

# The Unofficial Elder Scrolls RPG

Second Edition



Supplement

## Secrets of the Dweemer





# BETA - VERSION 1.01

Send feedback to [seht.uesrpg@gmail.com](mailto:seht.uesrpg@gmail.com)





# Credits

This book is version **Beta v1.01** of the **Secrets of the Dwemer** supplement.  
The latest version of the game can always be found online at [www.mediafire.com/uesrpg](http://www.mediafire.com/uesrpg)

**Project Coordinators:** Seht ([seht.uesrpg@gmail.com](mailto:seht.uesrpg@gmail.com)), Anon133  
Full credits can be found in the **CORE RULEBOOK**.

## Intellectual Property

The authors of this book do not claim ownership of any of the intellectual properties found within. This is a purely unofficial, not for profit, fan made work, and its commercial distribution to anyone under any circumstances is strictly prohibited.

### Art

The authors of this book do not claim ownership of any of the images that appear in this work. All art is used without permission. All credit goes to the respective owners, a list of whom can be found in the **CORE RULEBOOK**.

### The Elder Scrolls®

Copyright © 1993-2014 Bethesda Softworks LLC, a ZeniMax Media company. The Elder Scrolls, Bethesda Softworks, ZeniMax and their respective logos are registered trademarks of ZeniMax Media Inc. All Rights Reserved.

### Other Games

This game draws inspiration from a number of other role-playing games. In particular: Dark Heresy (Fantasy Flight Games), Eclipse Phase (Posthuman Studios), and Runequest Sixth Edition (The Design Mechanism). The authors of this book do not claim to own any of these games, or any of the mechanics drawn from and/or inspired by them. All credit goes to the respective owners.

### This Book

The elements of this work that are not the intellectual property of any of the aforementioned groups/individuals, or any groups/individuals not mentioned, are licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.

---

# Introduction

*"Go ye now in peace. Let thy fate be written in the Elder Scrolls..."*

*The Elder Scrolls: Arena*

Welcome to the Unofficial Elder Scrolls Role-playing Game! Known as the UESRPG for short, this is a fan made role-playing game designed for play in the Elder Scrolls setting.

This book is the **SECRETS OF THE DWEMER** supplement, a document containing rules and advice for all things Dwemer in your campaign!

But the UESRPG is not just one book! Three books make up the core of the game: the **CORE RULEBOOK**, the **GM HANDBOOK**, and the **PLAYER HANDBOOK**. The latter two offer optional rules, additional character choices, and advice for both players and GMs.

On top of this book we have planned five additional supplements to expand upon the core books. These books are entirely content focused, and are packed with rules for monsters, strange magic, and powerful artifacts! The other supplements are: **ARCANE ARTS**, **PLANES OF OBLIVION**, **TAMRIELIC ARTIFACTS**, **DARK PATHS**, and **INHABITANTS OF TAMRIEL**.

Finally, because we plan on consistently updating and expanding the game, your feedback is critical in helping to make it the best it can be. Drop by our [development blog](#), or send me an [email](#) if you have questions or want to give us feedback. Thanks for your support, and enjoy the game!

Seht





---

*"The mysteries the dwarves have left us with could easily warrant another century or so worth of personal examination from me, and quite possibly even several millennia of excavation of even one dwarven ruin would be insufficient to paint a complete picture on them. But what we can see from our threadbare tapestry of dwarven artifacts is a careful, intelligent, industrious, and highly advanced culture whose secrets we as students and teachers of their works can only hope to uncover some day."*

*Dwarves - The Lost Race of Tamriel, Volume III: Culture and History*



## THE DWEMER

---

The Dwemer, the “people of the deep”, are a fabled “Lost Race” of Mer from Dwemereth, which mostly consisted of modern-day Morrowind, where they are believed to have been the most prolific, though they also had a strong presence in Hammerfell, High Rock, and Skyrim. Meric races use the term “Dwemer”, which translates to “Deep-Elves” or “Deep Folk”. Men commonly refer to them as Dwarves. The early history of the Dwemer is still clouded in mystery. There is no known story of their dissociation from the Aldmer, which must have occurred very early in Tamrielic history, as their society bore few correlations with that of the Altmer besides some similar legal principles. The Dwemer built elaborate underground cities near and beneath mountain ranges, including the Velothi Mountains and Red Mountain, and in the mountains of the isle Stros M’Kai.

