

The image depicts a dramatic scene from the Elder Scrolls universe. In the foreground, the dark, scaled head and neck of a dragon are visible, looking towards the viewer. The background is a cavernous space filled with jagged, dark rock formations. A bright, intense orange and yellow light emanates from the center, resembling a fire or a powerful magical effect. Several bright yellow lightning bolts strike the rocky walls, adding to the chaotic and powerful atmosphere. A long, dark sword is positioned diagonally across the lower right portion of the frame. The overall color palette is dominated by dark browns, greys, and vibrant oranges and yellows.

True Tamriel

*Adventure Roleplaying in the
World of the Elder Scrolls*

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Backgrounds

The following backgrounds are available to Tamrielic characters. Feats and skills marked with an asterisk are new feats introduced in this document.

Altmer (High Elves)

The reclusive High Elves hail from the Summerset Isle, far to the southwest of the Empire. The Altmer are an old and intensely magical people, and many aspects of their culture can be seen in those of the younger races. Their affinity for magic is legendary. They typically have golden skin and fair hair, and most are tall and thin.

Ability Adjustments: -1 Strength, +1 Intelligence

Bonus Feats: Fortified Magicka*, Talented (two Craft skills of choice)

Bonus Skills: Craft (two of choice)

Traits: Immune to nonmagical diseases, vulnerable to Destruction magic (+50% damage bonus/effects)

Favored Feats: One school of magic of choice (use total character level as adept level)



Argonian

The intelligent species of Argonians, detailed here, are known as *hist*. These humanoid reptiles reside in Black Marsh, a dangerous swampland populated by innumerable beasts, parasites, and diseases. Argonians are usually quite intelligent, and this, coupled with their fast reflexes makes them swift and canny fighters. Argonians spend a great deal of time in or traveling through water, and they are expert swimmers.

Ability Adjustments: +1 Intelligence, -1 Charisma

Bonus Feat: Great Fortitude

Bonus Skills: Survival, Swim

Trait: Amphibious

Favored Feats: Crippling Strike, Sneak Attack

Bosmer (Wood Elves)

The Bosmer, or the “Tree Sap People,” as they typically call themselves, are somewhat shorter and slighter of frame than individuals of the other races. While this makes them somewhat less suitable for many martial occupations, they are some of the most talented archers in Tamriel, and most Bosmer are capable of defending themselves if necessary. Their natural agility and innate affinity with animals make them ideal scouts and woodsmen. Bosmer society, if it can be called such, is loose and very nature-oriented. The curiosity of the Wood Elves is legendary and can serve as the impetus for many an adventure.

Ability Adjustments: -1 Strength, +1 Dexterity

Bonus Feats: Animal Empathy, Trailblazer

Bonus Skills: Climb, Survival

Favored Feats: Attack Specialization (bow), Sneak Attack



Breton

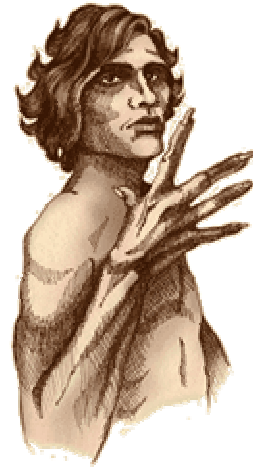
Bretons hail from the province of High Rock. Breton culture places a great deal of value on intelligence and individuality, and most Bretons tend to be more flamboyant than members of other Tamrielic races. Like the Altmer, Bretons have a natural talent for magicka, though Bretons are unique in that they have a sort of reflexive defense that provides some amount of protection from most magicka effects. Bretons tend to be passionate and perceptive, and many of the greatest mages in Tamriel have origins in High Rock.

Ability Adjustments: None

Bonus Feats: Fortified Magicka*, Magicka Resistance*

Bonus Skills: Concentration, Knowledge (magicka)*

Favored Feats: Supernatural Talent, Tough; or choose one school of magic of choice (use total character level as adept level)



Dunmer (Dark Elves)

The grim Dunmer hail from the land of Morrowind, which is dominated by a massive, active volcano that blankets much of the landscape in ash. Dunmer have dark gray or black skin and fierce, red eyes. Like the Altmer, they tend to be very proud. Other races perceive them as elitist, xenophobic, and arrogant to the extreme, and the Dunmer do very little to dispel such notions. Dunmer tend to be well-rounded warriors, skilled with sword and bow and possessed of a particular talent for destructive magic.

Ability Adjustments: +1 Dexterity, -1 Charisma

Bonus Feats: (Fire) Resistance*, and either Improved Speed or Weapon Training

Bonus Skills: Intimidate, Notice

Favored Feats: Attack Specialization (sword or bow), Seize Initiative; or Destruction school of magic (use total character level as adept level)

Imperial

The Imperial province of Cyrodiil lies at the center of the realm, though its reach extends throughout all of Tamriel. Imperials hail from the single most powerful realm in the land, and as a result, the breadth of their education and training is somewhat wider than that received by individuals belonging to other cultures. Imperials tend to be both shrewd and compelling, a fact that has helped the Empire to unite Tamriel under its banner.

Ability Adjustments: None

Bonus Feats: One of choice, taken from those available to starting role

Bonus Skills: Bluff, Diplomacy

Favored Feats: Inspire, Jack-of-All-Trades



Khajiit

The feline Khajiit hail from the land of Elsweyr. Over 20 different “types” of Khajiit exist, but the *ohmes* (“man-faced” Khajiit) and the *suthay-raht* (essentially humanoid great cats) are those most commonly found abroad. *Ohmes* appear very similar to elves and are known for their exotic charm and agility. *Suthay-raht* are somewhat more feral than *ohmes*, though no less agile.

Ability Adjustments: +1 Dexterity, -1 Wisdom

Bonus Feats: Night Vision, Talented (Climb and Jump)

Bonus Skills: Intimidate, Stealth

Favored Feats: Acrobatic Bluff, Defensive Roll



Nord

Nords are the fair-haired inhabitants of the frozen province of Skyrim. They are courageous, aggressive warriors fully adapted to a difficult life. Nords make skilled fighters, pirates, and craftspeople, and their tenacity is legendary. Although many believe them to be somewhat primitive, a blunt, backward, and at times, uncouth people, Nords might be one of the oldest human civilizations in Tamriel. It is said that all modern humans save Redguards are descended from Nordic ancestors.

Ability Adjustments: None

Bonus Feats: (Cold) Resistance*, Tough

Bonus Skills: Intimidate, Survival

Favored Feats: Stunning Attack, Tough

Orc

Once seen as little more than humanoid beasts, Orcs have only recently won a degree of acceptance and tolerance in civilized lands. Their previous status is of little surprise. Orcs fight with frightening ferocity, and many humans assume that if they aren't bestial predators, they must at least be close relatives. Orcs tend to be very well muscled, short and stocky with excessive body hair. Orcs' infamous courage often takes the form of a berserk fury wherein they enjoy increased strength and endurance, and few can stand against them. Orcs also have a talent for metalwork. Orcish armor is widely prized for its strength, comparatively light weight, and beauty.

Ability Adjustments: +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma

Bonus Feats: Resist Magicka*, Talented (two Craft skills of choice)

Bonus Skills: Craft (one of choice), Intimidate

Favored Feats: Diehard, Rage



Redguard

Redguards are the hardy, dark-skinned humans who hail from Hammerfell. They seem to be born warriors, and they are widely known as some of the most skilled fighters in all of Tamriel. They are also, however, fiercely independent, a quality that makes them better suited for mercenary or freelance work than for members of a typical standing army.

