 47*
* *Ash Ghoul...pg 48*
* *Ascended Sleeper...pg 39*
* *Ash Vampire...pg 50-51*
* *Corprus Stalker...pg 51*
* *Unicorn...pg 52-53*
* *Vampires...pg 53-57*
* *Falmer...pg 58-59*
* *Ice Wraith...pg 60*
* *Gehenoth...pg 61*
* *Wisp...pg 62*
* *Wispmother...pg 63*
* *Mammoth...pg 64-65*
* *Chaurus...pg 65-66*
* *Gatekeeper of the Fringe...pg 67-68*
* *Scalon...pg 69*
* *Gnarl...pg 70*
* *Baliwog...pg 71*
* *Lycanthropes...pg 72-74*
* *Wamasu...pg 75*
* *Feathered Serpent...pg 76*
* *Niben Drake...pg 77*
* *Hulking Fabricant...pg 78*
* *Verminous Fabricant...pg 79*
* *Hoarvor...pg 80*
* *Hackwing...pg 81*
* *Haj Mota...pg 82*
* *Stone Atronach...pg 83*
* *Welwa...pg 84*
* *Duneripper...pg 85*
* *Kotu Gava...pg 86*
* *Strangler...pg 87*
* *Mantikora...pg 88*
* *Yaghra...pg 89-92*
* *Wormmouth...pg 93*

*\* New Traits*

* ***Linguist (Language)****: This creature speaks a language. This trait is used for creatures that many would not know what language they speak.*
* ***Air Atronach****, Daedra, Major Group, 900 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 40* | *Combat 70* |
| *Endurance 50* | *Wound Thr. 16* | *Magic 90* |
| *Agility 45* | *Magicka -* | *Evade 65* |
| *Intelligence 35* | *Stamina 5* | *Observe 35* |
| *Willpower 60* | *Initiative 10* | *Stealth 45* |
| *Perception 35* | *AP 3* | *Knowledge 35* |
| *Personality 5* | *Speed 13m* | *Social -* |
| *Luck -* | *Size Large* | *Physical 70* |

*\* Weapons & Armor*  
 ***- Stone Blades****: d8 Slashing, magic, 2m Reach*

***- Natural Toughness ‘3***

*\*Special Abilities*

***- Whirlwind Gale (1 SP)****: Everyone in a 5m area around the Air Atronach must make a Strength check or get thrown 2m and fall prone.*

***- Lightning Rod****: Any Shock spell cast within 10m of the Air Atronach is forced to target them and they restore an amount of HP equal to the damage dealt.*

*\*Traits*

***- Gale Form****: The Atronach treats all its Hit Locations as being Body. Additionally, all characters within 2m of the Air Atronach take d6 Crushing damage at the start of each of their turns as they are bombarded by debris and stones.*

***- Float****: The Air Atronach floats 1m off the ground.*

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

***- Immune to Shock***

***- Atronach****: The Air Atronach knows the following spells. The Air Atronach does not track Magicka, but instead can*

*cast each spell as often as they like.*

***Spell List***

* *Shock Bolt ‘2*
* *Shock Cloak ‘3*

*\*Encountering Air Atronachs*

*Summoned by conjurers and used as workers by the Psijics, these atronachs combine the martial prowess of the frost atronach, agility of the flame atronach, and the magical capabilities of the storm atronachs. They Appear as a mass of floating stones with swirling winds and electricity arcing from stone to stone, wielding twin stone scimitars that they use with deadly skill. They are most often found in the service of conjurers and daedric cults.*

*\*Air Atronach Loot*

*- If slain while permanently bound to Mundus, a character can make a -30 Alchemy test to salvage the Void Salts, which are*

*an Extremely Rare Mysticism ingredient.*

* ***Grievous Twilight****, Daedra, Deadly Solo, 500 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 30* | *Combat 120* |
| *Endurance 60* | *Wound Thr. 16* | *Magic 70* |
| *Agility 60* | *Magicka 40* | *Evade 70* |
| *Intelligence 40* | *Stamina 6* | *Observe 45* |
| *Willpower 50* | *Initiative 13* | *Stealth 70* |
| *Perception 35* | *AP 3* | *Knowledge 40* |
| *Personality 20* | *Speed 17m* | *Social 40* |
| *Luck -* | *Size Med.* | *Physical 75* |

*\* Weapons & Armor*

***- Talons****: d10 Slashing, Magic, 2m Reach*

***- Goring Horns****: d10 Splitting, Magic, 1m Reach, Unwieldy*

*\* Special Abilities*

***- Teleport (1 SP)****: The Grievous Twilight can teleport upto 10m, without provoking an attack of opportunity*

***- Refresh Spells (1 AP)****: The Daedra can spend a Stamina Point to refresh all their spell casters for their Spellcaster* trait.

*\* Traits*

***- Flyer (15)****: The Grievous Twilight can fly at a Speed of 15m.*

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

***- Resist Fire ‘4***

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

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

***- Spell Reflect (2)****: Whenever the Grievous Twilight would be affected by a magic spell, roll a d10. On a 2 or less, the*

*Grievous Twilight is unaffected and the caster of the spell is affected instead.*

***- Special Hit Locations****: Rolls of 5 affect its right wing and 6 is their left.*

***- Spellcaster****: The Grievous Twilight knows the following spells. The Grievous Twilight does not track Magicka, but instead can*

*cast each spell they know one time.*

* *Spell List*

*Firebolt ‘3*

*Firebolt ‘4*

*Fireball ‘4*

*Fireball ‘5*

*\* Encountering Grievous Twilights*

*Grievous Twilights are corrupted Winged Twilights in the service of Molag Bal and Nocturnal. They can be found as guardians of daedric ruins or in the service of sorcerers, conjurers, and daedric cultists.*

*\* Grievous Twilight loot*

*- If slain while permanently bound to Mundus, a character can make a -30 Alchemy test to salvage the Void Salts, which are*

*an Extremely Rare Mysticism ingredient.*

*- Additionally, if slain while permanently bound to Mundus, a character can make a -40 Alchemy test to salvage the Daedra’s Heart, which is a Legendary Restoration ingredient.*

* ***Harvester****, Daedra, Major Group, 900 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 40* | *Combat 80* |
| *Endurance 40* | *Wound Thr. 17* | *Magic 70* |
| *Agility 45* | *Magicka 40* | *Evade 75* |
| *Intelligence 40* | *Stamina 4* | *Observe 80* |
| *Willpower 80* | *Initiative 13* | *Stealth 75* |
| *Perception 50* | *AP 3* | *Knowledge 40* |
| *Personality 40* | *Speed 13m* | *Social 40* |
| *Luck -* | *Size Large* | *Physical 70* |

*\* Weapons & Armor*

***- Scaled Hide****: Full AR 6, all locations*

***- Clawed Hands****: d8 Slashing, Magic, 2m Reach*

*\* Special Abilities*

***- Grim Harvest (1 SP)****: The Harvester can sap 1d6 HP from all creatures within 5m of them and they restore an amount of HP equal to the total damage dealt.*

***- Constrict****: If the Harvester hits twice with their claws, they can spend 1 stamina point to grapple the target. While grappled the target takes 1d4 crushing damage at the beginning of the Harvesters turn.*

***- Refresh Spells (1 AP)****: The Daedra can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

*\* Traits*

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

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

***- Resistance (Magic) ‘2***

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

***- Half-Serpent****: A Harvester treats their Leg hit locations as being Body*

***- Spellcaster***: *The Harvester knows the following spells. The Harvester does not track Magicka, but instead can cast each spell they know one time.*

* *Spell List*

*Shockbolt ‘3*

*ShockBolt ‘4*

*Paralyze ‘4*

*\* Encountering Harvesters*

*Harvesters are serpentine daedra who serve Molag Bal as torturers and inquisitors. Most found on Mundus are in the service to cultists of Molag Bal.*

*\* Harvester Loot*

* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a daedra’s heart, which is a Legendary Restoration Ingredient.*
* *Additionally, if permanently bound to Mundus, a character can make a -30 survival test over a long rest and harvest their Scaly Hide, worth 1200 drakes.*
* *On a -30 Survival test, a character can, over the course of a Long Rest, turn a Harvester’s hide into one piece of Partial Harvester Hide armor. Alternatively, creating a Full Harvester Hide chest piece requires two hides. Harvester Hide armor has the stats of Mithril armor.*
* ***Herne****, Daedra, Major Solo, 800 White Soul*

*(From Battlespire)*

*The Herne are bipedal daedra in the service of Hircine. They revere the hunt and are summoned by barbarian shamans and witches. The Glenmoril coven is fond of them as protectors and debt collectors.*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 25* | *Combat 75* |
| *Endurance 50* | *Wound Thr. 13* | *Magic 40* |
| *Agility 75* | *Magicka 40* | *Evade 85* |
| *Intelligence 40* | *Stamina 5* | *Observe 90* |
| *Willpower 40* | *Initiative +20* | *Stealth 85* |
| *Perception 80* | *AP 4* | *Knowledge 40* |
| *Personality 35* | *Speed 18m* | *Social 35* |
| *Luck -* | *Size Med.* | *Physical 60* |

*\* Unconventional Skills*

***- Survival:*** *TN 110*

*\* Weapons & Armor*

***- Hernic Spear****: 1d8/10+3 Impaling, Splitting, Thrown (10/25/35), Unwieldy, magic, 2-3m reach, 1.5h*

***- Hernic Bow****: 1d10 (+3 Arrows) reload 2, unwieldy, magic, 30/270/370 range, 2h*

***- Claws****: 1d6 slashing, magic, 1m reach*

*\* Special Abilities*

***- Hunter’s Training:*** *Herne adds the Splitting quality to their Spears and reduces the Reload of their Bows by 1.*

***- Hunter’s Mark (1 SP)****: The Herne can mark a single target, they deal an extra 1d4 damage to that target.*

*\* Traits*

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

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

***- Skyclad****: Has the Natural toughness (4) trait when not wearing armor.*

***- Pursuer****: If the Herne moves in the direction of their marked target, they can double their move speed.*

*\* Encountering Herne*

*\* Herne Loot*

* *If killed while permanently bound to Mundus, their gear can be looted.*
* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a daedra’s heart, which is a Legendary Restoration Ingredient.*
* *If permanently bound to Mundus, a character can make a +10 Survival test to remove their antlers. Which are valued at 800 drakes.*
* ***Knight of Order****, Daedra, Deadly Solo, 900 White Soul*

*(From Oblivion, Shivering Isles)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 25* | *Combat 110* |
| *Endurance 60* | *Wound Thr. 16* | *Magic 100* |
| *Agility 45* | *Magicka 40* | *Evade 45* |
| *Intelligence 40* | *Stamina 5* | *Observe 40* |
| *Willpower 60* | *Initiative 11* | *Stealth 35* |
| *Perception 40* | *AP 3* | *Knowledge 60* |
| *Personality 35* | *Speed 11* | *Social 35* |
| *Luck -* | *Size Med.* | *Physical 50* |

*\* Weapons & Armor*

***- Longsword of Order***: *1d8/10+3 Slashing, magic, proven, 2m reach, 1.5h*

***- Longbow of Order****: 1d8+3 Reload (2), unwieldy, 25/265/365 range, 2h*

***- Plates of Order****: Full AR 8, magic, all hit locations*

*\* Special Abilities*

***- Weapon Training (Optional)****: A Knight of Order has access to any weapon talent from the list of weapons above.*

***- Refresh Spells (1 AP)***:  *The Daedra can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

***- Perfect Order***: *When Knights of Order fight with at least 2 other knights, they add +2 to all DMG they inflict*

*\* Traits*

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

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

***- Spellcaster***: *Knights of Order know the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spell List*

*Shockbolt ‘3*

*Shockbolt ‘4*

*Shockbolt ‘5*

*Chain Lightning ‘3*

*Chain Lightning ‘5*

*\* Encountering Knights of Order*

*Knights of Order are daedra that exclusively serve Jyggalag. They act as protectors towards the Priests of Order, the cultists of prince of order and logic.*

*\* Knight of Order Loot*

* *Their gear crumbles to dust when they die. The only way to get their gear is to be given it by Jyggalag.*
* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a “Heart of Order”, which is a legendary Alteration ingredient.*
* ***Lurker****, Daedra, Deadly Group, 1000 White Soul*

*(From Skyrim, Dragonborn)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 80* | *Hit Points 113* | *Combat 100* |
| *Endurance 75* | *Wound Thr. 21* | *Magic -* |
| *Agility 30* | *Magicka 20* | *Evade 30* |
| *Intelligence 20* | *Stamina 7* | *Observe 40* |
| *Willpower 60* | *Initiative 9* | *Stealth 30* |
| *Perception 40* | *AP 3* | *Knowledge 20* |
| *Personality 5* | *Speed 13* | *Social 5* |
| *Luck -* | *Size Huge* | *Physical 100* |

*\* Weapons & Armor*

***- Crushing Stomp***: *2d8 Crushing, Magic, 1m Reach*

***- Eldritch Tentacle***: *1d10 Splitting, Magic, 3m Reach*

***- Toothy Maw***: *2d6 Splitting, Magic, 1m Reach*

***- Sweeping Claw***: *1d12 Slashing, Magic, 2m Reach*

***- Acid Spit***: *1d12 Acid, Magic, 9m Range*

***- Chitinous Shell***: *Full AR 7, Magic, All Locations*

*\* Special Abilities*

***- Regenerate***:*Lurkers may make an Endurance test at the start of each round to heal 10+DoS HP.*

***- Eldritch Grasp (1 SP)***: *After a successful use of “Eldritch Tentacle” the Lurker can spend 1 SP to envelope the target and grapple them. The target suffers 1d6 Crushing damage at the beginning of their turn until they are freed. The target can take no actions aside from a -10 STR test to break free, they can also be freed if 15 damage is dealt to the Lurker within the same round.*

***- Burst of Tentacles (1 SP)***: *After using “Crushing Stomp” the Lurker can spend 1 SP and launch tentacles in every direction. All creatures within 5m, must make an “Evade” test. If they fail, they take 2d6 physical damage (counts as Magic)*

*\* Traits*

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

***- Amphibious***

***- Immune to Poison***

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

***- Resist (Magic) ‘6***

***- Colossal Strikes****: Cannot be parried, but targets*

*gain a +10 on tests to Evade its melee attacks.*

*\* Encountering Lurkers*

*Lurkers are Daedric creatures that come from the murky waters of Hermaeus Mora's realm of Apocrypha. They appear as giant amphibious humanoids, and serve their Prince by guarding forbidden knowledge. Lurkers attack with swipes of their huge hands, and use their long legs for stomping attacks. They can also attack from afar by spewing tentacles from their mouths. They are very dangerous opponents, and should be fought one at a time*

*\* Lurker Loot*

*- If permanently bound to Mundas, a character can make a -30 Alchemy test to harvest DOS portions of “Eldritch Fluid” which is a Rare Alteration ingredient.*

*- If permanently bound to Mundus, a character can make a -30 Survival test to harvest the Lurkers Chitin, which sells for 1200 drakes.*

* ***Shrike****, Daedra, Major Solo, 900 White Soul*

*Shrikes are a race of Daedra found in the Evergloam, Nocturnal's realm of Oblivion. In appearance, they resemble tall, scantily clad, beautiful women. Despite their power, Nocturnal Shrikes are prone to bouts of debilitating melancholy. They often utilize dark magic associated with crows. Shrikes serve their mistresses faithfully, offering counsel, and have even been known to make sacrifices out of love for their mistresses.*

*(From Battlespire/ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 35* | *Hit Points 20* | *Combat 75* |
| *Endurance 40* | *Wound Thr. 14* | *Magic 85* |
| *Agility 65* | *Magick a 60* | *Evade 75* |
| *Intelligence 60* | *Stamina 4* | *Observe 50* |
| *Willpower 75* | *Initiative 16* | *Stealth 75* |
| *Perception 40* | *AP 3* | *Knowledge 70* |
| *Personality 75* | *Speed 15* | *Social 100* |
| *Luck -* | *Size Med.* | *Physical 35* |

*\* Weapons & Armor*

***- Daedric Dagger****: 1d4+4 Slashing, Magic, Exploit Weakness, Small, Thrown (5/10/15), 1m Reach, 1h*

*\* Special Abilities*

***- Murder of Crows (1 AP)****: The Shrike can mark a target, that target gets surrounded by crows who impede their actions and peck and scratch them. This persists for 2 rounds, or until the target spends an entire turn to shoo them away. Only one target can be marked at a time. The following penalties are imposed on the target.*

* *-20 to all ranged attacks*
* *-10 to all melee attacks and evade, block, and parry checks*
* *1d4 damage (ignores AR) at the beginning of the targets turn*

***- On Black Wings (1 SP)****: The Shrike is enveloped in crows and vanishes, reappearing anywhere within 20m from where they started.*

***- For Thy Lady****: When fighting for, or with, their Mistress, They gain +2 to their DMG from spells and weapons.*

***- Refresh Spells (1 AP)****: The Daedra can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

*\* Traits*

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

***- Immune to Paralysis***

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

***- Resist (Magic) ‘4***

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

***- Spellcaster****: Shrikes know the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spell List*

*Magic Armor ‘5*

*Reflect ‘4*

*Ward ‘4*

*Fatigue ‘5*

*Blind ‘4*

*Horror ‘3*

*Panic ‘5*

*Invisibility ‘5*

*Silence ‘3*

*Absorb Life ‘4*

*Absorb Magicka ‘4*

*\* Encountering a Shrike*

*\* Shrike Loot*

* *If permanently bound to Mundus, their gear can be looted*
* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a daedra’s heart, which is a Legendary Restoration Ingredient.*

*\* Shrike Variants*

* ***Shrike Mistress (Major Group)***

*+10 HP*

*+2 SP*

*All spell levels are increased by +2*

*All Skills increase by +10*

*New Ability---* ***Love of thy Kin****: When a Mistress loses one of their lesser Shrikes, they restore 10 HP and inflict +2 Spell damage against the being who killed it.*

* ***Seeker****, Daedra, Deadly Group, 1000 White Soul*

*(From Skyrim, Dragonborn)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 35* | *Hit Points 20* | *Combat 45* |
| *Endurance 40* | *Wound Thr. 14* | *Magic 85* |
| *Agility 35* | *Magicka 80* | *Evade 35* |
| *Intelligence 80* | *Stamina 4* | *Observe 60* |
| *Willpower 75* | *Initiative 16* | *Stealth 35* |
| *Perception 60* | *AP 4* | *Knowledge 100* |
| *Personality 25* | *Speed 9* | *Social 25* |
| *Luck -* | *Size Med.* | *Physical 35* |

*\* Weapons & Armor*

***- Energy Drain****: Absorbs 1d4 HP & MP from a target within 12m as an attack, using their Magic skill.*

*\* Special Abilities*

***- Refresh Spells (1 AP)****: The Daedra can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

***- Mirror Image (1 SP)****: Seekers can create a duplicate of themselves that acts on their initiative, deals half damage and have half the HP. If the original Seeker is destroyed, the duplicate dies as well.*

*\* Traits*

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

***- Float****: The Seeker floats 1m off the ground.*

***- Eldritch Form****: Seekers have no legs, their hit locations are added to their body, and they can’t be wounded in any location.*

***- Immune to Paralysis***

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

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

***- Resistance (Shock) 3***

***- Spellcaster****: The Seeker knows the following spells. The Seeker does not track Magicka, but instead can cast each spell they know one time.*

* *Spell List  
  Ward 1-7, Chain Lightning 3, Chain Lightning 5*

*\* Encountering Seekers*

*Seekers are the daedric servants of Hermaeus Mora. They roam the endless halls of Apocrypha, ever reading the limitless black books that adorn the halls. Seekers found outside of Apocrypha are either under the control of a conjurer or were sent by Hermaeus Mora to find more lore to add to his library.*

*\* Seeker Loot*

*- Random books may be looted off of Seekers when permanently bound to Mundus.*

*- If permanently bound to Mundas, a character can make a -30 Alchemy test to harvest DOS portions of “Eldritch Fluid” which is a Rare Alteration ingredient.*

*\* Seeker Variants*

* ***Seeker Aspirant*** *Energy Drain: d6 instead of a d4  
  Mirror Image: Creates 2 duplicates.  
  +10 HP  
  Knowledge & Magic Skill: +20*
* ***High Seeker*** *Energy Drain: d8 instead of a d4  
  Mirror Image: Creates 3 duplicates.  
  +20 HP  
  Knowledge & Magic Skill: +30*
* ***Skaafin****, Daedra, Minor Solo, 700 White Soul*

*Skaafin are a race of horned, yellow-skinned, red-eyed humanoid Daedra associated with Clavicus Vile. They vary significantly in size, with some being quite small in stature to others being as tall as Altmer.*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 35* | *Hit Points 18* | *Combat 60* |
| *Endurance 35* | *Wound Thr. 12* | *Magic 70* |
| *Agility 40* | *Magicka 50* | *Evade 60* |
| *Intelligence 50* | *Stamina 3* | *Observe 65* |
| *Willpower 60* | *Initiative 13* | *Stealth 60* |
| *Perception 45* | *AP 3* | *Knowledge 50* |
| *Personality 40* | *Speed 11* | *Social 50* |
| *Luck -* | *Size Med.* | *Physical 45* |

*\* Weapons & Armor*

***- Skaafin Broadsword:*** *1d8+2 Slashing, Magic, 2m Reach, 1h*

***- Skaafin Mace****: 1d8+2 Crushing, Unwieldy, Magic. 2m Reach, 1h*

***- Skaafin Dagger****: 1d4+2 Slashing, Exploit Weakness, Thrown (5/10/15), Small, Magic, 1m Reach*

***- Skaafin Shield****: BR 8 (8 Magic)*

***- Skaafin Mail****: Partial AR 6 Magic*

*\* Special Abilities*

***- A Devil’s Bargain:*** *A Skaafin has the ability to create a “Soul Bond Contract”. This contract binds the adherents to the agreed upon terms until an agreed upon condition is met. If either the Daedra or any other adherent goes against the contract, their soul becomes forfeit to the cheated party. When a soul is forfeit, a Daedra may kill the target instantly and drag their soul to Oblivion. When if it was the daedra whos soul becomes forfeit, this is not an easy feat to pull off, they become bound to the word of the Mortal until the end of their life, and the Daedra becomes wholly unable to to inflict harm upon their new master.*

*The Ritual used in the creation of these contracts are a secret among the Skaafin, they are incapable of sharing it by decree of Clavicus Vile himself. Although, if a Skaafin becomes bound to a mortal, they may officiate a contract between the mortal and another being.*

***- Fast Friends (1-3 SP)****: A Skaafin may spend one to three Stamina points to cast the Command spell at a level equal to 2+ the SP they spent.*

*The Command Spell*

***Direct, Upkeep, Mindlock (1)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 15 | 19 | 23 | 27 | 31 | 35 | 39 |
| ***SP Str*** | +30 | +20 | +10 | +0 | -10 | -20 | -30 |

Effect

*The caster may select a target within 10m of them. This target must make a “Sp Str” Wp test. If they fail, they become bound to the caster (Gains the Bound Trait)*

*This spells effect lasts for 3 rounds and each time the caster upkeeps the spell, the victim may remake the Wp test for free.*

*\* Traits*

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

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

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

*\* Skaafin Loot*

* *If permanently bound to Mundus, their gear can be looted*
* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a daedra’s heart, which is a Legendary Restoration Ingredient.*
* ***Vermai****, Daedra, Major Solo, 800 White Soul*