Many misconceptions about them have abounded for centuries: scholars long thought that most Dwemer ruins which dotted Tamriel outside Morrowind were mere outposts and that there were few significant Dwemer settlements elsewhere until 1E 420. The presentation of the Dwemer in fictitious but popular novels like the *Ancient Tales of the Dwemer* has also lodged an inaccurate impression of them in the popular consciousness, painting them as familiar, comfortable characters very similar to humans. In reality, they are better described as having been fearsome, unfathomable, and even cruel, though also careful, intelligent, and industrious. Their society consisted of free-thinking yet reclusive clans devoted to the secrets of science, engineering, and the arcane until they mysteriously disappeared around 1E 700.

### History

The history of the Dwemer is mostly a record of their conflicts with other races and each other, and the timeline is imprecise for many of these events. They purportedly settled along the coasts of Morrowind and founded Dwemereth. They became involved in clashes with the newly-arrived Chimer in the Late Middle Merethic Era over land, resources, and religion. The Dwemer also inhabited modern-day Skyrim during the earlier centuries of the First Era, and had numerous clashes with the Nords who lived there.

While King Harald is credited with driving the last of the “elves” out of Skyrim before the end of his reign in 1E 221, this is mostly likely referring to conflicts with the Falmer and possibly other elves, as the Dwemer kept inhabiting a number of city-states stretching from the Velothi Mountains as far west as Markarth in what is now the Reach. The city-states burrowed deep underground, masking their true size, and several of them were linked by the gargantuan cavern known as Blackreach (or

“FalZhardum Din” to the Dwemer). They clashed often with the Nords, but were never seriously threatened until the third century of the First Era, several decades after Harald’s reign, when the Nordic armies under High King Gellir experienced unusual success in conquering Dwemer cities. Scholars believe that several decades before, an alliance emerged between four city-states led by Arkngthamz, a Dwemer research center, to develop technology to harness the power of the Aetherium crystal, but the alliance became a victim of its success and crumbled quickly. All of the city-states in Skyrim are thought to have entered into a crippling war over the Aetherium crystal and the means of harnessing it. After decades of this underground war, the Nords were able to sweep the weakened Dwemer out of their city-states and hold them for a century before the the Dwemer could muster the strength to reclaim them.

The Falmer, meanwhile, had not actually been driven out of Skyrim by Harald, either; many of them sought sanctuary with the Dwemer. Although they agreed to protect the Falmer, the distrustful Dwemer rendered them blind by forcing them to consume toxic fungus found growing deep underground. Over several generations, the Falmer became servants of the Dwemer, and then their slaves.

Clashes continued with the Chimer in Morrowind, and the two races apparently disliked each other greatly. Dwemer culture was agnostic and preferred reason to faith, while the Chimer were staunch Daedra-worshippers. However, the Nordic invasion and conquering of present-day Morrowind under High King Vrage around 1E 240 brought a common enemy the Chimer and Dwemer could unite against. Dumac Dwarfking and Indoril Nerevar forged an alliance which ultimately succeeded in repelling the invaders in 1E 416, leading to the First Council of newly-named Resdayn.

In 1E 420, the militaristic Rourken clan opposed the accord with the Chimer and chose self-exile. Their chieftain is said to have thrown the Volendrung Hammer across Tamriel and led his clan to wherever the hammer fell, an image which has been depicted in a number of ruins in Hammerfell. The Rourken named the land “Volenfell,” which later was somewhat mistranslated to “Hammerfell”.

Meanwhile, in Skyrim, after generations of subjugation, the Falmer rebelled, leading to the War of the Crag, another massive Dwemer war which was waged far below the surface while the Nords above remained oblivious. The war lasted decades, and only ended when the Dwemer did.



The Dwemer inexplicably disappeared during the Battle of Red Mountain, the biggest and final battle of the War of the First Council. The Tonal Architect Lord Kagrenac of the Dwemer constructed Kagrenac's Tools to harness the powers of the Heart of Lorkhan, which the Dwemer had discovered beneath Red Mountain. When the Chimer found out, they considered this aim blasphemous and sought to stop it. Kagrenac's goal remains unclear, but it is believed he sought to heighten his race to Anumidum. The disappearance of a whole race in an instant sparked many theories, but is generally thought to have followed this attempt to use the tools on the Heart, and simply coincided with the war. It appears that the Dwemer were conflicted on their use of the Heart. Some opposed its use, warning that massive side effects were likely, while the majority of the Tonal Architects, including Kagrenac, and Bthuand Mzahnch (who wrote *The Egg of Time* which downplayed the risks of tampering with the Heart of Lorkhan) wished to proceed.

