

The Unofficial Elder Scrolls RPG

3rd Edition



Inhabitants of Tamriel

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- Jorge Jacinto
- 89Red
- Red.aart
- Feran_sensei
- orsathesimurgh
- romandubinda
- Rebecca Sharkey
- Johanna Ruppercht
- Marko-Djurđević
- Dan Harding
- kirashik
- Adam Adamowicz
- Ray Lederer
- KrammerMartin3
- Radishev
- GlorousRyan

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The Core v4 Team

Many have contributed by way of feedback and suggestions, but the following contributors made consistent and meaningful contributions to this book:

- Greybard
- Herma Mora
- Stormrider57
- Zuka Brucal
- TutorialTuna
- Gonk

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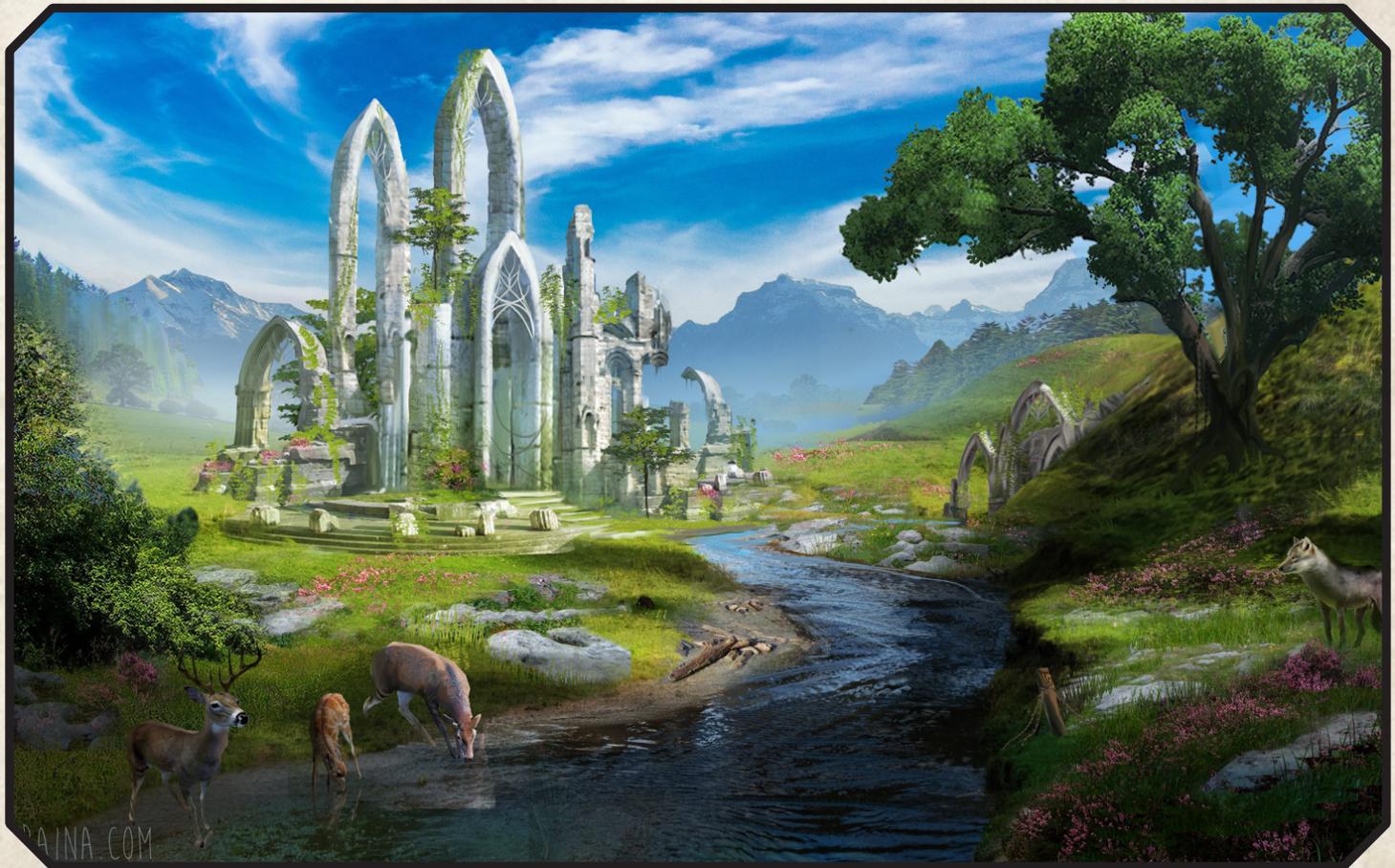
The combined credits for the Scrolls from which this book compiles its statblocks from, without which this book would not exist:

Developers / Designers	Contributors
• Anherso	• Akulakhan't
• Anon133	• Alice
• blindhamster	• Anon133
• CharmingCharles	• Ballamer
• Cyph	• Cyph
• Gavinfoxx	• Eygrima
• IceFireWarden	• Geswut
• Madmartigan	• Grail
• Mehrulun	• Karfumble
• Redoran	• Mars(target)
• spooky21st	• Mceesh
• Stormrider57	• Perkele
• Teepo	• Pifanjr
	• Shade
	• Soner
	• Spooky
	• Sten Darker
	• Stormrider57
	• Teepo
	• Volkow
	• Zinzuk

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Chapter 1: Using This Book



Non-Player Characters, or **NPCs**, make up the vast majority of world that your Player Characters (**PCs**) inhabit. NPCs encompass all creatures and people, supernatural or otherwise, that your Players' Characters might encounter.

There are key differences between the rules that a GM uses for their NPCs and the rules that players use for their PCs. NPCs are generally run by GMs, with a few exceptions, so this book is designed to empower GMs with a tool set that they can make use of when running their games. As such, **any rule or statblock found within should be considered a base for the GM to build upon as they see fit.**

GMs new to UESRPG should be familiar with the base rules of the game found in the [Rules Compendium](#) before reading ahead in this book.

Players beware! You should use this book only as directed by your GM; unless, of course, you plan to GM yourself.

Special NPC Rules

For the most part, NPCs function similarly to Player Characters. However, there are special rules which apply to NPCs that the GM should adhere to:

- In addition to those listed on their Statblocks (more on these in the next section), NPCs can use the standard actions and stamina abilities listed in the Rules Compendium. However, they do not have access to the Heroic Action ability unless they have been given the [Elite \(page 12\)](#) trait by a GM.
- NPCs do not have a Luck Score. As such, they cannot spend Luck Points, cannot Burn Luck, and automatically fail when prompted to make a Luck test.
- NPCs can make use of any Special Action listed in the Rules Compendium as a Special Advantage. However, GMs should consider the character or creature individually when choosing a special action to use. For example, most common trolls would not be likely to use the Feint Special Action as an advantage.

Critical Failure and Success

Creatures and NPCs do not generally have Luck like a Player Character does, unless they have been given the [Fated \(X\) \(page 12\)](#) trait by a GM. However, they still have the capacity to critically succeed or fail. Unless specified on the statblock, use the following rules: **On a roll of 1-3, the roll is considered a Critical Success. On a roll of 98-100, the roll is considered a Critical Failure.**

NPC Profiles

NPC Profiles – or, in the context of this book, just “profiles” – are used by the GM to run the NPCs in their game. These are a collection of stats and rules which, together, make up the NPC’s collection of rules to be run in game. NPC Profiles are designed to be as easy as possible for a GM to reference and thus differ in some key ways from the design and rules contained within a Player Character’s character sheet.

Before moving on, it is important to understand each element of these profiles so that, as a GM, you can evaluate if and how the NPCs should be used in your adventures.

Elements of a Profile

Profiles are presented first with their names, then a flavor blurb in italics directly after. What follows are the rules that the GM uses to run the NPC or creature during play, both in and out of combat.

Keywords

A profile’s keywords contain tags which can be used to identify an NPC’s types, difficulty, soul type, and soul energy. Keywords are always presented in the same order, as follows:

Subtype, Type; Difficulty; Soul Type (Soul Energy)

Types

A profile will always have a listed type, but will sometimes not include a subtype. Types can sometimes be referenced by rules and abilities. They can also be useful for GMs who may want to research more information about the creature and its origins in the greater Elder Scrolls lore.

Difficulty

A profile’s [Difficulty \(page 10\)](#) indicates an estimated level of challenge, described later in this chapter.

Soul

A profile’s Soul Type will either be “Black Soul” or “White Soul”. Black Souls are the souls of sentient humanoid creatures and can only be contained in black soul gems. The soul value of the creature is how much soul energy can be absorbed into a soul gem by way of Soul Trap effects. This stored energy can then be used to create and refill enchanted items using the Enchanting rules in the [Rules Compendium](#). Some creatures may not have a soul type listed. This indicates that they do not have a soul and thus cannot be soul trapped.

Stat Table

The Stat Table is separated into three columns. In order from left to right, the columns contain Characteristics, Attributes, and Skills. These stats are mostly the same as those of the same names described in [Chapter 1 of the Rules Compendium](#), with some key differences.

Characteristics

The Characteristics listed in this column are functionally the same as those described in [Chapter 1 of the Rules Compendium](#).

However, NPCs have an additional Characteristic called **MORALE**. Morale is a stat that can be tested by GMs to determine whether an NPC might flee for their lives or otherwise avoid continuing open conflict if the circumstances might call for it. Examples might include heavily losing a numbers advantage, a particularly successful intimidation tactic, the arrival of an imposing enemy, etc.

Attributes

An NPC's Attributes are statistics that represent more specific measurements of their capabilities. These Attributes are largely unchanged in function from how they are presented in the Rules Compendium.

Skills

An NPC's skills differ the most from those of a Player Character out of these three columns. For ease of use by the GM, NPC skills have been distilled into the set of skills that follow:

Combat

The Combat skill stands in for the Combat Style skill. This skill takes the place of Combat Style for all rules purposes. Characters with this skill can ignore the usual rules for trained equipment, untrained weapon penalties, and fighting in unfamiliar circumstances that are normally covered by the Combat Style skill. This skill is governed by the Strength and Agility characteristics.

Magic

This skill is a substitute for the spell school skills, such as Alteration, Conjunction, or Restoration. It is also used in place of skills that may not be a traditional school of magic, like the Thu'um skill. This skill is governed by the Willpower characteristic.

Evade

This skill is used exactly as the skill of the same name found in the Rules Compendium.

Observe

The Observe skill is mostly equivalent to the skill of the same name in the Core Rulebook, but it also acts as a substitute for other Perception governed skills like Investigate or Survival. Its governing characteristic is Perception.

Stealth

This skill is a stand-in for both the Stealth skill from the Rules Compendium and the Subterfuge skill. It is governed by Agility.

Knowledge

The Knowledge skill is governed by the Intelligence characteristic, and is used in place of skills like Logic or Lore. It can also be used interchangeably with the Magic skill for tests to determine what a character might know about a spell or a school of magic.

Social

The Social skill is a stand in for skills that involve communication and interaction between characters, like Deception or Persuasion. It is governed by Personality.

Physical

This skill is governed by Strength, Endurance, and sometimes Agility. It exists as a stand-in for Athletics, Acrobatics, Ride, and any other skills that deal with the physicality of the character but do not fall under the Stealth skill.

Additional Skills

Sometimes the skills found within the Stat Table don't adequately represent an NPC's specific abilities in a particular skill. The skills listed in this section fill that need and are accompanied by a Target Number like the skills found in the stat table.

Weapons and Armor

This section of an NPC's profile lists equipment, natural weapons, and natural armors that the character makes use of during combat. Weapons (including natural weapons, shields, and armor each follow consistent templates as follows, respectively:

- **Weapon Name:** Damage; Weapon Qualities; Reach, Hand-edness
- **Shield Name:** BR / MR; Shield Qualities; Weight Class
- **Armor Name:** AR / Type AR; Armor Qualities; Armor Weight Class, Armor Class

Sometimes a piece of equipment does not have a certain stat, in which case it is omitted entirely. In other cases, they might include extra rules, like enchantments. These are described clearly when present as needed.

NPCs who have the **Natural Toughness** trait will have it included in this list rather than the traits section to keep it close in proximity to armor when referencing damage mitigation.

Special Actions

Special Actions are activated abilities that the NPC can use for their listed effects. The cost is always listed in parenthesis and is usually some combination of Action Points and Stamina Points.

Traits

The Traits section lists any Traits, Talents, or other non-activated abilities attributed to the character. In most cases, the rules are notated next to the name of the Trait. In others, the rules for the trait are simple and commonly referenced enough that keeping the rules next to that trait would be needlessly redundant.

Special Hit Tables

Some NPCs have strange anatomies for which the standard hit table for hit locations are insufficient. This section will contain either a description of how the hit location table should differ from the standard table or a complete replacement for the standard table.

Spells

This section contains a list of the spells available for the NPC to cast. These rules are provided in a condensed and easy-to-reference format - the full rules for any listed spell can be found in the Rules Compendium.

Variant: [Name]

Some NPCs have variants, which represent a slightly modified version of the base profile. These variants may have any of the profile elements themselves. The rules included in these elements exist in addition to those from the base profile unless otherwise noted. Spell lists are the exception to the rule, and replace the base profile's spells entirely.

Encountering this Creature

This profile element contains information about the nature of the NPC and how they might engage in combat. The description contained here are not for rules reference. Instead, it is meant for giving the GM context about the NPC that this profile represents.

Loot

This section contains a list of what players can loot from the NPC after their defeat. This can and often should be used in conjunction with loot from the loot tables found in the [Appendix](#) (page 191).



Evaluation for Combat

Just knowing what makes up an NPC's profile is often not enough to evaluate an NPC's viability in combat, especially for those GMs who prefer to tune their combat encounters with specific intent. Both new and veteran GMs can benefit from spending some time understanding what aspects of a profile make it more or less difficult for players to face in a fight. This section will cover what GMs should consider when evaluating a profile for inclusion in their game. There is no exact formula to balancing encounters – however, using the guidance in this section as a baseline, experimenting and tweaking your process can lead to greater success in designing encounters.

Difficulty

Oftentimes the same NPC can be either incredibly difficult to deal with and not difficult at all, depending on the situation and on what combatants are joining the NPC in battle. As such, pinning down an exact difficulty level, especially due to the nature of player progression in this system, is next to impossible. Even so, keywords for difficulty are included on the profiles in this book to guide the eye when a GM is building their encounters. The difficulty levels are as follows, from least to most difficult:

- Trivial
- Minor
- Average
- Major
- Extreme
- Legendary

Action Economy

An NPC's action economy is arguably the most critical aspect of their profile. Both PCs and NPCs rarely last long when they're outnumbered, so it's important to assess a profile's action economy carefully. There are a few key factors to consider when evaluating this:

The most obvious indicator of an NPC's action economy is their Action Points (AP). Most profiles have 3 AP, but values can range from 2 to 4 AP. Never underestimate the impact of having an extra AP or being short by one; a single AP can be the difference between life and death in combat.

A less obvious, but equally important, indicator is the number of targets an NPC can damage with a single attack. The ability to affect multiple targets is often found within the NPC's Special Abilities or Spells. NPCs who can do so have the ability to significantly alter the battlefield and become a far greater threat.

Finally, though rarer, some NPCs possess abilities that increase the number of attacks they can make per round. NPCs who can attack more than the standard two times per round can often dish out a devastating amount of damage to targets in a

single turn, usually by sacrificing their ability to defend.

NPCs with a standard action economy can typically go 1:1 against a PC, assuming all else is equal. As an NPC's action economy increases—especially when they combine multiple benefits like those mentioned above—they become capable of handling multiple PCs in battle.

Damage Output and Mitigation

Evaluating an NPC's damage output and mitigation is relatively straightforward. The complexity is introduced when these aspects are compared to the player characters' output and mitigation.

To evaluate an NPC's damage output, compare how much damage they can do with a single attack to the party's general ability to mitigate damage. This will help assess how appropriate the NPC's statblock is for your encounters' intended difficulty. A profile's damage output is evaluated by combining the base damage of the attack or spell with any bonus damage or extra effects that exist in addition to the baseline attack.

GMs should also evaluate the NPC's damage mitigation against the general damage output of the players' characters. Damage mitigation in an NPC profile can generally be found by looking for armor, shields, and traits like resistances and immunities.

By evaluating damage output and mitigation together, you can better assess which side might have the advantage in a fight.

Other Considerations

When analyzing a profile, many additional factors may come into play, often varying based on a GM's style and how their players interact with the world. Abilities that enhance mobility, enable the NPC to hide, or control the battlefield and its combatants can all impact combat in different ways depending on the specific encounter.

Trial Combats

Creating balanced and intentional combat encounters can be difficult to get right on the first try. It often takes multiple attempts and adjustments to refine a method for effective encounters.

To get a head start on this process, GMs should consider running trial combats before their first session. This is especially helpful before starting a longer adventure or campaign. Trial combats allow GMs to test encounter design techniques and see how their players might interact with them.

In a dedicated trial combat session, GMs should design encounters of varying difficulty, including potentially fatal ones, to experiment within a controlled, consequence-free setting. This is also a great opportunity for players to try out their builds and tweak them before getting started on their adventures.

Customization and Homebrew

Once GMs get a feel for the system and how the profiles in this book fit into their games, they will naturally begin to find that they desire more than what this book has to offer. There are a few avenues they can take to get resolve this problem: they might seek out homebrew statblocks, customize an existing statblock, or create their own from scratch. Keep in mind as you read ahead that homebrew content is more of an art than a science.

Existing Homebrew Content

There are a couple of key resources that can be used to find homebrew content. GMs can find expanded bestiaries alongside a great number of unrelated but useful homebrew content in [TutorialTuna's homebrew archive](#). They can also join the [UES-RPG Discord](#) to inquire and explore in the #homebrew-channel for whatever they might need. This is also a great resource for getting feedback on their own homebrew content.

Customizing NPC Profiles

The simplest and most straightforward way to modify a statblock for a GM's needs is to make use of the [Special Traits](#) (page 12) covered in the next section.

In many cases, however, this may not be sufficient. As an example, a GM might have need for an undead goblin for their adventure. In this case, they should read through the standard Goblin profile and take notes on what should be added or changed to suit the goblin's new narrative.

In this example, the GM might review the [Goblin Grunt](#) (page 30) and determine that their armor has likely fallen apart, and thus the armor would have a degraded effectiveness. So, they rename the armor to "Deteriorated Goblin Armor" and reduce the AR value to 1.

Then, they notice that the Endurance score is 20. They decrease the score to 15 and, as a result, the Endurance bonus is reduced to 1. This would naturally have an effect on their Attributes, reducing the hit points to 7 from 10 and the wound threshold to 5 from 6. These indirect effects of changing the Endurance score, however, are up to the GM. Often times, profiles will ignore the derived affects of characteristics on attributes and instead use a value that better fits the intent of the NPC's profile.

Lastly, they give the Goblin the Undead Trait to complete their changes and reflect the reanimated goblin's nature.

Experimenting with this kind of customization can empower GMs to near limitless ends. Starting with an existing profile greatly eases the process, making the foray into homebrew much less daunting for newcomers to the doctrine.

Creating NPC Profiles from Scratch

In most cases, creating an NPC Profile entirely from scratch is unnecessary. GMs will often find it much faster and less tedious to customize an existing NPC Profile that is closest to their concept, and modify that profile as needed to accomplish their vision. In certain cases, the resulting profile may be completely unrecognizable when compared to the original profile upon which it was based. However, some very unique NPCs or particularly nitpicky GMs may call for creating these profiles from scratch.

When creating an NPC profile from scratch, Game Masters should start with a clear vision of the character's role and purpose—whether they are an ally, an enemy, or somewhere in between. Consider what the NPC excels at and where their weaknesses lie. While it's tempting to focus solely on their strengths, an NPC who is good at everything lacks depth and relatability. Often, it's their flaws and vulnerabilities that make an NPC engaging and memorable, regardless of their relationship to the players. Be sure to balance both strengths and weaknesses to create well-rounded characters that enrich your game world.

Once you've nailed down an idea for the character, it's time to start creating their profile. This book provides an [Appendix](#) (page 191) as a starting point.

Beyond the advice provided in this section, detailing the process for creating these profiles is beyond the scope of this book. However, a GM could loosely follow the steps of PC character creation found in the Rules Compendium for inspiration.



NPC Traits

Common Traits

The traits in this section are used commonly enough that their inclusion in each profile would be redundant and hinder the GM's ability to reference the statblock's rules during play.

Bestial

NPCs with this trait automatically pass Survival tests in their natural habitat.

A Bestial creature's habitat is simply defined as a place where it would naturally live or reasonably adapt to. For example, a wild dog might be able to count a city as its habitat, while a wolf would likely not.

From Beyond

NPCs with this trait are immune to the effects of disease, fear, toxins, and any mind-affecting magic (i.e. illusions).

Mechanical

NPCs with this trait are immune to disease, poison, illusion spells, and any biological effects as determined by the GM. They cannot be reanimated via Necromancy and do not need to eat, sleep, or breathe to remain active.

Quadruped

The creature moves up to twice their speed when they use the Dash action and three times their speed when they use the Sprint stamina ability.

Tonal Reinforcement

NPCs with this trait are immune to disintegrate item effects and spells.

Skeletal

NPCs with this trait have purely skeletal forms. Attempts to hit them with ranged weapons suffer a -20 penalty. Characters with this trait also automatically gain the Undead trait as well and are immune to the Burning (X) condition.

Undead

NPCs with this trait are mere walking corpses. They do not breathe or require organs to function. They are immune to things such as disease, poison, passive wound effects, aging, fatigue, and a number of conditions including but not limited to dazed, deafened, and organ damage. Use common sense when deciding what can and cannot affect characters with this trait. The character cannot spend Stamina Points if doing so would bring their current SP to below 0.



Special Traits

The traits listed in this section are traits that are not natively added to the statblocks in this book. Instead, they represent traits which can be added in special circumstances, specific scenarios, or as desired by the GM.

Spellcaster

This character does not track Magicka, but instead can cast each of their listed spells one time.

Give an NPC this trait when tracking magicka would provide little to no benefit to gameplay or as a general rule if tracking magicka for NPCs is too cumbersome for you or your table.

Minion

If an NPC with this trait would suffer a wound, their HP is immediately reduced to 0.

Elite

Elite NPCs gain the ability to use the Heroic Action stamina ability. NPCs with this trait are significant threats to the party, so GMs should make full use of the rules in their profile to reflect the character's prowess.

Fated (X)

The character has X Luck points that function just like normal Luck points except, once spent, they cannot be regained (i.e. burned). When these characters are called to make a Luck test, multiply X by 10 to calculate the base target number.

Thrall

This character has become enthralled by a supernatural master, usually a vampire or some other corrupted individual. A thrall willingly and enthusiastically follows the commands of their master. However, for as long as they are enthralled, their Intelligence is halved and they should receive direct and specific instructions lest they misinterpret the intent of their master's words. This trait can be removed by the character being targeted by a successful level 4 or higher Dispel effect or through the death of their master.

Chapter 2: Beasts



Bears

Bear

Bears are large ursine quadrupeds that are widespread and ubiquitous in temperate and arctic regions. They are typically large and capable of crushing an armored man.

Bear, Beast; Average; White Soul (250)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	35	Combat	70
Endurance	50	Wound Thr.	13	Magic	-
Agility	30	Magicka	15	Evasion	30
Intelligence	15	Stamina	5	Observe	50
Willpower	35	Initiative	+7	Stealth	40
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	11m	Social	-
Morale	35	Size	Large	Physical	70

Weapons and Armor

- **Claws:** 1d12 Crushing or Splitting; Reach 1m
- **Bite:** 1d10 Crushing; Reach 1m
- **Natural Toughness (3)**

Special Abilities

- **Maul (1 AP + 2 SP):** The bear performs a melee attack as a Primary Action that deals 2d8 Crushing damage to a target creature within 1 meter. Additionally, all creatures within reach that are Medium or smaller must succeed on an Acrobatics or Athletics test or be knocked prone.

Traits

- **Bestial**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- **Quadruped**

Variant: Cave Bear

Traits

- **Dark Sight**
- **Stubborn:** The creature may re-roll failed Fear tests.

Encountering Bears

Bears are often found in their dens or roaming in search of food. They frequent temperate or evergreen woodlands, though their adaptable nature allows them to thrive in many climates. During winter, bears will be found almost exclusively in their dens with the exception of Snow Bears which will continue to roam and hunt during the cold season, but will be far less active. Bears are sometimes accompanied by their cubs, which they will defend with their lives.

Bears will become very territorial and aggressive unless the target is obviously superior or causes Fear. If the bear wins the fight, they will typically leave their opponent alone, bleeding and battered after they are convinced the threat is subdued, and don't tend to eat humans unless desperate. Bears will relentlessly pursue their prey, and can run on all fours nearly as fast as a horse.

Loot

- On a +30 Survival test, a character can remove the bear's pelt, worth 100 drakes, over the course of a Short Rest. This pelt has an ENC of 2. Failing this test spoils the pelt, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a bear pelt into two limb pieces of Full Bear Fur armor or one Full Bear Fur chest piece. Bear Fur armor is the same as regular Fur but has 4 AR. Failing spoils the pelt instead, making it useless and halving its worth.
- On a +20 Simple Survival test over a Long Rest, a character can harvest DoS x 3 days' rations of bear meat. The meat will spoil within a day if not properly preserved.
- On a +0 Alchemy test over a Short Rest, a character can harvest and powder the bear's claws, which are a Rare Alteration ingredient. The character harvests DoS dosages.



Snow Bear

Covered in stark-white fur and larger than their southern cousins, Snow Bears can be found roaming the frozen tundras and craggy glaciers of Tamriel's northernmost provinces. They are stronger and more aggressive than other varieties of bear.

Bear, Beast; Average; White Soul (300)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	50	Combat	70
Endurance	50	Wound Thr.	16	Magic	-
Agility	30	Magicka	15	Evasion	30
Intelligence	15	Stamina	5	Observe	50
Willpower	35	Initiative	+7	Stealth	40
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	11m	Social	-
Morale	45	Size	Large	Physical	70

Weapons and Armor

- **Claws:** 1d12 Crushing or Splitting; Reach 1m
- **Bite:** 1d10 Crushing; Reach 1m
- **Natural Toughness (3)**
- **Resist Frost (8):** Reduces incoming Frost damage by 8.

Special Abilities

- **Maul (1 AP + 2 SP):** The bear performs a melee attack as a Primary action that deals 2d8 Crushing damage to a target creature within 1 meter. Additionally, all creatures within reach that are Medium or smaller must succeed on an Acrobatics or Athletics test or be knocked prone.

Traits

- **Bestial**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, then the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- **Quadruped**
- **Savage:** Rolls damage twice and uses the highest result.

Encountering Snow Bears

Snow bears can be found roaming the frozen tundras and glacier-filled ravines of Tamriel's northernmost provinces and islands. They roam these frozen lands year-round and, due to the harsh conditions in which they live, these animals will seldom give up an opportunity to make a kill. Unlike their southern cousins, they will eat men or mer they bring down and will guard the carcasses of their prey ferociously.

Snow bears will become very territorial and aggressive unless the target is obviously superior or causes Fear. These bears will relentlessly pursue their prey, and can run on all fours nearly as fast as a horse despite their great size.

Loot

- On a +30 Survival test, a character can remove the bear's pelt, worth 200 drakes, over the course of a Short Rest. This pelt has an ENC of 2. Failing this test spoils the pelt, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a bear pelt into two limb pieces of Full Snow Bear Fur armor, or one Full Snow Bear Fur chest piece. Bear Fur armor is exactly the same as regular Fur but has 4 AR and gives 4 Frost AR. Failing this test spoils the pelt instead, rendering it useless and halving its worth.
- On a +20 Simple Survival test over a Long Rest, a character can harvest DoS x 3 days' rations of bear meat. The meat will spoil within a day if not properly preserved.
- On a +0 Alchemy test over a Short Rest, a character can harvest and powder the bear's claws, which are a Rare Alteration ingredient. The character harvests DoS dosages.



Rats

Cave Rat

Cave rats are a plague upon the common folk of Tamriel. Found in virtually every province, individually they are weak but collectively they can bring down a fully-armored man.

Rat, Beast; Trivial; White Soul (10)

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

Weapons and Armor

- **Claws & Teeth:** 1d4 Slashing, Reach 1m

Special Abilities

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

Traits

- **Bestial**
- **Dark Sight**
- **Diseased (-30):** If the creature successfully deals damage to an undiseased target with their natural weapons, then the target creature must succeed on a -30 Endurance test or contract a Common Disease.
- **Quadruped**

Encountering Cave Rats

Cave Rats are most commonly encountered in caves, however they can also be found in dungeons, sewers, and various other subterranean pits and places. They are harbingers of disease and decay, and wherever civilization goes, Cave Rats tend to follow.

Cave Rats are notoriously aggressive in spite of their diminutive size and feeble strength, which makes them a danger to societies small and large. Purging rat dens is a quintessential adventurer's quest, and rat-killer is a perfectly reasonable career in large cities like Mournhold or Whiterun.

Cave Rats are defensive in their dens, and aggressively raid settlements, typically during the night, for anything they can eat. When fought, rats tend to flee when they realize they are in danger, but they are just as likely to be recklessly courageous, throwing themselves at their opponent with reckless abandon without awareness the mortal danger they are in.

Should a population of Cave Rats flee their den they will typically regroup and create a new den quickly.

Loot

- On a +30 Survival test, a character can harvest one day's ration of rat meat. Rat meat must be cooked, and consuming it forces a +0 Endurance test, causing the consuming character to gain a Common Disease on a failure.
- A character can harvest the rat's tail, which is a Common Destruction ingredient.

"You can't imagine the fuss some people make. My rats are no problem for anyone."

- Arvena Thelas



Skeever

Larger and more aggressive than the common Cave Rat, Skeevers carry virulent diseases and can be dangerous to even the most hardened adventurers when fought en-masse.

Rat, Beast; Trivial; Soul Type (15)

Characteristics		Attributes		Skills	
Strength	20	Hit Points	12	Combat	50
Endurance	20	Wound Thr.	4	Magic	-
Agility	40	Magicka	10	Evade	40
Intelligence	10	Stamina	2	Observe	40
Willpower	5	Initiative	+8	Stealth	40
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	10m	Social	-
Morale	5	Size	Small	Physical	30

Weapons and Armor

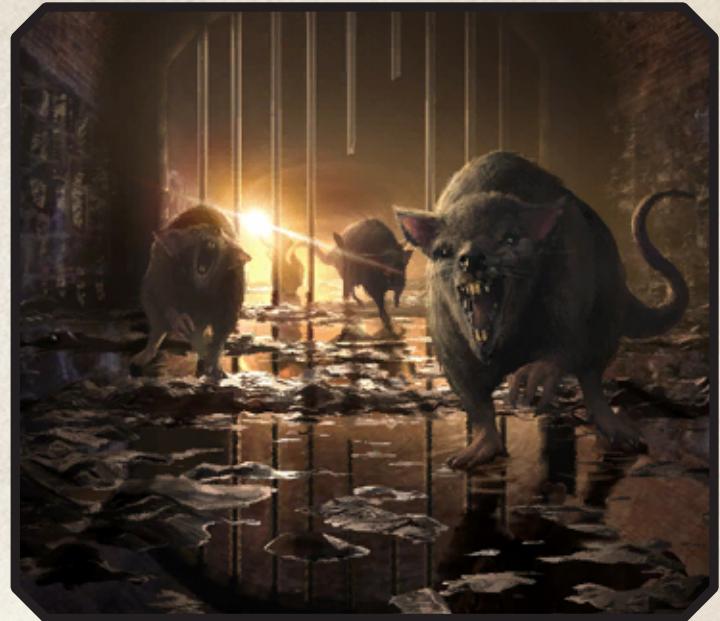
- **Claws & Teeth:** 1d4 Slashing, Reach 1m

Special Abilities

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

Traits

- **Bestial**
- **Dark Sight**
- **Diseased (-30):** If the creature successfully deals damage to an undiseased target with their natural weapons, then the target creature must succeed on a -30 Endurance test or contract a Common Disease.
- **Quadruped**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.



Encountering Skeevers

Skeevers are dog-sized vermin that can be found inhabiting dark caves and fetid sewers across the continent. While less common than their Cave Rat cousins, they are more dangerous and are more likely to spread the diseases they carry to anyone unfortunate enough to cross paths with them.

These oversized rats are even more aggressive than Cave Rats, requiring city-guards or even dedicated rat-slayers to flush these warrens out. When fought, Skeevers will fight even fully grown men when in small groups, but alone they will often flee to the safety of the dark, damp places they call home if the threat is too great. Much like their smaller cousins, they can often be suicidally courageous in small groups and will throw themselves at their opponent with reckless abandon with little regard for the mortal danger they are in.

If flushed from their den, surviving Skeevers will often establish new colonies which will continue to plague whatever town or city they reside in.

Loot

- On a +30 Survival test, a character can harvest one day's ration of skeever meat. Skeever meat must be cooked, and consuming it forces a -10 Endurance test, causing the consuming character to contract a Common Disease on a failure.
- A character can harvest the skeever's tail, which is an Uncommon Destruction ingredient.

Crocodile

Crocodiles are large, aquatic reptiles found in many of the southern regions of Tamriel.

Beast; Average; Soul Type C200

Characteristics		Attributes		Skills	
Strength	35	Hit Points	32	Combat	45
Endurance	32	Wound Thr.	8	Magic	-
Agility	20	Magicka	15	Evasion	20
Intelligence	15	Stamina	3	Observe	30
Willpower	25	Initiative	+5	Stealth	60
Perception	20	Action Pts.	3	Knowledge	-
Personality	5	Speed	7m	Social	-
Morale	25	Size	Std.	Physical	55

Weapons and Armor

- Bite:** 1d10; Crushing; Reach 1m
- Scales:** Partial AR 3

Special Abilities

- Thrash (1 SP):** If the crocodile successfully Bites a target, it can spend a Stamina as a free action to Thrash the target. This deals 1d10+3 damage that ignores armor. If underwater, the target must pass a +0 Endurance test or be dropped to 0 HP as they drown.

Traits

- Amphibious:** Can breath water and ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.
- Bestial**
- Dark Sight**
- Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, then the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- Savage:** Rolls damage twice and uses the highest result.
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Weak Point (Underbelly):** This creature's AR is not applied to its underbelly. Precision Strikes can be made targeting this location in addition to the standard hit locations.

Encountering Crocodiles

Crocodiles can be found in the warmer southern climes of Tamriel, most commonly in Black Marsh and in the wetlands surrounding Leyawiin. Crocodiles are large reptilian predators that can hold their breath for significant periods of time, using this trait to ambush unwary prey passing near the water's edge.

While they don't normally hunt men or me crocodiles will attack nearly anything that comes too close. Their jaws snap with such pressure that they easily breaks bones and these creatures can quickly drown targets by thrashing them about underwater. Even if one does survive a crocodile attack, it is not uncommon for their victims to lose limbs in the process as the force of their bites can often shear limb from body.

Crocodiles often have bounties put on their heads when they encroach too close to civilization, because of the danger they pose to unsuspecting travelers who may find themselves rapidly pulled into a nearby body of water and killed.

Loot

- On a +0 Survival test, a character can remove the crocodile's hide, worth 100 drakes, over the course of a Long Rest. If the character fails the test, they spoil the hide, halving its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a crocodile hide into one piece of Full Crocodile Hide armor. Crocodile Hide armor is exactly the same as regular Hide but has 3 AR and is waterproof. It takes two crocodile hides to make a Crocodile Hide chest piece. If the character fails the test, they spoil the hide, failing to craft the armor and halving the hide's worth.
- On a successful +20 Simple Survival test over a Short Rest, a character can butcher a crocodile for meat. A character prepares DoS x 2 days' rations worth of crocodile meat. The meat will spoil within a day if not properly preserved.
- On a +0 Alchemy test, a character can harvest the crocodile's eyes, which are a Rare Mysticism ingredient. If the character scores more than 3 DoS, they harvest two eyes instead.



Dogs

Dog

Dogs both wild and domesticated can be found across Tamriel. They are "man's best friend" and are commonly used as companion and work animals.

Dog, Beast; Minor; White Soul (100)

Characteristics		Attributes		Skills	
Strength	25	Hit Points	13	Combat	40
Endurance	25	Wound Thr.	6	Magic	-
Agility	40	Magicka	15	Evade	40
Intelligence	15	Stamina	4	Observe	70
Willpower	25	Initiative	+8	Stealth	40
Perception	30	Action Pts.	3	Knowledge	-
Personality	15	Speed	10m	Social	-
Morale	25	Size	Small	Physical	50

Weapons and Armor

- Bite:** 1d6; Slashing; Reach 1m

Special Abilities

- Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.

Traits

- Bestial**
- Dark Sight**
- Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, then the target creature must succeed a +0 Endurance test or contract a Common Disease.
- Man's Best Friend:** Even though it cannot speak any languages, a dog can understand simple orders given by a character it trusts.
- Quadruped**
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

Encountering Dogs

Dogs can be found all across Tamriel. Domesticated dogs can be found in and around nearly all human settlements, and have followed mankind in their journeys ever since they came down from Atmora. They range from friendly to belligerent, and will, like most beasts, fiercely defend their young. They can be befriended and trained with relative ease, and many across Tamriel make their living breeding and training dogs for a variety of uses.

Wild dogs can be encountered roaming the warmer climates, most commonly in packs that wander Hammerfell and Elsweyr, fulfilling much the same niche as wolves. These dogs hunt in large packs and are aggressive, especially towards the weak or wounded. Although they do not often hunt men or mer, desperation can lead wild dogs to hunt down and attempt to kill those traveling the wilds of Tamriel.

Loot

- On a +0 Survival test, a character can remove the dog's pelt, worth 5 drakes, over the course of a Short Rest. Skinning a domestic dog is considered a cruel act in most of Tamriel, and in some places is also a crime.
- On a +30 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of dog meat. The meat will spoil within a day if not properly preserved. Additionally, harvesting a domesticated dog's meat is typically considered cruel and may be criminal.



War Dog

Some dogs have been bred to join their masters in battle. They are stronger, faster, and more deadly than their domestic cousins and will respond to the commands of their master without hesitation, no matter the situation.

Dog, Beast; Minor; White Soul (150)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	13	Combat	50
Endurance	25	Wound Thr.	6	Magic	-
Agility	40	Magicka	15	Evade	50
Intelligence	15	Stamina	4	Observe	70
Willpower	25	Initiative	+8	Stealth	40
Perception	30	Action Pts.	3	Knowledge	-
Personality	15	Speed	10m	Social	-
Morale	45	Size	Small	Physical	60

Weapons and Armor

- Bite:** 1d6; Slashing; Reach 1m

Special Abilities

- Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.

Traits

- Dark Sight**
- Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, then the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- Man's Best Friend:** Even though it cannot speak any languages, a dog can understand simple orders given by a character it trusts.
- Quadruped**
- Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Stubborn:** Can re-roll failed Panic tests.
- Unrelenting:** Targets cannot Disengage while in Reach of a War Dog.



Encountering War Dogs

While common dogs can be found across the continent in both domestic and wild forms, War Dogs are almost exclusively found in the possession of soldiers and guards. War Dogs have no wild counterparts and thus have lost many of their natural instincts beyond those they have been bred to possess. These dogs are fiercely loyal to their masters and will fight to the death on their behalf, obeying any commands given without hesitation and using their increased strength and lethality to great effect against those unfortunate enough to face them.

It is not uncommon to find a pair of guards accompanied by a War Dog as they patrol the streets of a city or for a hardened warrior to be accompanied by the dog they served with in conflicts past. They can also be found in the possession of the many ne'er-do-wells across Tamriel, used to intimidate or eviscerate any who cross them. In short, War Dogs are almost always encountered alongside their masters and this combination of warrior and canine is a truly potent force for any adventurer to face.

Loot

- On a +0 Survival test, a character can remove the War Dog's pelt, worth 5 drakes, over the course of a Short Rest. Skinning a domestic dog is considered a cruel act in most of Tamriel, and in some places is also a crime.
- On a +30 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of dog meat. The meat will spoil within a day if not properly preserved. Additionally, harvesting a domesticated dog's meat is typically considered cruel and may be criminal.

Dreughs

Dreugh

Dreugh are an ancient species of aquatic, octopus-like beastfolk, commonly hunted for their hide and the wax from their shells.

Dreugh, Beast; Average; White Soul (400)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	50
Endurance	40	Wound Thr.	11	Magic	55
Agility	40	Magicka	30	Evade	50
Intelligence	30	Stamina	4	Observe	50
Willpower	35	Initiative	+11	Stealth	40
Perception	40	Action Pts.	3	Knowledge	40
Personality	5	Speed	6m	Social	15
Morale	45	Size	Std.	Physical	60

Weapons and Armor

- **Dreugh Claws:** 1d8; Crushing; Reach 1m
- **Dreugh Hide:** AR 6 / Magic AR 2; Full

Special Abilities

- **Refresh Spells (1 SP):** The Dreugh can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.
- **Tentacle Grab (1 AP + 1 SP):** As an Primary Action, while underwater, the Dreugh can attack with its many tentacles which lash out and grasp wildly. This is a melee attack with a Reach of 1 meter. If it hits, the target is Grappled and the Dreugh can immediately perform a bonus Grapple Action for free.



Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on their Combat rolls by their athletics when fighting in water.
- **Bestial**
- **Dark Sight**
- **Immunity (Paralysis, Poison)**
- **Swimmer:** This creature doubles its movement speed in water.
- **Weakness (Frost, 3)**

Spells

- **Shock Bite 1:** 3 MP; 1d4 Shock; Melee (1m), Attack, Overload
- **Shock Bite 2:** 5 MP; 1d6 Shock; Melee (1m), Attack, Overload
- **Shock Bite 3:** 7 MP; 1d8 Shock; Melee (1m), Attack, Overload

Encountering Dreughs

Dreugh are a mysterious and esoteric beast-peoples that live in underground lairs and sunken ruins. They appear half man, half octopus, with the claws of crabs. Dreugh can be found in any of the saltwater seas surrounding Tamriel, and frequent the waterways of the Iliac Bay.

Their origins are shrouded in legend, though some say the Dreugh are the remnants of a prehistoric civilization that spanned the seas, who lived in castles of glass and coral. The ancient Chimer waged frequent war against the Dreugh, to which some attribute the species' devolved intelligence and collapsed empire.

Others still suggest that Dreugh ruled the world in an even older time, when the world was all seas and Lyg, and Molag Bal served as their chief.

Loot

- On a +0 Survival test, a character can remove the Dreugh's shell, worth 150 drakes, over the course of a Long Rest. Failing this test spoils the shell, halving its worth.
- On a +0 Survival test, a character can, over the course of a Long Rest, turn a Dreugh Shell into one Full Dreugh Hide Chest piece, or two Full Dreugh Hide limb pieces, or four Partial Dreugh Hide Limbs, or two Partial Dreugh Hide Chest pieces. Failing this test instead spoils the shell, halving its worth.
- On a -10 Alchemy test over a Short Rest, a character can harvest the wax from the Dreugh's shell, which is an Very Rare Restoration ingredient. The character can only ever manage to salvage a single dose.

Land Dreugh

For one year of their life, dreughs undergo karvinasim and emerge onto land as aggressive crustaceans to breed. During this period they are known as land dreughs (or "billies").

Dreugh, Beast; Average; White Soul (400)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	23	Combat	60
Endurance	45	Wound Thr.	12	Magic	50
Agility	35	Magicka	30	Evasion	55
Intelligence	30	Stamina	4	Observe	60
Willpower	35	Initiative	+11	Stealth	45
Perception	40	Action Pts.	3	Knowledge	30
Personality	5	Speed	11m	Social	5
Morale	45	Size	Large	Physical	70

Weapons and Armor

- **Dreugh Claws:** 1d8; Crushing; Reach 1m
- **Dreugh Hide:** AR 6 / Magic AR 2; Full

Special Abilities

- **Refresh Spells (1 SP):** The Dreugh can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.
- **Scything Claws (1 AP + 1 SP):** As an Primary Action, the Land Dreugh can ravage their opponent with the claws that grow from their backs. These claws do 1d12 Slashing damage and hit up to 2 targets within 2m.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on their Combat rolls by their athletics when fighting in water.
- **Bestial**
- **Dark Sight**
- **Quadruped**

Spells

- **Shock Bite 1:** 3 MP; 1d4 Shock; Melee (1m), Attack, Overload
- **Shock Bite 2:** 5 MP; 1d6 Shock; Melee (1m), Attack, Overload
- **Shock Bite 3:** 7 MP; 1d8 Shock; Melee (1m), Attack, Overload

Encountering Land Dreughs

Once in their lifetime, for a single year, Dreugh undergo metamorphosis called karvinasim and emerge onto land as violent crustaceans, with many legs and extra appendages, adapted for surface hunting. Land Dreugh, unlike their depth dwelling kin, are highly aggressive and very dangerous. With hard armor, and large, raking talons, Land Dreugh emerge onto land to hunt and mate for a brief time.

Land Dreugh can be found on many large beaches, and will gather into colonies that will hunt indiscriminately for miles around their beach-colony. Whole villages have been wiped out by Land Dreugh, who capture or kill the inhabitants to feed their freshly spawned younglings.

In combat, Land Dreugh will fight to win, using all of their cunning and brutality to their advantage, and if in the proper numbers, will not hesitate to engage in full scale battles.

Loot

- On a +0 Survival test, a character can remove the Dreugh's shell, worth 150 drakes, over the course of a Long Rest.
- On a +0 Survival test, a character can, over the course of a Long Rest, turn a Dreugh Shell into one Full Dreugh Hide Chest piece, or two Full Dreugh Hide limb pieces, or four Partial Dreugh Hide Limbs, or two Partial Dreugh Hide Chest pieces. Failing this test instead spoils the shell, halving its worth.
- On a -10 Alchemy test over a Short Rest, a character can harvest the wax from the Dreugh's shell, which is an Very Rare Restoration ingredient. The character can only ever manage to salvage a single dose.



"Have you seen a land dreugh? We call them 'Billies'. Don't know why. Steer clear of them, though."

- A common warning amongst the citizens of Cyrodiil

Durzog

Sometimes called sludgepuppies, a durzog is a dog-like reptilian creature used in battle by goblins and orcs.

Beast; Average; White Soul (200)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	18	Combat	55
Endurance	35	Wound Thr.	9	Magic	-
Agility	40	Magicka	25	Evasion	40
Intelligence	25	Stamina	3	Observe	55
Willpower	20	Initiative	+9	Stealth	40
Perception	35	Action Pts.	3	Knowledge	-
Personality	5	Speed	12m	Social	-
Morale	50	Size	Small	Physical	50

Weapons and Armor

- Bite:** 1d10; Crushing (2); Reach 1m
- Scaled Hide:** Partial AR 5 / Poison 1

Special Abilities

- Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.

Traits

- Bestial**
- Dark Sight**
- Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, then the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- Greenskin's Best Friend:** Even though it cannot speak any languages, a durzog can understand simple orders given by a goblin or orc that it trusts.
- Quadruped**
- Savage:** Rolls damage twice and uses the highest result.
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.
- Weak Point (Underbelly):** This creature's AR is not applied to its underbelly. Precision Strikes can be made targeting this location in addition to the standard hit locations.

Variant: War Durzog

Traits

- Stubborn:** Can re-roll failed Panic tests
- Trained:** War Durzogs ignore the Bestial trait.
- Unrelenting:** Targets cannot use the Disengage action while in the War Durzog's melee range.

Encountering Durzogs

Durzogs are hound-like reptiles found both in the wild and in service of goblins and orcs, especially in the Wrothgarian and Dragontail Mountains. Durzogs are large, bulky, and have powerful snapping jaws, resembling a crocodiles, but with large piercing tusks.

In the wilderness, durzogs live in small familial packs, usually numbering no greater than half a dozen. When tamed and bred by greenskins, their packs can be far, far larger, sometimes in the hundreds, if the tribe can keep them fed.

Durzogs will typically live in warrens they dig with their large, broad claws, or in existing cave systems, where their night eyes allow them to see. They typically hunt at night, and are not afraid to hunt men and mer alike.

Durzogs tend to size up an opponent, then in unison will swarm and violently bite and snap at their prey until they can drag it to the ground and pull it limb from limb to devour it while it is still alive. They eat all of their prey, and do not even leave behind the bones.

Loot

- On a +30 Survival test, a character can remove the durzog's hide, worth 30 drakes, over the course of a Short Rest.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a durzog hide into one piece of Full Durzog Hide armor. Durzog Hide armor uses the standard Hide armor profile with the addition of 1 Poison AR.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of durzog meat, which can be cooked and eaten as a ration, or can be used as an Uncommon Illusion ingredient. Unlike other raw meats, durzog meat will not spoil.

Game Animals

There are many beasts hunted for sport or for meat and hides across Tamriel, that don't typically present a major threat in combat. Game Animals are so widely varied, that these profiles should cover most varieties with some tweaking.

Small Game

Animals such as rabbits, foxes, squirrels, birds, small lizards, very large insects, raccoon, hedgehogs, and fish.

Game, Beast; Trivial; White Soul (5)

Characteristics		Attributes		Skills	
Strength	5	Hit Points	5-10	Combat	20
Endurance	20	Wound Thr.	2	Magic	-
Agility	40	Magicka	10	Evade	40
Intelligence	10	Stamina	2	Observe	55
Willpower	5	Initiative	+8	Stealth	40
Perception	35	Action Pts.	3	Knowledge	-
Personality	5	Speed	8m	Social	-
Morale	5	Size	Tiny	Physical	50

Weapons and Armor

- **Biting, Pecking, or Clawing:** 1d4; Reach 1m

Traits

- Bestial

Large Game

Animals such as deer, moose, elk, antelopes, large lizards, giant insects, bison, rams, and small whales.

Game, Beast; Trivial; White Soul (30)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15-30	Combat	30
Endurance	40	Wound Thr.	8	Magic	-
Agility	40	Magicka	10	Evade	30
Intelligence	10	Stamina	4	Observe	55
Willpower	10	Initiative	+8	Stealth	30
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	11m	Social	-
Morale	10	Size	Large	Physical	60

Weapons and Armor

- **Biting, Ramming, Thrashing, or Goring:** 1d10; Slashing or Crushing; Reach 1m
- **Natural Toughness (2)**

Traits

- Bestial

Variable Traits

Any game animal may have any of the following traits in any combination depending on their species:

- **Amphibious:** Can breath water and ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.
- **Dark Sight**
- **Flyer (Speed x 3)**
- **Quadruped**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Swimmer:** This creature doubles its movement speed in water.

Encountering Game Animals

Game Animals of all sorts can be found across Tamriel, and are most commonly hunted for their meat, pelts or trophies. This entry is mostly to aid in characters hunting for rations in their downtime, and can be tailored to represent something as large as a moose or as small as a mouse.

Loot

- On a +20 Survival test, a character can remove the game animal's hide. It takes a Short Rest to remove the pelt of a Small Game animal, worth 10 drakes. It takes a Long Rest to remove the pelt of a Large Game animal, worth 100 drakes. Failing the test spoils the hide, halving its worth.
- On a +20 Survival test, a character can create one piece of Partial Hide or Fur armor using a Small hide, or one piece of Full Hide or Fur armor using a Large Hide (or two Partial pieces) over a Long Rest.
- On a +40 Survival test, a character can remove a trophy from a Large Game animal over a Short Rest, worth 100 drakes.
- On a +30 Simple Survival test, a character can harvest meat from a Game Animal. They gain DoS / 2 rations of meat from a Small Game animal which takes a Short Rest, and DoS x 3 rations of meat from a Large Game animal which takes a Long Rest. The meat will spoil if not preserved.

Giant

Giants are enormous humanoids with a primitive culture, hailing from Atmora.

Beast; Major; White Soul (800)

Characteristics		Attributes		Skills	
Strength	70	Hit Points	120	Combat	80
Endurance	60	Wound Thr.	17	Magic	-
Agility	30	Magicka	20	Evasion	10
Intelligence	20	Stamina	6	Observe	40
Willpower	45	Initiative	+6	Stealth	5
Perception	30	Action Pts.	3	Knowledge	30
Personality	20	Speed	8m	Social	20
Morale	75	Size	Huge	Physical	70

Weapons and Armor

- Giant Club:** 3d10; Crushing, Unwieldy, Shieldsplitter, Concussive; Reach 2-4m, 1H
- Natural Toughness (2)**
- Mammoth Fur Armor:** AR 3 / Frost 2; Light, Partial; Body and Legs

Special Abilities

- Overhead Slam (1 AP + 3 SP):** The 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 meters vertically equal to the damage they receive. They then suffer the consequences of falling as usual.
- Sweeping Strike (1 AP + 1 SP):** The 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

- 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 the Stun and Dazed conditions.

Special Hit Table

Hit Location	Melee	Ranged
Left Leg	1-3	1-2
Right Leg	4-6	3-4
Body	7-8	5-7
Left Arm	9	8
Right Arm	10	9
Head	-	10

Encountering Giants

Giants are a semi-intelligent nomadic race native to Skyrim and High Rock. Giants speak in a deep, guttural language that no one since the days of Atmora remembers how to speak. They wear clothing made of furs and bones. A giant's tools and weapons are often made from oversized rock, logs, and scrimshawed mammoth bones.

Giants stand 11-12 feet tall, and female giants are rarely, if ever, seen. It is speculated that female giants are kept living in the mountains while the nomadic males range about during the summer months, only to return to the mountaintops in winter after having grazed their mammoth herds for the season, which they have domesticated and shepherd. Giants are highly territorial and protective of their mammoths, and will often attack those who stray too near their encampments. In combat, giants use their massive strength to crush their enemies.

Giants have demonstrated complex beliefs concerning death. When a giant is sick or dying, they make pilgrimage to one of their sacred burial grounds to die alone.

Loot

- A character can salvage Mammoth Cheese from the giant's pouch. The character searching can salvage up to d4 rations of the rancid cheese. It requires a +0 Endurance test to keep down.
- A character can remove Giant Toes, which are a Very Rare Restoration Ingredients. The character salvages up to two toes - the rest are simply too small.
- 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 its wings. It has ENC 10.
- On a +10 Survival test, a character can turn giant bones into weapons or armor. Giant bones are exactly like regular Bone equipment, but lose the Primitive trait. Additionally, Giant Bone armor increases its AR and ENC by 1.



"Oh mighty tundrastrider!

How you and your mighty tusked beast silhouette against the great orange expanse.

Thundering footsteps herald your herd. Man and beast blazing trail together.

One in nature, each relying upon the other, more than just man and beast, but equals who need one another to survive.

How I long to run across the tundra in their mighty wake."

- Ode to the Tundrastriders



Giant Bat

Large bats, roughly the size of the average dog.

Beast; Trivial; White Soul (50)

Characteristics		Attributes		Skills	
Strength	20	Hit Points	12	Combat	50
Endurance	24	Wound Thr.	6	Magic	-
Agility	50	Magicka	15	Evasion	60
Intelligence	15	Stamina	2	Observe	50
Willpower	25	Initiative	+10	Stealth	50
Perception	40	Action Pts.	3	Knowledge	-
Personality	5	Speed	6m	Social	-
Morale	25	Size	Small	Physical	30

Weapons and Armor

- **Bite:** 1d6; Slashing; Reach 1m

Special Abilities

- **Drink Blood (1 SP):** If the Giant Bat deals damage to a target using its Vampiric Fangs, it can immediately spend a Stamina Point to heal for 1d10 HP as a free action. This may not exceed its HP maximum.
- **Traits**
 - **Bestial**
 - **Dark Sight**
 - **Diseased (-20):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a -20 Endurance test or contract a Common Disease.
 - **Echolocation:** A Giant Bat sees by hearing, not by sight. A Giant Bat cannot be conventionally Blinded, but is instead treated as also being Blind when affected by the Deafened condition.
 - **Flyer (20m):** The Giant Bat's flight speed is 20m.
 - **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.



Encountering Giant Bats

Giant bats can be found across Tamriel, in caves and in deep woods. Giant bats, much like their smaller cousins, hunt by night using high-pitched screeching to echo-locate. Because of their larger size, the screeches of giant bats are very much audible by the ears of men and mer, and their cries put fear into the hearts of travelers, for giant bats are not solitary hunters.

Giant bats, when hunting, will swarm a single target ruthlessly with the intent of killing, so they may feed on the body in the precious time before dawn, where they can be seen and their night-time advantage leaves them. If giant bats are driven off, but have done sufficient flesh wounds to a potential target, they will return time and again over the course of the night in hit and run attacks, depriving their prey of rest.

When attacked in their lairs, bats will swarm viciously as above, but will frequently simply flee their nest and return when it is safe, unless there are vulnerable young to protect, in which case they will fight until the small creatures are able to escape.

Loot

- On a +30 Survival test, a character can remove the bat's hide, worth 20 drakes, over the course of a Short Rest. Failing this test spoils the hide, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a bat hide into one piece of Full Bat Hide armor. It requires two bat hides to make a Full Bat Hide chest piece. Bat Hide armor is exactly the same as regular Hide, but is a cool midnight black color and provides a +10 bonus to the wearer's Stealth tests if the character is wearing at least 4 Bat Hide pieces. Failing this test spoils the hide, halving its worth and rendering it useless.
- On a +20 Simple Survival test a character can harvest bat meat over a Short Rest. The character harvests DoS days' rations. The meat will spoil within a day if not preserved.
- On a -10 Alchemy test over a Short Rest, a character can prepare the bat's fangs, which are a Rare Destruction ingredient. Scoring 2 or more DoS harvests 2 fangs instead.

Giant Snake

Enormous, deadly snakes. Often found near water.

Beast; Minor; White Soul (8o)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	23	Combat	50
Endurance	45	Wound Thr.	12	Magic	-
Agility	50	Magicka	15	Evasion	50
Intelligence	15	Stamina	4	Observe	55
Willpower	30	Initiative	+9	Stealth	70
Perception	35	Action Pts.	3	Knowledge	-
Personality	5	Speed	15m	Social	-
Morale	50	Size	Std.	Physical	60

Weapons and Armor

- Bite:** 1d8; Slashing; Reach 1m
- Snake Hide:** AR 2 / Poison 1; Full
- Weak Point (Underbelly):** This creature's AR is not applied to its underbelly. Precision Strikes can be made targeting this location in addition to the standard hit locations.

Special Abilities

- Constrict (1 AP + 1 SP):** If an enemy is Grappled, the Snake can cause them to lose 2 SP as a Secondary Action.
- Envenom (1 SP):** After successfully dealing damage with a Bite attack, the Giant Snake deals an additional 1d6 Poison damage as a Free Action.

Traits

- Amphibious:** Can breath water and ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.
- Bestial**
- Crawler:** This creature is not slowed by difficult terrain.
- Dark Sight**
- Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- Serpentine:** Attacks which target the Arm or Leg hit locations are resolved against the body instead.
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

Encountering Giant Snakes

Giant snakes can be found in both the wet and dry regions of Tamriel. Giant snakes tend to prey on large fauna, such as elk, deer, and sometimes a foolhardy adventurer.

Giant snakes come in a wide variety of types, some of which are deadly poisoners, and some are brutal constrictors. A poisonous giant snake will focus their efforts on envenomating their prey, while a constrictor will go in for a squeeze and will not stop until their prey is utterly crushed.

Despite their large size, giant snakes are surprisingly stealthy, as they move silently and low to the underbrush. This can make spotting them hazardous, and in swampy regions, they sometimes swim on the surface of water, or drop down from trees. Snakes make semi-permanent burrows they range out of to hunt prey. Due to the size of their prey, they do not feed often, as they digest their victims whole, a process that takes weeks, sometimes months.



Loot

- On a +30 Survival test, a character can remove the snake's hide, worth 100 drakes, over the course of a Short Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a snake hide into one piece of Full Snake Hide armor. Alternatively, creating a Full Snake Hide chest piece requires two snake hides. Snake Hide armor is exactly the same as regular Hide but also provides 1 Poison AR. Failing this test spoils the hide, halving its worth, and renders it useless.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of snake meat. Snake meat will spoil within a day if not preserved.
- On a +20 Alchemy test over a Short Rest, a character can harvest and prepare the snake's eyes, which are Uncommon Illusion ingredients. If the character scores more than 1 DoS, they harvest 2 giant snake eyes instead.
- Additionally, a character can make on roll on the Treasure table to see if the snake has swallowed any other adventurers and what loot they had.

Giant Spider

Enormous spiders that lurk in dark caves, and deep within ancient forests, spinning webs to catch unsuspecting prey.

Beast; Minor; White Soul (160)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	22	Combat	65
Endurance	44	Wound Thr.	11	Magic	-
Agility	55	Magicka	15	Evade	65
Intelligence	15	Stamina	4	Observe	50
Willpower	30	Initiative	+9	Stealth	70
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	15m	Social	-
Morale	40	Size	Std.	Physical	60

Weapons and Armor

- Bite: 1d6; Slashing; Reach 1m

Special Abilities

- Poison Spray (1 AP + 1 SP):** The spider can spray poison at a target up to 10m away as a ranged attack action. It gains a +10 to hit and deals 2d6 Poison damage.
- Web Blast (1 AP + 1 SP):** The spider can launch a web up to 10m as a ranged attack action. If it hits, the target becomes Entangled.

Traits

- Bestial**
- Climber:** This creature can climb walls and ceilings as if open ground.
- Crawler:** This creature is not slowed by difficult terrain.
- Dark Sight**
- Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.



Encountering Giant Spiders

Giant spiders often live in small broods, down in the hidden and darkened depths of the underground, or in particularly dense forests. Often, there are dozens, or hundreds of smaller spiderlings under the command of a larger mother spider, and her handful of mates.

Capable of crawling on ceilings and walls, giant spiders weave powerful webs to entangle victims, who are then liquefied with deadly poison and feasted upon. They will lie in wait to ambush larger prey, but are unafraid of charging weaker, man sized prey head on. The spiders can also use their deadly venom as projectiles, spitting it in large globs to weaken their prey from a distance.

Though giant spiders are ambush hunters, desperation for food may drive them to take a more proactive approach to hunting, which may result in attacks away from their lair on the road, or in small villages. When attacked in their lair, spiders will use all of their abilities and defenses to their advantage to hinder their foes.

Loot

- On a +30 Survival test, a character can remove the spider's hide, worth 30 drakes, over the course of a Short Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a spider hide into one piece of Full Spider Hide armor. Alternatively, creating a Full Spider Hide chest piece requires two spider hides. Spider Hide armor is exactly the same as regular Hide, but provides a +10 bonus to the wearer's Athletics tests made to climb, if the character is wearing at least 4 pieces. Failing this test spoils the hide, which halves its worth and renders it useless.
- On a +10 Survival test, a character can harvest one dose of spider poison, which is a Plentiful quality poison. If the character fails this test, they instead immediately take d6 Poison damage as they spill or fumble the toxin sac.
- On a -10 Alchemy test over a Short Rest, a character can harvest the spider's eyes. They retrieve DoS eyes, up to 8 maximum. Each eye is one Rare Mysticism ingredient.

