

**UESRPG: Scroll of the Shivering Isles**

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Copy paste this stat block for creatures:

Name

**Keywords, Threat Level, Soul Level (Soul Energy)**

*Creature description*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR-** | **HP:** | **Combat** |
| **END-** | **WT:** | **Magic** |
| **AG-** | **MP:** | **Evade** |
| **INT-** | **SP:** | **Observe** |
| **WP-** | **IR:** | **Stealth** |
| **PRC-** | **AP:** | **Knowledge** |
| **PRS-** | **Spd:** | **Social** |
| **LK- N/A** | **Size:** | **Physical** |

Weapons:

Armor/Toughness:

Stamina Abilities:

Traits:

Encounter Guide:

Copy paste these stat blocks for items:

Weapon

| Type | Dam | H | Reach | Qualities | ENC | Price |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

Armor

| Type | AR | Magic AR | Qualities | ENC/Piece (Suit) | EL | Price/Location (Suit) |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |

Melee Weapon Materials

| Name | Dam Mod | Qualities | ENC | Enchant Lvl | Price Mod |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |

Ranged Weapon Materials

| Name | Range Mod | EL | ENC | Price Mod |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |

Ammunition Materials

| Name | Dam Mod | Qualities | EL | Price per 10 shots |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |

Baliwog

**Keywords, Threat Level, Lesser (250)**

*Semi-aquatic creatures native to the seas and swamplands  
Surrounding the Shivering Isles.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 45** | **HP: 18** | **Combat 55** |
| **END- 35** | **WT: 9** | **Magic 20** |
| **AG- 30** | **MP: 20** | **Evade 40** |
| **INT- 20** | **SP: 3** | **Observe 35** |
| **WP- 25** | **IR: 8** | **Stealth 40** |
| **PRC- 35** | **AP: 3** | **Knowledge 10** |
| **PRS- 15** | **Spd: 10** | **Social 5** |
| **LK- N/A** | **Size: Med** | **Physical 45** |

Weapons:

Claws: 1d6 slashing; 1m reach

Tail: 1d6 splitting; 1m reach

Bite: 1d4 slashing; +1 poison; 1m reach

Armor/Toughness:

Natural Toughness 2

Stamina Abilities:

Watery Doom (1 SP + 1 AP): The baliwog makes one claw, tail, and bite attack against a creature in water if it is in water as well. This counts as two attacks for the purpose of attacks per round.

Traits:

Healing Waves: The baliwog regains 1 hit point at the start of each round if it is in water.

Swamp Fever: Not all baliwogs have this trait. When a creature is hit by a bite attack from the baliwog and takes damage, it must succeed on an Endurance test or have its Strength and Endurance lowered by 5 each. This lasts until cured by something that cures diseases or until the creature completes a long rest.

Young Baliwog: 13 hp, small size, -10 to all skills, SB of 3, swamp fever is +20 endurance test

Venomous Baliwog: +1d4 poison damage to all attacks, swamp fever is -20 endurance test.

Encounter Guide:

Elytra

**Keywords, Threat Level, Soul Level (Soul Energy)**

*Anthropodic-like creatures who serve a queen, and wish to  
Expand their territory, similar to Morrowind’s Kwama.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 30** | **HP: 20** | **Combat 65** |
| **END- 40** | **WT: 10** | **Magic 20** |
| **AG- 45** | **MP: 20** | **Evade 55** |
| **INT- 20** | **SP: 4** | **Observe 40** |
| **WP- 30** | **IR: 9** | **Stealth 45** |
| **PRC- 30** | **AP: 3** | **Knowledge 20** |
| **PRS- 15** | **Spd: 11** | **Social 10** |
| **LK- N/A** | **Size: Med** | **Physical 40** |

Weapons:

Arms: 1d6 slashing; 2m reach

Armor/Toughness:

Chitin(Full): 3 AR

Stamina Abilities:

Mystic Venom (1 SP + 1 AP): The elytra touches one creature within 1m and the creature must make a -20 Endurance test or take 1d10 poison damage. The creature then makes the test again at the start of each round or takes another 1d4 poison damage. This lasts for 1 minute.

Traits:

Tunneler: The elytra can excavate nonmagical, unworked earth and stone at a rate of 2 cubic meters per hour.

Guarded Arms: The elytra is able to block with its arms as if it had a shield, treating whichever arm it chooses at its shield arm, and doubling its chitin’s AR for the purpose of its BR.

Water Walking: The elytra can walk on water as if it were solid ground, but can choose to swim if it wants.

Hatchling: 10 hp, small size, -15 to all skills, SB of 2, mystic venom is +0 Endurance test, tunneler is reduced to 1 cubic meter per hour.

Matron: 40 hp, large size, +25 to all skills, +2 AR, SB of 5, mystic venom is -30 Endurance test, tunneler is 4 cubic meters per hour.