Ability Adjustments: None

Bonus Feats: Attack Focus, Great Fortitude

Bonus Skills: Jump, Sense Motive

Favored Feats: Attack Specialization, Rage



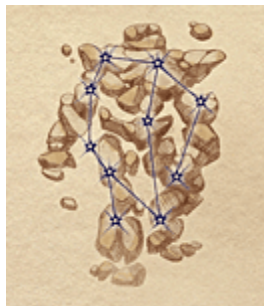
Birthsigns

Heroic characters in Tamriel are often born under auspicious constellations, which provide them with special abilities. Instead of taking a role's core ability, a heroic character can choose one of the following constellations under which to be born. Each entry contains one or more constellation core abilities applicable to characters born under that sign. Constellation core abilities that emulate spell effects require a full action to activate and do not benefit from key ability modifiers.

The Apprentice

Elfborn: You can spend a point of Conviction to completely remove your spellcasting penalty.

Vulnerability to Magicka: All damage from magic spell effects is increased by 50% against you.



The Atronach

Wombburn: As a reaction, you can spend a point of Conviction to *Absorb Magicka* as the spell effect at a power rank equal to your level +3. You can also spend a Conviction point to eliminate the accumulated modifier to *manacast* saving throws for previous spells cast within the hour.

Stunted Magicka: Your spellcasting penalty is not reduced by resting.

The Lady

Lady's Favor: You can spend a point of Conviction to gain a +1 bonus to Constitution and Charisma for the duration of the scene.



The Lord

Blood of the North: You can spend a point of Conviction to eliminate all bruised, dazed, and hurt damage conditions at any time.

Vulnerability to Fire: Fire damage is increased by 50% against you.

The Lover

Lover's Kiss: You can spend a point of Conviction to *Paralyze* a creature with a kiss, as the spell effect at a power rank equal to your level +3. The kiss need not be on the lips or involve tongue, but an unwilling opponent must be successfully pinned in a grapple to be affected.



The Mage

Fay: You can spend a point of Conviction to eliminate the accumulated modifier to *manacast* saving throws for previous spells cast within the hour. You can also spend a Conviction point to reduce your spellcasting penalty by two.

The Ritual

Blessed Word: You can spend a point of Conviction to *Turn Undead* as the spell effect at a power rank equal to one-half the value of (your character level +3), rounded down.

Mara's Gift: At any time, you can spend a point of Conviction to receive an immediate recovery check from the wounded damage condition.



The Serpent

Serpent Spell: You can spend a point of Conviction to inflict [*Poison*] *Damage* on a living creature with a touch as the spell effect at a power rank equal to his character level +3. This damage, however, does not take effect for a number of rounds equal to the target's Constitution score. This constellation core ability fatigues you when activated.

The Shadow

Moonthadow: You can spend a point of Conviction to become effectively invisible, as the *Invisibility* spell effect, for one minute. Creatures that witness you activating this constellation core ability, however, can detect you as normal.

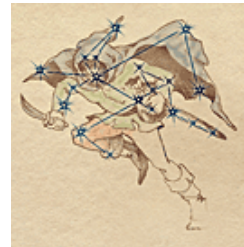


The Steed

Charioteer: You can spend a point of Conviction to increase your base speed by 10' for the duration of the scene. During this time, your movement is not hampered by obstruction conditions.

The Thief

Danger Sense: You can spend a point of Conviction to receive a +2 dodge bonus to Defense for the duration of the scene.



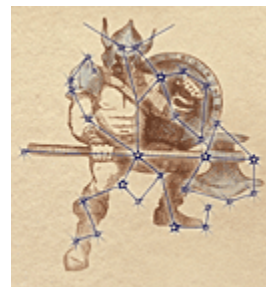
The Tower

Tower Key: You can spend a point of Conviction to *Disable Device* or *Detect* one class of creature or object as the spell effects at a power rank equal to one-half the value of (your character level +3), rounded down. The class of creature or object you can detect is determined when the Tower constellation is chosen.



The Warrior

Warwyrd: When you spend a point of Conviction to emulate a heroic feat for the warrior role, the duration is one scene rather than one round.



Heroic Paths

The following heroic paths are available to Tamrielic characters at character creation, though players and Narrators should feel free to create their own, if appropriate. These occupations are provided to give gamers new to the Tamrielic setting a starting point for their character concepts.



Adept Paths

Battlemage

Schools of Magic: Alteration, Destruction
Starting Skills: Craft (one of choice), Concentration, Knowledge (magicka), Knowledge (tactics)
Starting Feats: Power x2, Supernatural Touch, Weapon Training

Healer

Schools of Magic: Mysticism, Restoration
Starting Skills: Diplomacy, Knowledge (magicka), Medicine, Sense Motive
Starting Feats: Power x2, Skill Focus (Medicine), Supernatural Touch

Mage

Schools of Magic: Alteration, Destruction, Mysticism
Starting Skills: Craft (alchemy), Knowledge (history), Knowledge (magicka), Knowledge (theology and philosophy)
Starting Feats: Power x3, Supernatural Touch

Nightblade

School of Magic: Illusion
Starting Skills: Disable Device, Intimidate, Sleight of Hand, Stealth
Starting Feats: Canny Dodge, Power, Uncanny Dodge, Weapon Training

Sorcerer

School of Magic: Conjuration
Starting Skills: Bluff, Diplomacy, Knowledge (magicka), Knowledge (theology and philosophy)
Starting Feats: Armor Training (light and heavy), Power, Supernatural Focus (Conjuration)

Spellsword

Schools of Magic: Alteration, Destruction
Starting Skills: Concentration, Intimidate, Knowledge (magicka), Knowledge (tactics)
Starting Feats: Armor Training (light), Power, Supernatural Touch, Weapon Training

Expert Paths

Acrobat

Qualities: Good Save (Reflex)
Starting Skills: Acrobatics, Climb, Disable Device, Escape Artist, Jump, Notice, Perform, Stealth
Starting Feats: Acrobatic Bluff, Evasion, Run, Skill Focus (Acrobatics)

Agent

Qualities: Good Save (Will)

Starting Skills: Bluff, Diplomacy, Disguise, Gather Information, Search, Sense Motive, Sleight of Hand, Stealth

Starting Feats: Armor Training (light), Connected, Weapon Training, Well-Informed

Assassin

Qualities: Good Save (Reflex)

Starting Skills: Bluff, Craft (alchemy), Disable Device, Disguise, Gather Information, Intimidate, Notice, Stealth

Starting Feats: Armor Training (light), Contacts, Sneak Attack, Weapon Training

Bard

Qualities: Good Save (Reflex)

Starting Skills: Bluff, Diplomacy, Gather Information, Knowledge (one of choice), Perform (two of choice), Sense Motive, Sleight of Hand

Starting Feats: Contacts, Fascinate, Inspire, Well-Informed

Monk

Qualities: Good Save (Will)

Starting Skills: Concentration, Craft (one of choice), Diplomacy, Jump, Knowledge (theology and philosophy), Medicine, Notice, Sense Motive

Starting Feats: Canny Dodge, Defensive Roll, Evasion, Improved Strike

Thief

Qualities: Good Save (Reflex)

Starting Skills: Bluff, Climb, Disable Device, Escape Artist, Gather Information, Search, Sleight of Hand, Stealth

Starting Feats: Evasion, Run, Talented (Disable Device, Sleight of Hand), Uncanny Dodge

Warrior Paths

Archer

Starting Skills: Climb, Notice, Search, Stealth

Starting Feats: Armor Training (light), Far Shot, Point Blank Shot, Weapon Training

Barbarian

Starting Skills: Climb, Intimidate, Ride, Survival

Starting Feats: Armor Training (light), Aggressive Attack, Tough, Weapon Training

Knight

Starting Skills: Diplomacy, Knowledge (civics), Knowledge (tactics), Ride

Starting Feats: Armor Training (light and heavy), Vehicular Combat, Weapon Training

Rogue

Starting Skills: Bluff, Intimidate, Notice, Stealth

Starting Feats: Armor Training (light), Dodge Focus, Seize Initiative, Weapon Training



Scout

Starting Skills: Notice, Search, Stealth, Survival

Starting Feats: Armor Training (light), Trailblazer, Track, Weapon Training

Warrior

Starting Skills: Climb, Intimidate, Jump, Ride

Starting Feats: Armor Training (light and heavy), Shield Training, Weapon Training

Skills

At the Narrator's discretion, the following skills may be introduced to an Elder Scrolls campaign.

