# The Unofficial Elder Scrolls RPG
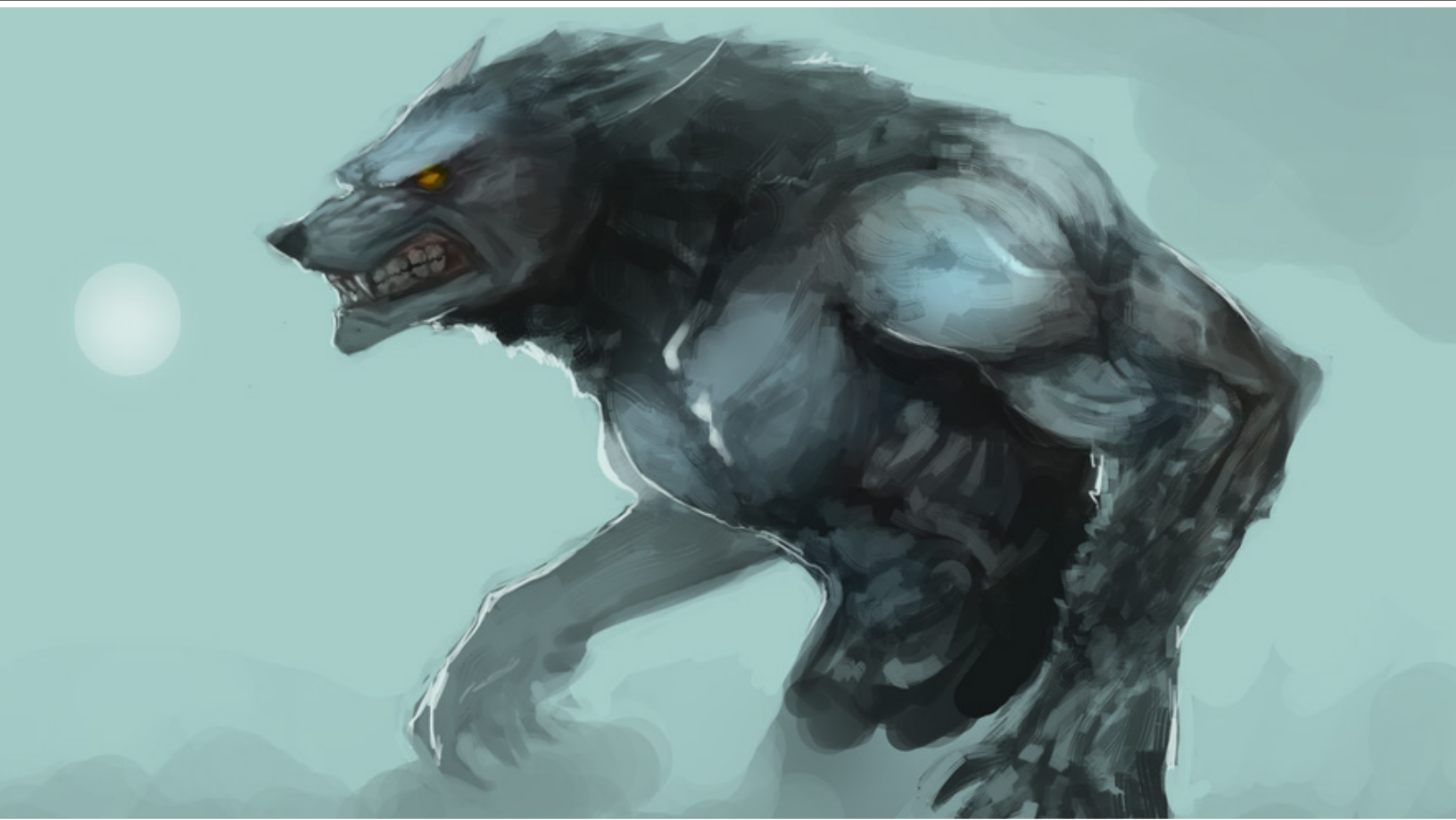
Second Edition

Supplement

# Dark Paths

# Beta - Version 1.1

Send feedback to seht.uesrpg@gmail.com

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# 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 Dark Paths supplement, a document containing rules for dealing with Vampirism and Lycanthropy in your campaign. GMs can utilize this book to create Vampires or Lycanthropes for their campaigns, and players can use it to build characters who walk one of these dark paths...

