

The Elder Scrolls

DUNGEONS & DRAGONS

homebrew



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CHAPTER 1: RACES

When entering a city in Tamriel one is greeted with a cacaphony of sights and sounds. Argonian laborers in Windhelm tending to the ships in port, resentful of their treatment at the hands of local Nords. An odd Bosmer shopkeeper in the Imperial City undercutting the competition with shrewd deals on items of questionable origin. Altmer mages in Balmora, studying magic with fervor and pride unmatched. Nomadic Khajiit merchants, peddling rare and precious treasures and furs, and occasionally the sweet and illicit Skooma.

All across Tamriel civilizations of all sizes and makeup exist and thrive. Each region is primarily inhabited by one of the races. For example you'll mostly find Dunmer in Morrowind, Nords in Skyrim, and Imperials in Cyrodiil. But you'll find all races in any given province you decide to visit, from the island of Solstheim to the Iliac Bay, the world of Tamriel is a world of infinite diversity.

CHOOSING A RACE

The most common race in a given province of Tamriel varies according to where you are. A campaign in High Rock is bound to run into more Bretons than one in Valenwood. But in most provinces, the different races live and work alongside one another.

Your character's race shouldn't only effect your ability scores. For example, Argonians are treated differently than others in places like Skyrim and Morrowind, and you may want your actions to reflect this, from being jaded and distrustful to optimistically wanting to disprove the stereotypes of your race. Or you may want to play an atypical member of your race, say an Orc that wishes to devote themselves to the study of magic, or an Altmer that makes a living as a barbarian mercenary. Either way, the race you play should have an effect on how you roleplay a character.

RACIAL TRAITS

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

ABILITY SCORE INCREASE

Every race increases one or more of a character's ability scores.

AGE

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

ALIGNMENT

The cultural differences of the races of Tamriel lead them to tend to fall into certain alignments.

SIZE

All the races of Tamriel are Medium creatures.

SPEED

Your speed determines how far you can move when traveling and fighting.

LANGUAGES

By virtue of your race, your character can speak, read, and write certain languages.

SUBRACES

Men and Mer both have subraces. Members of a subrace have the traits of the parent race in addition to the traits specified for their subrace. Relationships among subraces vary significantly from province to province.



"The best techniques are passed on by the survivors."

Gaiden Shinji - Blademaster First Era 947

MEN



Man, meaning human, is used to refer to any of the human races of Mundus, such as the Nords, Imperials, Bretons and Redguards. While the Bretons are the result of interbreeding between Aldmeri and Nedes, they are most commonly considered men, and not mer. Some races of men have disappeared or otherwise died out, such as the Kothringi. Though it typically connotes the races of men, "human" is still often used by various races in reference to the humanoid shape or ability, or to collectively refer to any member of a civilized race.

ORIGIN UNKNOWN

Unlike Mer, there is no known continent or region in Nirn Men originated from. There are no known elven records on this subject and men invented writing relatively late, meaning that there are no early records written anywhere.

Earliest records mentioning human races date to the mid-Merethic Era when Atmorans, a human race native to now frozen Atmora, began migrating to northern Tamriel, a region later named Skyrim. Most of the human races now inhabiting Tamriel are known to be their descendants.

However, when Atmorans began conquering Tamriel, they found Nede and Bretons, human races well assimilated in cultures dominated by elves. During the conquest of Tamriel by the people from Atmora humans already inhabited the whole continent, though mer were those who ruled it. They were probably the descendants of humans, who escaped Atmora looking for a new, better life.

It also seems that some humans were aboriginal inhabitants of Tamriel known as Nedes and were native to Cyrodiil and Black Marsh. The Nedes and the Akaviri could well have been the same race, but the name was perhaps changed due to differing languages.

Some Imperial scholars believe that Men could have shared the elven homeland of Ehlnofey and have evolved from Aldmer like modern elven races. However, that theory is highly unlikely since men and mer have many differences.

TRAITS OF MEN

Men have a number of traits associated with them.

Ability Score Increase Your Constitution score increases by 1.

Age Men reach adulthood in their late teens and live less than a century.

Alignment Men tend toward no particular alignment. The best and the worst are found among them.

Size 5-6 ft. Medium

Speed 30 ft

Subrace There are 4 subraces of Men, Bretons, Redguards, Imperials, and Nords.

BRETON

Bretons are the human descendants of the Aldmeri-Nedic Manmer of the Merethic Era and are now the inhabitants of the province of High Rock. Bretons make up the peasantry, soldiery, and magical elite of the feudal kingdoms that compete for power. Many are capable mages with innate resistance to magicka.

Ability Score Increase Your Intelligence and Wisdom increase by 1

Languages Cyrodiilic and Old Breton

Proficiencies You are proficient with Arcana and Persuasion.

Resist Magicka You have resistance to fire, cold, and lightning damage.

Dragonskin As a bonus action you can cloak yourself in a magically resistant aura. For 1 minute spell attacks against you have disadvantage and saves you make against hostile spells have advantage. You cannot use this ability again until you finish a long rest.

REDGUARD

Redguards are the most naturally talented warriors in Tamriel. The dark-skinned, wiry-haired people of Hammerfell seem born to battle, though their pride and fierce independence of spirit makes them more suitable as scouts or skirmishers, or as free-ranging heroes and adventurers, than as rank-and-file soldiers.

Ability Score Increase Your Strength and Constitution increase by 1

Languages Cyrodiilic and Yokudan

Proficiencies You are proficient with Athletics and Survival.

Redguard Resistance You have advantage on saving throws against poison. You have a resistance to poison damage.

Adrenaline Rush As a bonus action you can call on an inner reserve of strength. For 2 minutes you can make an additional attack once during your turn as a bonus action. You cannot use this ability again until you finish a long rest.

IMPERIAL

Also known as Cyrodiils, Cyrodilics, Cyro-Nordics and Imperial Cyrods, the well-educated and well-spoken Imperials are the natives of the civilized, cosmopolitan province of Cyrodiil. Imperials are also known for the discipline and training of their citizen armies, and their respect for the rule of law.

Ability Score Increase Your Charisma increases by 2

Languages Cyrodiilic and one language of your choice.

Proficiencies You are proficient with Persuasion and Deception.

Luck of the Emperor When you find treasure, roll 1d20+your level and add that much gold to it.

Voice of the Emperor As a bonus action you can make every humanoid creature within a 15 foot radius make a Wisdom save or be charmed for 30 minutes. Creatures charmed this way cannot tell they've been charmed after the duration ends. You cannot use this ability again until you finish a long rest. The save DC for this is 8 + your Charisma modifier + your proficiency bonus.

NORDS

The Nords are the children of the sky, a race of tall and fair-haired humans from Skyrim who are known for their incredible resistance to cold and magical frost. They are fierce, strong and enthusiastic warriors, and many become renowned warriors, soldiers and mercenaries all over Tamriel.

Ability Score Increase Your Strength and Constitution increase by 1

Languages Cyrodiilic and Nordic

Proficiencies You are proficient with Athletics and Intimidation.

Atmoran Resistance You have resistance to cold damage.

Battlecry As a bonus action you can make every hostile creature within a 15 foot radius make a Wisdom save or be frightened of you for 1 hour. You cannot use this effect again until you finish a long rest. The save DC for this is 8 + your Strength modifier + your proficiency bonus.

THE NEDIC PEOPLES

The Bretons, Imperials, and Nords are all descended from an ancient race of men from the continent of Atmora known as the Nedic people who inhabited much of Tamriel during the Merethic and First Eras. Their society largely revolved around the study of the constellations, and worship of beings known as the Celestials. Nedic culture experienced a sharp decline over several centuries as they began to assimilate into other cultures, before being completely exterminated by the Yokudan invasion of the Deathlands.

While Nedes inhabited several of the modern provinces, it was in the sun-baked wastelands of Hammerfell which they knew as the Deathlands that Nedic civilization truly thrived. In the Deathlands the Nedes faced numerous foreign invasions, including both the Ayleids and the Dwemer, who dismissed the Nedes as backward savages to justify subjugating them. The Nedes also frequently clashed with their neighbors, the primitive stone-worshipping Iron Orcs

Despite these frequent conflicts, Nedic culture prospered for centuries in the Deathlands. The Nedes were known to be skilled in masonry, with their bustling cities constructed largely from stone. However, little of this stonework remains, as what wasn't completely destroyed by the invading Ra Gada was often appropriated and modified beyond recognition. While the Nedes were known to be devout star worshippers, during the Yokudan invasion their prayers went unanswered, and many looked to other sources for salvation. This did them little good and the Nedes quickly fell to the Yokudan horde, vanishing from the Deathlands forever.

MER



Mer (meaning folk), or elves, refers to any of the Elder Races of Mundus, such as the Dunmer, Altmer, and Bosmer. Besides these three races, the Orcs and the Falmer are also said to be mer. A chief distinguishing characteristic of Mer is their lengthy lifespans, with average citizens living over two centuries before being considered old—two or three times the span of Men.

DESCENDENTS OF THE AEDRA

The Mer believe themselves to be direct descendants of the Aedra, having been tricked by Lorkhan into giving up their immortality to create the world. Their opinions on their mortality differ from race to race, but none, save for the Dunmer, consider it a "gift" in the way humans do. Rather, opinions range from lamenting the loss of their birthright to enduring the suffering as a test of character.

The first mer came from the continent of Aldmeris, arriving on Tamriel from the southwest during the Middle Merethic Era. Though all modern-day Mer descend from a single proto-race, they have diversified significantly in the thousands of years since the Mythic Era, into various Mer races.

TRAITS OF ELVES

Elves have a number of shared traits associated with them.

Ability Score Increase Your Wisdom increases by 1.

Age Mer reach adulthood in their late teens and live 200-300 years.

Alignment Mer tend to be lawful, following ancient customs of their respective regions.

Size 5-7 ft. Medium

Speed 30 ft

Subrace There are 3 subraces of Mer, Altmer, Bosmer, and Dunmer.

ALTMER

The Altmer, or self-titled "Cultured People", are a tall, golden-skinned race, hailing from Summerset Isle. They are also known as High Elves by the denizens of Tamriel. The Altmer are the most strongly gifted in the arcane arts of all the races, and they are very resistant to diseases. However, they are also somewhat vulnerable to magicka, fire, frost, and shock, which makes them very weak against their strongest point - magic.

Ability Score Increase Your Intelligence increases by 2

Languages Cyrodiilic and Aldmeris

Proficiencies You are proficient with Arcana and Persuasion.

Weakness to Magicka You are weak to fire, cold, and lightning damage.

Highborn As an action, you can recover a number of spent Spell Slots of 5th level or lower equal to your Intelligence modifier (min 1). You cannot use this ability again until you finish a long rest.

Innate Magicka Choose 1 cantrip from the wizard spell list. You can cast that spell at will, your spellcasting ability for it is Intelligence. This cantrip cannot be changed after you choose it.

BOSMER

The Bosmer are the Elven clan-folk of Valenwood, a forested province in southwestern Tamriel. In the Empire, they are often referred to as Wood Elves, but Bosmer, Boiche, or the Tree-Sap people is what they call themselves. They are relatively nimble and quick in body compared to their more "civilized" Altmeri cousins. Their agility makes them well-suited as scouts and thieves. However, they are also a quick-witted folk, and many pursue successful careers in scholarly pursuits or trading.

Ability Score Increase Your Dexterity increases by 2

Languages Cyrodiilic and Bosmeri

Speed You gain a climbing speed of 30ft.

Proficiencies You are proficient with Acrobatics and Stealth.

Bosmer Resistance You have advantage on saving throws against poison and disease. You are resistance to poison damage.

Command Animal As a bonus action, you can make all beasts in a 10 foot radius make a Wisdom save or else be charmed by you for 10 minutes. Creatures charmed this way do not know they have been charmed when the effect ends. You cannot use this ability again until you finish a long rest. The save DC for this is 8 + your Wisdom modifier + your proficiency bonus.

DUNMER

The Dunmer, also known as Dark Elves, are the ash-skinned, typically red-eyed elven peoples of Morrowind. Their combination of powerful intellects with strong and agile physiques produce superior warriors and sorcerers. On the battlefield, Dunmer are noted for their skill with a balanced integration of the sword, the bow and destruction magic.

Ability Score Increase Your Intelligence and Dexterity increase by 1

Languages Cyrodilic and Dunmeri

Proficiencies You are proficient with Religion and Survival

Dunmer Resistance You are resistant to fire and radiant damage.

Ancestor's Wrath You can cast the 4th level spell Fire Shield at will, ignoring material components. Once you use this ability, you cannot use it again until you finish a long rest. Intelligence is your spellcasting ability for it.



DAEDRA WORSHIP

Daedra are divine beings that did not take part in the creation of Mundus, and thus retain the full breadth of their power. They have a very real impact on the mortal realm; in one way or another, Daedric influence touches everyone on Tamriel.

The word "Daedra" is of Aldmeri origin, and roughly means "not our ancestors", as opposed to Aedra—"ancestors". Technically, only the plural is written "Daedra", but this word is frequently used in singular as well. The proper singular form is "Daedroth", but that has come to refer to a specific species of Daedra. Different cultures have their own myths and names for Daedra, as well.

Daedra are often referred to as demons, but this is misleading. All Daedra have a penchant for extremes and are therefore capable of tremendous acts of devastation, but their different spheres make them apply their power in different ways, and their infinite diversity makes speaking about them generally difficult. Thus, it is often impossible to accurately label them as "good" or "evil"; the one thing that can be stated with certainty is the Daedra are beyond mortal comprehension (as mortals seem to be beyond Daedric comprehension).