It appears all members of the Dwemer race were simply removed from the world. When the previously untouched Dwemer ruins of Bamz-Amschend in Mournhold were rediscovered, numerous piles of ashes were present next to weapons and armor, on chairs, and in beds, suggesting the Dwemer's bodies were suddenly reduced to ash in some way. In 4E 201, Arniel Gane, a researcher at the College of Winterhold in Skyrim, attempted to recreate the circumstances of the Dwemer's disappearance after obtaining Keening, one of Kagrenac's Tools, but vanished suddenly in the process, strengthening the theory that Kagrenac's use of the tools was the cause of the disappearance. Some scholars still resist the notion that the Dwemer disappeared all at once.

A theory also exists that their sudden extinction was caused by their reversal of the usual processes involved in the Earth Bones, the laws of nature. Rather than creating the profane by commanding the sacred, such as in Conjuration magic or Daedra worship, they sought to create Anumidum, their own sacred, from the "deaths of the profane." Vivec, the warrior-poet god of the Dunmer, similarly believes that the disappearance of the Dwemer is in some way owed to their "divine sin"—attempting to create a god for their own purposes from the remains of the god Lorkhan. Whether their use of Kagrenac's Tools in this process or simply their intentions resulted in their extinction remains unclear in this theory.

According to *Chimarvamidium*, the Dwemer possessed an ability that was known as "The Calling," which seems to have been similar to telepathy. It allowed the Dwemer to communicate with each other over great distances. It has been suggested that, in the last moments before they disappeared, Lord Kagrenac used The Calling to summon all of the Dwemer people and rally them to carry out his plans to transcend the Mortal Plane. Whether this was related to their demise or not is uncertain.

## Society and Religion

The Dwemer appear to have been a highly technologically advanced and particularly dogmatic race. Other races have still not cracked the secret behind their metal. Their weapons were simple but effective; weaponsmiths relied on creating quality materials first, and merely allowed the form of those materials to flow from the method of the weapon's use. Their mastery of steam and geothermal power through tapping into the natural lava sources under Morrowind allowed them to create airships, sentient machines, mechanical observatories, and lighting systems that continued to work for centuries without any maintenance. Most of their settlements are still inhabited by Animunculi, enchanted mechanical guardians, commonly known as "Centurions" or "Spheres". They appear somehow linked to their place of origin, and will lose power if removed from the vicinity. This may explain why many Animunculi remain active even after so long, and supports the theory that they are strongly influenced by magic.

Additionally, it appears that some Animunculi are capable of interpreting the actions of people around them - in a sense, 'perceiving' their intent - and responding accordingly. The Dwemer were somewhat comforted by their ability to empower lifeless fabrics into active beings, denying the organic power of the gods while at the same time transcending the mortal systems of life. This culture, often seen as sheer arrogance by others, allowed their technological capabilities to accelerate well ahead of any other race. In addition, the Dwemer also appear to have dabbled extensively and somewhat successfully in some of the more divine (or arcane) arts and sought to harness the supernatural powers of the Divines within their mechanical technology, even keeping an Elder Scroll within the massive underground complex of Blackreach in Skyrim.

It is unknown whether the Dwemer worshipped any gods. However, it is known that they despised and scorned the Daedra, and mocked the "foolish" rituals of their followers, "preferr[ing] instead their gods of Reason and Logic". These may be metaphorical or literal terms; Vivec, the author, capitalized them in his writings which could be interpreted as an emphasized admonishment of their idolatry by means of substituting spiritual worship with absolute faith in those ideas. It could also be meant to suggest some sort of deified representation of those ideas or aspects of Dwemer thought. Since the Heart of Lorkhan offered some form of shared spiritual link amongst the Dwemer attuned to it - this could also refer to the collective reason and logic of the Dwemer people given voice through the powers of tonal architecture and the heart of a dead god.



## Dwemer Characters

Below are the rules for creating Dwemer characters. Assuming you have the permission of your GM, treat the Dwemer just as you would any other race and follow the usual steps for character creation.