Goblins

Goblin Grunt

Goblins are violent, primitive humanoids found throughout Tamriel, often living in sewers, caves and ruins in small clan-based societies. Appearance-wise, goblins have green skin, yellow eyes with slitted pupils, pronounced canine teeth, elven ears, and sometimes horns and hunchbacks.

Goblin, Beast; Minor; White Soul Goo

Characteristics		Attributes		Skills	
Strength	35	Hit Points	10	Combat	45
Endurance	20	Wound Thr.	6	Magic	15
Agility	35	Magicka	15	Evasion	45
Intelligence	15	Stamina	2	Observation	45
Willpower	15	Initiative	+6	Stealth	45
Perception	35	Action Pts.	2	Knowledge	15
Personality	10	Speed	9m	Social	10
Morale	25	Size	Small	Physical	35

Weapons and Armor

Has one of:

- **Goblin Battle Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 2H
- **Goblin Blade:** 1d6; Slashing, Exploit Weakness; Reach 1m, 1H
- **Goblin Bow:** 1d6; Reload(1), Range (20/100/200); 2H
 - Includes 12 Iron Splitting or Slashing Arrows
- **Goblin Cudgel:** 1d6; Crushing, Unwieldy; Reach 1m, 1H
- **Goblin Spear:** 1d6; Unwieldy; Reach 2m, 1H

Also has any of:

- **Goblin Armor:** AR 2; Light, Partial
- **Goblin Shield:** BR 6 / MR 3; Light



Special Abilities

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

Traits

- **Crawler:** This creature is not slowed by difficult terrain.
- **Dark Sight**

Variant: Durzog Trainer

Special Abilities

- **Inspire (1 SP):** On their turn, a Durzog Trainer can spend a Stamina point to inspire one Durzog. That Durzog can then re-roll its next failed Combat test.

Traits

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

Encountering Goblins

Goblins are savage, primitive humanoids found throughout Tamriel. They live in clan based societies ruled by the strongest of them in a hierarchy of might-makes-right. Goblins have green skin, yellow-slitted eyes, large fangs and elven ears, and stand at the height of around a man's chin.

The most common goblins are cave goblins, which dwell in caves, sewers, ruins and other subterranean lairs. They typically build simple but deadly traps, and construct minor fortifications in their underground bases.

The other main type of goblins are the clan goblins, which dwell as nomads on the surface world, hunting and raiding as necessary. Clan goblins are far larger and stronger than their underground cousins, so naturally pose a much larger threat on the offensive than the relatively diminutive cave goblins, who typically have the advantage on the defensive instead. Goblins are known to train the dog-like Durzogs for battle, and raise rats for their meat.

Loot

- A goblin has on its person what it is equipped with, in addition to about d4 drakes worth of junk weighing about 1 ENC.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.
- Goblins are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.

Goblin Berserker

A Goblin Berserker is a slightly larger, angrier Goblin.

Goblin, Beast; Minor; White Soul (120)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	15	Combat	45
Endurance	30	Wound Thr.	9	Magic	15
Agility	35	Magicka	10	Evasion	45
Intelligence	10	Stamina	3	Observe	45
Willpower	20	Initiative	+5	Stealth	45
Perception	10	Action Pts.	2	Knowledge	15
Personality	5	Speed	10m	Social	10
Morale	40	Size	Std.	Physical	35

Weapons and Armor

Has two of:

- **Goblin Blade:** 1d6; Slashing, Exploit Weakness; Reach 1m, 1H
- **Goblin Cleaver:** 1d8; Splitting, Unwieldy; Reach 1m, 1H
- **Goblin Cudgel:** 1d6; Crushing, Unwieldy; Reach 1m, 1H

Or one of:

- **Goblin Battle Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 2H
- **Goblin Sledge:** 1d8; Crushing, Unwieldy; Reach 2m, 2H

Also has:

- **Goblin Heavy Armor:** AR 4; Medium, Partial

Special Abilities

- **Blood Frenzy (1 AP + 1 SP):** The berserker works them self into a blood rage as a Primary Action, gaining the Frenzied condition. While frenzied, they roll all damage dice twice and pick the highest. Additionally, they cannot make Defensive Reactions.
- **Whirlwind (1 AP + 1 SP):** The berserker can strike up to 3 targets in their Reach as part of a single melee attack. Test for the attack once, and all defenders may react separately opposing the attack test. The goblin can choose the order in which their opponents resolve their defenses.

Traits

- **Crawler:** This creature is not slowed by difficult terrain.
- **Dark Sight**

Encountering Goblin Berserkers

Goblin berserkers are the closest equivalent to the nobles of goblin society. Larger, stronger, and more violent-minded than the lesser goblins, goblin berserkers fight with the primal rage of their patron, Malacath, who they worship as Muluk.

Goblin berserkers rule as second in command to a clan's War-Chief, and maintain what passes as discipline in goblin culture. On the battlefield, goblin berserkers use their bulk and fury to their advantage, and press constantly on the attack, often forgoing defense in favor of ruthless and unending strikes. They often use either a broad two handed weapon they can swing with reckless abandon, or a pair of weapons to maximize their offensive output, forsaking shields in favor of heavier, more prestigious goblin armor worthy of their social status.

Although goblins are typically a minor threat at best against experienced warriors, many have been caught off-guard by a goblin berserker's insane lack of self preservation: their rank in goblin society depends on their might and fearlessness, and to lose face would be worse than death.

Goblin berserkers typically do not parry incoming blows, but are surprisingly deft and capable of dodging should they need to. If it is clear that the goblins are routing in a fight, goblin berserkers will refuse to retreat and will fight until either they or their opponents are dead.

Loot

- A goblin berserker has on its person what it is equipped with, in addition to about d8 drakes worth of trophies weighing about 1 ENC.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.
- Goblins are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.

Goblin War-Chief

Goblins War-chiefs are the largest, most powerful members of the tribe, and serve as their leaders in battle.

Goblin, Leader, Beast; Average; White Soul (350)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	24	Combat	80
Endurance	48	Wound Thr.	13	Magic	15
Agility	40	Magicka	25	Evasion	50
Intelligence	25	Stamina	4	Observe	50
Willpower	40	Initiative	+9	Stealth	20
Perception	30	Action Pts.	3	Knowledge	35
Personality	15	Speed	13m	Social	15
Morale	60	Size	Std.	Physical	70

Weapons and Armor

May have:

- **Goblin Chief Axe:** 1d8; Splitting, Unwieldy; Reach 1m, 1H
- **Goblin Shield:** BR 7 / MR 4; Light

Or:

- **Goblin Sledge:** 1d12; Crushing, Unwieldy; Reach 2m, 2H

Or:

- **Dual-Wielded Goblin Slashers:** 1d8; Slashing; Reach 1m; 1H; Wields one in each hand

Also has:

- **Goblin War-Chief Armor:** AR 4; Medium, Full

Special Abilities

- **Inspire (1 AP + 1 SP):** The Goblin War-Chief makes a +0 Combat Test to rally their tribesman as a Primary Action. A number of target goblins up to the DoS of the Combat test can re-roll their next failed test.
- **War-Caller (1 AP + 1 SP):** The Goblin War-Chief calls their goblins to arms as a Primary Action. All goblins within 10m can immediately make a free Attack action or use their Gang Up ability without spending a Stamina Point.

Traits

- **Savage:** Rolls damage twice and uses the highest result.
- **Crawler:** This creature is not slowed by difficult terrain.
- **Dark Sight**
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.

Encountering Goblin War-Chiefs

Goblin war-chiefs are the biggest, strongest, smartest goblins in a clan, and as such rule over their weaker kin through force of muscle, and through low cunning. A goblin war-chief is man sized or larger, and those of the nomad clans are even rumored to be supernaturally protected. Some scholars speculate this to be some sort of blessing from Malacath made manifest, though it warrants further study.

Goblin war-chiefs, as the highest ranking members of a clan, have best pick of the weapons, armor, food, durzogs, and mates, and they greedily hoard all of these. In a goblin clan, the war-chief is king, and their word is law. As a result, goblins fear, respect, and envy their chiefs, which results in both total loyalty and murderous betrayal. A goblin war-chief must be careful to keep their berserkers and officers in line, lest they attempt to usurp them.

Goblin war-chiefs, unlike goblin berserkers, will retreat if it is warranted, or if they can fall back to a strategic position or ambush. At worst, a goblin war-chief commands enough respect to rally their clan to make a counter-attack at a later date, but to not retaliate at all would certainly result in being cast down; as a result, any attack on a goblin clan is viewed as a personal insult to the war-chief.

GMs running campaigns that feature goblins as primary antagonists shouldn't be afraid to deviate from the stats presented here to give a war-chief Talents from the Character creation chapter in the 3e Core Rules, or to give them magic weapons and armor to help differentiate war-chiefs of different clans, or successors to previously killed war-chiefs. Even one Combat or Weapon talent can help give a goblin war-chief a lot of mechanical personality.

Loot

- A goblin war-chief has on its person what it is equipped with, in addition to about 2d10 drakes worth of trophies weighing 1 ENC.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.

Goblin Shaman

Goblins Shamans are intelligent, magic wielding goblins. They serve as religious leaders for the tribe.

Goblin, Beast; Minor; Soul Type (Zoo)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	9	Magic	65
Agility	35	Magicka	70	Evasion	55
Intelligence	35	Stamina	3	Observe	55
Willpower	35	Initiative	+9	Stealth	45
Perception	35	Action Pts.	3	Knowledge	55
Personality	15	Speed	9m	Social	15
Morale	35	Size	Small	Physical	30

Weapons and Armor

- **Totem Staff:** 1d6; Crushing, Focus, Magic; Reach 2m; 2H
 - **Innate Spell:** The wielder of the Totem Staff is able to use it to cast an Innate Spell. An Innate Spell costs no Magicka to cast, and always counts as passing its casting test with 1 DoS. It stores one spell from below:
 - Fire Bolt (1d4, 100m) (2 MP)
 - Frost Bolt (1d4, 100m) (2 MP)
 - Shock Bolt (1d4, 100m) (2 MP)
 - Poison Bolt (1d4, 100m) (2 MP)
 - Heal Bolt (1d4, 100m) (2 MP)
- **Goblin Shaman Garb:** Clothing

Special Abilities

- **Refresh (1 AP + 1 SP):** The Goblin Shaman can perform a tribal dance which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Crawler:** This creature is not slowed by difficult terrain.
- **Dark Sight**



Spells

- [Type] **Cone 2:** 11MP; 1d6 [Type]; AoE (5m, cone), Attack, Overload
- [Type] **Ball 1:** 8 MP; 1d4 [Type]; AoE (2m, sphere), Attack, Overload
- [Type] **Bolt 2:** 6 MP; 1d6 [Type]; Ranged (100m), Attack, Overload
- **Chain Lightning 2:** 11 MP; 1d6 Shock; Ranged (50m), Attack, Overload; Deals damage to target within 50m, then jumps to another target within 10m of the first. Repeats for a third target.
- **Heal 3:** 7 MP; Instant; Caster regains 6 HP.
- **Fatigue 3:** 10 MP; Direct, Attack, Upkeep; Target within 50m tests End at +0 test or loses 1 SP.
- **Drain Magicka 2:** 8 MP; Upkeep, Direct; Target within 50m tests Wp or loses 8 MP.

Encountering Goblin Shamans

Goblin shamans serve as the high priests and religious leaders of the goblin clans, who worship Muluk, the goblins' version of Malacath. They practice primitive elemental hedge-magic and concoct simple brews and poisons for their clans.

The most interesting feature of the goblin shaman is their Totem Staff, a brutal, bladed staff enchanted with primal magics that allow the casting of a single damaging cantrip at will. Goblin totem staves are passed down generation to generation, and date back to time unknown. The Totem Staff of a clan has profound spiritual importance to the tribe, and they will relentlessly hunt for their Totem Staff if stolen, either by a rival clan or by adventurers. Goblin scouts will range for miles and burn villages to the ground in night raids, and sack other goblin dens in their search.

Loot

- A goblin shaman has on its person what it is equipped with, in addition to about d12 drakes worth of fetishes and baubles weighing about 1 ENC. Goblin Totem Staves are able to always cast their innate spell. A goblin clan will stop at nothing to retrieve a stolen Totem Staff, and their generations breed quickly. Taking the Totem Staff will likely result in increased goblin raids in the coming weeks and months as they search for their ancestral totem.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.
- Goblins are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.

"Goblin tribes are notoriously insular and wary of outsiders, not surprising considering their only interactions with people tend to be at the point of swords."

- Landal Gevont, Scholar of Goblins



Harpy

Fierce, carnivorous, feminine humanoids with the colourful wings of a bird.

Minor; White Soul (150)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	18	Combat	65
Endurance	35	Wound Thr.	9	Magic	35
Agility	55	Magicka	20	Evasion	75
Intelligence	20	Stamina	3	Observe	50
Willpower	35	Initiative	+11	Stealth	55
Perception	40	Action Pts.	3	Knowledge	30
Personality	5	Speed	6m	Social	5
Morale	45	Size	Std.	Physical	40

Weapons and Armor

- **Talons:** 1d4; Slashing, Exploit Weakness; Reach 1m

Special Abilities

- **Earth's Harsh Embrace (1 SP):** Instead of dealing damage on a successful hit in melee with its Talons against a Medium or smaller target, the Harpy can spend a Stamina Point to grab them and soar upwards 6m without spending movement. The Harpy can then immediately spend another Stamina Point and Action point to continue flying upwards. If multiple Harpies are carrying the same target, only one needs to spend a Stamina Point per 6m of height. This is treated as a Grapple for the purposes of breaking free, and the Harpy can choose to drop the target at any point, which will suffer falling damage as normal.

Traits

- Bestial
- Flyer (13m)
- Resistance (Normal Weapons, 2)



Encountering Harpies

Harpies are found in places with rocky cliffs and crags suitable for their nests, where they live in small matriarchal groups that have in rare cases been known to communicate with mortals. They are a common nuisance around the Iliac Bay.

They are usually encountered when they leave their nests in order to kidnap, mate with and kill human males, or to keep strangers away from their nests. When threatened, harpies use their flight to their advantage, making hit and run attacks and using their powerful legs to heave characters into the air, either to drop them to break their bones, or to separate the party so they can focus their savage attacks on one target at a time. They prefer to fight in the open, where they can take advantage of their flight to its best, and high places are preferred ambush sites.

Harpy feathers are treasured for their vibrance, ranging from deep blues and greens to bright electric pinks and yellows. Their feathers are said to be imbued with magical properties that are the envy of crafters and trophy seekers.

Loot

- On a +30 Survival test over a Short Rest, a character can strip the harpy's feather hides, which are worth 150 drakes. Failing this test spoils the feathers, halving their worth.
- On a +10 Survival test over a Long Rest, a character can use 5 harpy feather hides to create a Harpy Feather Cloak. A Harpy Feather cloak can be worn on the back, and weighs 1 ENC when carried. Any time the wearer succeeds on a Defense Test roll, regardless of whether or not they win the Opposed Combat Roll, the wearer gains the Resist Normal Weapons 2 trait for the duration of the attack. Failing this test spoils the feathered hides, halving their worth and rendering them useless.
- On a +0 Alchemy test, a character can harvest harpy talons over a Short Rest. The character harvests DoS doses of harpy talons, which are an Uncommon Restoration ingredient.

Horker

Horkers are sea animals, similar in appearance to a walrus, that inhabit the cold northern coasts of Tamriel.

Beast; Minor; White Soul (100)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	35	Combat	30
Endurance	35	Wound Thr.	8	Magic	-
Agility	15	Magicka	5	Evasion	5
Intelligence	5	Stamina	3	Observe	35
Willpower	25	Initiative	+3	Stealth	5
Perception	25	Action Pts.	2	Knowledge	-
Personality	5	Speed	3m	Social	-
Morale	-	Size	Std.	Physical	50

Weapons and Armor

- **Horker Tusks:** 1d8; Slashing; Reach 1m
- **Horker Hide:** AR 2 / Frost 3; Full

Special Abilities

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

Traits

- **Semi-Aquatic:** Ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.
- **Bestial**
- **Swimmer:** Doubles movement speed in the water.



Encountering Horkers

Found along the northern coasts of Skyrim and on the isle of Solstheim, horkers are large, rotund sea mammals. They have a trio of long tusks, valuable as ornamentation, as drinking horns, or as simple weapons. Horkers are coated in a thick insulating blubber to keep them warm in the frigid climes they dwell in. Horkers typically prey on sea fish and clams, but it isn't unheard of for a horker to take on mudcrabs and slaughterfish when desperate.

Horkers can be found on beaches, ice shelves, or in the cold north seas, and are typically docile unless approached, in which case they become violently defensive, though they do not often give chase.

Loot

- On a +30 Survival test, a character can remove the horker's hide, worth 20 drakes, over the course of a Short Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a horker hide into one piece of Full Horker Hide armor. Alternatively, creating a Full Horker Hide chest piece requires two horker hides. Horker Hide armour is exactly the same as regular Hide but provides 5 Frost Resistance. Failing this test spoils the hide, halving its worth and rendering it useless.
- On a +30 Simple Survival test, a character can harvest meat from a horker over a Long Rest. The character harvest DoS*2 days' rations of meat, which will spoil if not preserved.
- On a +30 Survival test, a character can remove the horker's three tusks, worth 50 drakes each. These can also be fashioned into daggers or spearheads, which are Bone weapons without the Primitive trait.
- On a +0 Alchemy test, a character can harvest the horker's blubber over a Short Rest, which is a Common Restoration ingredient. The character retrieves DoS doses.
- On a -20 Survival test, a character can fashion a water breathing apparatus from a horker's air bladder over a Short Rest. Using the breathing bladder allows a character to hold their breath twice as long underwater.



Horses

Horse

Horses are common throughout most parts of Tamriel, and serve a variety of useful purposes.

Horse, Beast; Minor; White Soul (100)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	20	Combat	50
Endurance	40	Wound Thr.	12	Magic	-
Agility	40	Magicka	15	Evade	40
Intelligence	15	Stamina	4	Observe	45
Willpower	30	Initiative	+7	Stealth	20
Perception	25	Action Pts.	3	Knowledge	-
Personality	10	Speed	13m	Social	-
Morale	10	Size	Large	Physical	80

Weapons and Armor

- **Trample:** 1d8; Crushing; Reach 1m
- **Natural Toughness (2)**

Special Abilities

- **Charge (1 AP + 1 SP):** The horse can lower its head and trample foes as an attack. 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 1d6 Crushing damage and be knocked Prone.
- **Gallop (1 SP):** Used in place of the Sprint ability to move 5x the horse's movement speed instead of the usual 3.

Traits

- Bestial
- Quadruped

Encountering Horses

Horses are large, quadrupedal beasts that can be found both in the wild and raised and bred in captivity by the various cultures on Tamriel. Wild horses spook easily, and are very fast. Fighting wild horses is a rare occurrence due to their preference to flee, but an angry horse is no laughing matter.

In combat, a horse will trample its foes with its large, powerful hooves, or by charging and headbutting its foes before stomping on them when they are underfoot. A horse that is wrangled will buck and kick violently, and its not unheard of for errant stablehands to be brutally killed by their charges.

For this reason, particularly angry or poorly tempered destriers are the preferred war horses of the peoples of Tamriel, though the horses themselves are as varied as man and mer alike. For example, the sleek horses of Hammerfell as thin and fast, their wide hooves ideal for travel on sand, and the hardy horses of Skyrim are large, shaggy coated, and muscular.

Loot

- On a +30 Survival test, a character can remove the horse's hide, worth 40 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a horse hide into one piece of Full Horse Hide armor. Alternatively, creating a Full Horse Hide chest piece requires two horse hides. Horse Hide armor is exactly the same as regular Hide. Failing this test spoils the hide, halving its worth and rendering it useless.
- On a +30 Simple Survival test, a character can harvest meat from a horse over a Long Rest. The character harvest DoS*3 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test, a character can remove and prepare the horse's hooves over a Short Rest. Horse hooves are a Common Alteration ingredient. The character can retrieve two doses, and if they score more than 1 DoS, they retrieve four.



"You treat a horse well, it'll take you to Oblivion and back."
- Cedran, Markarth Stablemaster

War Horse

Horses are common throughout most parts of Tamriel, and serve a variety of useful purposes.

Horse, Beast; Minor; White Soul (100)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	30	Combat	50
Endurance	40	Wound Thr.	15	Magic	-
Agility	40	Magicka	15	Evasion	40
Intelligence	15	Stamina	4	Observe	45
Willpower	30	Initiative	+7	Stealth	20
Perception	25	Action Pts.	3	Knowledge	-
Personality	10	Speed	13m	Social	-
Morale	50	Size	Large	Physical	80

Weapons and Armor

- **Trample:** 1d8; Crushing; Reach 1m
- **Natural Toughness (2)**
- **(Optional) Horse Armor:** AR 3; Light, Partial

Special Abilities

- **Charge (1 AP + 1 SP):** The horse can lower its head and trample foes as an attack. It may move up to 3x its movement speed, and when it does, any characters it moves within 1m of must test Evasion or take 1d6 Crushing damage and be knocked Prone.
- **Gallop (1 SP):** Used in place of the Sprint ability to move 5x the horse's movement speed instead of the usual 3.

Traits

- **Stubborn:** Can re-roll failed Panic tests.
- **Quadruped**



Encountering War Horses

Horses are large, quadrupedal beasts that can be found both in the wild and raised and bred in captivity by the various cultures on Tamriel. Wild horses spook easily, and are very fast. Fighting wild horses is a rare occurrence due to their preference to flee, but an angry horse is no laughing matter.

In combat, a horse will trample its foes with its large, powerful hooves, or by charging and headbutting its foes before stomping on them when they are underfoot. A horse that is wrangled will buck and kick violently, and it's not unheard of for errant stablehands to be brutally killed by their charges.

For this reason, particularly angry or poorly tempered destriers are the preferred war horses of the peoples of Tamriel, though the horses themselves are as varied as man and mer alike. For example, the sleek horses of Hammerfell are thin and fast, their wide hooves ideal for travel on sand, and the hardy horses of Skyrim are large, shaggy coated, and muscular.

Loot

- On a +30 Survival test, a character can remove the horse's hide, worth 40 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a horse hide into one piece of Full Horse Hide armour. Alternatively, creating a Full Horse Hide chest piece requires two horse hides. Horse Hide armor is exactly the same as regular Hide. Failing this test spoils the hide, halving its worth and rendering it useless.
- On a +30 Simple Survival test, a character can harvest meat from a horse over a Long Rest. The character harvest DoS*3 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test, a character can remove and prepare the horse's hooves over a Short Rest. Horse hooves are a Common Alteration ingredient. The character can retrieve two doses, and if they score more than 1 DoS, they retrieve four.

Imp

Imps are small, winged humanoids who are slightly intelligent and can cast a variety of spells.

Beast; Minor; White Soul (120)

Characteristics		Attributes		Skills	
Strength	15	Hit Points	8	Combat	15
Endurance	15	Wound Thr.	6	Magic	55
Agility	35	Magicka	-	Evasion	45
Intelligence	25	Stamina	1	Observation	30
Willpower	40	Initiative	+8	Stealth	30
Perception	30	Action Pts.	3	Knowledge	25
Personality	5	Speed	7m	Social	5
Morale	40	Size	Tiny	Physical	15

Weapons and Armor

- **Imp Claws:** 1d4; Reach 1m

Special Abilities

- **Refresh (1 SP):** The Imp can spend a Stamina point to refresh all spell casts for their Spellcaster trait. If using magicka point casting, regenerate MP up to their MP maximum.

Traits

- **Flyer (15m)**

Spells

- **Fire Bolt 3:** 8 MP; 1d8 Fire; Ranged (100m), Attack, Overload
- **Shock Bolt 3:** 8 MP; 1d8 Shock; Ranged (100m), Attack, Overload
- **Frost Bolt 3:** 8 MP; 1d8 Frost; Ranged (100m), Attack, Overload
- **Chain Lightning 1:** 9 MP; 1d4 Shock; Ranged (50m), Attack, Overload; Deals damage to target within 50m, then jumps to another target within 10m of the first. Repeats for a third target.

Encountering Imps

Imps can be found across Tamriel, but are most common in the Cyrodiilic highlands. Their preferred dwellings are caves, ruins, abandoned villages, or the trees themselves, the small creatures are not particularly picky.

Imps are of low to average intelligence, and can be found living in small communities, but to call them any sort of society would be a stretch. Imps band together to bring down larger prey, which they eat and plunder, but the moment their mutual goals are met, the imps will turn on one another, convinced the treasure and meat is theirs and theirs alone. For this reason, imps are most commonly found solitary, or in the presence of other dead imps.

Despite their violent nature, they have been known to have been tamed and befriended by men and mer. They have been recorded to occasionally carry precious items like enchanted rings and even small effigies of their own kind. Whether or not the imps in question understand the true nature of the magic items they carry, or how and why they would have such dolls is entirely unknown.

Imps attack nearly exclusively using primitive hedge-magicks, and they are happy to attack any travelers or creatures they find, often going up against monsters and heroes many times their size without fear. Imps never flee from combat, and are suicidally brave.

Where all these imps are coming from, considering they tend to violently kill one another, and often die to large monsters or adventurers in suicidal attacks, nobody knows. It is a complete and total mystery, and has been for centuries.

Loot

- On a +0 Alchemy test over a Short Rest, a character can carefully retrieve the delicate imp gall, which is a Very Rare Destruction and Restoration ingredient.



Lamia

Lamia are a species of intelligent, amphibious beastfolk. Scattered across Tamriel, these half-woman half-snake creatures are reviled as monsters. Despite being exclusively female, they lay eggs, of which they are incredibly protective. They have a religion, venerating entities called the Egg Mother and the Great Egg.

Beast; Major; White Soul (500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	20	Combat	55
Endurance	40	Wound Thr.	12	Magic	65
Agility	45	Magicka	80	Evasion	55
Intelligence	40	Stamina	4	Observe	55
Willpower	45	Initiative	+11	Stealth	55
Perception	35	Action Pts.	3	Knowledge	55
Personality	35	Speed	12m	Social	55
Morale	55	Size	Std.	Physical	45

Weapons and Armor

- **Clawed Hands:** 1d6 Slashing; Reach 1m
- **Lamia Hide:** AR 2 / Magic 1; Partial

Special Abilities

- **Terrifying Shriek (1 AP + 2 SP):** The lamia can spend two Stamina Points to shriek magically as a Primary Action. All non-lamia creatures and characters within 10m must immediately make a Panic test at +0.
- **Refresh (1 SP):** The Lamia can spend a Stamina Point to either replenish their MP to full or refresh their Spellcaster spell list.

Traits

- **Amphibious:** Can breathe water and ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.
- **Dark Sight**
- **Half-Serpent:** Lamia resolve hits to the legs against the body.

Spells

- **Sunbeam 3:** 16 MP; 1d8 Fire; AoE (30m, beam), Attack, Overload; Damage counts as sunlight.
- **Poisonbloom 2:** 10 MP; 1d6 Poison; AoE (2m, sphere), Attack, Overload
- **Heal 3:** 7 MP; Instant; Caster regains 6 HP
- **Ward 3:** 7 MP; Defensive Overload; 8 BR/MR, cannot Power Block, does not provoke Attacks of Opportunity.
- **Blind 3:** 13 MP; Upkeep, Direct, Attack; Target within 50m tests Wp at +0 or is blinded for 1 round.
- **Calm 3:** 13 MP; Upkeep, Direct, Attack; Target within 50m tests Wp at +0 or is calmed for 1m.
- **Silence 3:** 13 MP; Upkeep, Direct, Attack; Target within 50m tests Wp at +0 or is Silenced for 1 round.

Encountering Lamia

Lamia are amphibious beast-peoples. The species is exclusively female, or at least appears outwardly so. They have a serpentine lower body, with a humanoid torso resembling a human female, though their appearance can range from fully human to fully snake-like.

Lamia can be found all over Tamriel, and though they can live on land, are seldom found far from water. Although they are hated as being a violent beast-race, Lamia are comparably intelligent to the humanoids of the Empire, and speak Tamrielic.

Lamia adorn themselves with jewelry in the pursuit of vanity, and covet treasure. When not in their lairs, tending to their cherished eggs, they hunt for aquatic game or raid ships and coastal caravans for the gold and jewels they carry.

In combat, Lamia make use of powerful Destruction magic, and though they prefer to use magic and have powerful claws, are more than capable of using weapons and armor as well. If they become threatened as enemies close in, they will use their Terrifying Shriek in an attempt to deter them. Lamia will defend their eggs with their lives, but if a battle is plainly lost, they will attempt to gather as many eggs as they can carry before retreating away to deep water.

Loot

- On a +0 Survival test, a character can remove the Lamia's hide, worth 300 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a snake hide into one piece of Full Lamia Hide armour. Alternatively, creating a Full Lamia Hide chest piece requires two snake hides. Lamia Hide armour is exactly the same as regular Hide, but is strikingly vibrant, and has Magic Resistance 1.
- On a +0 Alchemy test over a Short Rest, a character can harvest the Lamia's forked tongue, which is a Very Rare Illusion ingredient.
- A character can roll on the Treasure Table, to represent the Lamia's worn jewelry.



Lion

Mountain lions are agile, dangerous predators. They inhabit the wooded and rocky areas in the temperate climes of Tamriel, like Cyrodiil and High Rock.

Beast; Average; White (180)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	55
Endurance	40	Wound Thr.	10	Magic	-
Agility	45	Magicka	15	Evasion	55
Intelligence	15	Stamina	3	Observe	60
Willpower	25	Initiative	+9	Stealth	75
Perception	40	Action Pts.	3	Knowledge	-
Personality	5	Speed	12m	Social	-
Morale	25	Size	Std.	Physical	60

Weapons and Armor

- **Bite:** 1d8; Splitting; Reach 1m
- **Claws:** 1d10; Slashing; Reach 1m

Special Abilities

- **Rake (1 SP):** The Lion can rake a target savagely and roll a second attack against a target that was successfully damaged. This attack cannot win advantages.

Traits

- **Bestial**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Catfall:** Reduces the distance the Lion falls by 4 meters when calculating fall damage.
- **Dark Sight**
- **Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- **Quadruped**
- **Stealth Predator:** The lion adds 3 bonus damage to successful attacks made while hidden.

Encountering Lions

Lions, and other big cats such as mountain lions, tigers, cougars, and the like, can be found either in prides or as solitary hunters, depending on the species. A lion's pride is composed of a group of females and one male. The females will work together to hunt, first using stealth, then using explosive power and incredible speed to close the gap. The lions are coordinated and dangerous, and will cut off routes of escape.

A lone lion will instead use stealth and cunning to separate a single target out from their herd or group, and violently run them to the ground, hoping their companions leave them behind.

Lions tend to be slothful when not hunting, and typically maintain a handful of small dens over their ranging lands. They could be considered semi-migratory, depending on the season and the patterns of their prey. Lions will typically retreat from a poor fight, and are clever enough to not start a fight they can't win.

Loot

- On a +30 Survival test, a character can remove the lion's hide, worth 40 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a lion hide into one piece of Full Lion Hide armour. Alternatively, creating a Full Lion Hide chest piece requires two lion hides. Lion Hide armour is exactly the same as regular Hide, but each piece gives the wearer a cumulative +5 bonus to resisting Fear. Failing the Survival test spoils the hide, halving its worth and rendering it useless.
- On a +30 Simple Survival test, a character can harvest meat from a lion over a Long Rest. The character harvest DoS*2 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test over a Short Rest, a character can remove and prepare the lion's eyes, which are each one Rare Destruction ingredient.



Minotaur

"Around Imperial ruins you gather, Eternal guardians with hooves and horn. What memories lead you to path there, Is it Belharza or the Empire that you mourn?" — *The Minotaur Song*

Beast; Major; White Soul (500)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	23	Combat	70
Endurance	55	Wound Thr.	14	Magic	65
Agility	35	Magicka	65	Evasion	35
Intelligence	15	Stamina	5	Observe	65
Willpower	45	Initiative	+7	Stealth	15
Perception	35	Action Pts.	3	Knowledge	15
Personality	10	Speed	11m	Social	10
Morale	45	Size	Large	Physical	70

Weapons and Armor

- **Horns:** 1d8 Splitting; Unwieldy, magic; Reach 1m
- **Natural Toughness (2)**
- **Minotaur Leathers:** AR 3 / Fire 1; Medium, Full
Any one of the following:
 - **Minotaur Greataxe:** 1d12; Splitting, Shieldsplitter, Unwieldy; Reach 3m, 2H
 - **Minotaur Maul:** 1d12; Crushing, Shieldsplitter, Unwieldy; Reach 3m, 2H
 - **Minotaur Cleavers:** 1d8; Splitting, Unwieldy; Reach 2m, 1H; wields one in each hand

Special Abilities

- **Gore (1 SP):** The minotaur can gore a target when it makes an attack with its Horns by spending a Stamina Point to roll an additional d8 and add it to its damage. If the attack deals damage, it automatically inflicts a Wound, but cannot sever limbs.

Traits

- **Magic Resistant:** Re-rolls failed tests to resist Magic.
- **Stubborn:** Can re-roll failed Panic tests.
- **Thick Skull:** Immune to the Stun and Dazed conditions.
- **Unrelenting:** Targets within reach cannot Disengage.
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.

Variant: Minotaur Shaman

Spells:

- **Fire Cone 3:** 13 MP; 1d8 Fire; AoE (5m, cone), Attack, Overload
- **Fire Bolt 4:** 10 MP; 1d10 Fire; Ranged (100m), Attack, Overload
- **Chain Lightning 4:** 15 MP; 1d10 Shock; Ranged (50m), Attack, Overload; Deals damage to target within 50m, then jumps to another target within 10m of the first. Repeats for a third target.
- **Heal 5:** 11 MP; Instant; Caster regains 10 HP
- **Heal Ally 4:** 12 MP; Instant, Direct; Target within 50m regains 8 HP

Encountering Minotaurs

Minotaurs are a beast race, composed of half-men half-bulls, found in Cyrodiil. Their great and profound role in the founding of the First Empire has long been forgotten, in no small part due to the meddling of the old Alessian Order, and as of the Third Era, are regarded as little more than savage creatures, comparable to ogres and goblins. Minotaurs are social, and often are found in war herds of twenty or more. They congregate around old ruins, of historical significance to the First Empire, though it is unknown if this is deliberate or because of some long forgotten Instinct.

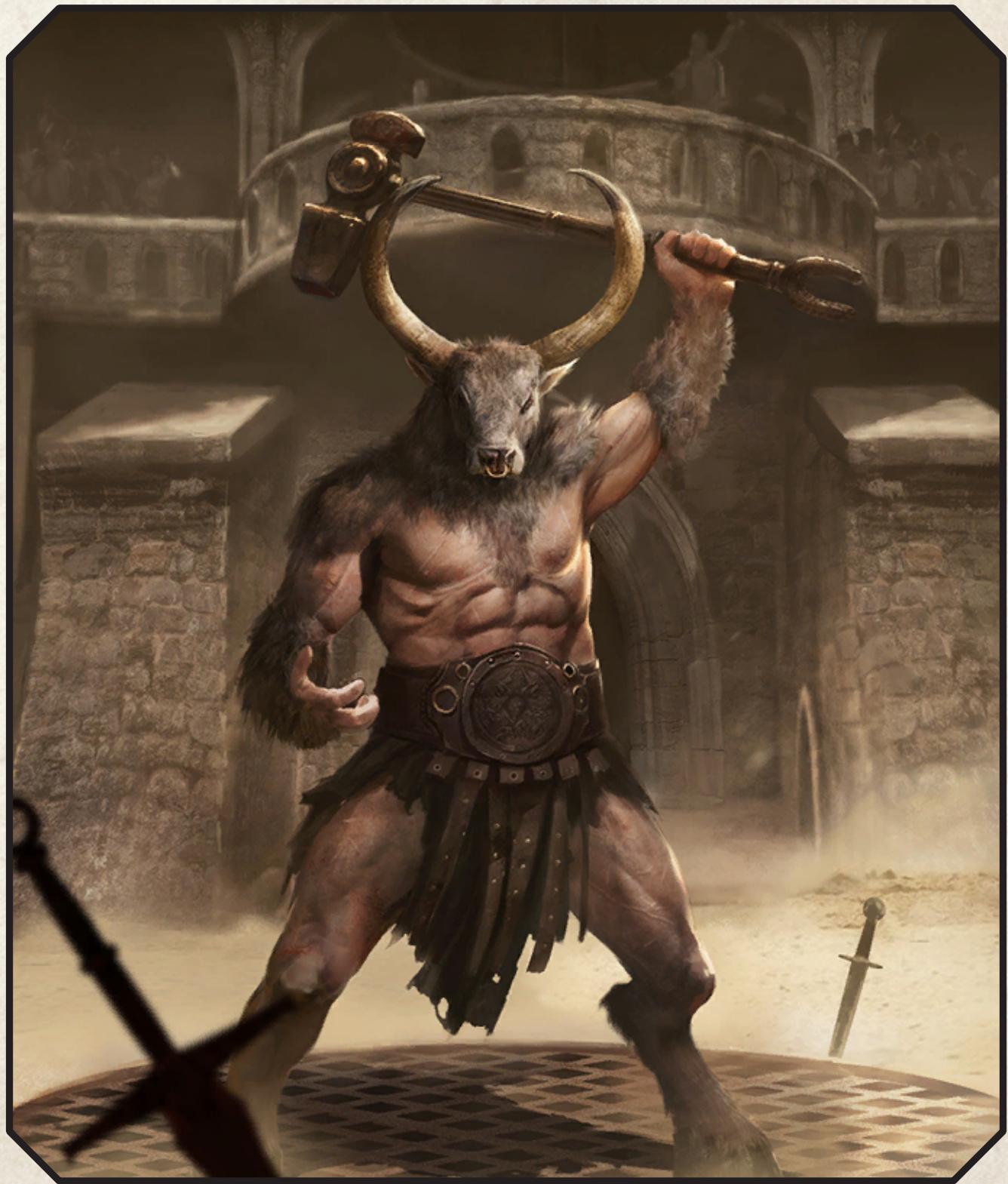
While they have little interaction with the Empire, there is no bounty on their heads as there is on goblins or ogres, as they are content to live in peace in the wilds around the ruins they inhabit. In combat, they are hyper-aggressive and absolutely punishing in their blows. If significantly threatened, minotaurs will retreat deeper into their labyrinthine ruins, and wait for the threat to pass, or to foolishly pursue them into their den.

Loot

- On a +30 Survival test, a character can remove the minotaur's hide, worth 100 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a minotaur hide into one piece of Full Minotaur Hide armor. Alternatively, creating a Full Minotaur Hide chest piece requires two minotaur hides. minotaur Hide armor is exactly the same as regular Hide.
- On a +30 Simple Survival test, a character can harvest meat from a Minotaur over a Long Rest. The character harvest DoS*2 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test, a character can harvest the minotaur's horns over a Short Rest. Each horn is a Very Rare Restoration ingredient. If the character scores more than 1 DoS, they harvest two horns instead of one.

*"Oh minotaur, oh minotaur,
A beast of rage and ignoble glaring.
Oh minotaur, oh minotaur,
None can deny your noble bearing."*

- The Minotaur Song



Mudcrab

Mudcrabs are small hostile creatures primarily found near water. They are capable of disguising themselves as small rocks to ambush their prey.

Beast; Trivial; White Soul (20)

Characteristics		Attributes		Skills	
Strength	15	Hit Points	12	Combat	35
Endurance	24	Wound Thr.	4	Magic	-
Agility	15	Magicka	10	Evasion	15
Intelligence	10	Stamina	2	Observation	25
Willpower	10	Initiative	+4	Stealth	70
Perception	25	Action Pts.	2	Knowledge	-
Personality	5	Speed	3m	Social	-
Morale	10	Size	Tiny	Physical	25

Weapons and Armor

- **Claws:** 1d4; Reach 1m
- **Mudcrab Chitin:** 1 AR; Full

Special Abilities

- **Grab On (1 SP):** If the creature successfully hits a target with its claws it grabs on with all its strength, initiating a grapple. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.

Traits

- **Amphibious:** Can breathe water and ignores the skill cap placed water and ignores the skill cap placed on their Combat rolls by their Athletics when fighting in water.
- **Bestial**
- **Diseased (-10):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a -10 Endurance test or contract a Common Disease.
- **Swimmer:** This creature doubles its movement speed in water.

Variant: Cyrodilic Mudcrab

Traits

- **Crab Leap (1 SP):** The crab leaps up to 3m, and makes a claw attack against the target. Dodging or Parrying the attack has a -20 penalty as the crab catches them off-guard. If the attack successfully hits the target, the crab additionally automatically Grabs On, as described in that ability.
- **Quadruped**



Encountering Mudcrabs

Mudcrabs are a ubiquitous coastal and river pest found all across the breadth of the Empire and beyond. From Morrowind, to Skyrim, to the heartlands of Cyrodiil, all the way to the golden yellow coasts of Summerset, mudcrabs can be found. Mudcrabs often lurk in the shallow waters, or on the waterfronts of virtually any body of salt or fresh water, sifting the sand with their filter mouths for food.

Mudcrabs are often docile, or at least non-confrontational, but many otherwise unaware travelers or fishers find themselves literally tripping and stumbling on mudcrabs they thought were just rocks or driftwood, to which the mudcrabs do not take too kindly. Mudcrabs will cry out to rally other mudcrabs in the area to repel aggressors from their feeding grounds if they feel threatened, and will pursue targets an unreasonable distance while giving chase.

Loot

- On a +30 Survival test, a character can remove the mudcrab's shell, worth 15 drakes, over the course of a Short Rest. Failing this test spoils the chitin and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a mudcrab shell into one piece of Full Mudcrab Chitin armor. Alternatively, creating a Full Mudcrab Chitin chest piece requires two mudcrab hides. Mudcrab Chitin armor is exactly the same as regular Chitin, but provides 1 Frost Resistance instead of 1 Fire Resistance.
- On a +30 Simple Survival test, a character can harvest meat from a mudcrab over a Short Rest. The character harvest DoS/2 days' rations of meat, which will spoil if not preserved. After eating mudcrab meat, a character must test Endurance +20 or contract Common Disease.
- On a +0 Alchemy test over a Short Rest, a character can attempt to harvest the Mudcrab's claw, which is a Common Restoration ingredient. If they score greater than one DoS, they harvest two claws instead.

Ogre

Huge humanoids with small heads and barrel-chests, their distinctive steely blue skin does not at first sight reveal they are in fact considered a species of goblinoid.

Beast; Major; White Soul (600)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	45	Combat	65
Endurance	45	Wound Thr.	12	Magic	-
Agility	30	Magicka	15	Evasion	30
Intelligence	15	Stamina	4	Observe	25
Willpower	35	Initiative	+7	Stealth	15
Perception	25	Action Pts.	3	Knowledge	15
Personality	5	Speed	11m	Social	5
Morale	85	Size	Large	Physical	75

Weapons and Armor

- **Fists:** 1d6; Crushing; Reach 1m
- **Natural Toughness (2)**

Also has one of:

- **Ogre Greatclub:** 1d12; Crushing, Unwieldy, Shieldsplitter; Reach 3m, 2H
- **Ogre Littleclub:** 1d8; Crushing, Unwieldy, Reach 2m

Special Abilities

- **Sweeping Strike (1 SP):** The ogre can, as part of a melee weapon attack, make a sweeping strike, which hits up to 3 targets in the ogre's Reach. This is resolved as an AoE.

Traits

- **Thick Skull:** Immune to the Stunned and Dazed conditions.
- **Too Dumb to Live:** Immune to Illusion magic.
- **Weakness (Poison, 3)**

Encountering Ogres

An adventurer is most likely to come across an ogre while exploring the backwoods and natural caverns of Cyrodiil, though they can be found across all of Tamriel, particularly in the Dragontail and Wrothgarian Mountains. If food is to be found, one can be sure that ogres are not far behind.

While many would think ogres are stupid or dim witted, ogres have proven in the past to possess reasonable intelligence, at least in the case of their leadership. For example, the Ironhand ogres proved a significant threat to the region of Stormhaven, and the ogres of Wrothgar helped found the first Orsinium alongside the orcs and goblins.

Ogre dwellings are home to small, primitive hunter-gatherer communities. Their culture is also primitive, and their dwellings are home to rotting carcasses, stripped bones, and the occasional shrine to Malacath, their patron. Ogres raiding settlements is far from unheard of, and often a legitimate concern for those in the frontier regions in Cyrodiil, though these raids most often end in stolen livestock rather than sacked villages. In combat, ogres use large clubs, rocks, and their crushing fists as weapons.

Ogres are notoriously heavy sleepers, and are astutely imperceptible. However, this very lack of perception girds them from illusion magic.

Loot

- An ogre has on its person what it is equipped with, in addition to about 2d10 drakes worth of trophies weighing 1 ENC.
- A character can make a +0 Alchemy test to harvest and grind up one dose of ogre teeth, which is a Very Rare Alteration ingredient. If the character scores more than 1 DoS on the test, they harvest 2 doses instead.
- Ogres are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.



Slaughterfish

Slaughterfish are small, hostile fish with razor sharp teeth.

Beast; Trivial; White Soul (15)

Characteristics		Attributes		Skills	
Strength	15	Hit Points	10	Combat	65
Endurance	20	Wound Thr.	4	Magic	-
Agility	45	Magicka	10	Evasion	55
Intelligence	10	Stamina	2	Observe	50
Willpower	5	Initiative	+8	Stealth	25
Perception	30	Action Pts.	2	Knowledge	-
Personality	5	Speed	9m	Social	-
Morale	15	Size	Tiny	Physical	35

Weapons and Armor

- **Bite:** 1d4; Reach 1m

Special Abilities

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

Traits

- **Aquatic:** Can breath water as if it were air, but cannot breath air.
- **Bestial**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- **Fish:** Movement speed is 0m while on land, and is only able to spend its actions flopping around helplessly.
- **Swimmer:** Doubles movement speed in water.
- **Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Encountering Slaughterfish

Slaughterfish are hostile, predatory fish that can dwell in both fresh and salt water. This adaptability, and aggressive and exploratory demeanor, has lead to their infestation of virtually all the waterways and seas of Tamriel, establishing themselves as an apex predator in spite of their small size.

Slaughterfish can be found in nearly every body of water capable of sustaining a suitable population of prey for them to feed on, and they are prolific reproducers, spawning in massive schools of hundreds of baby fish at a time. Most of the babies are eaten by their parents, who have no love for their offspring.

Slaughterfish do not retreat from a fight, and are extremely territorial. They live in small hunting schools, though it is not unheard of for them to swarm up into massive schools that go on feeding frenzies, draining entire lakes and rivers of life before starving off themselves, restarting the natural cycle and allowing water life to return to the area, before a new brood of slaughterfish inevitably find their way to the ecosystem.

Loot

- On a +30 Simple Survival test, a character can harvest meat from a Slaughterfish over a Short Rest. The character harvest DoS/2 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test over a Short Rest, a character can harvest and prepare one dose of Slaughterfish scales, which are a Common Illusion ingredient.



Trolls

Trolls are large, ape-like humanoids endowed with three eyes. Their powerful arms and claws deal massive physical damage, and their flesh rapidly regenerates. Their greatest vulnerability is to fire, which not only damages them, but prevents their regeneration.

Cave Troll

Troll, Beast; Major; White Soul (800)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	100	Combat	80
Endurance	50	Wound Thr.	14	Magic	-
Agility	40	Magicka	10	Evade	50
Intelligence	10	Stamina	5	Observe	40
Willpower	45	Initiative	+8	Stealth	20
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	13m	Social	-
Morale	55	Size	Large	Physical	70

Weapons and Armor

- **Claws:** 2d8; Splitting, Concussive, Magic, Shieldsplitter; Reach 2m
- **Natural Toughness (4)**

Special Abilities

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

Traits

- **Bestial**
- **Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- **Quadruped**
- **Regenerate:** Trolls may make an Endurance test at the start of each round to heal 10+DoS HP.
- **Three-Eyed:** Requires 3 Head Wounds to Blind. Additionally, attempts to Blind the troll are at a -20
- **Weakness (Fire, 5)**

Encountering Cave Trolls

Trolls are massive, ape-like apex predators with three eyes and regenerative properties. They can be found all across Tamriel, but are more common in the colder and temperate climates. They make permanent dens in caves or under large rocky outcroppings, typically deep in the wilderness, but it is not uncommon that a troll establishes its lair near civilization to make preying upon it easier.

Although unintelligent and animalistic, some trolls are capable of learning basic Tamrielic and literacy. They occasionally band into simple tribes to raid towns, but these tribes quickly fall apart.

It is common knowledge that trolls are vulnerable to fire and flames, which prevents their flesh from knitting itself back together, at least for a time.

Loot

- On a -10 Survival test, a character can remove the frost troll's hide, worth 150 drakes, over the course of a Short Rest. These hides are 2 ENC. Failing this test spoils the pelt, halving its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a troll hide into two pieces of Full Troll Hide armour, or one Full Troll Hide chest piece. Troll Hide armour is exactly the same as regular Hide but has +2 AR, and Weakness (Fire, 1). Failing this test spoils the pelt instead, rendering it useless and halving its worth.
- 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.
- On a +20 Survival test, a character can fashion a Troll Skull Helm. A Troll Skull Helm is a Full Bone helmet with +2 Magic AR, that grants the wearer the Thick Skull trait while worn.
- Armour made of Troll Bone has +2 Magic AR, and Troll Bone weapons have the Magic trait.



Frost Troll

Troll, Beast; Major; White Soul (1000)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	150	Combat	80
Endurance	50	Wound Thr.	16	Magic	-
Agility	40	Magicka	10	Evasion	50
Intelligence	10	Stamina	5	Observe	40
Willpower	45	Initiative	+8	Stealth	20
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	13m	Social	-
Morale	65	Size	Large	Physical	70

Weapons and Armor

- **Claws:** 2d8; Splitting, Concussive, Magic, Shieldsplitter; Reach 2m
- **Natural Toughness (4)**

Special Abilities

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



Traits

- **Diseased (+0):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a +0 Endurance test or contract a Common Disease.
- **Quadruped**
- **Regenerate:** Trolls may make an Endurance test at the start of each round to heal 10+DoS HP.
- **Three-Eyed:** Requires 3 Head Wounds to Blind. Additionally, attempts to Blind the troll are at a -20
- **Weakness (Fire, 5)**
- **Resistance (Frost, 8)**
- **Savage:** Rolls damage twice and takes the highest result.

Encountering Frost Trolls

Frost Trolls are much like standard Cave Trolls, except they have adapted to the harshest climates in the north. They are incredibly protective over their territory due to limited resources in the frozen wastes, and are much more durable both in terms of resistance to the cold and general survivability.

Loot

- On a -10 Survival test, a character can remove the frost troll's hide, worth 300 drakes, over the course of a Short Rest. These hides are 2 ENC. Failing this test spoils the pelt, halving its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a frost troll hide into two pieces of Full Frost Troll Hide armour or one Full Frost Troll Hide chest piece. Frost Troll Hide armour is exactly the same as regular Hide but has +2 AR, +3 Frost AR, and Weakness (Fire, 1). Failing this test spoils the pelt instead, rendering it useless and halving its worth.
- 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.
- On a +20 Survival test, a character can fashion a Troll Skull Helm. A Troll Skull Helm is a Full Bone helmet with +2 Magic AR, that grants the wearer the Thick Skull trait while worn.
- Armour made of Troll Bone has +2 Magic AR and +1 Frost AR. Troll Bone weapons have the Magic trait.

Wolf

Wolves are aggressive canines found throughout Tamriel. They are pack hunters and can often be found in packs of two or three, using their highly developed sense of smell to track their prey. When threatened, they may howl and thus draw in other members of their pack. When attacking, they will often attempt to circle around behind their prey to bite.

Beast; Minor; White Soul (120)

Characteristics		Attributes		Skills	
Strength	25	Hit Points	15	Combat	60
Endurance	30	Wound Thr.	5	Magic	-
Agility	40	Magicka	15	Evasion	50
Intelligence	15	Stamina	3	Observe	70
Willpower	30	Initiative	+8	Stealth	60
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	10m	Social	-
Morale	50	Size	Small	Physical	45

Weapons and Armor

- Bite:** 1d6; Slashing; Reach 1m

Special Abilities

- Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.

Traits

- Bestial**
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Dark Sight**
- Diseased (-20):** If the creature successfully deals damage to an undiseased target with their natural weapons, the target creature must succeed on a -20 Endurance test or contract a Common Disease.
- Quadruped**
- Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.
- Unrelenting:** Targets cannot Disengage while within Reach of a Wolf.

Variant: Ice Wolf

Traits

- Resist (Frost, 8)**
- Savage:** Rolls damage twice and takes the highest result.

Encountering Wolves

Wolves can be found across Tamriel, but are more common in the colder or temperate climes. They are pack hunters, traveling in family groups of around a dozen. They work together using concentrated efforts to bring down prey much larger than themselves.

Surprisingly cunning, wolves are lead by a pack alpha, who can coordinate complex hunting plans among their followers. Many an unfortunate adventurer has found themselves outflanked and outwitted by the devilish creatures.

Notorious for hunting livestock, wolves often have a price on their heads by local authorities, not to mention the hazard they pose to isolated villages and unsupervised children.

Wolves in combat will focus on the weakest members of a group, and drag them to the ground, while using their teeth to cripple and thrash prey into submission. Wolves are capable of coordinated attacks and devious plans, and in large numbers can be a formidable foe for even experienced adventurers.

Loot

- On a +30 Survival test, a character can remove the wolf's pelt, worth 25 drakes, over the course of a Short Rest. Ice Wolf pelts are worth 50 drakes. If the character fails this test, the pelt is spoiled, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a wolf pelt into one piece of Full Wolf Fur armor. Wolf Fur armor is exactly the same as regular Fur. Ice Wolf Fur armor grants an additional +2 Frost Resistance. Failing the crafting test spoils the pelt, halving its worth and rendering it useless.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of wolf meat, which will spoil within a day if not properly preserved.
- On a +0 Alchemy test, a character can harvest the wolf's heart over a Short Rest. A wolf's heart is an Uncommon Alteration ingredient.



Chapter 3: People



Acrobat

"Acrobat" is a polite euphemism for agile burglars and second-story men. These thieves avoid detection by stealth and rely on mobility and cunning to avoid capture.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	20	Combat	65
Endurance	40	Wound Thr.	10	Magic	55
Agility	45	Magicka	30	Evaide	75
Intelligence	30	Stamina	4	Observe	65
Willpower	35	Initiative	+11	Stealth	85
Perception	45	Action Pts.	3	Knowledge	50
Personality	40	Speed	11m	Social	60
Morale	25	Size	Std.	Physical	70

Additional Skills

- **Acrobatics:** 75

Weapons and Armor

Has one of:

- **Steel-studded Cestus:** 1d4+1; Crushing, Hand to Hand, Small; Reach 1m, 1H
- **Steel Dagger:** 1d4+1, Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H

Additionally has:

- **Wood Shortbow:** 1d6; Reload (2); Range (20/100/200)m, 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)
- **Partial Leather:** AR 1 / Fire 1; Light

Special Abilities

- **Incredible Acrobatics (1 AP + 2 SP):** If caught in melee, the Acrobat can make an opposed Acrobatics roll vs the target's Combat Style or Athletics. If they win, they may move up to 6 meters away then perform a Free Action attack with any one of its ranged weapons.

Traits

- **Cat's Grace:** Meters fallen is reduced by 5 for the purposes of determining Falling Damage. Immune to becoming prone unless physically restrained
- **Cat's Reflexes:** Can perform a ranged attack as a free action after taking the Dash Action at a -10 penalty. Inflicts a -10 penalty to all incoming ranged attacks on the same round.

Spells

- **Jump 2:** 3 MP; Instant; Caster may jump 2m higher or further on their next jump.
- **Open 2:** 7 MP, Opens a locked door or container within 1m, if extended test threshold is 4 or lower, is instantly unlocked.



"It's just a sport. Chapel climbing. The Watch doesn't like it, but you don't climb chapels while the Watch is standing around."

- Ida Vlinorman, Imperial Acrobat

Agent

Agents are operatives skilled in deception and avoidance, but trained in self-defense and deadly force. Self-reliant and independent, agents devote themselves to personal goals, or to patrons and causes.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	18	Combat	60
Endurance	35	Wound Thr.	10	Magic	55
Agility	40	Magicka	45	Evasion	60
Intelligence	45	Stamina	3	Observe	85
Willpower	40	Initiative	+12	Stealth	70
Perception	45	Action Pts.	3	Knowledge	75
Personality	45	Speed	11m	Social	80
Morale	40	Size	Std.	Physical	45

Additional Skills

- **Deceive:** 85
- **Investigate:** 85
- **Subterfuge:** 85

Weapons and Armor

- **Steel-studded Cestus:** 1d4+1; Crushing (1), Hand to Hand, Small; Reach 1m, 1H
- **Steel Dagger:** 1d4+1; Slashing, Exploit Weakness, Thrown(5/10/15), Small; Reach 1m, 1H

Special Abilities

- **Incredible Acrobatics (1 AP + 2 SP):** As a Reaction if attacked in melee, the Agent can make an opposed Acrobatics roll vs the target's Combat Style or Athletics. If they win, they may move up to 6 meters away then perform a Free Attack Action with any one of its ranged weapons.

Traits

- **Cat's Grace:** Meters fallen is reduced by 5 for the purposes of determining Falling Damage. Immune to becoming prone unless physically restrained
- **Cat's Reflexes:** Can perform a ranged attack as a free action after taking the Dash Action but at a -10 penalty, but likewise inflicts a -10 penalty to all incoming ranged attacks on the same round.

Spells

- **Charm 2:** 8 MP; Direct; Attack; Target within 50m next Persuade or Deceive test within 1 minute gains a +10 bonus.
- **Chameleon 2:** 7 MP; Upkeep; Caster gains the Chameleon (-10) condition for 1 minute.
- **Muffle 2:** 7 MP; Upkeep; Caster gains the Muffled (-10) condition for 1 minute.
- **Conjure Shortbow 2:** 15 MP; Upkeep; Inferior Quality Shortbow (with ammo) appears in the caster's hands for 1 round. This weapon is not loaded when summoned, but the first reload action AP cost is reduced by 1.



"I hope I have served you well in my capacity as informant in the court of Prince Helseth, a man who I have stated in many previous reports could teach Molag Bal how to scheme. As you know, I've spent nearly a year now working my way into his inner circle of advisors..."

- A Game at Dinner

Assassin

Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is with ranged weapons or with short blades for close quarter combat. A skilled Assassin will never face their target head-on.

Any Race, Humanoid; Minor; Black Soul (500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	65
Endurance	40	Wound Thr.	11	Magic	-
Agility	45	Magicka	35	Evasion	75
Intelligence	35	Stamina	4	Observe	75
Willpower	35	Initiative	+11	Stealth	85
Perception	45	Action Pts.	3	Knowledge	55
Personality	40	Speed	12m	Social	60
Morale	55	Size	Std.	Physical	60

Additional Skills

- **Acrobatics:** 75

Weapons and Armor

- **Steel Shortsword:** 1d6+1; Slashing, Exploit Weakness, Reach 1m, 1H
- **Wood Shortbow:** 1d6; Range (20/100/200)m; Reload(1); 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)
- **Partial Leather:** AR 1 / Fire 1; Light

Special Abilities

- **Quickpoison (1 SP):** The assassin coats their equipped weapon(s) in Ubiquitous Poison (1d4 poison damage on failed Endurance test). If applied to a melee weapon, this lasts for the next 3 hits.

Traits

- **Assassins Grace:** Immune to Attacks of Opportunity.
- **Killers Instinct:** Attacks from the Assassin treat target Wound Threshold as 1 lower.
- **Sneak Attack:** Add 4 damage to successful attacks made while hidden.

“Sweet Mother, sweet Mother, send your child unto me, for the sins of the unworthy must be baptized in blood and fear.”

- A Kiss, Sweet Mother

Arena Fighters

Throughout all the Arenas and battles for sport across Tamriel, there lies a great many people across all races willing to join. These fighters have a flair for the dramatic and battle as if it is an art form, always ready to please a crowd.

Gladiator

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	18	Combat	75
Endurance	35	Wound Thr.	9	Magic	-
Agility	30	Magicka	25	Evasion	30
Intelligence	25	Stamina	3	Observe	40
Willpower	25	Initiative	+8	Stealth	15
Perception	30	Action Pts.	3	Knowledge	35
Personality	40	Speed	10m	Social	60
Morale	75	Size	Std.	Physical	70

Weapons and Armor

Has one of:

- **Iron Trident:** 1d6(1d8); Impaling, Unwieldy; Reach 2m, 1.5H
- **Iron Hooksword:** 1d6; Slashing(1), Dueling Weapon, Hooked; Reach 1m, 1H
- **Net:** - ; Entangling, Thrown(3/4/5); Reach 2m, 1H
- **Partial Iron Armor:** AR 3, Medium

Note: These are only examples; a gladiator may have any weapon crafted from iron.

Traits

- **Duelist:** 1 extra DoS to melee attacks when only 1 opponent is in range.
- **Appeal:** While being watched by a crowd of people, for an AP the Gladiator can test Social, if they succeed they gain a +20 to all Combat Style tests until they fail a test.

Champion

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	23	Combat	95
Endurance	45	Wound Thr.	10	Magic	-
Agility	30	Magicka	25	Evasion	30
Intelligence	25	Stamina	4	Observe	40
Willpower	25	Initiative	+8	Stealth	15
Perception	30	Action Pts.	3	Knowledge	35
Personality	40	Speed	10m	Social	60
Morale	75	Size	Std.	Physical	70

Weapons and Armor

- **Malachite Trident:** 1d6(1d8)+3; Impaling, Unwieldy, Magic; Reach 2m, 1.5H.
- **Malachite Hooksword:** 1d6+3; Slashing(1), Dueling Weapon, Hooked, Magic; Reach 1m, 1H.
- **Net:** - ; Entangling, Thrown(3/4/5); Reach 2m, 1H.
- **Partial Malachite Armor:** AR 5 / Magic 2, Medium

Note: These are only examples; a champion may have any weapon crafted from malachite.