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 books 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, Secrets of the Dwemer, 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

"As brighter grows light, darker becomes shadow. So it passed that the Daedra Molag Bal looked on Arkay and thought the Aedra prideful of his dominion o'er the death of man and mer, and it was sooth.

Bal, whose sphere is the wanton oppression and entrapment of mortal souls, sought to thwart Arkay, who knew that not man, nor mer, nor beastfolk of all Nirn could escape eventual death. The Aedra was doubtless of his sphere, and so Molag Bal set upon Nirn to best death.

Tamriel was still young, and filled with danger and wondrous magick when Bal walked in the aspect of a man and took a virgin, Lamae Beolfag, from the Nedic Peoples. Savage and loveless, Bal profaned her body, and her screams became the Shrieking Winds, which still haunt certain winding fjords of Skyrim. Shedding a lone droplet of blood on her brow, Bal left Nirn, having sown his wrath.

Violated and comatose, Lamae was found by nomads, and cared for. A fortnight hence, the nomad wyrd-woman enshrouded Lamae in pall for she had passed into death. In their way, the nomads built a bonfire to immolate the husk. That night, Lamae rose from her funeral pyre, and set upon the coven, still aflame. She ripped the throats of the women, ate the eyes of the children, and raped their men as cruelly as Bal had ravished her.

And so; Lamae, (who is known to us as blood-matron) imprecated her foul aspect upon the folk of Tamriel, and begat a brood of countless abominations, from which came the vampires, most cunning of the night-horrors. And so was the scourge of undeath wrought upon Tamriel, cruelly mocking Arkay's rhythm of life and death through all the coming eras of the et'Ada, and for all his sadness, Arkay knew this could not be undone."

*Opusculus Lamae Bal ta Mezzamortie*

# Vampirism

The Vampires of Tamriel are undead, diseased persons whose dark gifts lead to them being hated, hunted, and misunderstood by the living. Whether they consider themselves cursed or blessed, or whether they have given into their animalistic instincts or have sought to rid the world of the disease, Vampires are nonetheless considered abominations. It is generally believed amongst the more knowledgeable denizens of Tamriel that Vampirism was created by the Daedric Prince Molag Bal, though a number of different accounts exist.

## The Disease

Becoming a Vampire requires that an individual contract the magical disease that causes it. Vampirism goes by many names, including Porphyric Hemophilia and Sanguinare Vampiris, but regardless of the name the disease has the same effect. Characters can contract Vampirism from extended contact with a Vampire: a character who comes into contact with a Vampire (through bites, scratches, etc…) must pass an Endurance test, and on failure contracts the initial strain of Vampirism. If they are immune or resistant to common disease, these effects come into play here. They then have three days to cure the disease by normal methods before it progresses into full Vampirism and is (thought to be) incurable. This phase exhibits no symptoms, although some victims experience nightmares and insomnia.

Once a character reaches the three day mark, they "die" and become a Vampire, applying these changes to their profile:
- Gain Undying, Immunity (poison), Immunity (paralysis), Dark Sight, Resist Normal Weapons (50%), Sun-Scarred, and Weakness (fire, 50%) traits
- Increase Agility, Strength, Endurance, and Perception by 5.

## Stages of Vampirism

Vampires are constantly plagued by a hunger that can only temporarily be sated by feeding on blood. Each day that a Vampire goes without feeding increases this hunger, and they become more and more animalistic, but also more powerful. Every week that a Vampire goes without feeding grants a Vampirism Level, and each vampirism level increases the Vampire's Strength and Endurance by 5 each, grants them 5 Agility and Willpower, Reduces their Personality by 10, and increases the X value of their Weakness (fire, X%) trait by 25. These Bonuses only apply up to vampirism level 3: levels beyond this do nothing. Feeding on blood removes all vampirism levels (to a base of zero).

Characters at Vampirism level 2 feel a distracting desire to feed, which imposes a -10 to all tests not in the pursuit of this goal. Vampires at level 3 feel an extreme compulsion, increasing this penalty to -30. Additionally, higher vampirism levels make a character's condition visible to those who know the signs.

## Vampire Bloodlines

Not all Vampires are the same: over time many different bloodlines have emerged in different regions of Tamriel. These Bloodlines reflect both physical differences and different approaches to hunting prey. A Vampire's bloodline is determined by the bloodline of the Vampire that infected them, and each bloodline grants bonuses and penalties in addition to the standard changes that a vampire undergoes.