Craft (alchemy)

This skill allows a character to mix components to create potions, oils, and alchemical substances. Many such mixtures can duplicate the effects of magical spells. Most potions (and poisons) that duplicate spell effects (the imbiber is always the target) have a Craft Complexity of Moderate and function at a power rank equal to the number by which the check exceeds the difficulty.

Craft (Dwemercraft)

This skill represents a character's ability to create, modify, repair, and sometimes use Dwemer technology. This skill is extremely rare in modern times, as the Dwemer have apparently disappeared.

Craft (enchanting)

With this skill, a character with Imbue Object may create objects that impart magical effects. The rules for enchanting are described in Equipment.

Knowledge (magicka)

This skill replaces Tr20's Knowledge (supernatural) skill.



New Feats

In addition to those described in Tr20, an Elder Scrolls campaign includes the following feats.

General Feats

(Element) Resistance

Prerequisite: 1st-level only

You are particularly resistant to some type of elemental hazard. You receive a bonus to all saving throws made to resist one elemental effect (including damage and environmental effects) equal to half your character level, rounded up. The elemental effects available are as follows: cold, fire (heat), poison, or shock (electricity).

Fortified Magicka

Your body stores magicka more efficiently than most. You receive a +3 bonus to Will saving throws made to resist *manacaust*.

Magicka Resistance

Prerequisite: Will save bonus +1 or higher

In addition to the normal saving throw (Fortitude, Reflex, Will, or Toughness) to resist a magicka effect, you can make a Will saving throw and take the better result.

Supernatural Training

Prerequisite: Ability to cast from one or more schools of magic

You learn an additional spell effect for a single school of magic from which you can cast. This feat may be taken more than once.

Adept Feats

Necromancy

You receive the *Imbue Unlife* supernatural power described in Tr20. Its use is not fatiguing, however, and prompts a *manacaust* saving throw as a spell effect. This feat may be taken more than once. Each additional application allows you to create a new type of undead whose level does not exceed your adept level.

Spellcraft

Prerequisite: Quicken Spell, Spell Mastery

The number of spell effects you can create with a single action is increased by one (You could, for example, cast a spell that includes both *Heal* and *Shield*). This requires a Concentration check with a DC of (10 + the total number of spell effect power ranks to be linked). If the Concentration check fails, all spells fail as normal. If it is successful, you may include the desired number of spell effects in the casting, rolling for each as normal. You must resist *manacaust* for the highest ranked effect, with the DC modified by all pertinent feats and increased by +2 for each effect beyond the first. This feat may be taken more than once. Each time it is taken, it increases your maximum number of simultaneous spell effects by one.

Spell Mastery

Choose one of the following: 1) You learn two additional spell effects, chosen for any schools of magic from which you can cast; or 2) you learn three additional spell effects from a single school of magic. This feat may be taken more than once.

Supernatural Blast

Prerequisite: Supernatural Touch

The maximum range of your spell effects is increased to a distance equal to (power rank x 5) feet, though the *manacoust* DC for such spells is increased by +4. A successful ranged attack roll is necessary to affect unwilling targets.

Supernatural Strike

Prerequisite: Improved Strike

Your unarmed attacks are considered supernatural weapons for the purposes of overcoming defenses such as damage reduction.

Supernatural Touch

You may target other individuals with spell effects described as affecting only you, although doing so increases the *manacoust* DC by +2. You must touch the intended target, which may require a successful melee attack roll.

Expert Feats

Armor Mobility

Prerequisites: Armor Training, Stealth rank 8

Choose one skill. When wearing armor you are trained to wear, your armor check penalty does not affect this skill. This feat may be taken multiple times. Each time, it applies to a different skill.

Leap of the Waves

Prerequisites: Acrobatics rank 18, Jump rank 18

For the purposes of jumping, you can treat the surface of a body of water (or similar liquid) as solid ground. You can travel along the surface of water over the course of several rounds, so long as you spend at least a move action every round to jump.

Warrior Feats

Forceful Block

Prerequisite: Strength +2

If you are using a parry defense and an opponent fails a melee attack against you, you can make an immediate trip attack against that opponent as a free action.

Heavy Armor Mastery

Prerequisite: Armor Training (heavy), Endurance

When wearing a suit of heavy (or medium) armor, your armor check penalty (if any) is halved (round down).

Light Armor Mastery

Prerequisite: Armor Training (light)

When wearing a suit of light armor, your armor check penalty (if any) is reduced by 1.



Supernatural Power Modifications

Supernatural powers in the Elder Scrolls are divided into categories based on the schools of magic. Every school is considered a separate power (which may be taken in lieu of an adept feat, as supernatural powers in Tr20), and each also has a number of *spell effects* associated with it. A character automatically learns one spell effect for a particular school of magic when the school is first selected.

Additional spell effects may be learned through play as a character progresses. The Supernatural Training and Spell Mastery feats both increase a character's spellcasting potential. Casting a spell typically requires a full action, but this time may be reduced with the Quicken Powers feat.

An effect's maximum power rank is equal to the caster's adept level +3, but a character can choose to cast at a lower adept level to reduce *manacaust*. Unless otherwise noted, if a power allows a saving throw, the DC is equal to half the character's adept level (round up), plus the caster's key ability for the appropriate school of magic. Each school of magic has a different key ability, presented in parentheses in its entry.

Manacaust

Each time a character attempts to cast a spell, her personal pool of magicka decreases. This phenomenon, called *manacaust*, may reduce the maximum power

of future spells she may cast. For each spell a caster attempts (even if the spell fails), she must roll to resist *manacaust*. This is a Will saving throw against a DC equal to 10 + half the character's effective adept level (round up). The DC for this save increases by one for every previous spell cast within an hour's time.

If the saving throw is successful, the caster suffers no ill effect. If it fails, however, she suffers a *spellcasting penalty*, a temporary reduction to all schools' power ranks until she recovers. This penalty is based on her degree of failure. For every 5 points or fraction thereof by which the save is failed, the character suffers a -1 spellcasting penalty to all schools' power ranks (so missing by 3 results in a -1, while missing by 11 results in a -3). These penalties are cumulative, and if they reduce a school's effective power rank to 0 or below, the character may cast no more spells from that school.

Every hour of rest, a character suffering a spellcasting penalty may attempt a DC 10 Wisdom check to reduce the penalty by 1, +1 per full 5 points by which the check exceeds the DC. Once the penalty is reduced to -0, the character is considered to be back at full strength. Narrators may opt to automatically restore characters to full strength after eight hours of rest.

Other rules found in Tr20 for supernatural powers (multiple subjects, feats, etc.) should be used as desired. For the purposes of determining the effects of certain adept feats, such as Supernatural Talent and Supernatural Focus, each school of sorcery is



considered a supernatural power. Those feats that are described as affecting powers' fatigue saving throws instead modify *manacaust* saving throws.

Six schools of magic follow, and each entry contains a number of spell effects available to casters. GMs may wish to create additional effects for their own games.

Alteration (Wisdom)

The school of Alteration focuses primarily on manipulating the laws of the physical world. With it, mages can leap long distances, fly, or erect mystical shields to deflect incoming blows or harmful energies. The following Alteration effects are available to characters.

Disable Device: You may use your magic to instantly disable a device (or open a lock) as per the Disable Device skill at your power rank. No tools are necessary. This ability requires you to touch your target.