Traits

- **Duelist:** 1 extra DoS to melee attacks when only 1 opponent is in range.
- **Appeal:** While being watched by a crowd of people, for an AP the Gladiator can test Social, if they succeed they gain a +20 to all Combat Style tests until they fail a test.
- **Seasoned Victor:** Gains +1 DoS in melee combat rolls.

Note: The Champion may also have any weapon talent appropriate to the weapons that they wield



Bandits

Bandit

Bandits are criminals hiding from the Empire due to various crimes.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	18	Combat	65
Endurance	35	Wound Thr.	9	Magic	30
Agility	35	Magicka	30	Evade	35
Intelligence	30	Stamina	3	Observe	55
Willpower	30	Initiative	+9	Stealth	55
Perception	35	Action Pts.	3	Knowledge	30
Personality	30	Speed	9m	Social	35
Morale	50	Size	Std.	Physical	55

Weapons and Armor

One of:

- **Iron Broadsword:** 1d8; Slashing; Reach 2m, 1H
- **Iron War Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 1H
- **Iron Mace:** 1d8; Crushing, Unwieldy; Reach 2m, 1H

Also has one of:

- **Partial Fur:** AR 1 / Frost 1, Light
- **Partial Leather:** AR 1 / Fire 1, Light
- **Partial Chitin:** AR 1 / Fire 1
- **Partial Iron:** AR 3, Medium
- **Partial Bonemold:** AR 2, Light

May also have one of:

- **Fur Shield:** BR 7 / Frost BR 5, Light
- **Chitin Shield:** BR 7 / Fire BR 5, Light
- **Iron Shield:** BR 9, Medium



Bandit Marauder

Marauders are seasoned killers, wielding powerful two-handed weapons to deal devastating blows to their targets.

Any Race, Humanoid; Average; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	22	Combat	75
Endurance	35	Wound Thr.	12	Magic	30
Agility	35	Magicka	30	Evade	35
Intelligence	30	Stamina	3	Observe	55
Willpower	30	Initiative	+9	Stealth	55
Perception	35	Action Pts.	3	Knowledge	30
Personality	30	Speed	9m	Social	35
Morale	50	Size	Std.	Physical	55

Weapons and Armor

One of:

- **Iron Greatsword:** 1d12; Slashing, Unwieldy, Concussive; Reach 3m, 2H
- **Iron Great Axe:** 1d12; Splitting, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H
- **Iron Maul:** 1d12; Crushing, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H

Also has one of:

- **Partial Fur:** AR 1 / Frost 1, Light
- **Partial Leather:** AR 1 / Fire 1, Light
- **Partial Chitin:** AR 1 / Fire 1
- **Partial Iron:** AR 3, Medium
- **Partial Bonemold:** AR 2, Light

Bandit Poacher

Poachers often carry out their banditry by stealing a hunters prey, hunting on private land, or killing and harvesting a farmer's livestock. They also frequently serve as archers when ambushing a target on the highway.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	18	Combat	75
Endurance	35	Wound Thr.	9	Magic	30
Agility	45	Magicka	30	Evasion	35
Intelligence	30	Stamina	3	Observe	65
Willpower	30	Initiative	+10	Stealth	65
Perception	45	Action Pts.	3	Knowledge	30
Personality	30	Speed	9m	Social	35
Morale	50	Size	Std.	Physical	55

Weapons and Armor

Has:

- **Wood Shortbow:** 1d6; (20/100/200)m Range; Reload(1), 2H
 - Includes 12 Splitting or Slashing Iron Arrows
- **Net:** Entangling, Thrown (3/4/5); Range 2m, 1H

Also has one of:

- **Iron War Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 1H
- **Iron Spear:** 1d8(1d10); Impaling, Unwieldy; Reach 2-3m, 1.5H

Also has one of:

- **Partial Fur:** AR 1 / Frost 1, Light
- **Partial Leather:** AR 1 / Fire 1, Light
- **Partial Chitin:** AR 1 / Fire 1



Bandit Hedge Mage

Just like any militant force, bandits in Tamriel need mages to deal out magical damage and provide support to their fellows.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	18	Combat	65
Endurance	35	Wound Thr.	9	Magic	60
Agility	35	Magicka	30	Evasion	35
Intelligence	30	Stamina	3	Observe	55
Willpower	30	Initiative	+9	Stealth	55
Perception	35	Action Pts.	3	Knowledge	30
Personality	30	Speed	9m	Social	35
Morale	50	Size	Std.	Physical	55

Weapons and Armor

One of:

- **Iron Broadsword:** 1d8; Slashing, Reach 2m, 1H
- **Iron War Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 1H
- **Iron Mace:** 1d8; Crushing, Unwieldy; Reach 2m, 1H

One of:

- **Partial Fur:** AR 1 / Frost 1, Light
- **Partial Leather:** 1 AR/1 Fire AR, Light
- **Partial Chitin:** 1 AR/1 Fire AR, Light
- **Partial Iron:** 3 AR, Medium
- **Partial Bonemold:** 2 AR, Light

May have one of:

- **Fur Shield:** BR 7 / Frost BR 5, Light
- **Chitin Shield:** BR 7 / Fire BR 5, Light
- **Iron Shield:** BR 9, Medium

Special Abilities

- **Refresh (1 AP + 1 SP):** The Hedge Mage can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Spells

- **Fire Bolt 3:** 8 MP; 1d8 Fire; Ranged (100m), Attack, Overload
- **Frost Bolt 3:** 8 MP; 1d8 Frost; Ranged (100m), Attack, Overload
- **Shock Bolt 3:** 8 MP; 1d8 Shock; Ranged (100m), Attack, Overload
- **Ward 1:** 3 MP; Reinforce, Instant; Generate shield with 6 Magical and Physical BR. Cannot Power Block.
- **Fire Ball 2:** 10 MP; 1d6 Fire; AoE (2m, sphere), Attack, Overload, Target point in 100m
- **Frost Ball 2:** 10 MP; 1d6 Frost; AoE (2m, sphere), Attack, Overload, Target point in 100m
- **Shock Ball 2:** 10 MP; 1d6 Shock; AoE (2m, sphere), Attack, Overload, Target point in 100m

Bandit Ringleader

Ringleaders of bandit encampments or factions are fierce combatants who inspire other miscreants to follow their cause.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	24	Combat	65
Endurance	35	Wound Thr.	14	Magic	30
Agility	35	Magicka	30	Evasion	35
Intelligence	30	Stamina	3	Observe	55
Willpower	30	Initiative	+9	Stealth	55
Perception	35	Action Pts.	3	Knowledge	30
Personality	30	Speed	9m	Social	35
Morale	50	Size	Std.	Physical	55

Weapons and Armor

Has one of:

- **Steel Broadsword:** 1d8+1; Slashing, Reach 2m, 1H
- **Steel War Axe:** 1d8+1; Splitting, Unwieldy; Reach 2m, 1H
- **Steel Mace:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H

With one of these enchantments:

- **Firebite:** Deal 2 additional Fire damage on successful hit.
- **Pillager:** Absorb 1 HP on successful hit.
- **Stormbringer:** Can cast Chain Lightning Lvl 2 (13 MP; 1d6 Shock; Ranged (50m), Attack. Has 100 Soul Energy (can cast up to 9 times before recharging).

May also have one of:

- **Partial Steel:** 4 AR, Medium
- **Full Bonemold:** 4 AR, Medium

May also have one of:

- **Fur Shield:** BR 7 / Frost BR 5, Light
- **Chitin Shield:** BR 7 / Fire BR 5, Light
- **Iron Shield:** BR 9, Medium

Special Abilities

- **Ringleader (1 AP + 1 SP):** As a Primary Action, the Bandit Ringleader can call their ruffians to arms. All Bandits within 10m may immediately make a free Attack action.



"Never should have come here!"

- A common battlecry amongst Skyrim's Bandits

Barbarian

Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they revel in heroic feats, and excel in fierce and frenzied combat.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	23	Combat	80
Endurance	45	Wound Thr.	12	Magic	-
Agility	40	Magicka	30	Evade	50
Intelligence	30	Stamina	4	Observe	60
Willpower	35	Initiative	+11	Stealth	20
Perception	40	Action Pts.	3	Knowledge	30
Personality	30	Speed	13m	Social	30
Morale	75	Size	Std.	Physical	80

Additional Skills

- Persuade: 80

Weapons and Armor

One of:

- **Iron Greatsword:** 1d12; Slashing, Unwieldy, Concussive; Reach 3m, 2H
- **Iron Great Axe:** 1d12; Splitting, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H
- **Iron Maul:** 1d12; Crushing, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H

Special Abilities

- **Barbaric Rage (1 AP + 1 SP):** The Barbarian works themselves into a frenzy as a Primary Action, during which they are immune to Fear, roll damage twice and pick the highest, and add +3 to all melee damage. This rage lasts until the Barbarian chooses to calm down, or is Stunned or Dazed.

Traits

- **Barbaric Domination:** +1 DoS to Combat tests when engaged in melee.
- **Skyclad:** Has the Natural Toughness (4) Trait while not wearing armor.
- **Resistance (Poison, 2)**



Bard

Bards are loremasters and storytellers. Intelligent and personable, they prefer to accomplish tasks with their words first, and sword second.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	18	Combat	40
Endurance	35	Wound Thr.	10	Magic	60
Agility	40	Magicka	45	Evasion	40
Intelligence	45	Stamina	3	Observe	70
Willpower	40	Initiative	+12	Stealth	20
Perception	40	Action Pts.	3	Knowledge	75
Personality	50	Speed	11m	Social	75
Morale	20	Size	Std.	Physical	35



"It's good practice. Most people barely notice what I'm playing."

- Illidi, Nord Bard

Additional Skills

- **Persuade:** 90
- **Lore:** 80
- **Profession [Musicianship]:** 80

Weapons and Armor

May have one of:

- **Steel Rapier:** 1d6+1; Slashing, Dueling Weapon, Exploit Weakness; 1H, Reach 2m
- **Silver Rapier:** 1d6+1; Slashing, Dueling Weapon, Exploit Weakness, Silvered; 1H, Reach 2m

Special Abilities

- **Wordsmith (1 SP):** May add up to 3 DoS to a successful Social test.

Traits

- **Big Words:** Can test Lore in place of Social where applicable.
- **Tale-crafting:** Cannot get less than 3 DoS on Social or Knowledge skill tests meant to inspire, entice, or distract their target(s).

Spells

- **Charm 2:** 8 MP; Direct, Instant; Next character to attempt Persuade/Deceive on target character within 50m within 1 minute receives a +10 bonus.
- **Chameleon 2:** 7 MP; Upkeep, Instant; Caster gains the Chameleon (-10) condition for 1 minute.
- **Night Eye 2:** 7 MP; Upkeep; Caster gains the ability to see in the dark up to 20m away for 1 minute
- **Sanctuary 2:** 15 MP; Upkeep, Instant; Caster gains 2 DoS on defense tests for 1 round, can move 1m further when successfully evading AoE effects.
- **Silence 2:** 10 MP; Upkeep, Direct; Target character within 50m must test Wp at +10 or be Silenced for 1 round.

Battlemage

Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with summoned creatures.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	20	Combat	75
Endurance	40	Wound Thr.	12	Magic	65
Agility	40	Magicka	50	Evasion	50
Intelligence	40	Stamina	4	Observe	55
Willpower	45	Initiative	+13	Stealth	20
Perception	35	Action Pts.	3	Knowledge	70
Personality	35	Speed	12m	Social	65
Morale	65	Size	Std.	Physical	75

Additional Skills

- **Command:** 70

Weapons and Armor

Has one of:

- **Steel Battleaxe:** 1d8(1d10) +1; Splitting, Unwieldy; 1.5H; Reach 2m
- **Steel Longsword:** 1d8(1d10) +1; Slashing, 1.5H; Reach 2m
- **Steel Warhammer:** 1d8(1d10) +1; Crushing, Unwieldy; 1.5H; Reach 2m

Also has:

- **Full Steel:** 6 AR, Heavy

Special Abilities

- **Aetheric Adjustment (1 SP):** When casting a spell, the Battlemage may choose to either add 1 round to the duration, or add 1m to the AoE range of a spell, but risks backfire upon failure.
- **Refresh (1 AP + 1 SP):** The Battlemage can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Spell Sword:** can cast spells with one hand at no penalty.

Spells

- **Shock Bite 3:** 7 MP; 1d8 Shock; Melee (1m), Attack, Overload
- **Fire Bite 3:** 7 MP; 1d8 Fire; Melee (1m), Attack, Overload
- **Frost Bite 3:** 7 MP; 1d8 Frost; Melee (1m), Attack, Overload
- **Shock Bolt 3:** 8 MP; 1d8 Shock; Ranged (100m), Attack, Overload
- **Fire Bolt 3:** 8 MP; 1d8 Fire; Ranged (100m), Attack, Overload
- **Frost Bolt 3:** 8 MP; 1d8 Frost; Ranged (100m), Attack, Overload
- **Shock Ball 3:** 12 MP; 1d8 Shock; AoE (2m, sphere), Attack, Overload
- **Fire Ball 3:** 12 MP; 1d8 Fire; AoE (2m, sphere), Attack, Overload
- **Frost Ball 3:** 12 MP; 1d8 Frost; AoE (2m, sphere), Attack, Overload
- **Shock Cone 2:** 11 MP; 1d6 Shock; AoE (5m, cone), Attack, Overload
- **Fire Cone 2:** 11 MP; 1d6 Fire; AoE (5m, cone), Attack, Overload
- **Frost Cone 2:** 11 MP; 1d6 Frost; AoE (5m, cone), Attack, Overload
- **Armor 3:** 16 MP; Upkeep, Reinforce, Instant; Caster gains 3 AR for 1 minute.
- **Magic Armor 3:** 19 MP; Upkeep, Reinforce, Instant; Caster gains 3 Magic AR for 1 minute
- **Shield 3:** 7 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 3 HP for physical damage for 1 round. (See original spell for details).
- **Magic Shield 3:** 7 MP; Upkeep, Reinforce, Instant; Target character within 50m gains a magical barrier with 3 HP for magical damage for 1 round. (See original spell for details).
- **Ward 4:** 9 MP; Reinforce, Instant; Does not provoke Attack of Opportunity. Generate shield with 9 Magical and Physical BR. Cannot Power Block.

Variant: Conjuror

Additional Skills

- **Conjuration:** 95

Traits

- **Seasoned Conjurer:** always has at least 3 DoS on Conjuration tests.
- **Taskmaster:** Reduce AP cost from the Mindlock trait by 1 (to a minimum of 1).

Spells

Replaces existing.

Summon Daedra spells for the following. Each spell has Upkeep, see original spell for details.

- **Daedrat:** 7 MP; Upkeep, Mindlock(1)
- **Scamp:** 8 MP; Upkeep, Mindlock (1)
- **Banekin:** 9 MP; Upkeep, Mindlock (1)
- **Hell Hound:** 12 MP; Upkeep, Mindlock (1)
- **Clannfear:** 13 MP; Upkeep, Mindlock (1)
- **Flame Atronach:** 16 MP; Upkeep, Mindlock (2)
- **Hunger:** 16 MP; Upkeep, Mindlock (1)
- **Dremora Churl:** 17 MP; Upkeep, Mindlock (1)
- **Dremora Caitiff:** 18 MP; Upkeep, Mindlock (1)
- **Frost Atronach:** 19 MP; Upkeep, Mindlock (2)
- **Ogrim:** 20 MP; Upkeep, Mindlock (2)
- **Spider Daedra:** 20 MP; Upkeep, Mindlock (2)
- **Dremora Kynmarcher:** 23 MP; Upkeep, Mindlock (2)
- **Auroran:** 24 MP; Upkeep, Mindlock (2)



Variant: Mystic

Additional Skills

- **Mysticism:** 95

Spells

Replaces Existing.

- **Absorb Life 5:** 16 MP; 2d6 magic; Melee (1m), Attack, Overload; Caster regenerates HP equal to half the damage dealt.
- **Absorb Magicka 5:** 19 MP; Direct; Target tests Wp, losing 2d6 MP on failure. Caster regenerates MP equal to the amount lost.
- **Dispel 3:** 13 MP; Remove all magical effects from any source of level 3 or lower from the caster. Constant enchantments reactivate after 1d4 rounds.
- **Reflect 3:** 10 MP; Upkeep, Instant; For 1 round, if the caster is hit by a spell, roll 1d10. If the result is 3 or lower, resolve the spell against the original caster.
- **Soul Trap:** 16 MP; Upkeep, Direct; If target within 50m dies within 1 minute, their soul is trapped within an appropriate gem. See original spell for details.
- **Spell Absorption 3:** 10 MP; Upkeep, Instant; Caster gains Spell Absorption (3) trait for 1 round.

Variant: Warden

Additional Skills

- **Restoration:** 95

Traits

- **Healer:** Can pay 10 magicka and spend 1 hour to test restoration, treating a single wound on a success.

Spells

Replaces Existing.

Knows any restoration spell up to SL 5.



"When planning a campaign, take account of both the arcane and the mundane. The skillful battlemage ensures that they are in balance; a weight lifted by one hand is heavier than two weights lifted by both hands."

- The Art of War Magic



Bureaucrat

Bureaucrats are the managers, scribes, and other officials that keep governments across Tamriel running.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	10
Endurance	30	Wound Thr.	9	Magic	-
Agility	30	Magicka	40	Evasion	30
Intelligence	40	Stamina	3	Observe	65
Willpower	30	Initiative	+10	Stealth	15
Perception	35	Action Pts.	3	Knowledge	70
Personality	40	Speed	9m	Social	50
Morale	10	Size	Std.	Physical	30

Additional Skills

- **Investigate:** 80
- **Lore [Specialization: Law]:** 80
- **Profession [Bureaucracy]:** 80

Traits

- **Heartless Bureaucrat:** Can oppose Deceive with Investigate, and use Knowledge or Lore in place of Social skill tests when acting on behalf of their respective institution.

Variant: Sorcerocrat

Magic Skill TN Becomes 60

Spells

- **Lock 1:** 4 MP; Lock a door or container within 1m. Defeating the lock requires an extended Subterfuge test with a threshold of 2.
- **Open 1:** 4 MP; Unlock a door or container within 1m if the extended test threshold is 2 or less.
- **Charm 2:** 8 MP; Direct, Attack; Next character to attempt to Persuade or Deceive a target within 50m within 1 minute receives a +10 bonus.
- **Light 1:** 2 MP; Upkeep; Creates a light orbiting the caster for 1 minute. Illuminates within 10m.
- **Silence 2:** 7 MP; Upkeep, Direct, Attack; Target within 50m must test Willpower at +10 or be Silenced for 1 round.
- **Telekinesis 1:** 4 MP; Upkeep; Caster gains the Telekinesis(1) trait for 1 minute.
- **Telepathy 1:** 4 MP; Upkeep; Caster gains the Telepathy(1) trait for 1 minute.
- **Fortify Intelligence 2:** 17 MP; Upkeep; Caster increases their Intelligence by 10 for 1 round.

Commoner

The average folk of Tamriel.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	9	Magic	-
Agility	30	Magicka	30	Evasion	30
Intelligence	30	Stamina	3	Observe	40
Willpower	30	Initiative	+9	Stealth	10
Perception	30	Action Pts.	3	Knowledge	50
Personality	30	Speed	9m	Social	40
Morale	10	Size	Std.	Physical	40

Additional Skills

- **Profession [Any One]:** 60

Weapons and Armor

- **(Optional) Frying Pan:** 1d4; Reach 1m.
Because what else will they use?

Special Abilities

- **Fool's Luck (3 SP):** The commoner can spend 3 Stamina to re-roll any one failed test with a +20 bonus as fortune seems to smile on the unfortunate fool. To be used sparingly.
- **Gang Up (1 SP):** Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Commoner. Ganging up imposes a -10 on the target's Defense roll. Additionally, each ganging up Commoner adds +1 damage to the attacking Commoner's damage roll.

Traits

- **Teamwork:** Gains 1 DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.



Crusader

Any heavily armored warrior with spell casting powers and a good cause may call himself a Crusader. Crusaders do well by doing good. They hunt monsters and villains, making themselves rich by plunder as they rid the world of evil.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	23	Combat	65
Endurance	45	Wound Thr.	12	Magic	70
Agility	40	Magicka	40	Evasion	50
Intelligence	40	Stamina	4	Observe	55
Willpower	40	Initiative	+11	Stealth	20
Perception	35	Action Pts.	3	Knowledge	70
Personality	35	Speed	12m	Social	35
Morale	70	Size	Std.	Physical	75

Additional Skills

- Persuade (Specialization: Intimidation): 65
- Profession [Medicine]: 60

Weapons and Armor

Has one of:

- Steel War Axe: 1d8+1; Splitting, Unwieldy, Focus; Reach 2m, 1H
- Steel Broadsword: 1d8+1; Slashing, Focus; Reach 2m, 1H
- Steel Mace: 1d8+1; Crushing, Unwieldy, Focus; Reach 2m, 1H

Also has:

- Full Steel Armor: 6 AR, Heavy
- Steel Shield: 10 BR/5 MR, Medium

Special Abilities

- Searing Radiance(1 SP): A Crusader can channel pure magicka through their blades when fighting iniquity, dealing an extra 1d4 Fire Damage that counts as Sunlight after making a successful melee attack.

Traits

- Spell Sword: Can cast spells with only one hand at no penalty.
- Brawler: Adds 1 DoS to Combat tests when engaged in melee with 2+ opponents.

Spells

- Heal 2: 5 MP; Caster regains 4 HP
- Heal Ally 2: 8 MP; Direct; Target within 50m regains 4 HP
- Healing Touch 2: 5 MP; Direct; Target within 1m regains 4 HP
- Replenish 2: 7 MP; Target within 1m regains 4 MP or [Casting Cost] MP, whichever is lower
- Sanctuary 2: 15 MP; Upkeep; Caster gains 2 DoS on all successful defense tests for 1 round. They also move 1m further than normal to avoid AoE attacks on successful Evade tests.
- Resistance to Magic 2: 5 MP; Upkeep; Caster gains the Resistance (magic, 2) trait for 1 round.
- Ward 2: 5 MP; Does not provoke Attack of Opportunity. Generate shield with 7 Magical and Physical BR. Cannot Power Block.





Cultists

Cultist

A cultist can be part of countless cults - whether they are a proponent of the Imperial Cult or a follower of a Daedric Prince, cultists are devoted to their religion with zealous belief.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	15	Combat	45
Endurance	30	Wound Thr.	9	Magic	-
Agility	35	Magicka	30	Evade	35
Intelligence	30	Stamina	3	Observe	40
Willpower	35	Initiative	+9	Stealth	15
Perception	30	Action Pts.	3	Knowledge	50
Personality	30	Speed	9m	Social	50
Morale	55	Size	Std.	Physical	45

Additional Skills

- Deceive: 70

Weapons and Armor

- **Iron Wakizashi:** 1d4 (1d6); Slashing, Expose Weakness; Reach 1m, 1H
- **Iron Quarterstaff:** 1d6 (1d8); Concussive, Reach 2m, 1.5H
- **Partial Leather:** 1 AR/1 Fire AR; Light

Special Abilities

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

Cultist Fanatic

These cultists are the most devout of their group.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	18	Combat	60
Endurance	35	Wound Thr.	9	Magic	-
Agility	35	Magicka	30	Evade	45
Intelligence	30	Stamina	3	Observe	40
Willpower	35	Initiative	+9	Stealth	15
Perception	30	Action Pts.	3	Knowledge	50
Personality	30	Speed	9m	Social	50
Morale	75	Size	Std.	Physical	45

Additional Skills

- Deceive: 70

Weapons and Armor

Has one of:

- **Iron Warhammer:** 1d8 (1d10) Crushing; Unwieldy; Reach 2m, 1.5H
- **Iron Flail:** 1d6 (1d8); Crushing, Flail; Reach 2-3m; 1.5H

Also has one of:

- **Full Leather Armor:** 3 AR, 1 Fire; Light
- **Partial Iron Armor:** 3 AR; Medium

Special Abilities

- **Fanatical Frenzy (1 SP):** After attacking or being attacked, a Fanatic may become enraged, gaining the Savage trait, which allows them to roll damage twice and pick the highest number.

Traits

- **Zealotry:** The Fanatic's zealous dedication protects them from mundane fear. They receive a +40 bonus to Fear tests.

"Enter as Lord Dagon has written: come slow and bring four keys. Our Order is based on the principles of his mighty razor: Novitiate, Questing Knight, Chaplain, and Master. Let the evil ones burn in its light as if by the excess of our vision. Then shalt our Knowledge go aright. However, recall that your sight is yet narrow, and while you have the invitation, you have not the address."

- Commentaries on the Mysterium Xarxes



Cultist Mage

Cultist Mages are normally ceremony leaders or those that keep the masses in line.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	15	Combat	35
Endurance	32	Wound Thr.	9	Magic	55
Agility	35	Magicka	60	Evasion	35
Intelligence	30	Stamina	3	Observe	50
Willpower	35	Initiative	+9	Stealth	15
Perception	30	Action Pts.	3	Knowledge	50
Personality	30	Speed	9m	Social	50
Morale	65	Size	Std.	Physical	45

Additional Skills

- **Deceive:** 70

Weapons and Armor

- **Iron Wakizashi:** 1d4 (1d6); Slashing, Expose Weakness; Reach 1m, 1.5H

Special Abilities

- **Magical Exertion (1 SP):** When the Cultist Mage casts any spell they can do so at one Spell Level higher than listed, but they suffer -10 to cast and risk backfire upon failure and any other usual costs of casting a spell higher than their skill rank.
- **Inferno (2 SP):** After successfully casting a Fire spell, the Cultist Mage can use this ability to deal the maximum possible damage.
- **Refresh (1 AP + 1 SP):** The Cultist Mage can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Pyromancer:** Add 1 Fire damage to any Fire spell cast.

Spells

- **Fire Ball 2:** 10 MP; 1d6 Fire; AoE (2m, sphere), Attack, Overload (+WpB to Damage), Target point in 100m
- **Fire Bolt 2:** 6 MP; 1d6 Fire, Attack, Overload (+WpB to Damage), Ranged (100m)
- **Fire Bite 2:** 5 MP; 1d6 Fire; Attack, Overload (+WpB to Damage), Melee (1m)
- **Heal 2:** 5 MP; Caster regains 4 HP
- **Healing Touch 1:** 3 MP; Direct; Target within 1m regains 2 HP
- **Weakness to Magic 2:** 10 MP; Upkeep, Direct; Target within 50m gains the Weakness (Magic, 2) trait for 1 round
- **Summon Flame Atronach:** 16 MP; Upkeep, Mindlock(2); See original spell for details
- **Summon Clannfear:** 13 MP; Upkeep, Mindlock(1); See original spell for details
- **Conjure Weapon (Wakizashi) 1:** 15 MP; Upkeep; 1d4 (1d6) +4 Slashing, Primitive, Reach 1m, 1.5H; See original spell for details
- **Conjure Body Armor 2:** 15 MP; Upkeep; Inferior Partial Daedric, 6 AR/6 Magic, Super-Heavy; See original spell for details



Guards

City/Town Guard

Guards are either volunteered militia or trained professionals whose sole job is to protect the citizens of Tamriel.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	70
Endurance	40	Wound Thr.	11	Magic	-
Agility	35	Magicka	30	Evade	35
Intelligence	30	Stamina	3	Observe	75
Willpower	30	Initiative	+9	Stealth	15
Perception	45	Action Pts.	3	Knowledge	30
Personality	35	Speed	10m	Social	55
Morale	70	Size	Std.	Physical	60

Additional Skills

- **Persuade:** 70
- **Athletics:** 70

Weapons and Armor

Has one of:

- **Steel War Axe:** 1d8+1; Splitting, Unwieldy; Reach 2m, 1H
- **Steel Broadsword:** 1d8+1; Slashing; Reach 2m, 1H
- **Steel Mace:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H

May also have one of:

- **Wood Longbow:** 1d8; (10/250/250)m Range; Reload(2)
 - Includes 20 iron arrows; Slashing or Splitting
- **Wood Crossbow:** 1d6; Crushing(4); (20/100/200)m Range; Reload(1)
 - Includes 20 bolts

May also have:

- **Steel Shield:** 10 BR/5 MR; Medium

Also has:

- **Partial Steel Armor:** 4 AR; Medium

Special Abilities

- **Warning Shout (1 SP):** When a guard shouts, they summon any additional guards within hearing range to their aid.

Traits

- **Dead or Alive:** Guards gain +1 DoS to offensive and defensive Combat rolls when they have at least 2 other guards supporting them, and gain a +20 bonus to grapple or otherwise restrain their target without killing them.
- **Who did it?:** When investigating a crime, a guard cannot score less than 3 DoS on a successful Social skill test when interrogating witnesses.



Legion Zero Watchman

City guards in Cyrodiil are just like any other. Cyrodiil does feature, however, a unique kind: the Legion Zero watchman, bearing the iconic Imperial Plate. Their equipment is made from Silver and they are generally much better trained than the typical guard.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	23	Combat	80
Endurance	40	Wound Thr.	11	Magic	-
Agility	35	Magicka	30	Evade	35
Intelligence	30	Stamina	3	Observe	75
Willpower	30	Initiative	+9	Stealth	15
Perception	45	Action Pts.	3	Knowledge	30
Personality	35	Speed	10m	Social	55
Morale	70	Size	Std.	Physical	60

Additional Skills

- **Persuade:** 70
- **Athletics:** 70

Weapons and Armor

- **Silver Longsword:** 1d8(1d10)+1; Slashing, Silvered; Reach 2m, 1.5H
- **Wood Longbow:** 1d8; (10/250/250)m Range; Reload(2)
 - Includes 20 Silver (+1 Damage, Silvered) arrows; Slashing or Splitting
- **Steel Shield:** 10 BR/5 MR; Medium
- **Full Steel Armor:** 6 AR; Heavy

Special Abilities

- **Warning Shout (1 SP):** When a guard shouts, they summon any additional guards within hearing range to their aid.

Traits

- **Dead or Alive:** Guards gain +1 DoS to offensive and defensive Combat rolls when they have at least 2 other guards supporting them, and gain a +20 bonus to grapple or otherwise restrain their target without killing them.
- **Who did it?:** When investigating a crime, a guard cannot score less than 3 DoS on a successful Social skill test when interrogating witnesses.

Healer

Healers are equal parts herbalist and mage, using their knowledge of local flora and restoration magic to help the sick and wounded.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	9	Magic	75
Agility	30	Magicka	40	Evade	30
Intelligence	40	Stamina	3	Observe	55
Willpower	35	Initiative	+10	Stealth	15
Perception	35	Action Pts.	3	Knowledge	60
Personality	40	Speed	9m	Social	60
Morale	15	Size	Std.	Physical	30

Additional Skills

- Profession [Medicine]: 70

Special Abilities

- **Triage (1 AP + 1 SP):** The Healer can quickly examine critical patients as a Secondary Action, treating them in order to stop bleeding, burning, or poison.
- **Administer Aid (1 AP + 1 SP):** The Healer can very quickly and efficiently patch up themselves or a wounded comrade as a Secondary Action. The target is healed for 2d4 HP and the passive effects of any Wounds it might be suffering from are negated until the end of the combat encounter.
- **Alchemist (1 AP + 1 SP):** The healer quickly throws together ingredients to create a makeshift potion as a Secondary Action. Any spells the Healer can cast may be a potion that they can take themselves or give to an ally.
- **Refresh (1 AP + 1 SP):** The Healer can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Healer:** 10 MP, 1 hour, and test Restoration to treat 1 wound.



Spells

- **Cure Paralysis:** 9 MP; Direct; Removes the Paralyzed condition from target character within 1m.
- **Heal Ally 3:** 10 MP; Direct; Target character within 50m regains 6 HP.
- **Healing Touch 3:** 7 MP; Direct; Target within 1m regains 6 HP.
- **Heal 3:** 7 MP; Caster regains 6 HP.
- **Rejuvenate:** 17 MP; Direct; Target character within 1m regains 1 SP or removes 1 level of fatigue.
- **Replenish 3:** 10 MP; Target character within 1m regains 6 MP or [Casting Cost] MP, whichever is lower.
- **Stabilize:** 2 MP; Stabilize target dying character within 1m.
- **Cure Disease 2:** 7 MP; Caster removes the Diseased (Common) Condition from self.
- **Curing Touch 2:** 7 MP; Direct; Caster removes the Diseased (Common) Condition from target within 1m.

Knight

Of noble birth, or distinguished in battle or tourney, knights are civilized warriors, schooled in letters and courtesy, governed by the codes of chivalry. In addition to the art of war, knights study the lore of healing and enchantment.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	23	Combat	75
Endurance	45	Wound Thr.	11	Magic	65
Agility	40	Magicka	45	Evade	60
Intelligence	45	Stamina	4	Observe	55
Willpower	35	Initiative	+11	Stealth	20
Perception	35	Action Pts.	3	Knowledge	75
Personality	40	Speed	12m	Social	70
Morale	75	Size	Std.	Physical	75

Additional Skills

- **Command:** 85

Weapons and Armor

Has one of:

- **Steel War Axe:** 1d8+1; Splitting, Unwieldy; Reach 2m, 1H
- **Steel Longsword:** 1d8+1; Slashing; Reach 2m, 1H
- **Steel Mace:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H

Also has:

- **Full Steel Armor:** 6 AR; Heavy
- **Steel Shield:** 10 BR/5 MR, Medium

May also have:

- **Enchantment:** The chosen weapon has one of the following strike enchantments:
 - **Fire 1:** deals 1 additional Fire damage.
 - **Frost 1:** deals 1 additional Frost damage.
 - **Shock 1:** deals 1 additional Shock damage.
- **Steel Lance (If mounted):** 1d12+1; Splitting, Crushing(3), Mounted, Unwieldy; Reach 2-3m, 2H

Special Abilities

- **Charge (1 AP + 1 SP):** The Knight moves twice their speed towards a target and makes a melee attack with a +2 damage bonus.
- **Rally (1 SP):** The Knight rallies all allies who can hear them as a Free Action, granting them the benefits of the Teamwork talent until the Knight's next turn.

Traits

- **Duelist:** +1 DoS to Combat tests when engaged in melee with 1 Opponent

Spells

- **Healing Touch 3:** 7 MP; Direct; Target within 1m regains 6 HP.
- **Heal 3:** 7 MP; Caster regains 6 HP.



"Knighthood, the responsibility to act out of honor, not fear."

- The Broken Oath

Mages

Mage

Most mages claim to study magic for its intellectual rewards, but they also often profit from its practical applications. Varying widely in temperament and motivation, mages share but one thing in common - an avid love of spellcasting.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	11	Magic	100
Agility	30	Magicka	50	Evasion	30
Intelligence	50	Stamina	3	Observe	45
Willpower	50	Initiative	+11	Stealth	15
Perception	35	Action Pts.	3	Knowledge	90
Personality	30	Speed	9m	Social	40
Morale	50	Size	Std.	Physical	30

Weapons and Armor

- **Quarterstaff:** 1d6(1d8); Concussive; Reach 2m, 1.5H
 - May also have a Cast Magic enchantment of [Frost/Shock/Fire] Bolt Spell Level 3 (100m Range, Attack, 1d8 damage), 5 charges.

Special Abilities

- **Overcharge (1 SP):** The Mage rolls damage twice and uses the highest when calculating the next spell's damage.
- **Learned Scholar (1 SP):** The Mage may use their Knowledge skill in place of Social to persuade others.
- **Magical Exertion (1 SP):** When the Mage casts any spell they can do so at one Spell Level higher than listed, but they suffer -10 to cast and risk backfire upon failure and any other usual costs of casting a spell higher than their skill rank.
- **Magic over Might:** The Mage may spend one of their spells or 10 MP to replace their Physical or Social score with their Magic score for a single Skill test.
- **Refresh (1 AP + 1 SP):** The Mage can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Spells

Has up to 6 spells of any school up to Spell Level 4.

Archmage

Archmages are at the pique of their craft and will most often lead a mages' guild of some kind - usually the official Imperial Mages' Guild of the 2nd and 3rd era, or the Synod or College of Whispers of the 4th era.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	11	Magic	100
Agility	30	Magicka	60	Evasion	30
Intelligence	50	Stamina	3	Observe	45
Willpower	60	Initiative	+12	Stealth	15
Perception	35	Action Pts.	3	Knowledge	90
Personality	30	Speed	9m	Social	40
Morale	50	Size	Std.	Physical	30

Weapons and Armor

- **Quarterstaff:** 1d6(1d8); Concussive; Reach 2m, 1.5H
 - May also have a Cast Magic enchantment of [Frost/Shock/Fire] Bolt Spell Level 3 (100m Range, Attack, 1d8 damage), 5 charges.

Special Abilities

- **Overcharge (1 SP):** The Archmage rolls damage twice and uses the highest when calculating the next spell's damage.
- **Learned Scholar (1 SP):** The Archmage may use their Knowledge skill in place of Social to persuade others.
- **Magical Exertion (1 SP):** When the Archmage casts any spell they can do so at one Spell Level higher than listed, but they suffer -10 to cast and risk backfire upon failure and any other usual costs of casting a spell higher than their skill rank.
- **Magic over Might:** The Archmage may spend one of their spells or 10 MP to replace their Physical or Social score with their Magic score for a single Skill test.
- **Refresh (1 AP + 1 SP):** The Archmage can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Spells

Knows all spells within a single school of magic up to Spell Level 6

"Enter as Lord Dagon has written: come slow and bring four keys. Our Order is based on the principles of his mighty razor: Novitiate, Questing Knight, Chaplain, and Master. Let the evil ones burn in its light as if by the excess of our vision. Then shalt our Knowledge go aright. However, recall that your sight is yet narrow, and while you have the invitation, you have not the address."

- Commentaries on the Mysterium Xarxes



Necromancer

Necromancers are those mages who study the profane art of Necromancy, which they use to raise undead servants and increase their own lifespan, hoping to ultimately attain Lichdom.

Any Race, Humanoid; Average; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	10	Magic	75
Agility	30	Magicka	50	Evasion	30
Intelligence	50	Stamina	3	Observe	30
Willpower	45	Initiative	+11	Stealth	30
Perception	35	Action Pts.	3	Knowledge	60
Personality	30	Speed	9m	Social	45
Morale	40	Size	Std.	Physical	30

Additional Skills

- **Necromancy:** 85
- **Destruction:** 85

Weapons and Armor

- **Quarterstaff:** 1d6(1d8); Concussive; Reach 2m, 1.5H
 - May also have a Cast Magic enchantment of [Frost/Shock/Fire] Bolt Spell Level 3 (100m Range, Attack, 1d8 damage), 5 charges.
- **Ritual Dagger:** 1d4+1; Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H

Special Abilities

- **Villainous Spell (2 SP):** The Necromancer can spend two Stamina Points to cast a Spell as a Reaction.
- **Refresh (1 AP + 1 SP):** The Necromancer can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Spells

Knows all spells from the Necromancy school up to Spell Level 4 and 3 spells from the Destruction school up to Spell Level 3.

Hedge Mage

Hedge mages have learned their craft outside the bounds of traditional learning.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	11	Magic	65
Agility	30	Magicka	65	Evasion	30
Intelligence	45	Stamina	3	Observe	45
Willpower	50	Initiative	+11	Stealth	15
Perception	35	Action Pts.	3	Knowledge	75
Personality	30	Speed	9m	Social	40
Morale	50	Size	Std.	Physical	40

Weapons and Armor

- **Quarterstaff:** 1d6(1d8); Concussive; Reach 2m, 1.5H
 - May also have a Cast Magic enchantment of [Frost/Shock/Fire] Bolt Spell Level 3 (100m Range, Attack, 1d8 damage), 5 charges.

Special Abilities

- **Overcharge (1 SP):** The Hedge Mage rolls damage twice and uses the highest when calculating the next spell's damage.
- **Learned Scholar (1 SP):** The Hedge Mage may use their Knowledge skill in place of Social to persuade others.
- **Magical Exertion (1 SP):** When the Hedge Mage casts any spell they can do so at one Spell Level higher than listed, but they suffer -10 to cast and risk backfire upon failure and any other usual costs of casting a spell higher than their skill rank.
- **Magic over Might:** The Hedge Mage may spend one of their spells or 10 MP to replace their Physical or Social score with their Magic score for a single Skill test.
- **Refresh (1 AP + 1 SP):** The Hedge Mage can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Control:** If a spell that the Hedge Mage casts would backfire, they can test Wp to negate the effects.

Spells

Has any 3 Spells at Spell Level 3 and one at Spell Level 2. Any or all of these may be unconventional.

Merchant

MERCHANTS AND TRADERS CAN BE FOUND PEDDLING THEIR WARES IN MARKETPLACES ACROSS TAMRIEL.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	9	Magic	-
Agility	30	Magicka	35	Evasion	30
Intelligence	35	Stamina	3	Observe	65
Willpower	30	Initiative	+10	Stealth	15
Perception	35	Action Pts.	3	Knowledge	65
Personality	45	Speed	9m	Social	85
Morale	10	Size	Std.	Physical	30

Traits

- **Businessman:** When the character passes a Commerce skill test they always get a minimum of 4 DoS.

Variant: Master Salesman

Social skill becomes 95

Traits

- **Upsell:** This Merchant knows their trade and how to talk others down, they negate the ability to use the Businessman talent against them.



Monks

Monk

Monks are students of the ancient martial arts of hand-to-hand combat and unarmored self defense. Monks avoid detection by stealth, mobility, and Agility, and are skilled with a variety of ranged and close-combat weapons.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	25	Combat	80
Endurance	50	Wound Thr.	13	Magic	-
Agility	40	Magicka	35	Evade	80
Intelligence	35	Stamina	4	Observe	70
Willpower	45	Initiative	+11	Stealth	80
Perception	40	Action Pts.	3	Knowledge	65
Personality	35	Speed	12m	Social	35
Morale	65	Size	Std.	Physical	65

Weapons and Armor

May have one of:

- **Cestus:** 1d4+1; Crushing(1), Hand to Hand, Small; Reach 1m, 1H.
- **Punch Dagger:** 1d4+1; Slashing(1), Exploit Weakness, Hand to Hand, Small; Reach 1m, 1H
- **Wood Quarterstaff:** 1d6 (1d8); Concussive, Reach 2m, 1.5H

Also has:

- **Wood Longbow:** 1d8; (10/250/350)m Range, Reload (2);
- Includes 20 iron arrows; Slashing or Splitting
- **Heavy Partial Robes:** AR 1; Light, Partial

Special Abilities

- **Martial Revenge (1 AP + 1 SP):** The Monk can use this ability to immediately make a counter attack as a Reaction using a hand-to-hand weapon or unarmed strike. This does not count towards that character's maximum number of attacks that they can make per round.

Traits

- **Martial Traditions:** Monks base unarmed damage is 1d6+4, increases the slashing or crushing of any hand-to-hand weapon by 1, and has no penalties to actions normally penalized while wielding hand-to-hand weapons.
- **Martial Domination:** Can parry any melee or non magic ranged attack while unarmed, and gains a minimum of 4 DoS when grappling, restraining or entangling an opponent.

Spells

- **Heal 2:** 5 MP; Caster regains 4 HP



"I am a monk. In mind and spirit, I am a student of the hidden mysteries, of the unseen world that lies behind the objects and ideas of everyday life. In body, I am a student of the ancient martial arts, patterned on the 'Rain-of-Sand' fighting styles of Elsweyr. I pursue hand-to-hand and unarmored self defense, because what you don't have, you cannot lose."

- A common saying amongst the monks of Morrowind

Two-Moons Dance Monk

The Two-Moons Dance Monks are a mostly Khajiit order of monks, dedicated to Riddle-Thar and the art of unarmed battle. Those known to have mastered this style of combat are renowned across Tamriel as unmatched in weaponless combat. Even those that face them with magical enhancement are seen as inferior combatants in their eyes.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	25	Combat	80
Endurance	50	Wound Thr.	13	Magic	-
Agility	60	Magicka	35	Evade	80
Intelligence	35	Stamina	4	Observe	70
Willpower	45	Initiative	+13	Stealth	80
Perception	40	Action Pts.	4	Knowledge	65
Personality	35	Speed	16m	Social	35
Morale	65	Size	Std.	Physical	65

Weapons and Armor

May have one of:

- **Cestus:** 1d4+1; Crushing(1), Hand to Hand, Small; Reach 1m, 1H.
- **Punch Dagger:** 1d4+1; Slashing(1), Exploit Weakness, Hand to Hand, Small; Reach 1m, 1H
- **Wood Quarterstaff:** 1d6 (1d8); Concussive, Reach 2m, 1.5H

Also has:

- **Wood Longbow:** 1d8; (10/250/350)m Range, Reload (2);
- Includes 20 iron arrows; Slashing or Splitting
- **Heavy Partial Robes:** AR 1; Light, Partial

Special Abilities

- **Martial Revenge (1 AP + 1 SP):** The Monk can use this ability to immediately make a counter attack as a Reaction using a hand-to-hand weapon or unarmed strike. This does not count towards that character's maximum number of attacks that they can make per round.

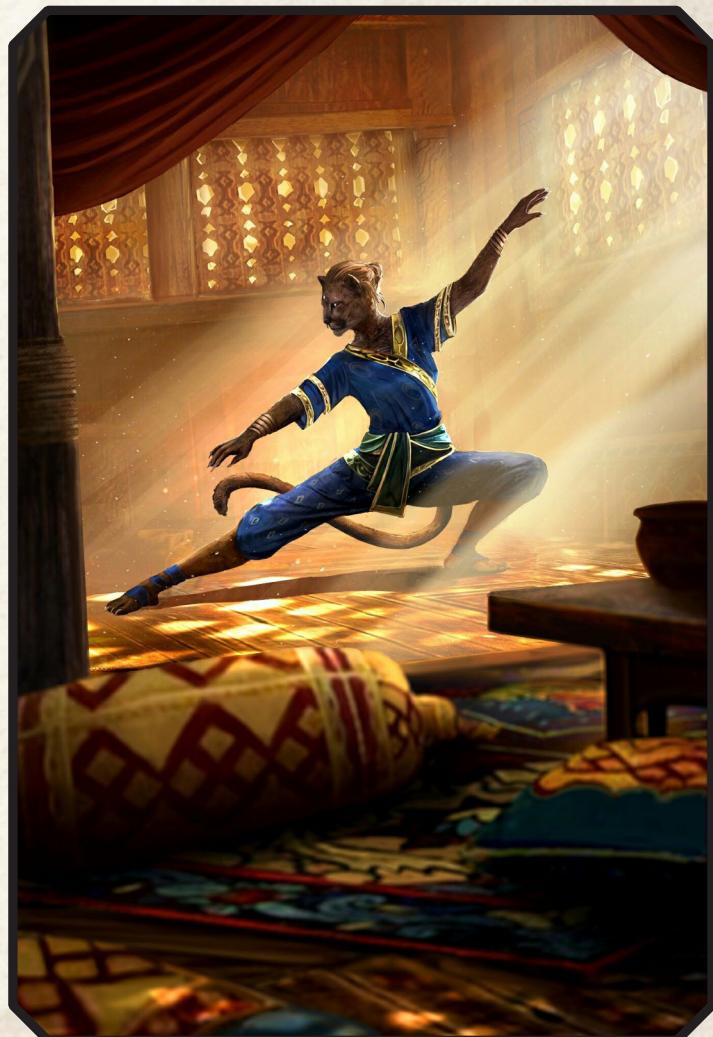
"Soft as a whisper, quick as a shout
 Shadows consume curiosity, time, and interest
 distance is greater than any weapon.
 command the space to move through it unseen.
 the claw that passes a whisper is the mark of the master"
 - The Five Fingers of the Whispering Claw

Traits

- **Eye of Night:** Two-Moons Dance monks deal 1d8+4 base damage while unarmed and can make a free Precision Strike with their first attack made while Hidden at night time or in total darkness.
- **Martial Traditions:** Monks base unarmed damage is 1d6+4, increases the slashing or crushing of any hand-to-hand weapon by 1, and has no penalties to actions normally penalized while wielding hand-to-hand weapons.
- **Martial Domination:** Can parry any melee or non magic ranged attack while unarmed, and gains a minimum of 4 DoS when grappling, restraining or entangling an opponent.
- **Sky-high:** Reduce falls by 6 meters and ignore all penalties on Combat rolls due to unusual terrain except underwater.
- **Sugar-Rush:** Can evade all attacks of opportunity for free until hit, which costs AP, and can evade Area of Effect attacks completely if the AoE is less than 6 meters.

Spells

- **Heal 2:** 5 MP; Caster regains 4 HP



Nightblade

Nightblades are spellcasters who use their magics to enhance their mobility, concealment and stealthy close combat.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	18	Combat	70
Endurance	35	Wound Thr.	10	Magic	70
Agility	50	Magicka	40	Evasion	60
Intelligence	40	Stamina	3	Observe	70
Willpower	40	Initiative	+12	Stealth	80
Perception	40	Action Pts.	3	Knowledge	60
Personality	35	Speed	13m	Social	55
Morale	60	Size	Std.	Physical	55

Additional Skills

- **Illusion:** 80

Weapons and Armor

- **Steel Dagger:** 1d4+1; Slashing, Exploit Weakness Thrown(5/10/15), Small; Reach 1m, 1H
- **Steel Shortsword:** 1d6+1; Slashing, Exploit Weakness; Reach 1m, 1H
- **Wood Shortbow:** 1d6; (20/100/200)m Range; Reload(1)
 - Includes 12 Steel Arrows (+1 Damage, Splitting or Slashing)
- **Padded Leather:** 2 AR, 1 Fire; Full, Light

Special Abilities

- **Obfuscation (1 AP + 1 SP):** Allows the Nightblade to roll for Stealth so that they can hide in plain sight as a Secondary Action. Onlookers see them vanish in a smoky blur, as they throw a smoke bomb on the ground at their location.
- **Leap Away (1 SP):** Allows the Nightblade to dodge in any direction for 2m as part of their normal movement. This movement does not provoke attacks of opportunity.
- **Refresh (1 AP + 1 SP):** The Nightblade can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Spellsword:** May cast spells with only one hand without penalty.
- **Shadow Strike:** +3 damage inflicted against unaware or surprised targets
- **Assassin Strike:** If the character successfully inflicts damage with an attack (after mitigation) then the target of that attack cannot make an attack of opportunity against the character during that turn.
- **Master of Illusions:** Can test Illusion instead of Deceive or Evasion.

Spells

- **Chameleon 2:** 7 MP; Upkeep; Caster gains the Chameleon(-10) condition for 1 minute.
- **Invisibility 4:** 13 MP; Upkeep; Caster gains the Invisible condition for 1 round. This condition is lost if they attack or cast another spell.
- **Night Eye 2:** 8 MP; Upkeep; Caster gains the ability to see in the dark up to 20m away for 1 minute.
- **Poison Bolt 2:** 6 MP; 1d6 Poison; Unconventional, Ranged(100m), Attack, Overload (+WB to Dmg)
- **Poison Bite 2:** 5 MP; 1d6 Poison; Unconventional, Melee(1m), Attack, Overload (+WB to Dmg)
- **Sanctuary 3:** 22 MP; Upkeep; Caster gains 3 DoS on defense tests for 1 round, can move 1m further when successfully evading AoE effects
- **Feather:** 11 MP; Upkeep; Caster lowers their Encumbrance by one for 1 round and their armor is one weight class lighter.
- **Burden 2:** 10 MP; Upkeep, Direct; Target within 50m must test Strength at +10 or raise the Encumbrance level by one for 1 round.



Pilgrim

Pilgrims are travelers, seekers of truth and enlightenment. They fortify themselves for the road and wilderness with arms, armor and magic, and through wide experience of the world, they become shrewd in commerce and persuasion.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	60
Endurance	40	Wound Thr.	9	Magic	50
Agility	30	Magicka	30	Evasion	30
Intelligence	30	Stamina	3	Observe	40
Willpower	30	Initiative	+9	Stealth	15
Perception	30	Action Pts.	3	Knowledge	60
Personality	30	Speed	10m	Social	50
Morale	40	Size	Std.	Physical	55

Weapons and Armor

Has one of:

- **Steel Shortsword:** 1d6+1; Slashing, Exploit Weakness; Reach 1m, 1H
- **Steel Mace:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H

Also has:

- **Steel Shield:** BR 10 / MR 5; Medium
- **Partial Steel Armor:** 4 AR; Medium

Special Abilities

- **Blessing of the Nine (1 SP):** The Pilgrim gains a +10 to the Pilgrim's next test.
- **Refresh (1 AP + 1 SP):** The Pilgrim recites a short prayer to their patron which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Spells

- **Heal 2:** 5 MP; Caster regains 4 HP
- **Healing Touch 2:** 5 MP; Direct; Target within 1m regains 4 HP
- **Heal Ally 2:** 8 MP; Direct; Target within 50m regains 4 HP
- **Turn Undead 2:** 10 MP; Direct, Attack, Upkeep; Target with the Undead trait within 50m must test Wp +10 to not flee from the caster for 1 round
- **Ward 1:** 3 MP; Does not provoke Attack of Opportunity. Generate shield with 6 Magical and Physical BR. Cannot Power Block.

Priest

Priests tend to the spiritual needs of their communities, and are trained in the healing arts.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	30
Endurance	30	Wound Thr.	9	Magic	55
Agility	30	Magicka	35	Evasion	30
Intelligence	35	Stamina	3	Observe	40
Willpower	35	Initiative	+9	Stealth	15
Perception	30	Action Pts.	3	Knowledge	75
Personality	40	Speed	9m	Social	70
Morale	35	Size	Std.	Physical	30

Special Abilities

- **Sermon (1 SP):** The Priest makes a Social test. If successful a targeted ally can reroll their next failed roll.
- **Refresh (1 AP + 1 SP):** The Priest recites a short prayer to their patron which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Spells

- **Heal 2:** 5 MP; Caster regains 4 HP
- **Healing Touch 2:** 5 MP; Direct; Target within 1m regains 4 HP
- **Heal Ally 2:** 8 MP; Direct; Target within 50m regains 4 HP
- **Turn Undead 2:** 10 MP; Direct, Attack, Upkeep; Target with the Undead trait within 50m must test Wp +10 to not flee from the caster for 1 round
- **Curing Touch 2:** 7 MP; Direct; Removes common Disease from target within 1m.



Rangers

Archer

An expert marksman, making a living with bow and arrow in various professions.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	15	Combat	75
Endurance	30	Wound Thr.	10	Magic	-
Agility	45	Magicka	30	Evasion	55
Intelligence	30	Stamina	3	Observe	75
Willpower	30	Initiative	+11	Stealth	65
Perception	45	Action Pts.	3	Knowledge	40
Personality	30	Speed	12m	Social	40
Morale	40	Size	Std.	Physical	65

Weapons and Armor

Has one of:

- **Steel Longsword:** 1d8(1d10)+1; Slashing; Reach 2m, 1.5H
- **Steel Dagger:** 1d4+1; Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H

Additionally, may have one of:

- **Wood Shortbow:** 1d6; (20/100/200)m Range; Reload (1); 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)
- **Wood Longbow:** 1d8; (10/150/250)m Range; Reload (2); 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)

Also has:

- **Leather Armor:** AR 1 / Fire 1; Light, Partial

Special Abilities

- **Aimed Shot (2 SP):** The Archer may add their Perception bonus to the damage of their next aimed ranged attack. If this attack has stacked the maximum amount of aim bonuses (+30), they double their Perception bonus.

Traits

- **Rapid Reload:** Reduce Reload trait by 1.
- **Eye of Vengeance:** Treat target's WT as being 1 lower when resolving ranged attacks.
- **Precise:** The Archer can make Precision Strikes without the associated penalty.

Hunter

Hunters track their prey using a guile and precision honed by their experience with previous prey. Many make their living by selling the spoils of their quarries, like hide, meat, and anything they might not be able to make use of.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	15	Combat	75
Endurance	30	Wound Thr.	10	Magic	-
Agility	45	Magicka	30	Evasion	55
Intelligence	30	Stamina	3	Observe	75
Willpower	30	Initiative	+11	Stealth	65
Perception	45	Action Pts.	3	Knowledge	40
Personality	30	Speed	12m	Social	40
Morale	40	Size	Std.	Physical	65

Additional Skills

- **Survival:** 70
- **Profession [Animal Trainer]:** 60

Weapons and Armor

Has one of:

- **Steel Longsword:** 1d8(1d10)+1; Slashing; Reach 2m, 1.5H
- **Steel Dagger:** 1d4+1; Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H

Additionally, may have one of:

- **Wood Shortbow:** 1d6; (20/100/200)m Range; Reload (1); 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)
- **Wood Longbow:** 1d8; (10/150/250)m Range; Reload (2); 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)

Also has:

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

Special Abilities

- **Aimed Shot (2 SP):** The Hunter may add their Perception bonus to the damage of their next aimed ranged attack. If this attack has stacked the maximum amount of aim bonuses (+30), they double their Perception bonus.
- **Expert Tracking (1 SP):** When tracking a target, the Hunter may reroll a failed Stealth test.

Traits

- **Eye of Vengeance:** Treat target's WT as being 1 lower when resolving ranged attacks.
- **Invisible:** Survival tests made to track the character suffer a -20 penalty.
- **Precise:** The Archer can make Precision Strikes without the associated penalty.

Bounty Hunter

A Bounty Hunter specializes in immobilizing a target and bringing them in alive in exchange for a reward with local beneficiaries.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	15	Combat	75
Endurance	30	Wound Thr.	10	Magic	-
Agility	45	Magicka	30	Evasion	55
Intelligence	30	Stamina	3	Observe	75
Willpower	30	Initiative	+11	Stealth	65
Perception	45	Action Pts.	3	Knowledge	40
Personality	30	Speed	12m	Social	40
Morale	40	Size	Std.	Physical	65

Weapons and Armor

Has one of:

- **Steel Longsword:** 1d8(1d10)+1; Slashing; Reach 2m, 1.5H
- **Steel Dagger:** 1d4+1; Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H

Additionally, may have one of:

- **Wood Shortbow:** 1d6; (20/100/200)m Range; Reload (1); 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)
- **Wood Longbow:** 1d8; (10/150/250)m Range; Reload (2); 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)

Also has:

- **Iron Armor:** AR 3; Medium, Partial
- **Bola:** Thrown (5/10/15), Snare, 1H
- **Net:** Thrown (3/4/5), Entangling; Reach 2m, 1H

Special Abilities

- **Aimed Shot (2 SP):** The Bounty Hunter may add their Perception bonus to the damage of their next aimed ranged attack. If this attack has stacked the maximum amount of aim bonuses (+30), they double their Perception bonus.
- **Shackling Shot (1 SP):** The Bounty Hunter's next attack with a bow gains the Snare quality.

Traits

- **Rapid Reload:** Reduce Reload trait by 1.
- **Eye of Vengeance:** Treat target's WT as being 1 lower when resolving ranged attacks.
- **Precise:** The Archer can make Precision Strikes without the associated penalty.



"Scotti turned and aimed the arrow as he had done before. This time, however, he remembered to plant his feet as the archers had done, seven inches apart, knees straight, left leg slightly forward to meet the angle of his right shoulder. He released the last arrow..."

- A Dance in Fire, v5

Rogue

Rogues are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	15	Combat	65
Endurance	30	Wound Thr.	9	Magic	-
Agility	45	Magicka	35	Evasion	75
Intelligence	35	Stamina	3	Observe	70
Willpower	30	Initiative	+11	Stealth	75
Perception	40	Action Pts.	3	Knowledge	55
Personality	45	Speed	11m	Social	65
Morale	40	Size	Std.	Physical	45

Additional Skills

- **Persuade:** 75
- **Deceive:** 75

Weapons and Armor

Has one of:

- **Steel Shortsword:** 1d6+1; Slashing, Exploit Weakness; Reach 1m, 1H
- **Steel Rapier:** 1d6+1; Slashing, Exploit Weakness, Dueling Weapon; Reach 2m, 1H

Also has:

- **Superior Full Leather Armor:** AR 3, Fire 1; Light

Special Abilities

- **Dodging Dash (1 SP):** The Rogue moves rapidly, doubling their Speed for this turn. Additionally, they impose a -20 penalty to all attacks of opportunity made against them.

Traits

- **Assassin Strike:** If the character successfully inflicts damage with an attack (after mitigation) then the target of that attack cannot make an attack of opportunity against the character during that turn.
- **Fleet Footwork:** The rogue moves at normal speed when hidden and can evade as a free action until they fail. Once they fail an evade test after hiding, evading costs the normal 1 AP until they successfully hide again.
- **Charlatan:** May use Deceive in place of Commerce.

Scholar

Scholars are the learned elite. Their studies sometimes take them outside the safety of their universities and into the wilds of Tamriel.

Any Race, Humanoid; Minor; Black Soul (1500)

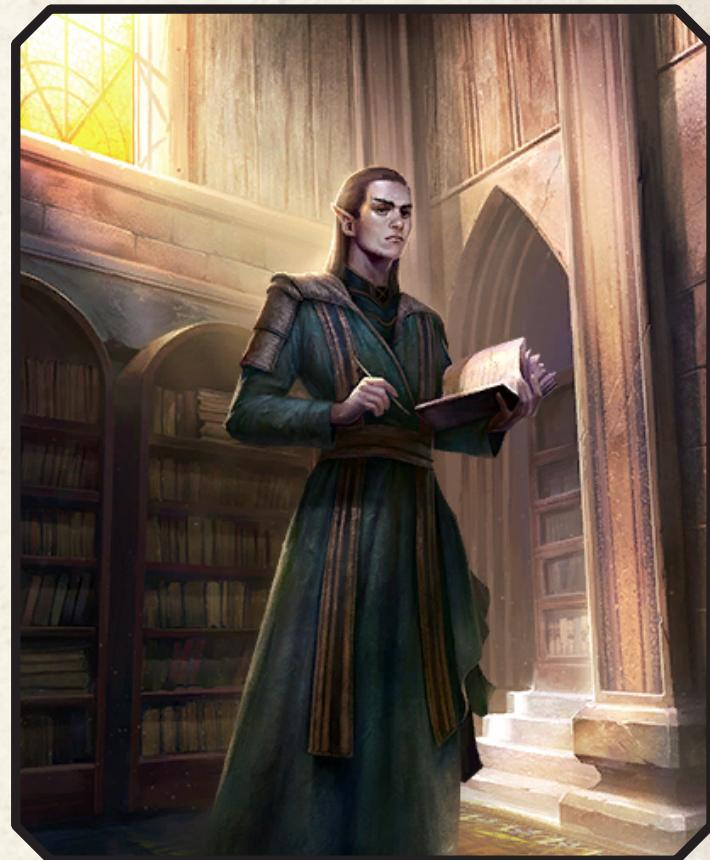
Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	10
Endurance	30	Wound Thr.	9	Magic	-
Agility	30	Magicka	50	Evasion	30
Intelligence	50	Stamina	3	Observe	45
Willpower	30	Initiative	+11	Stealth	15
Perception	35	Action Pts.	3	Knowledge	90
Personality	35	Speed	9m	Social	35
Morale	5	Size	Std.	Physical	30

Additional Skills

- **Investigate:** 80

Traits

- **Big Words:** The character can use the Lore skill in place of the Deceive skill in appropriate situations (GM discretion).
- **Attention to Detail:** The character can use the Investigate skill to oppose attempts to deceive them.