Dwemer Characteristic Baseline

Str	End	Ag	Int	Wp	Prc	Prs
24	24	22	30	28	25	21

**Traits** (full rules can be found in the **CORE RULEBOOK**)

- **Weakness (frost, 25%):** If the character suffers frost damage after mitigation, increase that damage by 25% (round up) before calculating its effects.
- **Power Well (25%):** Characters with this trait have more magicka than usual. The size of their Magicka Pool is increased by 25% of its base. If the character would receive this trait twice, combine the X values.

### Powers

- **The Calling:** The Dwemer have developed the capability to form connections with the minds of other Dwemer, allowing silent and instant communication across great distances. A Dwemer may do this at any time, though he may not attempt to contact someone he has not met, and forming a mental connection requires the character to pass a Willpower test or gain a level of fatigue. Once a connection is formed the two minds may communicate as they see fit. Every minute of communication beyond the first imposes another Willpower test, where failure incurs a level of fatigue. Alternatively, they may form a connection with a number of others equal to their Willpower bonus, but doing so causes them to automatically fail the Willpower tests imposed by normal communication.

### Other

- Dwemer characters suffer a -10 penalty to Survival skill tests made while above ground.
- During character creation, Dwemer characters may learn the Logic skill (starting at Novice rank) for half the base CrP cost (other cost reductions apply to this new value).

## LEGACY OF THE DWEMER

With their disappearance at the Battle of Red Mountain, the Dwemer left behind several particularly powerful artifacts. This section contains rules and advice for utilizing two of the more important ones: Kagrenac's Tools, and the brass golem Numidium.

### Kagrenac's Tools

Kagrenac's Tools are the legendary artifacts crafted by the Dwemer Tonal Architect Lord Kagrenac. The tools, Keening, Sunder, and Wraithguard, were created to tap into the power of the Heart of Lorkhan. The artifacts were seemingly misused by the Dwemer, leading to the race's disappearance. All three artifacts came into the possession of the Almsivi following the Battle of Red Mountain and were used by the Tribunal to make themselves into living gods. Keening and Sunder were subsequently lost during an annual pilgrimage to the Heart, sometime in the Third Era. During the Nevarine's final battle with Dagoth Ur, all three artifacts were used to destroy the enchantments on the Heart of Lorkhan. Each tool had a specific purpose in helping gain power from the Heart. Without Wraithguard, it is dangerous to wield the weapons.

#### Weapon Quality: Unbridled Power

Kagrenac's tools are objects of incredible power, tied to the very threads of fate. On a successful hit the wielder of this weapon can burn a Luck point to cause the weapon to deal double damage (before mitigation) and to double its penetration value for that hit. This effect happens automatically to targets that have no Luck score, or lack the Fated (X) trait.

Characters who attempt to wield this weapon take 3d10 trauma per round which cannot be mitigated in any way. Treat it as Shock damage for the purposes of determining wounds.

### Using Kagrenac's Tools

Kagrenac's tools are incredibly powerful artifacts, and GMs should be wary of using more than one of them as material for anything but the end game of a high level campaign. When brought together and if the Heart of Lorkhan is accessible, they have powers beyond imagination, and certainly beyond the scope of the game's rules. Tread lightly.

### Sunder

Sunder, a hammer, was used to produce a specific amount and quality of power from the Heart. When stuck by Sunder, the Heart would release godlike power. After being taken from the Almsivi, Sunder was brought to the citadel of Vemynal by Dagoth Vemyn, an Ash Vampire. It was recovered by the Nerevarine in 3E 427.



Sunder is a one handed melee weapon that uses the following profile:

Sunder				
Dam	Pen	Size	Reach	ENC
1d10+8 I	20	M	S	2
Qualities				
Dire, Concussive, Proven (6), Unbridled Power, Enchanted (Special: Kagrenac's Hammer)*				

**\*Kagrenac's Hammer:** While wielding this weapon the character increases their Strength and Endurance by 20, and can test Luck once per round in order to count as having burned a single Luck point for an effect of their choice. Sunder cannot ever be damaged or destroyed by conventional or magical means.

Keening

Keening, a short blade, was used to flay and focus the power that Sunder produced. After being taken from the Almsivi, the blade was brought to the citadel of Odrosal by Dagoth Odros, an Ash Vampire. It was recovered by the Nerevarine in 3E 427. In 4E 201, the mage Arniel Gane requested the delivery of it to Skyrim for research. By this time, the blade was no longer dangerous to wield without Wraithguard. Arniel used the blade on a warped soul gem to reproduce the events which led to the disappearance of the Dwemer; unfortunately, the experiment was a success, and Arniel vanished. The blade then passed into the possession of the Last Dragonborn, who had aided Arniel in his endeavor.