Levitation: With a successful DC 15 Alteration check, you receive a base fly speed equal to (power rank x 5) feet. This benefit lasts for one minute, +1 minute per full 5 points by which the Alteration check exceeds the DC.

Shield: With a successful DC 15 Alteration check, you activate a force field composed of one particular element (cold, fire, poison, raw magicka, or shock) around your body. This field provides you with a +2 bonus to Toughness saves, with an additional +1 bonus for every full 5 points by which the Alteration check exceeded the DC. The Toughness bonus is doubled against attacks of the shield's type. This benefit lasts for one minute, though you may sacrifice Toughness bonuses for extra minutes at a 1:1 ratio.

Water Breathing: With a successful DC 15 Alteration check, you can breathe underwater, just as easily as you could above. You also do not have to worry about other problems associated with swimming,

such as water pressure. This benefit lasts for one minute, +1 minute per full 5 points by which the Alteration check exceeds the DC.

Water Walking: With a successful DC 15 Alteration check, you can walk on the surface of water or any similar liquid as if it were solid ground. This benefit lasts for one minute, +1 minute per full 5 points by which the Alteration check exceeds the DC.

Conjuration (Intelligence)

The school of Conjuration deals with summoning and commanding objects and entities from the outer planes. Conjuration effects allow a character to bind, command, and conjure Daedra. The following effects are available to conjurers.

Bound Armor: With a successful DC 15 Conjuration check, you summon a lesser Daedra spirit bound in a breastplate. This Daedric armor is much stronger than standard armor and is essentially weightless. The armor's total bonus is +10, and it lasts for one minute, +1 minute per full 5 points by which the Conjuration check exceeds the DC.



Bound [Weapon]: With a successful DC 15 Conjuration check you summon a lesser Daedra spirit bound in a particular weapon. Each weapon type you can summon counts as a separate effect. This Daedric weapon is much stronger than a normal weapon and is

essentially weightless. The weapon's damage bonus is 6 points higher than is normal for its type (due to the Daedric material bonus), and it lasts for one minute, +1 minute per full 5 points by which the Conjunction check exceeds the DC.

Summon [Daedra]: With a successful Conjunction check, you can summon one particular type of Daedra. The DC of this check is equal to (15 + the Daedra's level). This Daedra obeys your commands until its time on your plane elapses or it is dispelled (through combat or magic), at which point it disappears, departing this plane in a flash of light. At any given time, you may have one Daedra under your command for every point of Charisma you possess. A summoned Daedra remains for one minute, +1 minute per full 5 points by which the Conjunction check exceeds the DC. Each type of Daedra is considered a separate Conjunction effect. So Summon Daedra [Scamp] must be purchased separately from Summon Daedra [Dremora].

Turn Undead: With a touch (which typically requires a successful melee attack) and a successful DC 15 Conjunction check, you can cause an undead creature to recoil and withdraw from your presence; it will not approach closer than your power rank in feet for one minute, +1 minute per full 5 points by which the Conjunction check exceeds the DC. Creatures with Wisdom scores receive a Will saving throw to resist this effect. Others are affected automatically.

Destruction (Wisdom)

The school of Destruction focuses on channeling magicka in destructive ways. With it, mages can weaken or destroy targets. The following Destruction effects are available to characters.

[Ability] Damage: With a touch (which may require a successful melee attack), you can reduce a single ability score by up to half your power rank. The target may, however, avoid this effect with a successful Will saving throw. Each ability score counts as a separate effect. Lost ability points are

recovered at the same rate as levels of fatigue.

[Element] Damage: With a touch (which typically requires a successful melee attack roll) you can inflict one of the following types of elemental damage: cold, fire, poison, raw magicka, or shock (electricity). The damage bonus for this effect is equal to half your power rank, rounded up. Each element/damage type is considered a different effect.

[Element] Vulnerability: With a touch (which typically requires a successful melee attack), you can reduce a target's resistance to a particular element (Cold, Fire, Poison, Raw Magicka, or Shock). When exposed to an attack or effect based on the element in question, the target's saving throw (usually Toughness) is reduced by half your power rank (rounded down), to a minimum of 0. A target can resist this condition with a successful Will saving throw. Each element is considered a different effect. The vulnerable condition lasts for one minute, +1 minute per full 5 points by which the target fails her Will saving throw. Targets can resist this effect with a successful Will



saving throw.

Fatigue Damage: With a touch (which typically requires a successful melee attack), you can cause a living target to become fatigued. Your target must make a Fortitude saving throw to resist. The target suffers one level of fatigue for every 5 points by which the saving throw fails.

Illusion (Charisma)

The school of Illusion involves manipulating perception and cognition, though some effects allow casters to influence light and shadow. With this school of magic, one may create complex, life-like illusions, summon globes of dazzling light, or manipulate a living creature's emotional state. The following Illusion effects are available to characters.

Chameleon: You may use this effect as the Stealth skill at your power rank. Also, when affected by the *chameleon* spell effect, you are considered to have the Hide in Plain Sight feat (even if you do not meet the prerequisites). This spell effect lasts for one minute, though you may extend the duration by reducing your power check by 5 for each additional minute desired.

Dazzle: With a touch (which typically requires a successful melee or ranged attack), you may afflict a target with a sight, sound, smell, taste, or sensation that overloads a particular sense. Targets struck must make a Fortitude saving throw or lose the use of that sense. Each sense is considered a separate spell effect. It lasts for one round, +1 round per point by which the target fails her Fortitude saving throw.

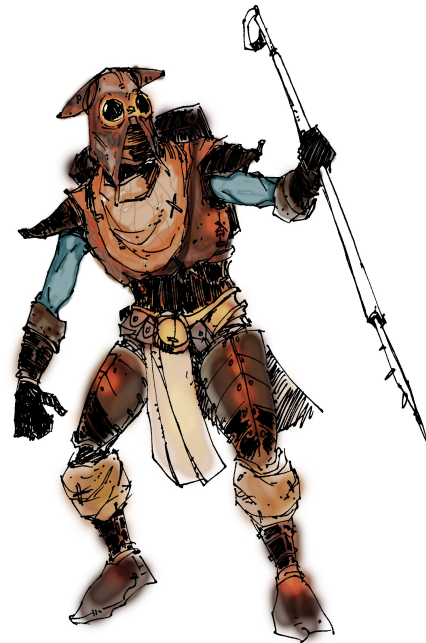
[Emotion]: Functions as the *Heart Shaping* supernatural power at a range of touch (which, against unwilling targets, typically requires a successful melee attack roll); each specific emotional state is purchased a separate spell effect.

Illumination: With a successful DC 15 Illusion check, you may illuminate up to a 10-foot radius. This DC is increased by 5 for

every additional 10 feet you wish to illuminate. Your illumination lasts for one minute, +1 minute per point by which the Illusion check exceeds the DC.

Illusion: With a a successful DC 15 Illusion check, you can create a complex, life-like illusion (or illusionary modification to yourself) that affects a single sense. The DC is increased by 5 if you want the illusion to affect all senses. If a target interacts with an illusion or has reason to disbelieve it, he receives a Will saving throw. If the save is successful, he realizes it is not real, though he can still sense it. An illusion lasts for one minute, +1 minute per 5 points by which the Illusion check exceeds the DC.

Invisibility: With a successful DC 15 Illusion check, you can make yourself completely invisible for one minute, +1 minute per point by which the Illusion check exceeds the DC. Your *invisibility* effect automatically ends any time you attack an opponent or (at the GM's discretion) significantly affect your environment (e.g. break windows, open doors, pick up objects, etc.). A similar effect may be achieved using the *Chameleon* effect, but it is more difficult and is not dispelled when you act.



Paralyze: With a touch (which typically requires a successful melee attack roll), you can paralyze a target who fails a Will saving throw.