Scout

Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	60
Endurance	40	Wound Thr.	11	Magic	-
Agility	40	Magicka	30	Evade	50
Intelligence	30	Stamina	4	Observe	70
Willpower	30	Initiative	+11	Stealth	70
Perception	40	Action Pts.	3	Knowledge	30
Personality	30	Speed	12m	Social	30
Morale	10	Size	Std.	Physical	70

Additional Skills

- **Athletics:** 80
- **Acrobatics:** 80

Weapons and Armor

- **Wood Shortbow:** 1d6; Reload(1), Range(20/100/200); 2H
 - Includes 12 Iron Splitting or Slashing Arrows
- **Steel Dagger:** 1d4+1; Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H
- **Partial Leather Armor:** 1 AR, Light

Special Abilities

- **Quick Shot (1 SP):** The Scout ignores the -20 ranged shot penalty when Dashing imposed by Guerrilla Tactics.

Traits

- **Guerrilla Tactics:** The Scout moves at their normal speed when hidden, and also reduces Reload by 1. Additionally, they can make a free ranged attack at a -20 penalty when they Dash.



Sorcerer

Though spellcasters by vocation, sorcerers rely most on summoning and enchantments. They are greedy for magic scrolls, rings, armor and weapons, and commanding undead and Daedric servants gratifies their egos.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	70
Endurance	30	Wound Thr.	11	Magic	80
Agility	30	Magicka	50	Evade	30
Intelligence	50	Stamina	3	Observe	45
Willpower	50	Initiative	+11	Stealth	15
Perception	35	Action Pts.	3	Knowledge	70
Personality	30	Speed	9m	Social	40
Morale	60	Size	Std.	Physical	30

Weapons and Armor

- **Partial Steel Armor:** 4 AR, Medium

Special Abilities

- **Oblivion Carapace (1-3 SP):** The Sorcerer immediately summons a full suit of Daedric Armor as Secondary Action. This armor lasts for a number of turns equal to the SP spent up to a maximum of 3.
- **Refresh (1 AP + 1 SP):** The Sorcerer can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Bladecaller:** Slashing, Splitting, and Crushing extra damage values are all 5 on all Bound Weapons.

Spells

- **Conjure [Any Weapon] 4:** 29 MP; Upkeep; [Chosen Weapon] (with ammo) appears in the caster's hands for 1 round. This weapon is not loaded when summoned, but the first reload action AP cost is reduced by 1.
- **Sunder Binding 3:** 7 MP; Direct; Target within 50m with the Summoned trait makes an opposed Wp test vs the caster at +0 or be sent back to the place from whence it came.
- **Conjure [Armor] 3:** 22 MP; Upkeep; Summons Inferior Full Daedric armor of one of the following: both arms, both legs, body, or head.

Spellsword

Spellswords are spellcasting specialists trained to support imperial troops in skirmish and in battle. Veteran spellswords are prized as mercenaries, and well-suited for careers as adventurers and soldiers-of-fortune.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	60
Endurance	40	Wound Thr.	12	Magic	60
Agility	40	Magicka	40	Evade	50
Intelligence	40	Stamina	4	Observe	55
Willpower	40	Initiative	+11	Stealth	20
Perception	35	Action Pts.	3	Knowledge	60
Personality	35	Speed	12m	Social	55
Morale	60	Size	Std.	Physical	70

Weapons and Armor

- **Steel Longsword:** 1d8(1d10)+1; Slashing; Reach 2m, 1H
- **Partial Steel Armor:** AR 4, Medium

Special Abilities

- **Shielding Ward (2 SP):** The Spellsword may activate this ability after casting the Ward spell. This causes the Ward spell to affect up to 2 other creatures within 3m of the Spellsword's choosing. This effect lasts until the end of the Spellsword's next turn or until the Ward breaks.
- **Refresh (1 AP + 1 SP):** The Spellsword can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Spellsword:** Cast magic with 1 hand without penalty.
- **Brawler:** +1 DoS when engaging in melee combat with 2+ opponents.

Spells

- **Ward 3:** 7 MP; Defensive Overload; Does not provoke Attack of Opportunity. Generate shield with 6 Magical and Physical BR. Cannot Power Block.
- **Shield 3:** 9 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 3 HP for physical damage for 1 round. (See original spell for details).
- **Armor 3:** 17 MP; Upkeep, Defensive Overload; Caster gains 3 AR for 1 minute.
- **[Any Type] Bite 3:** 7 MP; 1d8 [type]; Attack, Overload (+WpB to Damage), Melee (1m)
- **[Any Type] Cloak 3:** 11 MP; 1d8 [type]; Upkeep, Overload (+WpB to dmg); Deals 1d8 [type] damage to targets within 1m at the end of the caster's turn.
- **Heal 2:** 5 MP; Caster regains 4 HP
- **Healing Touch 2:** 5 MP; Direct; Target within 1m regains 4 HP



Thief

Profiting from the losses of others is their love. Able to be swift in shadow, and crafty in bartering. Locks are enemies, and lock-picks are their swords.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	20	Combat	45
Endurance	40	Wound Thr.	10	Magic	-
Agility	45	Magicka	35	Evade	65
Intelligence	35	Stamina	4	Observe	70
Willpower	35	Initiative	+11	Stealth	75
Perception	40	Action Pts.	3	Knowledge	45
Personality	40	Speed	11m	Social	50
Morale	35	Size	Std.	Physical	65

Additional Skills

- **Acrobatics:** 75
- **Subterfuge:** 85

Weapons and Armor

- **Wood Shortbow:** 1d6; Reload(1); Range(20/100/200), 2H
 - Includes 12 Steel Splitting or Slashing Arrows (+1 dmg)
- **Steel Shortsword:** 1d6+1; Slashing, Exploit Weakness; Reach 1m, 1H
- **10 Steel Darts:** 1d4+1. Thrown, Small, Range (5/10/15)
- **Partial Leather Armor:** 1 AR / 1 fire, Light

Special Abilities

- **Stash and Slash (1 SP):** After a melee attack that deals damage, as a Free Action, the Thief may roll Subterfuge against the target's Observe in order to grab something that is on the target's person, such as a potion hanging off their belt or a coin pouch. The desired item has to be within reach and not stashed anywhere that would require extensive effort to acquire, such as inside a backpack.
- **Dodging Dash (1 SP):** The Thief moves rapidly, doubling their Speed for this turn. Additionally, they imposes a -20 penalty to all attacks of opportunity made against them.

Traits

- **Ghost:** This character moves at normal speed when hidden.
- **Sneak Attack:** The character deals +3 damage to successful attacks if they were hidden from the target when they made the attack.



"Scotti turned and aimed the arrow as he had done before. This time, however, he remembered to plant his feet as the archers had done, seven inches apart, knees straight, left leg slightly forward to meet the angle of his right shoulder. He released the last arrow..."

- A Dance in Fire, v5

Warrior

Warriors are the professional men-at-arms, soldiers, mercenaries, and adventurers of Tamriel, trained with various weapons and armor styles, conditioned by long marches, and hardened by ambush, skirmish and battle.



Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	23	Combat	75
Endurance	45	Wound Thr.	11	Magic	-
Agility	40	Magicka	30	Evade	50
Intelligence	30	Stamina	4	Observe	55
Willpower	35	Initiative	+10	Stealth	20
Perception	35	Action Pts.	3	Knowledge	30
Personality	30	Speed	12m	Social	40
Morale	65	Size	Std.	Physical	75

Weapons and Armor

Has one of:

- **Steel War Axe:** 1d8+1; Splitting, Unwieldy; Reach 2m, 1H
- **Steel Longsword:** 1d8+1; Slashing, Reach 2m, 1H
- **Steel Mace:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H
- **Steel Spear:** 1d8(1d10); Impaling, Unwieldy; Reach 2m, 1.5H

Also has:

- **Full Steel Armor:** 6 AR; Heavy, Full
- **Steel Shield:** BR 10 / MR 5; Medium

Special Abilities

- **Full Circle Swing (1 AP + 2 SP):** The Warrior swings their weapon in a 360 degree arc around themselves as part of a Primary Melee Attack Action. This strikes all targets in reach. The Warrior rolls once for the attack, but damage is resolved separately against each target.

Traits

- **Brawler:** +1 DoS to Combat tests when engaged in melee with 2+ opponents.
- **Arms Master:** The character never suffers the usual -20 untrained penalty for using weapons not included in one of their Combat Styles.
- **Weapons Prowess:** The Warrior may have any kind of weapon talent appropriate to their specific weapon they are using.

"The Prince's longblade slashed across the Akavir's chest and the sudden, intense pain caused him to drop both his weapons. In a moment, it was over. Savirien-Chorak was prostrate in the dust with the Prince's longsword at his throat."

- 2920, Morning Star

Witchhunter

Witch Hunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks and necromancers.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	18	Combat	65
Endurance	35	Wound Thr.	11	Magic	65
Agility	40	Magicka	40	Evade	60
Intelligence	40	Stamina	3	Observe	70
Willpower	45	Initiative	+12	Stealth	60
Perception	40	Action Pts.	3	Knowledge	60
Personality	25	Speed	12m	Social	35
Morale	65	Size	Std.	Physical	60

Additional Skills

- **Alchemy:** 70

Weapons and Armor

- **Wooden Crossbow:** 1d10, Complex, Reload (2, min 1), Crushing (4), Range (20/100/250)
 - Includes 12 Iron Splitting or Slashing Arrows
- **Steel Shortsword:** 1d6+1; Slashing, Exploit Weakness; Reach 1m, 1H
- **Steel Mace:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H
- **Full Leather Armor:** 3 AR / Fire 1; Medium, Full

Special Abilities

- **Mage Slayer (1 AP):** As a reaction, the Witch Hunter can make an attack against any opponent within their range that casts a spell.
- **Refresh (1 AP + 1 SP):** The Witchunter can drink a potion which either refreshes their MP to full or regain all of the casts for their Spellcaster trait as a Secondary Action.

Traits

- **Occultist' Bane:** The Witch Hunter reduces the Reload trait by 1, and gains +1 DoS when in melee with 1 opponent. Lastly, during a dash action, they may make a free ranged attack with a -20 penalty to the roll.
- **Favored Enemy(The Cursed, Dark Arts Practitioners):** Gains a +10 to any tests made to bring harm to their preferred enemy. Examples include vampires, lycanthropes, witches, warlocks, and necromancers.

Spells

- **Conjure [Any Weapon] 2:** 15 MP; Upkeep; [Chosen Weapon] (with ammo) with the Primitive quality appears in the caster's hands for 1 round. This weapon is not loaded when summoned, but the first reload action AP cost is reduced by 1.
 - **Dispel 2:** 9 MP; Remove all magical effects from any source of level 2 or lower from the caster. Constant enchantments reactivate after 1d4 rounds.
 - **Reflect 2:** 7 MP; Upkeep; If the caster would be hit by a spell, roll a d10. If the result is 2 or lower, resolve the spell against the original caster. Lasts 1 round.
- Summon Daedra spells for the following. Each spell has Upkeep, see original spell for details.
- **Daedrat:** 7 MP; Upkeep, Mindlock(1)
 - **Scamp:** 8 MP; Upkeep, Mindlock (1)
 - **Banekin:** 9 MP; Upkeep, Mindlock (1)
 - **Hell Hound:** 12 MP; Upkeep, Mindlock (1)
 - **Clannfear:** 13 MP; Upkeep, Mindlock (1)
 - **Flame Atronach:** 16 MP; Upkeep, Mindlock (2)



Slave

Slaves are found throughout Tamriel, though the Empire has outlawed slavery in most provinces.

Any Race, Humanoid; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	18	Combat	30
Endurance	35	Wound Thr.	9	Magic	-
Agility	30	Magicka	25	Evade	30
Intelligence	25	Stamina	3	Observe	40
Willpower	25	Initiative	+8	Stealth	15
Perception	30	Action Pts.	3	Knowledge	35
Personality	25	Speed	9m	Social	25
Morale	5	Size	Std.	Physical	60

Additional Skills

- Profession [Any]: 70

Weapons and Armor

Any combination of:

- **Pickaxe:** 1d4; Splitting; 2H
- **Woodsmen's axe:** 1d4; Splitting; 2H
- **Shackles:** While wearing these, Encumbrance level is always 1 level higher and Combat Style is TN is lowered by 10
- **Enchanted Shackles:** While wearing these, Encumbrance level is always 1 level higher and Combat Style TN is lowered by 10, Constant drain Magicka 10pts/round.

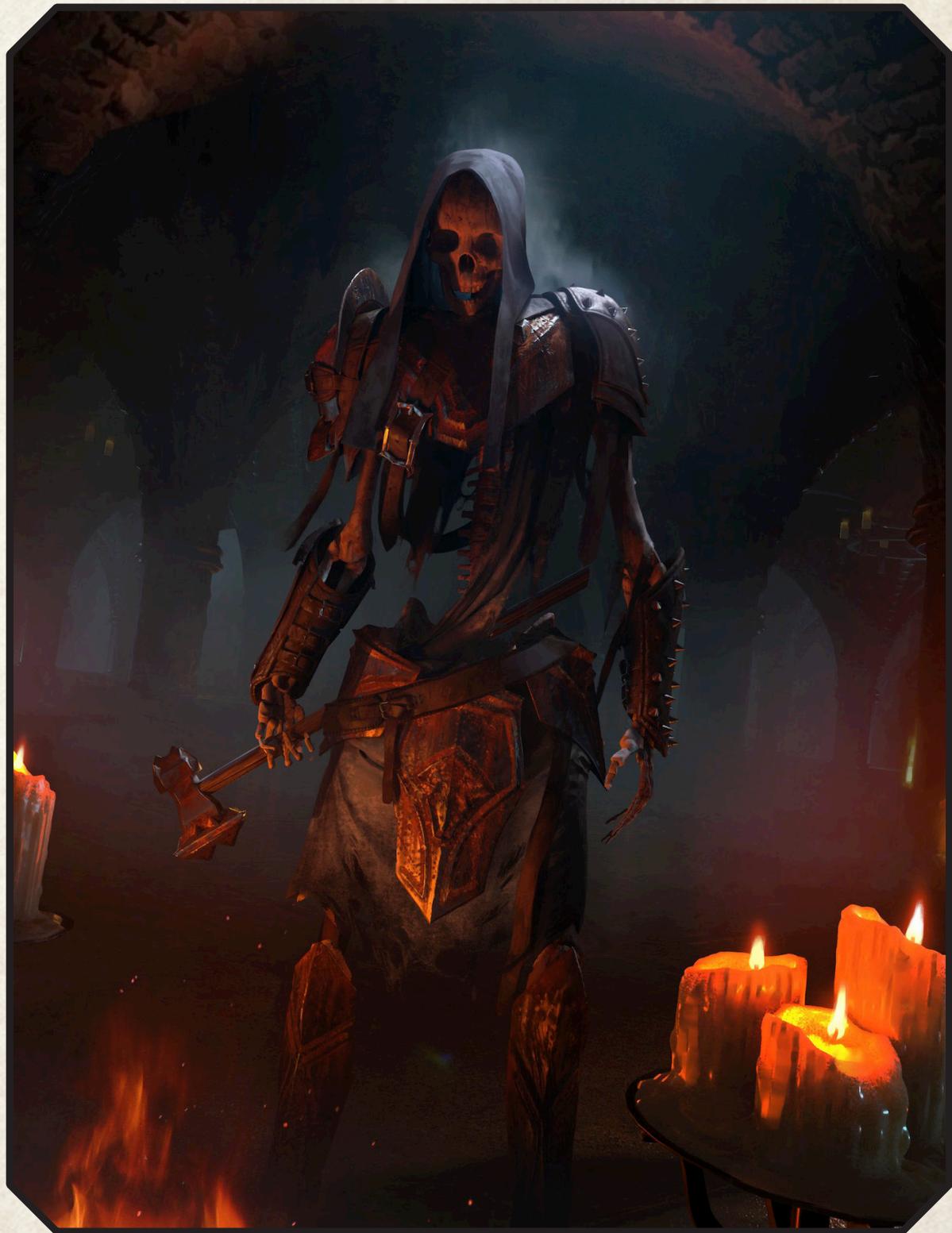
"It is the right and duty of all sentient beings to be masters of their own fate, to live or die according to their own wishes.

Slavery is a foul practice that takes this choice from those bound under its terrible yoke, transferring their decision-making capacity to the owner. This is neither fair nor right, and should be resisted as violently as possible, everywhere and at all times. Anyone who stands idly by and lets another be enslaved is no better than the one who cracks the whip."

- A Free Argonian's Manifesto



Chapter 4: Undead



Bonelords

Bonelord

A four armed revenant, purposefully assembled from the bones of the sacred dead. They are often found protecting the ancestral tombs of Morrowind.

Bonelord, Undead; Average; White Soul (400)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	23	Combat	40
Endurance	45	Wound Thr.	11	Magic	60
Agility	35	Magicka	30	Evasion	20
Intelligence	30	Stamina	4	Observe	30
Willpower	40	Initiative	+7	Stealth	20
Perception	20	Action Pts.	3	Knowledge	30
Personality	5	Speed	9m	Social	-
Morale	55	Size	Std.	Physical	30

Weapons and Armor

- **Skeletal Claws:** 1d8; Slashing; Reach 1m

May also have:

- **Paired Ritual Daggers:** 1d4+1; Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H; wields one in each hand

Special Abilities

- **Bladestorm (1 SP):** As part of a melee weapon attack, a Bonelord can strike up to three targets in Reach as a single action. This counts as a single attack.
- **Refresh Spells (1 SP):** The Bonelord can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.

"The agility and fighting ability of the animated remains may depend on the abilities of the revenant's former life, and may therefore be weak or strong, or more or less capable with weapons and shields. Fortunately, enchanted weapons are not needed to destroy skeletons. An exception is the bonelord, a peculiar form of revenant that seems to derive its powers more from its spirit energies than from the substance of its skeletal remains. Bonelords are very powerful, and very dangerous. Normal weapons do not affect them."

- Legions of the Dead

Traits

- **Skeletal**
- **Undead**
- **Ancestor's Wrath:** Any time the Bonelord spends an AP to perform an action, it can resolve a second action afterwards for free. Additionally, a Bonelord can make up to 4 attacks per round.
- **Diseased (+20):** If this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +20 or contract a Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.
- **Immunity (Normal Weapons)**
- **Resistance (Frost, Shock, 4)**

Spells

- **Fire Bite 2:** 5 MP, 1d6 Fire, M Attack (1m), Overload (+WB to Dmg)
- **Fire Bite 3:** 7 MP, 1d8 Fire, M Attack (1m), Overload (+WB to Dmg)
- **Ward 3:** 7 MP; Defensive Overload; Does not provoke Attack of Opportunity. Generate shield with 6 Magical and Physical BR. Cannot Power Block.
- **Fatigue 3:** 10 MP, +0 Endurance, Fail, Lose 1 SP.

Encountering Bonelords

Bonelords are complex undead constructs created by Dunmer priests and sorcerers, using sacred rites to raise holy servants to guard the ancestral tombs and burial grounds of their people.

Creating a bonelord is a great deal of work, and requires multiple intact skeletons, which are combined to create a multi-armed monstrosity that attacks with unrivaled speed and ferocity, and is imbued with basic spells.

Bonelords patrol their stations for the entirety of their existence; when first created, bonelords are bound to a sacred location forever, which is often also the site of their fabrication. Nothing, not even the commanding will of their creator can remove a bonelord from their post. Once given a charge, they will defend it for time unending.

Loot

- A Bonelord carries simple talismans and sacred chimes, worth d10 drakes.
- On a +0 Alchemy test over a Short Rest, a character can harvest and powder DoS doses of the Bonelord's sacred bonemeal, which are Very Rare Alteration ingredients.

Ancient Bonelord

These four-armed revenants are imbued with powerful magics that have allowed them to serve as the guardians of Dunmer ancestral tombs beyond living memory.

Bonelord, Undead; Major; White Soul (500)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	40	Combat	40
Endurance	80	Wound Thr.	15	Magic	80
Agility	35	Magicka	30	Evasion	20
Intelligence	30	Stamina	8	Observe	30
Willpower	40	Initiative	+7	Stealth	20
Perception	20	Action Pts.	3	Knowledge	30
Personality	5	Speed	9m	Social	-
Morale	75	Size	Std.	Physical	30

Weapons and Armor

- **Skeletal Claws:** 1d8; Slashing; Reach 1m

May also have:

- **Paired Ritual Daggers:** 1d4+1; Slashing, Exploit Weakness, Thrown (5/10/15), Small; Reach 1m, 1H; wields one in each hand

Special Abilities

- **Bladestorm (1 SP):** As part of a melee weapon attack, a Bonelord can strike up to three targets in Reach as a single action. This counts as a single attack.
- **Refresh Spells (1 SP):** The Bonelord can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.

Traits

- **Skeletal**
- **Undead**
- **Ancient Fury:** Any time the Ancient Bonelord spends an AP to perform an action, it can resolve a second and third action afterwards for free. Additionally, a Bonelord can make up to 6 attacks per round.
- **Diseased (+20):** Undead with this trait are diseased, and if this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +20 or contract a Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.
- **Immunity (Normal Weapons)**
- **Resistance (Frost, Shock, 4)**

Spells

- **Fire Bite 2:** 5 MP; 1d6 Fire; M Attack (1m), Overload (+WB to Dmg)
- **Fire Bite 3:** 7 MP; 1d8 Fire; M Attack (1m), Overload (+WB to Dmg)
- **Ward 3:** 7 MP; Defensive Overload; Does not provoke Attack of Opportunity. Generate shield with 6 Magical and Physical BR. Cannot Power Block.
- **Fatigue 3:** 10 MP; +0 Endurance, Fail, Lose 1 SP.

Encountering Ancient Bonelords

Ancient Bonelords were created in ages long past by powerful Dunmer priests and sorcerers, principally to guard the tombs of the most sacred and revered dead.

The knowledge of how to make these powerful undead constructs has been lost to time, however this does not stop Ancient Bonelords from carrying out their sacred duties. Ancient Bonelords will patrol the halls of their tombs for their entire existence, falling upon intruders with speed and ferocity unmatched by even the most terrible beasts.

Loot

- An Ancient Bonelord carries simple talismans and sacred chimes, worth d10 drakes.
- On a +0 Alchemy test over a Short Rest, a character can harvest and powder DoS doses of the Bonelord's sacred bonemeal, which are Very Rare Alteration ingredients.



Bonewalkers

Bonewalker

Bonewalkers are hulking, zombie like revenants that can inflict powerful curses. They typically guard tombs.

Bonewalker; Undead; Average; White Soul (300)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	35	Combat	60
Endurance	50	Wound Thr.	13	Magic	60
Agility	30	Magicka	35	Evade	30
Intelligence	30	Stamina	5	Observe	20
Willpower	40	Initiative	+8	Stealth	10
Perception	20	Action Pts.	3	Knowledge	-
Personality	5	Speed	5m	Social	-
Morale	45	Size	Std.	Physical	60

Weapons and Armor

- **Rending Claws:** 1d4; Splitting; Reach 1m
- **Natural Toughness (2)**

Special Abilities

- **Paralyzing Touch (1 AP + 2 SP):** The Bonewalker magically paralyzes a target within 1m as an attack. The target can attempt to resist Paralysis with a -20 Willpower test.
- **Drain Strength / Endurance (1 AP + 1 SP):** The Bonewalker targets a creature within 50m and magically drains either their Strength or Endurance as an attack. The target suffers a -10 on all tests that use the afflicted Characteristic for 1 minute, and the bonewalker gains a +10 on all tests that use the afflicted Characteristic for the same amount of time. This effect is cumulative. The target can attempt to resist the Drain with a -20 Willpower test.



Traits

- **Undead**
- **Diseased (+20):** If this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +20 or contract a Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Grabbing:** A Bonewalker's successful melee attacks automatically initiate a Grapple with the target.
- **Resistance (Frost, Shock, 2):** Characters with this trait are resistant to Shock and Frost Damage. They reduce damage of Shock and Frost by 2 after any other mitigation and gain a +20 bonus to tests made to resist non-damaging Shock and Frost effects.
- **Spiked Hide:** Any creature Grappling or Grappled by a Bonewalker take d4 damage on their turn that ignores armor.

Encountering Bonewalkers

Bonewalkers are found guarding tombs in Morrowind and may be summoned by magicians. The bonewalker inspires dread through the terrible curses it can lay.

Large and heavily altered compared to the typical undead construct, Bonewalkers are revenant ancestors of Dunmer who guard the hallowed burial grounds and are created from the sacred dead to watch over their hallowed ground. The bonewalker attacks with infectious claws and magics that allow them to drain their foes of their strength and endurance.

These traits mean that Bonewalkers make for a deadly foe, and a welcome ally in the right circumstances.

Loot

- On a +10 Alchemy test over a Short Rest, a character can harvest and powder DoS doses of the bonewalker's bonemeal, which are Common Alteration ingredients.
- On a +0 Alchemy test over a Short Rest, a character can harvest and preserve a sample of Mort Flesh, which is an Uncommon Destruction ingredient. If the character fails this test, they instead contract Common Disease.

Greater Bonewalker

Stronger and more deadly than typical Bonewalkers, these bulking undead abominations can cripple a foes abilities and levy extremely deleterious curses upon them.

Bonewalker, Undead; Average; White Soul (400)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	45	Combat	60
Endurance	50	Wound Thr.	15	Magic	60
Agility	30	Magicka	35	Evasion	30
Intelligence	30	Stamina	5	Observe	20
Willpower	40	Initiative	+8	Stealth	10
Perception	20	Action Pts.	3	Knowledge	-
Personality	5	Speed	5m	Social	-
Morale	65	Size	Std.	Physical	60

Weapons and Armor

- **Rending Claws:** 1d4; Splitting; Reach 1m
- **Natural Toughness (2)**

Special Abilities

- **Paralyzing Touch (1 AP + 2 SP):** The Greater Bonewalker magically paralyzes a target within 1m as an attack. The target can attempt to resist Paralysis with a -20 Willpower test.
- **Curse of the Ancients (1 AP + 1 SP):** The Greater Bonewalker targets a creature within 50m and magically drains either their Strength or Endurance as an attack. The target suffers a -10 on all tests that use the afflicted Characteristic, and the bonewalker gains a +10 on all tests that use the afflicted Characteristic. This effect is cumulative. The target can attempt to resist the Drain with a -20 Willpower test. This affect can only be removed by a level 4 or greater Dispel effect.

Traits

- **Undead**
- **Diseased (+20):** If this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +20 or contract a Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Grabbing:** A Bonewalker's successful melee attacks automatically initiate a Grapple with the target.
- **Resistance (Frost, Shock, 2):** Characters with this trait are resistant to Shock and Frost Damage. They reduce damage of Shock and Frost by 2 after any other mitigation and gain a +20 bonus to tests made to resist non-damaging Shock and Frost effects.
- **Spiked Hide:** Any creature Grappling or Grappled by a Bonewalker take d4 damage on their turn that ignores armor.

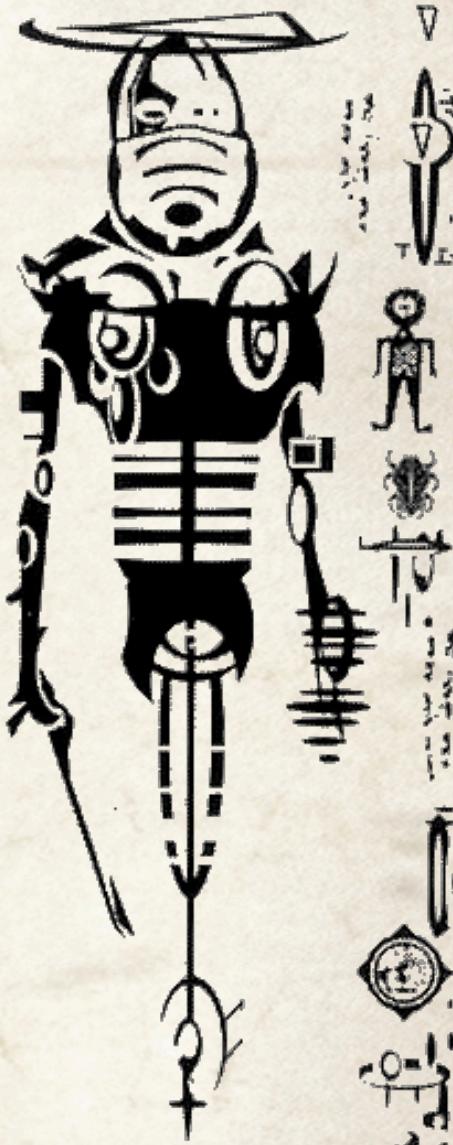
Encountering Greater Bonewalkers

Greater Bonewalkers are a stronger, sturdier cousins of their more common counterpart. Their magical might can cripple victims, stunting their physical capabilities outright rather than merely sapping them temporarily. Unlike the curses of the lesser Bonewalker, the greater Bonewalker's curses are permanent until dispelled by a skilled healer.

These foul undead are typically found guarding the tombs of particularly powerful or influential Dunmer houses, however those skilled in necromancy are known to summon them to serve their profane wills.

Loot

- On a +10 Alchemy test over a Short Rest, a character can harvest and powder DoS doses of the bonewalker's bonemeal, which are Common Alteration ingredients.
- On a +0 Alchemy test over a Short Rest, a character can harvest and preserve a sample of Mort Flesh, which is an Uncommon Destruction ingredient. If the character fails this test, they instead contract Common Disease.



Bonewolf

"Foul beasts, not of this earth. These are creatures brought into existence by black magic. They are a mockery of the true and good wolves that roam this land." – A Skaal

Undead; Minor; White Soul (120)

Characteristics		Attributes		Skills	
Strength	25	Hit Points	13	Combat	50
Endurance	25	Wound Thr.	6	Magic	-
Agility	40	Magicka	10	Evasion	50
Intelligence	10	Stamina	2	Observe	50
Willpower	20	Initiative	+8	Stealth	50
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	10m	Social	-
Morale	60	Size	Small	Physical	35

Weapons and Armor

- **Bite:** 1d6; Slashing; Reach 1m

Special Abilities

- **Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.

Traits

- **Skeletal**
- **Undead**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Diseased (+20):** If this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +20 or contract a Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Quadruped**
- **Teamwork:** The character adds a bonus degree of success to any successful Combat Style tests made to attack or defend against opponents in melee range as long as that opponent is also within melee range of an ally who also has this talent.
- **Unrelenting:** Enemies within melee range of the character cannot take the disengage action.

Encountering Bonewolves

Bonewolves are the reanimated skeletons of wolves. Beyond the obvious undead features Bonewolves are rather similar to their previous living forms, as such most strategies used in fighting wolves can be used against bonewolves as well.

Bonewolves retain much of the cunning they had in life, and attack in violent packs, unfettered by notions of self preservation, driven on by an insatiable hunger for flesh. They will attack as a pack, strategically crippling and dragging superior foes to the ground with numbers, wit, and ferocity.

Bonewolves can be encountered in and around the lairs of potent and clever necromancers, wise enough to create the bonewolves as a first line of security. Bonewolves will typically patrol the region immediately surrounding their master's lair, which they consider their den, and treat much as a wolf would be expected to treat their own territory. As such, they become violently territorial and will attack on sight, and will hound their prey for miles, restlessly.

A necromancer will also use bonewolves as a means to hunt for food to provide the necromancer with much needed sustenance; while the areas of meat immediately in contact with the bonewolves' jaws will certainly necrotize and spoil, the rest of the flesh is salvageable, and provides a necromancer with a reliable food supply that they doesn't need to lift a finger to acquire.

Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.



Death Hound

Death Hounds are monstrous, undead canines who can often be found in the company of vampires.

Undead; Minor; White Soul (150)

Characteristics		Attributes		Skills	
Strength	25	Hit Points	15	Combat	60
Endurance	30	Wound Thr.	7	Magic	-
Agility	40	Magicka	10	Evasion	40
Intelligence	10	Stamina	3	Observe	50
Willpower	20	Initiative	+8	Stealth	40
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	10m	Social	-
Morale	75	Size	Std.	Physical	30

Weapons and Armor

- **Chilling Bite:** 1d6 Frost; Slashing; Reach 1m

Special Abilities

- **Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.
- **Grave Fang (1 SP):** After dealing damage with a Chilling Bite, a Death Hound can spend an SP to immediately drain 1 SP from the target.

Traits

- **Undead**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Diseased (+0, Sanguinare Vampiris):** If this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +0 or contract Sanguinare Vampiris.
- **Dark Sight**
- **Quadruped**
- **Teamwork:** The character adds a bonus degree of success to any successful Combat Style tests made to attack or defend against opponents in melee range as long as that opponent is also within melee range of an ally who also has this talent.
- **Unrelenting:** Enemies within melee range of the character cannot take the disengage action.

Encountering Death Hounds

Death Hounds are a type of undead canine found across Tamriel as guard dogs for those who engage in black magic. Vampires seem to be especially fond of using Death Hounds as companions.

With its large, bright red eyes, jet-black skin and impressive teeth, the Death Hound makes for an intimidating guard dog, which makes it a popular choice for many aspiring necromancers and vampires.

It is unknown to scholarly sources how Death Hounds came into existence, but it is strongly theorized that they are dogs that have been conventionally infected with a canine-strain of Sanguinare Vampiris, or a similar version of vampirism.

The Death Hound's bite is reputedly extremely chilling, and causes flash-frostbite which blackens and brittles the flesh.

Loot

- On a +0 Survival test, a character can remove the Death Hound's hide, worth 20 drakes, over the course of a Short Rest. If the character fails this test, the hide is spoiled, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a Death Hound hide into one piece of Full Death Hound Hide armor. Death Hound Hide armor is exactly the same as regular Hide.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of Death Hound meat, which will spoil within a day if not properly preserved. A character must test Endurance +20 when consuming Death Hound meat or else take 1 Frost damage that ignores resistances.



Draugr

Draugr Thrall

Draugr are a form of Nord dead found in Skyrim and Solstheim. Buried alive with their masters, they exist in a state between life and death endlessly performing their ancient rites.

Draugr, Undead; Minor; White Soul (150)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	20	Combat	65
Endurance	40	Wound Thr.	10	Magic	25
Agility	30	Magicka	10	Evide	30
Intelligence	10	Stamina	4	Observe	50
Willpower	25	Initiative	+7	Stealth	30
Perception	30	Action Pts.	3	Knowledge	10
Personality	5	Speed	10m	Social	5
Morale	45	Size	Std.	Physical	65

Weapons and Armor

Has one of:

- **Ancient Nord War Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 1H
- **Ancient Nord Broadsword:** 1d8; Slashing; Reach 2m, 1H
- **Ancient Nord Mace:** 1d8; Crushing, Unwieldy; Reach 2m, 1H
- **Ancient Nord Spear:** 1d8(1d10); Impaling, Unwieldy; Reach 2-3m, 1.5H
- **Ancient Nord Great Axe:** 1d12; Splitting, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H
- **Ancient Nord Maul:** 1d12; Crushing, Unwieldy, Shield Splitter, Concussive; Reach 2m, 2H
- **Ancient Nord Greatsword:** 1d12; Slashing, Concussive; Reach 3m, 2H
- **Ancient Nord Shortbow:** 1d6; Reload(1), Range (20/100/200); 2H
 - Includes 24 Ancient Nord Splitting or Slashing Arrows

Additionally, may have one of:

- **Partial Ancient Nord Armor:** AR 3 / Frost 1; Medium
- **Full Ancient Nord Armor:** AR 4 / Frost 1; Medium

Also may have:

- **Ancient Nord Shield:** BR 9 / MR 5 (Frost 6); Medium

Traits

- **Undead**
- **Resistance (Frost, 2)**



Encountering Draugr Thrall

Draugr are the shriveled, restless husks of ancient Nords, dating back to the age when the Dragon Cult ruled over Skyrim. Brought to undeath by the dark magicks of the Dragon Priests, Draugr guard the tombs of their lords and masters for eternity.

Draugr can be found guarding ancient Nordic ruins, including haunted barrows, sunken cities, and sprawling temples. Draugr are bound to the will of their Lord, and by extension the Dragon Priests, and will follow their leadership without question or complaint. They have been given everlasting life of questionable quality by their masters, and continue to serve them in their undeath.

Draugr typically patrol their burial grounds, or the areas immediately around them, either alone or in small groups. They typically lack the drive or motive to attack settlements, but under the command of a Draugr Lord they may become a roaming, aggressive force that needs no food, rest, or medicine.

When encountered in their burial grounds, Draugr will fight ferociously, but will also not hesitate to retreat to better positions, or go to warn the rest of the undead garrison.

Draugr are intelligent undead, and as such can plan and strategize, though their greater faculties have mostly been drained away over the centuries, leaving them primitive and easily fooled. However, in the presence of a greater Draugr, even the lowest thralls of the Dragons become something to be feared.

Loot

- A group of Draugr often carry treasures worth a number of rolls on the Treasure Table determined by the GM.
- A character can harvest a Draugr's tongue, which is a Common Destruction ingredient.

Draugr Wight

Draugr Wights are undead minions of the Dragon Cult who were skilled warriors in life. In death, they continue to serve their masters without question or hesitation.

Draugr, Undead; Minor; White Soul (200)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	30	Combat	65
Endurance	40	Wound Thr.	14	Magic	25
Agility	30	Magicka	10	Evasion	30
Intelligence	10	Stamina	4	Observe	50
Willpower	25	Initiative	+7	Stealth	30
Perception	30	Action Pts.	3	Knowledge	10
Personality	5	Speed	10m	Social	5
Morale	45	Size	Std.	Physical	65

Weapons and Armor

- Natural Toughness (2)

Has one of:

- **Ancient Nord War Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 1H
- **Ancient Nord Broadsword:** 1d8; Slashing; Reach 2m, 1H
- **Ancient Nord Mace:** 1d8; Crushing, Unwieldy; Reach 2m, 1H
- **Ancient Nord Spear:** 1d8(1d10); Impaling, Unwieldy; Reach 2-3m, 1.5H
- **Ancient Nord Great Axe:** 1d12; Splitting, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H
- **Ancient Nord Maul:** 1d12; Crushing, Unwieldy, Shield Splitter, Concussive; Reach 2m, 2H
- **Ancient Nord Greatsword:** 1d12; Slashing, Concussive; Reach 3m, 2H
- **Ancient Nord Shortbow:** 1d6; Reload(1), Range (20/100/200); 2H
 - Includes 24 Ancient Nord Splitting or Slashing Arrows

Additionally, may have one of:

- **Partial Ancient Nord Armor:** AR 3 / Frost 1; Medium
- **Full Ancient Nord Armor:** AR 4 / Frost 1; Medium

Also may have:

- **Ancient Nord Shield:** BR 9 / MR 5 (Frost 6); Medium

Special Abilities

- **Cleave (1 SP):** As part of a melee attack with a two handed weapon, a Draugr Wight can strike up to three targets in Reach as a single action. Roll once for the attack.

Traits

- **Undead**
- **Resistance (Frost, 2)**

Encountering Draugr Wights

Draugr Wights are stronger and more resilient undead servants of the Dragon Cult than the more common Thrall. Much like other Draugr, Wights can be found endlessly patrolling the tombs of their lords in search of intruders and grave robbers.

Wights can often be found leading small groups of Thrall, typically under the command of a Draugr Lord, and will follow their orders without hesitation. While countless centuries of undeath have drained their faculties, Wights are not mindless. They make use of simple tactics when in battle and will even retreat to warn others of their kind should a foe prove powerful enough.

Loot

- A group of Draugr often carry treasures worth a number of rolls on the Treasure Table determined by the GM.
- A character can harvest a Draugr's tongue, which is a Common Destruction ingredient.



Draugr Scourge

Draugr Scourges are the nordic revenants of fallen heroes of the Dragon Cult, and all have a simple grasp of the Thu'um.

Draugr, Undead; Average; White Soul (350)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	25	Combat	75
Endurance	50	Wound Thr.	13	Magic	65
Agility	30	Magicka	20	Evasion	40
Intelligence	20	Stamina	5	Observe	60
Willpower	45	Initiative	+8	Stealth	30
Perception	30	Action Pts.	3	Knowledge	20
Personality	5	Speed	10m	Social	5
Morale	55	Size	Std.	Physical	75

Weapons and Armor

Has one of:

- **Paired Ancient Nord Hero's War Axes:** 1d8+1; Splitting, Unwieldy, Magic; Reach 2m, 1H; wields one in each hand
- **Ancient Nord Hero's Great Axe:** 1d12+1; Splitting, Unwieldy, Shield Splitter, Concussive, Magic; Reach 3m, 2H
- **Ancient Nord Hero's Greatsword:** 1d12+1; Slashing, Concussive, Magic; Reach 3m, 2H

Additionally, may have:

- **Full Ancient Nord Hero Armor:** AR 6 / Frost 1; Medium

Special Abilities

- **Cleave (1 SP):** As part of a melee attack with a two handed weapon, a Draugr Scourge can strike up to three targets in Reach as a single action. Roll once for the attack.
- **Riposte (1 SP):** After successfully parrying while using a pair of one handed weapons, the Draugr Scourge can immediately make a free Attack against the target they parried, as long as the target is in Reach.
- **Dragon Tongue (1 AP + 1 SP):** Can use an Primary Action to Shout. The Draugr knows the words of the shouts below. Test magic at the indicated difficulty:

- **Disarm:**
 - **Zun (+0):** All characters within a 15m cone in front of the character must make an Agility test or drop any weapons and/or shields they're holding.
- **Frost Breath:**
 - **Fo (+0):** Deals 1d8 frost damage to all targets within a 10m cone in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.
- **Unrelenting Force:**
 - **Fus (-10):** Dazes all targets within a 3m wide, 15m long beam for one round. Counts as a ranged, area of effect attack for the purposes of evasion.

Traits

- **Undead**
- **Resistance (Frost, 2)**
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.

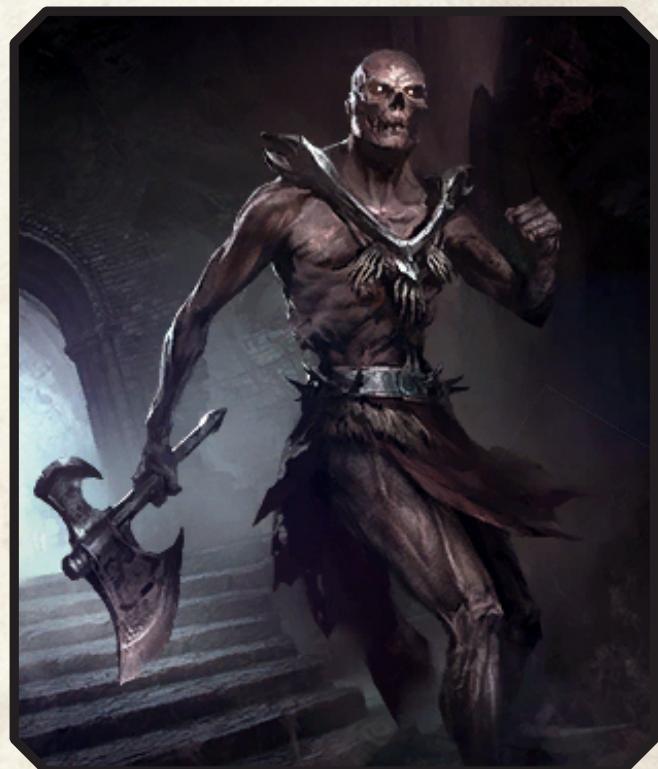
Encountering Draugr Scourges

Draugr Scourges dwell amongst the Draugr, standing head and shoulders above their lesser peers. During the time of the Dragon Cult, the gifted children of cultists were indoctrinated into the cult and taught the powers of the Thu'um by their Dovah masters. Draugr Scourges simply represent all manner of such greater Draugr, who retain the mystical knowledge of the past.

Draugr Scourges can be encountered amongst normal Draugr, often leading a small warband and using the prestige and clout they had in life to seize a sort of basic leadership role in battle. A Draugr Scourge is a champion of melee combat, and a practitioner of the Thu'um, making them a deadly opponent to an unprepared adventurer. A Draugr Scourge excels at both dueling and fighting against groups, and is comfortable using a diverse set of weapons for different jobs. They can be thought of as being champion level Draugr, more than an even match for a heroic character.

Loot

- A group of Draugr often carry treasures worth a number of rolls on the Treasure Table determined by the GM.
- A character can harvest a Draugr's tongue, which is a Common Destruction ingredient.



Draugr Wight Lord

Draugr Wight Lords were warriors of great renown in life, now eternally serving the will of their masters in death.

Draugr, Undead; Average; White Soul (500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	25	Combat	75
Endurance	50	Wound Thr.	13	Magic	65
Agility	30	Magicka	20	Evasion	40
Intelligence	20	Stamina	5	Observe	60
Willpower	45	Initiative	+8	Stealth	30
Perception	30	Action Pts.	3	Knowledge	20
Personality	5	Speed	10m	Social	5
Morale	55	Size	Std.	Physical	75

Weapons and Armor

Has one of:

- **Paired Ancient Nord Lord's Warhammers:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H; wields one in each hand
- **Ancient Nord Lord's Great Axe:** 1d12+1; Splitting, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H
- **Ancient Nord Lord's Broadsword:** 1d8+1; Slashing, Magic; Reach 2m, 1H

Additionally, may have up to two of:

- **Full Ancient Nord Lord's Armor:** AR 8 / Frost 1; Medium, Magic
- **Ancient Nord Shield:** BR 9 / MR 5 (Frost 6); Medium

Special Abilities

- **Cleave (1 SP):** As part of a melee attack with a two handed weapon, a Draugr Wight Lord can strike up to three targets in Reach as a single action. Roll once for the attack.
- **Riposte (1 SP):** After successfully parrying while using a pair of one handed weapons, the Draugr Wight Lord can immediately make a free Attack against the target they parried, as long as the target is in Reach.
- **Command Death (1 AP + 1 SP):** As a Primary Action, the Draugr Wight Lord can spend a Stamina Point to call their Draugr to fight harder. All Draugr within 10m can immediately make an Attack action for free.

Traits

- **Undead**
- **Resistance (Frost, 2)**
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.

Encountering Draugr Wight Lords

Draugr Wight Lords are deadly foes, champions of the Dragon Cult in life and some of their greatest warriors in death. They often serve as leaders to the lesser Draugr, charging into battle against any who would intrude upon their sacred tombs without mercy.

Despite lacking the gift of the Thu'um, a Wight Lord can be a formidable foe on its own. When accompanied by others of its kind, however, they can become a challenge for even the most experienced and well-equipped adventurers.

When not patrolling the halls of their crypts Wight Lords often serve as bodyguards to Deathlords and Dragon Priests, wielding their martial prowess against any who would approach.

Loot

- A group of Draugr often carry treasures worth a number of rolls on the Treasure Table determined by the GM.
- A character can harvest a Draugr's tongue, which is a Common Destruction ingredient.



Draugr Deathlord

Amongst the Dragon Cultists were leaders of great skill and power, some are known now as the Draugr Deathlords. These Deathlords direct their undead brethren and often pose a great threat, especially those who have learned the language of Dragons.

Draugr, Undead; Major; White Soul (800)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	28	Combat	90
Endurance	55	Wound Thr.	15	Magic	80
Agility	40	Magicka	35	Evide	60
Intelligence	35	Stamina	5	Observe	65
Willpower	55	Initiative	+11	Stealth	30
Perception	45	Action Pts.	4	Knowledge	45
Personality	5	Speed	13m	Social	5
Morale	75	Size	Std.	Physical	80

Weapons and Armor

Has one of:

- **Paired Ancient Nord Lord's Warhammers:** 1d8+2; Crushing, Unwieldy; Reach 2m, 1H; wields one in each hand
- **Ancient Nord Lord's Great Axe:** 1d12+2; Splitting, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H
- **Ancient Nord Lord's Broadsword:** 1d8+2; Slashing, Magic; Reach 2m, 1H

Which may have one of these enchantments:

- **Frostbitten:** Deals 4 bonus Frost damage on Strike.
- **Heartdrinker:** The wielder heals up to 4 HP on Strike, limited by the damage of the attack.
- **Mage-Killer:** The target tests a -10 Willpower or is Silenced for two Rounds on Strike.

Additionally, may have two of:

- **Full Ancient Nord Lord's Armor:** AR 8 / Frost 1; Medium, Magic
- **Ancient Nord Shield:** BR 9 / MR 5 (Frost 6); Medium

Traits

- **Undead**
- **Resistance (Frost, 2)**
- **Resistance (Magic, 4)**
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.

Special Abilities

- **Cleave (1 SP):** As part of a melee attack with a two handed weapon, a Draugr Deathlord can strike up to three targets in Reach as a single action. Roll once for the attack.
- **Riposte (1 SP):** After successfully parrying while using a pair of one handed weapons, the Draugr Deathlord can immediately make a free Attack against the target they parried, as long as the target is in Reach.
- **Command Death (1 AP + 1 SP):** As a Primary Action, the Draugr Wight Lord can spend a Stamina Point to call their Draugr to fight harder. All Draugr within 10m can immediately make an Attack action for free.
- **Dragon Tongue (1 AP + 1 SP):** Can use a Primary Action to Shout. The Draugr knows the words of the shouts below. Test magic at the indicated difficulty:
 - **Dismay:**
 - **Faas (-10):** Non-Draugr Characters within 15 meters must make a Panic +0 test.
 - **Ru (-20):** Same as above, except the Draugr Deathlord may choose to either double the range or increase the difficulty of the test by -20.
 - **Frost Breath:**
 - **Fo (+0):** The Draugr Deathlord breathes frost, dealing 1d8 frost damage to all targets within a 10m cone in front of them. Counts as a ranged, area of effect attack for the purposes of evasion.
 - **Krah (-10):** Same as above, except deal 2d8 frost damage.
 - **Unrelenting Force:**
 - **Fus (-10):** The Draugr Deathlord shouts with great force, Dazing all targets within a 3m wide, 15m long beam for one round. Counts as a ranged, area of effect attack for the purposes of evasion.
 - **Ro (-20):** Same as above, except the duration is doubled and the targets are knocked prone.
 - **Fleshrend:**
 - **Sosaal (+10):** Target being within twenty five meters takes 1d8 damage that ignores armor and gains the Bleeding(1) Condition.
 - **Kopraan (-0):** Target being within twenty five meters takes 1d10 slashing damage that ignores armor, and gains the Bleeding(2) Condition.
 - **Slow Time:**
 - **Tiid (-20):** The Draugr Deathlord increases their Maximum Action Points and Maximum Attacks per round limit by one until the end of the character's next turn.
 - **Klo (-30):** Same as above, except the duration becomes 4 rounds.

Encountering Draugr Deathlords

A Draugr Deathlord is a fearsome foe. Both skilled at martial combat and with the use of the Thu'um, a Deathlord is not easily bested. Combined with their ability to muster Draugr to give them bonus attacks, makes fighting a Deathlord in their home turf an absolutely brutal fight. Characters hunting a Draugr Deathlord should take special care to separate him from their retinue, or have a way to quickly deal with them or the Deathlord will overwhelm them with volume of attacks.

The Deathlord has 4 AP, meaning they have a LOT of potential attacks and defenses, and combined with their Slow Time shout, a Deathlord is more than a match for a party of adventurers.

Draugr Deathlords are often found in the deepest part of their ruins, often accompanying or protecting the sarcophagus of their Dragon Priest master, if they have one. Some more ambitious Deathlords occasionally attack settlements, but this hasn't happened in a long time. Because Deathlords are so often on the defensive, they have time to plot out elaborate and cruel defensive strategies, and have often designed their sanctums to be "kill rooms," built for the explicit purpose of absolutely halting any invading forces with extreme force.

Loot

- A group of Draugr often carry treasures worth a number of rolls on the Treasure Table determined by the GM.
- A character can harvest a Draugr's tongue, which is a Common Destruction ingredient.



Dragon Priest

Of all the mortals within the Dragon Cult, the Dragon Priests were undeniably the greatest followers. Trained intensely in the ways of their Masters, with the strongest even earning sacred masks filled with power and status, Dragon Priests are the deadliest creatures within the Nordic Ruins.

Draugr, Undead; Extreme; White Soul (1200)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	28	Combat	60
Endurance	55	Wound Thr.	15	Magic	90
Agility	40	Magicka	50	Evasion	50
Intelligence	50	Stamina	5	Observe	60
Willpower	60	Initiative	+9	Stealth	30
Perception	40	Action Pts.	3	Knowledge	90
Personality	5	Speed	12m	Social	5
Morale	90	Size	Std.	Physical	40

Weapons and Armor

- **Wretched Talons:** 1d6; Slashing, Small, Magic; Reach 1m
May have:
 - **Dragon Priest Staff:** 1d6(1d8)+2; Concussive, Focus, Magic, Innate Spell (*see Special Abilities*); Reach 2m, 1.5H
- Also may have up to two of:
 - **Dragon Priest Robes:** AR 6 / Magic 6; Partial, Heavy, Magic
 - **Full Dragon Priest Mask:** AR 7 / Magic 7; Magic, Light

Special Abilities

- **Consume Thralls (1 AP + 1 SP):** As a Primary Action Dragon Priest can consume the life of any nearby Draugr it chooses within 30m. The consumed Draugr immediately and irreversibly dies, unable to be raised, because its essence has been stripped bare by the Dragon Priest. The Dragon Priest can do this to as many Draugr in range as they wish. The Dragon Priest then gains Temporary Hit points that last until the end of the encounter equal to the remaining HP of the Draugr they consume.
- **Innate Spell (1 AP):** The Dragon Priest's Staff is infused with a spell that can be cast for no Magicka cost, and always succeeds with 1 DoS. It may be infused with one of the following spells:
 - **Fire Bolt 3:** 7 MP; 1d8 Fire; R Attack (100m), Overload (+WB to Dmg)
 - **Frost Bolt 3:** 7 MP; 1d8 Frost; R Attack (100m), Overload (+WB to Dmg)
 - **Shock Bolt 3:** 7 MP; 1d8 Shock; R Attack (100m), Overload (+WB to Dmg)

Traits

- **Undead**
- **Bend Reality:** Can test Magic instead of Physical.
- **Imbued with Magicka:** Does not spend MP to cast spells.
- **Lord of Sorcery:** A Dragon Priest never backfires, and can cast any level of spell without penalty.
- **Master of the Voice:** Can use two word shouts without spending Stamina, can test Endurance at +0 to avoid spending Stamina on three word Shouts.
- **Resistance (Frost, 3)**
- **Resistance (Normal Weapons, 3)**

Encountering Dragon Priests

Dragon Priests are so diverse and characterful, it would be a disservice to rigidly describe them here. Instead, **it is up to GMs to develop their own Dragon Priests**, since if one is included it is likely going to be a major villain for a campaign and deserves special attention.

Dragon Priests are both sorcerers, and Tongues, and combine the use of profane magicks with the reality bending potency of the Thu'um. A Dragon Priest, being a creature of the Merethic Era, **knows as many Shouts as the GM determines appropriate**, up to the full power of the Shout. Additionally, a Dragon Priest is equally proficient in all Schools of magic, and as a result **can take spells from any school**. The GM is encouraged to create a creative and powerful spell list, and really take advantage of the Imbued with Magicka trait to really go crazy with spells. For example, while a Dragon Priest does not innately have the Fly trait, because it is able to cast without spending Magicka it can effectively have a level 7 Levitate at all times.

A party needs to be prepared with sufficient anti magic, because a Dragon Priest has no reason to hold back its awe-inspiring destructive powers, because it is not confined to the mortal understandings of magic. Even if a party somehow negates its sorceries, it still has a very powerful Thu'um to reckon with.

Loot

- GMs should consider the treasure a Dragon Priest has in their sanctum. Additionally, **they should design a unique enchantment for their Mask**.

"Nivahriin muz fent siiv nid aaz het."

- Morokei, Dragon Priest



Ghost

The soul of a dead mortal, trapped on Nirn.

Undead; Minor; White Soul Goo

Characteristics		Attributes		Skills	
Strength	30	Hit Points	18	Combat	50
Endurance	35	Wound Thr.	10	Magic	60
Agility	30	Magicka	35	Evasion	20
Intelligence	35	Stamina	3	Observe	30
Willpower	40	Initiative	+8	Stealth	20
Perception	20	Action Pts.	3	Knowledge	30
Personality	5	Speed	9m	Social	5
Morale	40	Size	Std.	Physical	30

Weapons and Armor

- **Ghostly Touch:** 1d4; Slashing, Magic; Reach 1m

Special Abilities

- **Poltergeist (1 AP + 1 SP):** As a Primary Action the Ghost can immediately gain the Telekinesis 3 trait, extinguish all non magical light within 10m, and force all characters within 10m to test Panic with a -10 penalty.
- **Refresh Spells (1 SP):** The Ghost can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.

Traits

- **Undead**
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Frightening:** At the start of an encounter with a Ghost, all characters must test Panic at +20.
- **Incorporeal:** Has the Flyer (Speed) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.
- **Resistance (Frost, Shock, 4)**
- **Sun Scarred (0):** If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.

Spells

- **Frost Bolt 2:** 6 MP, 1d6 Frost, R Attack (100m), Overload (+WB to Dmg)
- **Frost Bite 3:** 7 MP, 1d8 Frost, M Attack (1m), Overload (+WB to Dmg)
- **Dispel 3:** 13 MP; Remove all magical effects from any source of level 3 or lower from the caster. Constant enchantments reactivate after 1d4 rounds.
- **Fatigue 3:** 10 MP, +0 Endurance, Fail, Lose 1 SP. [Lvl]: Cost; Spell Attributes; Description.

Variant: Ancient Ghost

Special Abilities

- **Vanish (1 SP):** The Ancient Ghost becomes Invisible for d4 Rounds.

Encountering Ghosts

Ghosts are the souls of those who have died and are now trapped within Nirn unable to leave. They can be found manifesting all across Tamriel. Ghost are most often found within ancient tombs or haunting graveyards. That said, they can also be found practically everywhere else either naturally or because of dark necromancies being cast to summon them.

Ghosts that naturally occur are bound to Mundus in ethereal form, often because of some unfinished business that needs attending before the spirit can move on. Usually, a ghost devolves into unending madness, their past life and the business that ties them to Mundus long forgotten and unresolved. The ghost's torment in reality, one foot in and one foot out, is agonizing and ceaseless until they are vanquished by the living, banished into death by force.

This in mind, slaying a ghost that has gone mad is a great and noble service, as it delivers them from the shackles of their endless anguish.

Loot

- A character can test a -10 Alchemy test to gather one dose of Ectoplasm, which is a Very Rare Mysticism ingredient.



Liches

Nether Lich

Weaker and less powerful than other liches, these undead necromancers have become spectral shadows of their former selves.

Lich, Undead; Major; White Soul (900)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	50
Endurance	50	Wound Thr.	10	Magic	75
Agility	40	Magicka	110	Evasion	40
Intelligence	60	Stamina	5	Observe	45
Willpower	55	Initiative	+13	Stealth	20
Perception	35	Action Pts.	3	Knowledge	85
Personality	5	Speed	12m	Social	5
Morale	80	Size	Std.	Physical	40

Weapons and Armor

- **Spectral Claws:** 1d8; Slashing, Magic; Reach 1m

May have:

- **Lich Staff:** 1d6(1d8)+2; Concussive, Focus, Magic, Innate Spell (*see Special Abilities*); Reach 2m, 1.5H

Special Abilities

- **Dark Ceremony (1 AP + 1 SP):** The Lich can raise up to 10 corpses nearby as a Primary Action, using the Zombie profile.
- **Innate Spell (1 AP):** The Lich's Staff is infused with a spell that can be cast for no Magicka cost, and always succeeds with 1 DoS. It may be infused with one of the following spells:
 - **Fire Bolt 3:** 7 MP; 1d8 Fire; R Attack (100m), Overload (+WB to Dmg)
 - **Frost Bolt 3:** 7 MP; 1d8 Frost; R Attack (100m), Overload (+WB to Dmg)
 - **Shock Bolt 3:** 7 MP; 1d8 Shock; R Attack (100m), Overload (+WB to Dmg)

Traits

- **Undead**
- **Bend Reality:** Can test Magic instead of Physical.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Incorporeal:** Has the Flyer (Speed) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.
- **Immunity (Frost)**
- **Resistance (Shock, Normal Weapons, 3)**
- **Telepathy (3):** Characters with this trait can communicate with others telepathically. They are capable of "broadcasting" A full sentence to a maximum number of characters equal to their WB within a number of meters equal to one hundred times their WB. They must have line of sight to the character to whom they are broadcasting, unless the target character has this trait as well. Characters with this trait can make a Perception test as a free action to attempt to locate other characters with this trait within their broadcast range, though this test can be opposed by a Willpower test if a character wishes to remain hidden.
- **Thought Caster:** The character does not need to speak or have hands free in order to cast spells.

Encountering Nether Liches

Nether Liches are weaker than other varieties of Lich, often appearing spectral when compared to others of their kind. The reason for this incorporeal form can vary; perhaps the Lich failed at some critical step in granting itself un-life, or maybe they sought to use powers they did not fully grasp to cheat death which backfired in some way.

In any case, Nether Liches can still prove challenging foes for a party to face. They can still raise hordes of the dead to defend themselves against adventurers and their abilities make them deadly enemies in their own right. GMs who wish to use Nether Liches in their game **should outfit them with appropriately deadly spells, if perhaps less potent** than those a Lich-proper can wield.

Loot

- A character can test a -10 Alchemy test to gather one dose of ectoplasm, which is a Very Rare Mysticism ingredient.

Lich

Liches are undead necromancers who have traded their humanity for eternal life. They are intelligent, adept spellcasters with hordes of undead minions at their command. Formidable foes, they are not to be underestimated.