Encounter Guide:

Gnarl

**Keywords, Threat Level, Soul Level (Soul Energy)**

*Daedra resembling the Isles’ trees. They are resilient creatures,  
Known for being as tough as the trees surrounding them.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 35** | **HP: 15** | **Combat 55** |
| **END- 30** | **WT: 10** | **Magic 20** |
| **AG- 35** | **MP: 20** | **Evade 55** |
| **INT- 20** | **SP: 3** | **Observe 55** |
| **WP- 40** | **IR: 8** | **Stealth 35** |
| **PRC- 35** | **AP: 3** | **Knowledge 20** |
| **PRS- 15** | **Spd: 9** | **Social 15** |
| **LK- N/A** | **Size: Med** | **Physical 45** |

Weapons:

Root Claws: 1d8 slashing; 2m reach

Armor/Toughness:

Bark Skin(Full): 5 AR

Stamina Abilities:

Forest Stillness(1 SP + 1 AP): Target creature within 1m must make a -10 Willpower test or take 1d4 magic damage and be silenced. At the start of each round, the creature can repeat the test, ending it on a success or taking the damage on a failure. For every round the stillness persists, the creature increases the damage die by one step (1d4 -> 1d6 -> 1d8 -> 1d10 - > 1d12). Once the die gets to 1d12, the effect ends.

Traits:

Reactive Resistances: When the gnarl takes fire, frost, or shock damage, it first gains resistance 5 to the element until the start of the next round. Once this happens, this trait does not function until the start of the next round.

Poor Defenses: When the gnarl gains resistance to fire, frost, or shock damage, it gains vulnerability 5 to the two elements it does not resist.

Altering Size: When the gnarl gains resistance from its reactive resistances trait, it increases its size by one step, lowering back to its normal size at the start of the round.

Elder: 25 hp, +3 AR, 1d10 root claw damage, SB of 5, large size, +15 to all skills, reactive resistance increased to 8, forest stillness caps out at 1d20 instead of 1d12 (1d12 -> 1d20).

Encounter Guide:

Grummite

**Keywords, Threat Level, Soul Level (Soul Energy)**

*Small, goblin like creatures who seek to cause havok throughout  
The Isles.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 35** | **HP: 13** | **Combat 40** |
| **END- 25** | **WT: 7** | **Magic 0** |
| **AG- 15** | **MP: 20** | **Evade 25** |
| **INT- 20** | **SP: 2** | **Observe 30** |
| **WP- 25** | **IR: 7** | **Stealth 15** |
| **PRC- 40** | **AP: 3** | **Knowledge 25** |
| **PRS- 10** | **Spd: 5** | **Social 10** |
| **LK- N/A** | **Size: Med** | **Physical 35** |

Weapons:

Grummite Club: 1d8 Crushing, 2m reach

Grummite Dagger: 1d4 Slashing, 1m reach

Grummite Cleaver: 1d6 Splitting, 1m reach

Armor/Toughness:

Grummite Rags (Partial) 2 AR

Grummite Rags (Full) 3 AR

Stamina Abilities:

(Gang-up)

Traits:

(?)

Shaman: 18 hp, +2 AR, +1 to melee dmg, +10 to all skills, gains spellcaster trait, castable spells are as follows:

Fire Bolt 3

Poisonbloom 3

Drain Magicka 3

Shock Ball 2

Encounter Guide:

Scalon

**Keywords, Threat Level, Soul Level (Soul Energy)**

*Aquatic, lizard-like creatures that dwell near water.  
They are very powerful jumpers, but cannot run.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 65** | **HP: 25** | **Combat 75** |
| **END- 50** | **WT: 14** | **Magic 25** |
| **AG- 65** | **MP: 40** | **Evade 60** |
| **INT- 40** | **SP: 5** | **Observe 45** |
| **WP- 35** | **IR: 15** | **Stealth 55** |
| **PRC- 55** | **AP: 3** | **Knowledge 30** |
| **PRS- 30** | **Spd: 18 (4)** | **Social 25** |
| **LK- N/A** | **Size: Large** | **Physical 75** |

Weapons:

Scalon Claws: 1d8+2 slashing, 1m reach.

Armor/Toughness:

Scalon Hide: 5 AR full

Stamina Abilities:

* Jumping Strike (1sp): The scalon jumps and lunges at its prey, -20 tn, with 2d8 +4 dmg.
* Cloak (2sp): The scalon can cloak itself, rendering it completely invisible for 2 minutes. They can still be detected by other means.
* Infect (1sp): The Scalon can pass on the disease known as Scalon Fever, which can decrease end. By 2 points and a weakness to frost, 1. To avoid contraction: victims must pass a -20 endurance test to avoid contracting the disease.

Traits:

Aquatic

Spring-loaded: the Scalon can jump up to half of its speed.  
Lurker: The scalon can only move a quarter of its speed out of water. It also cannot dash.

Brute: 35 hp, AR +2, 1d10 +2 claw damage, can infect with Scalon Blight: End-3, weakness to frost,2; weakness to fire, 2

Hulking Scalon: 55 Hp, AR +5, 1d10 +5 claw damage, can infect with Scalon Sunburn: End-4, weakness to magic, 3, -30 endurance test to contract.

Encounter Guide:

Shambles

**Keywords, Threat Level, Soul Level (Soul Energy)**

*An undead construct made of bone, wood, and wire.  
They serve their masters diligently, or work to survive on   
Their own in the wild.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 45** | **HP: 25** | **Combat 50** |
| **END- 50** | **WT: 12** | **Magic 20** |
| **AG- 30** | **MP: 20** | **Evade 45** |
| **INT- 20** | **SP: 5** | **Observe 30** |
| **WP- 35** | **IR: 8** | **Stealth 0** |
| **PRC- 30** | **AP: 3** | **Knowledge 10** |
| **PRS- 15** | **Spd: 10** | **Social 10** |
| **LK- N/A** | **Size: Large** | **Physical 55** |

Weapons:

Shambles Claws: 1d6 +2 dmg, 1m reach.