### Arcane Bloodlines

Vampires from arcane bloodlines have increased magical abilities, and focus on expanding their Command over the arcane. Vampires from this bloodline gain 5 Intelligence and 10 Willpower, but reduce their Strength and Endurance by 5 each.

### Bestial Bloodlines

Vampires from Bestial bloodlines fully embrace their most animalistic instincts, becoming terrifying predators. Vampires from this bloodline gain an additional 10 Strength and 5 Endurance, but lose 5 Willpower, 5 Intelligence, and 5 Personality.

### Cultured Bloodlines

Vampires from cultured bloodlines have integrated themselves into the elite of Tamrielic society, and are masters of deception. Vampires from this bloodline gain 15 Personality, but reduce their Strength and Endurance by 5 each.

### Cyrodiilic Bloodlines

Certain Cyrodiilic bloodlines have made pacts with Molag Bal so that they can hide in plain sight. As Manipulative, but remove the Sun-Scarred trait when the Vampire is at vampirism levels 0 or 1. Gain no Strength and Endurance from vampirism levels.

### Manipulative Bloodlines

Vampires from manipulative bloodlines are masters of control and domination, ruling over cults of followers who treat their every word as unholy law. Vampires from this bloodline never take any penalties to their Personality from vampirism levels. They also gain 10 Willpower, but reduce their Strength and Endurance by 5 each.

### Penitent Bloodlines

Vampire from Penitent bloodlines view their disease as a curse, and attempt to use it to root out and destroy others of their kind. They never take penalties to Personality from vampirism levels, gain 10 Personality and 5 Willpower, but reduce their Strength and Endurance by 5 each.

### Shadowy Bloodlines

Vampires from Shadowy bloodlines are hunters of the night, and masters of Stealth. They gain 10 Agility and 10 Perception but reduce their Strength and Endurance by 5 each.

# Vampire Lords

Certain vampires are blessed by Molag Bal himself, and through his favor have attained new heights of power: they have become Vampire Lords. Vampire Lords are tall humanoid bat-like creatures with sharp talons, wings, and shapeshifting abilities.

## Becoming a Vampire Lord

Becoming a Vampire Lord can happen in one of two ways, both of which carries a significant risk of losing one's life. The 'easier' way is to curry favor with an existing clan of Vampire Lords, and have one of them share their 'blessing'. Characters who are 'blessed' like this usually remember nothing more than rows of sharp teeth and pain, before waking up a day later, forever changed without and within.

The other way is to petition Molag Bal himself to grant his blessing, but the attention of Molag Bal itself is a dangerous thing and the price may very well end up being steeper than imagined.

## The Transformation

Vampire Lords have two forms: their normal form, and their Ascended form. A Vampire Lord's normal form undergoes no changes: they maintain all the bonuses and penalties associated with their bloodline, and are still affected by vampirism levels.

As a free action, the Vampire Lord may switch between these forms in the blink of an eye (though not more than once within five seconds). While in their ascended form, the following rules apply:

Apply the following **Characteristic** changes:
- Increase the character's Strength by 15.
- Increase the character's Endurance by 15.
- Increase the character's Agility by 10.
- Increase the character's Perception by 10.

The character gains the following **Traits**:
- Natural Weapons (Claws): 2d10+2 R; Pen 15; S S; R S; Dire, Tearing.
- Flyer (Movement Rating + 1)
- From Beyond
- Terrifying (-20)
- Tough (15%)
- Power Well (50%)

## Other
- The Vampire Lord's equipment vanishes, returning seemingly from nowhere when they change back.
- Reduce the weakness to fire imposed by Vampirism to 25%.

## Ascended Abilities

Vampire Lords have access to a unique suite of abilities when in their ascended form. All of these abilities require the use of the Cast Magic action.

**Vampiric Drain:** *Drains the lifeblood of your enemies.*
The Vampire Lord can pay 5 Magicka to draw life from a character within 20 meters. This requires an opposed Willpower test against the target character. On success the target takes 1d10+WpB magic damage that ignores armor, and the Vampire Lord removes trauma equal to the amount dealt after mitigation. The Vampire Lord may choose to double the cost of the spell to add 1d10 damage (to a max of [WpB]d10). Counts as a ranged attack, but cannot be defended against.