Although the beings are considered evil by most, they are widely worshipped in the realms of Tamriel. Elaborate shrines are created to honor the Daedra as gods. They often take a keen interest in their worshippers, and it is speculated that this is either because of the obvious ego-gratification of being somebody's god, or because the Daedra like to keep an eye on potential future subjects (assuming people of demonic disposition enter Oblivion after death, that is; there are as many afterlife theories as there are religions in the world). Mainstream religious authorities discourage Daedra worship, and often mount witch-hunting expeditions to drive out Daedra worshippers from the local area. During these encounters, they are often surprised at the marginal sanity that comes of worshipping the Daedric Princes. For the most part, however, dealing with the Daedra, one gets the distinct impression of being mused over as a person peering under an upturned rock may momentarily wonder at the lives of the bugs living ignorantly there.

ORCS



Orcs, also called Orsimer or "Pariah Folk" in ancient times, are sophisticated, brutish elves of the Wrothgarian Mountains, Dragontail Mountains, Valenwood, and Orsinium (literally translated as "Orc-Town"). They are noted for their unshakable courage in war and their unflinching endurance of hardships. Orc armorers are prized for their craftsmanship, and Orc warriors in heavy armor are among the finest front-line troops in the Empire, and are fearsome when using their berserker rage.

ORC TRAITS

Orcs have a number of traits they all share.

Ability Score Increase Your Strength increases by 2 and your Constitution increases by 1

Age Orcs reach adulthood in their late teens and live less than a century.

Alignment Orcs tend to be lawful, following the tenets of Malacath without question.

Size 5-6 ft. Medium

Speed 30 ft

Languages Cyrodiilic, Orcish

Proficiencies You are proficient with Survival and Intimidation.

Berserker Rage As a bonus action you can fly into a fit of rage. For 1 minute you are weak to piercing, slashing, and bludgeoning damage, gain advantage on rolls to hit, and do double damage with melee attacks. You cannot use this ability again until you finish a long rest.

Resist Magicka You are resistant to fire, cold, and lightning damage.

FOLLOWERS OF MALACATH

The Orcs were supposedly created when the Daedric Prince Boethiah defeated the Aldmeri god Trinimac, transforming him into Malacath and his faithful, the Orsimer, into Orcs. When the transformation occurred is unclear, but Orcs have been inhabiting the Iliac Bay region since the early years of the First Era. Some reports say Orcs were in Morrowind acting as raiders and mercenaries as early as 1E 700. It is known that the Aldmer had already colonized the mainland of High Rock during the Merethic Era before Orcs emerged. They were viewed as a constant threat to the other races, especially after the Ra Gada drove many Orcs out of Hammerfell and greatly strengthened Orsinium. Several kingdoms banded together in High Rock and destroyed the first Orc kingdom in 1E 980. Without a home, prejudice against them was even greater.

Many more Orsiniums appeared and disappeared after the first one. In the middle Second Era, Orsinium was controlled by the Daggerfall Covenant, and was given to Kurog gro-Bagrakh's clan as a reward for helping King Emeric defeat Ranser, the king of Shornhelm. Kurog then became the king of Orsinium, which subsequently joined the Second Daggerfall Covenant. Another incarnation, sometimes called Nova Orsinium, was created by Gortwog gro-Nagorm in 3E 399. He gathered enough power to force Emperor Uriel Septim VII to formally recognize Orsinium as an equal of the other lesser kingdoms of the Iliac Bay region. During the Warp in the West, Orsinium was one of the four kingdoms to gain control of the Numidium, conquering the surrounding kingdoms and baronies and swearing loyalty to the Emperor. Early in the Fourth Era, Orsinium was once again sacked by the Redguards and Bretons and presumably eliminated, and many Orc refugees were escorted to Skyrim by the Imperial Legion. The kingdom later re-formed in the mountains between Hammerfell and Skyrim.

ARGONIANS



Argonians (Saxhleel, or People of the Root in their native language of Jel) are the reptilian natives of Black Marsh, a vast swampland province in southeastern Tamriel. They are known as the foremost experts in guerrilla warfare throughout Tamriel, a reputation brought upon them by defending their borders from enemies for countless centuries.

ARGONIAN TRAITS

Argonians share a number of traits with one another.

Ability Score Increase Your Constitution increases by 2 and your Wisdom increases by 1

Age Argonians reach adulthood in their late teens and live less than a century.

Alignment Argonians tend to be fairly neutral compared to the other races. They are not amoral, but neither do they wish to uphold the laws of men and elves.

Size 5-6 ft. Medium

Speed 30 ft Swim 40ft

Languages Cyrodilic, Jel

Amphibious Argonians can breathe air or water

Proficiencies You have proficiency with Stealth and Perception

Argonian Resistance You are immune to the poison effect and have advantage on saving throws against disease. You have a resistance to poison damage.

Histskin You can restore 2d8 health to yourself as an action. This ability cannot be used again until you finish a long rest. This amount increases by 1d8 at 5th, 7th, 11th, 15th, and 17th levels.

CHILDREN OF SITHIS

Except for the more deeply assimilated, the Argonians do not formally recognize or worship any type of Tamrielic deity. Some believe that they worship their creators, the Hist, although Argonians themselves state that they only perform rituals in their honor instead of fully worshipping them. The Argonians also revere Sithis, a being that even the Hist acknowledges. The Clutch of Nisswo is a group of priests dedicated to Sithis who wander across Murkmire to collect the 'many truths' of each tribe, and share each tribes beliefs with other tribes. Z'en, the Bosmeri God of Toil, is thought to have originated in Argonian and Akaviri mythologies before being introduced to Valenwood by Kothringi sailors.

The Adzi-Kostleel tribe of Argonians believe that the world was created in a struggle between two spirits. Originally, there was Atak, the Great Root. As Atak grew, its roots "formed new roots, and those roots took names, and they wanted space of their own to grow." Soon, it discovered the serpent spirit, Kota, who had been born from the Nothing and hungered. Atak and Kota fought and ate at each other until they became something new and indistinguishable, Atakota. They shed their skin and Shadow and went to sleep. The Shadow ate the roots and was changed by them, keeping them safe and telling them the secrets before releasing them instead of devouring them, letting itself sleep as well. The secrets changed the roots, making them realize they were now temporary and could change. Many of the spirits learned to fear this change, calling it Death. The chaos that ensued awoke Atakota and split them once more, leading to Atak and Kota and their roots going to war over the existence of Death. Some of the roots drank of Atakota's blood and sap until they grew scales, fangs, and wings. Other roots were protected by a Forest Spirit, singing with her and becoming one with the forest. In the chaos of the war, the Shadow awoke and ate both Atak and Kota, shedding the skin of Atakota and covering all of the roots, promising to keep them safe.

KHAJIIT



Khajiit are cat-like people who come from Elsweyr, known for high intelligence and agility. These traits make them very good thieves and acrobats, but Khajiit are also fearsome warriors. However, they are rarely known to be mages.

KHAJIIT TRAITS

Khajiit share a number of traits with each other.

Ability Score Increase Your Dexterity increases by 2 and your Charisma increases by 1.

Age Khajiit reach adulthood in their late teens and live less than a century.

Alignment Khajiit tend toward the chaotic, not content with following the traditions of the "civilized" world. For this reason Khajiit mostly find work as travelling merchants, thieves, or assassins.

Size 5-6 ft. Medium

Speed 30 ft climb 25ft

Darkvision 60 ft.

Languages Cyrodiilic, Khajiiti

Sharp Claws Your sharp claws deal extra damage to enemies. You are proficient with unarmed strikes and your unarmed strikes deal 1d4 bonus slashing damage.

Proficiencies You are proficient with Stealth and Perception.

Eye of Fear As an action, you can target 1 creature that you can see, it must make a Wisdom check or be frightened for 30 minutes. You cannot use this ability again until you finish a long rest. The save DC for this is 8 + your Charisma modifier + your proficiency bonus.

THE KING OF CATS

The Mane is a unique breed of Khajiit. Khajiit tradition holds that only one Mane can be alive at one time and, more specifically, believe that there is actually only one Mane who is reborn again and again in different bodies. There has been no recorded incident of more than one Mane contending for power, although whether due to the truth in the Khajiit belief or whether the ruling Mane takes care of any potential rivals is unknown. Manes can only be born under a rare alignment of the moons Masser and Secunda when, according to legend, a third moon actually appears. In older days the Khajiit would shave off their manes in deference to the Mane, braiding them into locks which the Mane would incorporate into its own mane. As the population grew, however, this became impractical, although the Khajiit still remove their manes and the current Mane still wears the hair of its tribe and Warrior Guard which includes several hundred in number. The Mane is so weighted down by the hair that movement is difficult without aid and they often travel the countryside by means of a palanquin.

CHAPTER 2: NEW CHARACTER OPTIONS

This chapter contains a number of options to help you make your characters. Each class offers a character-defining choice at 1st, 2nd, or 3rd level that unlocks a series of special features, not available to the class as a whole. That choice is called a subclass. Each class has a collective term that describes its

subclasses; in the fighter, for instance, the subclasses are called martial archetypes, and in the paladin, they're sacred oaths. The table below gives a brief description of each new subclass.

In addition, at the end of the chapter are a number of feats that are available to help you customize your character even further.

SUBCLASSES

Class	Subclass	Level Available	Description
Fighter	Tongue	3rd	Warriors trained in using the Thu'um for combat.
Rogue	Dark Brotherhood	3rd	Assassins who serve the Dread Father Sithis.
Warlock	Pact of the Dragon Priest	1st	Spellcasters who receive power and undeath from their dragon masters.
Wizard	Telvanni	2nd	Powerful mages sworn to the Great House Telvanni of Morrowind.

FIGHTER

MARTIAL ARCHETYPES

TONGUE

Tongues are warriors who use the Thu'um to shape the world around them. They are trained in the old Nordic ways of the Voice.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Spells Known of 3rd-Level and Higher. You know three 3rd level Thu'um spells of your choice. You learn more spells as you level up, as shown on the Tongue Spellcasting table.

Spell Slots. The Tongue Spellcasting table shows how many spell slots you have to cast your spells of 3rd level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spellcasting Ability. Strength is your spellcasting ability for your Thu'um spells, as physical might is what drives your Voice. You use your Strength whenever a spell refers to your spellcasting ability. In addition, you use your Strength modifier when setting the saving throw DC for a Thu'um spell you cast.

Spell save DC = 8 + your proficiency bonus + your Strength modifier

TONGUE SPELLCASTING

Fighter level	Spells Known	—Spell Slots per Spell Level—		
		3rd	6th	9th
3rd	3	2	-	-
4th	3	2	-	-
5th	4	2	-	-
6th	5	2	-	-
7th	6	3	-	-
8th	6	3	-	-
9th	7	3	-	-
10th	7	3	1	-
11th	8	3	1	-
12th	8	3	1	-
13th	9	4	1	-
14th	9	4	1	-
15th	10	4	2	-
16th	10	4	2	1
17th	11	4	2	1
18th	11	4	2	1
19th	12	4	3	1
20th	12	4	3	2

WAY OF THE VOICE

When you take this archetype at 3rd level, when you cast a Thu'um spell, you can impose disadvantage on saving throws against that spell for a number of creatures you can see equal to your Strength modifier. Once you use this feature, you must finish a short or long rest before you can use it again.

LEGACY OF ATMORA

When you take this archetype at 3rd level, you gain resistance to cold damage. In addition, you gain proficiency with aquatic vehicles if you don't already have it.

THU'UM CONTROL

Your Voice is strong and focused. Starting at 7th level, when a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a Thu'um spell at the creature, rather than making an opportunity attack. In this case, if the Thu'um spell can effect multiple creatures, it instead acts as if it only affects the targeted creature, and if it does so, the targeted creature has disadvantage on any saving throws made against this spell.

BREATH AND FOCUS

Starting at level 10th level, as an action you can gain a number of temporary hit points equal to twice your Strength modifier. Once you use this feature you can't use it again until you finish a short or long rest.

ATMORAN RESILIENCY

Starting at 15th level you and your allies within 20 ft of you gain immunity to cold damage.

FURY OF TALOS

Starting at 18th level when you roll damage for a Thu'um spell, you can deal maximum damage, instead of rolling. Once you use this feature you cannot use it again until you finish a short or long rest.

MONK

MONASTIC TRADITIONS

CLAW-DANCES

A traditional form of martial arts from Elsweyr. Most practitioners are Khajiit, but many others from the Tribunal Temple's Dissident Priests to novice members of the Mages Guild and other centers of magical learning learn the art as a form of self defense. Several disciplines of Claw-Dances exist as well, like the twin blades of the Zhan Khaj, or the fiery fists of the Vrin-Thak. Some practitioners even mix forms and techniques from multiple styles to become and even deadlier threat.

MEDITATION

The Khajiiti style of meditation is much more active than most races. As your meditation, you may spend 30 minutes performing dances and light exercise.

APPRENTICE STYLE

When you choose this tradition at 3rd level, pick a technique from the following list.

Zhan Khaj You gain proficiency with scimitars and longswords. These count as monk weapons for you. Also, you can use your reaction to deflect or catch the weapon when you are hit by a melee weapon attack. When you do so, the damage you take from the attack is reduced by your martial arts die + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can knock the weapon up to 15 feet away.

Vrin-Thak You can spend 1 ki point to attempt to grapple a creature within 5 feet as a bonus action. While grappled in this way, melee attacks against the creature have advantage.

Rawlith Khaj You gain proficiency with longswords and greatswords. These count as monk weapons for you. When you hit a creature while using a two-handed monk weapon, you can spend a ki point to kick the creature as a reaction. Make an unarmed strike, and if you hit the creature it must make a Strength saving throw or be knocked back up to 10 feet. A Huge or larger creature has advantage on this save, a Small or smaller creature has disadvantage.

Ziz Kurah You can spend 1 ki point to Hide as a bonus action. When you hit a creature with an unarmed strike or monk weapon, you can spend 1 ki point to deal 1d6 extra poison damage to that target. Once you use this feature, it cannot be used on the same creature until the start of your next turn.