*(From Battlespire)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 25* | *Combat 70* |
| *Endurance 50* | *Wound Thr. 13* | *Magic -* |
| *Agility 40* | *Magicka -* | *Evade 40* |
| *Intelligence 20* | *Stamina 5* | *Observe 40* |
| *Willpower 35* | *Initiative 10* | *Stealth 40* |
| *Perception 40* | *AP 3* | *Knowledge 20* |
| *Personality 10* | *Speed 14* | *Social 10* |
| *Luck -* | *Size Med.* | *Physical 70* |

*\* Weapons & Armor*

***- Clawed Hands****: d8 Slashing, Magic, 2-3m Reach*

*\* Special Abilities*

***- Berzerker****: The character may take a primary action to gain the “Frenzied” condition.*

***- Rend (1 AP)****: If the Vermai hits with their claws, they can spend 1 stamina to inflict an extra 1d8 Splitting damage.*

*\* Traits*

***- Unrelenting****: Targets cannot Disengage while in the Vermai’s reach.*

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

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

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

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

***- Immune to Horror/Panic***

***- Natural Toughness (6)***

*\*Encountering Vermai*

*Vermai are brutish daedra that show very little intelligence. They have been seen in the service of Mehrunes Dagon and even the Sload necromancer N’Gasta. They never back down from a fight and will fight recklessly as often as they can.*

*\* Vermai Loot*

* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a daedra’s heart, which is a Legendary Restoration Ingredient.*
* ***Watcher****, Daedra, Deadly Solo, 1200 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 50* | *Combat 60* |
| *Endurance 50* | *Wound Thr. 15* | *Magic 80* |
| *Agility 30* | *Magicka 50* | *Evade 30* |
| *Intelligence 50* | *Stamina 5* | *Observe 85* |
| *Willpower 60* | *Initiative 14* | *Stealth 30* |
| *Perception 65* | *AP 3* | *Knowledge 70* |
| *Personality 20* | *Speed 10* | *Social 20* |
| *Luck -* | *Size Large* | *Physical 40* |

*\* Weapons & Armor*

***- Tentacles****: 1d8 Splitting, Magic, 3-4m Reach (They attack twice when they use this weapon)*

*\* Special Abilities*

***- Gaze****: The Watcher opens its eye wide and shoots a beam of raw energy at a target within 15m range*

* *Inflicts 1d10+2 Magic Damage (Only Evade)*

***- Doom-Truth’s Gaze****: The watcher winds up and releases a series of beams along a 6m cone in front of it.*

* *Inflicts 1d10+2 Magic Damage and the targets must pass a willpower test, or get stunned until the end of the Watcher’s next turn. (Only Evade)*

***- Shockwave****: The watcher spins around and lashes out with their tentacles in a 4m radius centered on the Watcher.*

* *Inflicts 2d6 Splitting Damage, Magic, and the targets must make a STR test or get knocked prone.*

*\* Traits*

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

***- Eldritch Form****: The Watcher’s head and legs counts as part of their body.*

***- Float****: The Watcher floats 1m off the ground.*

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

***- Natural Toughness (4)***

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

*\* Watcher Loot*

* *If permanently bound to Mundus, a character can make a -50 Alchemy test to harvest “Eldritch Solvent”, which is a Legendary Destruction Ingredient.*
* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a Watcher’s Eye, which is a Legendary Mysticism Ingredient.*
* ***Daedric Titan****, Daedra, Deadly Group+, 1500 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 100* | *Hit Points 250* | *Combat 130* |
| *Endurance 100* | *Wound Thr. 27* | *Magic 90* |
| *Agility 60* | *Magicka 60* | *Evade 60* |
| *Intelligence 60* | *Stamina 10* | *Observe 90* |
| *Willpower 75* | *Initiative 18* | *Stealth 30* |
| *Perception 60* | *AP 4* | *Knowledge 90* |
| *Personality 40* | *Speed 22* | *Social 40* |
| *Luck -* | *Size Enormous* | *Physical 130* |

*\* Weapons & Armor*

***- Talons****: 2d10 Slashing, Magic, Concussive, Shield Splitter, 4-6m Reach*

***- Bite****: 3d8 Splitting, Magic, 3m Reach*

***- Tail****: 2d12 Crushing, Magic, Concussive, Shield Splitter, 6-7 Reach*

*\* Special Abilities*

***- Swallow Whole (1 AP)****: When the Titan has a grappled target, they can attempt to swallow the target whole.*

* *The Target and Titan make an opposed STR test. If the Titan wins, the target dies. If the target wins, they break free of the Titans grasp.*

***- Infernal Breath (2 SP)****: The Titan billows forth a gout of daedric fire within a 14m cone in front of the Titan.*

* *Inflicts 3d10 Fire Damage (Only Evade)*

***- Flyby (1 SP):*** *The Daedric Titan cannot be targeted by Attacks of Opportunity for one round while Flying.*

***- Fall Beneath My Wings (1 SP)****: All creatures within a 10m cone in front of the Titan must make a -10 STR test, or get knocked prone.*

*\* Traits*

***- Flyer (20)***

***- Natural Toughness (8)***

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

***- Immune to Horror/Panic***

***- Resist (Magic) ‘5***

***- Colossal Strikes****: Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*

***- Thick Skull****: Immune to Stun and Dazed.*

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

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

***- 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.*

*\* Encountering Daedric Titans*

*There are no “generic” Titans, they should all be named and special foes*

*\* Daedric Titan Loot*

* *If permanently bound to Mundus, a character can make a -40 Alchemy test to harvest a Daedra’s Heart, which is a legendary restoration ingredient.*
* *If permanently bound to Mundus, a character can make a -50 Survival test over a long rest to harvest DoS amount of “Titan Scales” that can be used to make dragonbone armor.*
* ***Wyrmling****, Beast, Major Solo, 1000 White Soul*

*(From Daggerfall; called dragonling)*

The Tamrielic Wyrm is a large, winged, fire breathing, reptilian creature with four legs and two wings. Their Scales tend to be purple when they are young, becoming either red, green, or gold as they mature. They are native to the Dragontail Mountains of northern High Rock, they can be found across High Rock, Hammerfell, and Skyrim. They tend to hoard gold, magic items, and any valuables they can get a hold of.

They have exhibited signs of intelligence and a fascination towards the sound of the Dragon Tongue and its letters, which has led to many Wyrms to nest around ancient nordic ruins and near word walls.

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 25* | *Combat 75* |
| *Endurance 60* | *Wound Thr. 17* | *Magic 60* |
| *Agility 55* | *Magicka 60* | *Evade 75* |
| *Intelligence 60* | *Stamina 6* | *Observe 80* |
| *Willpower 60* | *Initiative 17* | *Stealth 65* |
| *Perception 60* | *AP 4* | *Knowledge 60* |
| *Personality 62* | *Speed 15* | *Social 72* |
| *Luck -* | *Size Med.* | *Physical 60* |

*\* Weapons & Armor*

***- Talons***: *1d6 Slashing Damage, 2-3m Reach*

***- Bite***: *1d8 Splitting Damage, 2m Reach*

*\* Special Abilities*

***- Fiery Breath (2 AP+1 SP):*** *The Wyrmling belches forth a small gout of fire, inflicting 2d8 Fire Damage (10m Range)*

***- Flyby (1 SP***): *The Wyrmling cannot be targeted by Attacks of Opportunity for one round while Flying.*

*\* Traits*

***- Immune to Poison, Disease, and Paralysis***

***- Flyer (10)***

***- Resist (Magic) ‘4***

***- Natural Toughness (6)***

***- Weak Point (Belly)***

***- Weakness (Frost) ‘2***

***- Special Hit Locations (1: Belly, 2: Left Wing, 3: Right Wing, 4-5: Body)***

*\* Encountering Wyrmlings*

*\* Wyrmling Loot*

*- A character can make a -20 Alchemy test to harvest DOS amount of “Wyrm’s Blood”, a Rare Alteration ingredient*

*- A Character can make a -40 Survival test over a long rest to harvest “Wyrm Hide”, which is valued at 800 drakes. It can also be used to create “Wyrmhide Armor” (stats are the same as Moonstone armor but has -1 ENC). One unit of Wyrmhide can make any piece aside from the chest, two are required for the chest.*

*- If the character’s find its lair, they will find an amount of treasure determined by 5 rolls on the treasure chart. (10 rolls for Wyrms, and 15 rolls for the Wyvern)*

*\* Variant Wyrmlings*

* ***Wyrm (Major Group)***

*Becomes large (increases HP to 60 & WT to 18)*

*All damage gains 1 additional die, 1d8 = 2d8*

*Their “Flyer” trait increases to 15*

*Natural Toughness +2*

*You can harvest 2 units of Wyrmhide*

*All Skills increase by +10*

* ***Wyvern (Deadly Group)***

*Becomes Huge (HP increases to 90 & WT to 19)*

*All damage gains 2 additional die, 1d8 = 3d8*

*Their “Flyer” trait increases to 20*

*They gain the “Savage” trait*

*Natural Toughness +4*

*You can harvest 3 units of Wyrmhide*

*All Skills increase by +20*

***Side Note*** (Calling a four legged, two winged dragon-like beast a “Wyvern” is a joke on how Bethesda calls the traditional “Wyvern” a Dragon)

* ***Centaur****, Fae, Minor Group, 400 White Soul*

*(From Daggerfall)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 20* | *Combat 65* |
| *Endurance 40* | *Wound Thr. 11* | *Magic 30* |
| *Agility 45* | *Magicka 40* | *Evade 55* |
| *Intelligence 40* | *Stamina 4* | *Observe 60* |
| *Willpower 30* | *Initiative 13* | *Stealth 45* |
| *Perception 50* | *AP 3* | *Knowledge 40* |
| *Personality 35* | *Speed 12* | *Social 25* |
| *Luck -* | *Size Large* | *Physical 65* |

*\* Weapons & Armor*

***- Iron Lance****: 1d12 Splitting, Crushing (3), Mounted, Unwieldy, 2-3m Reach, 2h*

***- Wooden Shortbow****: 1d6 Reload (1), 20/100/200m Range, 2h*

***- Iron Spear****: 1d8/10 Impaling, Unwieldy, 2-3m Reach, 1.5h*

*\* Special Abilities*

***- Charging Strike (1 SP):*** *The Centaur can take the Dash action towards a foe, and make a free All-Out-Attack against that foe. If this attack hits, it inflicts an additional 2d6 damage.*

*\* Traits*

***- Linguist (Faerie)***

***- Quadruped****: When Dashing, triples their speed.*

***- Half-Horse****: Centaurs are always considered as being “Mounted”. They never have to make a test to use a mount, or to negate any penalties while mounted.*

***- Natural Toughness (2)***

***- Magic Resistant****: Re-rolls failed tests to resist spells*

*\* Encountering Centaurs*

*\* Centaur Loot*

* *Their gear can be looted*
* *They have 2d12 drakes worth of mundane items in their pack*
* *They have a 10% chance to have a 1d4 level potion*
* ***Gryphon****, Beast, Major Solo, 600 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 45* | *Combat 70* |
| *Endurance 45* | *Wound Thr. 11* | *Magic -* |
| *Agility 60* | *Magicka -* | *Evade 70* |
| *Intelligence 10* | *Stamina 4* | *Observe 75* |
| *Willpower 30* | *Initiative 13* | *Stealth 60* |
| *Perception 60* | *AP 3* | *Knowledge -* |
| *Personality -* | *Speed 16* | *Social -* |
| *Luck -* | *Size Large* | *Physical 55* |

*\* Weapons & Armor*

***- Talons****: d8 Slashing Damage, 2m Reach, Dual-Wielded*

***- Beak****: d10 Splitting Damage, 1m Reach*

*\* Special Abilities*

***- Flyby (1 AP***): *The Gryphon cannot be targeted by Attacks of Opportunity for one round while Flying.*

***- Earth's Harsh Embrace (2 SP):*** *After making a successful melee attack with their Talons, the Gryphon can spend 2 Stamina Points to then grab the target, provided it is sized Medium or Smaller. The Gryphon then can test Physical to fly up to 9m upwards. This is treated as a Grapple, and the Gryphon can choose to drop the target at any point, causing the usual amount of falling damage to be incurred.*

***- Rend (1 SP)****: If the Gryphon hits with their claws, they can spend 1 stamina to inflict an extra 1d10 Splitting damage.*

*\* Traits*

***- 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.*

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

*appropriate.*

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

***- Flyer (25)***

*\* Gryphon loot*

* *A character can make a +10 Survival test to harvest DOS amount of “Gryphon’s Feathers”, which are valued at 20 drakes each. The Feathers are Rare Alteration Ingredients.*
* ***Gargoyle****, Beast, Major Solo, 600 White Soul*

*(From Skyrim, Dawnguard)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 23* | *Combat 60* |
| *Endurance 45* | *Wound Thr. 11* | *Magic -* |
| *Agility 35* | *Magicka 10* | *Evade 55* |
| *Intelligence 10* | *Stamina 4* | *Observe 40* |
| *Willpower 30* | *Initiative 8* | *Stealth 65* |
| *Perception 40* | *AP 3* | *Knowledge -* |
| *Personality -* | *Speed 10* | *Social -* |
| *Luck -* | *Size Med.* | *Physical 60* |

*\* Weapons & Armor*

***- Life Leech Talons****: 1d8 Slashing Damage, magic, 2m Reach, Dual Wielded. The Gargoyle absorbs half the DMG dealt.*

*\* Special Abilities*

***- Stone Form****: Gargoyles can spend 10 minutes to harden their skin into stone and appear as a statue. They can burst from this form whenever they wish, any creature within 3m of the Gargoyle when the break free must make an “Evade” test. If they fail, they take 1d4 Damage.*

***- Flyby (1 SP***): *The Gargoyle cannot be targeted by Attacks of Opportunity for one round while Flying.*

*\* Traits*

***- Immune to Poison and Paralysis***

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

***- Flyer (10)***

***- Natural Toughness (3)***

***- Dark Sight:*** *A creature 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.*

***- Magic Resistant****: Re-rolls failed tests to resist spells*

*\* Gargoyle Loot*

* *Characters can make a -10 Survival test to harvest 2d8\*10 drakes worth of precious metals and stones*
* ***Nymph****, Fae, Major Group, 650 White Soul*

*(From Daggerfall)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 20* | *Combat 60* |
| *Endurance 40* | *Wound Thr. 14* | *Magic 90* |
| *Agility 50* | *Magicka 60* | *Evade 65* |
| *Intelligence 60* | *Stamina 4* | *Observe 75* |
| *Willpower 70* | *Initiative 17* | *Stealth 75* |
| *Perception 65* | *AP 4* | *Knowledge 30* |
| *Personality 70* | *Speed 13m* | *Social 50* |
| *Luck -* | *Size Med.* | *Physical 30* |

*\* Weapons & Armor*

*- Nymphs carry no weapons and wear no armor*

*\* Special Abilities*

***- Refresh Spells (1 AP)****: The Nymph can spend a Stamina Point to refresh all their spells from their Spellcaster trait.*

***- Leech Vitality (1 AP)****: Makes a melee attack, and absorbs 1d4 SP from the target. If this drops the character below 0 SP, they must make a -10 Endurance test. If they fail, they fall unconscious.*

*\* Traits*

***- Unearthly Beauty****: Male creatures that encounter a Nymph must make a -30 Willpower test. If they fail, they will become completely unable to harm, or allow harm to occur to the Nymph. If they roll an unlucky number, they become enthralled by the Nymph and will do anything to serve them. If the creature is removed from the Nymph’s presence for the duration of a long rest, they can remake the Willpower test at a +10 for every long rest spent away from the Nymph.*

***- Resistance (Normal Weapons, 3)***

***- Resist (Poison) ‘3***

***- Magic Resistant****: Re-rolls failed tests to resist spells*

***- Linguist (Faerie)***

***- Spellcaster****: Nymphs know the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spell List*

*Dispel ‘2*

*Reflect ‘4*

*Blind ‘2*

*Calm ‘3*

*Chameleon ‘5*

*Healing Touch ‘7*

*Heal ‘5*

*Telepathy ‘6*

*\* Nymph loot*

* *Character’s can make a +10 Alchemy/Survival test to harvest DOS amount of “Nymph’s Hair”, which is a Rare Restoration Ingredient*
* ***Spriggan****, Fae, Major Solo, 600 White Soul*

*(From Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 25* | *Combat 70* |
| *Endurance 50* | *Wound Thr. 14* | *Magic -* |
| *Agility 35* | *Magicka -* | *Evade 55* |
| *Intelligence 20* | *Stamina 5* | *Observe 50* |
| *Willpower 40* | *Initiative 9* | *Stealth 55* |
| *Perception 40* | *AP 3* | *Knowledge 20* |
| *Personality 10* | *Speed 11* | *Social 10* |
| *Luck -* | *Size Med.* | *Physical 50* |

*\* Weapons & Armor*

***- Wooden Claws****: 1d10 Crushing damage, 1m Reach*

*\* Special Abilities*

***- Regrowth (1 SP)****: A Spriggan can spend their turn to restore their HP back to their original amount. Every time they use this ability, they gain +1 to their Natural Toughness.*

***- Call of the Wild (1 SP)****: A Spriggan can call on nearby animals to come to their aid. The GM rolls on the table below to determine what answers their call. (Rolls a d4)*

* ***1*** *= Call is Unanswered*
* ***2*** *= Calls a Wolf*
* ***3*** *= Calls 1d4 Wolves*
* ***4*** *= Calls a Bear*
* ***5*** *= Calls 2 Bears*
* ***6*** *= Calls a Troll*

***- Poisonous Thorns (1 AP)****: When the Spriggan hit with their claws, they can attempt to poison the target, who must make a -10 Endurance test to resist. If they fail, they take 1d4 Poison damage at the beginning of their turn for 30 seconds.*

*\* Traits*

***- Weakness (Fire) ‘3***

***- Immune to Paralysis & Poison***

***- Linguist (Faerie)***

***- Natural Toughness (4)***

*\* Spriggan Loot*

* *A character can make a -0 Alchemy test to harvest a “Taproot”, which is a Rare Restoration Ingredient.*
* *A character can make a -30 Alchemy test to harvest “Heartwood”, which is a Legendary Restoration Ingredient.*

*\* Variant Spriggans*

* ***Burnt Spriggan (Major Group)***

*They lose the following:* ***Call of the Wild, Regrowth, Poisonous Thorns, Weakness (Fire) ‘3***

*Immune to Fire*

***Cinders & Ash (1 SP):*** *They can release a burst of fire in a 7m radius, inflicting 2d8+2 Fire Damage. If this kills a creature, they regain all of their lost SP & HP.*

***Burning Gout (1 AP)****: They release a 4m cone of fire, inflicting 1d12+2 Fire Damage.*

* ***Spriggan Earth-Mother (Deadly Solo)***

*They roll a d6 on “Call of the Wild”*

*Natural Toughness increases by +3*

*Their “Wooden Claws” gain the following traits;* ***Proven, Magic***

*They get +10 HP, +1 SP and +20 to all Skills*

* ***Lurcher****, Fae, Major Group, 700 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 50* | *Combat 80* |
| *Endurance 50* | *Wound Thr. 15* | *Magic -* |
| *Agility 30* | *Magicka 10* | *Evade 30* |
| *Intelligence 10* | *Stamina 5* | *Observe 45* |
| *Willpower 40* | *Initiative 5* | *Stealth 30* |
| *Perception 35* | *AP 3* | *Knowledge -* |
| *Personality 10* | *Speed 12* | *Social -* |
| *Luck -* | *Size Large* | *Physical 80* |

*\* Weapons & Armor*

***- Crushing Blow****: 2d8 Crushing Damage, Unwieldy, Concussive, Shield Splitter, 2m Reach*

*\* Special Abilities*

***- Choking Pollen (1 SP):*** *The Lurcher releases a cloud of poisonous pollen in a 9m radius. Inflicting 2d6 poison damage at the beginning of any creatures within the radius, turn. The cloud remains for 3 rounds.*

***- Pulverize (1 SP):*** *The Lurchers repeatedly slams the ground, every enemy in a 3m radius must make a -10 Evade test. If they fail, they get hit by the Lurcher’s “Crushing Blow”. They must also make a -10 STR test or get knocked prone.*

*\* Traits*

***- Weakness (Fire) ‘3***

***- Immune to Paralysis & Poison***

***- Linguist (Faerie)***

***- Natural Toughness (6)***

***- Unrelenting:*** *Targets cannot Disengage while in Reach of the creature.*

***- Concussive Strikes:*** *Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*

***- Regeneration (10):*** *Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to heal 10 HP.*

***- Thick Skull:*** *Immune to Stun and Dazed.*

*\* Lurcher Loot*

* *A character can make a -0 Alchemy test to harvest a “Taproot”, which is a Rare Restoration Ingredient.*
* *A character can make a -40 Alchemy test to harvest “Corrupt Heartwood”, which is a Legendary Destruction Ingredient.*
* ***Nereid****, Fae, Major Solo, 600 White Soul*

*(From ESO)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 60* |
| *Endurance 30* | *Wound Thr. 12* | *Magic 80* |
| *Agility 60* | *Magicka 50* | *Evade 60* |
| *Intelligence 50* | *Stamina 3* | *Observe 50* |
| *Willpower 60* | *Initiative 15* | *Stealth 60* |
| *Perception 40* | *AP 3* | *Knowledge 50* |
| *Personality 35* | *Speed 15* | *Social 35* |
| *Luck -* | *Size Med.* | *Physical 30* |

*\* Weapons & Armor*

*- Nereids carry no weapons and wear no Armor*

*\* Special Abilities*

***- Refresh Spells (1 AP)****: The Nereid can spend one Action Point to refresh all their spells from their Spellcaster trait.*

***- Hurricane (1 SP)****: The Nereid creates a swirling vortex around itself in a 5m radius. Those within the radius take 2d6 frost damage. This effect persists for 3 rounds, the Nereid can spend 1 AP to extend the duration by 1 round. No physical ranged attacks (i.e. Arrows, Javelins, & Daggers) can pass through the affected area.*

***- Water Geyser (1 SP)****: The Nereid conjures a pillar of freezing water beneath a target within 15m. The target may Evade, if they fail, they take 1d12 frost damage.*

*\* Traits*

***- Immune to Frost***

***- Weakness (Fire) ‘1***

***- Linguist (Faerie)***

***- Magic Resistant****: Re-rolls failed tests to resist spells*

***- Amphibious:*** *Can breath water and ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.*

***- Spellcaster****: Nereids know the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spell List*

*Frostbolt ‘2*

*Frostbolt ‘3*

*Frostbolt ‘4*

*Frost Cloak ‘3*

*\* Nereid loot*

* *Their brass anklets can be looted, they are valued at 100 drakes, each Nereid carries only one anklet.*
* *A character can make a -20 Alchemy test to harvest a single “Nereid’s Tear”, which is a Legendary Mysticism Ingredient.*
* ***Frost Giant****, Beast, Deadly Group, 1100 White Soul*