Keening is a one handed melee weapon that uses the following profile:

Keening				
Dam	Pen	Size	Reach	ENC
1d10+7 R	15	S	S	1
Qualities				
Dire, Impaling, Proven (6), Tearing, Unbridled Power, Enchanted (Special: Kagrenac's Blade)*				

**\*Kagrenac's Blade:** While wielding this weapon the character increases their Agility and Willpower by 20 and their Magicka by 50. Keening cannot ever be damaged or destroyed by conventional or magical means.



Wraithguard

Wraithguard, a gauntlet, stopped the fatal effects of the other tools on the wielder. While accounts of its appearance vary, the god Vivec held it until it came into the possession of the Nerevarine.

Wraithguard is a piece of armor that uses the following profile:

Wraithguard		
Hit Location	AR	ENC
Right arm	45	4
Qualities		
Enchanted (Kagrenac's Gauntlet)*		

**\*Kagrenac's Gauntlet:** While wearing this gauntlet the character gains the Resistance (Magic, 50%), Immunity (Poison), and Immunity (Paralysis) traits. They gain 5 AR to all hit locations, and ignore damage from wielding weapons with Unbridled Power. Cannot be damaged/destroyed by conventional means.

*"Kagrenac's Tools are cursed. Stealing power from the heart of a god is a terrible folly, and fated to disaster. The Tribunal is losing its battle to control the power of the heart. They are sustained by the same tainted power that drives Dagoth Ur mad."*

Kagrenac's Tools







## The Numidium

Numidium, or Anumidium, known also as the Brass God, the Brass Tower, and Walk-Brass was a gigantic golem of Dwemer origin. Constructed by Tonal Architect Lord Kagrenac, Numidium played a central role in the disappearance of the Dwemer and since then has been resurrected several times.

By the end of the Second Era, the Morrowind Tribunal had possession of Numidium. As a part of the Armistice with the Empire, the Tribunal gave Tiber Septim the golem. Numidium was first reactivated by Tiber based on Zurin Arctus' Dwemer research. Reactivating Numidium required a replacement heart, for which the Mantella was used, a soul gem that mimicked the properties of Lorkhan's Heart when filled with the soul of a Shezarrine. The golem was controlled by a Totem that can only be wielded by those of royal blood or great power.

Numidium proved very effective in bringing down the mighty Aldmeri Dominion and conquering Tamriel in 2E 896. The official records tell a story wherein after defeating all his enemies, Tiber Septim used Numidium to destroy the neutral royal families of Tamriel so that he could enthrone persons he knew to be loyal. The Underking, another Shezarrine who was confused for Zurin Arctus due to their shared soul, disagreed with this use of Numidium, and tried to reclaim the Mantella. However, the process devastated both Numidium and the Underking. The heart they shared was blown into Aetherius. Pieces of Numidium were scattered throughout Tamriel.

In the centuries that followed, the Blades were entrusted with the task of collecting the pieces of Numidium. During the reign of Uriel Septim VII, both Numidium and its Totem were found in the Iliac Bay region. This nearly set off a civil war amongst the dozens of independent city-states in the region, beginning with the murder of King Lysandus of Daggerfall. Ultimately, an anonymous hero traveled to the plane of Aetherius to recover the Mantella, then returned to Mundus and activated Numidium, resulting in the Warp in the West and Numidium's subsequent destruction.

A similar Dwemer brass golem, known as Akulakhan or the Second Numidium, was built by Dagoth Ur in his plans to drive the foreigners out of Morrowind and then conquer Tamriel. Akulakhan was inspired by Kagrenac's theories and powered by the Heart of Lorkhan. It was destroyed by the Nerevarine in 3E 427.

## Using the Numidium

The Numidium (or Akulakhan) is a plot device: there is no way that it could be quantified within the game rules, and no need to ever do so.

Physically the Numidium is an enormous golem, described as being a thousand feet tall, though it can be as large or small as your plot requires. Regardless of its exact height, it is capable of single handedly destroying cities and routing armies. There is no damage the party could do to possibly slow or destroy it. And these are purely its physical capabilities.