ADEPT STYLE

At 6th level, pick a technique from the following list.

Zhan Khaj When you engage in two-weapon fighting, you can add your Wisdom modifier to the damage of the second attack. This does not stack with the Two-Weapon Fighting style from other classes. When you hit a creature with your second weapon, you can spend 2 ki points to force that creature to make a Constitution saving throw or be stunned until the start of its next turn.

Vrin-Thak When you hit a creature with an unarmed strike, you can spend 2 ki points to deal extra fire damage equal to your Wisdom modifier.

Rawlith Khaj When you hit a creature with an unarmed strike, you can spend 1 ki point to make 2 roundhouse kicks in quick succession as a bonus action. Make 2 additional unarmed strikes against the creature. If the first of these hits, the second has advantage.

Ziz Kurah You gain a bonus to initiative equal to your Wisdom modifier. When you hit a creature with an unarmed strike or monk weapon while you have advantage, you deal an extra martial arts die of damage to that creature. Once you use this feature, it cannot be used on the same creature until the start of your next turn.

EXPERT STYLE

At 11th level, pick a technique from the following list.

Zhan Khaj When you make an opportunity attack on another creature, it must make a Dexterity save or be knocked prone. The first time each turn you hit a creature while you have advantage, you can spend 3 ki points to make that a critical hit.

Vrin-Thak As a bonus action you can expend 1 hit die to regain that many ki points.

Rawlith Khaj When you deal slashing damage to a creature, its movement speed is halved. Once you use this feature, it cannot be used on the same creature until the start of your next turn. You have advantage on attacks against creatures with lowered movement speed.

Ziz Kurah You can spend 2 ki points to make afterimages of yourself for 3 rounds. While these afterimages exist, attacks against you have disadvantage. Creatures with truesight are unaffected by this feature.

MASTER STYLE

At 17th level, pick a technique from the following list.

Zhan Khaj When you hit a creature with a monk weapon, you can spend 4 ki points to deal an extra 2d10 damage. Once you use this feature, it cannot be used on the same creature until the start of your next turn.

Vrin-Thak When you hit a creature with an unarmed strike, deal an extra 1d6 fire damage to that creature.

Rawlith Khaj When you deal slashing damage to a creature and its hit points are reduced to 0, regain 4 ki points. Once you use this feature, it cannot be used until the start of your next turn.

Ziz Kurah As a bonus action, you can spend 1 ki point to become invisible for 1 minute or until you make an attack. While invisible in this way, you can teleport up to 30 feet to a location you can see once per turn.

ROGUE

ROGUISH ARCHETYPES

DARK BROTHERHOOD

CHILD OF SITHIS

When you choose this archetype at 3rd level you gain proficiency with longbows and heavy crossbows. In addition, can give yourself advantage on attack rolls a number of times equal to your Wisdom modifier. You regain all expended uses on a long rest.

UNDERWORLD CONNECTIONS

When you choose this archetype at 3rd level you gain an alliance with the Dark Brotherhood. You know if they hold a Sanctuary in a given town and if so, where it is located. You can use your criminal contacts to accept jobs for the Dark Brotherhood. You are also beholden to the Five Tenets, the breaking of which will summon a wraith known as the Wrath of Sithis. If this happens you will be unable to use this feature until the Wrath of Sithis is slain.

THE FIVE TENETS

- I. Never dishonor the Night Mother. To do so is to invoke the Wrath of Sithis.
- II. Never betray the Dark Brotherhood or its secrets. To do so is to invoke the Wrath of Sithis.
- III. Never disobey or refuse to carry out an order from a Dark Brotherhood superior. To do so is to invoke the Wrath of Sithis.
- IV. Never steal the possessions of a Dark Brother or Dark Sister. To do so is to invoke the Wrath of Sithis.
- V. Never kill a Dark Brother or Dark Sister. To do so is to invoke the Wrath of Sithis.

Shadowmere



WRATH OF SITHIS

Medium undead, chaotic neutral

Armor Class 18

Hit Points half the hit point maximum of its target

Speed 60ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	20 (+5)	10 (+0)

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, unconscious

Skills Perception +8

Senses darkvision 60ft., truesight 60 ft., passive Perception 18

Languages all languages known to its target

Challenge —(0 XP)

Incorporeal Movement. The Wrath of Sithis can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turning Immunity. The Wrath of Sithis is immune to features that turn undead.

Actions

Touch of the Void. The Wrath of Sithis grips a target within 5 ft of it, dealing 14 (2d8 + 5) necrotic damage

SHADOWMERE

You have proven yourself in service to Sithis. When you reach 9th level, once per day you can spend 1 minute calling to the Dread Father. When you do so a dark and terrible steed with glowing red eyes will rise from the ground in a plume of black smoke. This is Shadowmere. Shadowmere is friendly to you and any of your allies, and takes its turn during your initiative order in combat.

SHADOWMERE

Large beast, chaotic neutral

Armor Class 15

Hit Points 1d10 +4 per rogue level of its summoner

Speed 60ft. climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	16 (+3)

Damage Immunities necrotic

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, poisoned

Skills Intimidation +6

Senses darkvision 60ft., passive Perception 11

Languages understands all languages known to its summoner but cannot speak

Challenge — (0 XP)

Regeneration. At the end of Shadowmere's turn it regains 5 hit points. Shadowmere dies if it starts its turn with 0 hit points, dissipating into black smoke.

Actions

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage

SILENCER

At 13th level you have proven yourself to a Speaker of the Black Hand. You become their personal assistant and are thereafter not beholden to the Five Tenets. In addition, you gain the Blade of Woe, a magical ebony dagger.

SPECTRAL ASSASSIN

At 17th level Sithis bestows upon you the power to call a powerful spirit from the Void. Once per day you can beseech Sithis to send the soul of Lucien Lachance from beyond the grave to assist you in combat. Lucien Lachance is friendly to you and your allies.

WARLOCK

PACTS

PACT OF THE DAEDRA

In Tamriel, the Pact of the Fiend from the *Player's Handbook* is represented as the Pact of the Daedra.

PACT OF THE DRAGON PRIEST

EXPANDED SPELL LIST

The dragons you serve let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DRAGON PRIEST EXPANDED SPELLS

Spell Level	Spells
-------------	--------

1st	<i>bane, find familiar</i>
-----	----------------------------

2nd	<i>blur, magic weapon</i>
-----	---------------------------

3rd	<i>disarm, unrelenting force, fire breath, frost breath, marked for death, call storm</i>
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GIFT OF THE THU'UM

When you gain your Mystic Arcanum at later levels you can use them to cast your Thu'um spells at a higher level.

VISAGE OF AKATOSH

Starting at 6th level you can channel the awe-inspiring presence of dragons. As an action you can force all hostile creatures that can see you to make a Wisdom saving throw or be frightened of you for 30 seconds.

WORLD EATER'S IRE

Starting at 10th level you can channel the powers of Alduin himself. When you reduce an enemy to 0 hit points you gain an amount of temporary hit points equal to twice your level.

LIFE BEYOND DEATH

At 14th level, you become fully realized dragon priest. You gain resistance to cold damage, you gain vulnerability to fire damage, and you gain immunity to poison damage. In addition, you gain a flying speed equal to your walking speed, and if you drop to 0 hit points, you can expend all of your remaining hit dice to return to the fight, restoring hit points up to the amount you rolled. Once you use this feature, you cannot use it again until you finish a long rest.

WIZARD

ARCANE TRADITION

TELVANNI

You are a member of the Great House Telvanni of Morrowind. Whether adopted into the house for your deeds or born into it, you are a member of House Telvanni because first and foremost you are a seeker of powerful magics.

HOUSE OF SPELLS AND SPORES

As a member of House Telvanni you know the techniques for growing fungal towers from spores. Starting when you take this tradition at 2nd level, you can take 1 day to prepare a suitable spot for growing a Telvanni tower. These towers take 750 gp per month to maintain each, this includes material costs as well as payment for a skilled hireling to upkeep the tower while you are away. The interior of the tower is a hollow cylinder 20 ft in diameter and 60 ft tall connected to a circular domed top floor 80 ft in diameter and 30 ft tall. The tower is empty when it is made and can be furnished as your DM sees fit.

PRIVILEGE OF STATION

When you take this tradition at 2nd level, a member of House Telvanni, you are exempt from the Imperial laws regarding forbidden magic and slavery.

6th level

10th level

14th level

NEW FEATS

WHAT ARE FEATS?

Feats reflect training or talents your character picks up that are not gained in the normal course of pursuing a class. Feats can give your character special capabilities beyond their normal levelling.

At certain levels, your class will give you the Ability Score Improvement feature. By using the optional feats rule, you can choose to instead take a feat of your choice. Unless the feat says otherwise, you can only take each feat once.

If the feat lists a prerequisite, you must meet that prerequisite. For example, if a feat requires a Constitution of 13 or higher, you must meet that to take the feat. If your Constitution were to drop below 13 after taking the feat, you would lose the benefits conferred to you by the feat until your Constitution was restored.

In addition to the feats listed in source books, you can choose feats from among the following:

ASSASSIN'S BLADE

When you make a weapon attack against a target while you have advantage, you deal an extra 1d6 of your weapons damage type against the target, or if you have the Sneak Attack class feature, your damage die for Sneak Attack increases to a d8 instead.

ATRONACH

Prerequisite: the ability to cast at least one spell

When you are targeted by a spell you can use your reaction to attempt to absorb the spell. Roll a percentile die with a 30% chance of absorbing the spell. If you absorb the spell you can restore one of your spell slots up to the level of the spell that you absorbed. (For example, if you were targeted by a 3rd level spell, you could restore a spell slot of 1st, 2nd, or 3rd level.)

DEEP FREEZE

Prerequisite: the ability to cast at least one spell

When you cast a spell that deals cold damage you can use your reaction to force the target or targets to make a Constitution save against your spell save DC, being paralyzed for 3 rounds on a failed save.

DISINTEGRATE

Prerequisite: the ability to cast at least one spell

When you cast a spell that deals lightning damage you can use your reaction to force the target or targets to make a Constitution save against your spell save DC, taking 1d8 extra lightning damage per spell level on a failed save. If this damage reduces the target to 0 hit points they are disintegrated into a pile of ash.

FISTS OF STEEL

Prerequisite: Strength 13 or higher

You have learned how to use heavy gloves as you would weapons. You gain the following benefits:

- Your unarmed strikes have a hit die of 1d6.
- You can use a bonus action to make an unarmed attack on your turn.

GREEN THUMB

You have a way with plants and are more able to obtain resources from them. You gain advantage on all checks to harvest plants for materials.

IMPACT

Prerequisite: the ability to cast at least one spell that uses an attack roll

When you hit with a damaging spell that uses an attack roll, you can use your reaction to force the target to make a Strength save against your spell save DC. On a failed save the target is knocked prone.

INTENSE FLAMES

Prerequisite: the ability to cast at least one spell

When you cast a spell that deals fire damage you can use your reaction to force the target or targets to make a Wisdom save against your spell save DC, being frightened of you for 3 rounds on a failed save.

MYSTIC BINDING

Prerequisite: the ability to cast Bound Weapon

When you hit with a Bound Weapon you deal an extra 3 damage of the weapon's damage type.

NECROMAGE

Prerequisite: the ability to cast at least one spell

You have learned to magically effect the undead in more significant ways. You gain the following benefits:

- Your spell attacks on undead targets have advantage.
- Undead targets have disadvantage on saving throws against your spells.
- You can add your spellcasting modifier to damage dealt by your spells to undead targets.

NORDIC LEGACY

Prerequisite: Nord

Your Atmoran blood gifts you with the ability of the Thu'um. You learn one 3rd level Thu'um spell. You can cast this spell once per day without expending a spell slot. Your spellcasting ability for this spell is Constitution. The level the spell is cast at increases to 6th when you reach 12th level and 9th when you reach 18th level. You can take this feat multiple times, choosing a new Thu'um spell each time.

REGENERATION

Prerequisite: the ability to cast at least one spell that heals the target

When you cast a healing spell, add your character level to the amount healed.

RESPITE

Prerequisite: the ability to cast at least one spell that heals the target

When you cast a healing spell, you can remove one level of exhaustion from the target or give them the effects of a short rest. Afterwards, the target cannot benefit from either effect again until they finish a long rest.

SHIELD CHARGE

Prerequisite: proficiency with shields

Your experience with a shield allows you to charge enemies with a raised shield to attack. You can use your action to run in a line up to 10 ft. long. All creatures in this line must make a Constitution saving throw equal to 8 + your proficiency modifier + your Strength modifier or be knocked prone and take 2d6 bludgeoning damage on a failed save or take half as much damage on a successful one.

SNAKEBLOOD

Due to your extensive research and experimentation into the art of alchemy you gain the following benefits:

- Increase your Intelligence score by 1 to a maximum of 20.
- You gain resistance to poison damage and advantage on saving throws against poison.

SWEEP

When you make an attack roll against a creature with a 2 handed weapon you can use your reaction to attack another creature in range within 5 ft of the first target.