Sanctuary: With a successful DC 15 Illusion check, you can create a minor, disorienting illusion around you that gives you a +2 bonus to Defense, +1 per full 5 points by which the Illusion check exceeds the DC. This effect lasts for one round, though the acquired Defense bonus can be traded for additional rounds at a 1:1 ratio.

Silence: With a successful DC 15 Illusion check, you can create a field of silence around you. While under this effect, you receive a +4 bonus to Stealth rolls, but you cannot speak or cast spells either. If *Silence* is used in conjunction with Supernatural Blast or Supernatural Touch, an unwilling living target gets a Will saving throw to resist the effects.

Mysticism (Wisdom)

The school of Mysticism is least understood by scholars. Mysticism allows mages to surpass the limitations of the physical world and manipulate matter and magicka on a spiritual level. The following Mysticism effects are available to characters.

Absorb Magicka: With a successful DC 15 Mysticism check, you can create an energy field around your body to absorb incoming magic and replenish your own powers. Any time a spell is cast at you, the caster must make a spell check against a DC equal to 10 + your power rank. If the spell check is successful, you are affected as normal. If the check fails, however, you are unaffected and may reduce your spellcasting penalty by 1 for every full 5 points by which the spell check failed to meet the DC. The absorption effect lasts for one minute, though you may sacrifice penalty reductions for extra minutes at a 1:1 ratio.

Detect: With a successful DC 15 Mysticism check, you can detect any specimens belonging to one class of creature, material,

or object within (power rank x 5) feet. Each class counts as a separate effect. This benefit lasts for one minute, +1 minute per full 5 points by which the Mysticism check exceeds the DC.

Mark: With a successful DC 15 Mysticism check, you can set your current location so that it is always considered "Present" on the familiarity table for the purposes of the *Teleport* effect. You may reset this location as often as you like, though you can have no more marked areas than the number of times you have purchased this effect.

Reflect: With a successful DC 15 Mysticism check, you can create an energy field around your body that reflects incoming magic back at a caster. Any time a spell is cast at you, the caster must make a spell check against a DC equal to 10 + your power rank. If this spell check is successful, you are affected as normal. If the check fails, however, you are unaffected and the target is treated as though attacked by the spell (if the original spell required an attack roll, it does not now). The *reflect* effect lasts for one minute, +1 minute for every 5 points by which the Mysticism check exceeds the DC.

Soul Trap: With a successful Mysticism check opposed by a target's Will saving throw, you can link a target living creature's soul to a Soul Gem in your possession. If the target creature dies before the effect's duration has elapsed, its soul is sucked into the Soul Gem. The linking effect remains in place for one round, +1 round per full 5 points by which the Mysticism check exceeds the Will saving throw. A trapped soul remains trapped until released or consumed in an enchanting ritual.

Telekinesis [Manipulate or Move]: This effect functions as either of the supernatural powers *Manipulate Object* or *Move Object*, described in Tr20. Each counts as a different effect, and both effects may be purchased separately.

Teleport: With a successful Mysticism check, you can transport yourself as the *Teleport*

supernatural power described in Tr20.

Restoration (Wisdom)

The school of Restoration allows mages to heal, improve, and restore the bodies of living creatures. With it, wounds are healed, diseases are cured, and poisons are neutralized. The following Restoration effects are available to characters.

Cure Disease: Functions as per the Cure Disease power described in Tr20, although without the appropriate feats, you may only target yourself.

Cure Poison: Functions as per the Cure Poison power described in Tr20, although without the appropriate feats, you may only target yourself.

Fortify [Ability]: With a DC 15 Restoration check, you may increase one of your abilities (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) by one point, +1 per full 5 points by which the Mysticism check exceeds the DC. This benefit lasts for one minute, though you may sacrifice bonus points for additional minutes at a 1:1 ratio. Each ability is purchased as a separate effect.

Heal: With a successful DC 15 Mysticism check, you allow yourself an immediate recovery check. You receive a +1 bonus on this check, +1 per 5 full points by which the Mysticism check exceeds the DC.

Restore [Ability]: With a DC 15 Restoration check, you may restore points to your damaged abilities. You restore one point, +1 per full 5 points by which the Mysticism check exceeds the DC. Each ability is purchased as a separate effect.



Equipment

Weapons and armor statistics in Elder Scrolls games can be modified based on the materials of their construction. Certain materials carry benefits that affect damage and Toughness bonuses, weights, and price.

Weapons of nonstandard materials (described below) are also useful because certain creatures, such as Daedra or undead, might have exotic vulnerabilities. Unless specifically stated otherwise, if a creature's damage reduction is negated by a particular material, then any material with a greater bonus also negates the creature's damage reduction. For example, if silver weapons negate a ghost's damage reduction, then elven weapons or ebony weapons do, too. If mithril weapons negate a Daedra's damage reduction, then glass or ebony weapons are equally effective, but silver weapons are not.

Unless otherwise noted, the following templates can be added to an item, weapon, or suit of armor whose significant components are typically *made primarily of metal*. These templates cannot be added to objects after their creation. Each template consists of a numeric material bonus, a Wealth check DC increase, and a weight multiplier (for games that measure weight). The numeric bonus is added to a weapon's damage bonus or the Toughness bonus a suit of armor provides its wearer.

Against breaking and damage, all objects with these templates possess a Toughness score equal to 15 + the material bonus. A suit of armor's material bonus does not count toward its armor check penalty. Iron weapons and armor are also available (at a -2 Wealth DC), though such items have a base Toughness score of 10.

Chitin (Bonus: +0, Wealth DC: -3, Weight: $x1/2$) – Chitin armor, common in Morrowind, is made from specially-treated exoskeletons extracted from extremely large insects native to the region.

This template cannot modify chainmail armor. Chitin armor is always considered light for the purposes of training and feats. All chitin items have a base Toughness score of 8 to resist breaking and similar damaging effects.

Silver (Bonus: +0, Wealth DC: +2, Weight: x1) – Though somewhat expensive, silver items are particularly useful when dealing with lycanthropes and the undead. Although they are very similar to normal weapons, silver weapons penetrate many forms of damage reduction.



Elven (Bonus: +1, Wealth DC: +5, Weight: x1) – Made using elven forging techniques, these exquisitely-made items are always of impeccable quality. Elven items are always considered masterwork (already factored into cost).

Dwarven (Bonus: +2, Wealth DC: +8, Weight: x1) – Crafted ages ago by the vanished Dwemer, these gold-hued items are highly resistant to damage and corrosion. Dwarven items receive an additional +2 bonus to Toughness saving throws made to resist breaking and similar destructive effects.

Orcish (Bonus: +3, Wealth DC: +10, Weight: x3/4) – Though often heavy, Orcish armor is designed with economy of both protection and motion in mind. This template is only available to armor. Orcish armor is always considered masterwork.

Mithril (Bonus: +4, Wealth DC: +15, Weight: x1/2) – Mithril is an immensely hard substance, light and awesome to behold, yet extremely difficult to break.

Glass (Bonus: +4, Wealth DC: +20, Weight: x3/4) – Particularly popular in Morrowind, though available throughout the Empire, Glass equipment is typically made by reinforcing other materials with sheets or studs of strong, volcanic glass. This template cannot modify chainmail armor. When applied to armor, the material bonus by this template is halved, to +2 (so, for example, a suit of glass full plate provides a total Toughness bonus of +8). However, armor modified by this template is always considered light armor for the purposes of training and feats, and the base armor check penalty for a suit of glass armor is reduced by 2 (although the penalty cannot be reduced below 0).

Ebony (Bonus: +5, Wealth DC: +25, Weight: x2) – An extremely valuable substance mined extensively in Morrowind by Imperial interests, all Ebony in the Empire is considered the property of the Emperor. Ebony is prized because it is extremely resistant to damage, but it is also very, very heavy. This template cannot modify chainmail armor. Ebony armor is always considered heavy for the purposes of training and feats.

