Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Remnants of the Dwemer

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Remnants of the Dwemer

## Dwemer Ballista [Rival]

Shielded in heavy Dwemer plates, and standing squat upon four strong steam-powered legs, the Dwemer Bastilla was presumably a weapon of war, used for sieges, and to protect the most secret and valuable Dwemer compounds. Sturdy, and deadly, the Bastilla flings meter long bolts farther and faster than any man or mer, and with the precision only a machine could master.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 6 | 4 | 1 | 2 | 1 |

* **Soak:** 5/6 (-2 Frost Damage)
* **Wounds:** 12
* **Skills:** Marksman 4 (Agi), Vigilance 2 (Wits), Resilience 5 (End),
* **Drops/Equipment:** Dwemer Scrap, Greater Soul Gem, Bastilla Bolts
* **Attacks/Weapons:**

Bastilla **- Skill:** Marksman(Agi) (YYYY) **Range:** Medium, **Damage:** 10, **Crit:** 2, **Qualities:** Pierce 3, Limited Ammo 4

* **Talents:**

Dwemer Construct - Constructs are immune to poison and disease effects, automatically resist any resistable Illusion spell effects, and do not take Strain damage from social skills. Additionally, Fire effects temporarily increase their Strength and Agility by 1, while Frost effects lower it. Do not need to eat, breathe, or sleep.

Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.

## Dwemer Centurion [Nemesis]

Dwarven Centurions are the largest and strongest creations the Dwemer left behind. Designed in the form of a large armored warrior, with a hammer on one arm and a spring-loaded spike in the other, they are formidable adversaries that usually serve as guardians for more protected Dwemer secrets.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 5 | 6 | 3 | 1 | 3 | 1 |

* **Soak:** 9/8 (-2 Frost Damage)
* **Wounds:** 31
* **Strain:** 21
* **Skills:** Two-Handed 4 (Str), Vigilance 2 (Wits), Resilience 5 (End)
* **Drops/Equipment:** Dwemer Scrap, Grand Soul Gem
* **Attacks/Weapons:**

Hammer Arm **- Skill:** Two-Handed(Str) (YYYYG) **Range:** Engaged, **Damage:** 10, **Crit:** 3, **Qualities:** Knockdown

Spike Piston **- Skill:** Two-Handed(Str) (YYYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 2, **Qualities:** Pierce 3, Vicious 1

* **Talents:**

Dwemer Construct - Constructs are immune to poison and disease effects, automatically resist any resistable Illusion spell effects, and do not take Strain damage from social skills. Additionally, Fire effects temporarily increase their Strength and Agility by 1, while Frost effects lower it. Do not need to eat, breathe, or sleep.

Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.

* **Special Abilities:**

Reconstruction - Dwemer Centurions can regenerate 1 Wound per round.

## Dwemer Sphere [Rival]

Presumably constructed as a basic guard or footsoldier, Dwemer Spheres are designed for war. They have lithe, yet strong bodies, and come in configurations armed with retractable swords, and shields. While patrolling or passive, Spheres contract themselves into a small orb, propelled by rotating servos. However, when they perceive a threat they extend up from their spherical base into a semi-humanoid form, armed and ready.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 3 | 4 | 1 | 2 | 1 |

* **Soak:** 4/3
* **Wounds:** 14
* **Defense:** 0/0 (+1/1 Shield)
* **Skills:** One-Handed 2(Agi), Marksman 2 (Agi), Vigilance 2 (Wits), Resilience 4 (End)
* **Drops/Equipment:** Dwemer Scrap, Greater Soul Gem
* **Attacks/Weapons:**

Blade Arm **- Skill:** One-Handed(Agi) (YYGG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Defensive, Pierce 1

Bolter **- Skill:** Marksman(Agi) (YYGG) **Range:** Medium, **Damage:** 7, **Crit:** 3, **Qualities:** Defensive, Pierce 1

* **Armour:**

Shield Plate **- Soak:** +5/+5, **Defense:** 1/1, **Enc:** 2, **Qualities:** None

* **Talents:**

Dwemer Construct - Constructs are immune to poison and disease effects, automatically resist any resistable Illusion spell effects, and do not take Strain damage from social skills. Additionally, Fire effects temporarily increase their Strength and Agility by 1, while Frost effects lower it. Do not need to eat, breathe, or sleep.