CHAPTER 3: NEW CLERIC DOMAINS

THE NINE DIVINES

Deity	Alignment	Domain
Akatosh	LG	Light, Order
Arkay	LN	Life, Grave
Dibella	CG	Life
Julianos	LG	Knowledge, Arcana
Kynareth/Kyne	NG	Life, Nature, Tempest
Mara	LG	Life, Light
Stendarr	LG	Life, Order
Talos/Lorkhan	NG	Trickery, War
Zenithar	LG	Forge

THE DAEDRIC PRINCES

Deity	Alignment	Domain
Azura	LG	Light, Order
Boethiah	CE	Trickery, War, Death
Clavicus Vile	LE	Trickery
Hermaeus Mora	N	Knowledge
Hircine	LN	Nature
Jyggalag	LN	Knowledge, Order
Malacath	LG	Trickery, War
Mehrunes Dagon	CE	War, Tempest
Mephala	NE	Knowledge, Trickery
Meridia	LG	Life, Light
Molag Bal	CE	War, Death
Namira	CE	Death
Nocturnal	CN	Trickery
Peryite	LN	Life, Death, Grave, Order
Sanguine	CG	Life, Trickery
Sheogorath	CN	Tempest, Trickery
Vaermina	LE	Knowledge

THE TRIBUNAL

Deity	Alignment	Domain
Almalexia	LE	Life, Light
Sotha Sil	LG	Knowledge, Forge, Order
Vivec	LN	Light, Trickery

THE GOD OF THE SKAAL

Deity	Alignment	Domain
All-Maker	LE	Life, Light

THE DRAGON CULT

Deity	Alignment	Domain
Alduin	LE	War, Death
Miraak	LG	War, Order, Trickery

MAGNA GE

Deity	Alignment	Domain
Magnus	LN	Knowledge, Arcana

OTHER

Deity	Alignment	Domain
Hist	CN	Life, Nature, Order
Mannimarco	CE	Knowledge, Death, Arcana
Morihaus	NG	Life, Nature, War
Nerevar	LG	War, Order
Raymon Ebonarm	LG	
Sithis	CN	Death, Grave, Order
Wilderking	LN	Life, Nature
Xarxes	LN	Knowledge, Arcana

GODS OF TAMRIEL

The gods of Tamriel are as varied as the many cultures' traditions of worship

In Tamriel, cultural pantheons of certain provinces have different gods that they worship, though some gods are worshipped in several areas:

- In Cyrodiil, worship of either the Nine Divines or the Daedric Princes is common, especially among the native Imperials.
- In Morrowind, the Daedric Princes and the Tribunal are commonly worshipped, specifically among the native Dunmer.
- In Skyrim, worship of the old Nordic pantheon still persists in some Holds, while others have adopted the modern Imperial pantheon.
- The Skaal of Solstheim have a monotheistic religion venerating a being they refer to as the All-Maker

CHAPTER 4: NEW SPELLS

CLERIC SPELLS

2ND LEVEL
Bound Weapon

DRUID SPELLS

CANTRIPS (0 LEVEL)
Flaming familiar

SORCERER SPELLS

CANTRIPS (0 LEVEL)
Flaming familiar

1ST LEVEL
Summon Lesser Daedra

2ND LEVEL
Bound Weapon

WARLOCK SPELLS

CANTRIPS (0 LEVEL)
Flaming familiar

1ST LEVEL
Summon Lesser Daedra

2ND LEVEL
Bound Weapon

WIZARD SPELLS

1ST LEVEL
Summon Lesser Daedra

2ND LEVEL
Bound Weapon

SPELL DESCRIPTIONS

ANIMAL ALLEGIANCE

3rd level Thu'um

Casting Time: 1 action

Range: Self

Components: V

Duration: 30 seconds

Your voice calls forth a child of Kyne to protect you. A wild beast of CR 2 or lower appears and fights alongside you. The beast attacks on your initiative order and is controlled by the DM. The DM determines the animal that appears.

At Higher Levels. When you cast this spell using a spell slot of 6th level you can call 2 beasts of CR 3 or lower. When you use a spell slot of 9th level you can call 3 beasts of CR 4 or lower.

AURA WHISPER

3rd level Thu'um

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

Your voice seeks out life forces around you. Until the spell ends you can see a glowing outline of any living creature within 100 ft of you. The outline is visible through walls and other solid structures.

At Higher Levels. When you cast this spell using a spell slot of 6th level the duration increases to 10 minutes. When you use a spell slot of 9th level the duration increases to 1 hour.

BATTLE FURY

3rd level Thu'um

Casting Time: 1 action

Range: 60 ft

Components: V

Duration: 30 seconds

Your voice bolsters your comrades. A number of creatures other than you of your choice in range equal to your spellcasting modifier gain +1 to attack and damage rolls and can make one additional weapon attack for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the bonus to attack and damage rolls becomes +2. When you use a spell slot of 9th level, the bonus to attack and damage rolls becomes +3.

BECOME ETHEREAL

3rd level Thu'um

Casting Time: 1 action

Range: Self

Components: V

Duration: 12 seconds

Your voice calls to the Void. For the duration you become immune to all damage and all creatures become immune to any damage dealt by you.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the duration increases to 30 seconds. When you use a spell slot of 9th level, the duration increases to 1 minute.

BEND WILL

3rd level Thu'um

Casting Time: 1 action

Range: 60 ft

Components: V

Duration: 30 seconds

Your voice bends Tamriel itself to your whim. Target one humanoid creature within range, it must make a Wisdom saving throw or be forced to do your bidding for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th level, you can target any creature of CR 10 or lower and the duration increases to 1 minute. When you use a spell slot of 9th level, you can target any creature and the duration increases to 10 minutes.

BOUND WEAPON

2nd level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 10 minutes

You call forth a Daedric spirit from the planes of Oblivion in the form of a spectral Daedric weapon of your choice (dagger, mace, handaxe, longsword, shortsword, greatsword, greataxe, warhammer, or longbow). It takes on the damage dice of the weapon you choose. You do not gain proficiency with this weapon if you do not have it already. This weapon is treated as a magical and an ebony weapon. This weapon can be dismissed as an action, otherwise it fades into Oblivion when the duration ends. If it is an ammunition weapon an infinite amount of spectral arrows appear in a quiver with it.

CLEAR SKIES

3rd level Thu'um

Casting Time: 1 action

Range: 1 mile

Components: V

Duration: Instantaneous

Your voice causes the sky itself to yield. All fog and inclement weather dissipates.

DISARM

3rd level *Thu'um*

Casting Time: 1 action

Range: Self (60 ft cone)

Components: V

Duration: Instantaneous

Your voice rips steel from your opponent's grip. Each creature in a 60 ft cone must make a Strength saving throw or have their weapons flung from their grasp 20 ft away.

DISMAY

3rd level *Thu'um*

Casting Time: 1 action

Range: Self (60 ft cone)

Components: V

Duration: 30 seconds

Your voice puts terror in the hearts of your enemies. Each humanoid creature in a 60 ft cone must make a Wisdom saving throw or be frightened of you for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th level, any creature of CR 10 or lower in the cone must make the saving throw and the duration increases to 1 minute. When you use a spell slot of 9th level, any creature in the cone must make the saving throw and the duration increases to 10 minutes.

DRAGONREND

9th level *Thu'um*

Casting Time: 1 action

Range: 120 ft

Components: V

Duration: 1 minute

Your voice cripples the minds of dragons. Target one dragon within range. For the duration, it cannot fly and if it is flying when the spell is cast, it must land immediately.

ELEMENTAL FURY

3rd level *Thu'um*

Casting Time: 1 bonus action

Range: 60 ft

Components: V

Duration: 30 seconds

Your voice bolsters your weapon strikes. You gain +1 to attack and damage rolls and can make one additional weapon attack for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the bonus to attack and damage rolls becomes +2. When you use a spell slot of 9th level, the bonus to attack and damage rolls becomes +3.

FIRE BREATH

3rd level *Thu'um*

Casting Time: 1 action

Range: Self (60 ft cone)

Components: V

Duration: 30 seconds

Your voice is fire itself. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 6d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the damage increases to 8d10. When you use a spell slot of 9th level, the damage increases to 10d12.

FLAMING FAMILIAR

Conjuration cantrip

Casting Time: 1 action

Range: 10 ft.

Components: V, S

Duration: Instantaneous

You summon a burning spectral wolf that immediately runs up to 60 feet toward one hostile creature you can see. Once the wolf reaches the creature, it immediately explodes, and all creatures within 5 ft. of it must make a Dexterity save or take 1d8 fire damage on failed save or half as much on a successful one. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FROST BREATH

3rd level *Thu'um*

Casting Time: 1 action

Range: Self (60 ft cone)

Components: V

Duration: 30 seconds

Your voice is fire itself. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 6d8 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level, the damage increases to 8d10. When you use a spell slot of 9th level, the damage increases to 10d12.

ICE FORM

3rd level *Thu'um*

Casting Time: 1 action

Range: 30 ft

Components: V

Duration: 12 seconds

Your voice freezes your foes solid. Target one humanoid creature within range, it must make a Constitution saving throw or be paralyzed and covered with ice for the duration, and takes 2d6 cold damage at the start of each of its turns. The spell ends if the creature takes damage other than cold damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target any creature of CR 10 or lower, the damage increases to 4d8, and the duration increases to 30 seconds. When you use a spell slot of 9th level, you can target any creature, the damage increases to 6d10, and the duration increases to 1 minute.

KYNE'S PEACE

3rd level *Thu'um*

Casting Time: 1 action

Range: Self (60 ft sphere)

Components: V

Duration: 30 seconds

Your voice calms wild animals. Beasts within range become passive to you and your allies for the duration, neither fearing nor harming you. This spell ends if you or your allies attack any beast affected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target any creature of CR 10 or lower and the duration increases to 1 minute. When you use a spell slot of 9th level, you can target any creature and the duration increases to 10 minutes.

MARKED FOR DEATH

3rd level *Thu'um*

Casting Time: 1 action

Range: Self (60 ft cone)

Components: V

Duration: 30 seconds

Your voice weakens the armor of your enemies. Each creature in a 60-foot cone must make a Charisma saving throw or have their AC reduced by 1d4 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the decrease becomes 1d6. When you use a spell slot of 9th level, the decrease becomes 1d8.

SLOW TIME

3rd level *Thu'um*

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Your voice commands time itself. You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1 turn, during which you can use actions and move as normal.

At Higher Levels. When you cast this spell using a spell slot of 6th level, you take 2 turns. When you use a spell slot of 9th level, you take 3 turns.

STORM CALL

3rd level *Thu'um*

Casting Time: 1 action

Range: Self (100 ft tall, 60 ft radius cylinder)

Components: V

Duration: Instantaneous

Your voice calls lightning from the skies. Each hostile creature in range must make a Dexterity saving throw. A creature takes 12d4 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases to 12d6. When you use a spell slot of 9th level, the damage increases to 12d8.

SUMMON LESSER DAEDRA

1st level *conjuration*

Casting Time: 1 action

Range: 5 ft.

Components: V, S

Duration: 30 minutes

You can summon a Lesser Daedra under your control in an unobstructed space within 5 ft of you. The creatures you can summon depend on the level this spell is cast at. You can only control one Lesser Daedra at a time using this spell, if it is cast again while you already control a Lesser Daedra, the previous Daedra is dismissed to Oblivion.

Lesser Daedra

Level	Daedra
1st	Scamp
2nd	Flame Atronach
3rd	Clanfear, Dremora Churl
4th	Frost Atronach, Seeker, Storm Atronach
5th	Golden Saint, Spider Daedra, Xivilai
6th	Daedroth, Ogrim

THROW VOICE

3rd level Thu'um

Casting Time: 1 action

Range: 120 ft

Components: V

Duration: Instantaneous

Your voice calls out from a point unknown. You speak a message at a point within range audible to any creatures within 60 ft of that point.

UNRELENTING FORCE

3rd level Thu'um

Casting Time: 1 action

Range: Self (120 ft line)

Components: V

Duration: Instantaneous

Your voice is power. Each creature within the line must make a Constitution save or be thrown back 20 ft and be knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, creatures who fail the saving throw take 8d8 bludgeoning damage or half as much if they succeed. When you use a spell slot of 9th level, creatures have disadvantage on the the save and creatures who fail the saving throw take 12d10 bludgeoning damage or half as much if they succeed.

WHIRLWIND SPRINT

3rd level Thu'um

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

Your voice is as the wind. Your shout moves you up to 60 ft in a direction you choose.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you move up to 120 ft. When you use a spell slot of 9th level, you move up to 240 ft.

CHAPTER 5: NEW MECHANICS

SOUL GEMS

Often used to contain the essence of other sentient creatures and harness their soul into enchantments for weapons, armor and items throughout all of Tamriel. Use these gems with an arcane crafting space to imbue objects with powerful effects.

LESSER SOUL GEM

- Can Hold Souls with INT up to 5
- Can give status effects to items or creatures in combat upon forging
- Can give non combat effects upon forging

COMMON SOUL GEM

- Can hold souls with INT up to 10
- Can give stronger combat status effects

GRAND SOUL GEM

- Can hold souls with INT up to 15 (non-dragon/human)
- Can give +2 or stronger combat status effects

BLACK SOUL GEM

- Can Hold Humanoid Souls or other with INT up to 20
- 10 Discoverable in the world
- Can give +3 or stronger combat status effects

THE BLACK STAR

- Can be used and recharged multiple times and hold any soul including dragon or humanoid.

Dragon Souls

- Can give any DM approved effect upon forging

POTIONS

Potions are the culmination of numerous alchemical ingredients and often combine their effects or alter them wholly into a new profound concoction. Each ingredient has its own effects and can be experimented with to create all new potions and poisons alike. Potions are brewed and placed in sealed glass flasks, upon opening to the air any potion begins to evaporate at an extreme rate of nearly a gallon per round

POTION OF BARKSKIN

Status Effect

Held inside a sealed breakable flask swirls a Grainy Brown liquid.

- For 1 minute, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing and gains proficiency to stealth in wooded areas

INDGREDIENTS

Hanging moss & Firewood

POTION OF BLIND RAGE

Status Effect

Held inside a sealed breakable flask swirls a Black liquid.

- A creature that touches this liquid will have muddled vision and unable to determine who is where (will have to make a d20 check on who is attacked) but the damage output is doubled for 30 seconds

INDGREDIENTS

bone meal & bear claws

POTION OF BLINDING SPEED

Status Effect

Held inside a sealed breakable flask swirls a Purple liquid.

- A creature that touches this liquid gains non-magical blindness and +120 movement speed for 30 seconds.