Daedric (Bonus: +6, Wealth DC: +35, Weight: x3) – Daedric items are magically reinforced with the souls of Daedra.

This template cannot modify chainmail armor. Daedric armor is always considered heavy armor for the purposes of training and feats. It should be noted, however, that bound armor (Daedric armor created using the Summoning school) is weightless and may be worn effectively by a caster at no penalty. Daedric weapons are always considered supernatural for the purposes of defeating damage reduction.

Provided a character has the appropriate materials and training to craft an object of a particular material, the DC to do so is increased by twice the relevant material bonus.

New Armor

Additional armor types might be available in certain regions in an Elder Scrolls campaign.

*Bonemold Armor (Medium)** – Wealth DC: 14, Toughness Bonus: +3, Weight: 25 lb.

Bonemold armor is ineligible for a material template.

New Weapons

A few additional weapons might be found in an Elder Scrolls campaign.

Great Axe (Martial) – A great axe is any large, two-handed axe. Most have thick, wide, blades. Wealth DC: 12, Damage: +5, Critical: 20/+4, Descriptor: Slashing, Size: Large.

Great Sword (Martial) – A great sword is any large, two-handed blade, such as the claymore or the massive Dai-katana, used for chopping and slashing. Wealth DC: 16, Damage: +4, Critical: 19-20/+3, Descriptor: Slashing, Size: Large.

Mace (Simple) – Similar to clubs, maces and morningstars often make use of flanges or spikes to maximize damage potential. Wealth DC: 8, Damage: +3, Critical: 20/+3, Descriptor: Bludgeoning and Piercing, Size: Medium.

Pick (Simple) – Often used for mining, the pick can also be wielded in combat with little training. Wealth DC: 6, Damage: +2, Critical: 20/+5, Descriptor: Piercing, Size: Medium.

Short Sword (Martial) – A short sword includes many bladed weapons, such as the wakizashi, that are smaller than most swords, but not so small as to be considered daggers or knives. Wealth DC: 9, Damage: +2, Critical: 19-20, Descriptor: Slashing or Piercing (depending on type), Size: Small.

Potions and Poisons

Potions are created using Craft (alchemy). Most duplicate spell effects at varying strengths, though some may produce completely unique results.



Some sample potion types follow.

Fortify Strength Potion – Functions as a power rank 5 *Fortify [Strength]* Restoration effect, targeted on the imbiber. Weight: 1 lb., Wealth DC: 14

Invisibility Potion – Functions as a power rank 5 *Invisibility* Illusion effect, targeted on the imbiber. Weight: 1 lb., Wealth DC: 14

Restore Health Potion – Functions as a power rank 5 *Heal* Restoration effect, targeted on the imbiber. Weight: 1 lb., Wealth DC: 14

Restore Magicka Potion – This potion allows the imbiber an immediate Wisdom check to reduce her spellcasting penalty. This check receives a +5 bonus. Weight: 1 lb., Wealth DC: 15

Telvanni Bug Musk – When applied to a character's skin, this mixture exudes pheromones that make the wearer more appealing and desirable to other creatures. For those who intend to make it using the Craft (alchemy) skill, Telvanni Bug Musk is considered a Complex creation. It increases the user's Charisma by 5 when interacting with creatures with olfactory senses. Furthermore, all such creatures' starting attitudes are improved by one level. The benefits of Telvanni Bug Musk last for 3 hours, though every minute spent in exertion (for example, fighting, running, or anything else that might make one sweat) reduces this time by a half-hour. Weight: 1 lb., Wealth DC: 17

Potions bought from merchants and other professionals generally come in varying grades, detailed below.

Standard Potion – Standard potions function as described, usually with a power rank or bonus of 5. Weight: x1, Wealth DC: +0

Cheap Potions – Cheap potions reduce the standard effect's rank or bonus by 2 (to a rank or bonus of 3). Weight: x1.5, Wealth DC: -2

Bargain Potions – Bargain potions reduce the standard effect's rank or bonus to 1. Weight: x2, Wealth DC: -4

Quality Potions – Quality potions function at double the standard power rank or bonus (+10). Weight: x.8, Wealth DC: +3

Exclusive Potions – Exclusive potions function at triple the standard effect or bonus (+15). Weight: x.5, Wealth DC: +5

Poisons

The Craft (alchemy) can be used to create poisons, substances with one or more negative spell effects. When crafting a poison, an alchemist must choose whether it is a contact poison, an ingested poison, an inhaled poison, or an injury poison. Some poisons can be applied to weapons. A weapon can be poisoned with a full-round action. It remains poisoned until it scores a successful hit in combat or it the poison is wiped clean. With the exception of damaging effects (those that deal wound damage), saving throws made to resist poison spell effects are always Fortitude saving throws. Power ranks are determined as normal for potions.

Contact poisons take effect with a simple touch. They can be applied to any weapons. Characters may add their armor bonus to their saving throws made to resist the spell effects of contact poisons.

Ingested poisons take effect when swallowed or similarly taken in. Saving throws made to resist the spell effects of ingested poisons receive a -2 penalty.

Inhaled poisons take effect when breathed by living creatures. They generally include spell effects modified by the Widen Power feat. They are often carried in fragile containers that are broken to release the poisons in clouds of mystically charged vapor. Creatures that do not breathe (or creatures holding their breaths) are not affected by inhaled poisons.

Injury poisons must be introduced to a target's bloodstream (or similar vital system), often by way of weapon. Injury poisons can be applied to slashing or piercing weapons, though the poison only takes effect if a target fails her Toughness saving throw to resist the poisoned weapon's damage.

Soul Gems

A soul gem is a crystal designed to "bottle" a creature's soul, which can then be used in certain magical endeavors, such as enchanting. A soul is stored in a soul gem with the *Soul Trap* Mysticism effect. A filled soul gem receives a numeric rating equal to the trapped creature's level. This rating determines a great deal about the effects possible with a soul gem. A number of different grades of soul gem exist, each with a differing maximum rating. There is no way to accurately judge how much power a creature's soul possesses before trapping its soul.

Lesser Soul Gem – Max: 5, Wealth DC: 10, Weight: .5 lb.

Soul Gem – Max: 10, Wealth DC: 15, Weight: 1 lb.

Greater Soul Gem – Max: 20, Wealth DC: 22, Weight: 1.5 lbs.

Grand Soul Gem – Max: None, Wealth DC: 30, Weight: 2 lbs.

Supernatural Items

A character with the Imbue Item feat may enchant items and weapons to cast certain spell effects. The enchanting character must be able to cast a spell effect in order to imbue an item with it. Imbuing requires a Craft (enchanting) check with a DC equal to 15 + (the sum of all effective power ranks for the imbued spell effects, including a +5 modification for each feat, such as Supernatural Touch, Empower, Ranged Power, Subtle Power, Quicken Power, and Widen Power, imbued; if the spell effect is constant or can be triggered as a free action, further increase the DC by 5).

Also necessary is a filled Soul Gem, which provides the energy necessary to power the spell effects. The Soul Gem is consumed in the enchanting. If the Soul Gem's rating exceeds the object's Toughness, the object cannot be enchanted and the Soul Gem is destroyed in the imbuing ritual. Similarly, a failed Craft (enchanting) check to enchant an item results in the Soul Gem's destruction.

A wielder of an imbued item can use any of its imbued spell effects as though she were casting them, but the item's spellcasting penalty is tallied separately from her own. Instead of a Will saving throw, the imbued item uses its soul gem's rating to resist spellcasting penalties. Imbued spell effects are always cast at the power level at which they were designed to cast. A wielder may not choose to weaken, Empower, or otherwise modify such an effect.