*(From Morrowind, Bloodmoon)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 80* | *Hit Points 140* | *Combat 90* |
| *Endurance 70* | *Wound Thr. 20* | *Magic -* |
| *Agility 30* | *Magicka -* | *Evade 10* |
| *Intelligence 30* | *Stamina 7* | *Observe 40* |
| *Willpower 50* | *Initiative 9* | *Stealth 10* |
| *Perception 30* | *AP 3* | *Knowledge 30* |
| *Personality 20* | *Speed 14* | *Social 20* |
| *Luck -* | *Size Huge* | *Physical 90* |

*\* Weapons & Armor*

***- Giant Club****: 3d10 Crushing, Unwieldy, Shieldsplitter, Concussive, Reach 2-4m.*

***- Claws****: 2d10 Splitting, Concussive, Shieldbreaker, Reach 2m.*

***- Natural Toughness 4****: Reduces all incoming damage by 4. Does not count as Armor.*

*\* Special Abilities*

***- Winter’s Embrace****: Any creature within 3m of the frost giant takes 5 points of frost damage at the beginning of their turn.*

***- Icy Blood***:*Frost Giants make an Endurance test at the start of each round to heal 15+DoS HP. If the frost giant took any fire damage in the previous round, they can not use this ability.*

***- Overhead Slam (3 SP)****: The frost giant can, as part of a melee attack, make an overhead slam. This is a 4m line originating from the giant. This is resolved as an AoE. Any target that is hit is immediately thrown a number of metres vertically equal to the damage they receive. They then suffer the consequences of falling as usual.*

***-Sweeping Strike (1 SP)****: The frost giant can, as part of a melee attack, make a sweeping strike, which hits up to 5 targets in the giant's Reach. This is resolved as an AoE.*

*\* Traits*

***- Immune to Frost***

***- Immune to Paralysis***

***- Weakness (Fire) ‘5***

***- Colossal Strikes:*** *Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*

***- Magic Resistant:*** *Re-rolls failed tests to resist Magic.*

***- Stubborn:*** *Re-rolls failed Panic tests.*

***- Thick Skull:*** *Immune to Stun and Dazed.*

*\* Frost Giant Loot*

* *A character can remove Giant Toes, which are Very Rare Restoration Ingredients. The character salvages up to two toes. The rest are simply too small!*
* *A character can ransack the Giant's pouch for treasure and roll three times on the Treasure Table.*
* *A character can wield the Giant's Club using the stats presented in its profile. Use by a regular PC requires at least 50 Strength, must be used in two hands, and requires a Stamina Point each time it swings. It has ENC 10.*
* *On a -20 Survival test, a character can remove the frost giant’s hide, worth 600 drakes, over the course of a Short Rest. It’s is ENC 5. Failing this test spoils the pelt, halving its worth.*
* ***Riekling****, Beast, Minor Solo, 300 White Soul*

*(From Morrowind, Bloodmoon)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 50* |
| *Endurance 30* | *Wound Thr. 7* | *Magic -* |
| *Agility 40* | *Magicka -* | *Evade 50* |
| *Intelligence 20* | *Stamina 3* | *Observe 45* |
| *Willpower 15* | *Initiative 10* | *Stealth 60* |
| *Perception 35* | *AP 3* | *Knowledge 10* |
| *Personality 15* | *Speed 11* | *Social 15* |
| *Luck -* | *Size Small* | *Physical 30* |

*\* Weapons & Armor*

***- Riekling Spear:*** *1d6/8 Impaling, Unwieldy, 1.5h, 2-3m reach, Thrown (5/15/25)*

***- Riekling Blade:*** *1d6 Slashing, Exploit Weakness, 1h 1m reach*

***- Riekling Punching Dagger:*** *(1d4) Slashing (1), 1h, 1m reach*

***- Fur Shield:*** *7 (4) BR, 5 vs frost, Light armor*

***- Riekling Fur Armor:*** *1 Partial AR, 1 frost, Light armor*

*\* Special Abilities****- Ambush:*** *Rieklings specialize in ambushing their targets. They inflict +1 damage during a surprise round of combat if they hold the advantage.*

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

*\* Traits*

***- Immune to Frost***

***- Linguist (Riekling)***

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

*\* Variant Rieklings*

* ***Riekling Raider***

*Loses the “Minion” Trait*

*They gain +10HP*

*They are mounted on a Bristleback*

*They have a “Riding” skill of TN 60*

*They are armed with a “****Riekling Lance****”: 1d10 Splitting, Crushing (2), 1h, Mounted, Unwieldy, 2-3m reach*

* ***Riekling Shaman***

*Loses the “Minion” Trait*

*They gain the following gear*

* *Riekling Staff: 1d4/6 Concussive, 1.5h, 2-3m reach, Magic*

*Innate Spell: Frostbolt ‘2*

*They gain the “Spellcaster” trait*

* *Known Spells*
* *Frost Cloak ‘3*
* *Frostcone ‘2*
* *Frostball ‘2*
* *Frost Rune ‘4*
* ***Riekling Chieftain***

*Loses the “Minion” Trait*

*They gain +10HP*

*They gain the following Abilities*

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

*They have following Gear*

* *Riekling Chieftain Armor: 4 Full AR, 2 frost, Light armor*
* *Their Weapon gains a +1 Damage Bonus*
* ***Grahl****, Beast, Deadly Group, 700 White Soul*

*(From Morrowind, Bloodmoon)*

*"I have heard them called that. We do not know what they really are. Perhaps an evil spirit, perhaps a great beast. Whatever they are, they are dangerous. Their claws and tusks rend armor and tear flesh. They will attack alone or in packs. Take care when they are near." — A Skaal*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 125* | *Combat 90* |
| *Endurance 65* | *Wound Thr. 16* | *Magic ---* |
| *Agility 30* | *Magicka ----* | *Evade 30* |
| *Intelligence 10* | *Stamina 6* | *Observe 50* |
| *Willpower 40* | *Initiative +7* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge 5* |
| *Personality 5* | *Speed 12m* | *Social 5* |
| *Luck ---* | *Size Large* | *Physical 100* |

*\* Weapons & Armor*

* ***Claws:*** *2d6 Splitting, Concussive, Magic, Shieldbreaker, Reach 2m.*
* ***Tusks:*** *2d8 Slashing, Concussive, 1m reach*
* ***Natural Toughness 6:*** *Reduces all incoming damage by 6. Does not count as Armor.*

*\* Special Abilities*

* ***Gore (1 SP):*** *As part of a successfully damaging melee attack, the Grahl can spend a Stamina Point to immediately deal a bonus SB damage.*

*\* Traits*

* ***Icy Blood*:***Grahl make an Endurance test at the start of each round to heal 10+DoS HP. If the Grahl took any fire damage in the previous round, they can not use this ability.*
* ***Thick Skull:*** *Immune to Stun and Dazed.*
* ***Weakness (Fire, 5):*** *Does not receive DR against any Fire damage, and takes a bonus 5 Fire damage on each Fire attack, and suffer a -50 on any test to resist non-damaging effects of this type.*
* ***Dark Sight:*** *A creature 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.*
* ***Savage:*** *Rolls its damage dice twice and picks the highest.*
* ***Frost Immunity***
* ***Stubborn:*** *Can re-roll failed Fear tests.*

*\* Grahl loot*

* *On a +0 Survival test, a character can harvest the Grahl's bones, which can be made into two pieces of Grahl Bone Armor (Full Bone Armor with +4 Frost AR) or one Grahl Bone Cuirass.*
* *On +0 Alchemy test, a character can harvest a dose of “Grahl Blood”, which is a Rare Alteration & Destruction ingredient. If the effect relates to Frost, it is a Legendary Ingredient.*
* *On a +10 Survival test, a character can collect one of the Grahl’s tusks. They can do this twice, once for each tusk. These tusks are valued at 200 drakes each, failing the test cracks the tusks halving their worth.*
* ***Udyrfrykte****, Beast, Deadly Group, 1000 White Soul ??? (Need to make more unique)*

*(From Morrowind, Bloodmoon)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 70* | *Hit Points 180* | *Combat 90* |
| *Endurance 80* | *Wound Thr. 20* | *Magic ---* |
| *Agility 45* | *Magicka ---* | *Evade 50* |
| *Intelligence 10* | *Stamina 8* | *Observe 60* |
| *Willpower 50* | *Initiative +10* | *Stealth 60* |
| *Perception 50* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 15* | *Social 5* |
| *Luck ---* | *Size Large* | *Physical 100* |

*\* Weapons & Armor*

* ***Claws:*** *2d10 Splitting, Concussive, Magic, Shieldbreaker, Reach 2m.*
* ***Natural Toughness 8:*** *Reduces all incoming damage by 8. Does not count as Armor.*

*\* Special Abilities*

* ***Hyper-Metabolize (1 SP):*** *When the Udyrfrykte makes its Regeneration roll on at the start of the next round, it gains an additional 2d10 HP. Cannot be used while Burning or if the Udyrfrykte took Fire damage within 1 Round.*
* ***Sweeping Strike (1 SP):*** *The Udyrfrykte can, as part of a melee attack, make a sweeping strike, which hits up to 3 targets in the Udyrfrykte’s Reach. This is resolved as an AoE.*

*\* Traits*

* ***Thick Skull:*** *Immune to Stun and Dazed.*
* ***Weakness (Fire, 3):*** *Does not receive DR against any Fire damage, and takes a bonus 3 Fire damage on each Fire attack, and suffer a -30 on any test to resist non-damaging effects of this type.*
* ***Dark Sight:*** *A creature 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.*
* ***Savage:*** *Rolls its damage dice twice and picks the highest.*
* ***Stubborn:*** *Can re-roll failed Fear tests.*
* ***Regenerate:*** *The Udyrfrykte may make an Endurance test at the start of each round to heal 20+DoS HP.*
* ***Terrifying (-20)****: Forces Fear (-20) tests on encounter.*
* ***Magic Resistant:*** *Re-rolls failed tests to resist Magic.*
* ***Resist (Frost, Shock, & Poison) ‘6***

*\* Udyrfrykte Loot*

* *Same as a Troll*

*\* Variant Udyrfrykte*

* *Udyrfrykte Matron*
* ***Bristleback,****Beast, Minor Solo, 150 White Soul*

*(From Morrowind, Bloodmoon)*

*"The Bristleback is a mystery to us. It is a natural being, created by the All-Maker, but it is a cruel and vicious animal. The Rieklings use them as mounts, and have bred the creatures to be even more warlike and dangerous."*

*— A Skaal*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 20* | *Combat 50* |
| *Endurance 40* | *Wound Thr. 10* | *Magic ---* |
| *Agility 20* | *Magicka ---* | *Evade 30* |
| *Intelligence 10* | *Stamina 4* | *Observe 30* |
| *Willpower 30* | *Initiative +5* | *Stealth 20* |
| *Perception 20* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 7* | *Social ---* |
| *Luck --* | *Size Medium* | *Physical 40* |

*\* Weapons & Armor*

* ***Tusks:*** *1d8 Slashing, 1m reach*
* ***Natural Toughness 6:*** *Reduces all incoming damage by 6. Does not count as Armor.*

*\* Special Abilities*

* ***Gore (1 SP):*** *As part of a successfully damaging melee attack, the Bristleback can spend a Stamina Point to immediately deal a bonus SB damage.*

*\* Traits*

* ***Immune to Paralysis***
* ***Immune to Frost***
* ***Stubborn:*** *Can re-roll failed Fear tests.*
* ***Thick Skull:*** *Immune to Stun and Dazed.*
* ***Quadruped:*** *When Dashing, triples movement speed.*
* ***Bestial****: Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.*
* ***Rieklings Best Friend:*** *Even though it cannot speak any languages, a creature can understand simple orders given by a Rieklings it trusts.*

*\* Bristleback loot*

* *On a +10 Survival test, a character can skin the Boar to harvest a portion of “Bristleback Hide”. One portion can make one piece of “Bristleback Hide Armor”, two for the chest. (Same as Full Hide Armor with +3 Frost AR)*
* ***Hagraven****, Beast, Major Solo (Group in Lair), 950 White Soul*

*(From Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 22* | *Combat 40* |
| *Endurance 44* | *Wound Thr. 13* | *Magic 80* |
| *Agility 36* | *Magicka 50* | *Evade 40* |
| *Intelligence 50* | *Stamina 4* | *Observe 40* |
| *Willpower 60* | *Initiative +11* | *Stealth 35* |
| *Perception 38* | *AP 3* | *Knowledge 75* |
| *Personality 20* | *Speed 9* | *Social 10* |
| *Luck --* | *Size Med.* | *Physical 20* |

*\* Weapons & Armor*

* ***Claws:*** *2d4 Slashing, Reach 1m*
* ***Natural Toughness ‘1***
* ***Staff:*** *1d6 (1d8), 1.5 H, Reach 2m, Concussive*
* *Hagravens have a Staff imbued with one of the following Spells and has 10 Charges*

*Firebolt ‘2*

*Chain Lightning ‘2*

*Frostbolt ‘2*

*Poisonbloom ‘2*

*\* Special Abilities*

* ***Refresh Spells (1 AP)****: The Hagraven can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*
* ***Raven Storm (2 SP):*** *The Hagraven summons a swarm of ravens that tear at all creatures within a 7m radius. Inflicts 2d8 Slashing Damage and forces everyone in the radius to make a -10 STR test. Those that fail the test lose 1 AP for the round.*
* ***Totemic Wards (1 AP) “Lair”:*** *While in their lair’s inner sanctum, Hagravens set up magical totems that they can call upon to help them in combat. They will have 2 of the following Totems set up. They can have 1 active at a time, switching costs 1 AP.*

***Warding Totem:*** *The Hagraven’s “Natural Toughness” increases by +6*

***Arcane Totem:*** *All spells the Hagraven casts are overloaded (adds +6 to Damage)*

***Mending Totem:*** *The Hagraven gains the “Regeneration ‘5”*

***Escape Totem:*** *Teleports the Hagraven anywhere within a 30m Radius, doing this costs 1 AP*

*\* Traits*

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

***- Resist (Magic) ‘3***

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

***- Spellcaster****: Hagravens know 5 of the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spell List*

*Horror ‘3*

*Heal ‘3*

*Heal ‘4*

*Ward ‘2*

*Ward ‘3*

*Ward ‘4*

*(Element)bolt ‘3*

*(Element)bolt ‘4*

*(Element)ball ‘2*

*(Element)ball ‘3*

*(Element)storm ‘4*

*Chain Lightning ‘3*

*Chain Lightning ‘*

*\* Hagraven loot*

* *A character can make a -10 Alchemy or Survival test to harvest 1d4 portions of “Hagraven Feathers”, which are a Very Rare Destruction and Alteration Ingredient.*
* ***Dovah****, Dragon, Deadly, Just Deadly, A Dragon Soul*

*(From Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 100* | *Hit Points 200* | *Combat 100* |
| *Endurance 100* | *Wound Thr. 29* | *Magic 90* |
| *Agility 10* | *Magicka 80* | *Evade 10* |
| *Intelligence 80* | *Stamina 10* | *Observe 80* |
| *Willpower 90* | *Initiative +15* | *Stealth 10* |
| *Perception 60* | *AP 3* | *Knowledge 100* |
| *Personality 40* | *Speed 12* | *Social 40* |
| *Luck ---* | *Size Enormous* | *Physical 100* |

*\* Unconventional Skills*

* ***Thu’um:*** *110 TN*

*\* Weapons & Armor*

* ***Bite:*** *2d12 Splitting, Bite, Magic, 2-4m reach (Front only)*
* ***Talons:*** *2d10 Slashing, Magic, 2-3m reach*
* ***Tail:*** *2d12 Crushing, Magic, Concussive, Shieldsplitter, 3-4m reach (Rear only)*
* ***Scaled Hide:*** *AR 7 Magic 5 Full*

*\* Special Abilities*

* ***Dragon Fear:*** *The sight of a dragon invokes a primal fear in any creature. The first time a creature sees a dragon causes them to make a -20 Fear Test.*
* ***Buffet of the Wing (1 SP):*** *The dragon buffets its wings, forcing all creatures in a 10m cone in front of the dragon to make a -20 Strength test or be knocked prone.*
* ***Flyby (1 AP***): *The Dragon cannot be targeted by Attacks of Opportunity for one round while Flying.*
* ***Earth's Harsh Embrace (1 SP):*** *After making a successful melee attack with their Talons, the Dragon can spend 2 Stamina Points to then grab the target, provided it is sized Large or Smaller. The Dragon then can test Physical to fly up to 20m upwards. This is treated as a Grapple, and the Dragon can choose to drop the target at any point, causing the usual amount of falling damage to be incurred.*
* ***Dragon Tongue (1 SP):*** *The Dragon can use an Action to Shout. The Dragon knows all three words of three of the shouts below: (These shouts are just some common shouts, a Dragon can know any shout the GM wants them to.)*
* ***Fire Breath*** *(-20 Thu’um Test)  
  Character breathes fire, dealing 5d8 fire damage to all targets within a 15 degree cone up to 20m in front of them and ignores all Magic and Fire resistances and armour. Counts as a ranged, area of effect attack for the purposes of evasion.*
* ***Frost Breath*** *(-20 Thu’um Test)*

*Character breathes fire, dealing 5d8 frost damage to all targets within a 15 degree cone up to 20m in front of them and ignores all Magic and frost resistances and armour. Counts as a ranged, area of effect attack for the purposes of evasion.*

* ***Lightning Blast*** *(-10 Thu’um Test)*

*Target being within thirty meters takes 4d6 shock damage to a random hit location and ignores*

*all Magic and Shock resistances and armour.*

* ***Unrelenting Force*** *(-20 Thu’um Test)*

*Character shouts with great force, stunning, all targets within a 15 degree cone up to twenty five meters in front of them for two rounds. The targets take 3d8 damage that ignores armor and also throws them 3d4 meters backwards, and are knocked prone. Counts as a ranged, area of effect attack for the purposes of evasion.*

* ***Drain Vitality*** *(-30 Thu’um Test)*

*Target being within twenty five meters loses one SP, 20 MP, and 1d10 HP (unmitigated) and the character regains the lost stats.*

* ***Marked for Death*** *(-20 Thu’um Test)*

*Target being within twenty five meters of the character loses 3 Stamina Point and applies the Damaged (4) quality to all armor and shields that they currently have equipped.*

* ***Regenerate*** *(-30 Thu’um Test)*

*Character gains the Regeneration (6) trait for five rounds.*

* ***Restore Life*** *(-40 Thu’um Test)*

*Target being within five meters regains all lost HP and removes all instances of the Blood Loss and Bleeding (X) conditions. With GM permission, a character can burn 10 Luck to use this to bring a recently deceased character back to life.*

*\* Traits*

* ***Enormous Size:*** *+30 to hit by characters of smaller size or at range*
* ***Linguist (Dovahzul)***
* ***Immunity (Paralysis)***
* ***Weakness (Shock) ‘7***
* ***Resistance (Poison) ‘5***
* ***Immune to Normal Weapons***
* ***Undying:*** *Immune to disease and the effects of aging.*
* ***Magic Resistant:*** *Re-rolls failed tests to resist Magic.*
* ***Thick Skull:*** *Immune to Stun and Dazed.*
* ***Flyer ‘20:*** *The creature can fly at a Speed of 20.*
* ***Dark Sight:*** *A creature 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.*
* ***Colossal Strikes:*** *Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*
* ***Stubborn:*** *Can re-roll failed Fear tests.*
* ***Weak Spot (Underbelly)***
* ***Special Hit Location:*** *Arms = Wings, 1-2 = Underbelly*
* ***Master of the Thu’um:*** *A Dovah has access to 1 Legendary word of power of the GM’s choice.*
* ***Innate Voice:*** *Shouting only costs 1 SP no matter how many words they use.*

*\* Dovah Loot*

* *A character can make a -20 survival test to harvest a 1d6 “Dragon Scales”, valued at 1000 Drakes each. Failing the test halves their worth.*
* *A character, over a long rest, can use 1 “Dragon Scale” to create a piece of “Dragon Scale Armor” or a “Dragon Scale Shield”, 2 can be used to make a cuirass or tower shield. Doing this requires a successful -40 Survival or Profession (Smith) test.*
* *A character can make a -20 Alchemy test to harvest a dose of “Dragon’s Blood”, which is valued at 1000 Drakes, and is a Legendary Restoration, Alteration, & Destruction ingredient.*
* *In a Dragon’s lair, the characters can find its hoard, worth 10 rolls on the treasure table, multiply any drakes by 100.*

*\* Variant Dov*

* ***Lesser Dragon***

*HP is 150, WT is 20, SP is 7, and SB is 7*

*Scaled Hide is reduced by 2*

*They lack the “Innate Voice” and the “Master of the Thu’um” traits*

*They know 2 Shouts, instead of 3*

*Size is “Huge” (+20 to hit by characters of smaller size or at range)*

*Their Thu’um skill is 80*

* ***Elder Dragon***

*HP is 250 & WT is 30*

*Scaled Hide is Increased by +1*

*They know 2 Legendary words of power*

*Immune to Normal Weapons*

*They know 4 Shouts, instead of 3*

*Their Thu’um skill is 120*

* ***Ancient Dragon***

*HP is 300 & WT is 32*

*Scaled Hide is Increased by +2*

*They know 3 Legendary words of power*

*Immune to Normal Weapons*

*They know 6 Shouts, instead of 3*

*Their Thu’um skill is 130*

* ***Skeletal Dragon***

*HP is 180, WT is 20, SP is 7, and SB is 7*

*Lacks Scaled Hide but gains Natural Toughness ‘5*

*They gain the following traits*

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

*They lose the following traits and Abilities*

* *Innate Voice*
* *Master of the Thu’um*
* *Weak Spot (Underbelly)*
* *Flyer*
* *Earth’s Harsh Embrace*
* *Buffet of the Wing*

*\* Dragon Scale Armor Stats*

| ***\*AR*** | ***\*MAR*** | ***\*ENC/Piece (Suit)*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *7* | *5 magic* | *4 (24)* | *Medium, Magic, Full* |

*\* Dragon Scale Shield Stats*

| ***\*BR*** | ***\*MBR*** | ***\*ENC*** | ***\*Qualities*** |
| --- | --- | --- | --- |
| *11* | *11 magic* | *3* | *Medium, Magic* |

* ***Homunculus****, Daedra, Minor Group, 400 White Soul*

*(From Arena)*

*“A strange being created by a high level wizard who has somehow combined the properties of certain spells with parts of various daedra. These creatures are often set to guard areas, using their ability to fly to patrol corridors. They have the ability to cast spells, using these effectively with their normal attacks to ward whatever areas they have been set to guard. “*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 20* | *Combat 50* |
| *Endurance 50* | *Wound Thr. 14* | *Magic 60* |
| *Agility 60* | *Magicka 55* | *Evade 70* |
| *Intelligence 40* | *Stamina 5* | *Observe 50* |
| *Willpower 50* | *Initiative +14* | *Stealth 60* |
| *Perception 40* | *AP 3* | *Knowledge 40* |
| *Personality 20* | *Speed 16* | *Social 20* |
| *Luck ---* | *Size Small* | *Physical 40* |

*\* Weapons & Armor*

* ***Claws:*** *1d6 Slashing, Magic, Exploit Weakness, 1m reach*
* ***Innate Spell:*** *A Homunculus is created with 1 elemental spell infused with it depending on what salt is used.*

***(Salt) Bolt ‘3:*** *1d8 (Salt) Damage, Magic, 100m reach (Fire=Fire, Frost=Frost, Void=Shock)*

*\* Special Abilities*

* ***Overload (1 SP):*** *A Homunculus can overload a spell, inflicting +5 damage, by spending 1 SP.*
* ***Flyby (1 AP***): *The Homunculus cannot be targeted by Attacks of Opportunity for one round while Flying.*
* ***Refresh Spells (1 SP)****: The Daedra can spend a Stamina Point to refresh all their spell casts for their Spellcaster* trait.