INDGREDIENTS

netch leather & blue butterfly wings

POTION OF DISENCHANTMENT

Status Effect

Held inside a sealed breakable flask swirls an Electric Blue liquid.

- An enchanted item that touches this liquid loses its current enchantment and over the next 2 days begins to show the effects of its true age.

INDGREDIENTS

Chaurus Egg & Daedra Heart

POTION OF EMENATION

Status Effect

Held inside a sealed breakable flask swirls a Teal liquid.

- A creature that touches this liquid impacted take a negative d4 to stealth for 5 minutes.

INDGREDIENTS

Nirnroot & Nirnroot

POTION OF FRAILTY

Status Effect

Held inside a sealed breakable flask swirls a Blood Red liquid.

- A creature that touches this liquid ac decreases for the duration of the 12 seconds by 1d6 and always fails saving throws.

INDGREDIENTS

Bleeding Crown & Deathbell

POTION OF FUTURE SIGHT

Status Effect

Held inside a sealed breakable flask swirls a White liquid.

- A creature that touches this liquid will gain an advantage on attack rolls and saving throws and gains a +1 to ac for 30 seconds.

INDGREDIENTS

Ectoplasm & Hagraven claw

POTION OF HERBAL GROWTH

Status Effect

Held inside a sealed breakable flask swirls a Mossy Green liquid.

- A creature that touches this liquid is rooted to the ground and each turn while in place the player gains 1d6 health for up to 4 rounds.

INDGREDIENTS

Glowing Mushroom & Hanging moss

POTION OF PLACEBO

Status Effect

Held inside a sealed breakable flask swirls a Grey liquid.

- A creature that touches this liquid will receive an unknown effect to the player but they can't help but think something will happen or has happened due to the potion

INDGREDIENTS

Unknown & Unknown OR Moon Sugar & Troll Fat

POTION OF STONE SKIN

Status Effect

Held inside a sealed breakable flask swirls a Grainy Grey liquid.

- For 1 minute, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

INDGREDIENTS

Troll fat & Glowing Mush

POTION OF BLINK

Status Effect

Held inside a sealed breakable flask swirls a Shining liquid.

- Creatures in sight of the point of impact must make a DC 17 Constitution saving throw or take on non-magical blindness for 1d6 turns

INDGREDIENTS

Moon Sugar & Pearl

POTION OF CONFUSION

Status Effect

Held inside a sealed breakable flask swirls a Rainbow color liquid.

- A creature that touches this liquid must make a DC 17 Wisdom Save to move in the direction intended on a successful save and roll a 1d8 on a failed save to move an unintended direction at the same distance and speed as previously intended for each turn for 18 seconds.

INDGREDIENTS

Bleeding Crown & Ectoplasm

POTION OF ECHOS

Status Effect

Held inside a sealed breakable flask swirls a Orange liquid.

- Upon impacting a surface all creatures in a 45 ft radius must make a DC 16 Strength Save or take 2d8 thunder damage on a failed save or take half on a successful save.

INDGREDIENTS

Elves Ear & Ectoplasm

POTION OF RUST

Status Effect

Held inside a sealed breakable flask swirls a Grey liquid.

- Non-magical metal that comes into contact with this potion takes on a -3 to its damage from this point forward.

INDGREDIENTS

Salt Pile & Frost Salts

POTION OF SLEEP

Status Effect

Held inside a sealed breakable flask swirls a Grainy Purple liquid.

- A creature that touches this liquid must make a DC 18 Con saving throw or fall asleep for 2 hours.

INDGREDIENTS

Deathbell & Ectoplasm

POTION OF EPHEMERALITY

Status Effect

Held inside a sealed breakable flask swirls a clear blue liquid.

- A creature that imbibes this liquid loses their physical form and floats about as a spirit unable to touch or be touched by the physical plane for 30 Seconds. When the potion's effects end, the creature's physical body reforms around their ephemeral form.

INDGREDIENTS

Vampire Dust & Luna Moth Wing

POTION OF AMBER

Status Effect

Held inside a sealed breakable flask swirls a faintly glowing and viscous orange liquid.

- A creature that imbibes this liquid will experience prophetic hallucinations for 60 seconds. The creature will know the meaning of these hallucinations, but they will be incapable of describing them in any way but the what they actually witnessed.

INDGREDIENTS

Hist Amber & Void Salts

POTION OF RAPID SHRINKING

Status Effect

Held inside a sealed breakable flask swirls a grainy yellow liquid.

- A creature that touches this liquid and any items they are wearing shrinks down to a height of three inches for 30 Seconds. While in this state, their Maximum health becomes 1 and it restored to its previous maximum and previous current amount when the potion's effect ends.

INDGREDIENTS

Bee & Torchbug Thorax

POTION OF ABYSSAL KNOWLEDGE

Status Effect

Held inside a sealed breakable flask swirls a briney liquid indistiguishable from sea water

- A creature that imbibes this liquid will receive a glimpse into Apocrypha. In doing so, they will be able to read, translate, and write in any language ever recorded for 60 seconds. While the universality of the effect is lost, they can still reread and translate the specific transcribing of text they read at any point in the future. The same text written elsewhere will not be legible to them unless they once again use a potion of abyssal knowledge.

INDGREDIENTS

Salt Pile, Deadra Blood, & Ectoplasm

POTION OF PORTABLE SUN

Status Effect

Held inside a sealed breakable flask swirls a faintly shining yellow liquid.

- Upon being exposed to open air, this liquid plasmifies into the form of a star no larger than the average human fist. It is functionally identical to a normal star, though far less intense. It produces bright light in a radius of 120 feet, deals 4d4 fire damage per turn to anything within 10 feet of it, and causes the same positive or negative effects as the sun would to anything within 120 feet of it. After 60 seconds, it will explode, dealing 12d6 damage to anything within 10 feet of it and 1d6 less damage every further 10 feet.

INDGREDIENTS

Fire Salts, Dragon's Tongue, & Diamond Dust

POTION OF TRAVELLING

Status Effect

Held inside a sealed breakable flask swirls a murky blue-green liquid.

- This potion creates a whirling pool of murky blue-green liquid on a flat surface it lands on for 60 seconds. Any creature or object that falls into the puddle will appear in a puff of blue-green smoke adjacent to the glowing mushroom from which the potion was derived.

INDGREDIENTS

Vampire Dust & Glowing Mushroom

POTION OF SPRIGGAN

Status Effect

Held inside a sealed breakable flask swirls an autumn green liquid.

- This potion produces a fully grown cave bear where it puddles. The cave bear will respond as specifically as possible to the person who mixed the potion's orders before it dies or 60 seconds pass. When either occurs, the cave bear will disperse into a cloud of autumn green leaves.

INDGREDIENTS

Spriggan Sap & Taproot

POTION OF BALANCED BREAKFAST

Status Effect

Held inside a sealed breakable flask swirls a yolky yellow and blue liquid.

- A creature that imbibes this liquid will be subjected to the same tastes and experiences as if they just ate a meal of scrambled kwama eggs, netch jelly toast, mudcrab cakes, and coffee. The effect is instantaneous and provides the same benefits as 4 hours of sleep. The creature will have advantage on rolls to stay awake (including from magical sources), but cannot willingly fall asleep until 8 hours after the potion was consumed.

INDGREDIENTS

Kwama egg, Netch Jelly, Mudcrab Meat, & Coffee Bean

POTION OF THE MULE

Status Effect

Held inside a sealed breakable flask swirls a perfectly clear liquid.

- A creature that imbibes this liquid will become untoppable, but not indestructible, for 30 seconds. The creature automatically succeeds at all constitution saving throws it is subjected to and will not fall unconscious due to damage. While the creature maintains sentience, their words are slurry at best and are almost unintelligible. They take disadvantage against all charisma checks and saving throws for the duration of the potion's effects. If their health is at 0 or less when the potion's effects end, they fall unconscious.

INDGREDIENTS

Honey, meed, & any fruit

POTION OF DRAGON BREATH

Status Effect

Held inside a sealed breakable flask swirls a fiery liquid or an ice blue liquid.

- A creature that imbibes this liquid will, for 30 seconds, be immune to fire or ice damage and can breathe fire or icy air in a 15 foot cone which deals 4d6 fire or ice damage as an action. Any creature subjected to the breath weapon takes half damage if they beat a DC 18 constitution saving throw.

INDGREDIENTS

Dragon's Tongue, & Fire Salts or Ice Salts

CHAPTER 6: CALENDAR

TAMRIELIC YEAR

Calendar Format (Day/Month/Year/Era)

Month	Days	Holidays
Morning Star	31	7
Sun's Dawn	28	6
First Seed	31	5
Rain's Hand	30	4
Second Seed	31	6
Mid Year	30	4
Sun's Height	31	4
Last Seed	31	5
Hearthfire	30	7
Frostfall	31	4
Sun's Dusk	30	5
Evening Star	31	7

THE FIRMAMENT

The Stars of Tamriel are divided into thirteen constellations. Three of them are the major constellations, known as the Guardians. These are the Warrior, the Mage, and the Thief. Each of the Guardians protects its three Charges from the thirteenth constellation, the Serpent. When the sun rises near one of the constellations, it is that constellation's season. Each constellation has a Season of approximately one month. The Serpent has no season, for it moves about in the heavens, usually threatening one of the other constellations.

THE SERPENT

It wanders about in the sky and has no Season, though its motions are predictable to a degree. No characteristics are common to all who are born under the sign of the Serpent. Those born under this sign are the most blessed and the most cursed.

- Increase your HP by 2x where x is the total number of class levels you possess.
- All non-magical damage you take is increased by +1 per die.
- The creature that dealt damage to you takes $x \times 4$ poison damage where x is equal to the additional damage you took from their attack.

THE RITUAL

One of the Mage's Charges and its Season is Morning Star. Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines.

- You have a +2 modifier to spell rolls and spell damage rolls against undead creatures.
- You have a number of SP equal to 3 times your level that refills after a long rest.

- You may restore HP to a creature you are touching equal to an amount of SP you spend.

THE LOVER

One of the Thief's Charges and her season is Sun's Dawn. Those born under the sign of the Lover are graceful and passionate

- If you fail a Charisma check or skill check that is modified by Charisma, reroll the check and take the new result. You may not reroll a reroll.
- Once per day, a creature you touch must beat a $dc15$ charisma check or falls asleep for 3 rounds in combat.

THE LORD

His season is First Seed and he oversees all of Tamriel during the planting. Those born under the sign of the Lord are stronger and healthier than those born under other signs.

- Increase your AC by +1.
- Treat your AC as an additional +1 higher against spells.
- You roll with advantage to resist spells.
- If an attack or spell deals fire damage, the attack has a +3 modifier or you have disadvantage to resist it. This nullifies your increased AC against spells and your advantage to resist spells.

THE MAGE

A Guardian Constellation whose Season is Rain's Hand when magicka was first used by men. His Charges are the Apprentice, the Golem, and the Ritual. Those born under the Mage have more magicka and talent for all kinds of spellcasting, but are often arrogant and absent-minded.

- Gain 2 additional proficiencies that benefit from Intelligence or Wisdom.
- You have an additional 1st level spell slot. At 4th level, you gain an additional second level spell slot. At 6th level, you gain an additional third level spell slot. At 8th level, you gain an additional fourth level spell slot. At 10th level, you gain an additional fifth level spell slot.

THE SHADOW

This season is Second Seed. The Shadow grants those born under her sign the ability to hide in shadows.

- You are proficient in stealth and acrobatics. If you would gain proficiency in stealth or acrobatics from another source, increase the given modifier by +2.
- While under cover of darkness, a passive perception of less than 20 cannot detect you.

THE STEED

One of the Warrior's Charges, and her Season is Mid Year. Those born under the sign of the Steed are impatient and always hurrying from one place to another. Increase any non-0 movement speed by +5 feet.

- You are proficient in athletics. If you would gain proficiency in athletics from another source, increase your athletics modifier by +2.

THE APPRENTICE

His season is Sun's Height. Those born under the sign of the apprentice have a special affinity for magic of all kinds, but are more vulnerable to magic as well.

- When you cast a spell that deals damage, increase the damage dealt by +x where x is the number of damage dice..
- You have certain traits that make you appear more elfen if you are not already a Mer (You may choose which Mer you most closely resemble). A creature can make a dc15 perception check to realize you are not a true elf. A passive perception of less than 20 will not tell the difference.
- You have 3 additional spell slots of your choosing per day. They cannot be spent to cast a spell of your highest available level.
- You roll with disadvantage to resist spells.
- You take an additional +2x damage from spells where x is the number of damage dice.

THE WARRIOR

The first Guardian Constellation and he protects his charges during their Seasons. The Warrior's own season is Last Seed when his Strength is needed for the harvest. His Charges are the Lady, the Steed, and the Lord. Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers.

- Increase all damage dealt by weapons you wield by +1 per die.
- In the event of the following: a creature insults or otherwise angers you, an enemy lands a critical hit against you, or the answer to a puzzle eludes you... Roll a raw Charisma check. On a result of 10 or less, you become visibly angry. In combat, your next attack action must be against the offending creature. You can be calmed by a successful dc18 Charisma check or a friendly creature can calm you with a dc10 persuasion check.

THE LADY

One of the Warrior's Charges and her Season is Hearthfire. Those born under the sign of the Lady are kind and tolerant.

- You are proficient in Constitution and Charisma saving throws. If you are already proficient in one of these, take an additional proficiency in a saving throw of your choosing. If you are already proficient in both of these, take an additional proficiency in a saving throw of your choosing and increase your maximum HP by +10.

- The first time per day your HP falls to 0, you restore HP equal to 1d4+x where x is equal to your level. Your first damaging attack after the above occurs restores HP equal to half the damage you dealt rounded up

THE TOWER

One of the Thief's Charges and its Season is Frostfall. Those born under the sign of the Tower have a knack for finding gold and can open locks of all kinds.