At the end of every day, an imbued object suffering from a spellcasting penalty may attempt a DC 15 check using its material bonus (so, +2 for Dwarven, +4 for glass, etc.), if any, to reduce the spellcasting penalty by one, +1 for every 5 points by which the check exceeds the DC. For faster recovery, a filled soul gem (not the one consumed in the object's enchantment) may be sacrificed at any time with a DC 15 Craft (enchanting) check as a standard action to allow an immediate check with a bonus equal to the gem's rating.

Any item imbued with a spell is considered supernatural for the purposes of damage reduction.

An enchanted item sees its Cost increased by double the magical effect's power rank.

Monsters

The following adversaries are available in Tamrielic campaigns. The Daedra monster type is identical to the Outsider type. In addition to these monsters, the Narrator might choose to introduce any of the mainstream Tr20 creatures, including bats, bears, boars, goblins, harpies, rats (and dire rats), sharks, skeletons, snakes, and wolves.

Atronach, Flame

Type: 10th-level daedra (fire)

Size: Medium

Speed: 30 ft.

Abilities: Strength: +3, Dexterity: +1, Constitution: +2, Intelligence: 0, Wisdom: 0, Charisma: -1

Skills: Bluff 13 (+12), Intimidate 13 (+12), Jump 13 (+13), Notice 13 (+13), Search 13 (+13), Survival 13 (+13)

Feats: Armor Training (heavy and light), Supernatural Blast, Weapon Training

Traits: Blindsight, Damage Reduction 4/supernatural, Powers (Alteration, Destruction, Mysticism), Outsider Traits

Combat: Attack +11 (+1 Dex), Damage +3 (claws) and +2 (fire aura), Defense +11 (+1 Dex), Initiative +1

Saving Throws: Toughness +6 (+4 natural armor), Fortitude +9, Reflex +8, Will +7

Alteration Spell Effects: Fire Shield

Destruction Spell Effects: [Fire] Damage

Fire Aura: +2 fire damage on touch

Mysticism Spell Effects: Reflect

Atronach, Frost

Type: 10th-level daedra (cold)

Size: Medium

Speed: 30 ft.

Abilities: Strength: +3, Dexterity: +1, Constitution: +2, Intelligence: 0, Wisdom: 0, Charisma: -1

Skills: Bluff 13 (+12), Intimidate 13 (+12), Jump 13 (+13), Notice 13 (+13), Search 13 (+13), Survival 13 (+13)

Feats: Armor Training (heavy and light), Supernatural Blast, Weapon Training

Traits: Blindsight, Damage Reduction +4/supernatural, Powers (Alteration, Destruction, Mysticism)

Combat: Attack +11 (+1 Dex), Damage +3 (claws) and +2 (cold aura), Defense +11 (+1 Dex), Initiative +1

Saving Throws: Toughness +6 (+5 natural armor), Fortitude +9, Reflex +8, Will +7

Alteration Spell Effects: Cold Shield

Destruction Spell Effects: (Cold) Damage

Fire Aura: +2 cold damage on touch

Mysticism Spell Effects: Reflect

Centurion Sphere

Type: 5th-level construct

Size: Medium

Speed: 40 ft.

Abilities: Strength: +4, Dexterity: +1, Constitution: --, Intelligence: --, Wisdom: 0, Charisma: -3

Skills: None

Feats: None

Traits: None

Combat: Attack +4 (+1 Dex), Damage +6 (claw) melee and/or +3 (arm crossbow) ranged, Defense +4 (+1 Dex), Parry Defense +7 (+4 Str), Initiative +1

Saving

Throws: Toughness +6, Fortitude --, Reflex +4, Will +1

Sphere Form: As a full-round action, can transform between sphere or humanoid-sphere form.



Centurion Spider

Type: 3rd-level construct

Size: Small

Speed: 30 ft.

Abilities: Strength: -3, Dexterity: +3, Constitution: --, Intelligence: --, Wisdom: 0, Charisma: -5

Skills: None

Feats: None

Traits: None

Combat: Attack +6 (+3 Dex, +1 Size), Damage -0 (claws) melee or +2 (poison blast) ranged, Defense +6 (+3 Dex, +1 Size), Initiative +3

Saving Throws: Toughness +1, Fortitude --, Reflex +4, Will +1

Poison Blast: Ranged attack out to 15 ft. that deals +2 poison damage

Centurion, Steam

Type: 10th-level construct

Size: Large

Speed: 30 ft.

Abilities: Strength: +7, Dexterity: -1, Constitution: --, Intelligence: --, Wisdom: 0, Charisma: -3

Skills: None

Feats: (Cold, fire, poison, shock) Resistance

Traits: None

Combat: Attack +5 (-1 Dex, -1 Size), Damage +10 (spiked mace hand), Defense +5 (-1 Dex, -1 Size), Parry Defense +13 (+7 Str, -1 Siz), Initiative -1

Saving Throws: Toughness +11, Fortitude --, Reflex +2, Will +3

Clannfear

Type: 7th-level daedra

Size: Medium

Speed: 30 ft.

Abilities: Strength: +5, Dexterity: +1, Constitution: +5, Intelligence: -2, Wisdom: 0, Charisma: -2

Skills: Intimidate 10 (+8), Jump 10 (+15), Notice 10 (+10), Survival 10 (+10)

Feats: All-Out Attack, Rage, Toughness

Traits: None

Combat: Attack +8 (+1 Dex), Damage +7 (claws) melee, Defense +8 (+1 Dex), Initiative +1

Saving Throws: Toughness +6, Fortitude +10, Reflex +6, Will +5

Daedroth

Type: 12th-level Daedra

Size: Medium

Speed: 30 ft.

Abilities: Strength: +5, Dexterity: 0, Constitution: +4, Intelligence: +2, Wisdom: +2, Charisma: 0

Skills: Bluff 15 (+15), Intimidate 15 (+15), Jump 15 (+20), Knowledge (magicka) 15 (+17), Notice 15 (+17), Search 15 (+17), Sense Motive 15 (+17), Survival 15 (+17)

Feats: All-Out Attack, Fascinate, Supernatural Blast, Supernatural Training, Tough 2

Traits: Damage Reduction +4/supernatural, Fast Healing (per minute), Powers (Alteration, Destruction)

Combat: Attack +12, Damage +9 (bite) or +7 (claw), Defense +12, Initiative +0

Saving Throws: Toughness +9 (+3 natural armor), Fortitude +12, Reflex +8, Will +10

Alteration Spell Effects: [Raw Magicka] Shield

Destruction Spell Effects: [Poison] Damage, [Shock] Damage

Fire Breath: As ranged [Fire] Damage at power rank 15, usable once per minute

Dremora

Type: 9th-level Daedra

Size: Medium

Speed: 30 ft.