The power of the Numidium comes from its core: it was initially powered by the Heart of Lorkhan itself, and later by the Mantella. And this is not merely the magical power necessary to animate the golem, but a mythic sort of power. On top of that, it is very likely that the Numidium contains the souls of the Dwemer, captured at their ascension just as Kagrenac planned. The Numidium embodies their philosophy of negation, and uses it as its power.

The Numidium's mere activation was able to fracture time itself, as it did at Rimmen, and later in the Iliac Bay region. When Tiber Septim and the Numidium reached the Aldmeri Dominion the city of Alinor surrendered within an hour, but the Numidium's assault spanned time. Long after Tiber Septim's death the battle continued to wage, the power of the Numidium locked in conflict with a group of Altmer mages known as Mirror Logicians.

---

*"It's not the Brass God that wrecks everything so much as it is all the plane(t)s and timelines that orbit it, singing world-refusals. The Surrender of Alinor happened in one hour, but Numidium's siege lasted from the Mythic Era until long into the Fifth. Some Mirror Logicians of the Altmer fight it still in chrysalis shells that phase in and out of Tamrielic Prime, and their brethren know nothing of their purpose unless they stare too long and break their own possipoints."*

---

More could be said about the metaphysics behind the Numidium, but we'll leave that to the GM to work out for themselves. What matters is that, because of its physical and metaphysical power, the Numidium is best used as a plot device: the party cannot hope to possibly fight it directly. Plots revolving around the control of, or the consequences of the use of, the Numidium are preferable. It is a force of nature.



## REMAINS OF THE DWEMER

---

Dwemer ruins are some of the most well known locales in the Elder Scrolls setting. They have appeared, in one form or another, in the majority of the games in the series. As such, it is very likely that GMs and players alike will be interested in exploring some of the many ruins the Dwemer left behind. To that end, this section contains advice and rules for utilizing the ancient strongholds of the Dwemer in a campaign.

In some cases, a GM might be interested in running a campaign set during a period in which the Dwemer still inhabited their great strongholds. In this case substantial work will be required of the GM given how little we know for sure about Dwemer society in its prime.

### Lost Cities

The mysterious disappearance of the Dwemer left their cities devoid of most life, but certainly not empty. Great machines continued to function for years, their purposes lost to time, while the enchanted mechanical guardians known as Animunculi continued to patrol the desolate halls. Other strongholds fell into disrepair as the centuries passed, and became havens for monsters, bandits, rogue wizards, and worse.

Before their disappearance, the Dwemer lived in strongholds known as Freehold colonies or city-states. Most were constructed at a particular depth beneath the ground, known as a Geocline. While Dwemer architecture and design tended to favor angular structures, as they allowed them to be more precise, there were substantial regional differences in style. For example, some northern clans preferred a style known as “Deep Venue,” wherein several structures were built within natural caverns.

### Using Dwemer Ruins

The following are some general principles for GMs to keep in mind when creating a Dwemer ruin for use in their campaign:

#### Show the Effects of Time

Cave-ins and other natural obstacles have re-shaped many ruins entirely, leaving certain key sections inaccessible. In many cases, adventurers may find new passageways leading to even older construction, city sewers, other dungeons, or to natural caverns. We advise that GMs initially create a map of the ruin as it was when the Dwemer still inhabited it, and then modify it to simulate the passage of time. Strategically placed cave-ins, collapsed machinery, damaged Animunculi, plant growth, and natural flooding can be used to show the party the toll that time has taken upon the once great cities of the Dwemer.

### Get The Party Lost

While you don't want your party to starve to death in the depths (at least we hope you don't, for their sake), creating the impression of a vast and complex structure can do a lot to build atmosphere. While one could simply build a maze-like set of passages, the Dwemer were logical types who were unlikely to build that way. Instead we suggest using the effects of time and nature described above to create dead-ends and force the use of alternative routes. Concealed service tunnels and ventilation shafts make wonderful tools for this purpose. Natural passageways are also useful in this respect: perhaps a cave-in has opened up a tunnel dug during construction that leads to a large natural cavern beneath the ruin itself. These natural passageways can be used to connect several ruins that would otherwise be separated: parties can enter one ruin, and after days of exploring find themselves surfacing from another ruin they weren't aware of in the first place!