Armor/Toughness:

Shambles Wiring: 1 AR to torso, legs, and arms, head remains unprotected.

Stamina Abilities:

Quivering Soul (1sp): Upon an attack, the shambles may decide to leech out to the player, dealing an additional 1d4 frost damage on an attack, and absorbing it back, healing themselves.

Traits:

Creation: Shambles must be created by someone, and will serve them until they are either killed or unbound.

Volatile: Shambles will explode upon death, dealing 1d8 frost damage in a 2m sphere AOE.

Zealotry: Under no circumstance will a shambles fight a Zealot, unless a zealot initiates combat with them. (note: this will override the creation trait)

Decrepit Shambles: 15 hp, WT-5, loses Quivering Soul

Replete Shambles: 30 Hp, WT +1, volatile now does 1d8 +3 damage in a 2m sphere AOE

Complete Shambles: 45 Hp, WT+3, Volatile now does 1d10 damage in a 3m sphere AOE, gains perfectionist trait.  
Perfectionist: A complete Shambles will rally other shambles to their location, and tear parts of itself to power up other shambles. The complete shambles can follow the table below to determine its new status. (Note: the complete shambles will only give itself if it is overall more beneficial. Once it is incomplete, it cannot be completed again.)

| # of body parts given | Status |
| --- | --- |
| 1 | Replete |
| 2 | Standard |
| 3 | Decrepit |

Depending on how many parts are given, another shambles may be completed, or the group of shambles will become stronger. This process will be decided upon GM discretion.

Encounter Guide:

Skinned Hound

**Keywords, Threat Level, Soul Level (Soul Energy)**

*Undead Hounds that are created by masters for foul   
Purposes.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 35** | **HP: 15** | **Combat 40** |
| **END- 30** | **WT: 7** | **Magic 0** |
| **AG- 35** | **MP: 20** | **Evade 35** |
| **INT- 20** | **SP: 3** | **Observe 35** |
| **WP- 25** | **IR: 8** | **Stealth 0** |
| **PRC- 35** | **AP: 3** | **Knowledge 0** |
| **PRS- 10** | **Spd: 9** | **Social 10** |
| **LK- N/A** | **Size:** | **Physical 45** |

Weapons:

Hound Fang: 1d6 +2 damage, 1m reach

Hound Claw: 1d8 damage, 1m reach

Armor/Toughness:

Weakness to fire, 3  
Resist frost, 3

Stamina Abilities:

Clamp: (See crocodile)

Rend: The hound shakes its head as it bites it target, tearing into the flesh further. As the hound makes it attack, the target takes an additional d4 ongoing bleed damage, for 3 turns.

Traits:

Quadruped

Creation: Skinned Hounds must be created by someone, and will serve them until they are either killed or unbound.

Encounter Guide:

Knight of Order

**Keywords, Threat Level, Black Soul (1500)**

*Creature description*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 50** | **HP: 25** | **Combat 60** |
| **END- 50** | **WT: 14** | **Magic 45** |
| **AG- 45** | **MP: 35** | **Evade 35** |
| **INT- 35** | **SP: 5** | **Observe 40** |
| **WP- 40** | **IR: 11** | **Stealth 0** |
| **PRC- 45** | **AP: 3** | **Knowledge 25** |
| **PRS- 30** | **Spd: 13** | **Social 30** |
| **LK- N/A** | **Size: Med** | **Physical 50** |

Weapons:

Sword of Order, 1d8 +1 dmg, magic, 2m reach.

Armor/Toughness:

Crystal Armor: 8 AR, magic

Available Spells:

Shock Bolt 3

Stamina Abilities:

Converge (1Sp): The knights elicit a terrible, grinding war cry, and draw other knights and priests of order to them.

Traits:

Obelisks Defense: The knights gain an additional 2 Ar when within a 5m sphere of an Order Obelisk.

Encounter Guide:

Priest of Order

**Keywords, Threat Level, Black Soul (1500)**

*Creature description*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 35** | **HP: 16** | **Combat 40** |
| **END- 32** | **WT: 11** | **Magic 75** |
| **AG- 45** | **MP: 60** | **Evade 50** |
| **INT- 60** | **SP: 3** | **Observe 45** |
| **WP- 55** | **IR: 14** | **Stealth 30** |
| **PRC- 45** | **AP: 3** | **Knowledge 60** |
| **PRS- 30** | **Spd: 11** | **Social 45** |
| **LK- N/A** | **Size: Med** | **Physical 45** |

Weapons:

Order Dagger: 1d4 +1 dmg, magic, 1m reach

Armor/Toughness:

Robes of Jyggalag: Ar +2, magic

Stamina Abilities:

Crystamancy (1Sp): Priests can strike a target and apply a burn of order, this burn doesn’t harm the player, but any knights of order will now primarily target the burned opponent.