- You are proficient in perception, sleight of hand, and acrobatics. If you would gain proficiency in perception, sleight of hand, or acrobatics from another source, increase the given modifier by +2.
- Increase your passive perception by +2.
- You have advantage on sleight of hand checks to pick locks or disarm traps.
- Choose one of the following to gain: Blindsight up to 15 feet, Darkvision up to 30 feet, or Tremorsense up to 20 feet.

THE ATRONACH

(often called the Golem) One of the Mage's Charges. Its season is Sun's Dusk. Those born under this sign are natural sorcerers with deep reserves of magicka, but they cannot generate magicka of their own.

- When a spell would deal damage to you, it deals -x less where x is the number of damage dice.
- You have a number of spell slots per level equal to twice what your class table describes (This does not increase the number of spells you know).
- You do not restore spell slots when you rest. Instead, each point of magic damage you take is equal to 1 SP (Star Points). Each non-damaging magic spell you are subjected to is equal to 5 SP. You may restore a spell slot by spending SP as follows in the table below.

STAR POINT SPELL CHART									
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
SP Cost	4	6	8	10	15	20	25	30	60

THE THIEF

The last Guardian Constellation, and her Season is the darkest month of Evening Star. Her Charges are the Lover, the Shadow, and the Tower. Those born under the sign of the Thief are not typically thieves, though they take risks more often and only rarely come to harm. They will run out of luck eventually, however, and rarely live as long as those born under other signs.

- Gain an additional proficiency that benefits from Dexterity.
- Whenever you roll a 15 or higher, increase the result by +1.
- Whenever you roll a 5 or lower, decrease the result by -2.
- If either of the above two rolls occur, your AC increases temporarily by +2 the next time you are attacked.

HOLIDAYS

MORNING STAR

NEW LIFE FESTIVAL

1/1/4XX/5E

The Emperor usually uses his New Life Address to enact another tax increase, which often causes much resentment. Despite this, the New Life tradition of free ale at all of the taverns of Tamriel continues.[1] In some areas, particularly Wayrest, the New Life Festival is celebrated on the 25th of Evening Star.

SCOUR DAY

2/1/4XX/5E

A celebration that is held in most High Rock villages on the day after the New Life Festival. It was once the day when the people cleaned up after the New Life Festival, but has changed into a party of its own. It is held on the 2nd of Morning Star.

OVANK'A

12/1/4XX/5E

The day that the people of the Alik'r Desert offer prayers to Stendar in the hope of a mild and merciful year. It is considered to be very holy. It is held on the 12th of Morning Star.

SOUTH WIND'S PRAYER

15/1/4XX/5E

A holiday that is taken very seriously in all of Tamriel, where they call it South Wind's Prayer, a plea by all of the religions of Tamriel for a good planting season. Citizens with every affliction known in Tamriel flock to the services in every temple, as the clergies are known to perform free healing on this day. Only a few are judged worthy by each temple of receiving this service, but few can afford the Temples' regular prices.

DAY OF LIGHTS

16/1/4XX/5E

Celebrated as a holy day by most of the villages in Hammerfell in the Iliac Bay region. It is a prayer for a good farming and fishing year, and is taken very seriously. It is held on the 16th of Morning Star.

WAKING DAY

18/1/4XX/5E

A Breton holiday when the people of the Yeorth Burrowland wake the spirits of nature after winter; the modern day ceremony is very nearly the same tradition of their more reverential ancestors.

SUN'S DAWN

MAD PELAGIUS

2/2/4XX/5E

A Breton holiday celebrated on the 2nd of Sun's Dawn. The Mad Pelagius festival is held in mock honor of the most eccentric emperor of the Septim Dynasty, Pelagius Septim III. Pelagius was a Prince of Wayrest before he became the King of Solitude, and later the Emperor of Tamriel. The Bretons like to boast that it was his time in High Rock that drove him mad.

OTHROKTIDE

5/2/4XX/5E

A Breton holiday and is held in honor of the first and most illustrious Baron of Dwynnen, Othrok.

DAY OF RELEASE

8/2/4XX/5E

The people of the Glenumbria Moors may be the only people to remember or care about the battle between the Direnni Bloodline (led by Raven Direnni.) and the Alessian Army in the First Era. They celebrate it vigorously on the Day of Release.

HEART'S DAY

16/2/4XX/5E

The holiday known as Heart's Day is celebrated all over Tamriel. It seems that in every house in Tamriel, on this day, "the Legend of the Lovers" is being sung for the younger generation. In honor of the Lovers, Polydor and Eloisa, the inns of all Tamriel offer a free room to visitors. If such kindness had been given to the Lovers, it is said, it would always be springtime in the world. The 16th of Sun's Dawn also serves as the summoning day of Sanguine, Prince of Debauchery. Furthermore, it is implied during the quest "The Sanctimonious Monk" that Heart's Day is celebrated with orgies, particularly in the Iliac Bay.

PERSEVERANCE DAY

27/2/4XX/5E

A party in Ykalon. It was originally held as a solemn memorial to those who were killed in battle resisting the Camoran Usurper, but has since become a wild festival. It is celebrated on the 27th of Sun's Dawn.

ADUROS NAU

28/2/4XX/5E

A holiday celebrated in the homeland of the Redguards, Hammerfell, on the twenty-eighth of Sun's Dawn to relieve the wintertime lethargy. Wildly popular in the Bantha Forest, Aduros Nau is when the Bantha villages come together to celebrate the baser urges that come with Springtide. The tradition and celebrations vary from village to village, but none of them are for the overly virtuous. Priests of the Imperial Cult actively condemn the celebration, and have attempted to have it banned from being celebrated across the continent of Tamriel.

FIRST SEED

FIRST PLANTING

7/3/4XX/5E

The people of Tamriel celebrate First Planting, symbolically sowing the seeds for the autumn harvest. It is a festival of fresh beginnings, both for the crops and the men and women of Tamriel. Neighbors are reconciled in their disputes, resolutions are formed, bad habits are dropped, and the diseased are cured. The clergies at the temples run a free clinic all day long to cure people of poisoning, diseases, paralyzation, and other banes that can be found on the continent of Tamriel.

DAY OF WAITING

9/3/4XX/5E

A very old holy day among certain cities and villages in the Dragontail Mountains. Every year, at that time, a dragon is supposed to come out of the desert and devour the wicked, so everyone locks themselves up somewhere. It is held on the 9th of First Seed.

HOGITHUM

21/3/4XX/5E

the day that all Dark Elven priests summon the Daedric Prince Azura for her guidance and support. It is held on the 21st of First Seed.

FLOWER DAY

25/3/4XX/5E

A Breton holiday held in the smaller villages of High Rock and is one of the oldest holidays in the province.

FESTIVAL OF BLADES

26/3/4XX/5E

During the Festival of Blades, the peoples of the Alik'r Desert celebrate the victor of the first Redguard victory over a race of giant Goblins. The story is now considered a myth by most scholars, but the holiday is still very popular in the desert. It is held on the 26th of First Seed.

RAIN'S HAND

GARDTIDE

1/4/4XX/5E

A Breton holiday where the old cult of the flower is also remembered on Gardtide at Tamarilyn Point on the 1st of Rain's Hand.

DAY OF THE DEAD

13/4/4XX/5E

A Breton holiday which is held on the 13th of Rain's Hand, suggests the ancestor worship that marked the Breton religion of antiquity.

DAY OF SHAME

20/4/4XX/5E

All along the seaside of Hammerfell, no one leaves their houses. It is said that the Crimson Ship, a vessel filled with victims of the Knahaten Flu who were refused refuge hundreds of years ago, will return on this day. It is held on the 20th of Rain's Hand.

JESTER'S DAY

28/4/4XX/5E

In the cities of Tamriel pranks are set up from one end of the cities to the other. It is as if a spell has been cast over the community, for even the most taciturn and dignified councilman might attempt to play a joke. This event makes an appearance in The Elder Scrolls Online as the Jester's Festival in celebration of April Fool's Day, and can be seen as such. The Festival has Heralds that see to it that the holiday goes on normally. The origin of this holiday can be contested and is not yet known, however, there are rumors, such as Shegorath turning the whole of Nirn's mortals mad, or the first of Mer wanting to research the Men's lifestyle, such as humor.

The Thieves Guild attracts particular attention, because everyone looks for pickpockets in particular.

SECOND SEED

RITE OF VIGYLD

1/5/4XX/5E

A rite practiced by the Psijic Order on first of Second Seed. Its purpose is to empower salutary spirits and debilitate unclean ones, similarly to rite of Moawita.

SECOND PLANTING

7/5/4XX/5E

A holiday held on 7th of Second Seed. It is similar to the First Planting; it symbolizes improvement on one's soul. Clinics in temples are open and anyone can be cured for free on that day. Peace is promoted and there should be no conflict, so battle injuries are healed at full price.

MARUK'S DAY

9/5/4XX/5E

A Breton holiday celebrated on the ninth of Second Seed, is a solemn holiday, immortalizing the lessons of the equally solemn First Era prophet Marukh.

FIRE FESTIVAL

20/5/4XX/5E

One of the most attended celebrations in High Rock. It began as a pompous display of magic and military strength in ancient days and has become quite a festival. It is held on the 20th of Second Seed.

FISHING DAY

30/5/4XX/5E

A Breton holiday where people in the Iliac Bay who fish for their living now celebrate. This holiday is held on the 30th of Second Seed.

MID YEAR

DRIGH R'ZIMB

1/6/4XX/5E

A Redguard holiday where the people of Abibon-Gora celebrate Drigh R'Zimb in honor of the sun, which no normal Redguard worships in this day and era.

MID YEAR CELEBRATION

16/6/4XX/5E

Perhaps to alleviate the annual news of the Emperor's latest tax increase, the temples offer blessings for only half the donation they usually suggest. Many so blessed feel confident enough to enter the dungeons when they are not fully prepared, so this joyous festival has often been known to turn suddenly into a day of defeat and tragedy. It is mentioned in the The Elder Scrolls II: Daggerfall book From the Memory Stone of Makela Leki.

DANCING DAY

23/6/4XX/5E

A time-honored holiday in Daggerfall. Who started it is questionable, but the Red Prince Atryck popularized it in the Second Era. It is an occasion of great pomp and merriment for all the people of Daggerfall, from the nobles down. It is celebrated on the 23rd of Mid Year.

TIBEDETHA

24/6/4XX/5E

One of the more recently created holidays of the Bretons. Tivedetha, which means Tiber's Day, is celebrated every 24th of Mid Year in honor of Alcaire's most famous son, Tiber Septim.

SUN'S HEIGHT

MERCHANT'S FESTIVAL

10/7/4XX/5E

The bargain shoppers of the known world are out in force today and it is little wonder, for the 10th of Sun's Height is a holiday called the Merchants' Festival. Every marketplace and equipment store has dropped their prices to at least half. The only shop not being patronized today is the Mages Guild, where prices are exorbitant as usual.

DIVAD ETEP'T

12/7/4XX/5E

During Divad Etep't, the people of Antiphyllos mourn the death of one of the early Redguard heroes, Divad Hunding, son of Frandar of the Hel Ansei. His deeds are questioned by historians, but his tomb in Antiphyllos is certainly genuine.

SUN'S REST

20/7/4XX/5E

A holiday celebrated throughout Tamriel. It occurs on the 20th of Sun's Height. On this day, all stores are closed in observance of the holiday. Temples, Taverns and the Mages Guild are still open, but many citizens choose to devote this day to relaxation, not commerce or prayer.

The Merchant's Guild heavily fines any shop that opens on this day.

LAST SEED

DAY OF MAIDEN KATRICA

2/8/4XX/5E

On the Day of Maiden Katrica, 2nd of Last Seed, the people of Ayasofya show their appreciation for the warrior that saved their country with the biggest party of the year.

KOOMU ALEZER'I

11/8/4XX/5E

The Koomu Alizer'i is held on the 17th of Second Seed in Sentinel. It has been translated as a harvest thanksgiving, though many Redguard scholars have suggested that it was once a springtime holiday.

FEAST OF THE TIGER

14/8/4XX/5E

A Redguard holiday which is held in the Bantha on the 14th of Last Seed, was probably once a religious holiday honoring the Tiger God, rather than one of thanksgiving.

APPRECIATION DAY

21/8/4XX/5E

An ancient holiday celebrated in Anticlere on 21st day of Last Seed. It is dedicated to thanksgiving for the harvest and devoted to Mara, who is the goddess-protector of Anticlere.

HARVEST'S END

27/8/4XX/5E

A holiday marked by the change of season and the last day of harvesting good wheat for the year. Many take this day to prepare their homes for long winters and lesser food.

HEARTHFIRE

MOAWITA

1/9/4XX/5E

A Psjic Order rite that, along with the Vigyld, is necessary for "empowering salutary spirits and debilitating unclean ones."

TALES AND TALLOW

3/9/4XX/5E

It is a holiday celebrating Necromancy, and as such, most people avoid the streets on this date.

NOCTURNAL'S HOLY DAY

3/9/4XX/5E

A day of praise and rest for the daedric prince Nocturnal and her realm of shadow.

KHURAT

6/9/4XX/5E

A holiday in the Wrothgarian Mountains that occurs every 6th of Heartfire. On this date, scholars are accepted into varying priesthoods. Those without children pray for clerical benevolence on this date.

RIGLAMETHA

12/9/4XX/5E

Celebrated every year on the 12th of Hearthfire in Hammerfell. In the Banthan dialect of Yoku, "riglametha" translates to "grateful-offering." Riglametha is a festival celebrating the blessings the gods have provided to the people of Lainlyn, during which plays set in Lainlyn's past are performed, most notably the story of Ghraewaj.