**Raise Thrall:** *Command the dead through blood magic.*
The Vampire Lord can pay 25 Magicka to reanimate any corpse within 20 meters. This requires an opposed Willpower test against the corpse's former Willpower. The thrall uses the profile it had in life, but suffers a -10 to all tests. It gains the Summoned trait, and persists for 3 minutes.

**Shadow Walk:** *Vanish into a swarm of bats and reappear nearby.*
Pay 10 Magicka to turn into a swarm of vampire bats and move rapidly to target location. This allows the Vampire Lord to augment a standard movement action. The move takes place near instantaneously, passes through/around other characters and small spaces, and the Lord may not be targeted by attacks of opportunity. The Vampire Lord may still make any free melee attacks he is entitled to at the end of his move, depending on his speed.

# Lycanthropy

Lycanthropy is a disease, curse, or condition (depending on who you ask), the victims of which are known as Lycanthropes. It causes a person to periodically transform into a were-creature: a combination of beast and man/mer. All races are equally susceptible to catching the disease, except those with natural disease resistance. The disease itself was created by the Daedric Prince Hircine.

## The Disease

There are many different Strains of Lycanthropy that have been recorded, and the exact strain will determine the type of were-creature the victim becomes when transformed. Infection, however, functions similarly across all strains: a character who comes into contact with a Lycanthrope (and lives!) must pass an Endurance test, and on failure contracts the initial strain of Lycanthropy. Once infected with the first phase, the victim has three days to cure themselves of the disease before it progresses into the (supposedly) incurable Lycanthropy. During this period they gain two levels fatigue that can only be removed after it ends.



A Character may only be infected with one strain of Lycanthropy at a time, and an individual Lycanthrope can only spread their own strain to others. A character with Lycanthropy gains the Immunity (disease) trait.

## Transformation

Lycanthrope transformation has been portrayed in several different ways throughout the Elder Scrolls games, and lore on the subject is inconsistent. Because of this, we have provided several models for transformation that the GM may choose from when dealing with Lycanthropy during a campaign. The GM should also feel free to invent their own models to add to this list. When characters are transformed they may not speak, use magic, wear armor, use weapons, create items, or do other normal things. Common sense is the best guide here.

### Nightly

The pre-transformation process begins the moment the sun sets every night. The Lycanthrope must make a Willpower test every half hour. This test increases in difficulty by one step for each test, and failure causes transformation. It is also worth noting that a character may choose to fail this test, and simply give in to his bestial side.

Once the transformation has begun, the character turns into a were-creature, the type of which is determined by the strain of Lycanthropy they are infected with, in about 30 seconds. If a character does not remove his armor and clothing, they are shredded by the transformation. The Lycanthrope remains transformed until dawn, when the transformation process reverses itself over about 30 seconds, leaving the character with 1d5-1 (minimum 1) levels of fatigue.

### Moonlight

This model uses the same transformation mechanism as the nightly model, except the pre-transformation process only begins if the character is actually exposed to the moonlight. The character may effectively escape the curse by remaining inside during the night. If the moon is blocked by clouds, then the initial Willpower test to resist the transformation begins at a +30 bonus

### Full Moon

This model uses the same transformation mechanism as the nightly model, except the pre-transformation process only begins when the sun sets on a night with a full moon.

### Full Moonlight

This model behaves identically to the moonlight model, except the pre-transformation process only begins when the character is exposed to the light of a full moon, instead of just any moonlight.

# Strains

Each Lycanthropy strain produces a unique were-creature when the victim is transformed. Each has a base "template" for the changes the character applies when transformed, but Lycanthropes can become more powerful as they gain experience just like other characters. When transformed, all Lycanthropes gain the Combat Style [Lycanthrope] skill at a rank equal to the rank of their highest Combat Style [Field] skill (minimum Apprentice). This combat style encompasses the use of the Lycanthrope's natural weapons in unarmed combat against all types of foes.

## Werewolf Strain

Werewolves are by far the most common Lycanthropes. Werewolves are fearsome wolf-like creatures with deadly claws and teeth, as well as unnatural speed and strength. They also posses keen senses befitting such a predator.

Apply the following **Characteristic** changes:
- Reduce the character's Personality to 5.
- Halve the character's Intelligence (round down).
- Increase the character's Strength by 25% (round down).
- Increase the character's Endurance by 25% (round down).
- Increase the character's Agility by 50% (round down).
- Increase the character's Perception by 50% (round down).

If the character does not have the following **Skills** trained, he gains them at Novice rank. Otherwise, increase their rank by one: Athletics, Evade, Intimidate, Observe, Stealth, Survival.