Traits:

Spellcaster: castable Spells are as follows:  
Shock Bolt 4

Shock Ball 3  
Drain Magicka 3  
Shock Bite 4

Encounter Guide:

Gatekeeper

**Keywords, Threat Level, Soul Level (Soul Energy)**

*A giant Flesh Atronach charged with guarding the   
Gates of Madness.*

| **Characteristics** | **Attributes** | **Skills** |
| --- | --- | --- |
| **STR- 90** | **HP: 45** | **Combat 95** |
| **END- 90** | **WT: 22** | **Magic 0** |
| **AG- 35** | **MP: 10** | **Evade 15** |
| **INT- 10** | **SP: 9** | **Observe 35** |
| **WP- 45** | **IR: 7** | **Stealth 0** |
| **PRC- 35** | **AP: 4** | **Knowledge 10** |
| **PRS- 15** | **Spd: 15** | **Social 0** |
| **LK- N/A** | **Size: Huge** | **Physical 100** |

Weapons:

Gatekeeper Cleaver: 2d8 slashing damage, 4m reach  
Gatekeeper Mace: 2d8 Crushing damage, 4m reach  
Gatekeeper Axe: 2d8 Splitting damage, 4m reach

Armor/Toughness:

Gatekeeper Armor: 2 AR

Natural Toughness: 4

Stamina Abilities:

Stomp (1SP): The gatekeeper stomps it foot to the ground, opponents affected within a 3m sphere must pass a -20 acrobatics test or take 1d4 damage and be knocked prone.

Madgod’s blessing (3 SP): When the gatekeeper is below half health, he can appeal to sheogorath for aid, healing him 2d6 HP, this can only be used once.

Traits:

Sweep: The Gatekeeper’s long strikes can target two opponents with one attack, at no loss to AP.

Creation: Gatekeepers must be created by someone, and will serve them until they are either killed or unbound.

Encounter Guide:

**Madness**

Madness is similar to the fear system of UESRPG. When madness is encountered, creatures must make a Willpower test or suffer madness, however this is where it differs. There are three forms of madness; short-term, long-term, and indefinite. If a creature fails its Willpower test, it is first imbued with short-term madness. If the character fails to snap out of it after 1 minute worth of tests, the madness advances to long-term, and if the character fails to snap out of that after 24 hours worth of tests, the madness advances to indefinite. All madness effects allow the character to snap out of it, and the ability to do so will not be listed in the description.

Short-Term Madness

| Roll | Effect |
| --- | --- |
| 01-39 | Paranoia: The character becomes paranoid of his or her surroundings, unsure as to what is happening around him or her. The character is immobilized. |
| 31-60 | Hurtled Emotions: The character begins feeling intense emotions to laugh, cry, or scream. The character is dazed as it tries to perform any actions. |
| 61-90 | Babbling: The character begins speaking incomprehensible speech, unable to speak to others and being penalized on spellcasting as if he or she were silenced. |
| 91-95 | Retreat: The character retreats into his or her mind, becoming paralyzed and is unable to cast spells. |
| 96-100 | Faint: The character drops unconscious. |

The character may attempt to snap out of each of these effects on his or her turn. If the character fails to snap out of it after 1 minute, he or she must roll on the long-term madness table.

Long-Term Madness

| Roll | Effect |
| --- | --- |
| 1-40 | The character becomes compelled to repeat a task over and over such as washing his or her hands, touching specific things, or obsessively counting. |
| 41-60 | The character experiences hallucinations that he or she can hear and see. |
| 61-80 | The character becomes untrusting of others, gaining a -30 penalty to all social tests. |
| 81-90 | The character gains a form of partial amnesia, not remembering more recent things such as people met, places visited, or things done. |
| 91-95 | The character becomes confused of his or her surroundings in times of stress. Whenever the character rolls initiative, he or she must succeed on a Willpower test or become stunned. At the start of each round, he or she can repeat the test to end the effect. |
| 96-99 | The character completely loses the ability to speak, becoming mute. |
| 100 | The character falls unconscious, unable to be awoken by any normal means. |

Every eight hours, the character can make another Willpower test to end the effect. After 24 hours without ending the effect, the character must roll on the indefinite madness table.

Indefinite Madness

| Roll (1d6) | Effect |
| --- | --- |
| 1 | The character becomes attached to objects, keeping everything he or she finds. |
| 2 | The character begins to heavily admire the first person he or she sees after gaining this madness. |
| 3 | The character no longer cares for others, shunning the world around them. |
| 4 | The character believes he or she is the fastest, strongest, and smartest person around. |
| 5 | The character trusts nobody except a person only he or she can see and hear. |
| 6 | The character gains a thirst for blood that can only be quenched by killing, a lot. |

The effects of indefinite madness are incurable by normal means, and should be enforced by the GM. The GM can decide what might end indefinite madness, but it should be a difficult process.

Melee Weapon Materials

| Name | Dam Mod | Qualities | ENC | Enchant Lvl | Price Mod |
| --- | --- | --- | --- | --- | --- |
| Golden | +4 | Magic | +1 | 1500 | 12.0 |
| Dark | +4 | Magic | +1 | 1500 | 12.0 |
| Amber | +5 |  | +1 | 1500 | 35.0 |
| Madness | +6 |  | +2 | 1500 | 35.0 |
| Order | +1 | Magic | 0 | 500 | 3.0 |
| Grummite | +0 |  | 0 | 100 | 0.5 |

Ranged Weapon Materials

| Name | Range Mod | EL | ENC | Price Mod |
| --- | --- | --- | --- | --- |
| Golden | +15 | 1500 | +1 | 12.0 |
| Dark | +15 | 1500 | +1 | 12.0 |
| Amber | +20 | 1500 | +1 | 35.0 |
| Madness | +25 | 1500 | +2 | 35.0 |
| Grummite | +0 | 100 | +0 | 0.5 |