THE BURNING OF KING OLAF

14/9/4XX/5E

Also called the Fire Festival, is a yearly (weekly, if Tending the Flames is completed) festival performed in Solitude by the Bards College, and has been performed for a very long time in Skyrim's history. The festival includes the burning of an effigy meant to represent King Olaf One-Eye, who was sentenced to be burned for betraying Solitude.

CHILDRENS DAY

19/9/4XX/5E

A festive occasion with a grim history. All know though few choose to recall that Children's Day began as a memorial to the dozens of children in Betony who were stolen from their homes by vampires one night never to be seen again. This happened over a hundred years ago, and the holiday has since become a celebration of youth.

FROSTFALL

DIRIJ TEREUR

5/10/4XX/5E

It is a sacred day honoring Frandar Hunding, the traditional spiritual leader of the Redguards who led them to Hammerfell in the First Era. Stories are read from Hunding's Book of Circles, and the temples in the region are filled to capacity.

WITCHES' FESTIVAL

13/10/4XX/5E

An autumnal tradition celebrated throughout all of Tamriel, and is known as "the clash of sorcery and religion". Conjurers, Witches, Thaumaturges, Demonologists, and Warlocks meet in secret to perform all manners of incantations and conjurations.

BROKEN DIAMONDS

23/10/4XX/5E

The day when people of the Empire remember the death of Empress Kintyra II during the War of the Red Diamond.

THE EMPEROR'S BIRTHDAY

30/10/4XX/5E

A holiday that is celebrated on the 30th of Frostfall. It is celebrated as the birthday of the previous Emperor of that time, Uriel Septim VII.

SUN'S DUSK

SERPENT'S DANCE

3/11/4XX/5E

A Redguard holiday an old festival honoring a Serpent God of the homeland who evidently did not survive the journey to Hammerfell. The significance of the date it is held on, the 3rd of Sun's Dusk, has been lost with the Serpent Priests.

MOON FESTIVAL

8/11/4XX/5E

A Breton holiday where the ancient goddess of the moons, Secunda, is remembered in the Moon Festival in the Glenumbria Moors on the 8th Sun's Dusk, just as the nights begin to grow longer.

HEL ANSEILAK

18/11/4XX/5E

Hel Anseilak, or "Communion with the Saints of the Sword," is a Redguard holiday celebrated by the people of Pothago on the 18th of Sun's Dusk.

WARRIORS FESTIVAL

20/11/4XX/5E

A festival that takes place on the 20th of Sun's Dusk. During the festival, merchants all over Tamriel halves the price of their wares.

EVENING STAR

NORTH WIND'S PRAYER

15/12/4XX/5E

A festival held in Imperial City on the 15th of Evening Star.

Emperor Pelagius Septim II is known to have died during the festival in 3E 98.

DAY OF RENEWAL

21/12/4XX/5E

The Anniversary of the Trimarchy Empire. During this time a great festival is held to honor the 3 GodKings and thier ascension.

CHIL'A

24/12/4XX/5E

A Redguard holiday that serves as a New Year festival. While its original date is unknown, it is suspected that it was moved to the current date to correspond with the system of dates and years in Tamriel.

NEW LIFE FESTIVAL

25/12/4XX/5E (Wayrest)

Marks the beginning of the New Life Festival, which takes place across all of Tamriel in celebration of the new year. The Emperor usually uses his New Life Address to enact another tax increase, which often causes much resentment. Despite this, the New Life tradition of free ale at all of the taverns of Tamriel continues.[1] In some areas, particularly Wayrest, the New Life Festival is celebrated on the 25th of Evening Star.

Prince Naemon refers to the situation at Tanzelwil as being similar to this festival, since "the family's been drinking since noon, and everyone wants you dead."

OLD LIFE FESTIVAL

31/12/4XX/5E

The Empire celebrates a holiday on the last day of the year called Old Life Festival. In observance of the holiday, many reflect on past experiences in the quiet sanctuary of temples. Rumors tell that priests resurrect friends for a fee. On this day, ale is given freely in all cities and taverns of Tamriel. This is similar to New Year's Eve.

CHAPTER 6: NEW CREATURES

MONSTERS AND BEASTS

CHAURUS

Chaurus are large, venomous insects that live deep in the lightless caverns and chasms beneath Skyrim. They have been domesticated by the Falmer, and often live and fight alongside their masters. One should be sure to take actions to improve one's resistance to poison when facing them.

CHAURUS

Medium beast, unaligned

Armor Class 14
Hit Points 8(2d6 +1)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Languages —
Challenge 1/4 (50 XP)

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., one target *Hit*: 5 (1d6 + 2) piercing damage.

Poison Spit *Ranged Weapon Attack* + 4 to hit, range 30/40 ft., one target *Hit*: 6 (1d4 + 2) poison damage.

Chaurus



CHAURUS HUNTER

Medium beast, unaligned

Armor Class 14
Hit Points 8(2d6 +1)
Speed 10 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Languages —
Challenge 1/2 (100 XP)

Actions

Sting *Melee Weapon Attack* +4 to hit, reach 5 ft., one target *Hit*: 6 (1d4 + 2) poison damage. If the target is a creature it must succeed on a DC 15 Constitution saving throw or be poisoned.

CLIFF RACER

The long-tailed cliff racer is an aggressive, dangerous flying creature with a large vertical sail along its spine. Racer plumes from the native bird-like cliff racer are used locally and throughout the Empire as decorations for garments and household goods.

CLIFF RACER

Medium beast, unaligned

Armor Class 14
Hit Points 24(3d12 +5)
Speed 0 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Languages —
Challenge 1 (200 XP)

Actions

Multiattack The Cliff Racer makes two peck attacks each turn.

Peck *Melee Weapon Attack* +4 to hit, reach 5 ft., one target *Hit*: 10 (2d4 + 4) piercing damage.

DREUGH

The dreugh are an ancient species of aquatic, octopus-like beastfolk, commonly hunted for their hide and the wax from their shells. They are sometimes known as water dreugh. For one year of their life, dreugh undergo karvinasim and emerge onto land as aggressive crustaceans to breed. During this period they are known as land dreugh or Billies. Unlike their aquatic counterparts, the land dreugh show no signs of their usual intelligence and kill indiscriminately, using powerful shock attacks and even going so far as to cocoon living victims in mud to feed their young.

WATER DREUGH

Medium beast, unaligned

Armor Class 14
Hit Points 24(3d12 +5)
Speed 0 ft. swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Languages —
Challenge 1 (200 XP)

Actions

Claws *Melee Weapon Attack* +5 to hit, reach 5 ft., one target *Hit:* 10 (2d4 + 4) piercing damage.

LAND DREUGH

Medium beast, unaligned

Armor Class 16
Hit Points 30(3d12 +9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	8 (-1)	10 (+0)	8 (-1)

Languages —
Challenge 2 (450 XP)

Actions

Shock *Melee Spell Attack* +5 to hit, reach 5 ft., one target *Hit:* 9 (2d6 + 2) lightning damage.

Claws *Melee Weapon Attack* +5 to hit, reach 5 ft., one target *Hit:* 10 (2d4 + 4) piercing damage.

FROSTBITE SPIDER

Frostbite Spiders are giant arachnids which attack on sight, and can be found both in the wilderness and in dungeons. Their lairs are often covered in webs, and usually contain web sacs. Spider Eggs can be found in these web sacs, as well as nearby egg sacs. When at range they spit poisonous venom, and can leap onto victims to attack with their bite.

FROSTBITE SPIDER

Medium beast, unaligned

Armor Class 14
Hit Points 11 (2d8+2)
Speed 40 ft. climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills: Perception +3, Stealth +7
Senses: Darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Spider Climb. The Frostbite Spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the Frostbite Spider knows the exact location of any other creature in contact with the same web.

Web Walker. The Frostbite Spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one. If the cold damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANTS

Giants are a race of gargantuan humanoids found in the wilderness of Skyrim and High Rock. Infamous for their colossal height and immense strength, giants share little civil interaction with humans or elves, although they did have some alliances with the Dwemer.

Culturally, giants herd mammoths, processing their milk into cheese, complementing their omnivorous diet with the cooked meat of skeever. Seemingly nomadic, giants travel with their herds, setting camp across Skyrim and High Rock. Invaders are attacked with the massive clubs constructed by the giants.

GIANT

Huge giant, lawful neutral

Armor Class 15

Hit Points 101 (10d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	8 (-1)	10 (+0)	8 (-1)

Damage Resistances cold

Senses passive Perception 12

Languages Giantish

Challenge 5 (1,800 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub Melee Weapon Attack +7 to hit, reach 10 ft., one target *Hit*: 22 (4d8+7) bludgeoning damage



Giant's Toe

FROST GIANT

Huge giant, lawful neutral

Armor Class 16

Hit Points 120 (12d12 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Damage Immunities cold

Damage Vulnerabilities fire

Senses passive Perception 12

Languages Giantish

Challenge 6 (2,300 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub Melee Weapon Attack +9 to hit, reach 10 ft., one target *Hit*: 22 (4d8+6) bludgeoning damage

KWAMA

Kwama are large insectoids native to Vvardenfell, which are usually kept for their eggs. They live in underground communal colonies, where each kwama has a specific role. At the top of the colony's hierarchy is the Queen. Kwama Queens are huge and bloated, and produce the nest's eggs. They are too fat and heavy to move, so all their needs are attended to by the Workers. Kwama Workers dig the colony's tunnels and chambers and tend the queen and the eggs. They are usually docile, but not completely helpless. The workers also produce a pheromone unique to their colony. Different colonies compete over resources, making them natural enemies. Kwama Warriors defend the colony's tunnels. They are aggressive and dangerous, with poisonous or shock attacks. They don't attack the miners because they are used to their odor, but will assault outsiders without hesitation. Kwama Foragers hunt for prey and scout the surface and natural underground passages, searching for suitable locations for new colonies. Foragers are aggressive, but not very dangerous. Scribes are a late larval form of the kwama. They are not very aggressive but can paralyze adversaries. Scrib larvae can sometimes be found in rotten meat, and will eat their way out of the victim's stomach if consumed. The hive can easily replace scribes, but colonies don't always recover from the loss of a Queen.

SCRIB

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (3d4-3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (-1)	8 (-1)	10 (+0)	8 (-1)

Senses blindsight 10ft., darkvision 60ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite *Melee Weapon Attack* +2 to hit, reach 5 ft., one target *Hit*: 1 piercing damage and the target must make a DC 10 Constitution save or be paralyzed for 1 minute.

KWAMA FORAGER

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (3d4-3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	8 (-1)	8 (-1)	10 (+0)	8 (-1)

Senses blindsight 10ft., darkvision 60ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite *Melee Weapon Attack* +2 to hit, reach 5 ft., one target *Hit*: 3 (1d4 +2) piercing damage.

KWAMA WORKER

Large beast, unaligned

Armor Class 14

Hit Points 23(3d8 +9)

Speed 30ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Senses blindsight 10ft., darkvision 60ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Tunneler The kwama can burrow through solid rock at half its burrowing speed and leaves a 3 foot-wide, 3-foot-high tunnel in its wake.

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., one target *Hit*: 9 (1d6 +5) piercing damage.

KWAMA WARRIOR

Large beast, unaligned

Armor Class 14

Hit Points 38(5d8 +15)

Speed 30ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Senses blindsight 10ft., darkvision 60ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Tunneler The kwama can burrow through solid rock at half its burrowing speed and leaves a 3 foot-wide, 5-foot-high tunnel in its wake.

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., one target *Hit*: 11 (2d6 +4) piercing damage, also the target must make a DC 12 Constitution save or take 7 (2d6) poison damage on a failed save or half as much on a successful one, and be poisoned for 1 minute.

MUDCRABS

They are tough and territorial, and groups of them may become troublesome. Individually, they are more of a nuisance than an actual danger.

Mudcrabs are usually detected by the sound of their legs scuttling across the ground. Young mudcrabs have flat carapaces while those of older ones are somewhat conical. Mudcrabs prefer to stay near the water and won't follow other creatures too far away from their home.

MUDCRAB

Small beast, unaligned

Armor Class 14

Hit Points 4(1d6 +1)

Speed 30ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Languages —

Challenge 1/8 (25 XP)

Amphibious The Mudcrab can breathe air or water.

Actions

Pinch *Melee Weapon Attack* +2 to hit, reach 5 ft., one target *Hit*: 2 (1d4) piercing damage.

NETCH

Netch are jellyfish-like creatures commonly found near water in the southern regions of Solstheim, and in many areas of Morrowind, netch are often found in groups of three to four, usually consisting of two adults and one or two calves.

Netch are passive until something attacks them first. When threatened they will ram into enemies and attack with their tentacles, dealing considerable shock damage.

NETCH

Large beast, unaligned

Armor Class 14

Hit Points 46 (2d10 + 4)

Speed 0 ft. fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	8 (-1)

Damage Resistances lightning

Languages —

Challenge 1 (200 XP)

Actions

Tentacle *Melee Weapon Attack* +5 to hit, reach 10 ft., one target *Hit*: 5 (1d4 +3) bludgeoning damage plus 5 (2d4) extra lightning damage.

NIX-HOUND

Nix-Hounds are medium-sized predators that have been known to hunt in packs. They may be fast, but they are not very dangerous.

Mudcrab



NIX-HOUND

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Languages —

Challenge 1/4 (50 XP)

Pack Tactics. The Nix-Hound has advantage on an Attack roll against a creature if at least one of the Nix-Hound's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone



Netch

RIEKLING

Riekling society has a tribal structure, with tribal members holding specific occupational positions such as hunters, scouts and warriors. Strength is highly respected: the strongest member of a tribe typically assumes the rank of chief, and succession is often determined by a fight to the death between the incumbent chief and a challenger claiming to be of greater strength. A non-Riekling may assume the position of chief if they have the support of the tribe, but this is exceptionally rare.