The character gains the following **Traits**:
- Dark Sight, Heavy Hitter (2), Tough (10%), Terrifying (-20), Resistance (Frost, 50%), Silver-Scarred
- Natural Weapons (Claws): 2d10 R; Pen 15; S S; R S; Dire, Tearing
- Natural Weapon (Bite): 2d10 R; Pen 10; S S; R T; Dire, Entangling.

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*"Perhaps it is because they are doomed that makes lycanthropes so aggressive... My conclusion is that they do not need to attack and devour humans to survive. Yet, for some reason they do. Does lycanthropy drive them mad, or do lycanthropes feel the need to spread the disease as a form of procreation? I do not know. I am not certain that any of us who are not lycanthropes ourselves will ever know. And then, of course, it's too late."*

*On Lycanthropy,*

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## Wereboar Strain

Wereboars are very uncommon outside of Hammerfell and High Rock. Wereboars are strong, quick boar-like creatures with large goring tusks.

Apply the following **Characteristic** changes:
- Reduce the character's Personality to 5.
- Halve the character's Intelligence (round down).
- Increase the character's Strength by 25% (round down).
- Increase the character's Endurance by 25% (round down).
- Increase the character's Agility by 25% (round down).
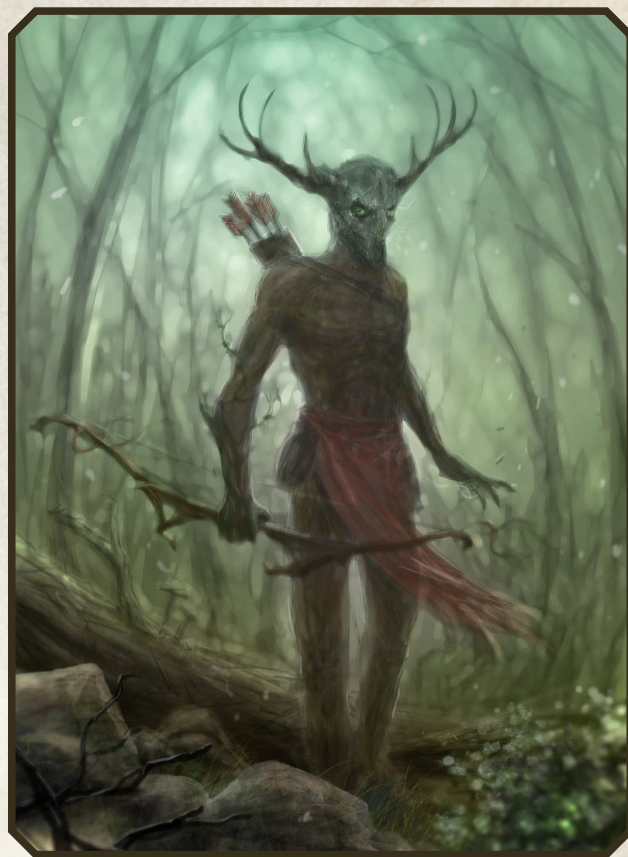- Increase the character's Perception by 25% (round down).

If the character does not have the following **Skills** trained, he gains them at Novice rank. Otherwise, increase their rank by one: Athletics, Evade, Intimidate, Observe, Survival.

The character gains the following **Traits**:
- Dark Sight, Heavy Hitter (2), Tough (15%), Resistance (Frost, 50%), Silver-Scarred, Terrifying (-20)
- Natural Weapons (Tusks): 2d10 R; Pen 10; S M;R S; Dire, Impaling
- Natural Weapons (Claws): 2d10 R; Pen 15; S S; R S; Dire, Tearing

## Werecrocodile Strain

Werecrocodiles are mostly found in areas of Black marsh and southern Morrowind. Werecrocodiles are crocodile-like creatures with powerful jaws, a tough hide, and an affinity for water.

Apply the following **Characteristic** changes:
- Reduce the character's Personality to 5.
- Halve the character's Intelligence (round down).
- Increase the character's Strength by 25% (round down).
- Increase the character's Endurance by 25% (round down).
- Increase the character's Agility by 25% (round down).
- Increase the character's Perception by 25% (round down).

If the character does not have the following **Skills** trained, he gains them at Novice rank. Otherwise, increase their rank by one: Athletics, Evade, Intimidate, Observe, Stealth, Survival.