### Populate the Place!

An empty ruin, while foreboding, is much less interesting than one in which something still lurks. And that ruin is less interesting than one in which *several* things still lurk! Over the years animals and monsters may have taken shelter in portions of the ruin accessible from above (recall the ventilation shafts mentioned before). Unsavory characters may have moved in to use the ruin as a base: smugglers, rogue wizards, bandits, and mercenaries all make for interesting encounters. On top of all of this, powerful Dwemer Animunculi may still patrol sections of the complex.

Mixing and matching several different types of occupants within a single ruin can create an interesting experience for the players. Perhaps they will stumble upon smugglers battling Dwemer constructs in an attempt to access treasure in deeper parts of the ruin. Or perhaps they might find a dangerous creature has taken up residence in the halls, preying upon animals and travelers who would take refuge inside.

### Hint at a Great Calamity

The Dwemer were not destroyed by war, or disease. Their destruction was magical in nature, and seemingly instant. It is important to demonstrate this in how you describe Dwemer ruins. Much of the machinery is still running, bowls and utensils are out on the tables, books are open on desks, and closet doors have been left ajar. Small piles of ash mark the spots where the Dwemer were standing when the calamity occurred, and ancient suits of armor can be found littering the floor near doorways. The party is not just walking through a ruin, they're walking through a graveyard.



## DWEMER ANIMUNCULI

This section contains rules for Dwemer Animunculi, the ancient automatons that can still be found patrolling the empty corridors of Dwemer ruins across Tamriel. These profiles are set up like the ones found in the *INHABITANTS OF TAMRIEL* supplement.

### Centurion Sphere

*Centurion spheres are machines that served as sentries. A number are still functional, maintaining their vigil over empty ruins.*

Str	End	Ag	Int	Wp	Prc	Prs
50	40	40	20	5	35	5

Attribute	-	Attribute	-
Wound Threshold	9	Health	40
Movement Rating	4	Stamina	N/A
Initiative Rating	7	Magicka Pool	N/A
Damage Bonus	5	Carry Rating	14
Maximum AP	2	Size	Standard

**Threat:** Average + **White Soul:** None

#### Skills

**Athletics +30** (Str, End), **Combat +20** (Str, Ag), **Observe +20** (Prc)

#### Talents

- **Formation Fighting:** 3+ characters with this talent can draw into a close formation, which reduces the action points of engaged opponents by one unless those opponents are in formation or outflanking.
- **Teamwork:** If 2+ characters with this talent are engaged in same combat against a common enemy they gain +1 DoS to combat tests.

#### Traits

- **Dark Sight:** Can see in the dark.
- **Machine:** This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss, organ damage, and so forth (use common sense here). It is ambidextrous and suffers no penalties with its off hand. Its "mind" cannot be manipulated by magic, and it cannot be intimidated.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Weakness (Shock, 50%):** Increase shock damage by 50%

#### Combat/Magic

- **Natural Armor:** 30 AR to all locations.
- (optional) **Centurion Shield:** 25 AR; 1d5(+5) I; S M; R S; Medium; ENC 3.

And one of the following weapons:

- **Centurion Blade (1H):** 2d10+3(+5) R; Pen 8; Size M; Reach M; Dire, Impaling;
- **Centurion Mace (1H):** 1d10+6(+5) R; Pen 18; Size M; Reach M; Dire, Concussive.
- **Centurion Spear (1H):** 2d10+4(+5) R; Pen 13; Size M; Reach M; Dire, Impaling, Unbalanced.
- **Centurion Rapid-Fire Crossbow: (1H):** 2d10+4 R; Pen 15; IS S; 30/110/210; Rld 1; Impaling. [Includes 60 dwemer shock-bolts, which allow the use of the Stun Location special effect].
- **Centurion Heavy Rapid-Fire Crossbow: (1H):** 3d10+4 R; Pen 25; IS S; 30/160/310; Rld 2; Impaling. [Includes 60 dwemer shock-bolts (see above)].