*\* Traits*

* ***Small Size:***  *-10 on Ranged attack rolls made against them*
* ***Flyer ‘10:*** *The creature can fly at a Speed of 10.*
* ***Dark Sight:*** *A creature 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*
* ***Magic Resistant:*** *Re-rolls failed tests to resist Magic.*
* ***Resistance (Normal Weapons) ‘3***
* ***Immunity (Paralysis)***
* ***Spellcaster****: Homunculi know the following spells. They do not track Magicka, but instead can cast each spell they know one time.*
* *Spell List*

*Ward ‘2*

*Ward ‘3*

*(Salt) Ball ‘3*

*Fatigue ‘2*

*(Salt) Rune ‘5*

*Paralyze ‘2*

*Ethereal Form*

*\* Homunculus Loot*

* *A Character can make a -10 Alchemy test to salvage the Homunculus’ Tiny Daedra Heart, which is a Rare Restoration ingredient.*
* *A Character can make a -40 Alchemy test to harvest one of the components used in its creation of their choice, see the list below.*
* ***Alit****, Beast, Minor Solo, 40 White Soul*

*“Alits are common tailless two-legged creatures found in the grasslands and ash wastes of Vvardenfell in Morrowind. They are similar to their more powerful cousin, the kagouti, and resemble a disproportionately large walking mouth.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 15* | *Combat 50* |
| *Endurance 30* | *Wound Thr. 9* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 3* | *Observe 45* |
| *Willpower 20* | *Initiative +7* | *Stealth 30* |
| *Perception 35* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 10m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Alit Hide****: Partial AR 3*

***- Bite****: 1d8 Crushing, 2m reach, Bite*

*\* Special Abilities*

***- Venomous Bite (1 SP)****: May inflict a bonus 1d6 Poison damage on a bite attack*

*\* Traits*

***- Diseased (-10****): Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

***- 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.*

*\* Encountering Alits*

*\* Alit Loot*

*A character can make a +10 Survival test over a short rest to harvest one “Alit Hide”, usable in making partial leather armor and costs 20 drakes. Failure renders it useless for armor and halves its worth.*

* ***Kagouti****, Beast, Major Solo, 80 White Soul*

*“The more powerful relatives of the Alits, Kagoutis are large and aggressive two-legged animals with large tusks.”*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 20* | *Combat 60* |
| *Endurance 40* | *Wound Thr. 11* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 4* | *Observe 45* |
| *Willpower 20* | *Initiative +7* | *Stealth 30* |
| *Perception 35* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 11m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 50* |

*\* Weapons & Armor*

***- Kagouti Hide****: Full AR 4*

***- Bite****: 1d10 Crushing, 2m reach, Bite*

***- Tusks****: 1d10 Slashing, 2m reach*

*\* Special Abilities*

***- Gore (1 SP):*** *As part of a successfully damaging tusk attack, the Kagouti can spend a Stamina Point to immediately deal a bonus SB (5) damage.*

*\* Traits*

***- Thick Skull:*** *Immune to Stun and Dazed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

***- 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.*

*\* Encountering*

*\* Kagouti Loot*

*A character can make a +10 Survival test over a short rest to harvest one “Kagouti Hide”, usable in making full leather armor and costs 35 drakes. Failure renders it useless for armor and halves its worth.*

* ***Nix-Hound****, Beast, Minor Solo, 45 White Soul*

*“Nix-Hounds are medium-sized predators that have been known to hunt in packs.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 50* |
| *Endurance 30* | *Wound Thr. 7* | *Magic ---* |
| *Agility 40* | *Magicka ---* | *Evade 40* |
| *Intelligence 15* | *Stamina 3* | *Observe 50* |
| *Willpower 10* | *Initiative +9* | *Stealth 60* |
| *Perception 40* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 11m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 30* |

*\* Weapons & Armor*

***- Bite:*** *1d6 Slashing, 1m reach, bite*

***- Natural Toughness 1***

*\* Special Abilities*

***- Leech (1 SP)****: On a successful bite attack, a nix-hound can spend a stamina point to restore HP equal to the amount of damage.*

*\* Traits*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

***- 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.*

*\* Encountering*

*\* Nix-Hound Loot*

*A character can make a +10 Survival test over a short rest to butcher the beast and harvest DOS pounds of Nix Meat, valued at 4 drakes a pound.*

* ***Guar****, Beast, Minor Solo, 25 White Soul*

*“Guar are the primary domesticated herd animals of Vvardenfell and are not usually aggressive, with the exception of the somewhat rare Wild Guar.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 30* | *Combat 40* |
| *Endurance 40* | *Wound Thr. 9* | *Magic ---* |
| *Agility 20* | *Magicka ---* | *Evade 20* |
| *Intelligence 15* | *Stamina 4* | *Observe 50* |
| *Willpower 15* | *Initiative +6* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge ---* |
| *Personality 10* | *Speed 8m* | *Social ---* |
| *Luck ---* | *Size Large* | *Physical 60* |

*\* Weapons & Armor*

***- Bite****: 1d8 Crushing, 2m reach, bite*

***- Claws****: 1d6 Splitting, 1m reach*

*\* Special Abilities*

***- Beast of Burden (2 SP)****: A Guar can spend a point of stamina to double their “Physical” TN or inflict +2 damage on Claw attacks*

*\* Traits*

***- Large Size:*** *+10 to hit at range*

***- 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.*

*\* Encountering*

*\* Guar Loot*

*A character can make a +10 Survival test over a short rest to harvest one “Guar Hide”, usable in making partial leather armor and costs 15 drakes. Failure renders it useless for armor and halves its worth.*

*A character can make a +10 Survival test over a short rest to butcher the beast and harvest DOS\*2 pounds of Guar Meat, valued at 7 drakes a pound.*

* ***Scrib****, Beast, Minor Solo, 10 White Soul*

*“The larval form of the Kwama which is not very aggressive but can paralyze anything that attacks it. Their image is often depicted on banners, denoting that a tavern is nearby”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 10* | *Hit Points 5* | *Combat 30* |
| *Endurance 10* | *Wound Thr. 2* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 5* | *Stamina 1* | *Observe 45* |
| *Willpower 5* | *Initiative +6* | *Stealth 60* |
| *Perception 35* | *AP 3* | *Knowledge ---* |
| *Personality 10* | *Speed 7m* | *Social ---* |
| *Luck ---* | *Size Tiny* | *Physical 5* |

*\* Weapons & Armor*

***- Bite****: 1d4 Crushing, 1m reach*

*\* Special Abilities*

***- Paralytic Bite (1 SP)****: A Scrib can spend one SP on a successful bite attack and force the target to make a +10 End test. If they fail, they become Paralyzed for 2 rounds. (Usually used to escape)*

*\* Traits*

***- Tiny Size:*** *-20 to hit by characters of larger size or at range*

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

***- Minion****: This creature dies if it ever suffers a Wound of any sort.*

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

*\* Encountering*

*\* Scrib Loot*

*A character can make a +10 Alchemy test to harvest a portion of “Scrib Jelly”, a common Illusion ingredient.*

* ***Kwama Forager****, Beast, Minor Solo, 10 White Soul*

*“The smallest (and weakest) variation of Kwama, the forager is a worm-like creature resembling the head of a Warrior or Queen. It scouts land and caves, searching for new colonies and prey. Though aggressive, the Forager is not particularly dangerous.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 10* | *Hit Points 8* | *Combat 40* |
| *Endurance 15* | *Wound Thr. 3* | *Magic ---* |
| *Agility 35* | *Magicka ---* | *Evade 50* |
| *Intelligence 10* | *Stamina 1* | *Observe 65* |
| *Willpower 10* | *Initiative +9* | *Stealth 60* |
| *Perception 50* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 7m* | *Social ---* |
| *Luck ---* | *Size Tiny* | *Physical 10* |

*\* Weapons & Armor*

***- Bite****: 1d4 Slashing, 1m reach*

*\* Special Abilities*

***- Acidic Spray (1 SP)****: Releases a 2m cone of Acid that inflicts 1d6+1 Poison Damage*

*\* Traits*

***- Tiny Size:*** *-20 to hit by characters of larger size or at range*

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

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

***- Minion****: This creature dies if it ever suffers a Wound of any sort.*

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

*\* Encountering*

*\* Kwama Forager Loot*

*A character can make a +10 Alchemy skill test over a short rest to harvest a portion of “Kwama Cuttle”, which is a common Alteration ingredient.*

* ***Kwama Worker,*** *Beast, Minor Solo, 15 White Soul*

*“The primary source of labor in Kwama colonies, digging tunnels and attending to the Queen and eggs. It is not aggressive unless provoked.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 40* |
| *Endurance 35* | *Wound Thr. 7* | *Magic ---* |
| *Agility 25* | *Magicka ---* | *Evade 30* |
| *Intelligence 10* | *Stamina 3* | *Observe 45* |
| *Willpower 10* | *Initiative +6* | *Stealth 30* |
| *Perception 30* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 7m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Bite****: 1d6 Crushing, 1m reach*

***- Worker Chitin****: Partial AR 2 (1 Fire)*

*\* Special Abilities*

*-* ***Acidic Spray (1 SP)****: Releases a 3m cone of Acid that inflicts 1d6+2 Poison Damage*

*\* Traits*

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

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

***- Minion****: This creature dies if it ever suffers a Wound of any sort.*

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

*\* Encountering*

*\* Kwama Worker Loot*

*A character can make a +10 Alchemy skill test over a short rest to harvest a portion of “Kwama Cuttle”, which is a common Alteration ingredient.*

*A character can make a +10 Survival skill test over a short rest to harvest a unit of “Worker Chitin”, usable to make Partial Chitin armor and is valued at 20 drakes a unit.*

* ***Kwama Warrior****, Beast, Major Solo, 100 White Soul*

*“Aggressive Kwama which protects the nest from invaders. These may be Kwama, but they can be dangerous for any unprepared adventurers and egg poachers.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 30* | *Combat 70* |
| *Endurance 40* | *Wound Thr. 11* | *Magic ---* |
| *Agility 35* | *Magicka ---* | *Evade 30* |
| *Intelligence 10* | *Stamina 4* | *Observe 50* |
| *Willpower 10* | *Initiative +8* | *Stealth 20* |
| *Perception 40* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 12m* | *Social ---* |
| *Luck ---* | *Size Large* | *Physical 60* |

*\* Weapons & Armor*

***- Warrior Chitin****: Full AR 4 (1 Fire)*

***- Claws****: 1d10 Splitting, 2m reach*

*\* Special Abilities*

*-* ***Acidic Spray (1 SP)****: Releases a 5m cone of Acid that inflicts 1d8+2 Poison Damage*

*\* Traits*

***- Large Size:*** *+10 to hit at range*

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

***- Colossal Strikes****: Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*

***- Stubborn:*** *Can re-roll failed Fear tests.*

***- Thick Skull:*** *Immune to Stun and Dazed.*

*\* Encountering*

*\* Kwama Warrior Loot*

*A character can make a +10 Alchemy skill test over a short rest to harvest a portion of “Kwama Cuttle”, which is a common Alteration ingredient.*

*A character can make a +0 Survival skill test over a short rest to harvest a unit of “Warrior Chitin”, usable to make Full Chitin armor and is valued at 50 drakes a unit.*

* ***Kwama Queen****, Beast, Major Solo, 150 White Soul*

*“The largest of the Kwama which produces all of the nest's eggs. There is one Kwama Queen in every Egg Mine. They are too large to move and their needs are attended to by Kwama Workers. They are not aggressive unless provoked.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 37* | *Combat 40* |
| *Endurance 50* | *Wound Thr. 9* | *Magic ---* |
| *Agility 5* | *Magicka ---* | *Evade ---* |
| *Intelligence 10* | *Stamina 5* | *Observe 40* |
| *Willpower 10* | *Initiative +4* | *Stealth --* |
| *Perception 30* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 3m* | *Social ---* |
| *Luck ---* | *Size Large* | *Physical 30* |

*\* Weapons & Armor*

***- Royal Chitin****: Full AR 6 (2 Fire)*

*\* Special Abilities*

*-* ***Acidic Spray (1 SP)****: Releases a 5m cone of Acid that inflicts 1d10+2 Poison Damage*

***- Royal Pheromones (1 SP)****: The Queen can spend a stamina point to allow every Kwama within 10m of the Queen to restore 1d8+4 HP and 1 SP.*

***- Royal Call (1 AP****): When a Queen feels threatened they can call out to its hive for protection, every Kwama within the Hive becomes aware of the danger and will begin moving at fast as they can to the Queen’s chamber.*

*\* Traits*

***- Large Size:*** *+10 to hit at range*

***- Defenseless:*** *A Kwama Queen can’t roll to defend itself, but also cannot be Coup De Graced.*

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

***- Stubborn:*** *Can re-roll failed Fear tests.*

***- Thick Skull:*** *Immune to Stun and Dazed.*

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

*\* Encountering*

*\* Kwama Queen Loot*

*A character can make a +10 Alchemy skill test over a short rest to harvest a portion of “Kwama Cuttle”, which is a common Alteration ingredient.*

*A character can make a -10 Survival skill test over a short rest to harvest a unit of “Royal Chitin”, usable to make Full Chitin armor and is valued at 100 drakes a unit.*

* ***Netch****, Beast, Major Solo, 30 White Soul*

*“Netch are large, peaceful creatures resembling airborne jellyfish with the size and disposition of cattle. They are supported by internal sacs of magical vapors. Netch are herded by farmers in peaceful areas, as their hide makes a good quality leather. The female or "betty" Netch is smaller than the male or "bull", but is more easily provoked into aggression, especially in herds where the female-male ratio is kept higher than in the wild for faster breeding. Some bull Netch, however, have a poisonous attack. These creatures are non-aggressive, but can be defensive of their territory during their breeding season.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 25* | *Combat 40* |
| *Endurance 50* | *Wound Thr. 10* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 5* | *Observe 40* |
| *Willpower 20* | *Initiative +4* | *Stealth 30* |
| *Perception 30* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 3m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 30* |

*\* Weapons & Armor*

***- Netch Hide****: Partial AR 2 (1 Shock)*

***- Tentacles****: 1d8 Crushing, 3-4m reach*

*\* Special Abilities*

***- Lashing Tentacles (2 SP + 2 AP)****: The Netch lashes out with its tentacles, making 4 separate attacks in one action. Counts as 1 attack for max attacks per round.*

*\* Traits*

***- Flyer (7)***

***- Float****: The Netch floats 3m off the ground.*

*\* Encountering*

*\* Netch Loot*

*A character can make a +10 Survival skill test over a short rest to harvest a unit of “Netch Leather”, usable to make Netch leather armor and is valued at 10 drakes a unit.*

*\* Netch Variant*

* ***Bull Netch***

***- Bull Netch Hide****: Full AR 3 (1 Shock) “Replaces Netch Hide”*

***- Tentacles****: 1d10 Crushing, 4-6m reach*

*- Gains;* ***Spew******Bile (1 SP):*** *Launches a ball of poisonous bile up to 15m as a ranged attack, inflicting 2d8 poison damage*

***- Tough****: HP = 38, WT = 13, Size is Large*

* ***Cliff Racer****, Beast, Minor Solo, 50 White Soul*

*“Cliff Racers are large flying creatures found throughout Vvardenfell. They are very aggressive and will attack anyone in sight. Cliff Racers have good vision, and will often detect and follow you without being noticed. This can result in swarms of them descending upon the unwary adventurer. ”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 20* | *Hit Points 10* | *Combat 50* |
| *Endurance 20* | *Wound Thr. 5* | *Magic ---* |
| *Agility 40* | *Magicka ---* | *Evade 60* |
| *Intelligence 10* | *Stamina 2* | *Observe 60* |
| *Willpower 10* | *Initiative +10* | *Stealth 40* |
| *Perception 50* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 10m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 20* |

*\* Weapons & Armor*

***- Beak****: 1d6 Splitting, 1m reach*

***- Tail****: 1d8 Slashing, 2-4m reach*

*\* Special Abilities*

***- Flyby (1 AP***): *The Cliff Racer cannot be targeted by Attacks of Opportunity for one round while Flying.*

***- Annoying Screech (1 SP + 1 AP)****: Causes everyone that can hear them to make a -0 Wp test. If they fail, they become annoyed, taking a -10 on all tests until the Cliff Racer is dead or leaves the fight.*

*\* Traits*

***- Flyer (16)***

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

***- Minion****: This creature dies if it ever suffers a Wound of any sort.*

*\* Encountering*

*\* Cliff Racer Loot*

*A character can make a +20 Survival test to collect DOS amount of “Racer Plumes”, valued at 4 drakes each.*

* ***Shalk****, Beast, Minor Group, 50 White Soul*

*“Shalks are large and slightly aggressive beetles which use magical fire to attack.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 10* | *Hit Points 10* | *Combat 40* |
| *Endurance 20* | *Wound Thr. 4* | *Magic ---* |
| *Agility 20* | *Magicka ---* | *Evade 20* |
| *Intelligence 10* | *Stamina 2* | *Observe 40* |
| *Willpower 10* | *Initiative +7* | *Stealth 30* |
| *Perception 30* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 5m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 20* |

*\* Weapons & Armor*

***- Shalk Chitin****: Full AR 6 (3 Fire)*

***- Mandibles****: 1d6 Splitting, 1m reach*

*\* Special Abilities*

***- Volatile Spew (1 SP)****: Releases a 6m line of highly volatile liquid that ignites when it contacts air. Acts as a ranged attack and inflicts 2d8 fire damage.*

*\* Traits*

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

***- Minion****: This creature dies if it ever suffers a Wound of any sort.*

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

*\* Encountering*

*\* Shalk Loot*

*A character can make a -20 Alchemy skill test over a short rest to harvest a portion of “Volatile Fluid”, which is a rare destruction ingredient.*

*A character can make a +10 Survival skill test over a short rest to harvest a unit of “Shalk Chitin”, usable to make Full Chitin armor and is valued at 25 drakes a unit.*

* ***Silt Strider****, Beast, Major Solo, 200 White Soul*

*“Giant arthropods, which can be up to 60 feet tall. Used as a means of transport by manipulating exposed organs and tissues.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 70* | *Hit Points 160* | *Combat 40* |
| *Endurance 80* | *Wound Thr. 16* | *Magic ---* |
| *Agility 20* | *Magicka ---* | *Evade 20* |
| *Intelligence 20* | *Stamina 8* | *Observe 40* |
| *Willpower 10* | *Initiative +7* | *Stealth 30* |
| *Perception 30* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 21m* | *Social ---* |
| *Luck ---* | *Size Huge* | *Physical 20* |

*\* Weapons & Armor*

***- Silt Chitin****: Full AR 8 (8 Fire)*

***- Pincers****: 2d6 Slashing, 3-5m reach (Can reach the ground)*

*\* Special Abilities*

*\* Traits*

***- Huge Size:*** *+20 to hit by characters of smaller size & at range*

***- Tall****: A Silt Striders torso and head is roughly 20m high, and can’t be targeted by a melee attack unless it becomes wounded in 3 of its 6 legs. Any other attack targets one of the legs, chosen by the attacher.*

***- Long Stride****: +10 to Speed*

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

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

*\* Encountering*

*\* Silt Strider Loot*

*A character can make a +20 Survival test over a long rest to harvest a unit of “Silt Chitin”, usable to make 4 pieces of partial armor or 2 pieces of full armor and is valued at 100 drakes.*

* ***Ash Zombie****, Corprus, Minor Solo, 100 White Soul*

*“A creature magically created and transformed by the followers of Dagoth Ur, and the lowest minion in the legions of ash creatures. They appear to be Dunmer which have had their upper face (eyes and nose) carved out, leaving a hollow space.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 20* | *Combat 50* |
| *Endurance 40* | *Wound Thr. 9* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 20* | *Stamina 4* | *Observe 40* |
| *Willpower 20* | *Initiative +8* | *Stealth 40* |
| *Perception 30* | *AP 3* | *Knowledge 5* |
| *Personality 15* | *Speed 9m* | *Social 5* |
| *Luck ---* | *Size Average* | *Physical 30* |

*\* Weapons & Armor*

***- Spiked Club****: 1d6 Crushing, 1H, 1m reach*

*\* Special Abilities*

***- Shared Dream****: When a Dreamer fights with at least one fellow dreamer, they gain Natural Toughness ‘3*

***- Zealous Might (1 SP)****: When a Dreamer “All Out Attacks”, they inflict +2 damage with their club*

*\* Traits*

***- Diseased (-10)****: Targets hit with a melee attack must make a -10 End test or be infected with a Blight Disease*

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

***- Zealous Dream****: Immune to Mind Altering Effects*

***- Undying****: Immune to disease and the effects of aging*

*\* Encountering*

*\* Ash Zombie Loot*

*A character can make a +10 Alchemy test to harvest a potion of Ash Salt, a rare restoration ingredient.*

* ***Ash Slave,*** *Corprus, Major Solo, 250 White Soul*

*“A deranged humanoid creature created by the dark magic of Dagoth Ur.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 50* |
| *Endurance 30* | *Wound Thr. 10* | *Magic 60* |
| *Agility 30* | *Magicka 40* | *Evade 40* |
| *Intelligence 40* | *Stamina 3* | *Observe 40* |
| *Willpower 40* | *Initiative +10* | *Stealth 40* |
| *Perception 30* | *AP 3* | *Knowledge 15* |
| *Personality 15* | *Speed 9m* | *Social 5* |
| *Luck ---* | *Size Average* | *Physical 30* |

*\* Weapons & Armor*

***- Spiked Club****: 1d6 Crushing, 1H, 1m reach*

*\* Special Abilities*

***- Shared Dream****: When a Dreamer fights with at least one fellow dreamers, they gain Natural Toughness ‘3*

***- Refresh Spells (1 SP)****: The Dreamer can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

*\* Traits*

***- Blessing of House Dagoth****: Constant Reflect ‘2*

***- Diseased (-10)****: Targets hit with a melee attack must make a -10 End test or be infected with a Blight Disease*

***- Undying****: Immune to disease and the effects of aging*

***- Zealous Dream****: Immune to Mind Altering Effects*

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

***- Spellcaster****: The Dreamer knows the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spells  
  Shockball ‘2-’4*

*Chain Lightning ‘2*

*Armor ‘3*

*Magic Armor ‘2*

*\* Encountering*

*\* Ash Slave Loot*

*A character can make a +10 Alchemy test to harvest a potion of Ash Salt, a rare restoration ingredient.*

* ***Ash Ghoul****, Corprus, Major Solo, 800 White Soul*

*“Ash Ghouls, also called Ash Poets by members of the Sixth House, are half-Dunmer, half-beast creatures created by the dark magic of Dagoth Ur. Like Ash Zombies, they appear to be Dunmer which have had their upper faces removed, but unlike Ash Zombies there is a wormlike proboscis growing out of the hollow space.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 20* | *Combat 60* |
| *Endurance 40* | *Wound Thr. 13* | *Magic 70* |
| *Agility 30* | *Magicka 50* | *Evade 40* |
| *Intelligence 50* | *Stamina 4* | *Observe 40* |
| *Willpower 50* | *Initiative +11* | *Stealth 30* |
| *Perception 30* | *AP 3* | *Knowledge 45* |
| *Personality 35* | *Speed 10m* | *Social 35* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Sixth House Staff****: 1d6/8+2 Concussive, 1.5H, 2m reach, Magic, Focus*