Adversary 1 - Upgrade 1 difficulty dice to all checks targeting this character.

## Dwemer Spider [Minion]

Typically found operating as workers and maintenance drones, Dwemer Spiders are presumably the only reason most Dwemer ruins still operate. Armed with simple pincers and limited electrical discharges, Spiders move through the halls of ruins on eight spindly legs, attempting to loose debris and repair damaged components. However, when threatened, they will respond with a surprising amount of lethality.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 2 | 3 | 3 | 1 | 2 | 1 |

* **Soak:** 3/3
* **Wounds:** 4
* **Magic:** 6
* **Skills:** Hand-to-Hand (Agi), Vigilance (Wits), Destruction (Wits), Engineering (Int), Resilience (End)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Pincers**- Skill:** Hand-to-Hand (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Pierce 1

* **Talents:**

Dwemer Construct - Constructs are immune to poison and disease effects, automatically resist any resistable Illusion spell effects, and do not take Strain damage from social skills. Additionally, Fire effects temporarily increase their Strength and Agility by 1, while Frost effects lower it. Do not need to eat, breathe, or sleep.

* **Spells:**

Discharge **- School:** Destruction(Wits) (GG), **Difficulty:** Average(PP) **Range:** Medium , **Cost:** 4, **Damage:** 8 Lightning, **Crit:** 3, **Qualities:** Stun 3

## Dwemer Spectre [Rival]

Perhaps left as residue from whatever caused the Dwemer to disappear, or simply lost and confused spirits, these Spectres give adventurers brave enough to delve into Dwemer Ruins a chance to see and interact with the last remnants of the Dwemer people. Crazed and violent, these Spectres still believe they are defending their great halls from invaders.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 2 | 3 | 6 | 5 | 2 |

* **Soak:** 1/7
* **Wounds:** 14
* **Skills:** Engineering 2 (Int), Intimidate 2(Str), Knowledge 5 (Dwemer), Search 3(Wits), Leadership 2(Pers), One-Handed 2(Agi), Destruction 3 (Wits)
* **Drops/Equipment:** Ectoplasm (Counts as Rare Herb)
* **Attacks/Weapons:**

Ghostly Blade **- Skill:** One-Handed(Agi) (YYG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 2, Frost Damage +6

* **Talents:**

Undead - Creature is considered Undead for the purposes of spell effects. Cannot be affected by poisons, diseases, and decreases the difficulty to resist Illusion effects by 1. Do not need to eat, breathe, or sleep.

Spirit - Spirits are immune to Normal Weapons, and are not affected by difficult terrain or environmental effects such as cold or heat.

* **Special Abilities:**

Incorporeal - Once per encounter, a Spirit can choose to move through any solid object, such as a wall, fixture, or even other creature. Should their movement end inside an object, they are deposited at the closest free space.

* **Spells:**

Ghost Touch **- School:** Destruction(Wits) (YYYGG), **Difficulty:** Average(PP) **Range:** Engaged , **Cost:** 1, **Damage:** 4 Wound Damage, **Crit:** None, **Qualities:** None

Sap Will **- School:** Destruction(Wits) (YYYGG), **Difficulty:** Average(PPP) **Range:** Medium, **Cost:** 4, **Damage:** 8 Strain Damage, **Crit:** None, **Qualities:** None

Frost Cloak **-** Destruction(Wits) (YYYGG), **Difficulty:** Average(PPP) **Range:** Engaged, **Cost:** 3, **Effect:** Frost Cloak, engaged range, 8 Damage. Hard Acrobatics Check to avoid.