Ammunition Materials

| Name | Dam Mod | Qualities | EL | Price per 10 shots |
| --- | --- | --- | --- | --- |
| Golden | +4 | Magic | 1500 | 250 |
| Dark | +4 | Magic | 1500 | 250 |
| Amber | +5 |  | 1500 | 700 |
| Madness | +5 |  | 1500 | 700 |
| Grummite | +0 |  | 100 | 20 |

Armor

| Type | AR | Magic AR | Qualities | ENC/Piece (Suit) | EL | Price/Location (Suit) |
| --- | --- | --- | --- | --- | --- | --- |
| Partial Dark | 6 | 3 | Magic, Light | 2(12) | 1500 | 1700 limb/ 3400 body (11900) |
| Partial Golden | 7 | 4 | Magic, Medium | 4(24) | 1500 | 1700 limb/ 3400 body (11900) |
| Partial Amber | 7 | 4  magic | Light | 2(12) | 1500 | 6000 limb/ 12000 body (42000) |
| Partial Madness | 8 | 4 magic | Heavy | 6(36) | 1500 | 6000 limb/ 12000 body (42000) |

Armor

| Type | AR | Magic AR | Qualities | ENC/Piece (Suit) | EL | Price/Location (Suit) |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Full Amber | 8 | 4  magic | Medium | 3(18) | 1500 | 12000 limb/ 24000 body (84000) |
| Full Madness | 10 | 5 magic | Super-Heavy | 7(42) | 1500 | 12000 limb/ 24000 body (84000) |

# Flesh Atronach and Gatekeeper Rituals

The Gatekeeper is a special Flesh Atronach that is confined with the Shivering Isles. This fearsome guardian protects the gates into the shivering isles from unworthy adventurers.

The gatekeeper is created in about the same way as a hulking flesh atronach, except for the actual ritual that takes place to summon the flesh atronach, as well as all the regular ingredients must be procured from the shivering isles specifically. Before the ritual to create the gatekeeper, the summoner must choose the body parts to put on the gatekeeper. The parts consist of:

* Head
* Torso
* Left arm\*
* Right arm\*
* Left leg
* Right leg

Each piece may be enchanted with a constant enchantment to grant the Gatekeeper different effects. Each single body part uses up 1 of all of the ingredients to be made. Meaning in total there must be 6 of each ingredient to create the all of the body parts.

\*These pieces instead of being enchanted may have a specific weapon weapon to be attached to them in place of their hand. It can be a large cleaver, a giant Mace, or an axe. Each weapon type does 2d8 damage + either slashing, splitting, or crushing(appropriate to the weapon type affixed to it). If there is no weapon affixed to it the arm may be enchanted as normal but only does 2d4 crushing damage.

After all of the ingredients are used to create the body parts, the ritual may begin in proper. The ritual is a -30 Conjuration test that takes must take place within the Cistern of Substantiation in the Shivering Isles. This ritual takes 2 hours to prepare, and takes around 30 minutes to complete. At the end, the gatekeeper is created and unless summoned via its specific ritual, cannot leave the shivering isles.

The Gatekeeper has the same stat block as the one detailed in the bestiary section, but adds on any of the constant enchantments to its body parts upon creation.

If the gatekeeper was made by a Player Character they are granted access to a ritual that only they can perform. This ritual is a +0 Conjuration test that costs 70 Magicka and takes 5 minutes to prepare and cast. After performing the ritual, their gatekeeper is summoned with the bound trait with Mindlock(2), and temporarily accompanies them for one hour. If the Gatekeeper is killed while summoned, it is transported back to its place in the shivering isles.

# Geography of the Shivering Isles

As a complete plane of region devoted to the madgod, Sheogorath, the isles are divided into distinct regions, similar to the emotions of the human mind, and the different ways insanity can affect it. As you travel further into the isles, the more distinct that the terrain differs from one another.

**Comparisons:** First off, the isles’ cartography remains generally the same throughout, rolling hills and mountains are seen throughout, while dead trees and large, overgrown mushrooms abound throughout the plane. Lush grass can usually be seen, giving a feeling of alien beauty to the region. From there on however, more things seem to differ, as the regions themselves grow apart.

**The Fringe:** A region the furthest away from the influence of the madgod, it is the main entry into the shivering isles, and also serves as a sizeable hub of various peoples and cultures. Centered around the main village of Passwall, The fringe also looks the most Tamrielic of the regions, as the trees look more organic, and less mushrooms abound. There are also several pools and rivers that wind through the area. However, there are also small forts associated with Order in this area, showing just how much conflict can take place here, where Sheogorath’s influence is not as powerful. It is widely known that the Fringe serves as a test for the new arrivals to truly see the realm of sheogorath. Protected by both a Gatekeeper and the imposing Gates of Madness, the new arrivals can either choose to kill the gatekeeper to progress further, or stay in the fringe, and enjoy its lush environs.

**Mania:** Beyond the gates of madness, composing the northern portion of the Shivering Isles is the region of mania, devoted to a suppressed madness that is snuffed out by beauty and frivolities. The area is permeated with bright light during the day, and large numbers of fireflies and other insects frequent the region at night, giving it an ethereal beauty. It is dotted by large, temperate forests and rolling hills; while deep, rootlike burrows permeate the earth below it, with elytra constantly guarding precious amber deposits. This area is far more vibrant in landscapes, with beautiful verdant, yellow forests, and beautiful, yet rare rivers running through it, and a few beautiful lakes are spread throughout the region.