The character gains the following **Traits**:
- Amphibious, Dark Sight, Heavy Hitter (3), Tough (10%), Resistance (Poison, 50%), Silver-Scarred, Terrifying (-20)
- Natural Armor (10)
- Natural Weapon (Bite): 2d10+2 R; Pen 15; S S; R S; Dire, Entangling, Tearing.

## Werevulture Strain

Werevultures are mostly reserved to the depths of Valenwood. Werevultures are fast vulture-like creatures with wings and tearing talons.

Apply the following **Characteristic** changes:
- Reduce the character's Personality to 5.
- Halve the character's Intelligence (round down).
- Increase the character's Strength by 25% (round down).
- Increase the character's Endurance by 25% (round down).
- Increase the character's Agility by 25% (round down).
- Increase the character's Perception by 50% (round down).

If the character does not have the following **Skills** trained, he gains them at Novice rank. Otherwise, increase their rank by one: Athletics, Evade, Intimidate, Observe, Stealth, Survival.

The character gains the following **Traits**:
- Dark Sight, Flyer (7), Silver-Scarred, Terrifying (-20)
- Natural Weapons (Claws): 2d10 R; Pen 15; S S; R S; Dire, Tearing

## Werelion Strain

Werelions are uncommon outside Elswyr. Werelions are formidable lion-like creatures.

Apply the following **Characteristic** changes:
- Reduce the character's Personality to 5.
- Halve the character's Intelligence (round down).
- Increase the character's Strength by 50% (round down).
- Increase the character's Endurance by 25% (round down).
- Increase the character's Agility by 25% (round down).
- Increase the character's Perception by 25% (round down).

If the character does not have the following **Skills** trained, he gains them at Novice rank. Otherwise, increase their rank by one: Athletics, Evade, Intimidate, Observe, Stealth, Survival.

The character gains the following **Traits**:
- Dark Sight, Heavy Hitter (2), Tough (15%), Resistance (Poison, 50%), Silver-Scarred, Terrifying (-20)
- Natural Weapons (Claws): 2d10 R; Pen 15; S S; R S; Dire, Tearing
- Natural Weapon (Bite): 2d10 R; Pen 10; S S; R T; Dire, Entangling.

## Werebear Strain

Werebears are mostly found in the northern parts of Skyrim, High Rock, and Morrowind. Werebears are monstrously large, extremely tough, bear-like creatures.

Apply the following **Characteristic** changes:
- Reduce the character's Personality to 5.
- Halve the character's Intelligence (round down).
- Increase the character's Strength by 25% (round down).
- Increase the character's Endurance by 50% (round down).
- Increase the character's Perception by 25% (round down).

If the character does not have the following **Skills** trained, he gains them at Novice rank. Otherwise, increase their rank by one: Athletics, Intimidate, Observe, Survival.

The character gains the following **Traits**:
- Dark Sight, Resistance (Frost, 50%), Silver-Scarred, Terrifying (-20)
- Natural Weapons (Claws): 2d10+2 R; Pen 15; S S; R M; Dire, Concussive
- Natural Weapon (Bite): 2d10+2 R; Pen 15; S S; R T; Dire, Entangling.

**Other**
- Change the character's Size Category to Large.

# Walking the Dark Path

While a character can become a Vampire or a Lycanthrope during the course of a campaign, a specific elite advance (purchased during character creation) is needed in order to begin the campaign with either condition. These elite advances are listed below. See the Core Rulebook for more information on elite advances and character creation. Remember that players require **explicit** GM permission before they may utilize an elite advance.



**Elite Advance: Lycanthrope (*)**
The character has, one way or another, become cursed with Lycanthropy.
**Cost:** Reduce the character's Luck by 15.
**Effect:** The character is a Lycanthrope of a strain * of their choice: apply the appropriate effects. Characters with this elite advance may not gain the Vampire elite advance.

**Elite Advance: Vampire (*)**
The character has, one way or another, become cursed with Vampirism.
**Cost:** Reduce the character's Luck by 15.
**Effect:** The character is a Vampire of a bloodline * of their choice: apply the appropriate effects. Characters with this elite advance may not gain the Lycanthrope elite advance.

**Elite Advance: Vampire Lord**
The character has ascended to the state of Vampire Lord.
**Cost:** 500 XP and 10 Luck, requires Vampire (*)
**Effect:** The character is a Vampire Lord: apply the appropriate effects. The character keeps the Vampire (*) Elite Advance.