Lich, Undead; Extreme; White Soul (1300)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	25	Combat	50
Endurance	50	Wound Thr.	14	Magic	85
Agility	40	Magicka	110	Evasion	40
Intelligence	60	Stamina	5	Observe	45
Willpower	55	Initiative	+13	Stealth	20
Perception	35	Action Pts.	3	Knowledge	85
Personality	5	Speed	12m	Social	5
Morale	80	Size	Std.	Physical	40

Weapons and Armor

- **Skeletal Claws:** 1d8; Slashing; Reach 1m
May have:
 - **Lich Staff:** 1d6(1d8)+2; Concussive, Focus, Magic, Innate Spell (see Special Abilities); Reach 2m, 1.5H

Special Abilities

- **Dark Ceremony (1 AP + 1 SP):** The Lich can raise up to 10 corpses nearby as a Primary Action, using the Zombie profile.
- **Innate Spell (1 AP):** The Lich's Staff is infused with a spell that can be cast for no Magicka cost, and always succeeds with 1 DoS. It may be infused with one of the following spells:
 - **Fire Bolt 3:** 7 MP; 1d8 Fire; R Attack (100m), Overload (+WB to Dmg)
 - **Frost Bolt 3:** 7 MP; 1d8 Frost; R Attack (100m), Overload (+WB to Dmg)
 - **Shock Bolt 3:** 7 MP; 1d8 Shock; R Attack (100m), Overload (+WB to Dmg)



Traits

- **Skeletal**
- **Undead**
- **Bend Reality:** Can test Magic instead of Physical.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immunity (Frost)**
- **Resistance (Shock, Normal Weapons, 3)**
- **Telepathy (3):** Characters with this trait can communicate with others telepathically. They are capable of "broadcasting" A full sentence to a maximum number of characters equal to their WB within a number of meters equal to one hundred times their WB. They must have line of sight to the character to whom they are broadcasting, unless the target character has this trait as well. Characters with this trait can make a Perception test as a free action to attempt to locate other characters with this trait within their broadcast range, though this test can be opposed by a Willpower test if a character wishes to remain hidden.
- **Thought Caster:** The character does not need to speak or have hands free in order to cast spells.

Encountering Liches

Liches are extremely powerful foes, and make great villains, primarily because their nature as powerful mages allows the GM to be extremely creative. There is almost no limit to the kind of knowledge and skills that a Lich can acquire over its unnatural lifetime. For this reason, **GMs should create custom magic items and develop their own spell list** for a Lich. They are no throwaway monster of the week.

A Lich does not survive centuries without a measure of cunning. A Lich is not often going to be encountered outside its lair, which will functionally be its own private fortress. The Lich will be surrounded by powerful undead, acolytes, and will use its masterful knowledge of magicka to bend the environment and turn the dungeon or ruin itself into a dangerous foe.

Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.

"You cannot stop me, I will reign once again, and the world will be set afire! Your loved ones will die, your cities will fall to dust... And I will feast upon your soul!"

- Celemaril, The Sorcerer-King

Ancient Lich

Ancient Liches are powerful undead necromancers who have truly mastered that most foul magical art. They can command legions of the dead and are deadly foes in their own right.

Lich, Undead; Extreme; White Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	50	Combat	50
Endurance	50	Wound Thr.	20	Magic	85
Agility	40	Magicka	210	Evasion	40
Intelligence	60	Stamina	5	Observe	45
Willpower	55	Initiative	+13	Stealth	20
Perception	35	Action Pts.	3	Knowledge	85
Personality	5	Speed	12m	Social	5
Morale	80	Size	Std.	Physical	40

Weapons and Armor

- **Skeletal Claws:** 1d8; Slashing; Reach 1m

May have:

- **Lich Staff:** 1d6(1d8)+2; Concussive, Focus, Magic, Innate Spell (see Special Abilities); Reach 2m, 1.5H

Special Abilities

- **Dark Ceremony (1 AP + 1 SP):** The Lich can raise up to 10 corpses nearby as a Primary Action, using the Zombie profile.
- **Innate Spell (1 AP):** The Lich's Staff is infused with a spell that can be cast for no Magicka cost, and always succeeds with 1 DoS. It may be infused with one of the following spells:
 - **Fire Bolt 3:** 7 MP; 1d8 Fire; R Attack (100m), Overload (+WB to Dmg)
 - **Frost Bolt 3:** 7 MP; 1d8 Frost; R Attack (100m), Overload (+WB to Dmg)
 - **Shock Bolt 3:** 7 MP; 1d8 Shock; R Attack (100m), Overload (+WB to Dmg)
- **Flow of Magicka (1 AP):** As a reaction, can test -20 Magic. If the DoS on the test is equal or higher than the target spell's SL, the spell is negated.



Traits

- **Skeletal**
- **Undead**
- **Bend Reality:** Can test Magic instead of Physical.
- **Flow of Magicka:** As a reaction to a spell cast, the character may make a -20 Mysticism skill test. If their degrees of success exceed the spell level of the spell being cast, then the effect of the spell is negated.
- **Master of Magicka:** The character can overload a spell with the overload attribute even if they restrain that spell.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immunity (Frost)**
- **Resistance (Shock, Normal Weapons, 3)**
- **Telepathy (3):** Characters with this trait can communicate with others telepathically. They are capable of "broadcasting" A full sentence to a maximum number of characters equal to their WB within a number of meters equal to one hundred times their WB. They must have line of sight to the character to whom they are broadcasting, unless the target character has this trait as well. Characters with this trait can make a Perception test as a free action to attempt to locate other characters with this trait within their broadcast range, though this test can be opposed by a Willpower test if a character wishes to remain hidden.
- **Thought Caster:** The character does not need to speak or have hands free in order to cast spells.

Encountering Ancient Liches

Ancient Liches are powerful beyond measure. They are often relics of bygone eras; the most powerful necromancers of their age who used their talents to cheat death itself.

They are often reclusive, keeping to themselves as they pursue the higher mysteries of the universe or the interplay between life and death itself. To defend themselves and this pursuit of knowledge Ancient Liches will raise entire legions of undead to serve their will. Under the right set of calamitous circumstances they may even send these undead armies to war against the living of Nirn to see their insatiable appetite for power appeased, offering GMs a perfect villain for their campaign.

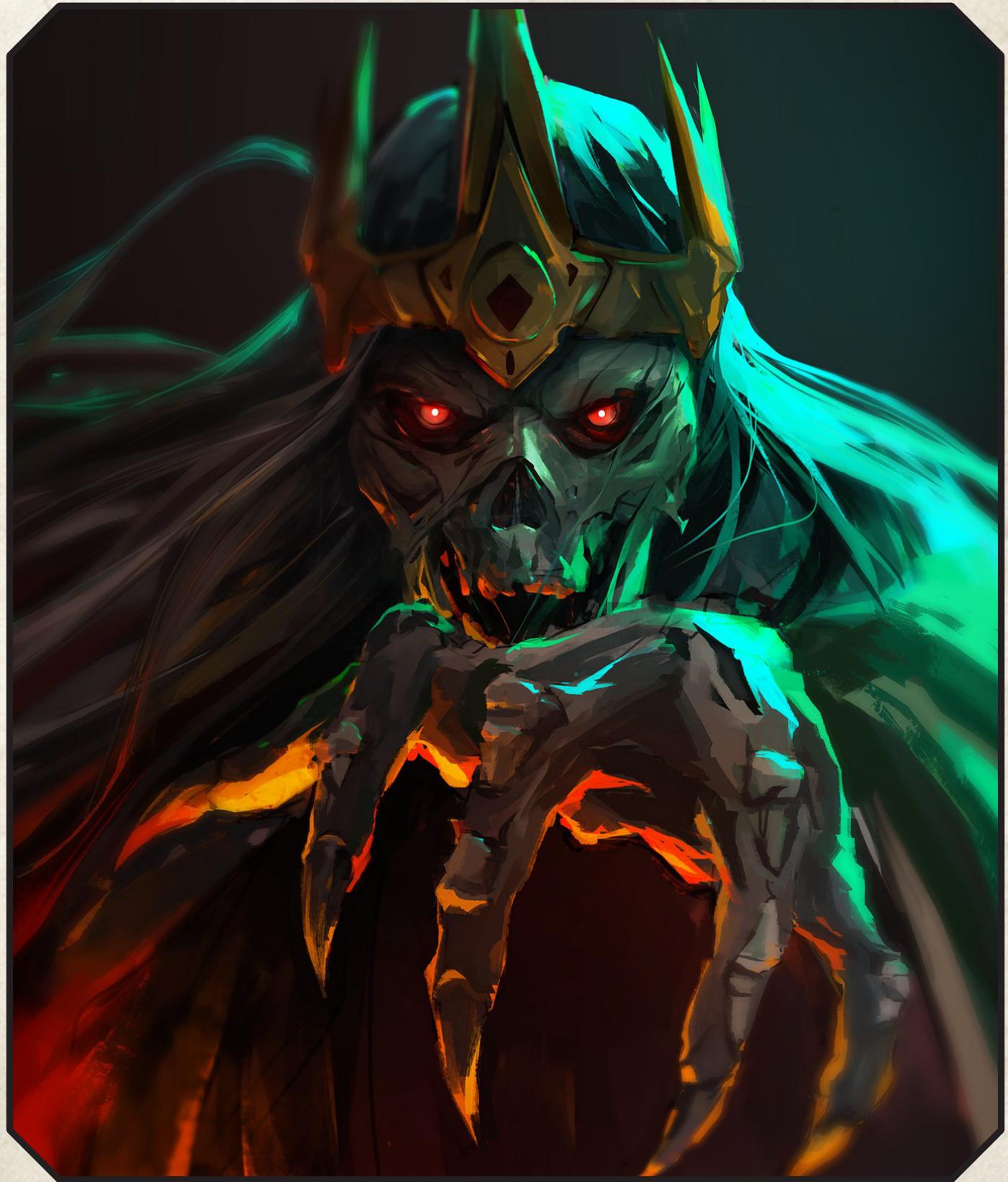
GMs who wish to use these powerful undead **should outfit them with powerful spells and abilities beyond those suggested here** to ensure they are appropriately dangerous foes for a party to encounter.

Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.

"Power, my dear friend. I seek power, and so I acquire and study those who have some degree of it. We are after the same things, your guild and I. Yet you worry about 'good' and 'evil' and do not accept they are manifestations of the same thing. So you brand me a villain, and make vain attempts to destroy me. I watch, and I wait, and I collect you when you come for me."

- Mannimarco, King of Worms



Skeletons

Skeleton

Skeletons are undead comprised of reanimated bones. They are found across Tamriel in the service of Necromancers, or guarding the ancient tombs.

Skeleton, Undead; Minor; White Soul (100)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	23	Combat	50
Endurance	35	Wound Thr.	11	Magic	-
Agility	30	Magicka	30	Evasion	30
Intelligence	10	Stamina	3	Observe	25
Willpower	10	Initiative	+7	Stealth	30
Perception	25	Action Pts.	3	Knowledge	-
Personality	5	Speed	7m	Social	-
Morale	50	Size	Std.	Physical	50

Weapons and Armor

Has one of:

- **Ancient War Axe:** 1d8; Splitting, Unwieldy; Reach 2m, 1H
- **Ancient Broadsword:** 1d8; Slashing; Reach 2m, 1H
- **Ancient Mace:** 1d8; Crushing, Unwieldy; Reach 2m, 1H
- **Ancient Spear:** 1d8(1d10); Impaling, Unwieldy; Reach 2-3m, 1.5H
- **Ancient Battle Axe:** 1d8(1d10); Splitting, Unwieldy; Reach 3m, 1.5H
- **Ancient Shortbow:** 1d6; Reload(1), Range (20/100/200); 2H
 - Includes 24 Iron Splitting or Slashing Arrows

Additionally, may have one of:

- **Partial Ancient Armor:** AR 3; Medium
- **Ancient Shield:** BR 9 / MR 5; Medium

Special Abilities

- **Rattlebones (1 AP + 2 SP):** The Skeleton can ignore a single damaging hit with a non-crushing or magical weapon that strikes its Body as a Reaction.

Traits

- **Skeletal**
- **Undead**
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immunity (Paralysis)**
- **Resistance (Frost, Normal Weapons, 2)**

Encountering Skeletons

Skeletons are the reanimated bones that many necromancers and other dark magics can create and command. Usually found in or around ancient ruins or guarding a necromancer's lair, they can be potent foes against the average adventurer and pose a serious threat to untrained combatants. More experienced adventurers should have no problem disposing of them, but they tend to have numbers on their side. Additionally, due to their lack of internal organs and not needing core body muscles to function, many otherwise well-placed blows and thrusts will go cleanly between their ribs and other bones, leaving them mostly unscathed.

If encountered as a servant to a necromancer, a skeleton will fiercely fight to protect its master, as it is bound by the black magics holding it together to do so as its imperative task. Skeletons under direct control of a necromancer are able to fight intelligently, acting as an extension of the necromancer himself.

If found without a master, a skeleton will usually attack anything on sight for no apparent reason. In this case, skeletons are little more than wild animals. They may fight to the death or simply take a few swings and run when things get dangerous.

Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.



Skeletal Champion

Skeletal Champions are the reanimated bones of old heroes, a small fragment of their old valor clinging to their shambling bones.

Skeleton, Undead; Average; White Soul (200)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	23	Combat	65
Endurance	45	Wound Thr.	11	Magic	-
Agility	35	Magicka	30	Evasion	45
Intelligence	15	Stamina	4	Observe	55
Willpower	25	Initiative	+7	Stealth	35
Perception	35	Action Pts.	3	Knowledge	-
Personality	5	Speed	7m	Social	-
Morale	65	Size	Std.	Physical	65

Weapons and Armor

Has one of:

- **Champion's Battle Axe:** 1d8(1d10)+1; Splitting, Unwieldy; Reach 2m, 1.5H
- **Champion's Longsword:** 1d8(1d10)+1; Slashing; Reach 2m, 1.5H
- **Champion's Warhammer:** 1d8(1d10)+1; Crushing, Unwieldy; Reach 2m, 1.5H

Additionally, may have one of:

- **Champion's Armor:** AR 5 / Magic 1; Medium, Magic
- **Champion's Tower Shield:** BR 9 / MR 6; Heavy, Tower Shield



Special Abilities

- **Cleave (1 SP):** As part of a melee attack with a two handed weapon, a Skeletal Champion can strike up to three targets in Reach as a single action. Roll once for the attack.
- **Rattlebones (1 AP + 2 SP):** The Skeletal Champion can ignore a single damaging hit with a non-crushing or magical weapon that strikes its Body as a Reaction.

Traits

- **Skeletal**
- **Undead**
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immunity (Paralysis)**
- **Resistance (Frost, Normal Weapons, 2)**

Encountering Skeletal Champions

Skeletal Champions are an enemy not to be trifled with by lesser experienced adventurers. These monstrosities can and will cleave through even the strongest adventurers, and should be treated as such. They are often found leading bands of skeletons as a de facto leader, though whether it's because the Champion is of greater intelligence or because it is simply imbued with greater power and projects an unnatural magnetism, is unknown.

These champions are to be feared far more than their normal counterparts. They are more powerful in every single aspect, including the use of magical weapons and armor, as well as more advanced fighting techniques.

Skeletal Champions can be very potent guards for necromancers as well. Used only by more powerful necromancers, they often act as personal bodyguards for the dark mage that creates them.

If a Skeletal Champion is without a master, it will act with independence and autonomy, unlike a masterless skeleton. A lone Skeletal Champion will be smarter and more powerful, and can often use this cunning to even find other skeletons or other undead to lead by itself.

Loot

- Over a Short Rest, a character can test Alchemy +10 to grind up DoS doses of bonemeal, which are Common Alteration ingredients.



Wraiths

Wraith

The phantoms of dead sorcerers, their malice and hatred binds them to Nirn.

Wraith, Undead; Average; White Soul (350)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	13	Combat	50
Endurance	45	Wound Thr.	12	Magic	75
Agility	40	Magicka	40	Evide	40
Intelligence	40	Stamina	4	Observe	25
Willpower	45	Initiative	+10	Stealth	40
Perception	25	Action Pts.	3	Knowledge	60
Personality	5	Speed	12m	Social	5
Morale	55	Size	Std.	Physical	40

Weapons and Armor

- **Spectral Claws:** 1d8; Slashing, Magic; Reach 1m

May have one of:

- **Gloom Longsword:** 1d8(1d10); Slashing, Magic; Reach 2m, 1.5H
- **Ethereal Saber:** 1d8; Slashing, Dueling Weapon, Magic; Reach 2m, 1H

May also have:

- **Partial Phantom Armor:** AR 3/ Magic 3; Medium, Magic

Special Abilities

- **Malicious Intent (1 SP):** The Wraith can roll damage twice and take the highest result on any damage rolls it makes until its next turn.
- **Refresh Spells (1 SP):** The Wraith can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.

Traits

- **Undead**
- **Howling Shrieks:** This creature cannot be Silenced.
- **Immunity (Frost)**
- **Incorporeal:** Has the Flyer (Speed) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.
- **Sun Scarred (5):** Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by 5 before calculating the effects of the damage. If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
- **True Sight:** A creature with this trait can see and act normally in areas with dim or no light. Additionally, the creature can see through all illusions, including invisibility.

Spells

- **Frost Cone 2:** 11 MP; 1d6 Frost; R Attack (5m), Overload (+WB to Dmg)
- **Frost Bolt 3:** 8 MP; 1d8 Frost; R Attack (100m), Overload (+WB to Dmg)
- **Frost Bite 4:** 9 MP; 1d10 Frost; M Attack (1m), Overload (+WB to Dmg)
- **Fatigue 3:** 10 MP; +0 Endurance, Fail, Lose 1 SP
- **Disintegrate Armor 3:** 14 MP; Damaged (3), Ranged (100m), Attack
- **Disintegrate Weapon 3:** 14 MP; Damaged (3), Ranged (100m), Attack
- **Silence 4:** 16 MP; -10 Willpower, Silenced (1 Round), Upkeep, Direct, Attack
- **Reflect 4:** 13 MP; Reflect Spell 4 or lower (1 Round), Upkeep

Encountering Wraiths

Deep in the dark corners of Nirn, there are some spirits who know no rest. Some manifest into simple ghosts. Others, those whose hearts were full of spite and hatred, become wraiths. Wraiths are devoid of reason, attacking all that lives with blind abandon. Their incorporeal nature make them dangerous to those in heavy armor, simply phasing through their opponent's armor with their ghostly claws. Along with their withering claws, wraiths are infamous for their fell magics. They have powers that can deaden flesh with cold, sap the energy from living creatures or steal their own voice.

Loot

- When a wraith dies, it vanishes, including its spectral armor and weapons.
- A character can test a -10 Alchemy test to gather one dose of ectoplasm, which is a Very Rare Mysticism ingredient.

"Powerful and aggressive, wraiths are spirits full of hatred for the living. They do occur naturally, and most studies suggest that they are formed from individuals who suffer great injustice and leave important work undone."

- Beyond the Grave: Tamriel's Undead



Gloom Wraith

The phantoms of powerful dead sorcerers, their malice and hatred binds them to Nirn.

Wraith, Undead; Major; White Soul (500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	40	Combat	95
Endurance	45	Wound Thr.	15	Magic	75
Agility	40	Magicka	150	Evasion	40
Intelligence	40	Stamina	4	Observe	25
Willpower	45	Initiative	+10	Stealth	40
Perception	25	Action Pts.	3	Knowledge	60
Personality	5	Speed	12m	Social	5
Morale	55	Size	Std.	Physical	40

Weapons and Armor

- **Spectral Claws:** 1d8; Slashing, Magic; Reach 1m

May have one of:

- **Gloom Longsword:** 1d8(1d10); Slashing, Magic; Reach 2m, 1.5H
- **Ethereal Saber:** 1d8; Slashing, Dueling Weapon, Magic; Reach 2m, 1H
- **Ghostly Staff:** 1d6 (1d8); Concussive, Focus, Magic, Innate Spell (*see Special Abilities*), Reach 2m, 1.5H

May also have:

- **Partial Phantom Armor:** AR 3/ Magic 3; Medium, Magic

Special Abilities

- **Malicious Intent (1 SP):** The Wraith can roll damage twice and take the highest result on any damage rolls it makes until its next turn.
- **Refresh Spells (1 SP):** The Wraith can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.
- **Innate Spell (1 AP):** The Gloom Wraith's Ghostly Staff is infused with a spell that can be cast for no Magicka cost, and always succeeds with 1 DoS. It may be infused with one of the following spells:
 - **Fire Bolt 1:** 4 MP; 1d4 Fire; R Attack (100m), Overload (+WB to Dmg)
 - **Frost Bolt 1:** 4 MP; 1d4 Frost; R Attack (100m), Overload (+WB to Dmg)
 - **Shock Bolt 1:** 4 MP; 1d4 Shock; R Attack (100m), Overload (+WB to Dmg)

Traits

- **Undead**
- **Howling Shrieks:** This creature cannot be Silenced.
- **Immunity (Frost)**
- **Incorporeal:** Has the Flyer (Speed) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.
- **Sun Scarred (5):** Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by 5 before calculating the effects of the damage. If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
- **True Sight:** A creature with this trait can see and act normally in areas with dim or no light. Additionally, the creature can see through all illusions, including invisibility.

Spells

- **Frost Cone 2:** 11 MP; 1d6 Frost; R Attack (5m), Overload (+WB to Dmg)
- **Frost Bolt 3:** 8 MP; 1d8 Frost; R Attack (100m), Overload (+WB to Dmg)
- **Frost Bite 4:** 9 MP; 1d10 Frost; M Attack (1m), Overload (+WB to Dmg)
- **Fatigue 3:** 10 MP; +0 Endurance, Fail, Lose 1 SP.
- **Disintegrate Armor 3:** 14 MP; Damaged (3), Ranged (100m), Attack
- **Disintegrate Weapon 3:** 14 MP; Damaged (3), Ranged (100m), Attack
- **Silence 4:** 16 MP; -10 Willpower, Silenced (1 Round), Upkeep, Direct, Attack
- **Reflect 4:** 13 MP; Reflect Spell 4 or lower (1 Round), Upkeep



Encountering Gloom Wraiths

While they have many similarities with Wraiths, Gloom Wraiths are known to be much more dangerous due to their prowess with blade or claw and eldritch knowledge of magic. Their origin is not certain, but they most often appear to be wearing purple robes, the color of nobility, and are graced with crowns upon their heads. This has lead some necrologists to speculate that gloom wraiths are the cursed spirits of members of nobility, or even royalty.

They are deadly foes for any adventurer to face, as their powerful spells and war gear can make short work of the ill-prepared who venture into a Gloom Wraith's demesne. Their ancient and long forgotten nobility also means that Gloom Wraiths are often accompanied by other forms of undead; servants bound to their wills for all eternity.

Loot

- When a Gloom Wraith dies, it vanishes, including its spectral armor and weapons.
- A character can test a -10 Alchemy test to gather one dose of Ectoplasm, which is a Very Rare Mysticism ingredient.

"Wraiths. Unlike the other manifestations, wraiths are spirits governed by strong emotions. In order to call forth and command a wraith, you must learn how to twist a spirit into its darkest expression. Allow the anger and rage of a life cut short to govern the spirit's form as you summon it. Master raising the dead, and you will command them with ease."

- Materials for Novice Necromancers



Zombies

Zombie

Zombies are animated, rotting corpses. Hordes of them can be found serving Necromancers across Tamriel.

Zombie, Undead; Minor; White Soul (100)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	13	Combat	45
Endurance	25	Wound Thr.	6	Magic	-
Agility	20	Magicka	10	Evade	20
Intelligence	10	Stamina	2	Observe	20
Willpower	10	Initiative	+7	Stealth	20
Perception	20	Action Pts.	3	Knowledge	-
Personality	5	Speed	7m	Social	-
Morale	50	Size	Std.	Physical	35

Weapons and Armor

- **Fetid Claws:** 1d4; Slashing; Reach 1m

Special Abilities

- **Unstoppable (1 SP):** As a Free Action to being reduced to 0 HP by any means, the Zombie can test Endurance at +25 with a TN of 50. If it passes, it instead is only reduced to 1 HP and continues to function as normal. Damage from weapons with the Crushing trait negate the +25 bonus.

Traits

- **Undead**
- **Diseased (+20):** If this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +20 or contract a Common Disease.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Grabbing:** A successful hit from a zombie automatically initiates a Grapple.
- **Swarm:** A zombie gains +1 damage for each other zombie within Reach of the target.
- **Resistance (Frost, 2)**
- **Resistance (Magic, 1)**
- **Weakness (Fire, 3)**

"...a decayed servant may be raised many times, even if they have been dismembered by those who do not appreciate our Art. If one of your servants comes to an unfortunate end, you may raise the servant again by carefully gathering as many parts as you can find..."

- On the Preparation of the Corpse

Encountering Zombies

Zombies are what a commoner thinks of when they envision necromancy. They are generally encountered either naked or sparsely clothed, with visible wounds and openings rotted into their chest and abdomen. If a corpse is fresh enough, it could even pass as a living creature, given thick enough clothes and a particularly convincing master. They are cheap for necromancers to produce since they do not require weapons like a skeleton; only some magicka and a corpse with most of its flesh intact. Though able to move via magic, their rotted forms make them frail and weak. As such, they are often used by necromancers in swarms, overwhelming their foes in a horde of gouging digits and flailing appendages.

Loot

- A character can attempt a +0 Alchemy test during a Short Rest to harvest a dose of Mort Flesh, which is an Uncommon Destruction ingredient. If the character fails this test, they instead contract Common Disease.



Dread Zombie

Dread Zombies are more powerful undead corpses raised by necromancers, serving as fetid enforcers of their will.

Zombie, Undead; Average; White Soul (200)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	25	Combat	75
Endurance	50	Wound Thr.	11	Magic	-
Agility	20	Magicka	10	Evade	20
Intelligence	10	Stamina	5	Observe	20
Willpower	10	Initiative	+7	Stealth	20
Perception	20	Action Pts.	3	Knowledge	-
Personality	5	Speed	7m	Social	-
Morale	50	Size	Std.	Physical	35

Weapons and Armor

- **Fetid Claws:** 1d6; Slashing; Reach 1m

Special Abilities

- **Unstoppable (1 SP):** As a Free Action to being reduced to 0 HP by any means, the Zombie can test Endurance at +25 with a TN of 75. If it passes, it instead is only reduced to 1 HP and continues to function as normal. Damage from weapons with the Crushing trait negate the +25 bonus.

Traits

- **Undead**
- **Diseased (+0, Astral Vapors):** If this creature deals at least one point of damage after mitigation to another character with their natural weapons then that character must test Endurance +0 or contract Astral Vapors.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Grabbing:** A successful hit from a zombie automatically initiates a Grapple.
- **Swarm:** A zombie gains +1 damage for each other zombie within Reach of the target.
- **Regeneration (5):** Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to heal 5 HP. This does not count as magical healing unless applied by some magical source.
- **Resistance (Frost, 4)**
- **Resistance (Magic, 3)**
- **Weakness (Fire, 2)**



Encountering Dread Zombies

Despite most being minions that lack individual strength, some zombies break the mold. Dread Zombies are a particularly dangerous type of zombie. They are stronger, tougher, some say even smarter, than the average zombie. The magic that suffuses their being is also able to slowly heal any wounds acquired after their creation. Perhaps the most insidious feature of a dread zombie is a magical blight that infects its tissues called Astral Vapors.

GMs looking to utilize zombies as foes for a party to face may consider mixing in a few Dread Zombies into their hordes. This can add an extra edge players must avoid when fighting these otherwise weak foes.

Loot

- A character can attempt a +0 Alchemy test during a Short Rest to harvest a dose of Mort Flesh, which is an Uncommon Destruction ingredient. If the character fails this test, they instead contract Common Disease.

Chapter 5: Daedra



Atronachs

Flame Atronach

A powerful fire elemental which can be summoned by mages.

Atronach, Daedra; Average; White Soul (500)

Characteristics		Attributes		Skills	
Strength	25	Hit Points	28	Combat	60
Endurance	30	Wound Thr.	15	Magic	70
Agility	40	Magicka	-	Evasion	40
Intelligence	35	Stamina	4	Observe	35
Willpower	50	Initiative	+10	Stealth	20
Perception	35	Action Pts.	3	Knowledge	35
Personality	5	Speed	10m	Social	5
Morale	70	Size	Std.	Physical	50

Weapons and Armor

- **Flickerflames:** 1d4 Fire; Magic; Reach 1m

Special Abilities

- **Overload (1 SP):** After casting a Fire spell, the Atronach can spend a Stamina Point to add its WpB to the damage dealt.
- **Living Flames (1 SP):** After hitting a target or targets with a Fire attack, the Atronach can spend a Stamina Point to force all hit targets to immediately test Evasion at +0 as a free action. Targets that fail the test immediately gain Burning (3).

Traits

- **Death Throes:** After dying, causes a 2m explosion dealing 1d10 Fire Damage to all targets in the area, exactly as an AoE attack that scores 1 Degree of Success.
- **Fiery Form:** Emits bright light in a 5m radius. Additionally, Fire damage not originating from the Atronach heals them for the damage done instead.
- **Float:** The Flame Atronach floats 1m off the ground.
- **From Beyond**
- **Immunity (Fire)**
- **Resistance (Normal Weapons, 3)**
- **Weakness (Frost, 3)**
- **Wreathed in Fire:** Characters hit by the Atronach's melee attacks, or end a round within 1m of the Atronach must test Evasion as a free action or gain the Burning (1) condition.
- **Atronach:** The Flame Atronach does not track Magicka. Instead, they cast spells from their spell list without paying the magicka cost.

Spells

- **Fire Bite 4:** 9 MP; 1d10 Fire; Attack, Overload (+WpB to Damage), Melee (1m)
- **Fire Bolt 3:** 8 MP; 1d8 Fire; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Fire Ball 2:** 10 MP; 1d6 Fire; AoE (2m, sphere), Attack, Overload (+WB to Damage), Target point in 100m
- **Fire Cone 2:** 11 MP; 1d6 Fire; Attack, Overload (+WpB to Damage), AoE (5m, Cone)
- **Fire Storm 1:** 9 MP; 1d4 Fire; AoE(7m, sphere), Attack, Upkeep; Target within 100m explodes, dealing damage to all targets within 7m. Any characters who pass within through this zone or end their turn in it if they started there take the damage again.
- **Weakness to Fire 3:** 7 MP; Upkeep, Direct; Target within 50m gains the Weakness (Fire, 3) trait for 1 round.

Encountering Flame Atronachs

Flame Atronachs form one of the most common conjured Daedra in Tamrielic history, and are found under the employ of many different Princes. When facing a group of mages or a Daedric incursion, expect to find these creatures among the enemy. If in trouble fighting Flame Atronachs, remember to avoid using offensive fire spells and equip yourself to defend against them in turn, and keep your distance lest you end up burning alive with it as it explodes upon death.

Loot

- If slain while permanently bound to Mundus, a character can make a -30 Alchemy test to salvage the Fire Salts, which are an Extremely Rare Alteration ingredient.



Frost Atronach

A powerful frost elemental which can be summoned by mages.

Atronach, Daedra; Major; White Soul (800)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	33	Combat	80
Endurance	50	Wound Thr.	15	Magic	80
Agility	20	Magicka	-	Evasion	20
Intelligence	35	Stamina	5	Observe	35
Willpower	50	Initiative	+8	Stealth	20
Perception	35	Action Pts.	3	Knowledge	35
Personality	5	Speed	9m	Social	5
Morale	80	Size	Large	Physical	70

Weapons and Armor

- **Ice Fists:** 1d12; +3 Frost on Strike; Crushing, Magic; Reach 2m
- **Frozen Armour:** AR 6; Full
- **Natural Toughness (5)**

Special Abilities

- **Permafrost (2 SP):** After hitting and damaging a target with a Frost Bolt spell, the Atronach can spend two Stamina Points to force them to immediately pass a Strength test at +0 or be Immobilized. The target remains Immobilized until they pass the Strength test as a free action at the start of each turn. A target can reattempt the test as a Secondary Action.
- **Deep Freeze (1 AP + 1 SP):** As a Secondary Action, the Frost Atronach can immediately heal itself for 1d10 HP. Additionally, all targets within 1m take the healed amount as Frost damage unless they pass a +0 Evasion test as a Free Action.

Traits

- **Freezing Form:** Characters who Grapple, or are Grappled by the Frost Atronach must test Endurance at -10 or be Entangled until the Grapple ends as the frost overtakes them. They also take 1 irresistible Frost Damage at the start of each round while Grappled.
- **From Beyond**
- **Immunity (Frost)**
- **Resistance (Normal Weapons, 3)**
- **Weakness (Fire, 3)**
- **Atronach:** The Frost Atronach does not track Magicka. Instead, they cast spells from their spell list without paying the magicka cost.



Spells

- **Frost Bite 4:** 9 MP; 1d10 Frost; Attack, Overload (+WpB to Damage), Melee (1m)
- **Frost Bolt 3:** 8 MP; 1d8 Frost; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Frost Cone 2:** 11 MP; 1d6 Fire; Attack, Overload (+WpB to Damage), AoE (5m, Cone)
- **Frost Cloak 1:** 7 MP; 1d4 Frost; Upkeep, Overload (+WB to dmgt); Deals 1d8 [type] damage to targets within 1m at the end of the caster's turn.

Encountering Frost Atronachs

Another oft summoned Daedra, Frost Atronachs serve as the heavy bruisers that make up for a typical mages lack of physical prowess. With chilling impacts and thick icy 'flesh', these creatures thrive in melee as they sap warriors dry of their stamina and crush them beneath their massive limbs.

Loot

- If slain while permanently bound to Mundus, a character can make a -30 Alchemy test to salvage the Frost Salts, which are an Extremely Rare Alteration ingredient.

Storm Atronach

A powerful storm elemental which can be summoned by mages.

Atronach, Daedra; Major; White Soul (900)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	36	Combat	90
Endurance	55	Wound Thr.	17	Magic	90
Agility	30	Magicka	-	Evasion	30
Intelligence	35	Stamina	5	Observe	35
Willpower	60	Initiative	+9	Stealth	30
Perception	35	Action Pts.	3	Knowledge	35
Personality	5	Speed	12m	Social	5
Morale	80	Size	Large	Physical	80

Weapons and Armor

Has one of:

- **Stormclaw:** 1d8 Shock; Magic; Reach 3m.
- **Slam:** 1d8; Crushing, Magic, Unwieldy; Reach 1m
- **Natural Toughness (6)**

Special Abilities

- **Overload (1 SP):** After casting a Shock spell, the Atronach can spend an SP to add its WpB to the damage dealt.
- **Chainclaw (1 SP):** After successfully hitting a target with a Stormclaw melee attack, the Atronach can spend a Stamina Point to immediately affect up to 3 other targets within 2m of the original target. This cannot be reacted to.



Traits

- **Gale Form:** The Atronach treats all its Hit Locations as being Body. Additionally, all characters within 2m of the Storm Atronach take 1d10 Crushing damage at the start of each of their turns as they are bombarded by debris and stones.
- **Float:** The Storm Atronach floats 1m off the ground.
- **From Beyond**
- **Immunity (Shock)**
- **Resistance (Normal Weapons, 5)**
- **Atronach:** The Storm Atronach does not track Magicka. Instead, they cast spells from their spell list without paying the magicka cost.

Spells

- **Shock Bolt 3:** 8 MP; 1d8 Shock; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Shock Cone 3:** 8 MP; 1d8 Shock; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Shock Storm 1:** 9 MP; 1d4 Shock; AoE(7m, sphere), Attack, Upkeep; Target within 100m explodes, dealing damage to all targets within 7m. Any characters who pass through this zone or end their turn in it if they started there take the damage again.
- **Weakness to Shock 4:** 8 MP; Upkeep, Direct; Target within 50m gains the Weakness (Shock, 4) trait for 1 round.

Encountering Storm Atronachs

While not as common as its Flame and Frost counterparts, the Storm Atronach is still well known for its affinity for summoners along with its affinity for its namesake element. Appearing as a cluster of rocks caught in a storm in a way that resembles some kind of humanoid, these Atronachs will fling deadly Shock spells at their foes, and at times will bash at foes with their own rocky forms if someone survives long enough to engage them in melee.

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.

"The storm atronach is a powerful Daedric summoning associated with elemental lightning. Crystalline elemental shock compounds called shock salts may be salvaged from the remains of banished storm atronachs."

- Vala Catraso, Imperial Priestess

Flesh Atronach

A Powerful golem of stitched flesh and bone, imbued with a Daedric soul and covered in arcane symbols. Despite bearing the name "Atronach", these creatures are not truly Daedra.

Atronach, Construct; Major; White Soul (750)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	40	Combat	70
Endurance	60	Wound Thr.	17	Magic	80
Agility	30	Magicka	-	Evasion	30
Intelligence	30	Stamina	6	Observe	35
Willpower	50	Initiative	+9	Stealth	20
Perception	35	Action Pts.	3	Knowledge	30
Personality	5	Speed	12m	Social	5
Morale	100	Size	Large	Physical	80

Weapons and Armor

Has:

- **Gnarled Fist:** 1d6; Magic; Reach 1m
- **Natural Toughness (4)**

Also has one of:

- **Crude Mace:** 1d10; Crushing, Magic, Concussive, Unwieldy; Reach 2m
- **Crude Axe-Flail:** 1d10; Splitting, Magic, Flail, Unwieldy; Reach 2m
- **Crude Blade:** 1d10; Slashing, Magic; Reach 2m

Also has one of:

- **Crude Iron Partial Plating:** AR 3; Partial
- **Crude Iron Full Plating:** AR 5; Full

Special Abilities

- **Devouring Grasp (1 SP):** After successfully hitting with a Gnarled Fist attack, the Flesh Atronach can immediately spend a Stamina Point to Grapple the target and deal 1d10 Magic damage. The Atronach heals for the amount of damage dealt.
- **Cleave (2 SP):** As part of an All Out Attack, the Flesh Atronach can strike up to 3 targets in melee reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.

Traits

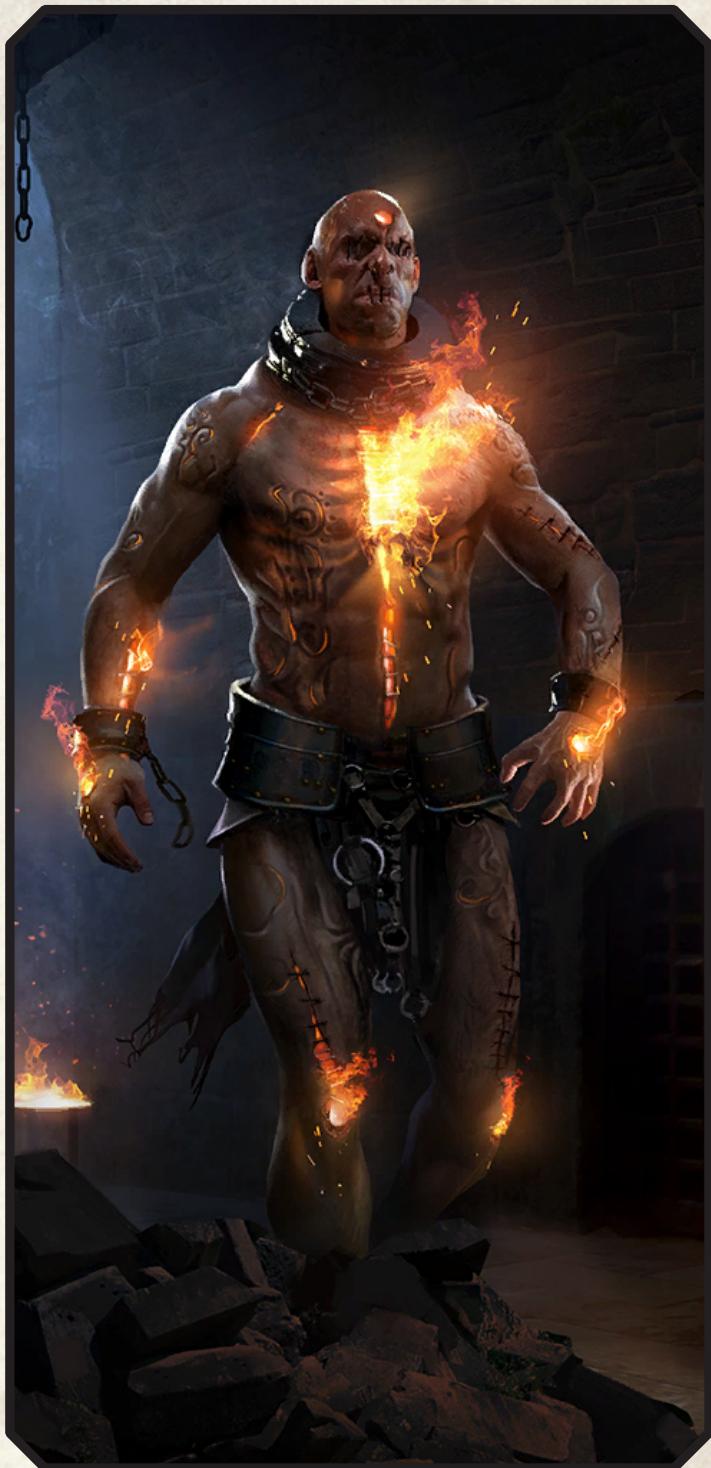
- **Built in Weapons:** The Atronach cannot be voluntarily or involuntarily disarmed of its weapons or armor.
- **From Beyond**
- **Resistance (Normal Weapons, 4)**
- **Regeneration (DoS+3):** At the start of each of its turns, the Flesh Atronach can test Endurance to regenerate up to DoS+3 HP as a free action.
- **Resistance (Fire, 4)**
- **Weakness (Shock, 4)**

Encountering Flesh Atronachs

Unlike typical Atronachs, Flesh Atronachs are more often tailor made to their masters needs and desires, as such they are more likely to be found among mages with necromantic tendencies, as well as certain Daedric Princes.

Loot

- If slain while permanently bound to Mundus, a character can make a -30 Alchemy test to salvage the Void Essence, which are an Extremely Rare Restoration ingredient.



Hulking Flesh Atronach

A horrifying mass of stitched flesh and twisted metal, these massive and powerful constructs are powered by the malevolent soul of a Daedra.

Atronach, Construct; Major; White Soul (850)

Characteristics		Attributes		Skills	
Strength	90	Hit Points	50	Combat	90
Endurance	60	Wound Thr.	17	Magic	80
Agility	30	Magicka	-	Evasion	30
Intelligence	30	Stamina	6	Observe	35
Willpower	50	Initiative	+9	Stealth	20
Perception	35	Action Pts.	3	Knowledge	30
Personality	5	Speed	12m	Social	5
Morale	100	Size	Huge	Physical	80

Weapons and Armor

Has:

- **Gnarled Fist:** 1d6; Magic; Reach 1m
- **Natural Toughness (4)**

Also has two of:

- **Crude Mace:** 1d10; Crushing, Magic, Concussive, Unwieldy; Reach 2m
- **Crude Axe-Flail:** 1d10; Splitting, Magic, Flail, Unwieldy; Reach 2m
- **Crude Blade:** 1d10; Slashing, Magic; Reach 2m

Also has one of:

- **Crude Iron Partial Plating:** AR 3; Partial
- **Crude Iron Full Plating:** AR 5; Full



Special Abilities

- **Devouring Grasp (1 SP):** After successfully hitting with a Gnarled Fist attack, the Flesh Atronach can immediately spend a Stamina Point to Grapple the target and deal 1d10 Magic damage. The Atronach heals for the amount of damage dealt.
- **Cleave (2 SP):** As part of an All Out Attack, the Flesh Atronach can strike up to 3 targets in melee reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Reaping Blast (1 AP + 1 SP):** As a ranged attack, the Hulking Atronach can deal 1d10 Magic damage in a 5m cone. The Atronach heals for the damage dealt.

Traits

- **Built in Weapons:** The Atronach cannot be voluntarily or involuntarily disarmed of its weapons or armor.
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.
- **From Beyond**
- **Resistance (Normal Weapons, 5)**
- **Regeneration (DoS+3):** At the start of each of its turns, the Flesh Atronach can test Endurance to regenerate up to DoS+3 HP as a free action.
- **Resistance (Fire, 4)**
- **Weakness (Shock, 4)**

Encountering Flesh Atronachs

Unlike typical Atronachs, Flesh Atronachs are more often tailor made to their masters needs and desires, as such they are more likely to be found among mages with necromantic tendencies, as well as certain Daedric Princes.

Hulking Flesh Atronachs are larger and stronger than their standard equivalent. They are often created by powerful necromancers to guard important lairs or serve as unliving siege weapons to nefarious ends.

Loot

- If slain while permanently bound to Mundus, a character can make a -30 Alchemy test to salvage the Void Essence, which are an Extremely Rare Restoration ingredient.

Aureal, the Golden Saint

Golden Saints are humanoid, Matriarchal species of Daedra who primarily serve Sheogorath. They exhibit incredible martial prowess, embodying all of Sheogorath's might.

Daedra; Major; White Soul (1000)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	25	Combat	105
Endurance	50	Wound Thr.	16	Magic	95
Agility	50	Magicka	100	Evasion	90
Intelligence	50	Stamina	5	Observe	70
Willpower	65	Initiative	+15	Stealth	80
Perception	50	Action Pts.	3	Knowledge	70
Personality	50	Speed	15m	Social	70
Morale	95	Size	Med.	Physical	75

Weapons and Armor

Has one of:

- **Golden Longsword:** 1d8(1d10)+4; Slashing, Magic; Reach 2m, 1.5H
- **Golden Shortblade:** 1d6+4; Slashing, Magic, Exploit Weakness; Reach 1m, 1H
- **Golden Mace:** 1d8+4; Crushing, Magic, Unwieldy; Reach 2m, 1H
- **Golden War Axe:** 1d8+4; Splitting, Magic, Unwieldy; Reach 2m, 1H

Also has:

- **Golden Longbow:** 1d8; Reload (2), Magic, Unwieldy; Range (25 / 265 / 365)m, 2H
 - Includes 12 Golden Splitting or Slashing Arrows (+4 damage, Magic)

- **Golden Armor:** AR 7 / Magic 7; Magic; Medium, Partial May Also Have:

- **Golden Shield:** 12 BR / 9 MR, Heavy, Magic.

Special Abilities

- **Sunder Weapon (1 AP + 2 SP):** As a primary action, the Golden Saint can touch a single weapon, which immediately gains the Damaged (10) quality.
- **Eagle Eye (1 SP):** As a free action before attacking with a bow, the Aureal may add +20 to hit, and cause the target to be knocked prone if damaged unless they pass a -10 Endurance or Strength test.
- **Killing Blow (1-3 SP):** Before rolling melee damage, the Golden Saint can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 3 SP.
- **Refresh Spells (1 SP):** The Golden Saint can spend a Stamina Point to either regain magicka points up to half their MP max or refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **Dark Sight**
- **Innate Magic:** Can cast spells even if one or both hands are occupied.
- **Resistance (Normal Weapons, 5)**
- **From Beyond**
- **Reflect Magic (1)**
- **Weakness (Poison, 5)**

Spells

Has one of the following Spell Lists:

List One

- **Heal 6:** 13 MP; Caster regains 12 HP
- **Shock Bolt 7:** 16 MP; 2d10 Shock; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Burden 3:** 13 MP; Target within 50m tests Str at +0. On failure, their encumbrance level increases by one for one round.
- **Shock Shield 3:** 6 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 3 HP for Shock damage for 1 round. (See original spell for details).

List Two

- **Heal 6:** 13 MP; Caster regains 12 HP
- **Fire Cone 7:** 21 MP; 2d10 Shock; Attack, Overload (+WpB to Damage), AoE (5m, Cone)
- **Frost Shield 3:** 6 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 3 HP for Frost damage for 1 round. (See original spell for details).
- **Fire Shield 3:** 6 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 3 HP for Fire damage for 1 round. (See original spell for details).

List Three

- **Heal 6:** 13 MP; Caster regains 12 HP
- **Drain Magicka 7:** 18 MP; Upkeep, Direct, Attack; Target within 50m must succeed Wp +0 or lose 28 MP
- **Disintegrate Armor 3:** 14 MP; Ranged(100m), Attack; Target within 100m applies Damaged(3) quality to the piece of armor on the hit location (or shield, if blocked)
- **Frost Bite 3:** 7 MP; 1d8 Frost; Attack, Overload (+WpB to Damage), Melee (1m)

List Four

- **Heal 6:** 13 MP; Caster regains 12 HP
- **Frost Bolt 7:** 16 MP; 2d10 Frost; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Armor 3:** 17 MP; Upkeep, Defensive Overload; Caster gains 3 AR for 1 minute.
- **Fire Armor 3:** 17 MP; Upkeep, Defensive Overload; Caster gains 3 Fire AR for 1 minute.

Encountering Aureals

These golden clad warriors of the mad prince can be found most often within the Shivering Isles, where they can be seen watching over the inhabitants of Mania. A matriarchal humanoid species of daedra, it is rare to even come across a male Aureal as within their society they are looked down upon when compared to their female counterparts. Being only one half of Sheogorath's army, these "saints" hold a large amount of distaste for the mortal races. For the most part this race is proud, arrogant, quick to anger, and they deal out very cruel punishments.

In combat most Golden Saints are very aggressive and not afraid to fight with the golden weapons they wield, but most of them also are proficient spellcasters and are not predisposed to burning, freezing, and shocking their adversaries.

Loot

- If slain while permanently bound to Mundus, a Golden Saint's weapons and armor will be recoverable, otherwise the Saint's body and equipment vanish back to Oblivion. Golden Saints' arms and armor have the same weight and enchant values as Malachite.
- 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.



Aurorans

Auroran

Aurorans are golden armored daedra in the service of Meridia that wield powerful axes infused with lightning. They are resistant to both magic and lightning.

Auroran, Daedra; Major; White Soul (1000)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	28	Combat	90
Endurance	55	Wound Thr.	15	Magic	85
Agility	45	Magicka	90	Evasion	75
Intelligence	45	Stamina	5	Observe	60
Willpower	55	Initiative	+12	Stealth	45
Perception	40	Action Pts.	3	Knowledge	65
Personality	30	Speed	13m	Social	40
Morale	85	Size	Std.	Physical	65

Weapons and Armor

- Auroran Great Cleaver:** 1d12+3, +4 Shock damage on Strike; Splitting, Unwieldy, Shield Splitter, Concussive, Magic; Reach 3m, 2H
- Auroran Plate:** AR 7 / Magic 3; Magic; Medium, Full

Special Abilities

- The Light that Burns (1 AP + 1 SP):** As a Primary Action, the Auroran can touch a target to cause 1d8 Shock Damage, as well as cause the target to cast bright light within 10m for one round. The Auroran can spend a Stamina Point each round to maintain this damage and light.
- The Light that Protects (1 AP + 1 SP):** As a Reaction, the Auroran can reduce all incoming damage by 3, and become Immune to Shock until its next turn.
- Killing Blow (1-3 SP):** Before rolling melee damage, the Auroran can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 3 SP.

Traits

- Dark Sight**
- From Beyond**
- Meridia's Wrath:** Aurorans deal 5 extra Shock damage on strike against targets illuminated by bright light.
- Powerful:** The Auroran can treat two handed weapons as one handed. They may not dual wield two handed weapons. Additionally, they ignore the Unwieldy trait when parrying.
- Resistance (Normal Weapons, Shock, 5)**
- Resistance (Magic, 2)**
- Weakness (Shadow, 5)**

Encountering Aurorans

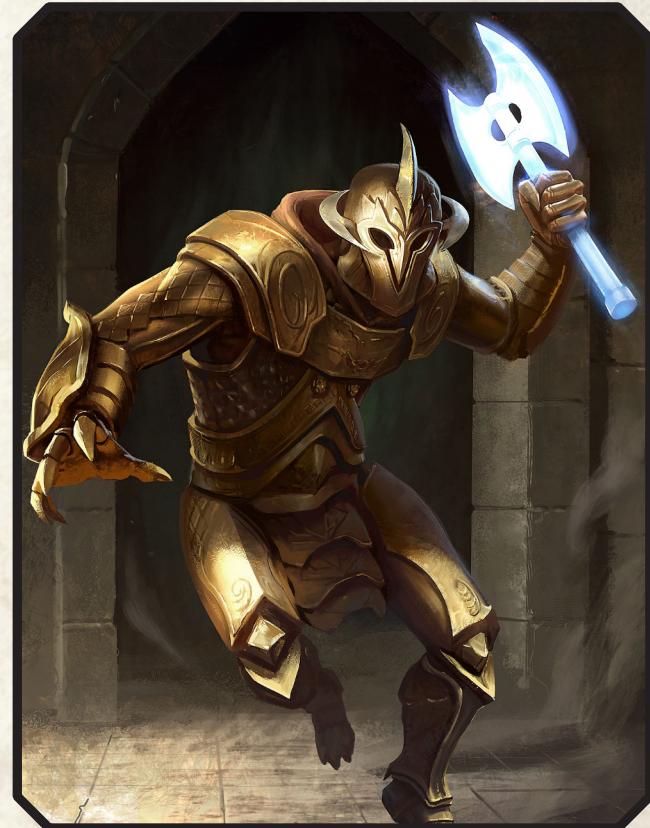
Be it heeding the call of the Ayleids or their master and creator Meridia, Aurorans will typically be found in Ayleid ruins, for whatever regal or divine purpose they may have been given. Their preference for heavy armor and shock enchanted weapons is universal, and as such any preparations dedicated to dealing with them can always take those factors into account. The Aurorans are well known for their universal and nearly inescapable true hatred of the undead, worshipers of the undead, and any that may raise or produce undead.

Aurorans were essential in the defeat of Molag Bol during the Planemeld during the Interregnum of the Second Era, and are as exalted for their deep and dear hatred of the undead as their mistress and creator, the former Magna-Ge, Merid-Nunda, or, the Daedric Prince of Light, Meridia.

They typically wield axes and look to be made of sunlight and bone, and lack any sort of perceptible facial features, known only for their helmeted heads, and lack of skin. They are ruthless and will slay any and all who may tread their masters' dwellings.

Loot

- If slain while permanently bound to Mundus, an Auroran's weapons and armor will be recoverable, otherwise the Auroran's body and equipment vanish back to Oblivion.
- 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.



Lesser Auroran

Aurorans are Daedric servants in the employ of Meridia.

Daedra; Average; White Soul (500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	20	Combat	65
Endurance	40	Wound Thr.	13	Magic	55
Agility	30	Magicka	45	Evasion	40
Intelligence	45	Stamina	4	Observe	45
Willpower	50	Initiative	+11	Stealth	15
Perception	35	Action Pts.	3	Knowledge	45
Personality	25	Speed	10m	Social	25
Morale	70	Size	Std.	Physical	60

Weapons and Armor

- **Moonstone Great Cleaver:** 1d12+2; +4 Shock Damage; Splitting, Unwieldy, Shield Splitter, Concussive; Reach 3m, 2H
- **Full Auroran Plate:** AR 7 / Magic 3; Magic; Medium, Full

Traits

- **From Beyond**
- **Resistance (Shock, 2)**
- **Resistance (Normal Weapons, 2)**
- **Weakness (Shadow Magic, 5)**
- **Powerful:** The Auroran may treat two-handed weapons as one handed. They may not dual wield two-handed weapons. Additionally, they ignore the Unwieldy weapon quality for parrying.

Encountering Lesser Aurorans

Be it heeding the call of the Ayleids or their master and creator Meridia, Aurorans will typically be found in Ayleid ruins, for whatever regal or divine purpose they may have been given. Their preference for heavy armor and shock enchanted weapons is universal, and as such any preparations dedicated to dealing with them can always take those factors into account.

They typically wield axes and look to be made of sunlight and bone, and lack any sort of perceivable facial features, known only for their helmeted heads, and lack of skin. They're very ubiquitous looking, and genuinely seem to lack souls. They are ruthless and will slay any and all who may tread their masters' dwellings. Lesser Aurorans will typically be seen in the depths of Ayleid ruins, in the employ of a priest of Meridia or an Ayleid lord. They are one of few groups of Aurorans who will work with undead, as Meridia's influence is not very strong on them.

Loot

- If slain while permanently bound to Mundus, an Auroran's weapons and armor will be recoverable, otherwise the Auroran's body and equipment vanish back to Oblivion.
- 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.



Guardian of the Colored Rooms

Guardians of the Colored Rooms serve as the main bodyguards of Meridia. Only wizards of great power can make them leave and force them into service on Nirn.

Daedra; Extreme; White Soul (1000)

Characteristics		Attributes		Skills	
Strength	75	Hit Points	30	Combat	95
Endurance	60	Wound Thr.	20	Magic	90
Agility	50	Magicka	95	Evasion	85
Intelligence	70	Stamina	6	Observe	65
Willpower	75	Initiative	+17	Stealth	50
Perception	50	Action Pts.	4	Knowledge	70
Personality	45	Speed	17m	Social	45
Morale	80	Size	Std.	Physical	80

Weapons and Armor

- **Auroran Great Cleaver:** 1d12+3; +4 Shock Damage; Splitting, Unwieldy, Shield Splitter, Concussive, Focus; Reach 3m, 2H
- **Full Auroran Plate:** AR 7 / Magic 3; Magic; Medium, Full

Special Abilities

- **The Light that Burns (1 AP + 1 SP):** As a Primary Action, the Auroran can touch a target to cause 1d8 Shock Damage, as well as cause the target to cast bright light within 10m for one round. The Auroran can spend a Stamina Point each round to maintain this damage and light.
- **The Light that Protects (1 AP + 1 SP):** As a Reaction, the Auroran can reduce all incoming damage by 3, and become Immune to Shock until its next turn.
- **Killing Blow (1-3 SP):** Before rolling melee damage, the Auroran can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 3 SP.
- **Refresh Spells (1 SP):** The Guardian of the Colored Rooms can spend a Stamina Point to either regain magicka points up to half their MP max or refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **From Beyond**
- **Resistance (Shock, 7)**
- **Weakness (Shadow Magic, 5)**
- **Resistance (Normal Weapons, 7)**
- **Resistance (Magic, 5)**
- **Powerful:** The Guardian may treat two-handed weapons as one handed. They may not dual wield two-handed weapons. Additionally, they ignore the Unwieldy weapon quality for parrying.
- **Meridia's Wrath:** Guardians deal 5 shock extra damage against targets that are illuminated or gain the conditions of a light spell. (by magical or mundane sources).
- **Executioner:** The character adds 1d4 to their Strength bonus for the purposes of the Splitting quality when making All Out Attacks with great axes. Additionally, this character's foes suffer a -20 penalty to Shock tests made because of wounds inflicted by greataxes.

Spells

- **Chain Lightning 6:** 21 MP; 2d8 Shock; R Attack (50m), Overload (+WB to Dmg)
- **Fatigue 3:** 10 MP; Direct, Attack; Target within 50m must succeed an End +0 test or lose 1 SP
- **Drain Magicka 5:** 14 MP; Upkeep, Direct, Attack; Target within 50m must pass a Wp test or lose 20 MP.
- **Poisonbloom 4:** 14 MP; 1d10 Poison; Ranged(100m), Attack, AoE (2m, Sphere), Overload (+WB to Dmg)
- **Sunbeam 5:** 22 MP; 2d6 Fire; AoE (30m, beam), Attack, Overload (+WB to Dmg)
- **Summon Frost Atronach 4:** 37 MP; Upkeep, Mindlock (2); See original spell for details.

Encountering Guardians

Aurorans typically wield axes and look to be made of sunlight and bone, and lack any sort of perceivable facial features, known only for their helmeted heads, and lack of skin. They are ruthlessly slay any who tread their masters' dwellings. Colored Guardians are an elite class of Auroran, whose duty is to guard their Creator, Meridia, and follow important orders with which they will give their lives. Colored Guardians will usually only be seen inside of Oblivion, but when called to Tamriel, they can serve as bosses on their own, not to mention potentially being under the control of powerful Sorcerer-Kings. They can be found in large, towering Ayleid citadels with a vast number of Lesser Aurorans.

Loot

- If slain while permanently bound to Mundus, an Auroran's weapons and armor will be recoverable, otherwise the Auroran's body and equipment vanish back to Oblivion.
- 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.

Banekin

A small Daedra resembling a winged humanoid. Banekin are associated with Molag Bal and use powerful shock spells in combat. They can speak Tamrielic, and are sometimes used as familiars by powerful wizards.

Daedra; Average; White Soul (200)

Characteristics		Attributes		Skills	
Strength	15	Hit Points	13	Combat	30
Endurance	25	Wound Thr.	6	Magic	70
Agility	40	Magicka	50	Evasion	40
Intelligence	50	Stamina	2	Observe	55
Willpower	35	Initiative	+12	Stealth	55
Perception	35	Action Pts.	3	Knowledge	50
Personality	5	Speed	9m	Social	5
Morale	65	Size	Std.	Physical	15

Weapons and Armor

- **Shocking Claws:** 1d4 + 2 Shock; Slashing, Exploit Weakness, Small, Magic; Reach 1m.
- **Natural Toughness (2)**

Special Abilities

- **Static Envelopment (1 AP + 1 SP):** As a Secondary Action, the Banekin can conjure a crackling aura of electricity, dealing 1d4 shock damage to any character within 2m at the start of their turn. At the start of each of the Banekin's turns, they can test +20 Willpower to refresh the effect for free.
- **Refresh Spells (1 SP):** The Banekin can spend a Stamina Point to either regain magicka points up to half their MP max or refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **Dark Sight**
- **From Beyond**
- **Resistance (Normal Weapons, 5)**
- **Resistance (Shock, 5)**

Spells

- **Shock Bite 1:** 3 MP; 1d4 Shock; Attack, Overload (+WpB to Damage), Melee (1m)
- **Shock Bite 2:** 5 MP; 1d6 Shock; Attack, Overload (+WpB to Damage), Melee (1m)
- **Shock Bite 3:** 7 MP; 1d8 Shock; Attack, Overload (+WpB to Damage), Melee (1m)

Encountering Banekin

The Banekin mainly serve Molag Bal, and aren't seen too much outside of their sphere of Influence in Oblivion, but within Tamriel there are many conjurers that summon this tiny devil to harass their opponents with shock damage. They can also be used to do minor menial tasks which is why they're popular as familiars to more powerful wizards.

Primarily a melee focused caster, the Banekin use Shock Bite spells in conjunction with its unique lightning ball to cause havoc in battle. Being one of the smallest Daedra, they're often overlooked, much to their targets misfortune though. A single Banekin may not seem like much, but when more are summoned they quickly become a very dangerous threat to those around them, through sheer weight of numbers and the volume of static electricity discharging violently through the air.

Loot

- If slain while permanently bound to Mundus, a Banekin's Claws, which are a Rare Illusion ingredient, can be harvested with a -10 Alchemy test. Otherwise, the Banekin's body vanishes back to Oblivion.
- If slain while permanently bound to Mundus, a character can make a -10 Alchemy test to salvage the Banekin's Tiny Daedra Heart, which is a Rare Restoration ingredient.