**Dementia:** On the southern side of the Gates of Madness, the swamps, lowlands, and sharp crevices of dementia by nature directly contrast the amazing vistas of Mania. Dementia is a very gloomy, mysterious, and altogether ominous area, with thick fog masking anything beyond a few feet away from anyone walking within its depths. Within Dementia, numerous ruins dot the murky swamps, and serve as suitable hiding spots for grummites or other creatures. Baliwogs, and Scalons both inhabit this region, frequently ambushing adventurers, and killing them, adding to the induced paranoia associated with Dementia. A common occurrence within ruins and the environs of Dementia is Madness Ore deposits, which are used to make Madness armor and weapons. Despite its depressing, and overall terrifying appearance, Dementia still can offer some form of thrill and excitement as adventurers explore its depths.

**New Sheoth:** Located on the eastern coast, within the Dementia/Mania Border, New Sheoth is a massive city devoted to housing those beings the Madgod decides to allow within the Isles. The city itself is divided into two main sections. Within the northern walls lies Bliss, the capital of Mania. With pristine marble architecture, as well as beautiful fountains and parks. Bliss represents the best of what Mania has to offer, with lush plant life and well kept homes abounding within the city. By direct contrast, the capital of Dementia, Crucible, lies in the southern walls. Crucible is a series of stacked, wooden homes amidst murky pools of water. There is also a high lack of verdant plant life, with everything taken a dreary, almost death-like stasis. Gloomy rain almost always falls here, making the lower sections full of mud and adding to the overall dread that creeps over Crucible. Yet, there are also some areas of New Sheoth that encompass both regions. This includes the houses of Mania and Dementia, Sheogorath’s palace, and the Sacellum of Arden-Sul. The Sacellum is a very ornate temple, where people from both Mania and dementia may enter and pray to their select gods, as well as worshipping other things, unique to the isles. To the north of the temple, lies the courtyard to the Houses of Mania and Dementia. Here, a duke or duchess of the region sits, and watches over the status of their region, reporting to sheogorath if anything is wrong, or even assigning golden saints and dark seducers to promptly handle the issues themselves. In between the two houses sits Sheogorath’s palace, which is bisected completely by the border between mania and dementia. The palace is largely block shaped, and very well constructed, with the throne room consisting of a throne cut into the wood of a tree, with numerous small mushrooms from both Mania and Dementia being featured on it. Nevertheless, the environs of New Sheoth show just how different Mania and Dementia are from one another.

# Politics and Religion

Among the people of the Isles, politics and religion seems to affect them very little, and some have no beliefs, or are simply too mad to incorporate any beliefs within their own small communities. New Sheoth is the true center of conflict within the isles, specifically between the houses of Mania and Dementia. Religion is a little more prevalent here, as the Sacellum Arden-Sul does cater to people of faith, ready to worship themselves to the Madgod Sheogorath, or other deities that they may choose to worship. When they are not locked in a political power struggle, even members of the houses of Mania and Dementia decide to pray, in their own special way. As for politics, the houses are constantly divided on what to do to undermine the other house. The duke or duchess usually does not particularly like the ruler of the other house, but both houses wish to vy for Sheogorath’s affection. As the houses are devoted to Sheogorath, so too is he devoted to them in ways. The houses help Sheogorath with law making and other important functions to improve the Isles, be it in small or large ways. The houses largely do this to improve their standing with the madgod, and the sport of competition is alive and well within the two houses.

# Sheogorath and the Greymarch

As for the madgod himself, Sheogorath is actually considered one of the stronger princes of Oblivion, despite his very eccentric temperament. At the beginning of time, Sheogorath was instead constituted as the Daedric Prince of Order, Jyggalag, whose Knights and Priests of order were generally feared by the other daedric princes. Fearing a takeover by Jyggalag, the other princes used their powers to split up Jyggalag’s power, and turn him into the prince of madness, Sheogorath. Throughout this process, Sheogorath still possesses immense power, but is now too fractured in his madness to successfully focus it. As such, he tends to flittingly use his power to change the Shivering Isles, which are basically an extension of himself, simply for his own amusement. It seems as if the madgod himself would stay mad. However, the other princes did not see the Greymarch coming. The greymarch was an event that occured near the end of every tamrielic era, where Jyggalag would try and retake the isles, and then regain his true self. However, during the third Greymarch, an unknown hero was able to free Jyggalag from his prison, allowing Jyggalag to run free among oblivion. In turn, the hero was named Sheogorath, and gained control of the isles. Sheogorath is commonly depicted with very strange clothing, white eyes, a tall height, and very stark white hair, in addition to a beard.

# Artifacts of the Shivering Isles

Dagger of Friendship:The Dagger of Friendship is a great oddity in the Shivering Isles, for all appearances it looks like an ordinary Grummite dagger. However when this weapon is wielded against a foe it creates a healing effect in those struck.

| Type | Dam | H | Reach | Qualities | ENC |
| --- | --- | --- | --- | --- | --- |
| Dagger of Friendship | 1d4 | 1 | 1m | **Slashing**, Exploit Weakness, Thrown (5/10/15), Small. Enchanted (Strike, Heal ?) | 1 |

Duskfang/Dawnfang  
This weapon is believed to be of Akaviri origin, its most notable features are the teeth like barbs that lie between the blades. During the day (6 a.m. - 6 p.m.) it is Dawnfang, dealing fire damage upon striking a target. During the night (6 p.m. - 6 a.m.) it is Duskfang, doing frost damage on strike. At dusk and dawn, the blade will shimmer and disappear, only to be replaced a split second later by the alternate form of the weapon.