# Lycanthrope Talents

Lycanthrope talents enhance a character's were-form. When purchasing these talents, follow the rules in the Core Rulebook.

> **Note**: When determining if a character meets the characteristic requirements for a given talent, consider their normal form instead of their were-form. In order to purchase any of the Lycanthrope talents a character must have the Lycanthrope elite advance.

**Hunter**
The Lycanthrope is a deadly hunter, able to track down prey with ease.
**Level (G. Characteristics):** Apprentice (Perception)
**Effect:** The Lycanthrope can reroll failed Survival skill tests in order to track prey when transformed.

> **Insatiable Hunger**
> The Lycanthrope is able to heal themselves by satisfying their hunger for flesh.
> **Level (G. Characteristics):** Adept (Endurance)
> **Requires:** Hunter
> **Effect:** The Lycanthrope may reduce their current trauma by 2d10 if they consume a person or large animal.

**Hunter's Hide**
The Lycanthrope's hide protects them from those who would do them harm.
**Level (G. Characteristics):** Journeyman (Endurance)
**Effect:** The Lycanthrope gains the Natural Armor (10) trait.

**Killer's Claws**
The Lycanthrope's claws and teeth tear the flesh of its prey with ease.
**Level (G. Characteristics):** Apprentice (Strength)
**Effect:** The Lycanthrope's attacks with its natural weapons gain the Tearing quality.

**Totem of the Predator**
The Lycanthrope is a perfect predator, and can remain unseen by its prey until the last possible moment.
**Level (G. Characteristics):** Adept (Agility)
**Effect:** The Lycanthrope can reroll failed Stealth skill tests when transformed, but only once for a given test.

**Totem of the Beast**
The Lycanthrope has mastered their bestial form.
**Level (G. Characteristics):** Master (Willpower)
**Effect:** The Lycanthrope may trigger transformation to and from their were-form at will.

# Vampire Lord Talents

Vampire Lords wield powerful blood magic, and can expand their abilities in a number of unique ways. When purchasing these talents, follow the rules in the Core Rulebook.

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**Note**: When determining if a character meets the characteristic requirements for a given talent, consider their normal form instead of their Ascended form. In order to purchase any of the Vampire Lord talents a character must have the Vampire Lord elite advance.

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### Bend Blood
The Vampire Lord can briefly manipulate the blood in their enemies bodies, tossing them about at will.
**Level (G. Characteristics):** Master (Willpower)
**Effect:** The Vampire Lord can pay 25 Magicka to bend the blood of a character within thirty meters. This requires an opposed Willpower test against the target character, and uses the Cast Magic action. On success the Vampire Lord may choose a number of effects:

- Lift the target into the air and move him a number of meters equal to the Lord's Willpower bonus before releasing him.
- Strangle the target, dealing 5 trauma. This doubles each turn it is sustained.
- Throw the target through the air in any direction a number of meters equal to the Lord's Willpower bonus, dealing 1d10+WpB Impact damage to a random hit location that ignores armor.

The Vampire Lord can extend this action across multiple turns, though at the beginning of each turn he must win another opposed Willpower test and spend 5 Magicka. If he attempts to take any other action or reaction while sustaining this ability, it is broken and the target is freed.

### Blood Sight
The Vampire Lord can sense blood from extreme distances.
**Level (G. Characteristics):** Adept (Perception)
**Effect:** The Vampire Lord gains the Unnatural Senses (Blood, 500) trait. The distance is doubled while in ascended form.

### Bloody Talons
The Vampire Lord converts his blood into a deadly poison, which he excretes onto his claws for deadly effect.
**Level (G. Characteristics):** Adept (None)
**Effect:** The Vampire Lord may, as a free action on his turn while in his ascended form, voluntarily take 3 trauma in order to grant his natural weapons the Toxic (-30, 3d10) quality for that turn.

### Cloak of Night
The Vampire Lord calls upon a swarm of bats to protect him.
**Level (G. Characteristics):** Adept (Willpower)
**Effect:** The Vampire Lord may use the Cast Magic action in order to call a swarm of bats to his aid. This may be done in either form, and costs 30 Magicka. The swarm deals 2d10 Rending damage (Pen 10) to all targets within 2 meters of him, and continues to do so for each round that they remain within it. Counts as having a Long reach when engaged. The swarm also attempts to parry a single melee or ranged (except area of effect) attack against him per round, rolling against a TN of 50 to do so (it cannot win special effects, or critically succeed). The swarm persists for 3 rounds, though the Vampire Lord may pay 10 Magicka per extra round to extend the duration.