*Or*

***- Sixth House Bell Hammer****: 1d12+2 Crushing, 2H, 2m reach, Unwieldy, Shield Splitter, Conussive*

*Optional*

***- Sixth House Amulet****: Constant Effect Drain Personality ‘20 & Power Well ‘10 (Can cast 1 additional spell)*

*\* Special Abilities*

***- Shared Dream****: When a Dreamer fights with at least one fellow dreamers, they gain Natural Toughness ‘3*

***- Refresh Spells (1 SP)****: The Dreamer can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

***- Ash Feast (1 SP)****: The Dreamer may mark a target within their sight, this target must make a -20 Wp test. If they fail they take 2d4 magic damage every round for 4 rounds, or until they get dispelled or they receive a Cure Disease effect (potion or spell).*

*\* Traits*

***- Blessing of House Dagoth****: Constant Reflect ‘3*

***- Undying****: Immune to disease and the effects of aging*

***- Power Well ‘20***

***- Diseased (-10)****: Targets hit with a melee attack must make a -10 End test or be infected with a Blight Disease*

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

***- Spellcaster****: The Dreamer knows the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spells  
  Shockball ‘3-’5*

*Chain Lightning ‘2-3*

*Armor ‘4*

*Magic Armor ‘3*

*\* Encountering*

*\* Ash Ghoul Loot*

*A character can make a +10 Alchemy test to harvest a potion of Ash Salt, a rare restoration ingredient.*

*A Character can make a-20 Alchemy test over a Short Rest to harvest a Ghoul’s Heart, an extremely rare restoration ingredient.*

*If they have a Sixth House Amulet, it can be looted.*

* ***Ascended Sleeper,*** *Corprus, Deadly Solo, 1200 White Soul*

*“Ascended Sleepers are distorted half-Dunmer, half-beast abominations created through magic and are usually associated with Dagoth Ur. Sleepers are intelligent, aggressive and dangerous to all but the most experienced of travelers, hurling powerful Destruction spells at their foes. Their bone structure appears to consist of a skull only, because when one is killed, only the skull remains.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 25* | *Combat 50* |
| *Endurance 50* | *Wound Thr. 16* | *Magic 90* |
| *Agility 20* | *Magicka 60* | *Evade 20* |
| *Intelligence 60* | *Stamina 5* | *Observe 50* |
| *Willpower 70* | *Initiative +12* | *Stealth 10* |
| *Perception 40* | *AP 3* | *Knowledge 70* |
| *Personality 35* | *Speed 8m* | *Social 35* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Sixth House Staff****: 1d6/8+2 Concussive, 1.5H, 2m reach, Magic, Focus*

*Optional*

***- Sixth House Amulet****: Constant Effect Drain Personality ‘20 & Power Well ‘10 (Can cast 1 additional spell)*

*\* Special Abilities*

***- Shared Dream****: When a Dreamer fights with at least one fellow dreamers, they gain Natural Toughness ‘3*

***- Refresh Spells (1 SP)****: The Dreamer can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

***- Ash Feast (1 SP)****: The Dreamer may mark a target within their sight, this target must make a -20 Wp test. If they fail they take 2d4 magic damage every round for 4 rounds, or until they get dispelled or they receive a Cure Disease effect (potion or spell).*

*\* Traits*

***- Blessing of House Dagoth****: Constant Reflect ‘3*

***- Undying****: Immune to disease and the effects of aging*

***- Power Well ‘30***

***- Zealous Dream****: Immune to Mind Altering Effects*

***- Diseased (-10)****: Targets hit with a melee attack must make a -10 End test or be infected with a Blight Disease*

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

***- Spellcaster****: The Dreamer knows the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spells  
  Fatigue ‘3-’5*

*Paralysis ‘2-’5*

*Poisonbloom ‘2-’4*

*Fire or Shock Storm ‘2-’5*

*\* Encountering*

*\* Ascended Sleeper Loot*

*A character can make a +10 Alchemy test to harvest a potion of Ash Salt, a rare restoration ingredient.*

*If they have a Sixth House Amulet, it can be looted.*

* ***Ash Vampire****, Corprus, Deadly Group, 1300 White Soul*

*“Very powerful creatures created by the dark magic of Dagoth Ur. They serve as the nobility of the Sixth House. A more accurate name for these beings would be, Heart Wight”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 40* | *Combat 50* |
| *Endurance 80* | *Wound Thr. 22* | *Magic 90* |
| *Agility 50* | *Magicka 100* | *Evade 20* |
| *Intelligence 70* | *Stamina 8* | *Observe 50* |
| *Willpower 80* | *Initiative +17* | *Stealth 10* |
| *Perception 50* | *AP 4* | *Knowledge 70* |
| *Personality 60* | *Speed 16m* | *Social 35* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Claws****: 1d8 Splitting, Magic, 1-2m reach*

***- Natural Toughness 5:*** *Reduces all incoming damage by 5. Does not count as Armor.*

*Optional*

***- Sixth House Staff****: 1d6/8+2 Concussive, 1.5H, 2m reach, Magic, Focus*

***- Sixth House Bell Hammer****: 1d12+2 Crushing, 2H, 2m reach, Unwieldy, Shield Splitter, Conussive, Magic*

***- Sixth House Blade****: 1d8/10+2 Slashing, 1.5H, 2m reach, magic*

***- Sixth House War Armor****: Full AR 6 (Magic 4) ENC 4*

***- Sixth House Amulet****: Constant Effect Drain Personality ‘20 & Power Well ‘10 (Can cast 1 additional spell)*

*- An Ash Vampire may have one of the “Ash Artifacts” found in my Addition Artifacts file. (Coming Soon)*

*\* Special Abilities*

***- Refresh Spells (1 SP)****: The Dreamer can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.*

***- Ash Feast (1 SP)****: The Dreamer may mark a target within their sight, this target must make a -20 Wp test. If they fail they take 2d4 magic damage every round for 4 rounds, or until they get dispelled or they receive a Cure Disease effect (potion or spell).*

***- Twisted Dreams (2 SP)****: The dreamer may force a target within sight to make a -20 Wp test and if they fail, they fall under the control of the dreamer. The Dreamer gains “Mindlock ‘2”.*

***- Wrath of House Dagoth (1 SP)****: A target creature within 5m of the Dreamer must make a -10 End test. If they fail, they take 2d6 magic damage, lose 2d6 Magicka, and 1 SP.*

***- Dagoth’s Banner (1 SP)****: Any Dreamer within sight of the caster restores 3d8 Health, Magicka (or 3 spells), 2 SP, and gets a +20 on their next test.*

*\* Traits*

***- House Dagoth Noble:*** *All allies within sight of the Dreamer get +1 to their damage and reduce all incoming damage by 1.*

***- Blessing of House Dagoth****: Constant Reflect ‘5*

***- Undying****: Immune to disease and the effects of aging*

***- Zealous Dream****: Immune to Mind Altering Effects*

***- Power Well ‘30***

***- Immune to Paralysis***

***- Immune to Poison***

***- Diseased (-10)****: Targets hit with a melee attack must make a -10 End test or be infected with a Blight Disease*

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

***- Spellcaster****: The Dreamer knows the following spells. They do not track Magicka, but instead can cast each spell they know one time.*

* *Spells  
  Firestorm ‘2-’7*

*Fatigue ‘4-’7*

*Fire Cloak ‘4*

*Armor ‘3*

*\* Encountering Ash Vampires*

*Remember that there are only 7 Ash Vampires, each uniquely named.*

*\* Ash Vampire Loot*

*A character can make a +10 Alchemy test to harvest a potion of Ash Salt, a rare restoration ingredient.*

*If they have a Sixth House Gear, it can be looted.*

* ***Corprus Stalker,*** *Corprus, Minor Solo, 150 White Soul*

*“Deranged and deformed victims of the dreaded Corprus Disease, which has no known cure. Care must be taken when confronting these creatures as they have become incredibly tough owing to the disease.”*

*(From Elder Scrolls Morrowind)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 25* | *Combat 50* |
| *Endurance 40* | *Wound Thr. 12* | *Magic ---* |
| *Agility 20* | *Magicka ---* | *Evade 20* |
| *Intelligence 10* | *Stamina 4* | *Observe 30* |
| *Willpower 10* | *Initiative +6* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 8m* | *Social 5* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Fists****: 1d4, 1m reach*

*\* Special Abilities*

***- Crushing Fists (1 SP)****: Can spend an additional AP to grant their Fists the Crushing quality*

*\* Traits*

***- Regeneration (5)****: The Corprus Stalker may make an End test at the start of each round to heal 5 HP.*

***- Diseased (-10)****: Targets hit with a melee attack must make a -10 End test or be infected with a Blight Disease*

***- Corprus****: If a target catches a Blight Disease from this creature, they must roll a Luck test or be infected with Corprus*

***- Undying****: Immune to disease and the effects of aging*

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

*\* Corprus Stalker Loot*

*A character can make a +10 Alchemy test to harvest a potion of Corprus Weepings, a rare Destruction ingredient.*

*\* Corprus Stalker Variant*

* ***Lame Corprus***

***Tough****: HP = 30, WT = 15, StrB = 6*

***Fists****: Gains Concussive and becomes 1d6 instead of 1d4*

***Speed****: 6m*

***Natural Toughness ‘3***

***Combat & Physical Skills*** *+20*

* ***Unicorn****, Daedra, Major Solo, 1000 White Soul*

*(From Oblivion)*

*A rare animal resembling a white horse with a single horn. They are prey native to the Hunting Grounds, and are occasionally brought to Tamriel by Hircine. It will attack anyone who draws a weapon in its presence, and it can be harmed only by magic weapons. Their horns are prized alchemical ingredients.*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 25* | *Combat 60* |
| *Endurance 50* | *Wound Thr. 16* | *Magic ---* |
| *Agility 50* | *Magicka ---* | *Evade 30* |
| *Intelligence 35* | *Stamina 5* | *Observe 40* |
| *Willpower 50* | *Initiative +11* | *Stealth 30* |
| *Perception 35* | *AP 3* | *Knowledge 20* |
| *Personality 30* | *Speed 16m* | *Social 10* |
| *Luck ---* | *Size Large* | *Physical 50* |

*\* Weapons & Armor*

***- Trample****: 1d8 Crushing, 1m Reach, magic*

***- Horn****: 1d10 Slashing, 1m reach, magic*

***- Natural Toughness ‘3***

*\* Special Abilities*

***- Charge (1 SP)****: The horse can lower its head and trample foes. It may move up to 3x its movement speed, and when it does, any characters it moves within 1m of must test Evade or take d6 Crushing damage and be knocked Prone.*

***- Gallop (1 SP)****: Instead of Dashing, when a Horse spends a Stamina to move faster it instead moves 5x its movement speed.*

***- Healing Light (1 SP)****: A Unicorn can cast a 7th level Healing Light Spell (Spellcraft 1) without the need of a test.*

*\* Traits*

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

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

***- Immune to Paralysis***

***- Immune to Poison***

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

***- Reflect ‘3***

***- Dark Sight:*** *A creature 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.*

***- From Beyond:*** *Unicorns are immune to the effects of disease, fear, poisons, and any mind affecting magic (ie. Illusions).*

***- Regenerate (7):*** *The Unicorn may make an Endurance test at the start of each round to heal 7 HP.*

***- Unrelenting:*** *Targets cannot Disengage while in Reach of the creature.*

***- Magic Resistant:*** *Re-rolls failed tests to resist Magic.*

***- Soul Speech:*** *While a Unicorn cannot speak or properly understand a spoken language, they are empathic and can feel the genuine emotions of any creature they lay their eyes on.*

***- Peace Loving****: A Unicorn views even the slightest sign of aggression (even simply holding a weapon) as a threat and it will attempt to end any threat to itself or a creature it sees. Though, if a threat shows that it is not a danger, the Unicorn will cease its offense.*

*\* Unicorn Loot*

* *On a +10 Survival test, a character can remove the Unicorn's hide, worth 600 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.*
* *On a +30 Simple Survival test, a character can harvest meat from a Unicorn over a Long Rest. The character harvests DoS\*3 days' rations of meat, which will spoil if not preserved.*
* *On a +0 Alchemy test, a character can remove and prepare the Unicorn's hooves over a Short Rest. Unicorn hooves are a Rare Alteration ingredient. The character can retrieve two doses, and if they score more than 1 DoS, they retrieve four.*
* *On a -10 Alchemy test, a character can properly remove the Unicorn’s horn. A Unicorn’s horn is valued at 3000 drakes and is a Legendary Restoration & Alteration Ingredient. Failing the test destroys the horn.*
* *On a +20 Survival test, a character can, over the course of a Long Rest, turn a Unicorn hide into one piece of Full Unicorn Hide armour. Alternatively, creating a Full Unicorn Hide chest piece requires two Unicorn hides. Unicorn Hide armour is exactly the same as regular Hide and grants the wearer the “Magic Resistant” trait. Failing this test spoils the hide, halving its worth and rendering it useless.*
* ***Fledgeling Vampire****, Vampire, Minor Solo, 1500 Black Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 20* | *Combat 50* |
| *Endurance 40* | *Wound Thr. 10* | *Magic 30* |
| *Agility 40* | *Magicka 35* | *Evade 50* |
| *Intelligence 35* | *Stamina 4* | *Observe 50* |
| *Willpower 30* | *Initiative +11* | *Stealth 50* |
| *Perception 45* | *AP 3* | *Knowledge 30* |
| *Personality 30* | *Speed 11m* | *Social 40* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Claws****: 1d4 Slashing, 1m reach, magic*

***- Bite****: 1d6 Slashing, 1m reach, feed, magic, Grapple only*

***- Steel Shortsword****: 1d6+1 Slashing, 1h, 1m reach, exploit weakness*

***- Wooden Shortbow****: 1d6 damage, 2h, 20/100/200, reload ‘1*

* *Has a quiver of 15 Steel Arrows, Slashing or Splitting (+1 Damage)*

***- Partial Leather Armor****: Partial AR 1, Fire AR 1*

*Martial Bloodlines May Have any amount of Steel quality equipment*

*\* Special Abilities*

***- Blood Frenzy (1 SP):*** *A Vampire can spend a stamina point to enter a hyper-predatory state, gaining the following abilities;*

* *Combat, Evade, and Physical Skills increase by +10*
* *Gain Natural Toughness ‘2*
* *Bite & Claw Attacks inflict +1 damage*
* *This can only be activated if they have taken or dealt at least 1 point of damage*
* *Lasts for 3 rounds but can be maintained through a 1 SP upkeep*

***- Blood Sense (1 SP)****: Vampires may spend 1 stamina point to gain “Unnatural Senses (Blood) ‘10” for 1 round*

*\* Traits*

***- Weakness (Fire) ’3***

***- Dark Sight:*** *A creature 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.*

***- Dawn-Cursed ‘7****: Takes 7 damage every round the vampire spends in direct sunlight*

***- Sun-Scarred ‘3****: Takes +5 damage from any source marked as “Sunlight” damage. Doesn’t stack with Dawn-Cursed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with Vampirism*

***- Resist Normal Weapon ‘2***

***- Unlife:*** *Immune to the effects of aging and disease. Restoration healing magic and potions of healing have no effect on vampires*

***- Feed:*** *Damage dealt from this attack heals the vampire for the damage dealt, if the Vampire is at full HP it restores 1 point of SP.*

*\* Encountering*

*\* Vampire Loot*

* *A Character can make a +0 Alchemy test to harvest a portion of “Vampire Dust”, which is a Very Rare Illusion Ingredient.*

*\* Vampire Variants*

* ***Arcane Bloodline***

*Magic Skill is 60*

*Gains the “Spellcaster” trait*

* *Their Spell List is that of a Mage or Necromancer*
* ***Martial Bloodline***

*Combat Skill is 60*

*HP is 25, SP is 5, SB is 4*

*May have any Steel equipment (Armor & Weapons)*

* ***Subtle Bloodline***

*Stealth Skill is 60*

*Gains “Sneak Attack” (+2 when unseen)*

*Gains “Climber ‘3”*

* ***Bloodied Vampire*** *Vampire, Major Solo, 1500 Black Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 25* | *Combat 60* |
| *Endurance 50* | *Wound Thr. 13* | *Magic 40* |
| *Agility 50* | *Magicka 35* | *Evade 50* |
| *Intelligence 35* | *Stamina 5* | *Observe 60* |
| *Willpower 40* | *Initiative +13* | *Stealth 60* |
| *Perception 50* | *AP 3* | *Knowledge 40* |
| *Personality 30* | *Speed 14m* | *Social 40* |
| *Luck ---* | *Size Average* | *Physical 50* |

*\* Weapons & Armor*

***- Claws****: 1d4 Slashing, 1m reach, magic*

***- Bite****: 1d8 Slashing, 1m reach, feed, magic, Grapple only*

***- Steel Shortsword****: 1d6+1 Slashing, 1h, 1m reach, exploit weakness*

***- Wooden Shortbow****: 1d6 damage, 2h, 20/100/200, reload ‘1*

* *Has a quiver of 15 Steel Arrows, Slashing or Splitting (+1 Damage)*

***- Full Leather Armor****: Full AR 3, Fire AR 1*

*Martial Bloodlines May Have any amount of Orichalcum quality equipment*

*\* Special Abilities*

***- Blood Frenzy (1 SP):*** *A Vampire can spend a stamina point to enter a hyper-predatory state, gaining the following abilities;*

* *Combat, Evade, and Physical Skills increase by +20*
* *Gain Natural Toughness ‘3*
* *Bite & Claw Attacks inflict +2 damage*
* *This can only be activated if they have taken or dealt at least 1 point of damage*
* *Lasts for 3 rounds but can be maintained through a 1 SP upkeep*

***- Blood Sense (1 SP)****: Vampires may spend 1 stamina point to gain “Unnatural Senses (Blood) ‘20” for 1 round*

***- (Arcane Only) Vampiric Drain (1 SP)****: Drains 2d6 HP from the target and restores the Vampire by the same amount. If this kills the target, it restores 2 SP Has a range of 4m.*

***- (Martial Only) Killing Blow (1 SP)****: After rolling melee damage, the Vampire can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 2 SP.*

***- (Subtle Only) Bat Form (1 SP)****: The Vampire becomes a swarm Bats, you gain the following traits.*

* *Flyer ‘10*
* *Tiny Size: -40 to hit, +40 to stealth*
* *HP is 5*
* *If you die, you return to normal*
* *This effect lasts 3 rounds, 1 SP upkeep*
* *Can make Bite attacks in this form, inflicting half damage*

*\* Traits*

***- Weakness (Fire) ’3***

***- Dark Sight:*** *A creature 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.*

***- Dawn-Cursed ‘7****: Takes 7 damage every round the vampire spends in direct sunlight*

***- Sun-Scarred ‘3****: Takes +7 damage from any source marked as “Sunlight” damage. Doesn’t stack with Dawn-Cursed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with Vampirism*

***- Resist Normal Weapon ‘3***

***- Unlife:*** *Immune to the effects of aging and disease. Restoration healing magic and potions of healing have no effect on vampires*

***- Feed:*** *Damage dealt from this attack heals the vampire for the damage dealt, if the Vampire is at full HP it restores 1 point of SP.*

*\* Encountering*

*\* Vampire Loot*

* *A Character can make a +0 Alchemy test to harvest a portion of “Vampire Dust”, which is a Very Rare Illusion Ingredient.*

*\* Vampire Variants*

* ***Arcane Bloodline***

*Magic Skill is 70*

*Gains the “Spellcaster” trait*

* *Their Spell List is that of a Mage or Necromancer*
* ***Martial Bloodline***

*Combat Skill is 70*

*HP is 30, SP is 6, SB is 6*

*May have any Orichalcum equipment (Armor & Weapons)*

* ***Subtle Bloodline***

*Stealth Skill is 70*

*Gains “Sneak Attack” (+4 when unseen)*

*Gains “Climber ‘6”*

* ***Optional Variant (Bloodkin) This Variant may Stack with One of the Above Variants (Makes them a Group Threat)***

*Bloodied Vampires can have the Unique bloodline abilities available to PCs. This calls for some work from the GM, but will be made easier by following the following guidelines*

* *Has the “Child of the Night” EA and the abilities provided, the non-abilities have already been added.*
* *They should also have their Bloodlines Talent.*
* *For NPC Vampires don’t track whether they are “Well Fed”, instead they are considered “Well Fed” until they reach half HP.*
* ***Ancient Vampire****, Vampire, Deadly Solo, 1500 Black Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 30* | *Combat 70* |
| *Endurance 60* | *Wound Thr. 16* | *Magic 60* |
| *Agility 60* | *Magicka 45* | *Evade 70* |
| *Intelligence 45* | *Stamina 6* | *Observe 80* |
| *Willpower 50* | *Initiative +16* | *Stealth 70* |
| *Perception 60* | *AP 3* | *Knowledge 70* |
| *Personality 70* | *Speed 17m* | *Social 70* |
| *Luck ---* | *Size Average* | *Physical 60* |

*\* Weapons & Armor*

***- Claws****: 1d4 Slashing, 1m reach, magic*

***- Bite****: 1d8 Slashing, 1m reach, feed, magic, Grapple only*

***- Ebony Shortsword****: 1d6+4 Slashing, 1h, 1m reach, exploit weakness, magic*

***- Wooden Shortbow****: 1d6 damage, 2h, 20/100/200, reload ‘1*

* *Has a quiver of 15 Ebony Arrows, Slashing or Splitting (+4 Damage)*

***- Full Mithril Armor****: Full AR 6, Magic AR 2*

*Martial Bloodlines May Have any amount of Ebony quality equipment*

*\* Special Abilities*

***- Blood Frenzy (1 SP):*** *A Vampire can spend a stamina point to enter a hyper-predatory state, gaining the following abilities;*

* *Combat, Evade, and Physical Skills increase by +30*
* *Gain Natural Toughness ‘5*
* *Bite & Claw Attacks inflict +4 damage*
* *This can only be activated if they have taken or dealt at least 1 point of damage*
* *Lasts for 3 rounds but can be maintained through a 1 SP upkeep*

***- Blood Sense (1 SP)****: Vampires may spend 1 stamina point to gain “Unnatural Senses (Blood) ‘30” for 1 round*

***- (Arcane Only) Consuming Blast (1 SP)****: Launches a bolt of vampiric energy that explodes in a 3m radius and drains each target hit for 2d8 HP and heals the vampire for the total amount of damage dealt. This spell has a 20m range and is handled as an AOE attack.*

***- (Martial Only) Killing Blow (1 SP)****: After rolling melee damage, the Vampire can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 4 SP.*

***- (Subtle/Lord Only) Bat Form (1 SP)****: The Vampire becomes a swarm Bats, you gain the following traits.*

* *Flyer ‘10*
* *Tiny Size: -40 to hit, +40 to stealth*
* *HP is 5*
* *If you die, you return to normal*
* *This effect lasts 3 rounds, 1 SP upkeep*
* *Can make Bite attacks in this form, inflicting half damage*