This weapon thirsts for blood and seeks to extinguish life, and rewarding the wielder when the blade is ‘satisfied’. Should twelve lives be extinguished within a single 12 hour period, the weapon will become its Superior form when next it changes.   
The superior forms of this weapon have an additional quality, Dawnfang (Superior) will drain the life from its enemies as it strikes them, and Duskfang (Superior) will drain the magicka from its enemies as it strikes them.   
  
This blade is known to be of Akaviri origin, however it has ventured to the Shivering Isles in the past…...or was it the future? Time. Time is an artificial construct. An arbitrary system based on the idea that events occur in a linear direction at all times.

Dawnfang

| Type | Dam | H | Reach | Qualities | ENC |
| --- | --- | --- | --- | --- | --- |
| Dawnfang | 1d8+3 (1d10+3) | 1.5 | 2m | Slashing Enchanted (Strike, Nourish Blade\*) Enchanted (Strike, Fire 3) | 2 |

\*Once this weapon has extinguished twelve lives the next time this sword changed to its alternate form it is instead the superior form shown below.

Duskfang

| Type | Dam | H | Reach | Qualities | ENC |
| --- | --- | --- | --- | --- | --- |
| Duskfang | 1d8+3 (1d10+3) | 1.5 | 2m | Slashing Enchanted (Strike, Nourish Blade\*) Enchanted (Strike, Frost 3) | 2 |

\*Once this weapon has extinguished twelve lives the next time this sword changed to its alternate form it is instead the superior form. (Duskfang -> Dawnfang (Superior), Dawnfang -> Duskfang (Superior))

Dawnfang (Superior)

| Type | Dam | H | Reach | Qualities | ENC |
| --- | --- | --- | --- | --- | --- |
| Dawnfang (Superior) | 1d8+3 (1d10+3) | 1.5 | 2m | Slashing Enchanted (Strike, Nourish Blade\*) Enchanted (Strike, Fire 3) Enchanted (Strike, Absorb Health 2) | 2 |

\*Once this weapon has extinguished twelve lives the next time this sword changed to its alternate form it is instead the superior form. (Duskfang -> Dawnfang (Superior), Dawnfang -> Duskfang (Superior))

Duskfang (Superior)

| Type | Dam | H | Reach | Qualities | ENC |
| --- | --- | --- | --- | --- | --- |
| Duskfang | 1d8+3 (1d10+3) | 1.5 | 2m | Slashing Enchanted (Strike, Nourish Blade\*) Enchanted (Strike, Frost 3) Enchanted (Strike, Absorb Magicka 2) | 2 |

\*Once this weapon has extinguished twelve lives the next time this sword changed to its alternate form it is instead the superior form. (Duskfang -> Dawnfang (Superior), Dawnfang -> Duskfang (Superior))

If at any point you fail to extinguish 12 lives before Dusk/Dawn each day the weapon will change to the normal form.

**“Dawn/Dusk Fang”**

*“Dawnfang and Duskfang are differing names for an intricate Akaviri "blood drinker" longsword. The pronged, jewel-encrusted sword has a handle like golden snakeskin and is enchanted to change appearance based on the time of day. The sword transforms into Dawnfang during the day, when it has orange and red gems and causes fiery damage to those it strikes. It transforms into Duskfang at night, during which time it has blue and purple gems and causes frost damage. The blades also require "nourishment" after every transformation: if twelve enemies are killed with the sword over the twelve-hour period, the next transformation will result in the Superior variant. Dawnfang Superior can absorb the health from those that it strikes, while Duskfang Superior drains their magicka reserves.”*

* *1d8/10+2 Slashing, Magic, Proven, 1.5h, 2m reach (ENC 2)*
* *Strike Enchantment*
* *Dawn: Inflicts +3 Fire Damage*
* *Dusk: Inflicts +3 Frost Damage*
* *Turn: During the day the sword is Dawnfang, and during the night the sword is Duskfang.*
* *Feed: Keep track of each kill. If 12 kills are made within a 12 hour time frame, the next form will be the “Superior” variant*
* *Superior Dawn: (+5 Fire) Absorbs 1d4 HP*
* *Superior Dusk: (+5 Frost) Absorbs 1d4 MP*

**“Shadowrend”**

*“Shadowrend is a Daedric artifact which takes the form of a shadowy two-handed ebony weapon. It is associated with the Grove of Reflection in the Shivering Isles, an underground chamber which can only be accessed by those the grove deems worthy. The grove has the potential to "show men who they truly are"; an ancient runestone in the center of the grove has the power to summon a shadowy doppelganger of anyone who approaches. These doppelgangers have been known to wield Shadowrend in battle, and those who manage to defeat their shadow may then claim the weapon for themselves. Shadowrend can appear as both a claymore and a battleaxe (indeed, both can appear together), but only one version of the weapon may be wielded.”*