### Equivalent Exchange
For a Vampire Lord blood is power, no matter its form.
**Level (G. Characteristics):** Journeyman (Willpower)
**Effect:** The Vampire Lord can, as a free action on his turn in either form, voluntarily take trauma in order to gain Magicka, or lose Magicka in order to remove trauma. The conversion ratio is 1:1. A Vampire Lord with this talent can also use it to convert damage dealt after mitigation with the Vampiric Drain ability directly into Magicka, instead of removing trauma.

### Mist Form
The Vampire Lord can transform into mist, capable of passing through small spaces and seemingly invulnerable.
**Level (G. Characteristics):** Expert (None)
**Effect:** The Vampire Lord may use the Cast Magic action in order to become mist. This may be done in either form, and costs 40 Magicka. The Vampire Lord gains the Incorporeal trait and may not use magic, attack other characters, use ascended abilities, or otherwise do things that a flying cloud of mist couldn't do. Hits taken in this form are resolved against the body. The Vampire Lord may exit this form as a free action on his turn. The form persists for 3 rounds, though the Vampire Lord may pay 20 Magicka per extra round to extend the duration.

### Supernatural Reflexes
The Vampire Lord, fueled by blood magic, acts with incredible speed.
**Level (G. Characteristics):** Master (Agility)
**Effect:** The Vampire Lord can, as a free action at the start of a given round in either form, voluntarily take 10 trauma in order to increase their Maximum Action Points by one for the next round. The Vampire Lord may take 10 trauma per extra round to extend the duration.

# Quest for a Cure

Most Vampires and Lycanthropes do not set off down their paths by choice, and as such live the rest of their lives tormented by their condition. Many are consumed by it, becoming little more than mindless beasts, but some are able to retain their sanity. These lonely individuals often spend years searching for a way to return to how they were before. This section offers advice for game masters regarding methods by which their players can cure their conditions, and integrating the quest for a cure into a campaign.

## Rumors and Legends

While it is held in many cultures that Vampirism is incurable, there exist several rumored cases of individuals being cured of the disease. Most notably, the Bouyant Armiger Galur Rithari (Morrowind). His account states that he was able to cure himself by petitioning Molag Bal himself for aid, and was granted freedom in exchange for undertaking a quest.

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*"I awoke before the altar, and gazed in the reflection of my own sword blade at my own face - no longer a blood-seeking beast of teeth and empty eyes."*

*Private Papers of Galur Rithari*

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In addition, rumors abound regarding the ability of witches and certain powerful mages to cure the condition using potions, the secrets of which have been well kept for centuries.

The story is similar with Lycanthropy: rumors exist that certain witches (particularly those of the Glenmoril Wyrd) have the ability to cure an individual of Hircine's curse. Certain other powerful individuals across Tamriel might also be privy to the secrets of the cure. It is also likely that, similar to Vampirism, the curse's creator can also undo it: a bargain with Hircine himself could result in an individual being freed from the clutches of Lycanthropy.

## Using Cures In Your Campaign

The rumors and legends above, as well as the specific methods found in the games themselves, provide a perfect foundation from which a GM can construct a cure for their players who wish to be free of their afflictions.

In the interest of not stepping on the GMs toes, and keeping things unpredictable for the players, we will provide no specific rituals or means to cure Vampirism or Lycanthropy. Instead we recommend the GM create a cure that suits them thematically, and fits the needs of their campaign.

With that in mind, we have provided some recommendations for GMs looking to create their own cures and use them in their games:

- A character's search for the cure **should not be easy**: a player who has chosen to play as a Vampire or Lycanthrope should have to deal with the consequences of that choice.
- The quest for a cure **should not distract the party** from their main goals: it is best if the GM can leave clues "just off the beaten path" for the character in question to discover. without slowing the main story.
- The cure itself **should not come without a price**: curing Vampirism or Lycanthropy is the culmination of a character's arc, and as such we recommend the GM abuse this opportunity for maximum dramatic potential. Perhaps the cure requires that the character commit a heinous act, one that the rest of the party might find unacceptable. If the party has reached the end of the campaign, the GM can also consider ignoring our previous recommendation and placing the character's quest for a cure in direct conflict with the goals of the rest of the party.