Clannfear

Clannfear are dinosaur-like Daedra that resemble a lizard with a large, bony crest on their head and a sharp beak and talons. They walk on two legs and use their clawed arms much like a predatory dinosaur would. They are generally thought to be of animal intelligence, though it is possible that they are intelligent enough to be communicated with at times.

Daedra; Average; White Soul (400)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	27	Combat	70
Endurance	45	Wound Thr.	13	Magic	25
Agility	50	Magicka	25	Evasion	70
Intelligence	25	Stamina	4	Observe	60
Willpower	40	Initiative	+11	Stealth	50
Perception	40	Action Pts.	3	Knowledge	25
Personality	5	Speed	15m	Social	5
Morale	60	Size	Std.	Physical	70

Weapons and Armor

- **Headbutt:** 1d8; Crushing, Concussive; Reach 1m
- **Clannfear Claws:** 1d4; Slashing, Magic; Reach 1m
- **Gnashing Beak:** 1d8; Splitting, Unwieldy, Magic; Reach 2m
- **Clannfear Hide:** Full AR 4
- **Natural Toughness (2)**

Special Abilities

- **Charge (1 AP + 1 SP):** The Clannfear can lower its head and barrel through its foes as a Primary Action. It can move up to triple its Speed in a straight line, and any characters Standard size or smaller caught in its path must test Evasion as a free action or take 1d6 Crushing damage and be knocked Prone.

Traits

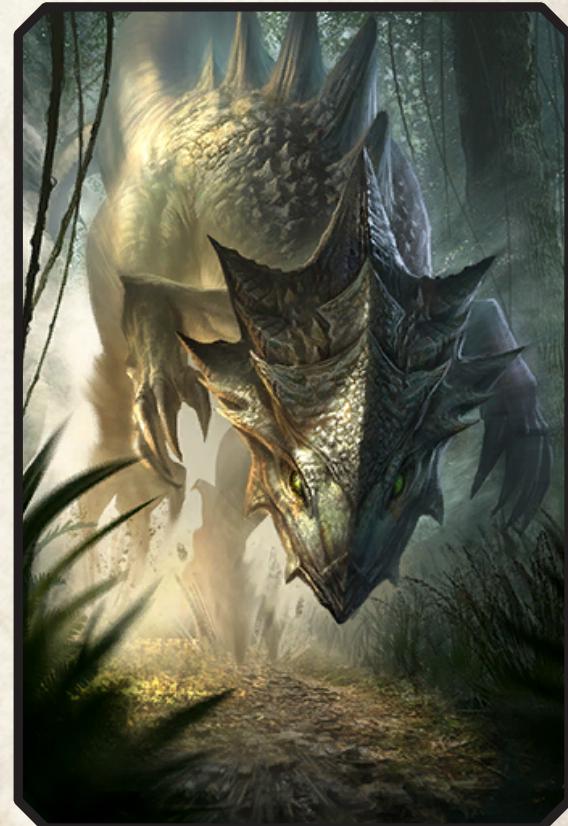
- **Daedric Reflection:** Any time the Clannfear is struck in melee that is fully or partially resisted by its AR value, it causes 1d4 Magic damage on the attacker immediately.
- **Dark Sight**
- **From Beyond**
- **Resistance (Fire, 5)**
- **Savage:** The creature rolls damage twice and keeps the highest roll.
- **Strong Jaws:** An attack with Gnashing Beak 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.
- **Weakness (Shock, 3)**

Encountering Clannfears

Clannfear are typically found in the Deadlands, and are mostly associated with the Daedric Prince Mehrunes Dagon. These monsters are among the more common variety of summoned monsters by conjurers, as they aren't too hard to handle. At the beginning of any fight this Daedra charges through its enemies, knocking them down and crushing through their armor. It also boasts a unique ability to reflect damage, another quality that makes it suitable to be used on the front lines of battle.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -10 to harvest the Clannfear's Claws, which are a Rare Destruction ingredient, otherwise the Clannfear vanished back to the realms of Oblivion.
- Additionally, if slain while permanently bound to Mundus, a character can test Survival at -20 over the course of a Long Rest to flay the Clannfear's hide, worth 100 drakes. On a -30 Survival test over another Long Rest, a character can turn the Clannfear hide into one piece of Full Clannfear Leather Armor or two pieces of Partial Clannfear Leather Armor. Clannfear Leather Armor is exactly the same as Leather Armor but has +1 AR, and additionally grants the wearer the Daedric Reflection trait on the worn Hit Location. Clannfear Leather Armor cannot be Enchanted.
- 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.



"The Clannfear is a Daedric cohort of low status in the service of a Daedric Prince or Lord. They are sometimes branded to reveal their loyalty, and they have a tough body clad in scales and a beaked head with an elongated crest. They usually take on the appearance of a lizard and vary in size and strength. Though they attack with a feral ferocity, they have not mastered even rudimentary tool use. Instead they rely on gashing their foes through biting, clawing, and lashing with their tail spikes. They are dreadful demons but by no means clever."

- The Improved Emperor's Guide to Tamriel



Daedrat

They're daedric rats. From Oblivion.

Daedra; Minor; White Soul Goo

Characteristics		Attributes		Skills	
Strength	20	Hit Points	15	Combat	55
Endurance	30	Wound Thr.	6	Magic	-
Agility	55	Magicka	15	Evasion	55
Intelligence	15	Stamina	3	Observe	35
Willpower	15	Initiative	+9	Stealth	70
Perception	35	Action Pts.	2	Knowledge	-
Personality	5	Speed	12m	Social	-
Morale	25	Size	Tiny	Physical	30

Weapons and Armor

- **Claws and Teeth:** 1d6; Slashing, Magic; Reach 1m

Special Abilities

- **Daedrat Leap (1 SP):** As part of an attack, the Daedrat can leap up to 3m and attack with its Claws and Teeth. Targets who attempt to Dodge or Parry this attack suffer a -30 penalty.

Traits

- **Dark Sight**
- **Diseased (-10):** When a target is wounded by a Daedrat, the character must pass a -10 Endurance Test or contract a Common Disease.
- **From Beyond**
- **Quadruped**
- **Resistance (Normal Weapons, 5)**
- **Strong Jaws:** An attack with Claws and Teeth that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Weakness (Sunlight, 5)**



Encountering Daedrats

Daedrats are probably the most lowly of all the daedric creatures known. More of a pest and nuisance than an actual threat in most cases. Not many actually know where they originated from in Oblivion, some believe that they're associated with Molag Bal or Mehrunes Dagon.

In battle, Daedrats like to use pack tactics and surprise their opponents by leaping towards them from a small distance. Other than that, in battle they rely on their bite and claws to rip at their enemies.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at +0 to harvest the Daedrat Tail, which is an Uncommon Illusion ingredient.
- If slain while permanently bound to Mundus, a character can make a -10 Alchemy test to salvage the Daedrat's Tiny Daedra Heart, which is a Rare Restoration ingredient.

"Listen well and smell my words! The time draws near! The ravenous rodent spoke to me. He said the Mad God walks among us. Bring your offering and make your sacrifice, or the chateau will consume you!"

- The Words of the Rodent

Daedroth

Daedroth are crocodile-headed bipedal Daedra, associated with Molag Bal and Mehrunes Dagon. They are a strong, more animalistic type of Daedra with powerful claws and magical ability.

Daedra; Major; White Soul (1000)

Characteristics		Attributes		Skills	
Strength	65	Hit Points	52	Combat	85
Endurance	60	Wound Thr.	20	Magic	20
Agility	40	Magicka	20	Evasion	50
Intelligence	20	Stamina	6	Observe	60
Willpower	50	Initiative	+10	Stealth	40
Perception	40	Action Pts.	3	Knowledge	20
Personality	5	Speed	15m	Social	5
Morale	80	Size	Large	Physical	85

Weapons and Armor

- Crocodilian Jaws:** 1d12; Slashing, Crushing, Magic; Reach 2m
- Ripping Claws:** 2d8; Splitting, Magic; Reach 1m
- Reptilian Fists:** 2d8; Crushing, Magic; Reach 1m
- Daedroth Hide:** AR 8; Full
- Natural Toughness (2)**

Special Abilities

- Thrash (1 SP):** If the Daedroth successfully Bites a target, it can spend a Stamina Point as a free action to violently thrash the target, dealing a bonus 1d12 damage that ignores armor immediately.
- Fiery Breath (1 AP + 1 SP):** The Daedroth can, as a Primary Action, spend an SP to breathe fire in a 5m cone. This deals 2d6 Fire damage to all targets within this area.
- Oblivion's Bulwark (1 AP):** The Daedroth can, as a Reaction, cast the Shield 3 spell without expending Magicka.

Traits

- Apex Predator:** The Daedroth is not limited by the usual Attacks per-round restrictions.
- Strong Jaws:** An attack with Crocodilian Jaws that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Dark Sight**
- From Beyond**
- Frightening:** At the start of an encounter with a Daedroth, all other characters must immediately test for Panic at -20.
- Savage:** The creature rolls damage twice and keeps the highest roll.
- Resistance (Fire, Normal Weapons, 5)**
- Weakness (Shock, 3)**

Encountering Daedroths

These fearsome beasts are one of the most physically powerful monstrosities that Oblivion can hold. Mostly associated with the Daedric princes Molag Bal and Mehrunes Dagon, these Daedra are the perfect shock troops to decimate any foe in their way.

With crocodile sized heads and enormous bodies larger than most mortal man and mer, a single bite from one of these could tear someone in two with ease. Some have even been known to wear armor and use weapons, but for the most part they prefer to use their claws and mouth to rip their foes apart. Boasting resistances to non-magical weapons and fire, this Daedra is also not easy to kill, and even possesses a fire breath that roasts their enemies alive. Do not take this Daedra lightly, as it will not hesitate to destroy any party of adventurers with ease.

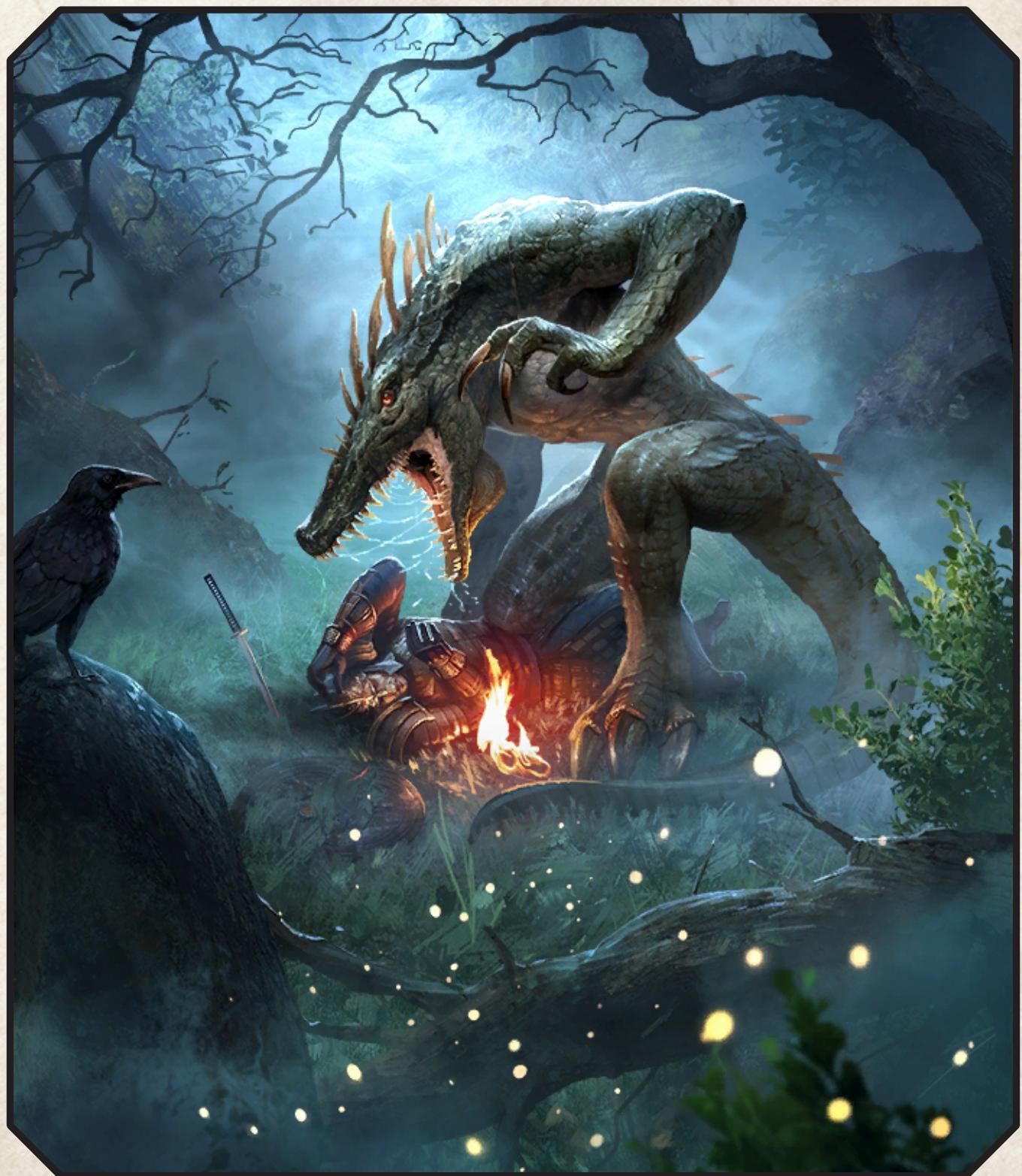
Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -20 to harvest the Daedroth's Teeth, which are a Very Rare Alteration ingredient.
- Additionally, if slain while permanently bound to Mundus, a character can test Survival at -10 over the course of a Long Rest to flay the Daedroth's hide, worth 1000 drakes.
- A character can use a Daedroth hide to create a piece of Daedroth Scale Armor, which is Full Armor, with the same stats as Full Dwemer armor, but it also grants +5 Magic AR, and grants the wearer Resistance (Normal Weapons, Fire, 5) on the worn Hit Location, but also causes the wearer to have Weakness (Shock, 3) on all Hit Locations. Daedroth Scale Armor cannot be Enchanted.
- 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.



"In a twisted, springing heap, the Daedroth was upon the stone, leaving only rubble where the boulder had been. Thinking itself victorious, the monster's bloodied maw curled into a mock grin, when a subdued song drifted in the crisp air."

- Sixteen Accords of Madness, v. VI



Dremora

Dremora Churl

Dremora (also known as "The Kyn") are a warlike Daedric race associated with the Daedric Prince of Destruction, Mehrunes Dagon. They are commonly encountered throughout the planes of Oblivion. Dremora are known to be intelligent, sentient beings, and make capable warriors and mages. The Dremora Churl is thought to be the lowliest of the Dremora, outranked by all their peers, the Churls are the foot soldiers of Oblivion.

Dremora, Daedra; Major; White Soul (500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	19	Combat	60
Endurance	38	Wound Thr.	11	Magic	55
Agility	35	Magicka	30	Evasion	45
Intelligence	30	Stamina	3	Observe	50
Willpower	45	Initiative	+9	Stealth	35
Perception	30	Action Pts.	3	Knowledge	50
Personality	25	Speed	10m	Social	45
Morale	75	Size	Std.	Physical	60

Weapons and Armor

Has one of:

- **Dremora Longsword:** 1d8(1d10)+3; Slashing, Magic; Reach 2m, 1.5H
- **Dremora Mace:** 1d8+3; Crushing, Unwieldy, Concussive, Magic; Reach 2m, 1H
- **Dremora Field Bow:** 1d6; Reload(1); Range (35/115/215)m; 2H
 - Includes 12 Dremora Splitting or Slashing Arrows (+3 damage, Magic)

Also has:

- **Dremora Plate Armor:** AR 7 / Magic 7; Magic; Super-Heavy, Full

May also have:

- **Dremora Shield:** BR 11 / MR 11; Magic; Heavy

Special Abilities

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

Traits

- **Dark Sight**
- **From Beyond**
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Resistance (Normal Weapons, 5)**
- **Resistance (Magic, 3)**
- **Teamwork:** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evade tests made against the target.

Encountering Dremora Churls

Dremora can be seen all across Oblivion, in service to most of the Daedric princes, but the most common Princes you'll see them employed by are Molag Bal, Mehrunes Dagon, and Boethia. These fearsome warriors have a class based clan system, the more important to watch out for are the Kynreeve, Kymarcher, Markynaz, and Valkynaz. These are more powerful Dremora that are leaders of the lesser Dremora of their clan.

Being very powerful warriors as well as mages, the Dremora are very formidable in battle and will not hesitate to utterly obliterate their enemies with a fireball in one hand a legendary sword in the other. Armed with some of the best crafted gear as well, It would be unwise to take on these Daedra head on in a fight.

Along with other Daedra the Dremora share a mutual hatred of the mortal race. Despite this Dremora are actually one of the few most commonly summoned Daedra, despite being among the strongest Daedra. They're employed by many powerful spellcasters to do their bidding for however long they are summoned, which can sometimes be indefinitely tied to the Spellcaster.

Dremora Churls are the lowest ranking of these Daedra, and from the bulk of the standing armies of Oblivion's most militant Princes.

Loot

- If slain while permanently bound to Mundus, a Dremora Churl's weapons and armor will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion. Dremora arms and armor have the same enchant value and weight as Daedric.
- 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.

Dremora Caitiff

The Dremora Caitiff is but a hair's breadth above the lowly Churl. Ever vying for their own position, a Caitiff must continuously prove themselves in furious battle lest they fall through the ranks back to their humble beginnings.

Dremora, Daedra; Average; White Soul (500)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	22	Combat	70
Endurance	44	Wound Thr.	12	Magic	35
Agility	38	Magicka	30	Evide	55
Intelligence	30	Stamina	4	Observe	50
Willpower	49	Initiative	+9	Stealth	35
Perception	36	Action Pts.	3	Knowledge	50
Personality	22	Speed	10m	Social	45
Morale	79	Size	Std.	Physical	70

Weapons and Armor

Has one of:

- **Dremora Claymore:** 1d12+3; Slashing, Magic; Reach 3m, 2H
 - **Dremora Great-Mace:** 1d12+3; Crushing, Unwieldy, Concussive, Shield Splitter, Magic; Reach 3m, 2H
 - **Pair of Dremora Maces:** 1d8+3; Crushing, Unwieldy, Concussive, Magic; Reach 2m, 1H; Wields one in each hand
- Also has:
- **Dremora Plate Armor:** AR 7 / Magic 7; Magic; Super-Heavy, Full

Special Abilities

- **Killing Blow (1-2 SP):** Before rolling melee damage, the Dremora can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 2 SP.
- **Daedric Fury (1 AP + 1 SP):** The Dremora can work themselves into a frenzy as a Primary Action. During this time they roll all damage twice and pick the highest on all melee attacks until it is Stunned, Dazed, or willingly ends the fury.
- **Cleave (1 SP):** As part of an All Out Attack, the Dremora can strike up to 3 targets in melee Reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.

"We are not born; we have not fathers nor mothers, yet we have kin and clans."

- Spirit of the Daedra

Traits

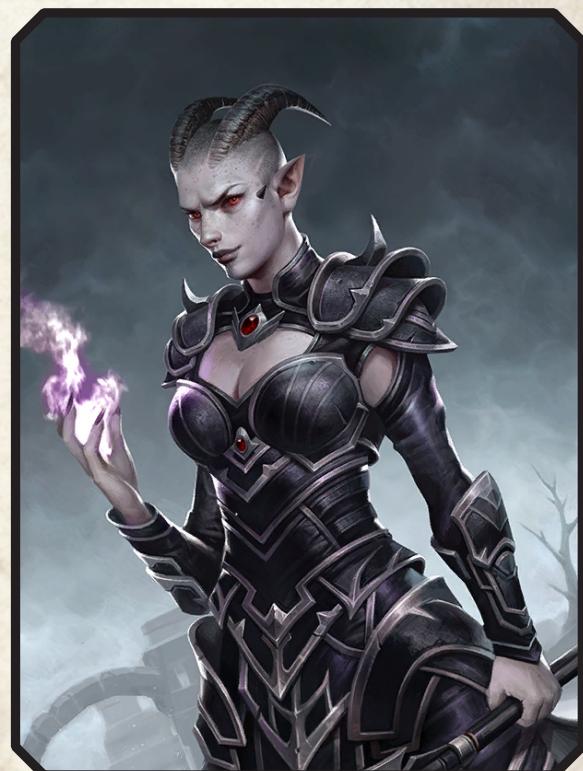
- **Dark Sight**
- **From Beyond**
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Resistance (Normal Weapons, 5)**
- **Resistance (Magic, 3)**
- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Teamwork:** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evide tests made against the target.
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.

Encountering Dremora Caitiffs

Dremora Caitiff are among the lowest ranking Dremora, and fight wildly on the front lines to maintain their low, but not the lowest, station among their war-like people.

Loot

- If slain while permanently bound to Mundus, a Dremora Caitiff's weapons and armor will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion. Dremora arms and armor have the same enchant value and weight as Daedric.
- 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.



Dremora Kynmarcher

The Dremora Kynmarcher is an officer among the legions of Dremora. Something akin to Tamriel's knights or legion centurions, a Kynmarcher commands a fighting company of Dremora.

Dremora, Daedra; Major; White Soul (800)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	25	Combat	80
Endurance	50	Wound Thr.	15	Magic	75
Agility	45	Magicka	40	Evasion	65
Intelligence	40	Stamina	5	Observe	60
Willpower	55	Initiative	+12	Stealth	55
Perception	40	Action Pts.	3	Knowledge	60
Personality	35	Speed	13m	Social	65
Morale	85	Size	Std.	Physical	70

Weapons and Armor

Has one of:

- **Dremora Longsword:** 1d8(1d10)+3; Slashing, Magic; Reach 2m, 1.5H
- **Dremora Great-Mace:** 1d12+3 Crushing, Unwieldy, Concussive, Shield Splitter, 2H, Magic, Reach 3m.
- **Dremora Field Bow:** 1d6 (35/115/215)m Range; Reload (1), 1H, plus 12 Dremora Arrows (+3, Magic, Splitting or Slashing).

Also has:

- **Dremora Plate Armor:** AR 7 / Magic 7; Magic; Super-Heavy, Full

May also have:

- **Dremora Shield:** BR 11 / MR 11; Magic, Heavy

Special Abilities

- **Killing Blow (1-3 SP):** Before rolling melee damage, the Dremora can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 3 SP.
- **Power Block (1 SP):** The Dremora can double their shield's BR against physical damage as part of a block action.
- **Cleave (1 SP):** As part of an All Out Attack, the Dremora can strike up to 3 targets in melee Reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Kynmarch (1 AP + 1 SP):** As a Primary Action, the Kynmarcher can bark an order and command all friendly Dremora within 10m to immediately make a free Attack action that does not count towards the usual attack limit per round.

Traits

- **Dark Sight**
- **From Beyond**
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Resistance (Normal Weapons, 5)**
- **Resistance (Magic, 3)**

- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Teamwork:** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evade tests made against the target.

Variant: Dremora Warlock

Weapons and Armor

Replaces Dremora Plate Armor with Dremora Robes, which are plain black robes made of fine daedric silks.

Additionally, Gains one of the following enchanted rings:

- **Ring of the Iron-Heart:** +2 AR, Constant
- **Ring of the War-Mind:** Fortify Willpower +10, Constant
- **Ring of the Spell-Drinker:** Absorb Magic (2), Constant

Spells

Knows 4 of the following:

- **Shock Bolt 3:** 8 MP; 1d8 Shock; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Fire Bolt 3:** 8 MP; 1d8 Fire; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Frost Bolt 3:** 8 MP; 1d8 Frost; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Summon Scamp 1:** 8 MP; Upkeep, Mindlock(1); See original spell for details
- **Detect Life 3:** 16 MP; Upkeep; Can see a faint outline of all living creatures within 30m
- **Absorb Magicka 3:** 13 MP; Direct, Attack; Target within 50m makes a Wp test or loses 1d8 magicka. Caster regenerates MP equal to the magicka lost. If this spell is affected by reflect, it has no effect.

Encountering Dremora Kynmarchers

Dremora Kynmarchers are the nobles of the Dremora caste system, and command much respect from their inferiors, if begrudgingly or solely out of fear, it makes no difference. Where a Kynmarcher is found, an army is to follow.

Loot

- If slain while permanently bound to Mundus, a Dremora Kynmarcher's weapons and armor will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion. Dremora arms and armor have the same enchant value and weight as Daedric.
- 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.

Dremora Lord

The Dremora Valkynaz, also known simply as a Dremora Lord, is the mightiest kind of Dremora to be found. The highest and most esteemed of the Dremora titles, the Valkynaz commands legions and sunders men apart. It is said that their Daedric armor is created by binding their own predecessors' essence to the new armor, for a Dremora Valkynaz is never promoted: they exclusively usurp.

Dremora, Daedra; Extreme; White Soul (1500)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	26	Combat	105
Endurance	52	Wound Thr.	17	Magic	70
Agility	53	Magicka	45	Evide	73
Intelligence	45	Stamina	5	Observe	72
Willpower	70	Initiative	+13	Stealth	63
Perception	42	Action Pts.	4	Knowledge	75
Personality	43	Speed	15m	Social	65
Morale	100	Size	Std.	Physical	85

Weapons and Armor

Has one of:

- **Daedric Longsword:** 1d8(1d10)+4; Slashing, Magic; Reach 2m, 1.5H
- **Daedric Great-Mace:** 1d12+4; Crushing, Unwieldy, Concussive, Shield Splitter, Magic; Reach 3m, 2H
- **Pair of Daedric Cleavers:** 1d8+4; Slashing, Magic; Reach 2m, 1H; Wields one in each hand

Also has:

- **Enchantment:** The chosen weapon has one of the following strike enchantments:
 - **Hungering Fire:** Deals 4 bonus Fire damage on Strike and heals the bearer for the Fire damage dealt.
 - **Heart Drinker:** The bearer heals for the damage the weapon deals to living targets.
 - **Soul Eater:** Deals 4 bonus Magic damage on Strike and Soul Traps the target for one minute.

Also has:

- **Daedra Plate Armor:** AR 8 / Magic 8; Magic; Super-Heavy, Full

May also have:

- **Daedric Shield:** BR 12 / MR 12; Magic; Heavy



Special Abilities

- **Killing Blow (1-3 SP):** Before rolling melee damage, the Dremora can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 3 SP.
- **Power Block (1 SP):** The Dremora can double their shield's BR against physical damage as part of a block action.
- **Cleave (1 SP):** As part of an All Out Attack, the Dremora can strike up to 3 targets in melee Reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Kynmarch (1 AP + 1 SP):** As a Primary Action, the Dremora Lord can bark an order and command all friendly Dremora within 10m to immediately make a free Attack action that does not count towards the usual attack limit per round.
- **Riposte (1 SP):** Immediately after successfully parrying a melee attack, the Dremora Lord can make a free attack against the target he parried as long as the target is in reach. This does not count towards the total attack limit per round.

Traits

- **Dark Sight**
- **From Beyond**
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Resistance (Normal Weapons, 5)**
- **Resistance (Magic, 3)**
- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Teamwork:** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evade tests made against the target.
- **Dual Fighter:** Raise the maximum number of attacks to 3 per round as long as the character is dual wielding and attacks with each wielded weapon at least once.

"We do not die. We do not fear death. Destroy the Body, and the Animus is cast into The Darkness. But the Animus returns."

- Spirit of the Daedra

Encountering Dremora Lords

Dremora Lords regularly surround themselves with trusted retainers; proven Kynmarchers and the like. It is difficult to fight a Lord without their backup, for the Dremora are clannish and militaristic. They are not warriors, they are soldiers, an important distinction.

Dremora Lords wear the greatest armor and bear the greatest weapons of the infernal legions. It is said that a Valkynaz' first act upon usurping their predecessor is to cut out their heart and steal their soul, and bind it to a freshly forged piece of armor or weapon. The arms and armor a Dremora Valkynaz bears are a reminder of all that came before, and a warning that he was better than them all.

Like Kynmarchers, Dremora Lords are a brutally effective force multiplier, and use their supernatural Kynmarch ability to rouse their soldiers to further and further violence. Killing a Dremora Lord, or their followers, as fast as possible should be the priority of any warband facing the displeasure of fighting one of these Daedric warlords.

Loot

- If slain while permanently bound to Mundus, a Dremora Lord's weapons and armor will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion.
- 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.



Hell Hound

The Hell Hound is a predatory, wolf-like daedra stalking the Nether Planes of oblivion. Striking from the darkness with fang and jaw, it can easily tear prey apart, though its most horrifying trait is the fiery breath that strikes you from afar.

Daedra; Average; White Soul (300)

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	60
Endurance	30	Wound Thr.	8	Magic	-
Agility	50	Magicka	15	Evasion	60
Intelligence	15	Stamina	3	Observe	70
Willpower	30	Initiative	+10	Stealth	90
Perception	40	Action Pts.	3	Knowledge	5
Personality	5	Speed	13m	Social	5
Morale	50	Size	Std.	Physical	50

Weapons and Armor

- **Infernal Bite:** 1d8; Slashing, Magic; Reach 1m
- **Natural Toughness (3)**

Special Abilities

- **Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.
- **Shadow Strike (1 SP):** After making a successful melee attack while Hidden, the Hound deals an additional 1d6+3 damage that ignores armor.
- **Fire Breath (1 AP + 1 SP):** The Hell Hound can unleash a 10m cone of flame from its slavering jaws as a Primary Action, dealing 1d10 Fire Damage to all targets in this area.

Traits

- **Dark Sight**
- **From Beyond**
- **Immunity (Fire)**
- **Netherbeast:** The Hell Hound ignores all movement restrictions from the Hidden condition. If it kills a target with a melee attack while Hidden, it can attempt a Stealth test opposed by the Observe of anyone that could have seen the attack. If successful, it retains the Hidden condition. Additionally, when the Hell Hound successfully rolls Stealth, it scores a minimum of 4 Degrees of Success.
- **Quadruped**
- **Resistance (Normal Weapons, 5)**
- **Strong Jaws:** An Infernal Bite attack that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Unrelenting:** Characters cannot Disengage while in melee range of a Hell Hound.

Encountering Hell Hounds

Hell Hounds are not tied to the service of any particular Daedric Prince and, as a result, fall under Peryite's protection. The Hell Hounds stalk through shadows to chase their quarry. Who sends them, or why they pursue their prey are entirely unknown.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -40 to harvest its shadow ichor, which is a Legendary Illusion ingredient, otherwise the Hell Hound will vanish back to Oblivion.
- 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.

Hunger

The Hunger is one of the many servants of the Daedric Prince Boethiah and is known to be capable of quickly destroying its opponent's armor and weapons. The Hunger uses its long tongue to attack as well as its claws and spells.

Daedra; Major; White Soul (800)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	80
Endurance	40	Wound Thr.	13	Magic	80
Agility	60	Magicka	120	Evasion	90
Intelligence	40	Stamina	4	Observe	70
Willpower	50	Initiative	+15	Stealth	90
Perception	50	Action Pts.	3	Knowledge	40
Personality	5	Speed	16m	Social	5
Morale	70	Size	Std.	Physical	40



Weapons and Armor

- Venomous Tongue:** 1d12 Poison, Magic, Reach 1m
- Raking Talons:** 1d8 Slashing; Disintegrate 2 on Strike; Magic, Proven; Reach 2m.
- Hunger Scales:** Partial AR 1
- Natural Toughness (3)**

Special Abilities

- Daedric Poison (1 SP):** The Hunger can spend a Stamina Point when it successfully damages a target with its tongue attack to envenom the target. An Envenomed target takes 1d4 Poison damage at the end of each round until they pass a +0 Endurance Test, which can be taken once per round as free Action at the start of the character's turn.
- Refresh Spells (1 SP):** The Hunger can spend a Stamina Point to either regain magicka points up to half their MP max or refresh all their used spellcasts used with the Spellcaster trait.

Traits

- Dark Sight**
- From Beyond**
- Immunity (Fire, Frost, Shock, Poison)**
- Resistance (Normal Weapons, 5)**
- Savage**
- Unrelenting:** Characters cannot Disengage while in melee range of a Hunger.

Spells

- Burden 3:** 12 MP; Upkeep, Direct; Target within 50m must pass a +0 Str test or raise their encumbrance level by one for one round.
- Jump 5:** 6 MP; Caster's next jump within 1 min increases by 5m in height or distance.
- Open 5:** 16 MP; locked door or container within 1m
- Disintegrate Weapon 3:** 14 MP; Ranged(100m), Attack; Apply the Damaged(3) quality to weapons the target is wielding.
- Fatigue 3:** 10 MP; Direct, Attack; Target within 50m must pass a +0 End test or lose 1 SP.
- Paralyze 4:** 32 MP; Upkeep, Direct, Attack; Target within 50m must pass a -10 Wp test or be Paralyzed for 1 round.
- Blind 4:** 16 MP; Upkeep, Direct, Attack; Target within 50m must pass a -10 Wp test or be Blinded for 1 round.

Encountering Hungers

Hungers can be found throughout Oblivion, but are mostly found in the service of Boethiah. These little monstrosities attack with a ferocity known only to Daedra. They can be seen clawing away armor as it disintegrates at their touch and poisoning their enemies with their lashing tongue. It is not wise to engage one in melee, as you may find your weapon falling to pieces in your hand before you can even strike them.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -10 to harvest the Hunger Tongue, which is a Rare Restoration 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.

Mazken, the Dark Seducer

The Mazken are matriarchal Daedric humanoids with blue, gray, or dark purple skin. Many of them have been known to possess large, retractable bat-like wings. They are the spawn of Sheogorath, but many of the Mazken are notoriously clanless and treacherous, owing allegiance to many Daedric Princes.

Daedra; Major; White Soul (Gooo)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	25	Combat	100
Endurance	50	Wound Thr.	16	Magic	90
Agility	60	Magicka	100	Evade	100
Intelligence	50	Stamina	5	Observe	75
Willpower	60	Initiative	+16	Stealth	100
Perception	55	Action Pts.	4	Knowledge	70
Personality	50	Speed	17m	Social	80
Morale	90	Size	Std.	Physical	75

Weapons and Armor

Has one of:

- **Dark Longsword:** 1d8(1d10)+4; Slashing, Magic; Reach 2m, 1.5H
- **Dark Shortblade:** 1d6+4; Slashing, Exploit Weakness, Magic; Reach 1m, 1H
- **Dark Mace:** 1d8+4; Crushing, Unwieldy, Magic; Reach 2m, 1H
- **Dark War Axe:** 1d8+4; Splitting, Unwieldy, Magic; Reach 2m, 1H

Also has:

- **Dark Armor:** AR 6 / Type 6; Magic; Light, Partial

May also have:

- **Dark Shield:** BR 10 / MR 7; Magic; Medium

Special Abilities

- **Blessing of the Madgod (1 AP + 1 SP):** As a Reaction to an attack, the Mazken can spend a Stamina Point to gain the Sanctuary 5 effect for one round.
- **Seducing Touch (1 AP + 2 SP):** As an attack, the Mazken can reach out and touch a target in melee. The target takes an additional 1d4 Magic damage that ignores armor. Then, the target takes 1d4 Magic damage that ignores armor at the end of each round until they pass a +0 Willpower test, which can be taken once per round as a free Action at the start of the character's turn. Each time this effect does damage the Mazken heals for the damage dealt.
- **Refresh Spells (1 SP):** The Daedra can spend a Stamina Point to either regain magicka points up to half their MP max or refresh their used spellcasts used with the Spellcaster trait.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **From Beyond**
- **Innate Magic:** Can cast spells even if hands are occupied.
- **Resistance (Normal Weapons, 5)**
- **Weakness (Frost, 5)**
- **Spell Absorption (3)**

Spells

Has one of the following Spell Lists:

List One

- **Burden 6:** 22 MP; Upkeep, Direct; Target within 50m must pass a -30 Str test or raise their encumbrance level by one for one round.
- **Heal 5:** 11 MP; Caster regains 10 HP
- **Frost Bite 4:** 9 MP; 1d10 Frost; Attack, Overload (+WpB to Damage), Melee (1m)
- **Fire Bolt 3:** 8 MP; 1d8 Fire; Attack, Overload (+WpB to Damage), Ranged (100m)

List Two

- **Shock Shield 6:** 6 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 3 HP for Shock damage for 1 round. (See original spell for details).
- **Ward 5:** 11 MP; Defensive Overload; Does not provoke Attack of Opportunity. Generate shield with 10 Magical and Physical BR. Cannot Power Block.
- **Shock Bolt 4:** 10 MP; 1d10 Shock; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Fire Bite 3:** 7 MP; 1d8 Frost; Attack, Overload (+WpB to Damage), Melee (1m)

List Three

- **Shield 6:** 15 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 6 HP for physical damage for 1 round. (See original spell for details).
- **Heal 5:** 11 MP; Caster regains 10 HP
- **Fire Bolt 4:** 10 MP; 1d10 Fire; Attack, Overload (+WpB to Damage), Ranged (100m)
- **Shock Ball 3:** 12 MP; 1d8 Shock; Attack, Overload (+WpB to Damage), Aoe (2m, Sphere)

List Four

- **Shield 6:** 15 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 6 HP for physical damage for 1 round. (See original spell for details).
- **Fire Armor 5:** 21 MP; Upkeep, Defensive Overload; Caster gains 5 Magic AR for 1 minute
- **Frost Ball 4:** 14 MP; 1d10 Shock; Attack, Overload (+WpB to Damage), Aoe (2m, Sphere)
- **Fire Cone 3:** 13 MP; 1d8 Fire; Attack, Overload (+WpB to Damage), AoE (5m, Cone)

Encountering Dark Seducers

Mazken are the spawn of the Daedric prince of madness, and can be found in Shivering Isles guarding Dementia. These Daedra are known for their cruelty and malice towards mortals, and can sometimes be found with large retractable bat-like wings. Their society, like the Golden Saints, is matriarchal and it is a rare occurrence to see a male Mazken. Unlike the Golden Saints, though, the Mazken are lot less loyal, and tend to be very fond of betrayal. Many Mazken can be seen across Oblivion serving many Daedric Princes.

In battle these Daedra are very much like their counterparts the Golden Saints, except their weapons and armor are far more dark and menacing. These daedra use very vampiric magicks that siphon the life out of their foes, healing them in the process. The Mazken are also very adept at preying on mortals by wearing very revealing outfits and seducing them into their death (as their nickname implies).

Loot

- If slain while permanently bound to Mundus, a Dark Seducer's weapons and armor will be recoverable, otherwise the Seducer's body and equipment vanish back to Oblivion. Dark Seducer arms and armor have the same enchant values and weight as Malachite.
- 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.



Ogrim

Ogrim are enormous Daedra with very little intellect, but which are chiefly sent into the mortal world to menace living things for the amusement of Daedra Princes. Ogrim are associated with Malacath. They are known for their unnatural toughness.

Daedra; Major; White Soul (800)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	68	Combat	80
Endurance	60	Wound Thr.	19	Magic	40
Agility	30	Magicka	20	Evasion	10
Intelligence	20	Stamina	6	Observe	45
Willpower	40	Initiative	+8	Stealth	10
Perception	35	Action Pts.	3	Knowledge	20
Personality	5	Speed	12m	Social	5
Morale	80	Size	Huge	Physical	80

Weapons and Armor

- Huge Fists:** 2d8 Crushing; Concussive, Magic; Reach 2m
- Natural Toughness (6)**

Special Abilities

- Hulking Fortitude (1 AP + 2 SP):** As a Reaction to taking damage from a melee attack, the Ogrim can spend 2 Stamina Points to negate all damage taken. If the attacking weapon has the Impaling quality, the damage is only halved instead. When a creature's melee attack is affected by this, they become Dazed for one round as they stagger back. If the weapon has the Impaling quality, the wielder must immediately pass a +30 Luck test or else the weapon is stuck in the Ogrim's rolling mounds of fat, and the character is disarmed. Retrieving the stuck weapon requires a Take Weapon special action that the Ogrim does not oppose, but the character must still succeed on their Unarmed or Athletics test.

Traits

- Dark Sight**
- From Beyond**
- Regeneration (6 + DoS):** The Ogrim can test Endurance for free at the start of each round to heal for 6 + DoS HP.
- Resistance (Normal Weapons, 5)**
- Thick Skull:** The Ogrim is immune to being Stunned and Dazed.

Encountering Ogrims

These lumbering, nipple-pierced Daedra can be found in the service of Malacath mostly, but is sometimes affiliated with other Daedric princes such as Molag Bal. They are very known to harass mortals, and are very hard to kill because of their natural resistance to non-magical weapons. Slow-witted, slow-bodied, and ponderous creatures, they are nonetheless deadly to any foolish enough to wander too closely to the monstrous brutes. They are a perfect front-line force for any seasoned conjurer.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -10 to harvest the two Ogrim's Horns, which are each a Rare Alteration ingredient. If not Bound to Mundus, the Ogrim simply vanishes.
- 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.



Scamp

Scamps are a common Daedric creature, known for their simple-mindedness and cowardliness. Though smaller and weaker than most other Daedra, they can still be a dangerous opponent, especially when found in numbers. They are mischievous and cruel.

Daedra; Average; White Soul (300)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	13	Combat	50
Endurance	35	Wound Thr.	8	Magic	65
Agility	50	Magicka	30	Evide	50
Intelligence	40	Stamina	3	Observe	45
Willpower	35	Initiative	+12	Stealth	60
Perception	45	Action Pts.	3	Knowledge	40
Personality	5	Speed	13m	Social	5
Morale	55	Size	Std.	Physical	00

Weapons and Armor

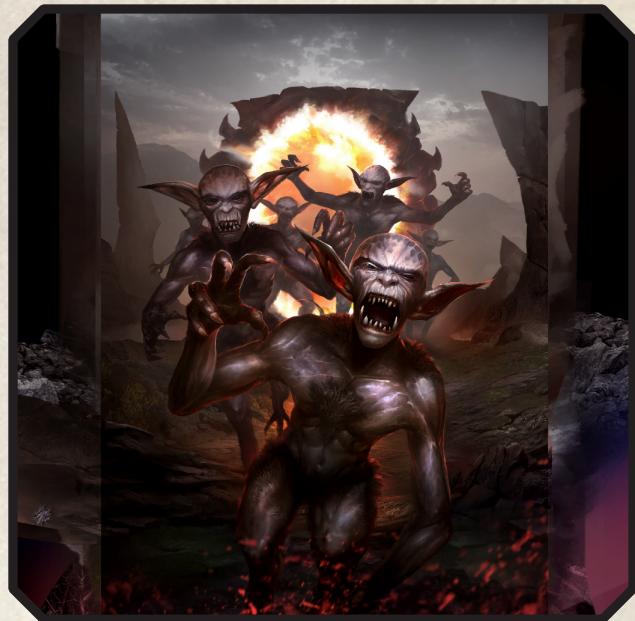
- **Tooth and Nail:** 1d8; Slashing, Magic, Small; Reach 1m

Special Abilities

- **Mischief and Mayhem (1 SP):** After making a successful melee attack, the Scamp can spend a Stamina Point to either immediately climb the opponent, pulling their hair, tugging their ears and biting their nose to count as a Grapple, or instead try to steal an item by rolling Stealth against the target's Perception or Observe. If successful, the Scamp manages to steal something of its choice.
- **Gang Up (1 SP):** When a Scamp makes a melee or spell attack, they can increase the damage by +1 for each Scamp also in reach of the target if making a melee attack, or within 3m of the casting Scamp if making a spell attack. This point must be spent before resolving the attack roll.
- **Refresh Spells (1 SP):** The Scamp can spend a Stamina Point to either regain MP up to half their MP max or refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **Climber (10):** The creature can climb walls and ceilings as if open ground, treating their Speed as 10m.
- **From Beyond**
- **Dark Sight**
- **Resistance (Normal Weapons, Magic, 5)**



Spells

- **Fire Bolt 1:** 4 MP; 1d4 Fire, Attack, Overload (+WpB to Damage), Ranged (100m)
- **Fire Bolt 2:** 6 MP; 1d6 Fire, Attack, Overload (+WpB to Damage), Ranged (100m)
- **Reflect 1:** 4 MP; Upkeep; If the caster would be hit by a spell, roll a d10. If the result is 1, resolve the spell against the original caster. Lasts 1 round.

Encountering Scamps

These tiny mischievous Daedra are renowned across Tamriel to be the most annoying and irritating of all the Daedra (barring Daedrats of course). They're known to harass mortals more than any other Daedra, as they burn down whatever comes in their way with their fire spells. Scamps are mostly associated with Mehrunes Dagon, but can be found doing errands for many of the Daedric Princes in Oblivion.

In combat these small devils can be found casting fire spells from a distance and when they get close, they climb on top of their enemies, choking, biting, pulling hair, throwing sand in eyes, and stealing items. One Scamp is no threat, two are a handful, three is utter mayhem.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -10 to harvest a dose of Scamp Skin, which is a Rare Destruction ingredient, otherwise the Scamp simply vanishes back to the realms of Oblivion.
- If slain while permanently bound to Mundus, a character can make a -10 Alchemy test to salvage the Scamp's Tiny Daedra Heart, which is a Rare Restoration ingredient.

Spider Daedra

These Daedra appear as giant spiders with human torsos, and are associated with Mephala. They are so unruly and irrational that not even Mephala's worshipers loathe to summon them, for fear that they will disobey orders.

Daedra; Major; White Soul (1000)

Characteristics		Attributes		Skills	
Strength	45	Hit Points	25	Combat	85
Endurance	50	Wound Thr.	14	Magic	80
Agility	55	Magicka	80	Evade	75
Intelligence	40	Stamina	5	Observe	80
Willpower	50	Initiative	+14	Stealth	80
Perception	50	Action Pts.	3	Knowledge	40
Personality	15	Speed	14m	Social	25
Morale	90	Size	Large	Physical	75

Weapons and Armor

- Venomous Kiss:** 1d10 Poison; Magic, Small; Reach 1m
- Claws:** 1d6; Slashing, Magic, Exploit Weakness; Reach 2m
- Spider Hide:** AR 4; Partial
- Natural Toughness (1)**

Special Abilities

- Web Blast (1 AP + 1 SP):** As an attack, the Spider Daedra can launch a web up to 10m. If it hits, its target is Entangled.
- Summon Spiderlings (1 AP + 1 SP):** As a Primary Action, the Spider Daedra can call forth her children from the void, summoning 1d4+1 Spiderlings. Summoned Spider Daedra cannot use this ability.
- Poison Spit (1 AP + 2 SP):** As a ranged attack, the Spider Daedra can spit a wad of Daedric toxins up to 3m. The spit inflicts 2d8 Poison damage immediately, and Envenoms the target. While Envenomed, the target suffers a -20 on all Agility based tests and halves their movement speed until they pass a -20 Endurance test that can be taken as a free action once per round at the start of their turn, or until a minute has passed.
- Refresh Spells (1 SP):** The Spider Daedra can, as a free action, refresh MP equal to half their max MP. If they have the optional Spellcaster trait, they refresh all of their spell uses instead.

Traits

- Climber (14):** The creature can climb walls and ceilings as if open ground, treating their Speed as 14m.
- Crawler:** Not slowed by Difficult Terrain.
- From Beyond**
- Dark Sight**
- Quadruped**
- Resistance (Normal Weapons, Fire, 5)**
- Weakness (Frost, Shock, 3)**

Spells

- Shock Bolt 5:** 12 MP; 2d6 Shock; Ranged (100m), Attack, Overload (+WB to dmg)
- Shock Cone 5:** 17 MP; 2d6 Fire; AoE (5m, cone), Attack, Overload (+WB to Dmg)
- Chain Lightning 3:** 15 MP; 1d8 Shock; Ranged (50m, Attack, Overload (+WB to Dmg); Damages target character within 50m then jumps to an additional target within 10m using the initial attack test, then repeats for a final target.
- Heal 6:** 13 MP; Caster regains 12 HP

Special Hit Table

Hit Location	Melee	Ranged
Legs	1-5	1-4
Body	6-7	5-7
Left Arm	8	8
Right Arm	9	9
Head	10	10

Encountering Spider Daedra

This particular Daedra can be found in the service of Mephala, and are some of the most vile Daedra to be found among her realm. With how unpredictable and irrational they are, it would almost make you think that Sheogorath may have had a hand in making them.

They're among the most powerful and dangerous Daedra to fight as they can easily summon masses of Spiderlings to aid them in battle while in Oblivion. As well as the poison that they spit at their adversaries, which is caustic and causes the target to move slower. This, in addition to their web-shooting abilities, makes them very formidable and not something any summoner should easily conjure up on a whim.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -20 to harvest the Spider Daedra's Silk Gland, which is a Very 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.

"Spider Daedra. Hateful. Loathsome. But what if you're lost in their terrible realm? What if you don't know what to do? Then you need them. I expected to be trussed up and slowly dissolved. But a befriending? Conversation? Joviality? Only if you believe these scuttling hellions can feel compassion. They spin the web for Molag Bal. Their imagined aid only serrates my sanity. I am to be coaxed off this cliff, not pushed. The Daedra. The cursed Daedra."

- Dreams of Cyrodiil, Nightmares of Coldharbour



Spiderling

Spawned by the larger and more powerful Spider Daedra, these creatures aid their mother in battle.

Daedra; Minor; White Soul (50)

Characteristics		Attributes		Skills	
Strength	20	Hit Points	10	Combat	40
Endurance	20	Wound Thr.	6	Magic	20
Agility	50	Magicka	15	Evasion	70
Intelligence	15	Stamina	2	Observe	60
Willpower	20	Initiative	+10	Stealth	80
Perception	40	Action Pts.	1	Knowledge	15
Personality	5	Speed	12m	Social	5
Morale	20	Size	Tiny	Physical	30

Weapons and Armor

- **Tiny Fangs:** 1d4, Magic, Small, 1m Reach.
- **Spiderling Hide:** AR 3; Partial

Special Abilities

- **Web Blast (1 AP + 1 SP):** As an attack, the Spiderling can launch a web up to 10m. If it hits, its target is Entangled.
- **Paralyzing Bite (1 SP):** When the Spiderling successfully hits a target with its Tiny Fangs, it can choose to spend a Stamina Point instead of rolling damage in order to induce a temporary paralysis in the target. The target can attempt a +10 Endurance test to resist. Failure results in the target being Paralyzed for one round.

Traits

- **Climber (12):** The creature can climb walls and ceilings as if open ground, treating their Speed as 12m.
- **Crawler:** Not slowed by Difficult Terrain.
- **Dark Sight**
- **From Beyond**
- **Immune to the Paralysis and Silenced**
- **Quadruped**
- **Resistance (Fire, 5)**
- **Swarm:** A Spiderling causes +1 damage with their Tiny Fangs for every other friendly Spiderling also in reach of the target.

Encountering Spiderlings

Spiderlings will always be seen under the command of Spider Daedra, serving as minions for their master to distract enemies and provide cover for the greater Daedra. Killing the Spider Daedra that summoned them will banish them in turn.

Loot

- If slain while permanently bound to Mundus, a character can make a -10 Alchemy test to salvage the Spiderling's Tiny Daedra Heart, which is a Rare Restoration ingredient.



"Amusing sweetmeats! So soft! So full of life! Feast, my children! Feast upon its succulent flesh!"

- Lady Malygda

Winged Twilight

A Harpy-like, female-form Daedra with bat-like wings. They operate as messengers of Azura.

Daedra; Major; White Soul (1000)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	25	Combat	110
Endurance	50	Wound Thr.	15	Magic	90
Agility	70	Magicka	100	Evade	120
Intelligence	50	Stamina	5	Observe	95
Willpower	60	Initiative	+17	Stealth	90
Perception	55	Action Pts.	4	Knowledge	50
Personality	40	Speed	18m	Social	60
Morale	80	Size	Std.	Physical	65

Weapons and Armor

- **Talons:** 1d12; Slashing, Magic, Proven; Reach 1m
- **Barbed Tail:** 2d8, Splitting, Magic, Impaling, 2m Reach

Special Abilities

- **Flyby (1 SP):** The Winged Twilight 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 or Barbed Tail, the Winged Twilight can spend 2 Stamina Points to then grab the target, provided it is sized Medium or Smaller. The Winged Twilight then can test Physical to fly up to 9m upwards. This is treated as a Grapple, and the Winged Twilight can choose to drop the target at any point, causing the usual amount of falling damage to be incurred.
- **Refresh Spells (1 AP):** The twilight can spend a Stamina Point to either regain magicka points up to half their MP max or refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **From Beyond**
- **Flyer (18):** The Winged Twilight can fly at a Speed of 18m.
- **Resistance (Normal Weapons, 5)**
- **Resistance (Fire, Frost, Shock, Poison, 5)**
- **Spell Reflect (2):** Whenever the Winged Twilight would be affected by a magic spell, roll a d10. On a 2 or less, the Winged Twilight is unaffected and the caster of the spell is affected instead.
- **Special Hit Locations:** A roll of 5 on the Hit Location chart instead hits the Winged Twilight's tail. If wounded, it cannot use its Barbed Tail attack. Additionally, its arms are its wings, and if Wounded, cannot fly.

Spells

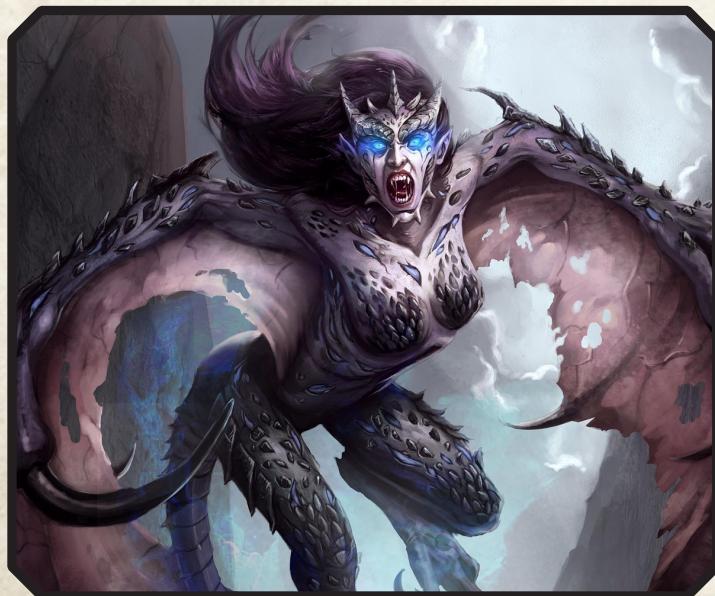
- **Shock Bolt 3:** 8 MP; 1d8 Shock; Ranged (100m), Attack, Overload (+WB to dmg)
- **Shock Bolt 4:** 10 MP; 1d10 Shock; Ranged (100m), Attack, Overload (+WB to dmg)
- **Shock Bolt 5:** 12 MP; 2d6 Shock; Ranged (100m), Attack, Overload (+WB to dmg)
- **Chain Lightning 3:** 15 MP; 1d8 Shock; Ranged (50m, Attack, Overload (+WB to Dmg); Damages target character within 50m then jumps to an additional target within 10m using the initial attack test, then repeats for a final target.

Encountering Wings

Winged Twilights are associated mostly with the Daedric Prince Azura, as they are her primary messengers, and minions. They have large bat-like wings for arms, and have resistances to most types of magic damage. The tail of this Daedra is probably its most formidable feature, as it is the Winged Twilight's primary means of attack. If the tail is wounded though, the Winged Twilight must rely on its claws and natural spellcasting. This Daedra is another of the few summoned only by seasoned conjurers.

Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -40 to harvest up to 3 doses of Twilight Poison, which are each a Legendary Destruction ingredient. The character salvages up to their DoS on the Alchemy test, maximum of 3.
- 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.



Xivilai

Xivilai are highly intelligent Daedra that look like tall and muscular gray-skinned warriors. They are similar in many points to the Dremora, but do not have a caste system. This lack of caste system reflects their hatred of subordination and tendency for betrayal. When they do serve a Daedric Prince, it is most often Mehrunes Dagon.

Daedra; Major; Soul Type Gooo

Characteristics		Attributes		Skills	
Strength	60	Hit Points	50	Combat	100
Endurance	55	Wound Thr.	23	Magic	90
Agility	40	Magicka	80	Evasion	60
Intelligence	40	Stamina	5	Observe	55
Willpower	60	Initiative	+11	Stealth	40
Perception	35	Action Pts.	3	Knowledge	60
Personality	30	Speed	14m	Social	60
Morale	90	Size	Std.	Physical	85

Weapons and Armor

Has one of:

- **Daedric Cleaver:** 1d12+4; Slashing, Magic, Unwieldy, Proven; Reach 3m, 2H
- **Daedric Executioner:** 1d12+4; Splitting, Magic, Unwieldy, Shield Splitter, Proven; Reach 3m, 2H
- **Daedric Great-Mace:** 1d12+4; Crushing, Magic, Unwieldy, Concussive, Shield Splitter, Proven; Reach 3m, 2H
- **Daedric War-Comet:** 1d12+4; Crushing, Magic, Flail, Unwieldy, Concussive, Shield Splitter, Proven; 3m Reach, 2H

Also has:

- **Natural Toughness (4)**

Special Abilities

- **Brutal Cleave (1 SP):** As part of an All Out Attack, the Xivilai can strike up to 3 targets in melee reach as a single attack. Any targets struck suffer Damaged (3) on the affected Hit Location. Roll once for the attack, and resolve damage separately against all struck targets.
- **Killing Blow (1-3 SP):** Before rolling melee damage, the Xivilai can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 3 SP.
- **Refresh Spells (1 SP):** The xivilai can spend a Stamina Point to either regain magicka points up to half their MP max or refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **Innate Magic:** Can cast spells even if hands are occupied.
- **From Beyond**
- **Powerful:** The Xivilai can wield two handed weapons in one hand, and ignores the Unwieldy trait when parrying.
- **Resistance (Fire, 3)**
- **Weakness (Frost, 3)**
- **Savage:** Rolls an additional damage dice and take the highest.
- **Spell Absorption (4)**

Spells

- **Shock Bolt 5:** 12 MP; 2d6 Shock; Ranged (100m), Attack, Overload (+WB to dmg)
- **Shock Bite 7:** 15 MP; 2d10 Shock; M Attack (1m), Overload (+WB to Dmg)
- **Fire Bolt 7:** 16 MP; 2d10 Shock; Ranged (100m), Attack, Overload (+WB to dmg)
- **Shield 5:** 13 MP; Upkeep, Defensive Overload; Target character within 50m gains a magical barrier with 5 HP for physical damage for 1 round. (See original spell for details).
- **Dispel Touch 3:** 13 MP; Remove magical effects from any source of SL 3 or lower from target within 1m. Constant enchantments reactivate after 1d4 rounds.
- **Summon Clannfear:** 13 MP; Upkeep, Mindlock(1); See original spell for details

Encountering Xivilai

A race of tall, muscular, and grey-skinned daedra, the Xivilai is notable for being a free daedra, not bound to any prince. They may be found under the service of any prince however, as they may be persuaded into joining their ranks.

Xivilai society is without castes like that of the Dremora, and it values strength and power above all things. Scheming, backstabbing, and betrayal are extremely common in their ruthless society. They live within their own area of Oblivion, within the sway of Peryite. In battle, they will usually summon a clannfear, and stay back blasting with their powerful spells until they feel the time to charge into melee is right.

Loot

- If slain while permanently bound to Mundus, a Xivilai's weapons and armor will be recoverable, otherwise the Xivilai's body and equipment vanish back to Oblivion.
- 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.

“Ah, the Xivilai. Are there any Daedra, in all the infinite worlds of Oblivion, more pompous and filled with unwarranted conceit than those impertinent and unruly louts? It is true that their combination of brute strength and low cunning makes them effective agents in certain rare situations, but for most purposes they are sadly unreliable.”

- Lyranth the Foolkiller Answers Your Questions



Chapter 6: The Cursed



Vampires

Forced to forever thirst for the blood of mortals, Vampires foul creatures born of the hateful magics of the Prince of Domination, Molag Bal. Some are no more than ravenous beasts stalking the countryside and back alleys for their next victim, while others are well hidden within the nobility of Tamriel and lead luxurious lives. Their affliction is seen as a curse by most, but some recognize it as a pathway to incredible, and terrible, power.

Vampire Fledgling

Freshly turned and near-feral, these newly-turned vampires have an uncontrollable thirst for blood.

Humanoid, Vampire, Undead, Any Race; Minor; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	25	Combat	60
Endurance	50	Wound Thr.	13	Magic	40
Agility	50	Magicka	35	Evasion	50
Intelligence	35	Stamina	5	Observe	60
Willpower	40	Initiative	+13	Stealth	60
Perception	50	Action Pts.	3	Knowledge	40
Personality	30	Speed	14m	Social	40
Morale	50	Size	Std.	Physical	50

Weapons and Armor

- **Claws:** 1d4; Slashing, Magic; 1m Reach
 - **Fangs:** 1d6; Splitting, Magic, Feed; 1m Reach
- Has one of:
- **Steel Broadsword:** 1d8+1; Slashing; Reach 2m, 1H
 - **Steel War Axe:** 1d8+1; Splitting, Unwieldy; Reach 2m, 1H
 - **Steel Mace:** 1d8+1; Crushing, Unwieldy; Reach 2m, 1H
- Also has:
- **Full Leather Armor:** AR 3 / 1 Fire; Medium
 - **Cloth Cloak:** Used to conceal themselves from natural daylight.

Special Abilities

- **Feed (1 AP):** The vampire feeds on a restrained, helpless, or enthralled target as a standard attack with their fangs, regaining HP equal to the damage dealt after mitigation. If a point of damage is dealt successfully, the target's Endurance characteristic is reduced by 10 until after their next long rest. The vampire can choose to use this ability to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. Doing so costs 2 AP and the vampire cannot take actions until their AP is refreshed.
- **Exsanguinate (2 AP):** The vampire can use their fangs to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. After doing so, the vampire loses any remaining AP for the round.

Traits

- **Sun-Scarred (2):** Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by 2 before calculating the effects of the damage. If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
- **Dawn-Cursed (1):** While in direct sunlight, the character suffers 1 damage per round which ignores all damage mitigation. If the character covers themselves completely with clothing and a hood with sufficient coverage, this damage is reduced to 1 per hour in the sunlight.
- **Dark Sight**
- **Weakness (Fire, 2)**
- **Resist Normal Weapons (2)**
- **Undead**
- **Diseased (-20, Vampiric Strain)**

Spells

- **Frost Bite 3:** 7 MP; 1d8 Frost; Attack, Overload (+WpB to Damage), Melee (1m)

Variant: Bloodkin Vampire Fledgling

Choose a Bloodline from the Rules Compendium. Bloodkin Vampire Fledglings gain a passive ability from the chosen bloodline.