***- (Subtle Only) Shrouding Mist:*** *A 1 mile radius becomes covered in heavy fog that invokes a -10 to all Observe tests and any vampire within the area takes only 2 damage from their Dawn-Cursed trait. This effect lasts for 5 hours.*

***- (Lord Only) Sanguine Shield (2 SP)****: The Ancient creates a 5m dome centered on them, all incoming damage is dealt to the dome. The dome has 30 HP and lasts until it is destroyed or dismissed.*

***- (Lord Only) Night Cloak (2 SP)****: Envelopes the Ancient in Bats inflicting 1d4 Slashing (3), Poison, Magic, damage to all hostile creatures within a 7m radius. The Vampire restores an amount of HP equal to the damage dealt. This cloak lasts for 3 rounds, with a 1 SP upkeep.*

*\* Traits*

***- Weakness (Fire) ’3***

***- Dark Sight:*** *A creature 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.*

***- Dawn-Cursed ‘10****: Takes 10 damage every round the vampire spends in direct sunlight*

***- Sun-Scarred ‘4****: Takes +7 damage from any source marked as “Sunlight” damage. Doesn’t stack with Dawn-Cursed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with Vampirism*

***- Immune to Normal Weapons***

***- Unlife:*** *Immune to the effects of aging and disease. Restoration healing magic and potions of healing have no effect on vampires*

***- Feed:*** *Damage dealt from this attack heals the vampire for the damage dealt, if the Vampire is at full HP it restores 1 point of SP.*

*\* Encountering*

*\* Vampire Loot*

* *A Character can make a +0 Alchemy test to harvest a portion of “Ancient Vampire Dust”, which is a Legendary Illusion Ingredient.*

*\* Vampire Variants*

* ***Arcane Bloodline***

*Magic Skill is 90*

*Gains the “Spellcaster” trait*

* *Their Spell List is that of a Archmage or Necromancer*
* ***Martial Bloodline***

*Combat Skill is 90*

*HP is 40, SP is 8, SB is 7*

*May have any Ebony equipment (Armor & Weapons)*

* ***Subtle Bloodline***

*Stealth Skill is 90*

*Gains “Sneak Attack” (+6 when unseen)*

*Gains “Climber ‘8”*

* ***Vampire Lord***

*Claws inflict a d10 instead of a d4, gains Exploit Weakness*

*Bites inflict a d12 instead of a d8, gains Exploit Weakness*

*Gains “Flyer ‘3”*

*HP is 40, SP is 7, SB is 8*

*Natural Toughness while in “Blood Frenzy” is ‘8, instead of ‘5*

* ***Optional Variant (Bloodkin) This Variant may Stack with One of the Above Variants (Makes them a Group Threat)***

*Bloodied Vampires can have the Unique bloodline abilities available to PCs. This calls for some work from the GM, but will be made easier by following the following guidelines*

* *Has the “Child of the Night” EA and the abilities provided, the non-abilities have already been added.*
* *They should also have their Bloodlines Talent.*
* *For NPC Vampires don’t track whether they are “Well Fed”, instead they are considered “Well Fed” until they reach half HP.*
* ***Falmer****, Beast, Minor Solo, 500 White Soul*

*(From Elder Scrolls Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 15* | *Combat 50* |
| *Endurance 30* | *Wound Thr. 9* | *Magic 20* |
| *Agility 40* | *Magicka 35* | *Evade 50* |
| *Intelligence 25* | *Stamina 3* | *Observe 70* |
| *Willpower 30* | *Initiative +10* | *Stealth 60* |
| *Perception 40* | *AP 3* | *Knowledge 20* |
| *Personality 10* | *Speed 11m* | *Social 10* |
| *Luck ---* | *Size Average* | *Physical 30* |

*\* Weapons & Armor*

***- Partial Chitin Armor****: Partial AR 1, Fire AR 1*

***- Chitin Shield****: BR 7, Magic BR 4 (5 vs Fire)*

***- Chitin Shortsword****: 1d6 Slashing, 1h, 1m reach, Exploit Weakness*

***- Chitin War Axe****: 1d8 Splitting, 1h, 2m reach, Unwieldy*

***- Chitin Shortbow****: 1d6 damage, 2h, 25/105/205, reload ‘1*

* *Has 20 Chitin Broadhead Arrows (+0 Slashing)*

*\* Special Abilities*

***- Sneak Attack****: +2 damage vs targets that are unaware of them*

***- Poison Use (1 AP)****: A Falmer may dose their weapon with a deadly poison distilled from Chaurus Venom. Adds +2d4 Poison Damage to their next attack. A Falmer is assumed to have 2 doses of this poison.*

*\* Traits*

***- Power Well ‘10***

***- Weakness (Fire) ‘2***

***- Resistance (Frost) ‘3***

***- Blind Fighter:*** *Ignore blind fighting penalties.*

***- Aversion (Sunlight, 2):*** *-20 penalty when exposed to sun.*

***- Resistance (Poison) ‘1***

***- Unnatural Senses (Hearing) ‘5***

***- Blinded:*** *The character loses all vision and suffer the following penalties:*

* *Cannot see anything.*
* *Suffers a -30 to tests benefitting from sight.*
* *Automatically fail any tests that rely solely on sight.*

*\* Falmer Loot*

* *A Character can make a +10 Alchemy test to collect the Falmer’s ears, which are Uncommon Illusion & Restoration Ingredients*
* *If unused, their Poisons can be looted*

*\* Falmer Variants (Each Become a Major Threat)*

* ***Skulker***

*HP is 19, SP is 4, SB is 4*

*Combat Skill is 60*

*May carry one of the following items*

* ***Chitin Spear****: 1d8/10 Impaling, 1.5h, 2-3m reach, Unwieldy*
* ***Chitin Warhammer****: 1d8/10 Crushing, 1.5h, 2m reach, Unwieldy*
* ***Chitin Tower Shield****: BR 7, Magic BR 4 (5 vs Fire)...+10 to Block Tests, -1 Speed*
* ***Gloomlurker***

*Sneak Attack is +4*

*Stealth Skill is 70*

*May carry one of the following items*

* ***x3 Chitin Javelin****: 1d8 Impaling, 1h, 2m reach, Thrown (5/15/25), Unwieldy*
* ***Lingering Poison****: Inflicts 1d4 at the start of each round for 5 rounds*
* ***Shadow Shaman***

*Magic Skill is 60*

*May carry one of the following items*

* ***Chitin Staff of Lightning****: 1d6/8 Concussive, 1.5h, 2m reach, magic, focus*

*Cast Enchantment: Chain Lightning lvl ‘2 (4 Charges)*

* ***Chitin Staff of Frost****: 1d6/8 Concussive, 1.5h, 2m reach, magic, focus*

*Cast Enchantment: Frostbolt lvl ‘2 (6 Charges)*

*Gains the “Spellcaster” trait*

* *Invisibility*
* *Frostbolt ‘1-’4*
* *Heal ‘1-’3*
* *Heal Ally ‘1-4*
* *Ward ‘2-’3*
* *Armor ‘3*
* ***Warmonger***

*HP is 25, SP is 5, SB is 5*

*Combat Skill is 70*

* ***Killing Blow (1-2 SP)****: After rolling melee damage, the Falmer can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 2 SP.*

*A Falmer Warmonger’s weapon may be enchanted with one of the following effects*

* ***Shocking***: +2 Shock Damage on Strike (*Uncommon*)
* ***Freezing***: +2 Frost Damage on Strike (*Uncommon*)

*May carry two of the following items*

* ***Chitin Spear****: 1d8/10 Impaling, 1.5h, 2-3m reach, Unwieldy*
* ***Chitin Warhammer****: 1d8/10 Crushing, 1.5h, 2m reach, Unwieldy*
* ***Chitin Halberd****: 1d12 Splitting, 2h, 2-3m, Impaling, Unwieldy*
* ***Chitin Tower Shield****: BR 7, Magic BR 4 (5 vs Fire)...+10 to Block Tests, -1 Speed*
* ***Full Chitin Armor****: Full AR 3, Fire AR 1*
* ***Lingering Poison****: Inflicts 1d4 at the start of each round for 5 rounds*
* ***Ice Wraith****, Beast, Major Solo, 400 White Soul*

*(From Elder Scrolls Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 10* | *Hit Points 15* | *Combat 60* |
| *Endurance 30* | *Wound Thr. 7* | *Magic --* |
| *Agility 50* | *Magicka ---* | *Evade 60* |
| *Intelligence 10* | *Stamina 3* | *Observe 40* |
| *Willpower 30* | *Initiative +10* | *Stealth 30* |
| *Perception 40* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 11m* | *Social 5* |
| *Luck ---* | *Size Small* | *Physical 10* |

*\* Weapons & Armor*

***- Ice teeth:*** *1d6 Slashing Damage (+2 Frost Damage), 1m reach, magic*

*\* Special Abilities*

***- Chilling Presence (1 SP)****: Any creature within 2m of the Ice Wraith takes 1d4 frost damage every round. This effect lasts for 3 rounds and has a 1 SP Upkeep.*

*\* Traits*

***- Small Size****: -10 to hit at range*

***- Float****: The Ice Wraith floats 2m off the ground.*

***- Immune to Frost***

***- Weakness (Fire) ‘3***

***- Resist Normal Weapons ‘3***

*\* Encountering*

*\* Ice Wraith Loot*

* *A Character can make a -10 Alchemy test to harvest 1d4 units of Ice Wraith Essence (Very Rare Restoration/Destruction)*

*\* Ice Wraith Variant*

* ***Fire Wyrm***

*Everything relating to “Frost” becomes “Fire”*

*Weakness and Immunities swap (Frost -> Fire)*

* ***Gehenoth****, Beast, Deadly Solo, 1100 White Soul*

*(From Elder Scrolls Travels; Dawnstar)*

*“I must also warn you that outside these walls is a fearsome creature that has slaughtered any who fight it. It appears when you rest. Do not fight it, you are not ready. Run." ----- Eustacia, Healer of Dawnstar*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 70* | *Hit Points 110* | *Combat 90* |
| *Endurance 80* | *Wound Thr. 20* | *Magic --* |
| *Agility 50* | *Magicka ---* | *Evade 50* |
| *Intelligence 40* | *Stamina 8* | *Observe 60* |
| *Willpower 50* | *Initiative +15* | *Stealth 60* |
| *Perception 60* | *AP 3* | *Knowledge 40* |
| *Personality 5* | *Speed 17m* | *Social 5* |
| *Luck ---* | *Size Large* | *Physical 70* |

*\* Weapons & Armor*

***- Claws****: 1d8 Splitting, 1-2m reach, magic*

***- Armored Hide:*** *Full AR 7*

*\* Special Abilities*

***- Charge (1 SP)****: The Gehenoth can lower its head and trample foes. It may move up to 2x its movement speed, and when it does, any characters it moves within 1m of must test Evade or take d8 Crushing damage and be knocked Prone.*

***- Gore (1 SP):*** *As part of a successfully damaging melee attack, the Gehenoth can spend a Stamina Point to immediately deal a bonus SB damage.*

***- Rending Blow (1 SP)****: As part of a successfully damaging melee attack, the Gehenoth can spend 1 SP to damage the Hit Locations armor. Worn Armor takes the “Damaged (1)” quality each time they get hit with his attack.*

*\* Traits*

***- Immune to Frost***

***- Resist Normal Weapons ‘4***

***- Immune to Paralysis & Poison***

***- Terrifying (-10):*** *Forces Fear (-10) tests on encounter.*

***- Colossal Strikes:*** *Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*

***- Magic Resistant:*** *Re-rolls failed tests to resist Magic.*

***- Stubborn:*** *Re-rolls failed Panic tests.*

***- Thick Skull:*** *Immune to Stun*

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

***- Resist (Magic) ‘5***

*\* Gehenoth Loot*

* *A Character can make a -30 Survival test over a long rest to harvest a unit of “Gehenoth Hide”, valued at 2000 drakes.*
* *A Character can make a -30 Survival test over a long rest to turn a Unit of Gehenoth Hide Armor.*
* ***Gehenoth Hide Armor****: Full AR 7 Heavy, Magic AR ‘5,* ***ENC*** *5 (30),* ***EL*** *700*

*\* Gehenoth Variant*

* ***Gehenoth Thriceborn***

*HP is 160, WT is 27, SB is 9*

*Claws inflict 1d10 instead of 1d8*

*Gains the “Savage” trait*

*Armored Hide AR is 9*

*Gains “Immune to Normal Weapons”*

***Terrifying (-20)****: Forces Fear (-20) tests on encounter.*

* ***Wisp****, Spirit, Minor Solo, 100 White Soul*

*(From Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 0* | *Hit Points 10* | *Combat 50* |
| *Endurance 20* | *Wound Thr. 5* | *Magic --* |
| *Agility 50* | *Magicka ---* | *Evade 50* |
| *Intelligence 10* | *Stamina 2* | *Observe 60* |
| *Willpower 30* | *Initiative +9* | *Stealth 20* |
| *Perception 60* | *AP 3* | *Knowledge 10* |
| *Personality 10* | *Speed 10m* | *Social 5* |
| *Luck ---* | *Size Tiny* | *Physical --* |

*\* Weapons & Armor*

***- Wisp Assault****: 1d4 Crushing (1), magic (+1 Frost), 1m reach*

*\* Special Abilities*

***- Dying Blast****: Wisps explode when they die, inflicting 1d4 Frost (Slashing ‘1) damage within a 3m radius*

***- Mother’s Favorite****: When a Wisp is adjacent to their Wispmother, they may sacrifice themself to heal the Wispmother for 3 HP. If the Wispmother is at full HP, they restore 1 SP instead. This doesn’t trigger “Dying Blast”.*

***- Flashing Light (1 SP)****: Every hostile creature within sight of the Wisp must make an Evade test (Or Block with a Shield Only), or becomes blinded for 2 rounds.*

*\* Traits*

***- Tiny Size:*** *-20 to hit by characters of larger size or at range*

***- Minion****: If a Wisp takes a Wound, they die instantly*

***- Immune to Frost***

***- Immune to Paralysis***

***- Weakness to Fire ‘2***

***- Flyer (10)***

***- Immune to Normal Weapons***

***- Float****: The Wisp floats 1m off the ground.*

*\* Encountering Wisps*

*\* Wisp Loot*

* *A Character can make a +10 Alchemy test to collect a portion of “Glow Dust”, an Extremely Rare Restoration/Destruction Ingredient*
* ***Wispmother****, Spirit, Major Group, 800 White Soul*

*(From Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 10* | *Hit Points 20* | *Combat 40* |
| *Endurance 40* | *Wound Thr. 10* | *Magic --* |
| *Agility 50* | *Magicka ---* | *Evade 60* |
| *Intelligence 40* | *Stamina 4* | *Observe 70* |
| *Willpower 50* | *Initiative +15* | *Stealth 10* |
| *Perception 60* | *AP 3* | *Knowledge 40* |
| *Personality 20* | *Speed 11m* | *Social 20* |
| *Luck ---* | *Size Average* | *Physical 10* |

*\* Weapons & Armor*

***- Icy Gale****: 1d6 Frost Damage, 50m range (Magic Attack)*

*\* Special Abilities*

***- Mother’s Call (1 SP)****: Summons 1d6 Wisps that last until they are destroyed. When summoned, they all occupy a single spot until they move and act on their own initiative.*

***- Shade of Winter (1 SP):*** *The Wispmother can create two Shades, mirror images that are significantly weaker than their original.*

* *The Shades gain the “Minion” trait.*
* *The Shades lose the following abilities and traits;* ***Shade of Winter, Mother’s Call, & Immune to Normal Weapons***

***- Ice Volley (1 SP)****: Casts forth a volley of icy spears, inflicts 3d4 Frost (Slashing ‘2) damage in a 5m cone. Targets that take any amount of damage from this attack become “Slowed” for 3 rounds. This attack counts as an AOE for evasion.*

*\* Traits*

***- Immune to Frost***

***- Immune to Paralysis***

***- Weakness to Fire ‘2***

***- Flyer (11)***

***- Immune to Normal Weapons***

***- Unnatural Senses (Life) ‘10***

***- Float****: The Wispmother floats 1m off the ground.*

***- Incorporeal****: Incorporeal characters are spirits, faintly visible and capable of moving through objects. They gain the Flyer (Speed) trait and may use it to freely move through solid objects. They can be targeted by attacks, but cannot suffer damage except for magic damage, or damage from attacks with the Magic quality. Incorporeal characters do not normally affect the world, but they can use magic and make attacks that are capable of damaging non-incorporeal beings. Attacks from Incorporeal characters ignore all AR from any armor that does not have the Magic quality, and cannot be blocked by shields without that quality.*

*\* Encountering Wispmother*

*\* Wispmother Loot*

* *A Character can make a +10 Alchemy test to collect a portion of “Glow Dust”, an Extremely Rare Restoration/Destruction Ingredient*
* *A Character can make a -10 Alchemy test to collect an intact piece of “Wisp Wrappings”, which is a Legendary Restoration Ingredient.*
* *Over a Long rest, a character can make a -30 Profession (Clothier) skill test to turn 3 units of Wisp Wrappings into an Article of clothing (Tunic, Robe, Dress, or Cloak). Wisp Clothing quadruples (x4) the price of normal clothing and grants the wearer the following traits.*
* ***Resist (Frost, Paralysis, and Normal Weapons) ‘3***
* ***Mammoth****, Beast, Deadly Solo, 1000 White Soul*

*(From Elder Scrolls Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 90* | *Hit Points 160* | *Combat 90* |
| *Endurance 80* | *Wound Thr. 20* | *Magic --* |
| *Agility 20* | *Magicka ---* | *Evade 10* |
| *Intelligence 20* | *Stamina 8* | *Observe 50* |
| *Willpower 30* | *Initiative +8* | *Stealth 10* |
| *Perception 40* | *AP 3* | *Knowledge 10* |
| *Personality 10* | *Speed 13m* | *Social 20* |
| *Luck ---* | *Size Huge* | *Physical 100* |

*\* Weapons & Armor*

***- Trample****: 1d12 Crushing, 1m Reach, Concussive*

***- Tusk****: 1d10 Splitting, 2m reach, Concussive*

***- Natural Toughness ‘9***

*\* Special Abilities*

***- Charge (1 SP)****: The Mammoth can lower its head and trample foes. It may move up to 3x its movement speed, and when it does, any characters it moves within 1m of must test Evade or take 2d12 Crushing damage and be knocked Prone.*

***- Gore (1 SP):*** *As part of a successfully damaging Tusk attack, the Mammoth can spend a Stamina Point to immediately deal a bonus SB damage.*

***- Truck Swipe (1 SP)****: A Mammoth may swipe in a 3m Arc, all creatures smaller than the Mammoth must make an Evade test or Str Test vs. the Mammoth’s Str test. If the Mammoth wins, the losers are thrown 1d4+DOS meters away to the left or right (Direction of the swipe). They take falling damage as if they had fallen the same amount as they were thrown.*

*\* Traits*

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

***- Resist (Frost) ‘2***

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

***- Colossal Strikes:*** *Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*

***- Stubborn:*** *Re-rolls failed Panic tests.*

***- Thick Skull:*** *Immune to Stun*

***- Giant’s Best Friend****: Even though it cannot speak any languages, a Mammoth can understand simple orders given by a Giant it trusts.*

*\* Encountering Mammoths*

*\* Mammoth Loot*

* *A character can make a +10 Survival test over a long rest to harvest a portion of Mammoth Fur, valued at 100 drakes. This can be done 4 times. (2 times on a Calf)*
* *A Character can make a -0 Survival test over a short rest to turn a portion of Mammoth Fur into a piece of Mammoth Fur Armor.*
* ***Partial Mammoth Fur Armor****: AR 3 (Frost 2), Light, ENC is the same as Partial Fur*
* ***Full Mammoth Fur Armor****: AR 5 (Frost 3), Medium, ENC is the same as Full Fur*
* *A Character can make a +20 Survival test over a long rest to harvest 1d10\*10 pounds of Mammoth Meat, valued at 6 drakes per pound. This can be 6 times. (3 times on a Calf)*
* *A Character can make a -10 Survival test over a Short rest to remove the Mammoth’s ivory tusk, valued at 120 drakes. On a test with a DOS of 2+, you get 2 tusks instead of 1.*
* *A Character can make a +10 Survival test to make a Mammoth Tusk Weapon, this weapon gets a +1 to its damage. It has the weight and EL of Iron. This weapon can only be one of the following; Blunt Weapons, Axes, Spear, Pike, or Javelin.*

*\* Mammoth Variant*

* ***War Mammoth***

*HP is 180, WT is 25, SB is 10*

*Gains the “Trained” trait*

* ***Mammoth Calf***

*HP is 60, WT is 16, SB is 6*

*Size becomes Large*

*Trample is a d10 and Tusk is a d8*

*Combat Skill is TN 60*

*Physical Skill is TN 70*

*Strength is 60*

* ***Chaurus****, Beast, Major Solo, 200 White Soul*

*(From Elder Scrolls Skyrim)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 25* | *Combat 50* |
| *Endurance 50* | *Wound Thr. 11* | *Magic --* |
| *Agility 20* | *Magicka ---* | *Evade 20* |
| *Intelligence 10* | *Stamina 5* | *Observe 50* |
| *Willpower 20* | *Initiative +8* | *Stealth 40* |
| *Perception 50* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 10m* | *Social --* |
| *Luck ---* | *Size Average* | *Physical 40* |

*\* Weapons & Armor*

***- Mandibles****: 1d8 Splitting, 1m reach, Bite*

***- Chaurus Chitin****: Full AR 3 (Fire 1)*

*\* Special Abilities*

***- Poison Spew (1 SP)****: Launches a Poisonous Bile at a target within 8m of the Chaurus. This inflicts 2d4 Poison Damage, this attack can only be evaded, not blocked or parried.*

*\* 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:*** *Can see and act normally in areas with no light.*

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

***- 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.*

***- Falmer’s Best Friend****: Even though it cannot speak any languages, a Chaurus can understand simple orders given by a Falmer it trusts.*

*\* Encountering*

*\* Chaurus Loot*

* *A Character can make a +10 Survival skill test to harvest a portion of Chaurus Chitin, valued at 20 drakes. Used to make Chitin Armor.*

*\* Chaurus Variant*

* ***Chaurus Reaper***

*HP is 35, WT is 17, SB is 6*

*Poison Spew inflicts 2d8 instead of 2d4*

*Mandibles Inflict 1d10 instead of 1d8*

* ***Chaurus Hunter****, Beast, Major Solo, 200 White Soul*

*(From Elder Scrolls Skyrim, Dawnguard)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 30* | *Hit Points 20* | *Combat 50* |
| *Endurance 40* | *Wound Thr. 9* | *Magic --* |
| *Agility 40* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 4* | *Observe 70* |
| *Willpower 20* | *Initiative +11* | *Stealth 50* |
| *Perception 60* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 11m* | *Social --* |
| *Luck ---* | *Size Average* | *Physical 30* |

*\* Weapons & Armor*

***- Mandibles****: 1d6 Splitting, 1m reach, Bite*

***- Fore Legs****: 1d8 Slashing, 1-2m reach*

***- Chaurus Chitin****: Partial AR 1 (Fire 1)*

*\* Special Abilities*

***- Poison Injections (1 SP)****: While a Chaurus is in a grapple with a target, that was started by their Mandible Attack, they can spend 1 SP to lance the target with a needle like spike. This poisons the target, who will take 1d3 damage every round until they get it cured or die.*