### Centurion Spider

*Centurion Spiders are small, arachnid-like animunculi, that are very common in Dwemer ruins.*

Str	End	Ag	Int	Wp	Prc	Prs
30	25	40	20	5	35	5

Attribute	-	Attribute	-
Wound Threshold	5	Health	18
Movement Rating	4	Stamina	N/A
Initiative Rating	7	Magicka Pool	N/A
Damage Bonus	2	Carry Rating	8
Maximum AP	2	Size	Small (-10 hit)

**Threat:** Minor + **White Soul:** None

#### Skills

**Athletics +30** (Str, End), **Combat +20** (Str, Ag), **Observe +20** (Prc)

#### Traits

- **Dark Sight:** Can see in the dark.
- **Machine:** This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss, organ damage, and so forth (use common sense here). It is ambidextrous and suffers no penalties with its off hand. Its "mind" cannot be manipulated by magic, and it cannot be intimidated.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Weakness (Shock, 50%):** Increase shock damage by 50%

#### Combat/Magic

- **Natural Armor:** 30 AR to all locations.
- **Natural Weapon (Bite):** 1d10(+2) I; Pen 0; Size S; Reach T.
- **Natural Weapon (Electric Shock):** 2d10 Shock; Pen 10; 3/6/12; Rld 0.



## Steam Centurion

Steam Centurions are heavily armored war-construct.

Str	End	Ag	Int	Wp	Prc	Prs
70	60	40	20	5	35	5

  

Attribute	-	Attribute	-
Wound Threshold	19	Health	90
Movement Rating	6	Stamina	N/A
Initiative Rating	7	Magicka Pool	N/A
Damage Bonus	14	Carry Rating	35
Maximum AP	2	Size	Huge (+20 ranged hit)

**Threat:** Extreme **White Soul:** None

### Skills

**Athletics +30** (Str, End), **Combat +20** (Str, Ag), **Observe +20** (Prc)

### Talents

- **Crushing Blow:** Double Dam. Bonus on All-out Attack.
- **Iron Jaw:** Can test End to remove Stunned condition.
- **Unrelenting:** +20 to opposed Evade tests when the opponent is attempting to open range or disengage.

### Traits

- **Dark Sight:** Can see in the dark.
- **Machine:** This character is mechanical. It ignores anything that does not affect machines: disease, fatigue, poison, the need for oxygen, fear, paralysis, blood loss, organ damage, and so forth (use common sense here). It is ambidextrous and suffers no penalties with its off hand. Its “mind” cannot be manipulated by magic, and it cannot be intimidated.
- **Resistance (Fire, 50%):** Reduce fire damage by 50%.
- **Resistance (Frost, 50%):** Reduce frost damage by 50%.
- **Weakness (Shock, 50%):** Increase shock damage by 50%.
- (optional) **Warded (5):** Roll d10 when character is affected by a magic component. On a roll of 5 or less, ignore it.

### Combat/Magic

- **Natural Armor:** 35 AR to body, 30 AR to other locations.
- (optional) **Steam Centurion Shield:** 35 AR; 1d5+1(+14) I; S L; R S; Large.

And up to two of the following weapons:

- **Steam Centurion Mace (1H):** 2d10+6(+14) I; Pen 18; Size H; Reach L; Concussive, Dire, Sundering, Unbalanced.
- **Steam Centurion Hammer (1H):** 3d10+3(+14) I; Pen 28; Size H; Reach L; Concussive, Dire, Sundering, Unwieldy.
- **Steam Centurion Axe (1H):** 3d10+4(+14) R; Pen 13; Size H; Reach L; Dire, Sundering, Tearing, Unwieldy.



- **Steam Centurion Lance (1H):** 3d10+1(+14) R; Pen 13; Size L; Reach VL; Dire, Impaling, Unwieldy.
- **Steam Centurion Flail (1H):** 2d10+1(+14) I; Pen 13; Size H; Reach L; Dire, Flexible, Unwieldy.
- **Steam Centurion Rapid-Fire Crossbow: (1H):** 3d10+4 R; Pen 25; IS S; 30/160/310; Rld 0; Impaling. ENC 2. [Includes 60 dwemer shock-bolts, which allow the use of the Stun Location special effect].
- **Steam Centurion Lightning Projector: (1H):** This “weapon” uses arcane technology to project a bolt of electricity at a target. It has a range of 25/50/150 meters, and counts as a destruction spell with cost 20 for rules purposes (though the Centurion still rolls Combat to fire it). Wherever the bolt hits it explodes, dealing 4d10 Shock damage (pen 20) to all targets within 1 meter. Counts as a ranged, area of effect attack. Has a Reload value of 1

### Using Steam Centurions

Steam 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. Steam Centurions have three major weaknesses: they have little defense against ranged/magic attacks unless you choose to give them a shield/the warded trait, they're weak to shock damage, and they only have 2 action points. They thus become much more effective when supported by Centurion Spheres that can take some heat off them.

In combat Steam 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 sweep attacks.