* *Sword: 1d12+4 Slashing, Unwieldy, Concussive, Magic, Proven, 2h, 3m reach (ENC 5)*
* *Axe: 1d12+4 Splitting, Unwieldy, Shieldsplitter, Concussive, Magic, Proven, 2h, 3m reach (ENC 5)*
* *Strike Enchantment*
* *Inflicts +4 Magic Damage & Ignores 3 points of magic resistance.*

**“Nerveshatter”**

*“This Amber Warhammer is the personal weapon of Syl, Duchess of Dementia during the Greymarch of the 3rd era.”*

* *1d12+5 Crushing, Unwieldy, Shield Splitter, Concussive, Magic, 2H, 2m reach*
* *Enchantment: +2 Shock Damage...Ignores 1 point of Shock Resistance*
* *The Shocking Truth (Unique Effect)*

*When an attack with this weapon exceeds the targets WT, it will inflict an additional +3 Shock Damage ignoring all resistances and immunities (Even Resist Magic). If the target lacks any resistance/immunity to shock, they become paralyzed for 1 round as their nervous system locks up.*

***“Dagger of Friendship”***

*“This is an oddity that has popped up around the Madhouse every now and then. It is of Grummite make, but its enchantments make little sense to those that have obtained it.”*

* *1d4 Slashing, Exploit Weakness, Thrown (5/10/15), Small, Magic, 1H, 1m reach*
* *Enchantment: Attacks with this weapon restore an amount of HP equal to the damage it deals.*

***“Ruin’s Edge”***

*"May your enemies fear you and never know from where or with what enchantment you shall strike." --Syl, Duchess of Dementia*

* *1d6 Range (35/115/215) Reload (1), Magic, 2h*
* *Mad Soul’s Charm (Unique Effect)*

*Roll a 1d6 on a successful attack to determine the magical effect.*

1. ***Paralysis***

*Target must make a +0 Willpower test or be Paralyzed for 1 round*

1. ***Silence***

*Target must make a +0 Willpower test or be Silenced for 1 round*

1. ***Frenzy***

*Target must make a +0 Willpower test or be Frenzied for 1d4 rounds*

1. ***Blind***

*Target must make a +0 Willpower test or be Blinded for 1d4 rounds*

1. ***Panic***

*Target must make a +0 Panic Test*

1. ***Chain Lightning***

*The target takes 1d6 Shock Damage. The bolt then jumps to another*

*target within 10m and deals damage (use the first roll). Repeat*

*this for a third and final target.*

***“Count Cirion’s Helmet”***

*“The Helm of Count Cirion of Vitharn. This Altmer noble died in the siege of his city. The cities defenders were doomed to repeat their final moments for an eternity within the Madhouse. The Heir of Sheogorath ended this curse during the events of the Greymarch in the late 3rd era.”*

* *Full Madness Helmet of Superior Quality*
* *AR 10*
* *MAR 5*
* *Heavy Armor*
* *Head Only*
* *Enchantment*
* *The Wearer of this helm gets a +10 to their Combat Style TN on tests made to use a Shield*

***“Sword of Jyggalag”***

*“This great silver crystalline blade is the personal weapon of the Prince of Order himself. It came into the possession of Sheogorath after the cycle of the Greymarch was ended during the last years of the 3rd era.”*

*"He doesn't even carry a cane! More the giant, bone-cleaving sword type of Prince." —Sheogorath*

* *2d8+5 Slashing, Unwieldy, Concussive, Magic, Proven, 2H, 3m reach*
* *Essence of Order (Unique Effect)*

*Attacks made with advantage with this weapon cause the blade to emit an echo that carries a strange calm over the battlefield. Not stifling aggression but lending a sense of clarity and purpose to the wielder’s allies and a sense of impending doom to their foes.*

* *All allies within 50m of the wielder regain 1SP & 1AP*
* *All Enemies within 50m of the wielder loses 1 AP and must make a -10 Panic test*
* *Obelisk of Order (Unique Effect)*

*When this weapon kills a target, the victim crystallizes into an Obelisk of Order. This Obelisk has 10 HP and Resists 4 points of damage from any source. It is of equal size to the victim. When this Obelisk breaks, the Wielder of the sword and their allies within 10m of the wielder regain the victims WT in HP or MP.*

***“Staff of Sheogorath”***

*“The Staff of Sheogorath, a powerful Daedric artifact, is the symbol of the Daedric Prince of Madness. It contains the power of the Shivering Isles, and is needed to assume the title of Mad God and sit upon the Throne of Madness. The Staff is the namesake of Sheogorath. In its traditional appearance, the Staff is a simple walking stick, often with an eyeball attached to the top.”*

* *1d6/8+5 Concussive, 1.5h, 2m reach, Magic, Focus*
* *Mental Focus: Any spell that affects the targets mind gain a +10 to the TN*
* *Mad God’s Gift (Unique Effect)*

*The Wielder of this weapon can mark a target and “Bless” them with madness. The target is inflicted with madness, automatically failing their first willpower test to resist.*

*Additionally, the wielder may spend 1 luck point to have this effect a 20m area centered on them instead of just a single target.*

* *Mad God’s Decree (Unique Effect)*

*While in the Shivering Isles, the wielder can spend 1 Luck Point to decree a new law. This law can be anything, from a legal law to a new law of nature. This law will remain in effect until the wielder grows bored of it.*

*Additionally, while in the Shivering Isles, the wielder can freely alter the weather, time of day, water level, and temperature.*