Encountering Vampire Fledglings

Often panicked or near-feral, Vampire Fledglings are mortals unfortunate, or fortunate, enough to have recently succumbed to a vampiric disease. Many are created unintentionally by more powerful vampires in the rare instances that their prey survives and, in these cases, they are often maddened or panicked. Fledglings lack the grace and tact that their more experienced kin possess and are more likely to savagely quench their thirst for blood. They also lack a full grasp of their newfound powers and are unable to call upon the more powerful abilities that vampirism grants them.

Vampire Fledglings are often the servants of more powerful vampires, serving a GM as a step-up in difficulty from the vampire thrall they may also be in control of. In this context, they may be desperate to prove themselves to their master and reckless in their attacks against adventurers. Other Fledglings may stalk the streets of the town or city they call home at night, looking for their next victim. The savaged corpses of the slain are all they leave behind to be found when the sun rises, offering an inquisitive party a potential mystery to solve.

Loot

- A Character can make a +0 Alchemy test to harvest a portion of “Vampire Fledgling Dust”, which is a Rare Illusion or Restoration Ingredient, chosen when the vampire dust is used.



Vampire

Possessed of an insatiable thirst for blood, these cursed undead often use guile, trickery, and foul magicks to sustain themselves.

Humanoid, Vampire, Undead, Any Race; Average; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	40	Hit Points	32	Combat	80
Endurance	60	Wound Thr.	16	Magic	70
Agility	50	Magicka	40	Evasion	60
Intelligence	40	Stamina	6	Observe	70
Willpower	50	Initiative	+14	Stealth	80
Perception	50	Action Pts.	3	Knowledge	60
Personality	30	Speed	14m	Social	50
Morale	65	Size	Std.	Physical	60

Weapons and Armor

- **Claws:** 1d4; Slashing, Magic; 1m Reach
 - **Fangs:** 1d8; Splitting, Magic, Feed; 1m Reach
- Has one of:
- **Steel Longsword:** 1d8(1d10)+1; Slashing; Reach 2m, 1.5H
 - **Steel Battle Axe:** 1d8(1d10)+1; Splitting, Unwieldy; Reach 2m, 1.5H
 - **Steel Warhammer:** 1d8(1d10)+1; Crushing, Unwieldy; Reach 2m, 1.5H

Also has:

- **Partial Vampiric Armor:** AR 5 / 1 Magic; Medium, Magic
- **Cloth Cloak:** Used to conceal themselves from natural daylight.

Special Abilities

- **Feed (1 AP):** The vampire feeds on a restrained, helpless, or enthralled target as a standard attack with their fangs, regaining HP equal to the damage dealt after mitigation. If a point of damage is dealt successfully, the target's Endurance characteristic is reduced by 10 until after their next long rest. The vampire can choose to use this ability to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. Doing so costs 2 AP and the vampire cannot take actions until their AP is refreshed.
- **Exsanguinate (2 AP):** The vampire can use their fangs to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. After doing so, the vampire loses any remaining AP for the round.
- **Vampiric Drain (1 AP + 11 MP):** As a primary action, the vampire attacks, dealing 2d6 magic damage to a target within 4m, restoring their own HP by the amount of damage successfully dealt (after any reduction). If this spell is affected by a reflect spell or effect, it has no net effect.

- **Bat Form (1 AP + 1 SP):** As a Secondary Action, the Vampire gains the Flyer (10) trait, changes their size to Tiny (-20 to hit by larger characters or at range), and reduces their max HP to 5. This effect ends after 3 rounds unless the character spends 1 SP, which refreshes the effect for another 3 rounds. This ability ends immediately and the Vampire reverts to their true form if the HP is reduced to 0.

Traits

- **Sun-Scarred (3):** Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by 3 before calculating the effects of the damage. If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
- **Dawn-Cursed (2):** While in direct sunlight, the character suffers 2 damage per round which ignores all damage mitigation. If the character covers themselves completely with clothing and a hood with sufficient coverage, this damage is reduced to 2 per hour in the sunlight.
- **Dark Sight**
- **Weakness (Fire, 2)**
- **Resist Normal Weapons (3)**
- **Undead**
- **Diseased (-20, Vampiric Strain)**

Spells

- **Frost Bite 5:** 11 MP; 2d6 Frost; Attack, Overload (+WpB to Damage), Melee (1m)
- **Frost Bolt 3:** 8 MP; 1d8 Frost; Ranged (100m), Overload (+WB to Damage), Attack
- **Paralyze 2:** 18 MP; Upkeep, Direct, Attack; Target character within 50m must test Wp at +10 or be Paralyzed for 1 round.
- **Silence 4:** 16 MP; Upkeep, Direct, Attack; Target character within 50m must test Wp at -10 or be Silenced for 1 round.

Variant: Bloodkin Vampire

Choose a Bloodline from the Rules Compendium. Bloodkin Vampires gain a passive ability from the chosen bloodline. Additionally, they gain the corresponding bloodline power and talent from the Child of the Night Elite advance.

Encountering Vampires

More experienced in the foul gifts of their curse, Vampires have learned to control their powers and use them to further their own goals. Many Vampires live on the fringes of society, living as outcasts amongst their own kind and preying upon any unfortunate mortal who they come across. Others integrate themselves into Tamrielic society, living relatively normal lives and feeding in secret. Many Vampires will seek power and dominion over others, perhaps influenced by Molag Bal's curse, and will have a retinue of weak-willed thrall in their service.

While not at the apex of their power, Vampires can still prove to be a dangerous threat to low-level parties who are unprepared to face them. They are often smart and selfish, but typically find themselves living in covens of their own kind in service to a stronger, more powerful vampire. Others may be upstanding members of society with a dark secret. In combat, Vampires are often "spell swords," using both martial combat and blood-magic to dispatch their foes.

GMs running campaigns involving Vampires should take the time to consider the context in which their party will face them; will the party face a cave full of these bloodthirsty undead outright, or will they instead be investigating mysterious disappearances and blood-drained bodies with no obvious culprit in sight? GMs should not be afraid to get creative to make their Vampires unique and to craft encounters appropriate for their party or game-style.

Loot

- A Character can make a +0 Alchemy test to harvest a portion of "Vampire Dust", which is a Very Rare Illusion or Restoration Ingredient, chosen when the vampire dust is used.



Master Vampire

Experienced, charismatic, and deadly, these bloodthirsty undead will stop at nothing to maintain and increase their dark power.

Humanoid, Vampire, Undead, Any Race; Major; Black Soul (500)

Characteristics		Attributes		Skills	
Strength	50	Hit Points	34	Combat	100
Endurance	65	Wound Thr.	18	Magic	90
Agility	60	Magicka	50	Evasion	80
Intelligence	50	Stamina	6	Observe	80
Willpower	70	Initiative	+19	Stealth	90
Perception	60	Action Pts.	3	Knowledge	70
Personality	45	Speed	19m	Social	65
Morale	75	Size	Std.	Physical	70

Weapons and Armor

- **Claws:** 1d4; Slashing, Magic; 1m Reach
- **Fangs:** 1d8; Splitting, Magic, Feed; 1m Reach

Has one of:

- **Malachite Longsword:** 1d8(1d10)+3; Slashing, Magic; Reach 2m, 1.5H
- **Malachite Battle Axe:** 1d8(1d10)+3; Splitting, Magic, Unwieldy; Reach 2m, 1.5H
- **Malachite Warhammer:** 1d8(1d10)+3; Crushing, Unwieldy, Magic; Reach 2m, 1.5H

Also has:

- **Full Vampiric Armor:** AR 7 / 3 Magic; Light, Magic
- **Silk Cloak:** Used to conceal themselves from natural daylight.

Special Abilities

- **Feed (1 AP):** The vampire feeds on a restrained, helpless, or enthralled target as a standard attack with their fangs, regaining HP equal to the damage dealt after mitigation. If a point of damage is dealt successfully, the target's Endurance characteristic is reduced by 10 until after their next long rest. The vampire can choose to use this ability to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. Doing so costs 2 AP and the vampire cannot take actions until their AP is refreshed.
- **Exsanguinate (2 AP):** The vampire can use their fangs to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. After doing so, the vampire loses any remaining AP for the round.
- **Vampiric Drain (1 AP + 11 MP):** The vampire drains 2d6 magic damage to a target within 4m, restoring their own HP by the amount of damage successfully dealt (after any reduction). If this spell is affected by a reflect spell or effect, it has no net effect.
- **Blood Grasp (1 AP + 10 MP):** The vampire forces a target within a 15m range to make a -10 Str test. On a failure, the vampire can force the target to move up to 10m closer to them. This forced movement can trigger Attacks of Opportunity.
- **Shrouding Mist (1 AP + 1 SP):** The vampire calls upon the eternal darkness to cause the surrounding area in a 2 kilometer radius to be consumed by a heavy fog. This imposes a -10 penalty to all Observe tests and any vampire within the area has their Dawn-Cursed trait value reduced by 1 for as long as the fog remains. The fog lasts for 5 hours and cannot be ended early unless affected by a more powerful magic. **This ability takes five minutes to cast.**
- **Bat Form (1 AP + 1 SP):** They gain the Flyer (10) trait, change their size to Tiny (-20 to hit by larger characters or at range), and reduce their max HP to 5. The effect ends after 3 rounds unless the character spends 1 SP, which refreshes the effect for another 3 rounds. The ability ends immediately and the vampire reverts to their true form if the HP is reduced to 0.



"Centuries of slaughter lie in my wake. What hope do you think you have?"

- Lord Falgravn

Traits

- **Sun-Scarred (3):** Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by 3 before calculating the effects of the damage. If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
- **Dawn-Cursed (3):** While in direct sunlight, the character suffers 3 damage per round which ignores all damage mitigation. If the character covers themselves completely with clothing and a hood with sufficient coverage, this damage is reduced to 3 per hour in the sunlight.
- **Blood of Bal:** The vampire can see through the eyes and hear through the ears of their thralls whenever they wish, and their thralls no longer suffer the Int penalty involved with their enthrallment.
- **Dark Sight**
- **Weakness (Fire, 4)**
- **Immunity (Normal Weapons)**
- **Undead**
- **Diseased (-20, Vampiric Strain)**

Spells

- **Frost Bite 6:** 13 MP; 2d8 Frost; Attack, Overload (+WpB to Damage), Melee (1m)
- **Frost Bolt 4:** 10 MP; 1d10 Frost; Ranged (100m), Overload (+WB to Damage), Attack
- **Frost Storm 4:** 15 MP; 1d10 Frost; Ranged (100m), AoE (7m, Sphere), Upkeep, Attack
- **Paralyze 3:** 25 MP; Upkeep, Direct, Attack; Target character within 50m must test Wp at +0 or be Paralyzed for 1 round.
- **Silence 5:** 19 MP; Upkeep, Direct, Attack; Target character within 50m must test Wp at -20 or be Silenced for 1 round.

Variant: Bloodkin Master Vampire

Choose a Bloodline from the Rules Compendium. Bloodkin Master Vampires gain a passive ability from the chosen bloodline. Additionally, they gain the corresponding bloodline power and talent from the Child of the Night Elite advance and one Legendary Nox Arcana or Hemomancy ability.

Encountering Master Vampires

Charming, seductive, deadly, and domineering, Master Vampires are near the apex of their power and are amongst the deadliest foes an adventurer can face. They are almost always accompanied by a retinue of thrall and lesser vampires who serve their will without question and seldom face threats alone. When they must enter the fray, they possess powerful vampiric abilities and blood magic that can easily make short-work of their foes. Some will live secluded lives away from society, though never without some semblance of opulence, while others may live amongst Tamrielic society as rich and powerful nobles.

Alone they can be a deadly threat for any party unprepared to face them, but their control of a cadre of thralls, lesser vampires, and other foul creatures makes them especially dangerous. They should be outfitted with appropriately powerful equipment, perhaps as opulent as they are functional, and most Master Vampires will carry themselves with an aura of superiority. They typically see all those before them, including player characters, as beneath them, and will often send their minions to fight their battles rather than sully themselves against lesser foes. GMs should not use Master Vampires lightly and they serve best as the boss-level creatures for a party to face at the end of a quest-line or dungeon.

Loot

- A Character can make a +0 Alchemy test to harvest a portion of “Master Vampire Dust”, which is a Extremely Rare Illusion or Restoration Ingredient, chosen when the vampire dust is used.



Vampire Lord

The pinnacle of vampiric power, they have been “blessed” by the Prince of Domination himself and are often nigh-unstoppable. Their mastery of foul magic and dominating presence makes them extremely deadly, and their ambitions know no bounds.

Humanoid, Vampire, Undead, Any Race; Extreme; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	47	Combat	110
Endurance	70	Wound Thr.	22	Magic	100
Agility	65	Magicka	60	Evasion	85
Intelligence	60	Stamina	8	Observe	90
Willpower	80	Initiative	+21	Stealth	90
Perception	70	Action Pts.	4	Knowledge	80
Personality	45	Speed	20m	Social	65
Morale	90	Size	Std.	Physical	80

Weapons and Armor

- **Claws:** 1d4+2; Slashing, Poison, Exploit Weakness, Magic; 1m Reach
- **Fangs:** 1d12; Splitting, Magic, Feed; 1m Reach
- **Natural Toughness (4)**

Has one of:

- **Malachite Longsword:** 1d8(1d10)+3; Slashing, Magic; Reach 2m, 1.5H
- **Malachite Battle Axe:** 1d8(1d10)+3; Splitting, Magic, Unwieldy; Reach 2m, 1.5H
- **Malachite Warhammer:** 1d8(1d10)+3; Crushing, Unwieldy, Magic; Reach 2m, 1.5H

Also has:

- **Full Vampiric Armor:** AR 7 / 3 Magic; Light, Magic
- **Silk Cloak:** Used to conceal themselves from natural daylight.

Special Abilities

- **Feed (1 AP):** The vampire feeds on a restrained, helpless, or enthralled target as a standard attack with their fangs, regaining HP equal to the damage dealt after mitigation. If a point of damage is dealt successfully, the target's Endurance characteristic is reduced by 10 until after their next long rest. The vampire can choose to use this ability to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. Doing so costs 2 AP and the vampire cannot take actions until their AP is refreshed.
- **Exsanguinate (2 AP):** The vampire can use their fangs to Coup de Grâce the target as long as the conditions are met, in which case they regain the target's remaining HP. After doing so, the vampire loses any remaining AP for the round.
- **Master of Blood & Night:** The vampire lord knows all non-legendary Nox Arcana & Hemomancy abilities.

Traits

- **Sun-Scarred (3):** Any damage inflicted on a character with this trait after mitigation by an attack that counts as sunlight is increased by 3 before calculating the effects of the damage. If this character is exposed to normal sunlight they lose 1 SP each hour. Cloud cover or other such weather halves the rate of SP loss. The character must spend an hour in a dark place before they can remove levels of fatigue/regain SP lost in this manner.
- **Dawn-Cursed (3):** While in direct sunlight, the character suffers 3 damage per round which ignores all damage mitigation. If the character covers themselves completely with clothing and a hood with sufficient coverage, this damage is reduced to 3 per hour in the sunlight.
- **Blood of Bal:** The vampire can see through the eyes and hear through the ears of their thralls whenever they wish, and their thralls no longer suffer the Int penalty involved with their enthrallment.
- **Dark Sight**
- **Frightening (+0)**
- **Flyer (3)**
- **Weakness (Fire, 4)**
- **Immunity (Normal Weapons)**
- **Undead**
- **Diseased (-20, Vampiric Strain)**
- **Venomous Claws:** Attacks with their claws force the target to make a +0 Endurance test, gaining the Paralyzed condition for 1 round on a failure.

Spells

- **Frost Bite 6:** 13 MP; 2d8 Frost; Attack, Overload (+WpB to Damage), Melee (1m)
- **Frost Bolt 4:** 10 MP; 1d10 Frost; Ranged (100m), Overload (+WB to Damage), Attack
- **Frost Storm 4:** 15 MP; 1d10 Frost; Ranged (100m), AoE (7m, Sphere), Upkeep, Attack
- **Paralyze 3:** 25 MP; Upkeep, Direct, Attack; Target character within 50m must test Wp at +0 or be Paralyzed for 1 round.
- **Silence 5:** 19 MP; Upkeep, Direct, Attack; Target character within 50m must test Wp at -20 or be Silenced for 1 round.

Variant: Bloodkin Vampire Lord

Choose a Bloodline from the Rules Compendium. Bloodkin Vampire Lord gain a passive ability from the chosen bloodline. Additionally, they gain the corresponding bloodline power and talent from the Child of the Night Elite advance and both Legendary abilities from Nox Arcana or Hemomancy.

Encountering Vampire Lords

The true pinnacle of vampiric power, Vampire Lords are some of the deadliest individuals on the face of Nirn. They have been touched by the foul corruption of Molag Bal directly and are possessed of truly terrifying abilities that are more than a match

for even the most experienced adventurers. They almost always control a small army of thralls and lesser vampires, and the pursuit of their ambitions typically have dire consequences for mortals.

It is recommended that GMs use Vampire Lords as the ultimate challenge a party may face during their journeys. GMs should outfit them with powerful custom weapons, armor, and enchanted gear; the provided list of equipment are suggestions, but GMs should not feel constrained by it. It may be best to “build-up” a Vampire Lord over the course of a campaign, with the party steadily fighting tougher and tougher vampiric foes until finally facing their foul master.

Even alone, the Vampire Lord is an extremely difficult foe for any party to fight. Their immunity to normal weapons means that the unprepared party is doomed, and their complete mastery over both Nox Arcana and Hemomancy means they have powerful magical abilities to call upon in addition to any other forms of magic they may know. Furthermore, simply being in the presence of a Vampire Lord can cause a debilitating panic effect. Their weakness to sunlight is the only chink Vampire Lords have in their impressive arsenal, so providing parties the means to exploit this in some way can provide for interesting encounter design.

Loot

- A Character can make a +0 Alchemy test to harvest a portion of “Vampire Lord Dust”, which is a Legendary Illusion or Restoration Ingredient, chosen when the vampire dust is used.
- GMs should consider the treasure a Vampire Lord has in their sanctum.

"I hope you fight well, blood is so much tastier when terrified! I will taste your agony!"

- Lady Thorn



Lycanthropes

Cursed to undergo a harrowing change of form under the influence of the moons, Lycanthropes are mortals who have been touched by the powers of The Huntsman, Hircine. They come in a variety of shapes and sizes, from swift wolves, strong boars, savage bears, to even more exotic beasts. They often live on the fringes of Tamrielic society, being almost universally despised, and their condition is considered a curse by most. Some, however, see the transformation as a gift and fully give themselves to the beast within.

The profiles in this section can represent the beast form of any NPC cursed with lycanthropy. In these cases, the GM should choose a NPC profile from [Chapter 3: People](#) to represent the humanoid form of this character.

Werewolf

As swift as they are savage, these werebeasts often hunt in packs to ambush any unfortunate mortals that cross their path in the wilderness of Tamriel.

Humanoid, Beast, Lycanthrope; Major; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	45	Combat	95
Endurance	70	Wound Thr.	15	Magic	-
Agility	50	Magicka	30	Evide	60
Intelligence	30	Stamina	7	Observe	70
Willpower	35	Initiative	+13	Stealth	60
Perception	50	Action Pts.	3	Knowledge	10
Personality	30	Speed	15m	Social	10
Morale	85	Size	Std.	Physical	95

Weapons and Armor

- Claws:** 1d10; Slashing; 1m Reach
- Fangs:** 1d8; Splitting; 1m Reach
- Natural Toughness (4)**, Natural Toughness (2) in non-beast form.

Special Abilities

- Consume (2 AP):** The werewolf consumes part of the corpse of a dead creature. They regain the consumed creature's EB.
- Consume Heart (3 AP):** The werewolf consumes the heart of a dead creature. They regain twice the consumed creature's EB.
- Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.

Traits

- Silver-Scarred (4)**, Silver-Scarred (2) in non-beast form.
- Unnatural Senses (Smell, 6)**, Unnatural Senses (Smell, 3) in non-beast form
- Diseased (-20, Werewolf Lycanthropy)**
- Immunity (Disease)**
- Restless:** The character only restores half the health, magicka, and stamina they normally would while resting.
- Dark Sight**
- Quadruped**
- Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Bestial Leap:** Penalties from jumping are halved.
- Savage:** Rolls damage twice and uses the highest result.

Encountering Werewolves

By far the most common form of lycanthrope found across Tamriel, Werewolves are swift and deadly hunters who often use stealth to ambush their prey. They often form packs of their own kind, away from greater Tamrielic society, and these typically become tightly-knit clans who hunt alongside one another. This behavior makes them all the more deadly to face; a lone Werewolf is dangerous, but a pack can easily be overwhelming even for experienced hunters. Werewolves are feared across Tamriel, and many rural communities have stories of foul man-wolves killing children who wander too close to the town's edge on the night of a full moon.

GMs using the base Werewolf should be aware of their strengths and weaknesses; they are stealthy and agile, but generally weaker than other forms of lycanthrope. Operating in packs, therefore, can make them much harder foes for a party to encounter. The social stigma related to lycanthropy can also lead some to try and hide their affliction, while others may fully embrace the "gifts" of Lord Hircine, providing interesting quest-making opportunities for the creative GM. In any case, a well-equipped party with silver weapons should be able to take on a Werewolf, or even a small pack of them. However, Werewolf-hunters should be mindful that they don't contract a lycanthropic disease themselves!

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.
- A character can make a +0 Survival test to remove a Werewolf Claw from the beast's hand, which is an uncommon Destruction ingredient.

Werewolf Vargr

Older and more experienced than their packmates, they have fully given themselves to the beast within to become the ultimate ambush hunter.

Humanoid, Beast, Lycanthrope; Extreme; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	45	Combat	105
Endurance	70	Wound Thr.	15	Magic	-
Agility	50	Magicka	30	Evade	70
Intelligence	30	Stamina	7	Observe	80
Willpower	35	Initiative	+13	Stealth	70
Perception	50	Action Pts.	3	Knowledge	10
Personality	30	Speed	20m	Social	10
Morale	85	Size	Std.	Physical	105

Weapons and Armor

- **Claws:** 1d10+2; Slashing, Exploit Weakness, Magic; 1m Reach
- **Fangs:** 1d8+2; Splitting; 1m Reach
- **Natural Toughness (4)**, Natural Toughness (2) in non-beast form.

Special Abilities

- **Consume (2 AP):** The werewolf consumes part of the corpse of a dead creature. They regain the consumed creature's EB.
- **Consume Heart (3 AP):** The werewolf consumes the heart of a dead creature. They regain four times the consumed creature's EB.
- **Latch On (1 SP):** If the creature successfully Bites a target which results in a grapple, it latches on as a free action. As a result, the grappled character receives a -20 penalty to their attempts to break free. Alternatively, the grappled target can instead end the grapple as a free action. In doing so, they suffer the Bleeding (2) Condition and must test for Disease.
- **Thrill of the Chase (Once per round):** Uses the Dash Action to move towards an enemy without spending AP.
- **Call of the Wolf (Once per day):** As a Primary Action, the werewolf howls. All who can hear within 20m must make a +10 panic test.

Traits

- **Silver-Scarred (4)**, Silver-Scarred (2) in non-beast form.
- **Unnatural Senses (Sight, Hearing, Smell, 30)**, Unnatural Senses (Smell, 3) in non-beast form
- **Immunity (Disease)**
- **Diseased (-20, Werewolf Lycanthropy)**
- **Restless:** The character only restores half the health, magicka, and stamina they normally would while resting.
- **Dark Sight**
- **Quadruped**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Bestial Leap:** Penalties from jumping are halved.
- **Savage:** Rolls damage twice and uses the highest result.

Encountering Werewolf Vargrs

Stronger, faster, and more deadly than the average werewolf, Werewolf Vargr's often take on the form of pack-leaders amongst their kind. They have fully given themselves to the beast within, guiding less-experienced members of their pack to more fully embrace Hircine's gifts. Werewolf Vargrs are experienced and deadly foes, representing the pinnacle of swift and agile ambush hunters amongst their kind.

GMs should consider using Werewolf Vargrs as pack leaders, rather than having them be encountered on their own. While faster and stronger than the average werewolf, their true ferocity is unlocked when fighting alongside others of their kind. The creative GM may want to make a Werewolf Vargr unique, especially if they play a prominent role in a quest or campaign. A silvered mane, scars, or missing teeth can make such a creature stand out from the rest and provide a party of werewolf-hunters an ultimate prize to pursue.

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.
- A character can make a +0 Survival test to remove a Werewolf Vargr Claw from the beast's hand, which is a Very Rare Destruction ingredient.

"I accepted this curse at a young age. I was impressionable. My packleader was a family friend and elder in our village. I wanted to be strong, and I relished the strength the curse gave me. I would not have called it a curse, then. But with youth comes recklessness, and I was not good at disguising what I was. Eventually they discovered my true nature, and I was driven from the village. My packleader failed me. He did not protect me. He cared too much about his own status to risk it for my sake. I was alone. Everywhere I went I heard the shouts of crowds, saw the bright torches of the angry mob. I never lingered long in one place before my secret was discovered."

- A Werewolf's Confession



Wereboar

Hardy, unpredictable, and hard to take-down, these man-boars are known to gore their victims with their sharp tusks before devouring them.

Humanoid, Beast, Lycanthrope; Major; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	50	Combat	95
Endurance	80	Wound Thr.	16	Magic	-
Agility	45	Magicka	30	Evade	55
Intelligence	30	Stamina	8	Observe	65
Willpower	35	Initiative	+11	Stealth	45
Perception	45	Action Pts.	3	Knowledge	10
Personality	30	Speed	13m	Social	10
Morale	85	Size	Std.	Physical	95

Weapons and Armor

- **Claws:** 1d10; Slashing; 1m Reach
- **Tusks:** 1d8; Slashing; 1m Reach
- **Natural Toughness (8)**, Natural Toughness (4) in non-beast form.

Special Abilities

- **Consume (2 AP):** The wereboar consumes part of the corpse of a dead creature. They regain the consumed creature's EB.
- **Consume Heart (3 AP):** The wereboar consumes the heart of a dead creature. They regain twice the consumed creature's EB
- **Gore (1 SP):** As part of a successfully damaging attack with their tusks, the wereboar can spend a Stamina Point to immediately deal a bonus SB damage.

Traits

- **Silver-Scarred (4)**, Silver-Scarred (2) in non-beast form.
- **Unnatural Senses (Smell, 6)**, Unnatural Senses (Smell, 3) in non-beast form
- **Diseased (-20, Wereboar Lycanthropy)**
- **Immunity (Disease)**
- **Restless:** The character only restores half the health, magicka, and stamina they normally would while resting.
- **Dark Sight**
- **Quadruped**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Bestial Leap:** Penalties from jumping are halved.
- **Savage:** Rolls damage twice and uses the highest result.

Encountering Wereboars

Most commonly found amongst the forests and craggy-mountains of High Rock and Hammerfell, Wereboars are possessed of thick skin, sharp tusks, and extreme aggression. While they will sometimes attempt to ambush their prey, Wereboars typically attempt to overwhelm their victims with sheer brute strength. They shake-off blows that would kill other creatures with ease, and are known to ignore horrific wounds in pursuit of a kill. While groups of Wereboars do sometimes form loose packs, they are most often found by themselves.

GMs who want their parties to encounter Wereboars should consider where the party is on Tamriel; Wereboars are uncommon outside of High Rock and the mountainous regions of Hammerfell, so if the party is to encounter one outside of these regions some thought as to why the beast is there may be useful. Furthermore, the Wereboar's sheer endurance and high natural toughness can make them very hard to take down, especially if the party lacks silver weapons. Only parties outfitted for a lengthy, brutal fight have a chance at taking one of these ill-tempered beasts down.

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.
- A character can make a +0 Survival test to remove a Wereboar Tusk from the beast's maw, which is an Uncommon Restoration ingredient.



Wereboar Gore-Tusk

Humanoid, Beast, Lycanthrope; Extreme; Black Soul (1500)

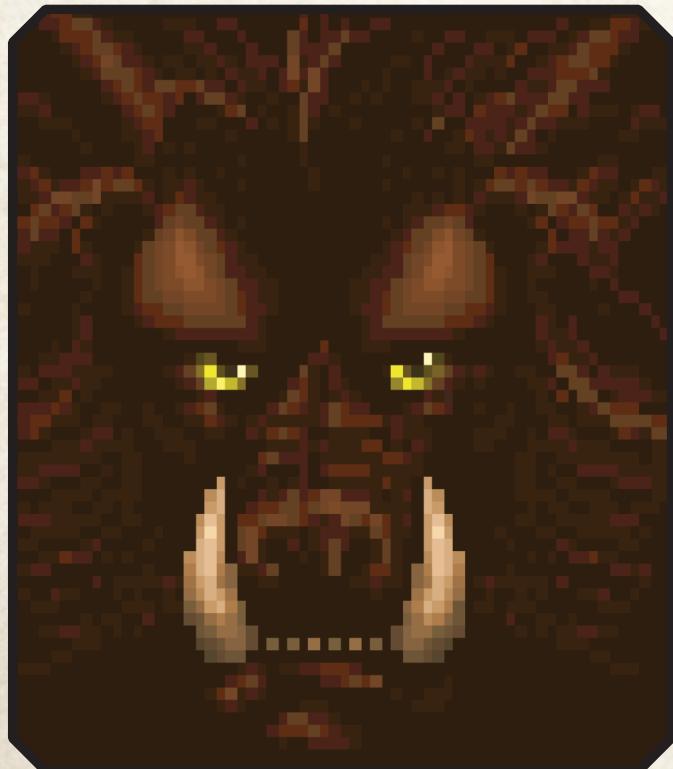
Characteristics		Attributes		Skills	
Strength	55	Hit Points	60	Combat	95
Endurance	80	Wound Thr.	19	Magic	-
Agility	45	Magicka	30	Evasion	55
Intelligence	30	Stamina	8	Observe	75
Willpower	35	Initiative	+11	Stealth	55
Perception	45	Action Pts.	3	Knowledge	10
Personality	30	Speed	13m	Social	10
Morale	85	Size	Std.	Physical	95

Weapons and Armor

- **Claws:** 1d10; Slashing, Magic; 1m Reach
- **Tusks:** 1d8; Slashing, Exploit Weakness, Magic; 1m Reach
- **Natural Toughness (10)**, Natural Toughness (4) in non-beast form.

Special Abilities

- **Consume (2 AP):** The wereboar consumes part of the corpse of a dead creature. They regain the consumed creature's EB.
- **Consume Heart (3 AP):** The wereboar consumes the heart of a dead creature. They regain four times the consumed creature's EB
- **Gore (1 SP):** As part of a successfully damaging attack with their tusks, the wereboar can spend a Stamina Point to immediately deal a bonus SB damage.



Traits

- **Silver-Scarred (4)**, Silver-Scarred (2) in non-beast form.
- **Immunity (Disease)**
- **Diseased (-20, Wereboar Lycanthropy)**
- **Restless:** The character only restores half the health, magicka, and stamina they normally would while resting.
- **Dark Sight**
- **Quadruped**
- **Strong Jaws:** Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Bestial Leap:** Penalties from jumping are halved.
- **Savage:** Rolls damage twice and uses the highest result.
- **Tough(3):** Increases WT by 3 in both forms. This is already included in the WT for this profile.
- **Magic Resistant:** Re-rolls failed tests to resist Magic.
- **Thick Skull:** Immune to the Stun and Dazed conditions.
- **Aspect of Tenacity:** Penalties from passive wound effects are halved.

Encountering Wereboar Gore-Tusks

Stronger and more aggressive than the common Wereboar, Wereboar Gore-Tusks are worthy opponents for even the most experienced and well-equipped monster hunters. Like the common Wereboar, Gore-Tusks are powerhouses on the field of battle and prefer to meet their foes head-on, overwhelming them with sheer strength and resistance to damage.

Their rarity outside of High Rock & Hammerfell, their exceptionally high natural toughness, and the sheer strength of their traits should give any GM who wishes to use this creature at their table pause. Gore-Tusks will make short work of an ill-equipped or low-level party as they can simply shrug-off most attacks, and even those attacks that do connect are unlikely to cause a wound. As with the standard variant, only parties outfitted for a lengthy, brutal fight have a chance at taking one of these ill-tempered beasts down.

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.
- A character can make a +0 Survival test to remove a Wereboar Gore-Tusk's Tusk from the beast's maw, which is a Very Rare Restoration ingredient.

Werebear

Humanoid, Beast, Lycantheope; Major; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	47	Combat	100
Endurance	75	Wound Thr.	16	Magic	-
Agility	45	Magicka	30	Evasion	55
Intelligence	30	Stamina	7	Observe	65
Willpower	35	Initiative	+11	Stealth	25
Perception	45	Action Pts.	3	Knowledge	10
Personality	30	Speed	14m	Social	10
Morale	85	Size	Std.	Physical	100

Weapons and Armor

- **Claws:** 1d12; Slashing or Crushing; 1m Reach
- **Fangs:** 1d10; Splitting or Crushing; 1m Reach
- **Natural Toughness (6)**, Natural Toughness (3) in non-beast form.

Special Abilities

- **Consume (2 AP):** The werebear consumes part of the corpse of a dead creature. They regain the consumed creature's EB.
- **Consume Heart (3 AP):** The werebear consumes the heart of a dead creature. They regain twice the consumed creature's EB
- **Maul (1 AP + 2 SP):** The werebear performs a melee attack as a Primary Action that deals 2d8 Crushing damage to a target creature within 1 meter. Additionally, all creatures within reach that are Medium or smaller must succeed on an Acrobatics or Athletics test or be knocked prone.



Traits

- **Silver-Scarred (4)**, Silver-Scarred (2) in non-beast form.
- **Immunity (Disease)**
- **Diseased (-20, Werebear Lycanthropy)**
- **Restless:** The character only restores half the health, magicka, and stamina they normally would while resting.
- **Dark Sight**
- **Quadruped**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Bestial Leap:** Penalties from jumping are halved.
- **Savage:** Rolls damage twice and uses the highest result.
- **Vicious(8):** The werebear treats their SB as by 8 for the purposes of resolving damage.

Encountering Werebears

Possessed of great strength and a savage temperament, Werebears stalk the northern of Tamriel. Werebears are a rare sight outside of Skyrim and the islands to its north, and even amongst those lands these beasts are almost thought to be folklore. Some say they roam in packs, others say that canis root, a herb native to Skyrim, can be used to ward them off, and yet others still deny their existence entirely. However, experienced northern hunters know these beasts are no myth, and know that to encounter one often means certain death.

Players who come across these beasts should be prepared for a hard fight. While not as tough as a Wereboar or as fast as a Werewolf, Werebears possess a thick hide and powerful natural weapons. Their natural toughness is enough to soak up many attacks, while their fangs and claws can make short work of the ill-prepared adventurer. GM's should also make note of the Vicious trait Werebears have, which can make their attacks do even more damage than would otherwise be expected.

For a low-level party, Werebears can be deadly, and they can prove challenging for even well-seasoned adventurers. A GM who wants to use these beasts at their table should consider these when designing encounters that involve these creatures.

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.
- A character can make a +0 Survival test to remove a Werebear Paw from the beast, which is an Uncommon Alteration ingredient.

Werebear Brute

Humanoid, Beast, Lycanthrope; Extreme; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	60	Hit Points	47	Combat	110
Endurance	75	Wound Thr.	16	Magic	-
Agility	45	Magicka	30	Evasion	65
Intelligence	30	Stamina	7	Observe	75
Willpower	35	Initiative	+11	Stealth	25
Perception	45	Action Pts.	3	Knowledge	10
Personality	30	Speed	14m	Social	10
Morale	85	Size	Std.	Physical	110

Weapons and Armor

- **Claws:** 1d12+2; Slashing or Crushing, Exploit Weakness, Magic; 1m Reach
- **Fangs:** 1d10+2; Splitting or Crushing; 1m Reach
- **Natural Toughness (6)**, Natural Toughness (3) in non-beast form.

Special Abilities

- **Consume (2 AP):** The werebear consumes part of the corpse of a dead creature. They regain the consumed creature's EB.
- **Consume Heart (3 AP):** The werebear consumes the heart of a dead creature. They regain four times the consumed creature's EB
- **Maul (1 AP + 2 SP):** The were bear performs a melee attack as a Primary Action that deals 2d8 Crushing damage to a target creature within 1 meter. Additionally, all creatures within reach that are Medium or smaller must succeed on an Acrobatics or Athletics test or be knocked prone.
- **Aspect of Strength (1-3 SP):** Before rolling melee damage, the werebear can spend SP to increase the damage by +4 for each Stamina Point spent, up to a maximum of 3 SP.

Traits

- **Silver-Scarred (4)**, Silver-Scarred (2) in non-beast form.
- **Immunity (Disease)**
- **Diseased (-20, Werebear Lycanthropy)**
- **Restless:** The character only restores half the health, magicka, and stamina they normally would while resting.
- **Dark Sight**
- **Quadruped**
- **Strong Jaws:** A Bite attack made by this character that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Bestial Leap:** Penalties from jumping are halved.
- **Savage:** Rolls damage twice and uses the highest result.
- **Vicious(8):** The werebear treats their SB as by 8 for the purposes of resolving damage.
- **Might of the Bear:** When the werebear makes an attack with their claws, they apply Damaged (1) to the hit location if the die result (before bonuses) is 11, or Damaged (2) if the die result is 12.

Encountering Werebear Brutes

While the more common Werebear is a deadly foe, Werebear Brutes are terrifying forces of nature who can make short work of even the most seasoned adventurers. Some of these hulking beasts stalk the frozen north of Tamriel alone, while others lead packs of their kind to terrorize remote villages. They are relentless hunters and possessed of powerful natural weapons, allowing them to tackle even the most powerful of quarry with relative ease.

A GM who wishes to use the Werebear Brute at their table should first consider how well-equipped their party is. These creatures get a flat +2 to damage rolls made with their natural weapons, Maul gives them an edge against groups of adventurers, and Aspect of Strength can be used to make their already formidable attacks even deadlier. Furthermore, Might of the Bear ensures that even well-armored foes quickly find their armor failing them when fighting this beast.

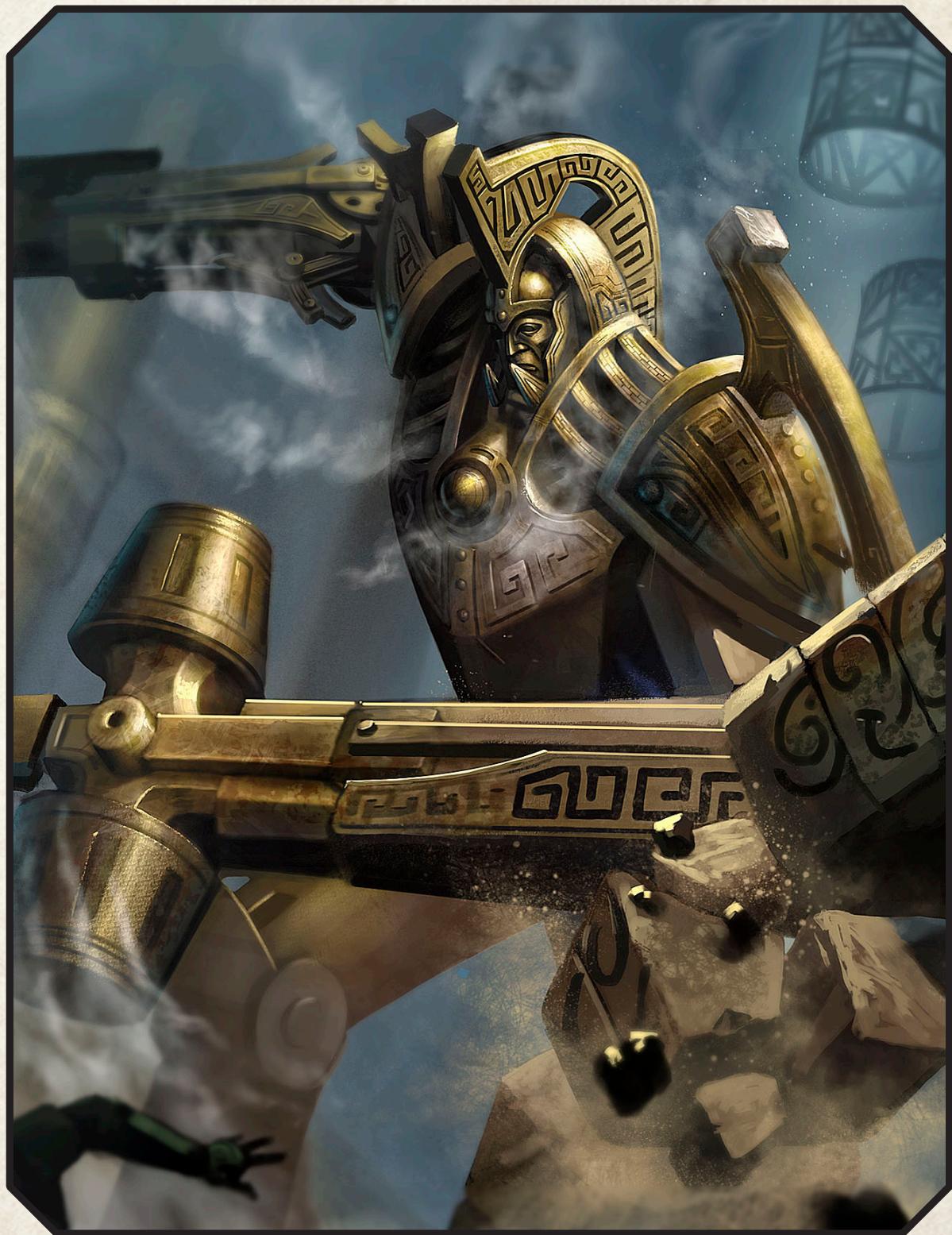
Like the Werewolf Vargr and Werebear Gore-Tusk, Werebear Brutes are best used as boss-type foes or as a great challenge for a roving band of experienced beast-hunters to overcome.

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.
- A character can make a +0 Survival test to remove a Werebear Brute's Paw from the beast, which is a Very Rare Alteration ingredient.



Chapter 7: Dwemer Animunculi



Dwemer Spiders

Dwemer Spiders are small, arachnid-like animunculi, that are very common in Dwemer ruins.

Animunculi, Construct; Minor

Characteristics		Attributes		Skills	
Strength	30	Hit Points	15	Combat	40
Endurance	30	Wound Thr.	9	Magic	-
Agility	40	Magicka	-	Evasion	40
Intelligence	20	Stamina	3	Observe	40
Willpower	5	Initiative	+9	Stealth	50
Perception	30	Action Pts.	3	Knowledge	-
Personality	5	Speed	11m	Social	-
Morale	100	Size	Small	Physical	40



Variant: Gas Spider

Traits

- Remove the **Spark** weapon and the **Overcharge** trait.
- Replace **Static Field** with:
 - **Release Poison (1 SP + 1 AP):** The Dwemer Spider expels the contents of its gas bag, dealing 1d6 poison damage that ignores armor to all creatures within 2m. This ability can only be used once.

Encountering Dwemer Spiders

Spiders are the worker class of dwemer constructs and typically found in large numbers all over dwemer ruins.

They typically have eight articulated legs and a round central body, which is where the name of Dwemer Spider comes from, beyond that they almost always have a soul gem mounted somewhere on their central body which they can use to their power electrical abilities.

As the worker class, these constructs tend to fight in groups rather than taking on foes on their own. In many cases they are not aggressive, being more focused on the maintenance of their domains. However when attacked they are perfectly willing to fight until they are destroyed, many of them are capable of setting off a chain reaction when close to their end, so adventurers should be wary of getting caught between a group of them.

Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over a short rest to recover 1d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- On a -10 Profession (Engineering or Smithing) or +0 Mysticism test, a character can extract a petty soul gem from the animunculi's chassis over the course of a short rest.
- A character can attempt a -20 Alchemy test to extract DoS+1 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.



Dwemer Constructor

A strange animunculi with spider-like legs and an armored humanoid shaped torso, it has a number of strange devices attached to its arms.

Animunculi, Construct; Minor

Characteristics		Attributes		Skills	
Strength	30	Hit Points	18	Combat	50
Endurance	35	Wound Thr.	9	Magic	-
Agility	35	Magicka	-	Evasion	35
Intelligence	30	Stamina	3	Observe	40
Willpower	5	Initiative	+8	Stealth	35
Perception	20	Action Pts.	3	Knowledge	-
Personality	5	Speed	9m	Social	-
Morale	100	Size	Std.	Physical	50

Weapons and Armor

Has one of:

- **Dwemer Constructor Claws:** 1d6+2; Splitting, Magic; Reach 2m
- **Dwemer Constructor Drill:** 1d8+2; Splitting, Magic, Shield Splitter; Reach 1m
- **Dwemer Constructor Hammer:** 1d8+2; Crushing, Magic; Reach 1m

Also has:

- **Dwemer Plating:** AR 5 / Magic 2; Full, Magic

Special Abilities

- **Repair (1 AP):** The Dwemer Constructor repairs a nearby Dwemer Construct within 1m for 1d4+6 hit points as a Secondary Action.

Traits

- **Mechanical**
- **Tonal Reinforcement**
- **Catfall:** Reduce the distance that the character falls by 3 meters when calculating fall damage.
- **Climber:** The character can climb walls and ceilings as if open ground.
- **Crawler:** The character is not slowed by terrain.
- **Dark Sight:** The character can see and act normally in areas with no light.
- **Weakness (Shock, 3)**

Encountering Dwemer Constructors

Constructors are a relatively rare form of Dwemer Animunculi, usually only found in especially large Dwemer complexes or in locations that were once dedicated to the construction of the Dwemer constructs themselves.

These strange constructs appear to share certain design similarities with both Dwemer Spiders and the larger Dwemer Centurions but they serve an entirely different purpose, whilst most constructs were created as war engines or guards, the Constructor is a builder.

They are capable of maintaining other Dwemer Constructs even in the midst of battle and even creating the smaller constructs in a staggeringly short amount of time thanks to reserves of dwemer alloy.

Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over a short rest to recover 2d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- On a -10 Profession (Engineering or Smithing) or +0 Mysticism test, a character can extract a petty soul gem from the animunculi's chassis over the course of a short rest.
- A character can attempt a -20 Alchemy test to extract DoS+2 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.



Dwemer Ballista

A four legged animunculi with an oversized crossbow for a body.

Animunculi, Construct; Average

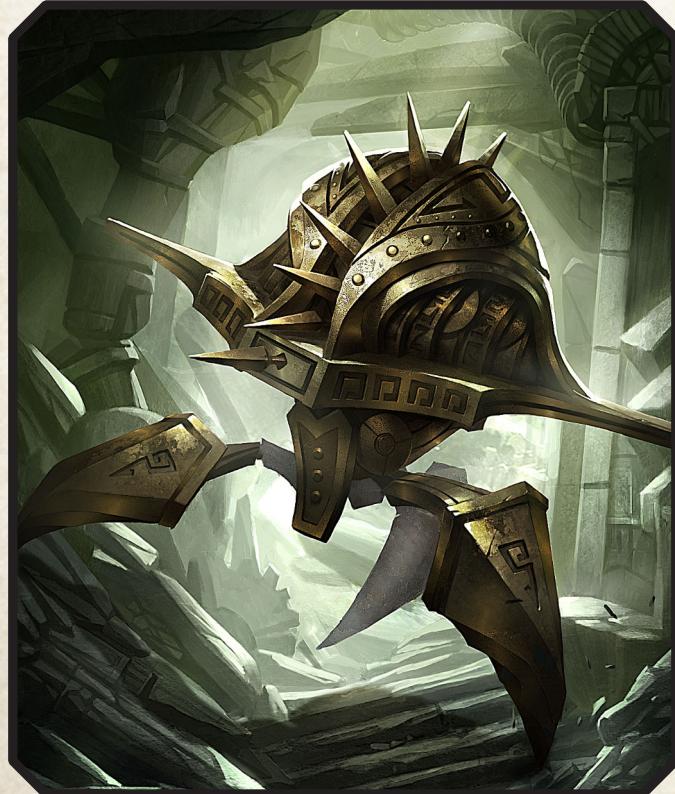
Characteristics		Attributes		Skills	
Strength	30	Hit Points	18	Combat	50
Endurance	35	Wound Thr.	9	Magic	-
Agility	40	Magicka	-	Evasion	40
Intelligence	20	Stamina	3	Observe	40
Willpower	5	Initiative	+8	Stealth	40
Perception	20	Action Pts.	3	Knowledge	-
Personality	5	Speed	11m	Social	-
Morale	100	Size	Std.	Physical	30

Weapons and Armor

- **Dwemer Ballista:** 1d12; Crushing(6), Complex, Magic, Reload (4, min 1); Range (25/155/305)
 - Includes 20 Dwemer Ballista Bolts (+2 dmg)
- **Dwemer Plating:** AR 5 / Magic 2; Full, Magic

Special Abilities

- **Infused Ammunition (1 SP):** As part of an attack, the Dwemer Ballista can envelop its bolt with flames, causing its attack to deal an extra 3 fire damage.
- **Sundering Bolt (1 SP):** As part of an All Out Attack, the Dwemer Ballista charges a shot, allowing it to sunder armor. Any targets struck suffer Damaged (1) on the affected Hit Location.



Traits

- Mechanical
- Tonal Reinforcement
- Crawler: The character is not slowed by terrain.
- Dark Sight: The character can see and act normally in areas with no light.
- Weakness (Shock, 3)

Encountering Dwemer Ballista

One of the most dangerous Steam Animunculi is the Dwarven Ballista, which fires a bolt that can penetrate even the thickest Armor.

The Dwemer created the ballistae as guardians and ranged support for their homes and armies respectively, and whilst the Dwemer are long since dead, the ballista maintain their vigil over their masters ancient homes. These Animunculi are rarely alone, usually other centurions are close by and quickly alerted when a ballista becomes aware of intruders.

The ballista's bolts are incredibly powerful and capable of firing at ranges that exceed smaller crossbows and bows alike which makes them a daunting foe to face unless the foe can sneak up on them, to be hit by one of their bolts typically spells the end of the target, or at least scars worthy of a story or two. Despite this, they take a long time to reload which can create an opening, assuming whatever support the ballista had has already been dealt with.

Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over a short rest to recover 2d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- On a -10 Profession (Engineering or Smithing) or +0 Mysticism test, a character can extract a lesser soul gem from the animunculi's chassis over the course of a short rest.
- A character can recover 1d10 of the bolts the ballista uses, these are too large to use as bolts, but they can be modified with a +0 Smithing test to be used as Dwemer Javelin instead.
- A character can attempt a -20 Alchemy test to extract DoS+2 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.

Dwemer Sphere

A sphere of Dwemer alloy rolls forward before splitting to reveal a humanoid shaped construct body, it is armed and appears dangerous.

Animunculi, Construct; Average

Characteristics		Attributes		Skills	
Strength	40	Hit Points	20	Combat	60
Endurance	40	Wound Thr.	12	Magic	-
Agility	55	Magicka	-	Evasion	60
Intelligence	20	Stamina	4	Observe	55
Willpower	5	Initiative	+11	Stealth	55
Perception	45	Action Pts.	3	Knowledge	-
Personality	5	Speed	14m	Social	-
Morale	100	Size	Std.	Physical	40

Weapons and Armor

Has one of:

- **Dwemer Sphere Blade:** 1d8+1; Slashing, Magic; Reach 2m
- **Dwemer Sphere Mace:** 1d6+1; Crushing, Unwieldy, Magic, Reach 2m
- **Dwemer Sphere Spear:** 1d8+1; Impaling, Unwieldy, Magic, Reach 2-3m

May have one of:

- **Dwemer Crossbow:** 1d10; Crushing (4), Magic, Complex, Reload (0); Range (25/105/255)
 - Includes 12 Dwemer Bolts (+2 dmg)
- **Dwemer Sphere Shield:** BR 10 / MR 6; Medium, Magic

Also has:

- **Dwemer Plating:** AR 5 / Magic 2; Full, Magic

Special Abilities

- **Rapid Fire (1 AP + 1 SP):** As an attack, the Dwemer Sphere can fire at up to 3 targets with its Centurion Crossbow as a single attack.
- **Shift Form (1 AP):** As a Secondary Action the Dwemer Sphere shifts to its sphere form or shifts back. In sphere form all attacks hit the sphere location, its Speed becomes 16, its Evasion becomes 70, and it can only use the Steam Roll special ability.
- **Steamroll (1 AP + 1 SP):** While in sphere form, the Dwemer Sphere moves in a straight line as an attack. Any characters it comes within 1m of must test Evasion or take 1d10 damage and be knocked prone.

Traits

- **Mechanical**
- **Tonal Reinforcement**
- **Dark Sight:** The character can see and act normally in areas with no light.
- **Nimble:** This character can disengage from melee combat as a free action.
- **Sphere:** This creature has one Leg hit location.
- **Weakness (Shock, 3)**

Encountering Dwemer Spheres

Dwemer Spheres are another common form of Dwemer construct. They typically move around in sphere form allowing them to navigate the specially designed pipework most dwemer ruins contain. However when they enter a state of combat readiness, the sphere splits and a mechanical humanoid torso, head and arms emerge, each arm ends in a weapon or shield their heads are typically stylized visages of their dwemer creators.

They are not sentient and thus technically do not have any kind of intelligence, however their creators provided them with the ability to handle complex tactical situations.

They remain in the ancient ruins of Dwemer civilization and are typically very aggressive toward anything entering their masters domain despite the disappearance of the dwemer.

Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over a short rest to recover 2d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- On a -10 Profession (Engineering or Smithing) or +0 Mysticism test, a character can extract a common soul gem from the animunculi's chassis over the course of a short rest.
- A character can attempt a -20 Alchemy test to extract DoS+2 doses of Dwarven Oil, which is a Very Rare Alteration ingredient.



Dwemer Sentry

A small spherical animunculi that changes form with a small “head” extending above it.

Animunculi, Construct; Minor

Characteristics		Attributes		Skills	
Strength	20	Hit Points	10	Combat	30
Endurance	20	Wound Thr.	6	Magic	-
Agility	30	Magicka	-	Evade	50
Intelligence	20	Stamina	2	Observe	60
Willpower	5	Initiative	+9	Stealth	30
Perception	40	Action Pts.	3	Knowledge	-
Personality	5	Speed	8m	Social	-
Morale	60	Size	Small	Physical	20

Weapons and Armor

- **Minor Spark:** 1d4 Shock; Magic, Reach 1m
- **Shocking Bolt:** 1d4 Shock; Magic, Range (3/6/12)
- **Dwemer Plating:** AR 5 / Magic 2; Full, Magic

Special Abilities

- **Shift Form (1 AP):** As a Secondary Action the Dwemer Sentry shifts to its sphere form or shifts back. In sphere form all attacks hit the sphere location, its Speed becomes 10, its Evade becomes 60, and it is unable to attack.
- **Lock In (1 AP):** If there is a sentry platform within 1m, the Dwemer Sentry may lock itself into or out of it as a Secondary Action. While locked in, the damage of their Shock attacks increases to 1d10, but they cannot move or perform any defensive reactions.

Traits

- **Mechanical**
- **Tonal Reinforcement**
- **Dark Sight:** The character can see and act normally in areas with no light.
- **Nimble:** This character can disengage from melee combat as a free action.
- **Sphere:** This creature has one Leg hit location.
- **Weakness (Shock, 3)**

Encountering Dwemer Sentries

Dwemer Sentries are the smallest of the animunculi, similar in appearance to miniature dwemer spheres when in their sphere form, they lack the obvious combat configuration seen on many other Dwemer constructs when in their transformed form. However, when their “head” a small metal device with a single “eye” is extended, they’re quite capable of dealing with unprepared foes with bolts of lightning and static shocks.

The purpose of Dwemer Sentries was to patrol their master’s home and alert them to the presence of intruders. Whilst their masters are now long gone, they continue to carry out this task diligently, following intruders and making sure the more combat effective animunculi are alerted and able to deal with them effectively.

Some Dwemer ruins even have specific platforms for these small constructs to lock themselves into, at which point they become even more deserving of their name.

Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over a short rest to recover 1d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- On a -10 Profession (Engineering or Smithing) or +0 Mysticism test, a character can extract a petty soul gem from the animunculi’s chassis over the course of a short rest.
- A character can attempt a -10 Alchemy test to extract 1 dose of Dwarven Oil, which is a Very Rare Alteration ingredient.



Dwemer Centurion

A huge, roughly humanoid shaped Dwemer construct with weapons where its arms should be. As it moves it hisses with the sound of steam and pistons.

Animunculi, Construct; Major

Characteristics		Attributes		Skills	
Strength	65	Hit Points	50	Combat	85
Endurance	60	Wound Thr.	18	Magic	-
Agility	25	Magicka	-	Evasion	35
Intelligence	20	Stamina	6	Observe	55
Willpower	5	Initiative	+7	Stealth	25
Perception	35	Action Pts.	3	Knowledge	-
Personality	5	Speed	10m	Social	-
Morale	90	Size	Huge	Physical	75

Weapons and Armor

Has two of:

- **Dwemer Centurion Great Axe:** 1d12+2; Splitting, Unwieldy, Shield Splitter, Concussive, Magic; Reach 3m
- **Dwemer Centurion Greatsword:** 1d12+2; Slashing, Concussive, Magic; Reach 3m
- **Dwemer Centurion Maul:** 1d12+2; Crushing, Unwieldy, Shield Splitter, Concussive, Magic; Reach 3m
- **Dwemer Centurion Lance:** 1d12+2; Splitting, Crushing (3), Mounted, Unwieldy; Reach 2-3m
- **Dwemer Ballista:** 1d12; Complex, Magic, Reload (4, min 1), Crushing (6); Range(25/155/305)
 - Includes 20 Dwemer Ballista Bolts (+2 dmg)

Also has:

- **Heavy Dwemer Plating:** AR 10 / Magic 5; Full, Magic

Special Abilities

- **Rapid Spin (2 SP):** As part of an all-out attack, the Dwemer Centurion can strike every target within melee range as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Static Field (1 AP + 2 SP):** As a Secondary Action, the Dwemer Centurion can charge up and create an electrical field around itself, dealing 1d8 shock damage to any character within 1m at the start of their turn. At the start of each of the Dwemer Centurion's turns, they can attempt a +20 Endurance test to refresh the effect for free.
- **Steam Breath (1 AP + 1 SP):** As an attack, Dwemer Centurion can quickly cool itself by unleashing a wave of scalding steam, which is a 15m cone that deals 1d12 fire damage to all targets.



Traits

- **Mechanical**
- **Tonal Reinforcement**
- **Dark Sight:** The character can see and act normally in areas with no light.
- **Thick Skull:** The character is immune to the Stunned and Dazed conditions.
- **Weakness (Shock, 3)**

Encountering Dwemer Centurions

Dwemer Centurions are incredibly powerful foes due to their sheer size, durability, and strength. They can be outfitted to hit hard both in melee and at range, and their defenses can weather all but the most devastating attacks.

In combat Dwemer Centurions are aggressive and single-minded. They will focus on the greatest threat that is easily within their reach, and rarely attempt to defend against opponents other than their selected target, instead relying on their natural defenses. When faced with groups, they tend to utilize their rapidly spinning torsos.

Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over a short rest to recover 4d4 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- On a -10 Profession (Engineering or Smithing) or +0 Mysticism test, a character can extract a greater soul gem from the animunculi's chassis over the course of a short rest.
- A character can attempt a -20 Profession (Engineering or Smithing) test over a short rest to recover the Dwemer Centurions dynamo core, worth 300 Drakes and 2 ENC.
- A character can attempt a -20 Alchemy test to extract DoS+3 dose of Dwarven Oil, which is a Very Rare Alteration ingredient.

Dwemer Colossus

This enormous Dwemer construct has exaggerated proportions that still resemble that of a humanoid. One arm ends in a strange cylinder that spins and burns with fire, the other is a huge fist.

Animunculi, Construct; Extreme

Characteristics		Attributes		Skills	
Strength	80	Hit Points	170	Combat	110
Endurance	85	Wound Thr.	24	Magic	-
Agility	25	Magicka	-	Evasion	25
Intelligence	20	Stamina	8	Observe	45
Willpower	5	Initiative	+6	Stealth	25
Perception	25	Action Pts.	3	Knowledge	-
Personality	5	Speed	12m	Social	-
Morale	100	Size	Enrms.	Physical	100

Weapons and Armor

- **Dwemer Colossus Fist:** 2d12+2; Crushing, Unwieldy, Concussive, Shield Splitter, Magic; Reach 2-4m
- **Enkindling Projector:** 2d10 Fire; Magic, Range (10/35/55)
- **Heavy Dwemer Plating:** AR 15 / MR 7; Full, Magic

Special Abilities

- **Quake (2 SP):** Instead of moving, the Dwemer Colossus can instead jump. Its landing generates a shockwave around it. All creatures within 5m must pass a +0 Acrobatics test or be knocked prone, creatures within 2m attempt the test at -10 and suffer 1d8 damage that ignores armor on a failure.
- **Steam Breath (1 AP + 1 SP):** As an attack, Dwemer Colossus can quickly cool itself by unleashing a wave of scalding steam, which is a 15m cone that deals 1d12 fire damage to all targets.
- **Sweeping Strike (1 SP):** As part of an all-out attack, the Dwemer Colossus can strike up to 5 targets with its Dwemer Colossus Fist as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Volcanic Bombardment (1 AP + 5 SP):** As an attack the Dwemer Colossus charges its Enkindling Projector, launching a huge ball of fire towards a location within 50m, dealing 3d10 fire damage to any characters caught within a 2m wide line. Upon reaching its target location, it explodes, dealing 3d10 fire damage to any characters caught within 10m and persists for 10 rounds, dealing 1d10 fire damage to any characters who pass through it or end their turn there.

Traits

- **Mechanical**
- **Tonal Reinforcement**
- **Colossal Strikes:** The character cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.
- **Dark Sight:** The character can see and act normally in areas with no light.
- **Frightening:** At the start of an encounter with this character, all opposed characters must test Panic at +0.
- **Thick Skull:** The character is immune to the Stunned and Dazed conditions.
- **Warded (3):** Roll d10 when this character is affected by a magic component. On a roll of 3 or less, ignore it.
- **Weakness (Shock, 3)**

Encountering Dwemer Colossi

The Colossus is the rarest of the different Dwemer Animunculi, with very few examples ever having been encountered, they are huge engines and represent an incredible feat of engineering. Little is known of them, even their existence is obscure knowledge that only a scholar of dwemer technology would know anything about. Their immense size means they are only found in the largest of Dwemer ruins.