Abilities: Strength: +5, Dexterity: +1, Constitution: +3, Intelligence: +2, Wisdom: +1, Charisma: +2

Skills: Bluff 12 +14, Craft (any) 12 (+14), Intimidate 12 (+14), Jump 12 (+17), Knowledge (magicka) 12 (+14), Knowledge (tactics) 12 (+14), Notice 12 (+13), Sense Motive 12 (+13)

Feats: All-Out Attack, Armor Training (light & heavy), Rage, Weapon Break, Weapon Training
Traits: Damage Reduction +2/supernatural, Power (Mysticism)

Combat: Attack +10 (+1 Dex), Damage +13 (ebony longsword) or +X (any other ebony or Daedric weapon), Defense +10 (+1



Dex), Parry +14 (+5 Strength), Initiative +1
Saving Throws: Toughness +3 (+13 with Daedric breastplate armor), Fortitude +9, Reflex +7, Will +7

Mysticism Spell Effects: Reflect

Dreugh

Type: 5th-level aberration

Size: Medium

Speed: 30 ft. swim

Abilities: Strength: +4, Dexterity: +2, Constitution: +3, Intelligence: -2, Wisdom: 0, Charisma: -2

Skills: Swim 8 (+12)

Feats: All-Out Attack, Armor Training (light & heavy), Improved Grab, Weapon Training

Traits: None

Combat: Attack +5 (+2 Dex), Damage +6 (claws), Defense +5 (+2 Dex), Initiative +2

Saving Throws: Toughness +6 (+3 natural armor), Fortitude +4, Reflex +3, Will +4

Ghost

Type: 3rd-level undead (incorporeal)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Strength: --, Dexterity: +2, Constitution: --, Intelligence: +0, Wisdom: +1, Charisma: +0

Skills: Intimidate 6 (+6), Notice 6 (+7), Sense Motive 6 (+7), Stealth 6 (+8)

Feats: Improved Initiative, Startle, Supernatural Blast

Traits: Damage Reduction +4/silver, Power (Destruction)

Combat: Attack +3 (+2 Dex), Damage --, Defense +4 (+2 Dex), Initiative +6

Saving Throws: Toughness +0, Fortitude --, Reflex +3, Will +4

Destruction Spell Effects: Fatigue Damage

Ghoul

Type: 2nd-level undead

Size: Medium

Speed: 30 ft.

Abilities: Strength: +1, Dexterity: +2, Constitution: --, Intelligence: --, Wisdom: -1, Charisma: -3

Skills: None

Feats: Tough

Traits: None

Combat: Attack +3 (+2 Dex), Damage +1

(claws) or +3 and disease (bite), Defense +3 (+2 Dex), Initiative +2

Saving Throws: Toughness +2, Fortitude --, Reflex +2, Will +2

Giant

Type: 7th-level humanoid (giant)

Size: Large

Speed: 40 ft.

Abilities: Strength: +7, Dexterity: -1, Constitution: +4, Intelligence: -2, Wisdom: 0, Charisma: -2

Skills: Intimidate 10 (+8)

Feats: All-Out Attack, Armor Training (light), Cleave, Night Vision, Tough, Weapon Training

Traits: None

Combat: Attack +3 (-1 Dex, -1 size), Damage +7 (unarmed), +9 (club), Defense +3 (-1 Dex, -1 size), Parry +11 (-1 size), Initiative -1

Saving Throws: Toughness +7 (+8 with hide armor), Fortitude +9, Reflex +1, Will +2

Golden Saint

Type: 20th-level Daedra

Size: Medium

Speed: 30 ft.

Abilities: Strength: +6, Dexterity: +3, Constitution: +5, Intelligence: +2, Wisdom: 0, Charisma: +3

Skills: Bluff 23 (+26), Intimidate 23 (+26), Jump 23 (+29), Knowledge (magicka, theology and philosophy) 23 (+25), Notice 23 (+23), Search 23 (+25), Sense Motive 23 (+23)

Feats: Armor Training (light & heavy), Attractive, Fascinate (Intimidate), Move-By Action, Shield Training, Supernatural Training, Weapon Bind, Weapon Training

Traits: Damage Reduction +6/supernatural, Power (Mysticism), Supernatural Resistance 23, Shield Training

Combat: Attack +23 (+3 Dex), Damage +13 (glass spear) or +X (any other glass or ebony weapon), Defense +23 (+3 Dex; may have shield), Parry +26 (+6 Str), Initiative +3

Saving Throws: Toughness +8 (+3 natural armor; +12 with breastplate), Fortitude +17, Reflex +15, Will +12

Mysticism Spell Effects: Absorb Magicka, Reflect

Imp

Type: 3rd-level outsider

Size: Tiny

Speed: 20 ft., fly 30 ft.

Abilities: Strength: -2, Dexterity: +2, Constitution: +2, Intelligence: +0, Wisdom: -1, Charisma: +0

Skills: Bluff 6 (+6), Escape Artist 6 (+8), Intimidate 6 (+6), Knowledge (magicka) 6 (+6), Notice 6 (+5), Stealth 6 (+16)

Feats: Hover, Move-by Action, Supernatural Blast, Taunt



Traits:

Immune to Iron Weapons, Power (Destruction)

Combat:

Attack +7 (+2 Dex, +2 size), Damage +0 (claws), Defense +7 (+2 Dex, +2 size), Initiative +2

Saving

Throws:

Toughness +0, Fortitude +5, Reflex +5, Will +4

Destruction Spell Effects: [Fire] Elemental Damage or [Raw Magicka] Elemental Damage

Mudcrab

Type: 1st-level vermin (aquatic)

Size: Tiny

Speed: 20 ft., swim 10 ft.

Abilities: Strength: +0, Dexterity: +0, Constitution: +2, Intelligence: --, Wisdom: -1, Charisma: -3

Skills: None

Feats: None

Traits: Amphibious

Combat: Attack +1(+0 Dex, +1 size), Damage +1 (claws), Defense +1 (+0 Dex, +1 size), Initiative +0

Saving Throws: Toughness +3 (+1 natural armor), Fortitude +4, Reflex +0, Will -1

Ogrim

Type: 11th-level Daedra

Size: Large

Speed: 40 ft.

Abilities: Strength: +8, Dexterity: -2, Constitution: +5, Intelligence: -3, Wisdom: 0, Charisma: -3

Skills: Intimidate 14 (+11), Notice 14 (+14), Sense Motive 14 (+14)

Feats: All-Out Attack, Cleave, Great Fortitude, Improved Strike, Tough x2, Stunning Attack

Traits: Damage Reduction +6/supernatural, Fast Healing (per minute)

Combat: Attack +8 (-2 Dex, -1 size), Damage +8 (unarmed), Defense +8 (-2 Dex, -1 size), Parry +18 (-1 size), Initiative -2

Saving Throws: Toughness +11 (+4 natural armor), Fortitude +14, Reflex +5, Will +7

Scamp

Type: 5th-level Daedra

Size: Small

Speed: 30 ft.

Abilities: Strength: 0, Dexterity: +3, Constitution: +1, Intelligence: -2, Wisdom: -2, Charisma: -3

Skills: Bluff 8 (+5), Notice 8 (+6), Stealth 8 (+15), Survival 8 (+6)

Feats: Lightning Reflexes, Sneak Attack, Track

Traits: Damage Reduction +4/supernatural, Resistance +4 to cold fire, poison, shock

Combat: Attack +9 (+3 Dex, +1 size), Damage +1 (claws), Defense +9 (+3 Dex, +1 size), Initiative +3

Saving Throws: Toughness +0, Fortitude +5, Reflex +7, Will +2

Slaughterfish

Type: 1st-level animal (aquatic)

Size: Tiny

Speed: Swim 40 ft.

Abilities: Strength: -3, Dexterity: +3, Constitution: +0, Intelligence: -5, Wisdom: -2, Charisma: -3

Skills: Swim 4 (+1)

Feats: Move-by Action

Traits: None

Combat: Attack +5 (+3 Dex, +2 size), Damage +0 (bite), Defense +5 (+3 Dex, +2 size), Initiative +3

Saving Throws: Toughness +0, Fortitude 2, Reflex +5, Will -2

Troll

Type: 7th-level monstrous humanoid

Size: Medium

Speed: 40 ft.

Abilities: Strength: +6, Dexterity: +2, Constitution: +4, Intelligence: -3, Wisdom: -2, Charisma: -3

Skills: Intimidate 10 (+7)

Feats: Cleave, Endurance, Improved Speed, Rage, Stunning Attack, Tough

Traits: Rake, Fast Healing (per round), vulnerability to fire

Combat: Attack +9 (+2 Dex), Damage +8 (claws), Defense +9 (+2 Dex), Initiative +2

Saving Throws: Toughness +7 (+2 natural armor), Fortitude 6, Reflex +7, Will +3