*\* 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:*** *Can see and act normally in areas with no light.*

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

***- Flyer ‘11***

***- 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.*

***- Falmer’s Best Friend****: Even though it cannot speak any languages, a Chaurus can understand simple orders given by a Falmer it trusts.*

*\* Encountering*

*\* Chaurus Hunter Loot*

* *A Character can make a +10 Survival skill test to harvest a portion of Chaurus Chitin, valued at 20 drakes. Used to make Chitin Armor.*

*\* Chaurus Hunter Variant*

* ***Chaurus Hunter Fledgeling***

*HP is 15, WT is 5, SB is 2*

*Poison Injection inflicts 1 instead of 1d2*

*Mandibles Inflict 1d4 instead of 1d6*

*Fore Legs Inflict 1d6 instead of 1d8*

*Gains the “Minion” trait*

* ***Gatekeeper of the Fringe****, Daedra, Deadly Group, 1300 White Soul*

*(From Elder Scrolls Oblivion, Shivering Isles)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 90* | *Hit Points 160* | *Combat 110* |
| *Endurance 80* | *Wound Thr. 22* | *Magic -* |
| *Agility 40* | *Magicka -* | *Evade 20* |
| *Intelligence 20* | *Stamina 8* | *Observe 30* |
| *Willpower 50* | *Initiative +9* | *Stealth 10* |
| *Perception 30* | *AP 3* | *Knowledge -* |
| *Personality 10* | *Speed 17m* | *Social 10* |
| *Luck -* | *Size Huge* | *Physical 120* |

*\* Weapons & Armor*

***- Natural Toughness ‘4****: Reduces all incoming damage by 4. Does not count as Armor.*

***- Fist****: 2d6 Crushing, Magic, 2m reach*

*Choose one of the Following*

***- The Axe****: 2d10 Splitting, Unwieldy, Shield Splitter, Concussive, Magic, 2-4m Reach*

***- The Sword****: 2d12 Slashing, Unwieldy, Concussive, Magic, 2-4m Reach*

***- The Mace****: 2d10 Crushing, Unwieldy, Shield Splitter, Concussive, Magic, 2-4m Reach*

*Only with “The Stompers”*

***- Crushing Stomp***: *2d8 Crushing, Concussive, Magic, 1m Reach*

*\* Special Abilities*

***- Lifeless Touch (2 SP)****: As part of an attack with their “Fist”, they can absorb the damage dealt and heal that amount. Also, the target must make a -30 Str/Athletics/Acrobatics test. If the target fails, they are flung 1d6+DOF meters away and take fall damage as if they had fallen the same distance.*

***- Sweeping Strike (1 SP)****: The Gatekeeper can, as part of a melee attack, make a sweeping strike, which hits up to 5 targets in the Gatekeeper's Reach. This is resolved as an AoE.*

*\* Traits*

***- Huge Size:*** *+20 to hit by characters of smaller size / at range*

***- Immune to Paralysis & Poison***

***- Terrifying (-10):*** *Forces Fear (-10) tests on encounter.*

***- Child of Sheoth****: Immune to the effects of the Wabbajack*

***- Colossal Strikes:*** *Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.*

***- Thick Skull:*** *Immune to Stun*

***- Weakness (Maker’s Tears) ‘10****: The tears of the Gatekeeper’s maker weaken it. These tears act the same as a poison.*

***- Weakness (Gatekeeper Bones) ‘6****: Weapons made from the bone of fallen Gatekeepers are lethal to it.*

***- Unrelenting****: Targets cannot Disengage while in the Gatekeeper’s reach.*

***- Magic Resistant****: Re-rolls failed tests to resist spells.*

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

***- Immune to Horror/Panic***

***- Special Parts****: The Gatekeeper can have one of each of the following body parts.*

* ***(Head) The Mage-Slayer Skull****: Gains “Resist Magic ‘5”*
* ***(Head) The Thief-Taker Skull****: Gains “Unnatural Sense (Life) ‘30”*
* ***(Torso) The Heart of Life****: Gains “Regeneration ‘8”*
* ***(Torso) The Heart of Stone****: Gains “Reflect ‘3” & “Immune to Normal Weapons”*
* ***(Arm) The Defender****: Gains a Shield (BR 12, Magic 12)*
* ***(Arm) The Caster****: Gains the “Spellcaster” trait*
* ***(Legs) The Stompers****: Gains the “Crushing Stomp” attack*
* ***(Legs) The Plated****: Gains AR 8 Full (Magic 6) on their Legs*
* ***Spellcaster****: Gatekeepers with the “Caster” arm know the following spells. They do not track Magicka, but instead can cast each spell they know one time.*
* *Spell List*

*Heal ‘2-’6*

*Ward ‘2-’4*

*Disintegrate Armor ‘2*

*Disintegrate Weapon ‘2*

*Fatigue ‘3*

*\* Special Hit Location Tables*

| ***Melee Table*** | | ***Ranged Table*** | |
| --- | --- | --- | --- |
| ***Hit Location*** | ***Roll*** | ***Hit Location*** | ***Roll*** |
| *Left Leg* | *1-3* | *Left Leg* | *1-2* |
| *Right Leg* | *4-6* | *Right Leg* | *3-4* |
| *Body* | *7-8* | *Body* | *5-7* |
| *Left Arm* | *9* | *Left Arm* | *8* |
| *Right Arm* | *0* | *Right Arm* | *9* |
| *Head* | *-* | *Head* | *0* |

*\* Gatekeeper Loot*

* *A Character can make a -20 Survival test over a short rest to collect 1d12 useful Gatekeeper bones. These bones can make weapons equatable to Iron.*
* ***Scalon****, Beast, Major Solo, 500 White Soul*

*(From Elder Scrolls Oblivion, Shivering Isles)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 20* | *Combat 60* |
| *Endurance 40* | *Wound Thr. 12* | *Magic -* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 20* | *Stamina 4* | *Observe 60* |
| *Willpower 30* | *Initiative +10* | *Stealth 40* |
| *Perception 50* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 6m* | *Social 5* |
| *Luck ---* | *Size Average* | *Physical 50* |

*\* Weapons & Armor*

***- Talons****: 1d10 Slashing, 1-2m reach*

***- Natural Toughness ‘3****: Reduces all incoming damage by 3. Does not count as Armor.*

*\* Special Abilities*

***- Murk Dweller’s Cloak (1 SP)****: The Scalon gains the “Invisible” condition until they attack. They must be in contact with water.*

***- Predatory Leap (1 SP)****: The Scalon leaps forward upto 6 meters, making an attack while leaping counts as an All Out Attack and inflicts +1d10 damage with its talons.*

*\* Traits*

*-* ***Unrelenting****: Targets cannot Disengage while in the Gatekeeper’s reach.*

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

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

***- Amphibious***

***- Swimmer****: Doubles its movement speed in water.*

*\*Scalon Loot*

* *A Character can make a -10 Alchemy over a short rest to collect the “Scalon’s Fin”, which is a rare destruction ingredient*
* ***Gnarl****, Beast, Major Solo, 400 White Soul*

*(From Elder Scrolls Oblivion, Shivering Isles)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 30* | *Combat 50* |
| *Endurance 50* | *Wound Thr. 15* | *Magic 60* |
| *Agility 30* | *Magicka ---* | *Evade 30* |
| *Intelligence 20* | *Stamina 5* | *Observe 50* |
| *Willpower 30* | *Initiative +9* | *Stealth 40* |
| *Perception 40* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 10m* | *Social 5* |
| *Luck ---* | *Size Large* | *Physical 40* |

*\* Weapons & Armor*

***- Striking Branch****: 1d8 Crushing, 1-2m reach*

***- Natural Toughness ‘3****: Reduces all incoming damage by 3. Does not count as Armor.*

*\* Special Abilities*

***- Forest Stillness (1 SP)****: The Gnarl makes a ranged attack, using their Magic Skill, against a single target within 50m. This target takes 1d10 magic damage and takes the “Silenced” condition for 2 rounds. This ability acts as a spell for resisting.*

*\* Traits*

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

***- Immune to Paralysis & Poison***

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

***- Spell Absorption ‘10***

***- Immune to the Passive effects of Wounds***

***- Mad Bark****: When a Gnarl absorbs a spell, they restore 10 HP and 1 SP (Their Max HP increases by 10 as well) and they add +1 Damage Die to their “Striking Branch” and “Forest Stillness” attacks. This ability activates every time they take “Magic” damage or are targeted by a spell. Weapons with the “Magic” trait do not trigger this effect, but weapons that inflict “Magic” damage (such as fire, frost, and shock) will trigger this effect.*

*\* Gnarl Loot*

* *A character can make a -10 Alchemy test over a short rest to harvest a portion of “Gnarl Bark”, which is a Rare Alteration Ingredient.*
* *Gnarl Bark can be used to make certain items by making a -10 Survival test over a long rest; Quarterstaff and Wooden Bows (Gains the Magic Quality) and a Shield. A Gnarl Bark Shield has the stats of a Bonemold Shield (If used to block a spell, you gain “Spell Absorption ‘3”)*
* ***Baliwog****, Beast, Minor Solo, 150 White Soul*

*(From Elder Scrolls Oblivion, Shivering Isles)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 20* | *Hit Points 15* | *Combat 40* |
| *Endurance 30* | *Wound Thr. 8* | *Magic --* |
| *Agility 40* | *Magicka ---* | *Evade 40* |
| *Intelligence 20* | *Stamina 3* | *Observe 60* |
| *Willpower 30* | *Initiative +11* | *Stealth 60* |
| *Perception 50* | *AP 3* | *Knowledge 10* |
| *Personality 5* | *Speed 10m* | *Social 5* |
| *Luck ---* | *Size Small* | *Physical 20* |

*\* Weapons & Armor*

***- Bite****: 1d6 Slashing, 1m reach, bite*

*\* Special Abilities*

***- Venomous Bite (1 SP)****: After a successful Bite attack, the Baliwog can inject a venom into the target. The Target must make a -20 End test or take 2d6 Poison damage immediately and 1d6 at the end of the targets next turn.*

*\* Traits*

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

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

***- Minion****: This creature dies if it ever suffers a Wound of any sort.*

***- Amphibious***

***- Swimmer****: Doubles its movement speed in water.*

***- Aquatic Regeneration ‘2****: Gains the “Regeneration ‘2” trait while in water.*

*\* Encountering*

*\* Baliwog Loot*

* *A character can make a -20 Survival test to collect a “Bali Pearl”, a unique stone similar to the Pearls of Mundus, valued at 200 drakes*
* ***Werewolf****, Beast, Major Solo, Black Soul (1500)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 55* | *Hit Points 35* | *Combat 75* |
| *Endurance 50* | *Wound Thr. 13* | *Magic ----* |
| *Agility 50* | *Magicka --* | *Evade 70* |
| *Intelligence 30* | *Stamina 7* | *Observe 70* |
| *Willpower 35* | *Initiative +13* | *Stealth 80* |
| *Perception 50* | *AP 3* | *Knowledge ----* |
| *Personality 30* | *Speed 15m* | *Social ----* |
| *Luck #* | *Size Average* | *Physical 65* |

*\* Unconventional Skills*

* ***Survival (TN 95)***

*\* Weapons & Armor*

* ***Claws***: *1d10 Splitting, 1-2m Reach*
* ***Bite***: *1d8 Slashing, 1m Reach, Bite, Infectious*
* ***Natural Toughness ‘6***: *Reduce all incoming damage by 6. This doesn’t count as armor.*

*\* Special Abilities*

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

*\* Traits*

* ***Weakness to Silver ‘4***
* ***Immune to Disease***
* ***Dark Sight***
* ***Climber (6)***
* ***Jumper:*** *The creatures jump height and distance is doubled*
* ***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.*
* ***Quadruped:*** *When Dashing, triples speed*
* ***Infectious:*** *If their Bite attack inflicts damage, the GM must roll a 10% chance of being infected with “Sanies Lupinus”. This ignores any immunity to disease, aside from the Undead trait.*

*\* Werewolf loot*

* *A character can make a -10 Survival test to skin the beast. Lycan hide is valued at 500 drakes. Failing the test ruins the hide, halving its value.*

*\* Werewolf Variant*

* ***Werewolf Vargr***

*Claws and Bite gain the “Magic” quality*

*Claws gain the “Exploit Weakness” quality*

*Gains the “Savage” trait*

*They gain the “Call of the Pack” ability*

* ***Werebear****, Beast, Major Solo, Black Soul (1500)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 38* | *Combat 90* |
| *Endurance 55* | *Wound Thr. 13* | *Magic ----* |
| *Agility 45* | *Magicka ---* | *Evade 55* |
| *Intelligence 30* | *Stamina 7* | *Observe 65* |
| *Willpower 35* | *Initiative +11* | *Stealth 70* |
| *Perception 45* | *AP 3* | *Knowledge ---* |
| *Personality 30* | *Speed 14m* | *Social ---* |
| *Luck #* | *Size Average* | *Physical 90* |

*\* Unconventional Skills*

* ***Survival (TN 85)***

*\* Weapons & Armor*

* ***Claws***: *1d12 Splitting, 1-2m Reach*
* ***Bite***: *1d10 Crushing, 1m Reach, Bite, Infectious*
* ***Natural Toughness ‘6***: *Reduce all incoming damage by 4. This doesn’t count as armor.*

*\* Special Abilities*

***Maul (2 SP):*** *The werebear does melee attack at 1m that deals 2d8 Crushing. Additionally, all targets Medium or smaller within Reach must test Acrobatics or Athletics or else be knocked prone.*

*\* Traits*

* ***Weakness to Silver ‘4***
* ***Immune to Disease***
* ***Dark Sight***
* ***Climber (9)***
* ***Jumper:*** *The creatures jump height and distance is doubled*
* ***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.*
* ***Quadruped:*** *When Dashing, triples speed*
* ***Infectious:*** *If their Bite attack inflicts damage, the GM must roll a 10% chance of being infected with “Sanies Lupinus”. This ignores any immunity to disease, aside from the Undead trait.*

*\* Werebear loot*

* *A character can make a -10 Survival test to skin the beast. Lycan hide is valued at 500 drakes. Failing the test ruins the hide, halving its value.*

*\* Werebear Variant*

* ***Savage Werebear***

*Dunno yet*

* ***Wereboar****, Beast, Major Solo, Black Soul (1500)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 55* | *Hit Points 40* | *Combat 85* |
| *Endurance 60* | *Wound Thr. 14* | *Magic ---* |
| *Agility 45* | *Magicka ---* | *Evade 65* |
| *Intelligence 30* | *Stamina 8* | *Observe 75* |
| *Willpower 35* | *Initiative +11* | *Stealth 65* |
| *Perception 45* | *AP 3* | *Knowledge ---* |
| *Personality 30* | *Speed 14m* | *Social ---* |
| *Luck #* | *Size Average* | *Physical 75* |

*\* Unconventional Skills*

* ***Survival (TN 85)***

*\* Weapons & Armor*

* ***Claws***: *1d10 Splitting, 1-2m Reach*
* ***Bite***: *1d8 Slashing, 1m Reach, Bite, Infectious*
* ***Natural Toughness ‘8***: *Reduce all incoming damage by 6. This doesn’t count as armor.*

*\* Special Abilities*

***Gore (1 SP):*** *As part of a successfully damaging Bite attack, the wereboar can spend a Stamina Point to immediately deal a bonus SB damage.*

*\* Traits*

* ***Weakness to Silver ‘4***
* ***Immune to Disease***
* ***Dark Sight***
* ***Climber (6)***
* ***Jumper:*** *The creatures jump height and distance is doubled*
* ***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.*
* ***Quadruped:*** *When Dashing, triples speed*
* ***Infectious:*** *If their Bite attack inflicts damage, the GM must roll a 10% chance of being infected with “Sanies Lupinus”. This ignores any immunity to disease, aside from the Undead trait.*

*\* Wereboar loot*

* *A character can make a -10 Survival test to skin the beast. Lycan hide is valued at 500 drakes. Failing the test ruins the hide, halving its value.*

*\* Wereboar Variant*

* ***Wereboar Brute***

*Claws and Bite gain the “Magic” quality*

*Claws gain the “Exploit Weakness” quality*

*Gains the “Savage” trait*

*Gains the “Magic Resistant” & “Stubborn” traits*

* ***Wamasu****, Beast, Major Group, 1100 White Soul*

*(From Elder Scrolls)*

*“Wamasu, or "Swamp Dragons’, are large reptilian creatures that inhabit Black Marsh, but some have been sighted in Upper Craglorn as well as Grahtwood. Their sturdy hides and luminescent inner organs are well valued in Tamriel's markets. Northern men have described them as feral dragons with lightning for blood, as they have the ability to strike out with wild electrical discharges.”*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 70* | *Hit Points 60* | *Combat 85* |
| *Endurance 60* | *Wound Thr. 15* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 15* | *Stamina 6* | *Observe 60* |
| *Willpower 25* | *Initiative +9* | *Stealth 50* |
| *Perception 50* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 13m* | *Social ---* |
| *Luck #* | *Size Large* | *Physical 80* |

*\* Weapons & Armor*

***- Thrashing Tail:*** *2d8 Crushing, Concussive, 3m reach*

***- Electric Maw:*** *1d12 Splitting, +2 Shock Damage, 2m reach, Bite*

***- Wamasu Hide****: Full AR 5*

*\* Special Abilities*

***- Tail Swipe (1 SP):*** *The Wamasu may spend 1 SP as part of a Thrashing Tail attack to attack multiple targets in a 3m arc. This acts as an AoE attack.*

***- Overcharge Burst (1 SP + 2 AP)****: The Wamasu may release a burst of electric energy around them. All targets may attempt to Evade. This inflicts 2d8 Shock Damage in a 3m radius around the Wamasu.*

***- Lightning Breath (1 SP + 1 AP)****: The Wamasu can release a blast of lightning in a 5m cone, inflicting 2d8 Shock Damage.*

*\* Traits*

***- Electro-Acidic Blood****: When someone inflicts a wound on the Wamasu with a Melee attack, they get splattered with blood that electrifies them, inflicting 2d6 Shock Damage.*

***- 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.*

***- Quadruped:*** *When Dashing, triples speed*

***- Thick Skull:*** *Immune to Stun and Dazed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

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

***- Amphibious***

***- Immune to Shock***

***- Dark Sight***

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

***- Swimmer:*** *Doubles its movement speed in water.*

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

*\* Loot*

* *A Character can make a -30 Survival test over a long rest to harvest “Wamasu Hide”, which is valued at 500 drakes. It can also be used to create “Wamasu Hide Armor”. One unit of Wamasu Hide can make any piece aside from the chest, two are required for the chest.*

*Wamasu Hide Armor*

Equivalent to Leather Armor but with a Magic AR of 2 shock and worth an extra 15 drakes per piece

* ***Feathered Serpent****, Beast, Minor Solo, 200 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 10* | *Hit Points 10* | *Combat 60* |
| *Endurance 30* | *Wound Thr. 6* | *Magic --* |
| *Agility 60* | *Magicka ---* | *Evade 60* |
| *Intelligence 10* | *Stamina 3* | *Observe 60* |
| *Willpower 25* | *Initiative +12* | *Stealth 70* |
| *Perception 50* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 9m* | *Social --* |
| *Luck #* | *Size Small* | *Physical 10* |

*\* Weapons & Armor*

***- Fangs****: 1d4 Slashing, Bite, Exploit Weakness, 1m reach*

*\* Special Abilities*

***- Viper Bite (1 SP):*** *After a successful attack with their Fangs, the serpent may spend 1 SP to inject Venom into their prey. This venom inflicts 1d8 poison damage.*

*\* Traits*

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

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

***- Small Size:*** *-10 on Ranged attack rolls made against them*

***- Dark Sight***

***- Flyer ‘10:*** *The creature can fly at a Speed of 10.*

*\* Loot*

* *A character may make a +20 Alchemy or Survival test to collect 1d6 “Serpent Feathers”. These feathers are a Common Destruction Ingredient.*
* ***Niben Drake****, Beast, Major Solo, 700 White Soul*

*(From Pocket Guide to the Empire, 1st Edition)*

*Commonly called river dragons, these are a large reptile that is related to the Wamasu. They are indigenous to the great Niben River.*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 40* | *Combat 65* |
| *Endurance 40* | *Wound Thr. 11* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 15* | *Stamina 4* | *Observe 70* |
| *Willpower 25* | *Initiative +11* | *Stealth 60* |
| *Perception 60* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 11m* | *Social ---* |
| *Luck #* | *Size Large* | *Physical 60* |

*\* Weapons & Armor*

***- Thrashing Tail:*** *1d12 Crushing, Concussive, 3m reach*

***- Fanged Maw:*** *1d10 Splitting, 2m reach, Bite*

***- Scaled Hide****: Partial AR 5*

*\* Special Abilities*

***- Venomous Bite (1 SP)****: After a successful attack with their Fanged Maw, the Drake may spend 1 SP to inject Venom into their prey. This venom inflicts 1d12 poison damage.*

***- Venom Spit (1 SP)****: The Drake may spit a line of their acidic venom at a target within 5m of them. This inflicts 1d10 poison damage and the target must make a -10 Endurance test to prevent from becoming Stunned for two rounds.*

***- Thrash (1 SP)****: If the Drake successfully Bites a target, it can spend a Stamina as a free action to Thrash the target. This deals d10+3 damage that ignores armour. If underwater, the target is automatically dropped to 0 HP if they fail a +0 Endurance test.*

*\* Traits*

***- 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.*

***- Quadruped:*** *When Dashing, triples speed*

***- Thick Skull:*** *Immune to Stun and Dazed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

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

***- Amphibious***

***- Dark Sight***

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

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

***- Swimmer:*** *Doubles its movement speed in water.*

*\* Loot*

* *A Character can make a -20 Survival test over a long rest to harvest “Niben Drake Hide”, which is valued at 300 drakes. It can also be used to create “Hide Armor”. One unit of Niben Drake Hide can make any piece aside from the chest, two are required for the chest.*
* ***Hulking Fabricant****, Construct, Major Solo*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 70* | *Hit Points 35* | *Combat 80* |
| *Endurance 70* | *Wound Thr. 23* | *Magic --* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 7* | *Observe 60* |
| *Willpower 40* | *Initiative +9* | *Stealth 30* |
| *Perception 50* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 13m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 80* |

*\* Weapons & Armor*

***- Jaws****: 1d12+2 Crushing, Magic, 1m reach, Bite*

***- Claws****: 1d10+2 Slashing, Magic, 2m reach*

***- Stinger****: 1d8+2 Splitting, Magic, 1-3m reach, Inflicts +6 Poison Damage*

*\* Special Abilities*

***- Mending Form (1 SP)****: The Fabricant can spend 1 SP to restore 1d10+7 Health or mend a wound, removing any negative effects from the wound.*

***- Maul (2 SP)****: The Fabricant does a melee attack at 1m that deals 2d8 Crushing. Additionally, all targets Medium or smaller within Reach must test Acrobatics or Athletics or else be knocked prone.*