They resemble a considerably larger, bulkier version of the Dwemer Centurion. A colossus is a formidable opponent indeed, quite capable of protecting whatever ruin it is found in from almost any threat.

Loot

- A character can attempt a +0 Profession (Engineering or Smithing) test over a long rest to recover 4d12 pieces of dwemer scrap metal worth 90 Drakes and 2 ENC each.
- On a -10 Profession (Engineering or Smithing) or +0 Mysticism test, a character can extract a grand soul gem from the animunculi's chassis over the course of a short rest.
- A character can attempt a -20 Profession (Engineering or Smithing) test over a short rest to recover the Dwemer Colossus' dynamo core, worth 300 Drakes and 2 ENC.
- A character can attempt a -20 Alchemy test to extract DoS+5 dose of Dwarven Oil, which is a Very Rare Alteration ingredient.

"Verano was with some bodyguards he must have had waiting for him. When I dropped into their midst, they ran off. I thought it was me they were afraid of until I saw the Dwarven constructs swarming out of Mudan. I tried to fight past them to get at Verano, but wasn't making much headway until Boldekh and the bear arrived. We took out the spiders and turned toward Verano, who ran toward Mudan. Bad mistake: its gates exploded with magical flame as a Dwarven colossus strode out."

- Naryu's Journal



Chapter 8: Dragons



New Rules

Character Option: Dragon's Blood

The blood of the dragon flows through you and they shall know you as Dragonborn.

Cost: 300 XP + Burn 10 Luck

Requirements: Can only be taken at character creation with express GM permission

Benefits:

- **Blood of Kings:** Character has the ability to wear the Amulet of Kings.
- **Voice of the Dragon:** Character can purchase the Storm Voice elite advance at the cost for a Nord.
- **Eyes of the Dragon:** Character has an innate ability to read dragon script. They also gain a +20 bonus when resisting Illusion effects.
- **Soul of the Dragon:** When the character slays a Dovah, they absorb their soul. They may spend a dragon soul instead of burning 5 luck to gain the benefits of a burn luck effect. They can also be used to learn new Words of Power from the Storm Voice Elite Advance in place of XP.

Note: This character option was adapted from TutorialTuna's "Additional Player Options" homebrew document. You can find a link to his homebrew repository in the Additional Resources section of the appendix.

Rite of Undeath: Skeletal Dragon

This ritual follows the standard rules for the Rite of Undeath defined in Chapter 6 of the Rules Compendium. The specific rules for raising a Skeletal Dragon are as follows:

Skeletal Dragons require 2000 Magicka to raise and require 5 hours of ritual time. A Skeletal Dragon requires the complete corpse of a dovah, the bones of which must be laid out in a space large enough to contain the bones laid out and ready for magical assembly. The process of laying the bones out in this way takes 3 hours, during which the bones must be treated with 2000 drakes worth of oils and ointments.

Once the proper preparations have been made, invoking the incantations and ritualistic motions to successfully raise the skeletal dragon requires passing a -30 Necromancy test in place of the standard difficulty test for this ritual. On a failure, repeating the ritual requires all costs to be re-spent, including retreating the bones with the materials, and the bones must be meticulously examined for the 3 hours that the character would have used to arrange the bones in the first attempt at the ritual.

"FUS RO DAH!"

- A powerful Tongue reciting Unrelenting Force



Dovah

Massive, flying beasts, Dovah are extremely rare and beyond dangerous. They are the preeminent masters of Thu'um on the Mundus and view the world's lordship as their birthright.

Dragon; Legendary; Dragon Soul (1)

Characteristics		Attributes		Skills	
Strength	100	Hit Points	200	Combat	130
Endurance	100	Wound Thr.	29	Magic	90
Agility	10	Magicka	80	Evasion	10
Intelligence	80	Stamina	10	Observe	80
Willpower	90	Initiative	+15	Stealth	10
Perception	60	Action Pts.	3	Knowledge	100
Personality	40	Speed	12m	Social	40
Morale	100	Size	Enrms.	Physical	100

Additional Skills

- **Thu'um:** 110

Weapons and Armor

- **Bite:** 2d12; Splitting, Magic; Reach 2-4m (Front only)
- **Talons:** 2d10; Slashing, Magic; Reach 2-3m
- **Tail:** 2d12; Crushing, Magic, Concussive, Shieldsplitter; Reach 3-4m (Rear only)
- **Scaled Hide:** AR 12 / Magic 12; Full

Special Abilities

- **Buffet of the Wing (1 AP + 1 SP):** As a Primary Action 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):** As a Secondary Action, the Dragon flies with bewildering speed and cannot be targeted by Attacks of Opportunity for one round while Flying.
- **Nirn's Harsh Embrace (1 AP + 2 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. They know all common shouts, but only know a single legendary shout of the GM's choice.

Traits

- **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 Horror test. Any subsequent sightings invoke a -20 Panic test.
- **Dragon's Hide:** Dragons are immune to the Forceful Impact advantage.
- **Immunity (Paralysis, Panic, Horror)**
- **Weakness ([Shock, Frost, or Fire], 5)**
- **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)**
- **Airborne Grace:** Agility-based tests made while flying gain a +50 bonus.
- **Dark Sight**
- **Colossal Strikes:** Cannot be parried, but targets gain a +10 on tests to Evasion against its melee attacks.
- **Strong Jaws:** A Bite attack that deals damage automatically starts a Grapple. The test to contest this Grapple is made against the original test made by the attacker. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Weak Point (Underbelly):** This creature's AR is not applied to its underbelly. Precision Strikes can be made targeting this location in addition to the standard hit locations.
- **Special Hit Location:** Hits to the arms instead target the dragon's wings.
- **Innate Thu'um:** Shouting only costs 1 SP regardless of the number of words used.



Encountering Dovah

The Dovah, commonly known as Dragons, are legendary beasts of Aedric origin. They are living calamities, capable of destroying entire armies and burning cities by themselves.

Dovah consider themselves to be the progeny of Bormahu, known as Akatosh or Auri-El to mortals, and thus view the domination of Mundus as their birthright. In ages long since forgotten they ruled the world under the leadership of the black dragon Alduin, the Firstborn of Akatosh. Their reign only ended thanks to the intervention of the Divines on behalf of mortalkind.

Dovah are the deadliest creatures within this book and GMs should use them sparingly, if at all. Only the strongest, most experienced, and best-equipped parties even have a chance of defeating one in battle, and even then the likelihood of the party's death is high.

Caution should be taken by any GM who wishes to use these veritable demigods. If they are used, they should almost certainly serve as a final and greatest foe for legendary heroes to face

Loot

- A character can make a -20 survival test to harvest enough Dragon Scales to craft a set of Full Dragonscale armor, weighing 28 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonscale armor or 3 Dragonscale Shields.
- 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.
- A character can make a -10 survival test to harvest enough dragon bones to craft a set of Full Dragonbone armor, weighing 35 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonbone or 3 Dragonbone weapons or shields.



Lesser Dovah

Massive, flying beasts, Dovah are extremely rare and beyond dangerous. They are the preeminent masters of Thu'um on the Mundus and view the world's lordship as their birthright.

Dragon; Legendary; Dragon Soul (1)

Characteristics		Attributes		Skills	
Strength	70	Hit Points	150	Combat	100
Endurance	70	Wound Thr.	20	Magic	90
Agility	10	Magicka	80	Evide	10
Intelligence	80	Stamina	7	Observe	80
Willpower	90	Initiative	+15	Stealth	10
Perception	60	Action Pts.	3	Knowledge	100
Personality	40	Speed	12m	Social	40
Morale	100	Size	Huge	Physical	100

Additional Skills

- Thu'um: 80

Weapons and Armor

- **Bite:** 2d10; Splitting, Magic; Reach 2-4m (Front only)
- **Talons:** 2d8; Slashing, Magic; Reach 2-3m
- **Tail:** 2d10; Crushing, Magic, Concussive, Shieldsplitter; Reach 3-4m (Rear only)
- **Scaled Hide:** AR 9 / Magic 9; Full

Special Abilities

- **Buffet of the Wing (1 AP + 1 SP):** As a Primary Action 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):** As a Secondary Action, the Dragon flies with bewildering speed and cannot be targeted by Attacks of Opportunity for one round while Flying.
- **Nirn's Harsh Embrace (1 AP + 2 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.
- **Lesser Dragon Tongue (1 SP):** The Dragon can use an Action to Shout. They know all common shouts.



Traits

- **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 Horror test. Any subsequent sightings invoke a -20 Panic test.
- **Dragon's Hide:** Dragons are immune to the Forceful Impact advantage.
- **Immunity (Paralysis, Panic, Horror)**
- **Weakness ([Shock, Frost, or Fire], 5)**
- **Resistance (Poison, Normal Weapons, 5)**
- **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)**
- **Dark Sight**
- **Colossal Strikes:** Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.
- **Strong Jaws:** 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.
- **Weak Point (Underbelly):** This creature's AR is not applied to its underbelly. Precision Strikes can be made targeting this location in addition to the standard hit locations.
- **Special Hit Location:** Hits to the arms instead target the dragon's wings.

Encountering Lesser Dovah

The Dovah, commonly known as Dragons, are legendary beasts of Aedric origin. They are living calamities, capable of destroying entire armies and burning cities by themselves.

Dovah consider themselves to be the progeny of Bormahu, known as Akatosh or Auri-El to mortals, and thus view the domination of Mundus as their birthright. In ages long since forgotten they ruled the world under the leadership of the black dragon Alduin, the Firstborn of Akatosh. Their reign only ended thanks to the intervention of the Divines on behalf of mortalkind.

Dovah are the deadliest creatures within this book and GMs should use them sparingly, if at all. Only the strongest, most experienced, and best-equipped parties even have a chance of defeating one in battle, and even then the likelihood of the party's death is high.

Lesser Dovah are often younger and/or less experienced than the standard Dovah. They are weaker and aren't quite as capable when wielding the thu'um as a weapon.

Loot

- A character can make a -20 survival test to harvest enough Dragon Scales to craft a set of Full Dragonscale armor, weighing 28 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonscale armor or 3 Dragonscale Shields.
- 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.
- A character can make a -10 survival test to harvest enough dragon bones to craft a set of Full Dragonbone armor, weighing 35 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonbone or 3 Dragonbone weapons or shields.



Elder Dovah

Massive, flying beasts, Dovah are extremely rare and beyond dangerous. They are the preeminent masters of Thu'um on the Mundus and view the world's lordship as their birthright.

Dragon; Legendary; Dragon Soul (1)

Characteristics		Attributes		Skills	
Strength	100	Hit Points	250	Combat	150
Endurance	100	Wound Thr.	30	Magic	90
Agility	10	Magicka	80	Evasion	10
Intelligence	80	Stamina	10	Observe	80
Willpower	90	Initiative	+15	Stealth	10
Perception	60	Action Pts.	3	Knowledge	100
Personality	40	Speed	12m	Social	40
Morale	100	Size	Enormous	Physical	100

Additional Skills

- **Thu'um:** 120

Weapons and Armor

- **Bite:** 2d12; Splitting, Magic; Reach 2-4m (Front only)
- **Talons:** 2d10; Slashing, Magic; Reach 2-3m
- **Tail:** 2d12; Crushing, Magic, Concussive, Shieldsplitter; Reach 3-4m (Rear only)
- **Scaled Hide:** AR 13 / Magic 13; Full

Special Abilities

- **Buffet of the Wing (1 AP + 1 SP):** As a Primary Action 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):** As a Secondary Action, the Dragon flies with bewildering speed and cannot be targeted by Attacks of Opportunity for one round while Flying.
- **Nirn's Harsh Embrace (1 AP + 2 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. They know all common shouts and two legendary shouts of the GM's choice.

Traits

- **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 Horror test. Any subsequent sightings invoke a -20 Panic test.
- **Dragon's Hide:** Dragons are immune to the Forceful Impact advantage.
- **Immunity (Paralysis, Panic, Horror)**
- **Weakness ([Shock, Frost, or Fire], 5)**
- **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)**
- **Dark Sight**
- **Colossal Strikes:** Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.
- **Strong Jaws:** 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.
- **Weak Point (Underbelly):** This creature's AR is not applied to its underbelly. Precision Strikes can be made targeting this location in addition to the standard hit locations.
- **Special Hit Location:** Hits to the arms instead target the dragon's wings.
- **Innate Thu'um:** Shouting only costs 1 SP no matter how many words they use.



Encountering Elder Dovah

The Dovah, commonly known as Dragons, are legendary beasts of Aedric origin. They are living calamities, capable of destroying entire armies and burning cities by themselves.

Dovah consider themselves to be the progeny of Bormahu, known as Akatosh or Auri-El to mortals, and thus view the domination of Mundus as their birthright. In ages long since forgotten they ruled the world under the leadership of the black dragon Alduin, the Firstborn of Akatosh. Their reign only ended thanks to the intervention of the Divines on behalf of mortalkind.

Dovah are the deadliest creatures within this book and GMs should use them sparingly, if at all. Only the strongest, most experienced, and best-equipped parties even have a chance of defeating one in battle, and even then the likelihood of the party's death is high.

Caution should be taken by any GM who wishes to use these veritable demigods. If they are used, they should almost certainly serve as a final and greatest foe for legendary heroes to face.

Elder Dovah are a force to be reckoned with, and see an increase to their ability to wield the Thu'um. They are only bested by their Ancient counterparts.

Loot

- A character can make a -20 survival test to harvest enough Dragon Scales to craft a set of Full Dragonscale armor, weighing 28 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonscale armor or 3 Dragonscale Shields.
- 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.
- A character can make a -10 survival test to harvest enough dragon bones to craft a set of Full Dragonbone armor, weighing 35 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonbone or 3 Dragonbone weapons or shields.



Ancient Dovah

Massive, flying beasts, Dovah are extremely rare and beyond dangerous. They are the preeminent masters of Thu'um on the Mundus and view the world's lordship as their birthright.

Dragon; Legendary+; Dragon Soul (1)

Characteristics		Attributes		Skills	
Strength	100	Hit Points	300	Combat	150
Endurance	100	Wound Thr.	32	Magic	90
Agility	10	Magicka	80	Evasion	10
Intelligence	80	Stamina	10	Observation	80
Willpower	90	Initiative	+15	Stealth	10
Perception	60	Action Pts.	3	Knowledge	100
Personality	40	Speed	12m	Social	40
Morale	100	Size	Enormous	Physical	100

Additional Skills

- **Thu'um:** 130

Weapons and Armor

- **Bite:** 2d12; Splitting, Magic; Reach 2-4m (Front only)
- **Talons:** 2d10; Slashing, Magic; Reach 2-3m
- **Tail:** 2d12; Crushing, Magic, Concussive, Shieldsplitter; Reach 3-4m (Rear only)
- **Scaled Hide:** AR 15 / Magic 15; Full

Special Abilities

- **Buffet of the Wing (1 AP + 1 SP):** As a Primary Action 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):** As a Secondary Action, the Dragon flies with bewildering speed and cannot be targeted by Attacks of Opportunity for one round while Flying.
- **Nirn's Harsh Embrace (1 AP + 2 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. They know all common and legendary shouts, with the exception of Dragonrend.



Traits

- **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 Horror test. Any subsequent sightings invoke a -20 Panic test.
- **Dragon's Hide:** Dragons are immune to the Forceful Impact advantage.
- **Immunity (Paralysis)**
- **Weakness ([Shock, Frost, or Fire], 5)**
- **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)**
- **Dark Sight**
- **Colossal Strikes:** Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.
- **Strong Jaws:** 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.
- **Weak Point (Underbelly):** This creature's AR is not applied to its underbelly. Precision Strikes can be made targeting this location in addition to the standard hit locations.
- **Special Hit Location:** Hits to the arms instead target the dragon's wings.
- **Innate Voice:** Shouting only costs 1 SP no matter how many words they use.

Encountering Ancient Dovah

The Dovah, commonly known as Dragons, are legendary beasts of Aedric origin. They are living calamities, capable of destroying entire armies and burning cities by themselves.

Dovah consider themselves to be the progeny of Bormahu, known as Akatosh or Auri-El to mortals, and thus view the domination of Mundus as their birthright. In ages long since forgotten they ruled the world under the leadership of the black dragon Alduin, the Firstborn of Akatosh. Their reign only ended thanks to the intervention of the Divines on behalf of mortalkind.

Dovah are the deadliest creatures within this book and GMs should use them sparingly, if at all. Only the strongest, most experienced, and best-equipped parties even have a chance of defeating one in battle, and even then the likelihood of the party's death is high.

Caution should be taken by any GM who wishes to use these veritable demigods. If they are used, they should almost certainly serve as a final and greatest foe for legendary heroes to face.

Ancient Dovah are fierce, near-deific foes. Unless adventurers are certain that they have an advantage against these creatures, they would do best to run the opposite direction. This is not flavor text, this is me speaking directly to you.

Loot

- A character can make a -20 survival test to harvest enough Dragon Scales to craft a set of Full Dragonscale armor, weighing 28 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonscale armor or 3 Dragonscale Shields.
- 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.
- A character can make a -10 survival test to harvest enough dragon bones to craft a set of Full Dragonbone armor, weighing 35 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonbone or 3 Dragonbone weapons or shields.



Skeletal Dragon

Skeletal Dragons are an insult to the dovah. They are abominations; corpses of a great Dovah raised by powerful necromantic magic.

Dragon, Undead; Legendary

Characteristics		Attributes		Skills	
Strength	70	Hit Points	180	Combat	110
Endurance	70	Wound Thr.	20	Magic	90
Agility	10	Magicka	80	Evasion	10
Intelligence	80	Stamina	7	Observe	80
Willpower	90	Initiative	+15	Stealth	10
Perception	60	Action Pts.	3	Knowledge	100
Personality	40	Speed	12m	Social	40
Morale	100	Size	Enormous	Physical	100

Additional Skills

- **Thu'um:** 110

Weapons and Armor

- **Bite:** 2d12; Splitting, Magic; Reach 2-4m (Front only)
- **Talons:** 2d10; Slashing, Magic; Reach 2-3m
- **Tail:** 2d12; Crushing, Magic, Concussive, Shieldsplitter; Reach 3-4m (Rear only)
- **Natural Toughness (7)**

Special Abilities

- **Rattlebones (1 AP + 2 SP):** The skeletal dragon can ignore a single damaging hit with a non-crushing or magical weapon that strikes its Body as a Reaction.

Traits

- **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 Horror test. Any subsequent sightings invoke a -20 Panic test.
- **Immunity (Paralysis)**
- **Weakness (Magic, 5)**
- **Immune to Normal Weapons**
- **Undying:** Immune to disease and the effects of aging.
- **Thick Skull:** Immune to Stun and Dazed.
- **Dark Sight**
- **Colossal Strikes:** Cannot be parried, but targets gain a +10 on tests to Evasion its melee attacks.
- **Strong Jaws:** 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.
- **Special Hit Location:** Hits to the arms instead target the dragon's wings.
- **Undead**
- **Skeletal**

Encountering Skeletal Dragons

Skeletal Dragons are not found naturally, but instead are created by powerful necromancers. As such, they often behave according to whatever instructions were given by their master who raised them.

Loot

- A character can make a -10 survival test to harvest enough dragon bones to craft a set of Full Dragonbone armor, weighing 35 ENC in total. This can alternatively be used to craft 2 sets of Partial Dragonbone or 3 Dragonbone weapons or shields.
- If fought in their place of burial, the characters can find its hoard, worth 10 rolls on the treasure table, multiply any drakes by 100.



"We barely made it out alive, and you want to go back in?"

- Hafnar Ice-Fist, after encountering a skeletal dragon

Chapter 9: Ayleids



Ayleid Mage

Ayleid mages are trained in the arcane arts, making them a more imposing threat than their ungifted brethren.

Ayleid; Average; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	20	Hit Points	13	Combat	30
Endurance	25	Wound Thr.	6	Magic	70
Agility	30	Magicka	55	Evasion	45
Intelligence	50	Stamina	2	Observe	50
Willpower	45	Initiative	+6	Stealth	30
Perception	30	Action Pts.	3	Knowledge	70
Personality	35	Speed	6m	Social	45
Morale	60	Size	Std.	Physical	30

Weapons and Armor

- **Moonstone Dagger:** 1d4 + 2 (Slashing), 1H, Exploit Weakness, Thrown (15/20/25), Small, Magic, Reach 1m
- **Partial Moonstone Armor:** AR 3 / Magic 1; Magic; Light, Partial

Traits

- **Weakness (Magic, 1)**
- **(Racial) Empowered by Starlight:** Ayleid characters increase their Willpower bonus for the purpose of spell restraint by 2 while under direct starlight. The Ayleid can choose to forfeit this bonus for the rest of the night in order to absorb some of the power radiating down on it, regaining 15 Magicka instantly.
- **(Racial) Flesh Shaping:** When an Ayleid uses any Restoration spell that regenerates a target's health, it can choose to instead inflict the specified amount as Magic damage. Additionally, an Ayleid can use the Stabilize spell to Treat Wounds.

"The ancient Ayleids believed that Nirn was composed of four basic elements -- earth, water, air, and light -- and of these four elements, they believed the most sublime form of light was star light. The stars are our links to the plane of Aetherius, the source of all magical power, and therefore, light from the stars is the most potent and exalted of all magical powers."

- Magic from the Sky

Spells

- **Frost Bolt 3:** 8 MP; 1d8 Frost, R Attack (100m), Overload (+WB to Dmg)
- **Frost Ball 3:** 12 MP; 1d8 Frost; 100 m Range, AoE (2m, Sphere) Overload (+WB to Dmg)
- **Ward 4:** 9 MP; Defensive Overload; Does not provoke Attack of Opportunity. Generate shield with 9 Magical and Physical BR. Cannot Power Block.
- **Healing Touch 5:** 11 MP; Direct; Target within 1m regains 10 HP.
- **Poisonbloom 4:** 14 MP; 1d10 Poison; R Attack (100m), AoE (2m, Sphere), Overload (+WB to Dmg)
- **Reanimate 4:** 24 MP; Upkeep, Direct, Mindlock (1); Standard-sized corpse is reanimated for one minute. See original spell for details.
- **Summon Wraith 4:** 18 MP; Upkeep, Mindlock (2); Summon a Wraith for 1 round. If the summoner wins an Opposed Wp test, the Wraith has the Bound trait for the duration.

Encountering Ayleid Mages

Mages will typically reside in Ayleid structures, maintaining the magics held within by their Elven creators.



Ayleid Guardian

Ayleid guardians are the main military force of City-states. They are only a danger in large groups.

Ayleid; Low; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	13	Combat	65
Endurance	30	Wound Thr.	7	Magic	-
Agility	25	Magicka	35	Evade	40
Intelligence	30	Stamina	4	Observe	45
Willpower	30	Initiative	+6	Stealth	25
Perception	25	Action Pts.	3	Knowledge	30
Personality	25	Speed	6m	Social	25
Morale	50	Size	Std.	Physical	40

Weapons and Armor

Has one of:

- **Moonstone Longsword:** 1d8(1d10)+2; Slashing, Magic , Reach 2m
- **Moonstone Longbow:** 1d8+2, 20/260/360, Reload (2), Unwieldy
 - Includes 12 Moonstone Splitting or Slashing Arrows (+2 dmg)

Also has up to two of:

- **Partial Moonstone Armor:** AR 3 / Magic 1; Magic; Light, Partial
- **Moonstone Shield:** BR 9 / MR 6; Magic

"Awake! The long eons of silence have finally come to an end. I speak in the coarse tongue of our servants so that you may understand. Knowledge is the key that opens this door, and none may pass who have not gained knowledge."

- An Ayleid Guardian of Erokii

Traits

- **Weakness (Magic, 1)**
- **(Racial) Empowered by Starlight:** Ayleid characters increase their Willpower bonus for the purpose of spell restraint by 2 while under direct starlight. The Ayleid can choose to forfeit this bonus for the rest of the night in order to absorb some of the power radiating down on it, regaining 15 Magicka instantly.
- **(Racial) Flesh Shaping:** When an Ayleid uses any Restoration spell that regenerates a target's health, it can choose to instead inflict the specified amount as Magic damage. Additionally, an Ayleid can use the Stabilize spell to Treat Wounds.

Encountering Ayleid Guardians

Guardians will mostly be seen around the city's fortifications and ruins of their people, defending them from outsiders. They will also form patrols of their territory and provide escort to the upper class.



Ayleid Sorcerer-King

Ayleid Sorcerer-Kings were the lords of ayleid cities. Their power is one of the greatest seen on Tamriel.

Ayleid; Major; Black Soul (1500)

Characteristics		Attributes		Skills	
Strength	55	Hit Points	28	Combat	70
Endurance	55	Wound Thr.	16	Magic	85
Agility	55	Magicka	75	Evasion	55
Intelligence	70	Stamina	5	Observe	50
Willpower	65	Initiative	+17	Stealth	15
Perception	50	Action Pts.	4	Knowledge	70
Personality	50	Speed	15m	Social	60
Morale	85	Size	Std.	Physical	55

Weapons and Armor

Has one of:

- **Varlastone Dagger:** 1d4+3; Slashing, Exploit Weakness, Thrown (20/25/30), Small, Magic, Focus, Varla; Reach 1m, 1H
- **Varlastone Longsword:** 1d8(1d10)+3; Slashing, Magic, Focus, Varla; Reach 2m, 1.5H

Also has:

- **Full Varlastone Armor:** AR 7 / Magic 3; Magic; Light, Full, Varla
- **Varlastone Shield:** BR 11 / MR 8; Magic, Varla

Special Abilities

- **Rally of Starlight (1 AP + 1 SP):** The Ayleid Sorcerer-King activates nearby welkynd stones to shine a bright light, invigorating his allies with newfound strength. As a Secondary Action, the Sorcerer-King can spend a stamina point to call upon his ayleid allies to fight harder. All Ayleids within 10m can immediately make an Attack action for free.
- **Starlight (2 Charges):** The Ayleid Sorcerer-King's Weapon is imbued with starlight, they can spend a charge to gain a +30 bonus on a casting test when the weapon is used as a Focus. This ability gained from their Varlastone weapon.

Traits

- **Weakness (Magic, 1)**
- **Telekinesis (6)**
- **(Racial) Empowered by Starlight:** Ayleid characters increase their Willpower bonus for the purpose of spell restraint by 2 while under direct starlight. The Ayleid can choose to forfeit this bonus for the rest of the night in order to absorb some of the power radiating down on it, regaining 15 Magicka instantly.
- **(Racial) Flesh Shaping:** When an Ayleid uses any Restoration spell that regenerates a target's health, it can choose to instead inflict the specified amount as Magic damage. Additionally, an Ayleid can use the Stabilize spell to Treat Wounds.
- **Bend Reality:** The Ayleid Sorcerer-King can test Magic in place of Physical.
- **Varla Barrier:** The Ayleid Sorcerer-King has Spell Absorption(3), but needs to use Absorb Barrier to regain the MP of the spells absorbed. Gained from Varlastone Armor.

Spells

- **Frost Bolt 5:** 12 MP; 2d6 Frost; R Attack (100m), Overload (+WB to Dmg)
- **Frost Ball 4:** 14 MP; 1d10 Frost; R Attack (100m), AoE (2m, Sphere), Overload (+WB to Dmg)
- **Ward 4:** 9 MP; Defensive Overload; Does not provoke Attack of Opportunity. Generate shield with 9 Magical and Physical BR. Cannot Power Block.
- **Healing Touch 5:** 11 MP; Direct; Target within 1m regains 10 HP.
- **Poisonbloom 4:** 14 MP; 1d10 Poison; R Attack (100m), AoE (2m, Sphere), Overload (+WB to Dmg)
- **Reanimate 4:** 24 MP; Upkeep, Direct, Mindlock (1); Standard-sized corpse is reanimated for one minute. See original spell for details.
- **Summon Wraith 4:** 18 MP; Upkeep, Mindlock (2); Summon a Wraith for 1 round. If the summoner wins an Opposed Wp test, the Wraith has the Bound trait for the duration.
- **Heal 7:** 15 MP; Caster regains 14 HP.
- **Heal Ally 5:** 14 MP; Direct; Target within 50m regains 10 HP

Encountering Ayleid Sorcerer-Kings

Sorcerer Kings rule over the ancient ruins that formed as the heart of their domains, typically residing within the deepest, most secure part of the complex.

Loot

- Upon defeat, player characters may take 3-5 rolls on the Treasure Table.

Flesh Garden

Flesh Gardens can summon undead to help their allies.

Bestial; Average; White Soul (500)

Characteristics		Attributes		Skills	
Strength	35	Hit Points	23	Combat	-
Endurance	45	Wound Thr.	12	Magic	80
Agility	25	Magicka	70	Evasion	30
Intelligence	50	Stamina	4	Observe	45
Willpower	50	Initiative	+10	Stealth	10
Perception	35	Action Pts.	3	Knowledge	35
Personality	25	Speed	-	Social	15
Morale	100	Size	Std.	Physical	45

Weapons and Armor

- **Natural Armor:** AR 3

Special Abilities

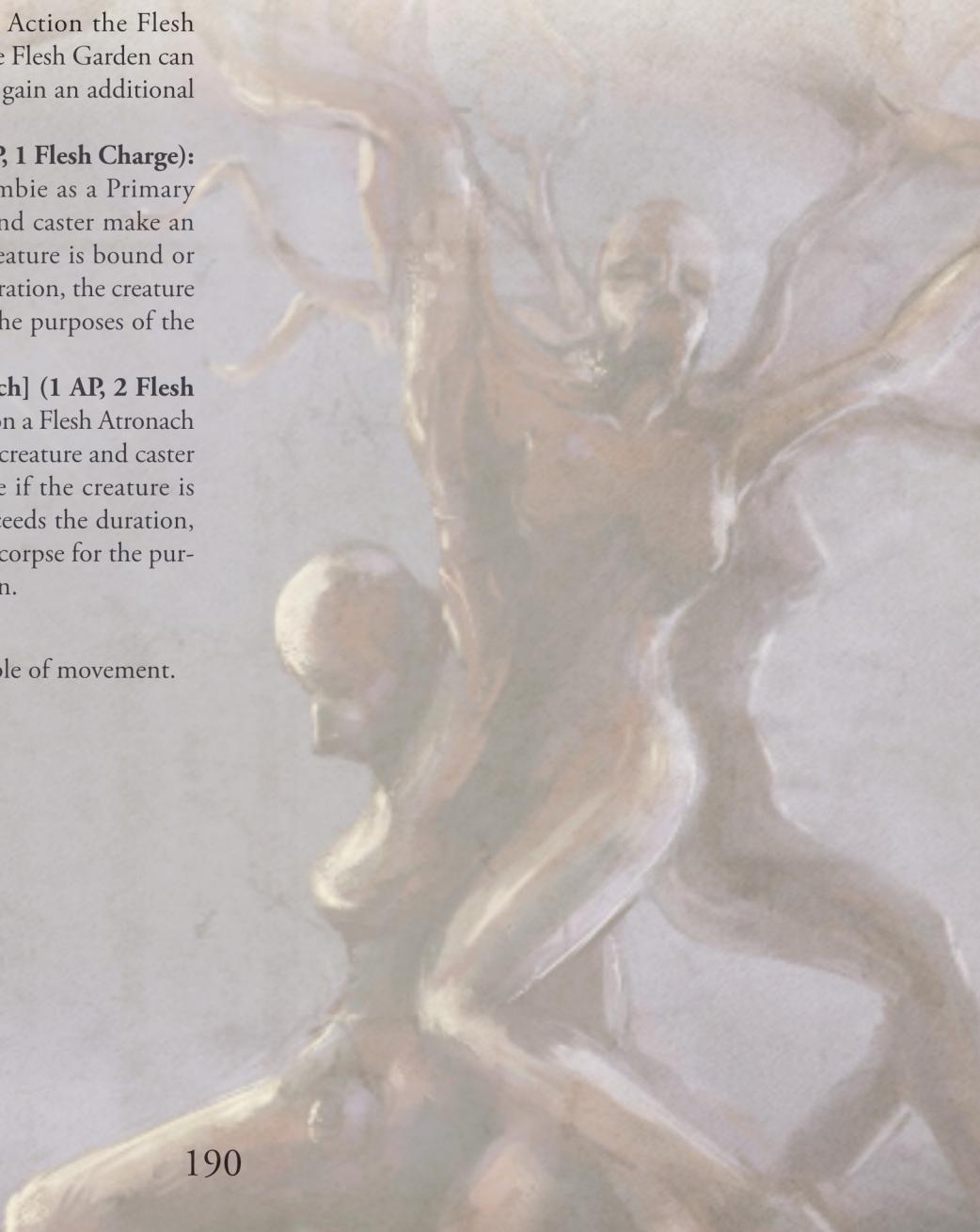
- **Absorb Corpse (1 AP):** As a Primary Action the Flesh Garden begins with 2 Flesh Charges. The Flesh Garden can absorb any corpse within 1m of itself to gain an additional Flesh Charge.
- **Rapinous Reanimation [Zombie] (1 AP, 1 Flesh Charge):** The Flesh Garden may summon a Zombie as a Primary Action. For one minute, the creature and caster make an opposed Willpower test to see if the creature is bound or not. If the creature dies or exceeds the duration, the creature is killed and is considered a corpse for the purposes of the Absorb Corpse special action.
- **Rapinous Reanimation [Flesh Atronach] (1 AP, 2 Flesh Charges):** The Flesh Garden may summon a Flesh Atronach as a Primary Action for one minute. the creature and caster make an opposed Willpower test to see if the creature is bound or not. If the creature dies or exceeds the duration, the creature is killed and is considered a corpse for the purposes of the Absorb Corpse special action.

Traits

- **Stationary:** The Flesh Garden is incapable of movement.

Encountering Flesh Gardens

Flesh Gardens are stationary structures similar to Dunmeri ghostfences. However, the bones and tissues are of Ayleid Enemies, and it is Ayleid magic that allows them to summon creatures to protect them and their allies. The only challenge is the minions they can summon and then also absorb upon death.



Appendix

NPC Profile Template

Name

Flavor Text

Types; Difficulty; Soul Type (Soul Energy)

Characteristics		Attributes		Skills	
Strength	##	Hit Points	##	Combat	##
Endurance	##	Wound Thr.	##	Magic	##
Agility	##	Magicka	##	Evide	##
Intelligence	##	Stamina	#	Observe	##
Willpower	##	Initiative	##	Stealth	##
Perception	##	Action Pts.	#	Knowledge	##
Personality	##	Speed	##m	Social	##
Morale	##	Size	***	Physical	##

Additional Skills

- Skill: TN

Weapons and Armor

Has one of:

- **Weapon 1:** damage; traits; reach; handedness
- **Weapon 2:** damage; traits; reach; handedness

Also has:

- **Type Armor:** AR X/Type Y; Weight Class, Armor Class
- **Type Shield:** BR X/MR Y; Weight Class

Special Abilities

- **Special Ability (X SP):** Description of the special ability.
- **Special Ability (X AP + Y SP):** Description of the special ability.

Traits

- **Trait 1:** This is a trait that requires more description.
- **Trait 2**

Spells

- **Spell [Lvl]:** Cost; Spell Attributes; Damage; Description.
- **Spell [Lvl]:** Cost; Spell Attributes; Description.

Encountering [Names]

Some lore about this NPC and what an encounter with them looks like.

Loot

- A list of what can be looted from this NPC

Loot Tables

Using Loot Tables

The entries for the loot tables included in this book are generally organized in ascending order of perceived or concrete value. The GM can choose to have the players roll on the table or roll on their behalf. When making a loot table roll, use a die size that is determined by the threat rating of the character who owns or occupies the looted area as follows:

- Trivial: 1d6
- Minor: 1d8
- Average: 1d10
- Major: 1d12
- Extreme: 2d8
- Legendary: 2d12

The GM may affect the result by applying any modifier they like to the roll. For example, if the owner/occupant of the looted area is particularly rich or powerful, the GM may choose to add a +4 modifier to the resulting roll. Or, in the opposite case, the owner or occupant might be less wealthy, which might warrant a negative modifier.

Location Types

The Loot Tables provided in this section are sorted by the type of location or being looted. When looting an NPC, GMs would use the Loot section found in that NPC's profile rather than having the character roll on a loot table, with some exception up to GM discretion.

Finds and Treasure

Characters will roll on the Finds table of a location type when they successfully search individual people, unremarkable storage, or the general space of the area that would reasonably contain loot.

Characters will roll on the Treasure table of a location type when looting treasure stashes of the area, which are often secured or guarded.



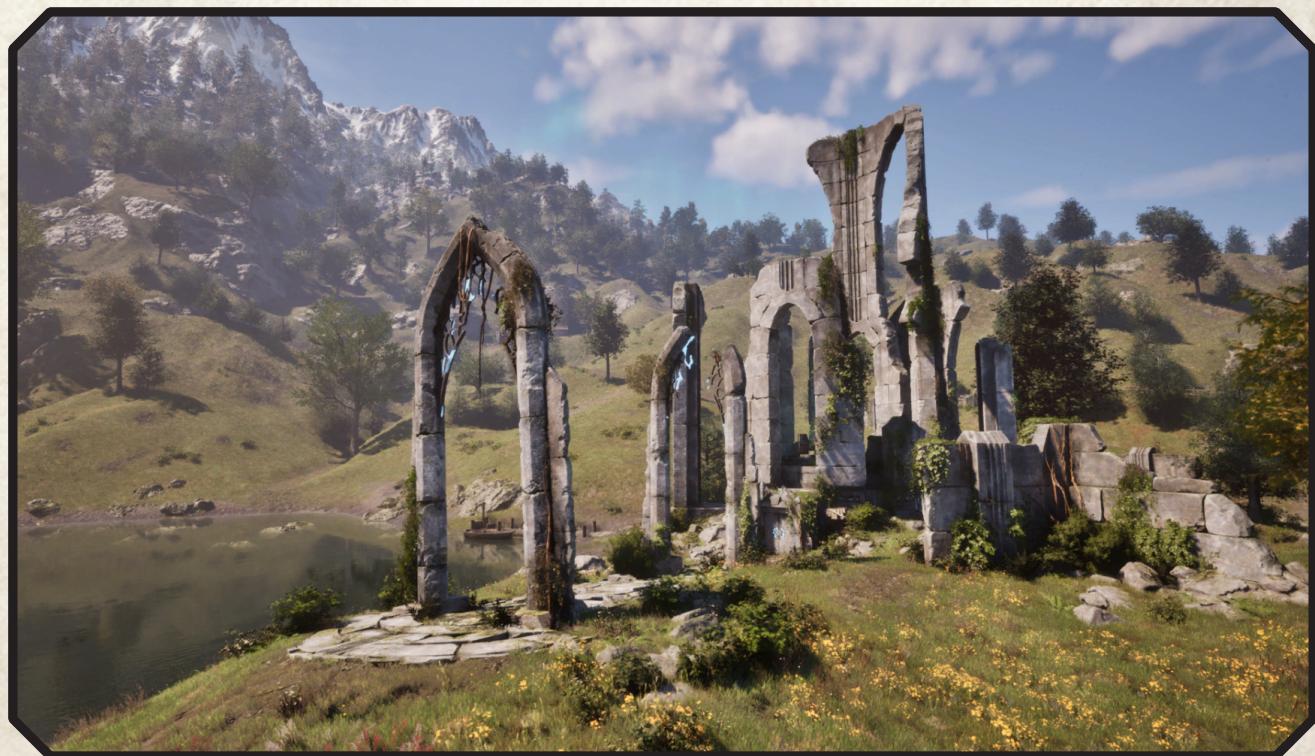
Ayleid Ruins

Finds

#	Loot
1	1d4 ayleid coins, valued at 10 drakes each
2	1d4 + 1 ayleid coins, valued at 10 drakes each
3	A set of dining talons
4	1d6 pieces of ayleid wares (plates, cutlery, cups, etc) valued at 15 drakes each
5	1d10 ayleid coins, valued at 10 drakes each
6	A spell tome of 1d2 levels
7	1d10 + 3 ayleid coins, valued at 10 drakes each
8	A piece of Damaged(2) ayleid partial armor, Moonstone
9	A Damaged(2) ayleid weapon, Moonstone
10	A set of Damaged(1) war talons
11	A piece of Damaged(1) ayleid partial armor, Moonstone
12	A Damaged(1) ayleid weapon, moonstone
13	1d12 + 4 ayleid coins, valued at 10 drakes each
14	A spell tome of 1d2+1 levels
15	A welkynd fragment, valued at 30 drakes
16	A welkynd Lantern
17	A varla fragment, valued at 80 drakes
18	A welkynd stone

Treasure

#	Loot
1	A low level enchanted ayleid weapon
2	1d10 + 5 ayleid coins, valued at 10 drakes each
3	A spell tome of 1d4 levels
4	A piece of Damaged(1) ayleid partial armor, moonstone
5	A Damaged(1) ayleid weapon, Moonstone
6	1d4 articles of intact ayleid clothing, valued at 120 drakes each
7	A spell tome of 1d4 + 1 levels
8	An ayleid weapon, moonstone
9	A piece of ayleid partial armor, moonstone
10	A welkynd fragment, valued at 30 drakes
11	A set of ayleid war talons
12	A welkynd lantern
13	A piece of ayleid full armor, moonstone
14	A varla fragment, valued at 80 drakes
15	An mid-level Enchanted ayleid item
16	3d10 + 5 ayleid coins, valued at 10 drakes each
17	A varla stone
18	A rare enchanted ayleid weapon
19	A welkyndstone weapon
20	A piece of welkyndstone armor
21	A varlastone weapon
22	A piece of varlastone armor



Dwemer Ruin

Finds

#	Loot
1	1d4 dwemer coins valued at 20 drakes each
2	An inert dwemer spider for harvesting materials
3	1d6 + 1 dwemer coins valued at 20 drakes each
4	1d6 pieces of dwemer wares (plates, cutlery, cups, etc) worth 25 drakes each
5	1d2 dwemer scrap metal valued at 90 drakes (2 ENC) each
6	A vial of dwemer oil
7	A Damaged(1) dwemer weapon
8	1d4 x 10 drakes worth of dwemer ingots
9	An inert dwemer sphere for harvesting materials
10	1d4 dwemer scrap metal, valued at 90 drakes (2 ENC) each
11	A piece of Damaged(1) dwemer armor
12	1d6 + 3 dwemer coins, valued at 20 drakes each
13	1d4 articles of dwemer clothing, valued at 150 drakes each
14	An inert dwemer ballista for harvesting materials
15	1d8 + 4 dwemer coins, valued at 20 drakes each
16	An old dwemer book valued at 100 drakes
17	An inert dwemer steam centurion for harvesting materials

Treasure

#	Loot
1	1d8 + 4 dwemer coins, valued at 20 drakes
2	An old dwemer Book, valued at 100 drakes
3	1d4 A vial of dwemer oil
4	A Damaged(1) dwemer weapon
5	1d4 dwemer scrap metal valued at 90 drakes (2 ENC) each
6	1d4 articles of dwemer clothing
7	1d8 x 10 drakes worth of dwemer ingots
8	A piece of dwemer armor
9	A dwemer weapon
10	A low level enchanted dwemer item
11	A dwemer satchel charge
12	2d8 + 4 dwemer coins, valued at 20 drakes
13	An mid-level enchanted dwemer item
14	1d4 dwemer satchel charges
15	A centurion dynamo core valued at 300 drakes (2 ENC)
16	A high level enchanted dwemer item
17	3d10 + 4 dwemer coins, valued at 20 drakes
18	A dwemer schematic
19	A dwemer control rod bound to a dwemer sentry
20	A dwemer control rod bound to a dwemer spider



Nordic Barrow

Finds

#	Loot
1	1d8 ancient nordic cups and plates valued at 3 drakes each
2	1d4 atmoran coins valued at 16 drakes each
3	A Damaged(1) ancient nord weapon (iron)
4	A piece of Damaged(1) ancient nord partial armor (iron)
5	1d4 bottles of ancient nord mead
6	1d4 x 5 drakes worth of iron ingots
7	An ancient nord weapon (iron)
8	1d6 + 1 atmoran coins valued at 16 drakes each
9	A piece of ancient partial nord armor (iron)
10	1d6 x 5 drakes worth of iron ingots
11	A piece of ancient nord full armor (iron)
12	1d8 + 2 atmoran coins valued at 16 drakes each
13	1d8 x 5 drakes worth of iron ingots
14	1d8 x 5 drakes worth of steel ingots
15	A piece of honed partial nord armor (steel)
16	A honed nord weapon (steel)
17	A piece of honed nord full armor (steel)

Treasure

#	Loot
1	1d6 + 4 atmoran coins valued at 16 drakes each
2	1d6 bottles of ancient nord mead
3	An ancient nord weapon (iron)
4	A piece of partial ancient nord Armor (iron)
5	A piece of full ancient nord Armor (iron)
6	1d8 + 6 atmoran coins valued at 16 drakes each
7	A low level enchanted ancient nordic item
8	1d8 x 5 drakes worth of steel ingots
9	A piece of Partial honed ancient nord armor (steel)
10	A honed ancient nord weapon (steel)
11	A piece of full honed ancient nord armor (steel)
12	2d8 + 4 atmoran coins valued at 16 drakes each
13	A mid-level enchanted nordic magic item
14	1d12 x 5 drakes worth of steel ingots
15	3d6 + 4 atmoran coins, valued at 16 drakes
16	A piece of partial nord hero armor (Silver)
17	A nord hero weapon (Silver)
18	A piece of Nord Hero Full Armor (Silver)
19	A high level enchanted nordic magic item



Daedric Shrines

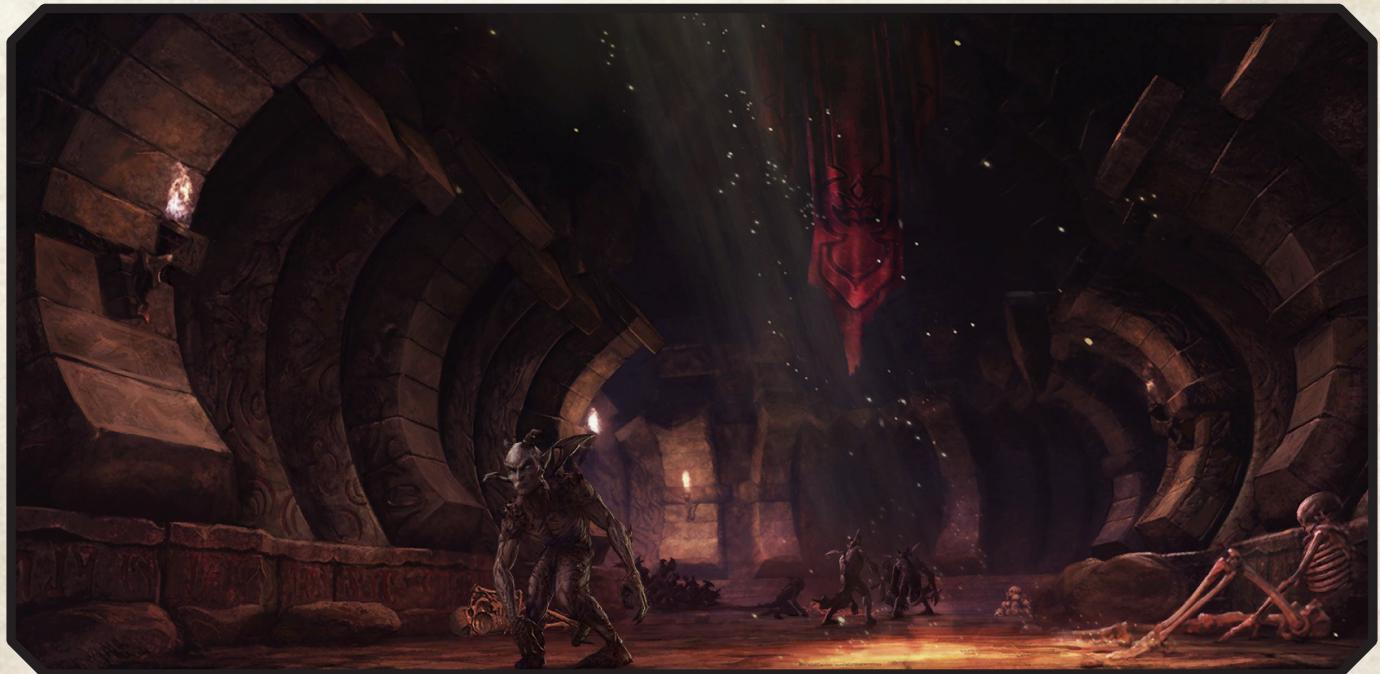
Finds

#	Loot
1	1d12 drakes
2	1d4 x 5 drakes worth of gemstones
3	1d6 common alchemical ingredients
4	1d6 petty soul gems
5	1d8 x 5 drakes worth of gemstones
6	1d6 lesser soul gems
7	1d6 uncommon alchemical ingredients
8	1d4 common soul gems
9	1d6 x 10 drakes worth of gemstones
10	1d2 greater soul gems
11	1d6 rare alchemical ingredients
12	A grand soul gem



Treasure

#	Loot
1	A gemstone from Barenziah's crown
2	A Spell Scroll of 1st spell level
3	A spell tome of 1d2 levels
4	A low level enchanted magic item
5	1d4 x 10 drakes worth of gemstones
6	A spell scroll of 1d4 spell levels
7	A mid-level enchanted weapon
8	1d6 uncommon alchemical ingredients
9	A mid-level enchanted shield
10	A spell scroll of 1d4 + 1 spell levels
11	An mid-level enchanted magic item
12	A spell tome of 1d4 + 2 levels
13	An high level enchanted weapon
14	1d6 x 10 drakes worth of gemstones
15	A high level enchanted shield
16	2 spell scrolls of 1d4 + 1 spell levels
17	1d6 rare alchemical ingredients
18	A spell tome of 1d4 + 3 levels
19	A high level enchanted magic item
20	1d8 x 10 drakes worth of gemstones
21	A spell scroll of 1d6 + 1 spell levels
22	1d4 extremely rare alchemical ingredients
23	1d10 x 10 drakes worth of gemstones
24	A powerfully enchanted weapon
25	1d2 legendary alchemical ingredients
26	A powerfully enchanted shield



Dunmer Ancestral Tomb

Finds

#	Loot
1	1d20 drakes
2	A Damaged(1) chitin weapon
3	1d4 common alchemical ingredients
4	A Damaged(2) piece of full chitin armor
5	1d4 sticks of ancestor incense
6	A Damaged(1) piece of partial bonemold armor
7	1d4 uncommon alchemical ingredients
8	A chitin weapon
9	1d4 articles of common clothing
10	A piece of partial chitin armor
11	A piece of partial bonemold armor
12	1d6 + 1 sticks of ancestor incense
13	1d4 rare alchemical ingredients
14	1d6 x 10 drakes
15	1d6 sticks of ancestor incense
16	A piece of full chitin armor
17	A piece of full bonemold armor
18	1d8 + 2 sticks of ancestor incense
19	A low level enchanted item

Treasure

#	Loot
1	1d20 x 4 drakes
2	A religious text worth 1d10 x 10 drakes
3	1d4 articles of clothing (1d4 quality)
4	A spell scroll of 1d4 spell levels
5	A piece of partial chitin armor
6	A piece of partial bonemold armor
7	A low level enchanted chitin weapon
8	1d20 x 10 drakes
9	A spell scroll of 1d4 + 1 spell levels
10	2 religious texts worth 1d10 x 10 drakes each
11	2d4 articles of dunmer fine clothing
12	2 spell scrolls of 1d4 spell levels
13	A piece of full chitin armor
14	A piece of full bonemold armor
15	2d20 x 20 drakes
16	A spell scroll of 1d6 spell levels
17	An mid-level enchanted partial bonemold armor
18	An mid-level enchanted full bonemold armor



Velothi Stronghold

Finds

#	Loot
1	1d4 old velothi coins 1d4 valued at 15 drakes each
2	A Damaged(1) old velothi chitin weapon
3	1d6 old velothi coins valued at 15 drakes each
4	1d6 Pieces of old velothi wares (plates, cutlery, cups, etc) worth 20 drakes each
5	A Damaged(1) piece of partial old velothi chitin armor
6	A Damaged(1) piece of partial old velothi bonemold armor
7	1d4 articles of old velothi clothing
8	An old velothi chitin weapon
9	A Damaged(1) piece of full old velothi chitin armor
10	A Damaged(1) piece of full old velothi bonemold armor
11	1d8 old velothi coins valued at 15 drakes each
12	A mid-level enchanted old velothi chitin weapon
13	A piece of partial old velothi chitin armor
14	A piece of partial old velothi bonemold armor
15	2d8 + 6 old velothi coins valued at 15 drakes each
16	A chimer book worth 2d100 drakes
17	A piece of full old velothi chitin armor
18	A piece of full old velothi bonemold armor

Treasure

#	Loot
1	1d8 + 4 old velothi coins valued at 15 drakes each
2	A historical chimeri tome worth 1d100 drakes
3	An old velothi chitin weapon
4	A spell scroll of 1d4 spell levels
5	A piece of partial old velothi chitin armor
6	A piece of partial old velothi bonemold armor
7	A spell scroll of 1d4 + 1 spell levels
8	A low level enchanted old velothi chitin weapon
9	2d8 + 8 old velothi coins valued at 15 drakes each
10	2 spell scrolls of 1d4 spell levels
11	A piece of full old velothi chitin armor
12	A piece of full old velothi bonemold armor
13	A spell scroll of 1d6 spell levels
14	A propylon index for a different stronghold
15	An mid-level malachite enchanted item
16	An mid-level enchanted ebony item



Abandoned Imperial Fort

Finds

#	Loot
1	1d8 drakes
2	1d6 common wares (plates, cutlery, cups, etc) worth 4 drakes each
3	1d4 portions of intact sealed rations
4	A Damaged(1) imperial weapon (steel)
5	A Damaged(1) Imperial Shield (steel)
6	1d4 + 2 portions of intact sealed rations
7	1d10 x 2 drakes
8	1d4 pieces of traveling gear
9	A Damaged(1) piece of partial imperial armor (steel)
10	A Damaged(1) piece of full imperial armor (steel)
11	An imperial weapon (steel)
12	An imperial shield (steel)
13	A piece of partial imperial armor (steel)
14	A piece of full imperial armor (steel)
15	1d4 + 2 pieces of traveling gear
16	1d10 x 5 drakes
17	1d6 + 2 pieces of traveling gear

Treasure

#	Loot
1	1d4 + 4 portions of intact sealed rations
2	1d4 + 2 pieces of traveling gear
3	An imperial weapon (steel)
4	An imperial shield (steel)
5	1d10 x 5 drakes
6	1d4 + 4 pieces of traveling gear
7	A piece of partial imperial armor (steel)
8	A piece of full imperial armor (steel)
9	1d10 x 10 drakes
10	A Damaged(1) piece of partial imperial templar Armor (orichalcum)
11	A Damaged(1) imperial templar shield (orichalcum)
12	A Damaged(1) piece of full imperial templar armor (orichalcum)
13	A piece of partial imperial templar armor (orichalcum)
14	An imperial templar shield (orichalcum)
15	A piece of full imperial templar armor (orichalcum)



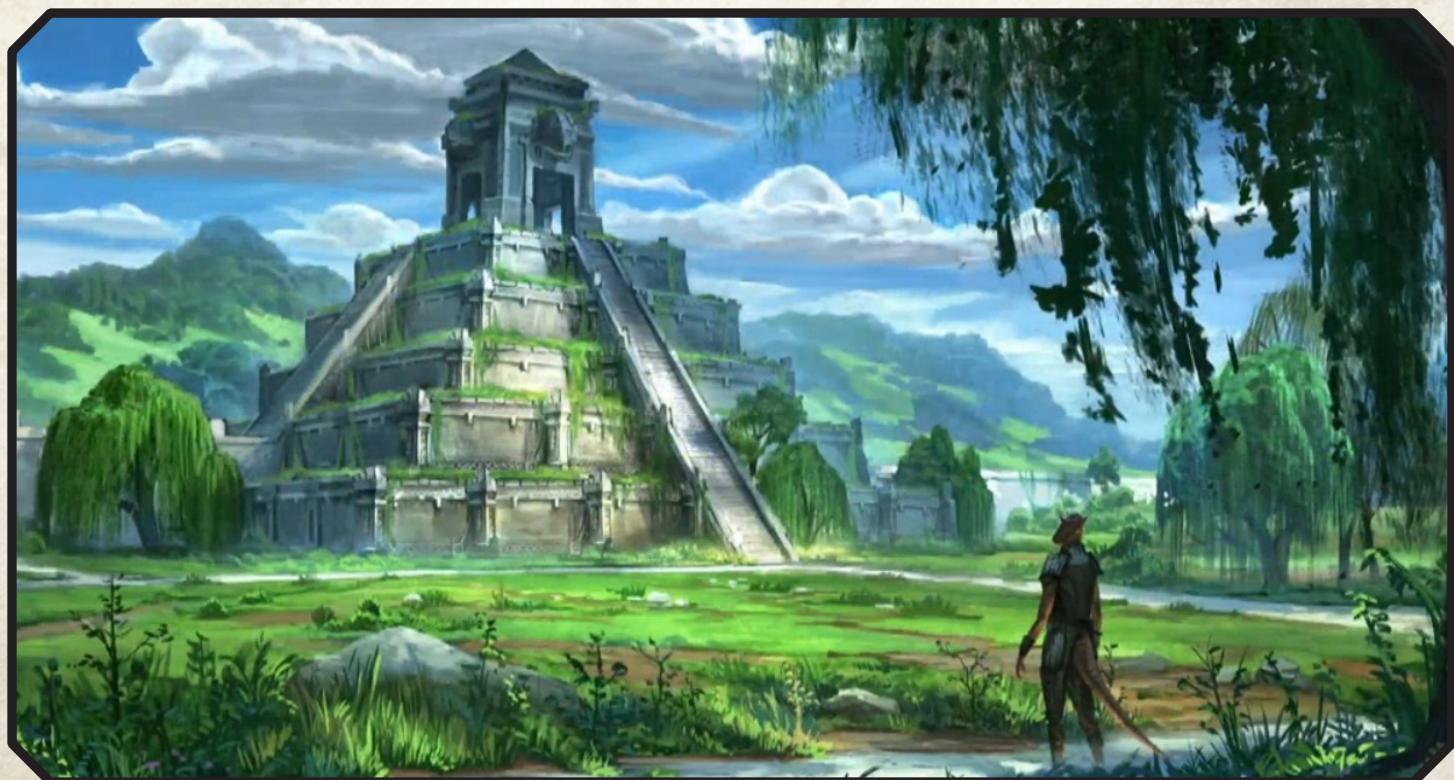
Ruined Argonian Xanmeer

Finds

#	Loot
1	1d4 old argonian gold coins worth 3 drakes each
2	A Damaged(1) chitin weapon
3	1d6 common wares (plates, cutlery, cups, etc.) worth 4 drakes each
4	1d4 common alchemical ingredients
5	A Damaged(1) piece of wamasu hide armor
6	1d8 old argonian gold coins worth 3 drakes each
7	A piece of fine argonian-made jewelry
8	1d4 uncommon alchemical ingredients
9	A set of delicate craft tools (jeweler)
10	Two pieces of fine argonian-made jewelry
11	A piece of partial wamasu hide armor
12	2d8 old argonian gold coins worth 3 drakes each
13	A piece of mid-level enchanted argonian-made jewelry
14	1d4 rare alchemical ingredients
15	A piece of full wamasu hide armor
16	A piece of high level enchanted argonian-made jewelry
17	1d4 x 10 drakes worth of gemstones

Treasure

#	Loot
1	1d8 old argonian gold coins worth 3 drakes each
2	1d4 x 5 drakes worth of gemstones
3	A piece of partial wamasu hide armor
4	A piece of common argonian-made jewelry
5	A low-level enchanted chitin weapon
6	2d8 x 4 old argonian gold coins worth 3 drakes each
7	A set of delicate craft tools (jeweler)
8	A low level enchanted piece of argonian-made jewelry
9	A piece of full wamasu hide armor
10	1d4 x 10 drakes worth of gemstones
11	A set of delicate craft tools (jeweler, +10 to TN)
12	A mid-level enchanted piece of argonian-made jewelry
13	A piece of mid-level enchanted partial wamasu hide armor
14	2d10 x 4 Old Argonian Gold coins worth 3 drakes
15	A high level enchanted piece of argonian-made jewelry
16	1d6 x 10 drakes worth of Gemstones
17	A Piece of high-level enchanted full wamasu hide armor



Old Yokudan Ruin

Finds

#	Loot
1	1d6 yokudan coins worth 8 drakes each
2	1d4 pieces of intricately painted pottery worth 15 drakes each
3	An amulet of a yokudan deity of 1d2 + 1 Quality
4	1d6 pieces of intricately painted pottery worth 15 drakes each
5	1d4 x 5 drakes worth of gemstones
6	1d8 yokudan coins worth 8 drakes each
7	1d2 articles of clothing (1d4 quality)
8	A Damaged(1) yokudan Weapon
9	1d8 pieces of intricately painted pottery worth 15 drakes each
10	An amulet of a yokudan deity
11	1d4 x 10 drakes worth of gemstones
12	A piece of Damaged(1) yokudan partial armor
13	2d8 yokudan coins worth 8 drakes each
14	1d6 articles of clothing (1d4 quality)
15	A piece of Damaged(1) yokudan full armor
16	An amulet of a yokudan deity of of 1d4 + 2 quality
17	1d6 x 10 drakes worth of gemstones

Treasure

#	Loot
1	1d8 yokudan coins worth 8 drakes each
2	1d6 common alchemical ingredients
3	A Damaged(1) yokudan weapon
4	One historical Scroll worth 1d100 drakes
5	An amulet of a yokudan deity of 1d4 + 2 quality
6	2d8 x 4 yokudan coins, worth 8 drakes
7	A piece of Damaged(1) yokudan partial armor
8	1d6 uncommon alchemical ingredients
9	A piece of Damaged(1) yokudan gull armor
10	An amulet of a yokudan deity of 1d3 + 3 quality
11	1d4 historical scrolls worth 1d100 drakes each
12	1d6 rare alchemical ingredients
13	A yokudan weapon
14	2d10 x 4 yokudan coins, worth 8 drakes
15	1d4 extremely rare alchemical ingredients
16	A piece of yokudan partial armor
17	1d6 historical scrolls worth 1d100 drakes
18	A piece of yokudan full armor
19	1d2 legendary alchemical ingredients