*\* Traits*

***- Immune to Paralysis***

***- Weakness to Shock ‘3***

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

***- Natural Toughness ‘6:*** *Reduces all incoming damage by 3. Does not count as Armor.*

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

***- Dark Sight****: The character can see and act normally in areas with no light.*

***- Mechanical****: The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.*

*\* Loot*

* *A character can make a -10 Survival test over a short rest to open up the fabricants chest cavity without damaging the Soul Gem inside. This soul gem is filled with a White Soul (900)*
* *A character can make a -20 Alchemy test to harvest one vials worth of Hulking Fabricant Elixir, that is used to sustain the organic parts of the construct. Consuming this Elixir as a potion fortifies your Strength by 10 for 30 minutes.*
* ***Verminous Fabricant****, Construct, Major Solo*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 25* | *Combat 60* |
| *Endurance 50* | *Wound Thr. 14* | *Magic --* |
| *Agility 70* | *Magicka ---* | *Evade 70* |
| *Intelligence 10* | *Stamina 5* | *Observe 70* |
| *Willpower 40* | *Initiative +14* | *Stealth 60* |
| *Perception 60* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 18m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 50* |

*\* Weapons & Armor*

***- Jaws****: 1d10+2 Crushing, 3m reach, Bite*

***- Claws****: 1d8+2 Slashing, 2m reach*

*\* Special Abilities*

***- Sil’s Barrier (1 AP + 1 SP)****: The Fabricant can create a Barrier across their body that grants it the following traits for 6 rounds*

* *Reflect ‘2*
* *Resist Magic ‘5*

*\* Traits*

***- Immune to Paralysis***

***- Weakness to Shock ‘3***

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

***- Natural Toughness ‘4:*** *Reduces all incoming damage by 3. Does not count as Armor.*

***- Biomechanical Legs****: The Fabricant may triple their speed while sprinting and can double any distance they jump.*

***- Dark Sight****: The character can see and act normally in areas with no light.*

***- Mechanical****: The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.*

*\* Loot*

* *A character can make a -10 Survival test over a short rest to open up the fabricants chest cavity without damaging the Soul Gem inside. This soul gem is filled with a White Soul (900)*
* *A character can make a -20 Alchemy test to harvest one vials worth of Verminous Fabricant Elixir, that is used to sustain the organic parts of the construct. Consuming this Elixir as a potion fortifies your Agility by 10 for 30 minutes.*
* ***Hoarvor****, Beast, Minor Solo, 250 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 12* | *Combat 40* |
| *Endurance 25* | *Wound Thr. 7* | *Magic --* |
| *Agility 30* | *Magicka ---* | *Evade 30* |
| *Intelligence 10* | *Stamina 2* | *Observe 50* |
| *Willpower 15* | *Initiative +8* | *Stealth 40* |
| *Perception 40* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 10m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 40* |

*\* Weapons & Armor*

***- Bite****: 1d8 Slashing, 1m reach, Bite*

*\* Special Abilities*

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

***- Bloodletting (1 AP)****: While latched on to a target, the Hoarvor can suck the blood out of the victim. Inflicting 1d10 Damage, healing the Hoarvor for half of that damage.*

*\* Traits*

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

***- Dark Sight****: The character can see and act normally in areas with no light.*

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

***- Minion****: This creature dies if it ever suffers a Wound of any sort.*

*\* Loot*

* *Nothing for now*
* ***Hackwing****, Beast, Minor Solo, 300 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 20* | *Combat 60* |
| *Endurance 40* | *Wound Thr. 9* | *Magic ---* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 4* | *Observe 70* |
| *Willpower 10* | *Initiative +10* | *Stealth 50* |
| *Perception 60* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 10m* | *Social ---* |
| *Luck ---* | *Size Average* | *Physical 30* |

*\* Weapons & Armor*

***- Beak****: 1d8 Splitting, 1m reach*

*\* Special Abilities*

***- Flyby (1 AP***): *The Hackwing cannot be targeted by Attacks of Opportunity for one round while Flying.*

*\* Traits*

***- Flyer (14)***

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

*\* Loot*

* *A Character can make a +10 Survival test over a Short Rest to harvest one unit of Hackwing Hide. This one unit hide can be used to create a piece of Partial Hide Armor, or two for Full Hide Armor.*
* ***Haj Mota****, Beast, Major Solo, 700 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 80* | *Combat 75* |
| *Endurance 80* | *Wound Thr. 17* | *Magic ---* |
| *Agility 20* | *Magicka ---* | *Evade 20* |
| *Intelligence 15* | *Stamina 8* | *Observe 60* |
| *Willpower 35* | *Initiative +8* | *Stealth 30* |
| *Perception 50* | *AP 3* | *Knowledge ---* |
| *Personality 5* | *Speed 10m* | *Social ---* |
| *Luck #* | *Size Large* | *Physical 60* |

*\* Weapons & Armor*

***- Crushing Maw****: 1d10 Crushing, 2m Reach*

***- Haj Mota Shell****: Full AR 7*

*\* Special Abilities*

***- Horn Strike (1 SP)****: As part of a Crushing Maw attack, the Haj Mota can spend 1 SP to Stun the target for 1 round.*

***- Toxic Mucus (1 AP + 1 AP)****: The Haj Mota spits a blob of acidic mucus that deals 2d6 Poison Damage and sticks to the target, inflicting 1d6 poison damage at the beginning of each of the Targets turn until they spend an action to scrape the mucus off.*

***- Shell Guard (1 AP)****: The Haj Mota can angle its shell and use it as a shield at a -20 to the Combat Test to block. (****BR 9****)*

*\* Traits*

***- 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.*

***- Quadruped:*** *When Dashing, triples speed*

***- Thick Skull:*** *Immune to Stun and Dazed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

***- 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***

*\* Loot*

* *A Character can make a -20 Survival test over a long rest to harvest the central bone of the Haj Mota’s Shell, valued at 600 drakes. This Shell can be made into a Haj Mota Shield (or tower shield) with a successful -10 Survival test over a long rest.*

***Haj Mota Shield***

* *Medium - BR 9 - MBR 5 - ENC 2 - Enchant lvl = 200*
* ***Stone Atronach****, Daedra, Major Group, 950 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 60* | *Hit Points 80* | *Combat 70* |
| *Endurance 80* | *Wound Thr. 18* | *Magic --* |
| *Agility 10* | *Magicka ---* | *Evade 10* |
| *Intelligence 30* | *Stamina 8* | *Observe 40* |
| *Willpower 40* | *Initiative +7* | *Stealth 20* |
| *Perception 30* | *AP 3* | *Knowledge --* |
| *Personality 20* | *Speed 8m* | *Social --* |
| *Luck #* | *Size Large* | *Physical 90* |

*\* Weapons & Armor*

***- Stone Bash****: 1d12 Crushing, Magic, Concussive, 1m Reach*

*\* Special Abilities*

***- Tremors (1 SP)****: The Atronach stomps the ground with its front two limbs, shaking it. This creates a tremor in a 10m area around them, all creatures within this area must make a -10 Strength or Agility test to avoid taking 1d4 physical damage (ignores AR) and falling prone. At the beginning of their next turn, if they are still making the tremors, they can double the effects, upto two times. If the Atronach takes 3 or more damage they end this effect.*

***- Stone Gaze (2 AP)****: Creates a boulder in front of the atronach that they launch at a target within 15m of them. Inflicts 2d8 Crushing Damage and forces the target to make a -10 Strength test to avoid being knocked prone.*

*\* Traits*

***- Resist Normal Weapons ‘5***

***- Resist Magic ‘3***

***- Natural Toughness ‘5***

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

***- Dark Sight****: The character can see and act normally in areas with no light.*

***- Solid Stance:*** *They are immune to being stunned, knocked prone, or being forced to move.*

***- Lacking Organs****: This creature is immune to the passive effects of Wounds and Organ Damage.*

*\* Loot*

* *If slain while permanently bound to Mundus, a character can make a -30 Alchemy test to salvage the Terra Salts, which are an Extremely Rare Alteration ingredient.*
* ***Welwa****, Beast, Minor Solo, 400 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 20* | *Combat 50* |
| *Endurance 40* | *Wound Thr. 11* | *Magic --* |
| *Agility 35* | *Magicka ---* | *Evade 45* |
| *Intelligence 10* | *Stamina 4* | *Observe 60* |
| *Willpower 20* | *Initiative +10* | *Stealth 55* |
| *Perception 60* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 11m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 50* |

*\* Weapons & Armor*

***- Fangs****: 1d10 Splitting, 1m reach*

***- Claws****: 1d8 Slashing, 2m reach*

*\* Special Abilities*

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

***- Rend (1 SP)****: If the Welwa hits with their claws, they can spend 1 stamina to inflict an extra 1d8 Splitting damage.*

*\* Traits*

***- 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.*

***- Quadruped:*** *When Dashing, triples speed*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

***- 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***

*\* Loot*

* *A Character can make a +10 Survival test over a Short Rest to harvest one unit of Welwa Hide worth 40 drakes. This one unit hide can be used to create a piece of Partial Hide Armor, or two for Full Hide Armor.*
* ***Duneripper****, Beast, Minor Solo, 200 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 25* | *Combat 50* |
| *Endurance 50* | *Wound Thr. 11* | *Magic --* |
| *Agility 20* | *Magicka ---* | *Evade 30* |
| *Intelligence 10* | *Stamina 5* | *Observe 60* |
| *Willpower 20* | *Initiative +10* | *Stealth 60* |
| *Perception 60* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 8m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 40* |

*\* Weapons & Armor*

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

***- Scaled Plates****: Partial AR 4*

*\* Special Abilities*

***- From Below (1 SP)****: While underground the duneripper may position themselves beneath a target and quickly erupt from the ground inflicting 1d10 Crushing Damage and tripping the target prone. Evade tests made to dodge suffer a -20 penalty unless they are somehow aware that the Duneripper is right beneath them.*

*\* Traits*

***- 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.*

***- Quadruped:*** *When Dashing, triples speed*

***- Burrower:*** *This creature may spend 2 AP to dig beneath the ground where it can’t be targeted or target anyone. They gain a +30 to stealth while underground and move at half speed.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

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

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

***- Dark Sight***

*\* Loot*

* *A character can make a +10 Survival test to collect the Dunerippers teeth and talons which are valued as decorations at 15 Drakes for a set.*
* *A Character can make a -10 Alchemy test to collect a portion of Duneripper Blood, an Uncommon Restoration Ingredient*
* ***Kotu Gava****, Beast, Minor Solo, 150 White Soul*

*(From Elder Scrolls)*

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

*\* Weapons & Armor*

***- Bite****: 1d4 Slashing, 2m Reach*

*\* Special Abilities*

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

***- Bloodletting (1 AP)****: While latched on to a target, the Kotu Gava can suck the blood out of the victim. Inflicting 1d6 Damage, healing the Kotu Gava for half of that damage.*

*\* Traits*

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

***- Small Size:***  *-10 on Ranged attack rolls made against them*

***- 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.*

***- Diseased (-10)****: Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

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

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

***- Flyer (8)***

*\* Loot*

* *Nothing For Now*
* ***Strangler****, Plant, Minor Solo, 150 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 10* | *Combat 50* |
| *Endurance 20* | *Wound Thr. 6* | *Magic --* |
| *Agility --* | *Magicka ---* | *Evade --* |
| *Intelligence --* | *Stamina 2* | *Observe 40* |
| *Willpower --* | *Initiative +8* | *Stealth 50* |
| *Perception 40* | *AP 3* | *Knowledge --* |
| *Personality --* | *Speed 0m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 60* |

*\* Weapons & Armor*

***- Thorn Whip****: 1d8 Slashing, 3m Reach, Flail*

***- Acid Spit****: 1d6 Poison Damage, Range (5/10/20)*

*\* Special Abilities*

***- Dragging Grasp (1 SP)****: The Stranger may extend the Reach of their Thorn Whip Attack to a Range of 15m. If the attack hits its target they may pull the target upto 10m closer to the Stranger, if this reduces the distance between the Stranger and its target it will automatically Grapple the targets torso.*

***- Strangle (2 AP):*** *The Stranger may automatically inflict 2d6 Crushing Damage on a target they are Grappling.*

*\* Traits*

***- Rooted****: Cannot move or be moved in any way. A creature that grapples the Strangler may attempt to uproot it, requiring a -30 Strength test, killing it instantly.*

***- Mindless****: Immune to Fear & Mind Altering effects*

*\* Loot*

* *A character can make a +20 Alchemy test to collect a portion of “Strangler Chlorophyll” that is an Uncommon Illusion ingredient.*
* ***Mantikora****, Beast, Major Group, 1000 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 70* | *Hit Points 80* | *Combat 80* |
| *Endurance 80* | *Wound Thr. 18* | *Magic --* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 30* | *Stamina 8* | *Observe 50* |
| *Willpower 35* | *Initiative +11* | *Stealth 30* |
| *Perception 50* | *AP 3* | *Knowledge 15* |
| *Personality 10* | *Speed 13m* | *Social 10* |
| *Luck #* | *Size Large* | *Physical 70* |

*\* Weapons & Armor*

***- Talons****: 1d10 Splitting, 2m Reach*

***- Tail****: 1d12 Crushing, 3m Reach, Concussive*

***- Bite****: 1d8 Slashing, 1m Reach, Bite*

***- Pike:*** *1d12 Splitting, Impaling, Unwieldy, 2h, 3-4m reach*

*\* Special Abilities*

***- Enrage (1 SP)****: The beast may work itself into a rage. While in this rage it may Reroll all damage rolls, taking the higher result, and gaining a +2 to all melee damage it inflicts until it is either killed or knocked unconscious.*

***- Maul (2 SP)****: The beast does a melee attack at 1m that deals 2d8 Crushing. Additionally, all targets Medium or smaller within Reach must test Acrobatics or Athletics or else be knocked prone.*

*\* Traits*

***- 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.*

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

***- Quadruped:*** *When Dashing, triples speed*

***- Thick Skull:*** *Immune to Stun and Dazed.*

***- Immense Strength****: The Beast may wield 2h Weapons as a one handed weapon.*

***- Unrelenting:*** *Targets cannot Disengage while in Reach of the creature.*

***- Natural Toughness ‘4***

***- Dark Sight***

*\* Loot*

* *None for now*
* ***Yaghra Larva****, Beast, Trivial Solo, 50 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 15* | *Hit Points 10* | *Combat 30* |
| *Endurance 20* | *Wound Thr. 4* | *Magic --* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 2* | *Observe 30* |
| *Willpower 15* | *Initiative +6* | *Stealth 60* |
| *Perception 20* | *AP 2* | *Knowledge --* |
| *Personality 5* | *Speed 7m* | *Social --* |
| *Luck #* | *Size Tiny* | *Physical 10* |

*\* Weapons & Armor*

***- Flogging Mandibles****: 1d4 Crushing, 1m reach*

***- Larval Carapace****: Partial AR 1*

*\* Special Abilities*

***- Grab On (1 SP)****: If the Larva successfully hits a target, the larva latches on with all its strength, and clawed Hit Location counts as Grappled.*

*\* Traits*

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

***- Tiny Size:***  *-20 on Ranged attack rolls made against them*

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

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

***- Dark Sight***

***- Amphibious***

*\* Loot*

* *A character can make a +30 Survival test to harvest the Larva’s Carapace, valued at 8 Drakes. Failing this test cracks it and, as its only value is as a decoration, renders it worthless.*
* ***Yaghra Monstrosity****, Beast, Major Group, 400 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 65* | *Hit Points 40* | *Combat 75* |
| *Endurance 40* | *Wound Thr. 13* | *Magic --* |
| *Agility 25* | *Magicka ---* | *Evade 25* |
| *Intelligence 10* | *Stamina 5* | *Observe 50* |
| *Willpower 20* | *Initiative +7* | *Stealth 30* |
| *Perception 40* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 10m* | *Social --* |
| *Luck #* | *Size Large* | *Physical 65* |

*\* Weapons & Armor*

***- Claws****: 1d8 Crushing, 2m Reach*

***- Monstrous Carapace****: Full AR 7*

***- Shelled Forelimbs****: BR 10 (MBR 5)*

*\* Special Abilities*

***- Larva Sack (2 SP + 3 AP):*** *The Yaghra can release 2d4 Yaghra Larva from a Sack carried inside its shell. (Only Once)*

***- Tocochlea (1 SP)****: The Yaghra spews an acidic bile that clings to anything it hits. Acts as a 5m cone AoE covers everything that is hit. Coming into contact with this bile, by either starting or ending your turn in a location covered in it or being hit with it, inflicts 2d6 Poison Damage. If you are hit by the bile it will cling to you dealing damage at the beginning and end of each of your turns until you spend your entire turn scraping it off, which invokes an attack of opportunity.*

*\* Traits*

***- Large Size:*** *+10 to hit at range*

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

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

***- Dark Sight***

***- Amphibious***

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

*\* Loot*

* *A character can make a +10 Survival test to harvest the Yaghra’s carapace, valued at 100 Drakes. Failing renders it useless for armor but can still be sold for decorative purposes at half the price. Yaghra carapace can be used to make Chitin armor.*
* ***Yaghra Spewer****, Beast, Major Solo, 400 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 17* | *Combat 50* |
| *Endurance 35* | *Wound Thr. 8* | *Magic --* |
| *Agility 45* | *Magicka ---* | *Evade 45* |
| *Intelligence 10* | *Stamina 3* | *Observe 60* |
| *Willpower 20* | *Initiative +9* | *Stealth 50* |
| *Perception 40* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 12m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 40* |

*\* Weapons & Armor*

***- Claws****: 1d8 Crushing, 2m Reach*

***- Mature Carapace****: Full AR 5*

*\* Special Abilities*

***- Deluge (1 SP)****: The Yaghra spews a glob of acidic bile at a target within 10m that inflicts 2d8 Poison Damage and reduces their AP by 1, if they were already out of AP, they lose 1 SP instead.*

***- Luminescent Mark (1 AP)****: The Yaghra can make a ranged attack (Range 5/10/30) that marks the target with a glowing substance that attracts the Yaghra and its allies to their prey. The marked target receives an additional 1d4 Poison damage from all attacks from a Yaghra and Attacks against the marked target receive a +10 bonus. The marked target can spend their entire turn scraping it off, which invokes an attack of opportunity.*

*\* Traits*

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

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

***- Dark Sight***

***- Amphibious***

*\* Loot*

* *A character can make a +10 Survival test to harvest the Yaghra’s carapace, valued at 100 Drakes. Failing renders it useless for armor but can still be sold for decorative purposes at half the price. Yaghra carapace can be used to make Chitin armor.*
* ***Yaghra Strider****, Beast, Major Solo, 400 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 50* | *Hit Points 30* | *Combat 70* |
| *Endurance 60* | *Wound Thr. 13* | *Magic --* |
| *Agility 40* | *Magicka ---* | *Evade 50* |
| *Intelligence 10* | *Stamina 6* | *Observe 60* |
| *Willpower 20* | *Initiative +11* | *Stealth 40* |
| *Perception 60* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 13m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 60* |

*\* Weapons & Armor*

***- Claws****: 1d8 Crushing, 2m Reach*

***- Manibles:*** *1d8 Slashing, 1m Reach, Bite*

***- Gruesome Spines****: 1d10 Splitting, 2m Reach*

***- Mature Carapace****: Full AR 5*

*\* Special Abilities*

***- Leaping Crash (2 SP)****: The Yaghra launches itself towards its target with its head collapsed into its abdomen, forcing its spike covered back plate into its prey. Can launch up to 7m and inflicts 2d8 Crushing Damage and forces the target to make a -10 Strength test to avoid being knocked prone.*

*\* Traits*

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

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

***- Unrelenting:*** *Targets cannot Disengage while in Reach of the creature.*

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

***- Dark Sight***

***- Amphibious***

*\* Loot*

* *A character can make a +10 Survival test to harvest the Yaghra’s carapace, valued at 100 Drakes. Failing renders it useless for armor but can still be sold for decorative purposes at half the price. Yaghra carapace can be used to make Chitin armor.*
* ***Wormmouth****, Beast, Minor Solo, 200 White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 17* | *Combat 50* |
| *Endurance 35* | *Wound Thr. 9* | *Magic --* |
| *Agility 30* | *Magicka ---* | *Evade 40* |
| *Intelligence 10* | *Stamina 3* | *Observe 50* |
| *Willpower 20* | *Initiative +8* | *Stealth 30* |
| *Perception 40* | *AP 3* | *Knowledge --* |
| *Personality 5* | *Speed 10m* | *Social --* |
| *Luck #* | *Size Medium* | *Physical 40* |

*\* Weapons & Armor*

***- Bite****: 1d8 Crushing, 2m reach, Bite*

*\* Special Abilities*

***- Second Mouth (2 AP)****: While grappling a target, the Wormmouth can use its second smaller mouth to bore into its prey. Automatically inflicts 1d10 Slashing damage that treats partial armor as unarmored.*

*\* Traits*

***- Diseased (-10****): Targets hit with a bite attack must make a -10 End test or be infected with a Common Disease*

***- 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.*

*\* Loot*

* *A character can make a +10 Survival test over a short rest to harvest one “Worm Hide”, usable in making partial leather armor and costs 20 drakes. Failure renders it useless for armor and halves its worth.*

***Trollkin****, Beast, Major Solo, 300 White*

*(From Elder Scrolls Lore/Oblivion)*

*Sometimes referred to as “Lesser Trolls” or “Half-Trolls” (though they are still just Trolls, not mixed with anything), Trollkin are a smaller cousin to the Troll. They tend to stand around 8-9 feet and they boast a greater intelligence than their larger kin and live in simplistic tribal societies. Though “Greater Intelligence” is very subjective.*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 45* | *Hit Points 25* | *Combat 65* |
| *Endurance 50* | *Wound Thr. 11* | *Magic -* |
| *Agility 45* | *Magicka ---* | *Evade 55* |
| *Intelligence 20* | *Stamina 4* | *Observe 50* |
| *Willpower 35* | *Initiative +10* | *Stealth 55* |
| *Perception 40* | *AP 3* | *Knowledge 20* |
| *Personality 10* | *Speed 12m* | *Social 20* |
| *Luck #* | *Size Medium* | *Physical 60* |

*\* Weapons & Armor*

***- Claws****: 1d6 Splitting, Concussive, Magic, Reach 2m.*

***- Natural Toughness 2****: Reduces all incoming damage by 2. Does not count as Armor.*

*Trollkin have been seen using primitive Weapons*

***- Big Club****: 1d8/10 Crushing, Concussive, 1.5H, 2m*

***- Javelin****: 1d8, 1H, 2m, Thrown (5/15/25), Unwieldy*

*\* Special Abilities*

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

*\* Traits*

***- Diseased (+0)****: Trolls 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.*

***- Quadruped****: When Dashing, triples movement speed.*

***- Regenerate****: Trolls may make an Endurance test at the start of each round to heal 5+DoS HP.*

***- Three Eyed****: Requires 3 Head Wounds to Blind. Additionally, attempts to Blind the troll are at a -20.*

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

*\* Loot*

*- On a +0 Alchemy test, a character can scrape the troll's bones for one dose of troll fat, which is an Extremely Rare Restoration and Destruction ingredient.*

* ***BLANK****, ????, ????, ???? White Soul*

*(From Elder Scrolls)*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength ??* | *Hit Points ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Magicka ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Observe ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *AP ?* | *Knowledge ??* |
| *Personality ??* | *Speed ?m* | *Social ??* |
| *Luck #* | *Size ?????* | *Physical ??* |

*\* Weapons & Armor*

*- ?*

*\* Special Abilities*

*- ?*

*\* Traits*

*- ?*

*\* Loot*

* *?*