RIEKLING

Small humanoid (riekling), unaligned

Armor Class 15

Hit Points 7 (2d6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +6

Senses passive Perception 9

Damage Resistances cold

Languages Riekling

Challenge 1/4 (50 XP)

Actions

Spear Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spear Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SILT STRIDERS

Giant arthropods, which can be up to 60 feet tall. Used as a means of transport in Vvardenfell by manipulating exposed organs and tissues. It is said that their numbers dwindled due to the Red Year, when the eruption of the Red Mountain killed most of them and destroyed their native habitat.

SILT STRIDER

Large beast, unaligned

Armor Class 14
Hit Points 15 (2d10 + 4)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	10 (+0)	2 (-4)	8 (-1)	5 (-3)

Languages —
Challenge 1/8 (25 XP)

Actions

Claws *Melee Weapon Attack* +5 to hit, reach 5 ft., one target *Hit*: 2 (1d4) slashing damage.

SLAUGHTERFISH

Slaughterfish are small, hostile fish with razor sharp teeth found in the waters of nearly all of Tamriel. Their scales and eggs are prized for their alchemical properties.

SLAUGHTERFISH

Small beast, unaligned

Armor Class 13
Hit Points 9 (2d6 + 2)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Languages —
Challenge 1/8 (25 XP)

Blood Frenzy The slaughterfish has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing The slaughterfish can only breathe underwater.

Actions

Bite *Melee Weapon Attack* +5 to hit, reach 5 ft., one target *Hit*: 2 (1d4) piercing damage.



Silt Strider

GIANT SLAUGHTERFISH

Medium beast, unaligned

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 0 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Languages —
Challenge 1/2 (25 XP)

Blood Frenzy The slaughterfish has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing The slaughterfish can only breathe underwater.

Actions

Bite *Melee Weapon Attack* +6 to hit, reach 5 ft., one target *Hit*: 6 (1d8 + 2) piercing damage.

SPRIGGAN

Spriggans are entirely composed of wood and magical energy; the source of which is their taproot. Spriggans are attracted to taproot, and Hagravens manipulate this weakness by hanging taproots from trees to attract spriggans. Hagravens then sacrifice them for their magical characteristics, and because of their hatred of nature.

SPRIGGAN

Medium plant, lawful neutral

Armor Class 14
Hit Points 13(3d8)
Speed 30 ft. fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	10 (+0)	14 (+2)	8 (-1)

Damage Resistances poison
Damage Vulnerabilities fire
Languages —
Challenge 1 (200 XP)

Actions

Mystic Bees Ranged Spell Attack +4 to hit, range 30/60 ft., one target, *Hit*: 5 (1d10) poison damage

BURNT SPRIGGAN

Medium plant, lawful neutral

Armor Class 14
Hit Points 19(3d8 +6)
Speed 30 ft. fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Damage Resistances fire, poison
Languages —
Challenge 1 (200 XP)

Actions

Firebolt Ranged Spell Attack +4 to hit, range 30/60 ft., one target, *Hit*: 5 (1d10) fire damage

SPRIGGAN MATRON

Medium plant, lawful neutral

Armor Class 16
Hit Points 70 (10d10 + 15)
Speed 30 ft. fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	20 (+5)	8 (-1)

Damage Resistances poison
Damage Vulnerabilities fire
Languages —
Challenge 5 (1800 XP)

Magic Resistance The spriggan has advantage on saving throws against spells and other magical effects.

Innate Spellcasting The spriggan's spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *shillelagh*, *druidcraft*, *thorn whip*

Actions

Mystic Bees Ranged Spell Attack +7 to hit, range 30/60 ft., one target, *Hit*: 16 (2d10+5) poison damage

Club Melee Weapon Attack +4 to hit, reach 5 ft., one target, *Hit*: 4 (1d4+1) bludgeoning damage

Shillelagh Melee Spell Attack +7 to hit, reach 5 ft., one target, *Hit*: 10 (1d8+5) bludgeoning damage.

Spriggan



WISPS

Wisps are ethereal creatures that are used by wispmothers to lure hapless adventurers in before joining their wisp "children" in direct combat.

Wispmothers are extremely dangerous creatures. Wispmothers attack with frost, and are vulnerable to fire as opposed to most other elemental attacks. When a wispmother is killed, all remaining wisps will drop dead.

WISP

Tiny undead, unaligned

Armor Class 17

Hit Points 2 (1d4-1)

Speed 0 ft. fly 60 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	9 (-1)	1 (-5)	14 (+2)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, necrotic, poison

Damage Vulnerabilities fire

Condition Immunities grappled, paralyzed, poisoned, prone, restrained, unconscious

Languages —

Challenge 0 (10 XP)

Actions

Biting Cold *Melee Spell Attack* +4 to hit, reach 5 ft., 1 target, *Hit*: 2 (1d4) cold damage

WISPMOTHER

Medium undead, unaligned

Armor Class 16

Hit Points 39 (6d8+12)

Speed 0 ft. fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	18 (+4)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, necrotic, poison

Damage Vulnerabilities fire

Condition Immunities poisoned, prone, paralyzed

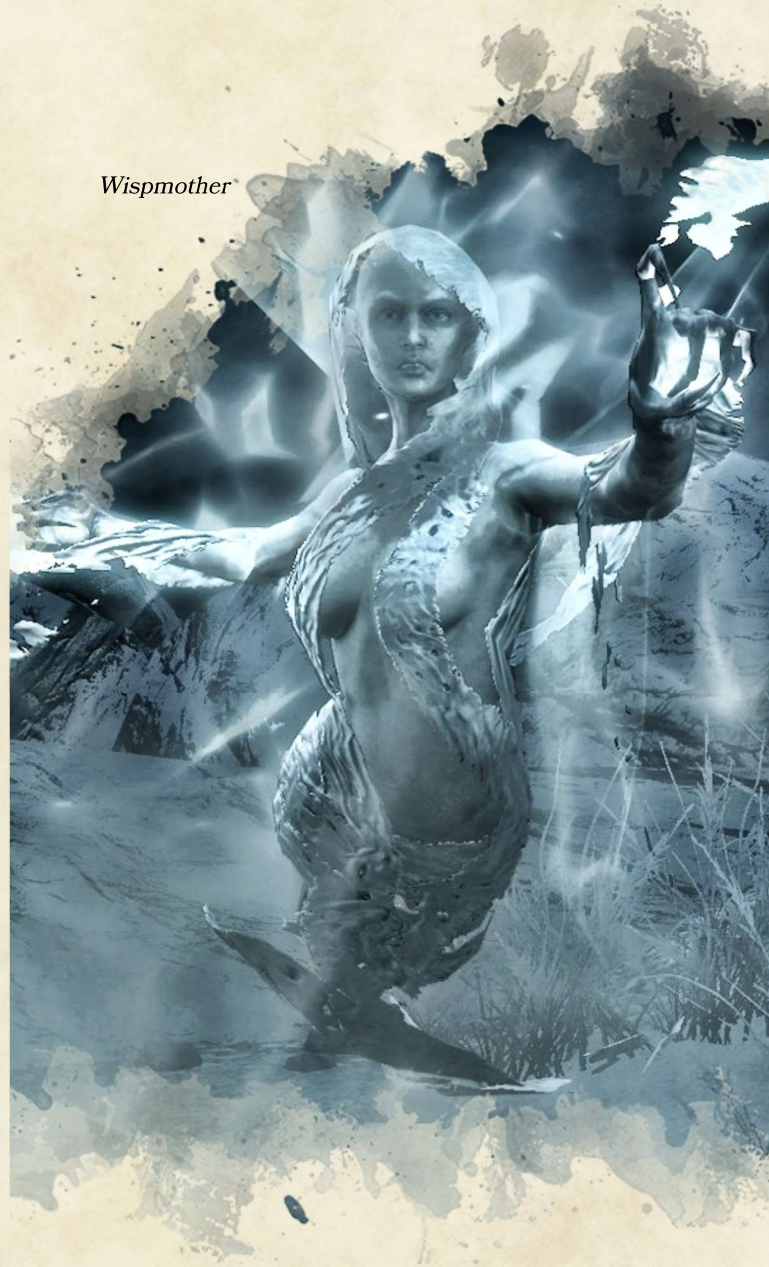
Languages —

Challenge 2 (450 XP)

Actions

Freezing Blast *Ranged Spell Attack* +6 to hit, range 30/60 ft., 1 target, *Hit*: 13 (2d8 + 4) cold damage.

Wispmother



DAEDRA

ATRONACHS

An atronach is one of several species of Daedric creatures or golems, made up almost entirely of a single, pure substance. All Daedric atronachs share a few characteristics that distinguish them from other Daedra. They are made up of what would normally be inanimate material, and they often appear to be humanoid in form.

Elemental Nature An Atronach doesn't require air, food, drink, or sleep.

FLAME ATRONACHS

Flame Atronachs are the weakest and most common atronachs encountered. Constructed entirely of fire, Flame Atronachs resemble humanoid females wearing black metal armor. They possess horns, pointed ears, three fingers, and two toes.

Flame Atronachs float above the ground at all times and when moving they leave a trail of fire behind. When idle they often do spins and back flips. Unlike other Atronachs, Flame Atronachs rely on speed, agility, and powerful ranged attacks to dispatch their foes.

FLAME ATRONACH

Medium daedra, unaligned

Armor Class 15
Hit Points 39 (6d8+12)
Speed 30 ft. fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	8 (-1)

Damage Immunities fire, poison
Damage Vulnerabilities cold
Condition Immunities poisoned
Languages —
Challenge 2 (450 XP)

Heated Body. A creature that touches the atronach or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Actions

Firebolt *Ranged Spell* **Attack** +4 to hit, range 30/60 ft., 1 target, **Hit:** 5 (1d10) fire damage

FROST ATRONACHS

Frost Atronachs use their bulky forms to deal out physical damage, and never cast spells. Frost Atronachs are also completely immune to frost damage, but weak to fire damage.

FROST ATRONACH

Large daedra, unaligned

Armor Class 16
Hit Points 85 (10d10+30)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Damage Immunities cold, poison
Damage Vulnerabilities fire
Condition Immunities poisoned
Languages —
Challenge 4 (1,100 XP)

Chilled Body. A creature that touches the atronach or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Actions

Multiattack The atronach makes 2 slam attacks.

Slam *Melee Weapon Attack* +6 to hit, reach 5 ft., 1 target, **Hit:** 14 (2d10+3) bludgeoning damage plus 6 (1d10) cold damage.



Frost Atronach

STORM ATRONACHS

Similar to a Flame Atronach, Storm Atronachs move about by hovering above the ground. They can traverse over water, and are slightly faster than Frost Atronachs. They are perhaps the least humanoid of Atronachs, appearing as a shattered statue with a cracked, frowning face and chunks of rock swirling about its body, loosely connected by a matrix of electric arcs and dark purple storm clouds.

STORM ATRONACH

Medium daedra, unaligned

Armor Class 18

Hit Points 114 (12d10+48)

Speed 30 ft., fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	16 (+3)	8 (-1)

Damage Immunities thunder, lightning, poison

Damage Vulnerabilities fire

Condition Immunities paralysis, poisoned

Languages —

Challenge 6 (2,300 XP)

Electrified Body. A creature that touches the atronach or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

Actions

Multiattack The atronach makes 2 slam attacks.

Slam *Melee Weapon Attack* +7 to hit, reach 5 ft., 1 target, *Hit:* 15 (2d10+4) bludgeoning damage plus 6 (1d10) lightning damage.

Lightning Bolt *Ranged Spell Attack* +6 to hit, range 30/60 ft., 1 target, *Hit:* 13 (3d8) lightning damage.

CLANNFEAR

The Clannfear are feral, beastlike that appear in the service of many different Daedric Powers, and may represent common creatures existing like wild animals in the wildernesses of Oblivion. Clannfear prefer to engage foes with a head-on strike.



Daedroth

CLANNFEAR

Medium daedra, unaligned

Armor Class 15

Hit Points 61 (11d8+11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	12 (+1)	8 (-1)

Damage Immunities poison

Damage Resistances fire

Damage Vulnerabilities shock

Condition Immunities poisoned

Languages —

Challenge 2 (450 XP)

Actions

Claws *Melee Weapon Attack* +5 to hit, reach 5 ft., 1 target, *Hit:* 11 (2d8 +2) slashing damage.

DAEDROTH

Daedroths are large Daedric reptiles, that have mighty jaws and sharp teeth, and have deadly claws that they use to kill their enemies. They commonly serve the Daedric Prince Molag Bal. Daedroths, in battle, are able to breathe flames from their mouths and use their deadly teeth and claws to take down their foes.

DAEDROTH

Large daedra, unaligned

Armor Class 15
Hit Points 133 (14d10+56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

Damage Resistances fire
Damage Vulnerabilities shock
Condition Immunities paralysis, poisoned
Languages —
Challenge 5 (1,800 XP)

Actions

Multiattack The daedroth makes 2 claw attacks.

Claw *Melee Weapon Attack* +7 to hit, reach 5 ft., 1 target, *Hit*: 19 (2d8 +4) slashing damage.

Firebolt *Ranged Spell Attack* +4 to hit, range 30/60 ft., 1 target, *Hit*: 18 (3d6) fire damage.



Clannfear

DREMORA

Dremora, or, to themselves, the Kyn, are a form of humanoid Daedra. They serve Mehrunes Dagon, although they have been known to serve other Daedric Princes. Dremora are humanoid beings of above average size, typically appearing as male with black-and-red faces, and sometimes small stubs of horns. They are fully sentient and most are powerful warriors or spellcasters. Dremora always have demonic, distorted voices.

DREMORA CHURL

Medium daedra, unaligned

Armor Class 16
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	10 (+0)	14 (+2)	8 (-1)

Condition Immunities poisoned
Languages Cyrodilic, Daedric
Challenge 1 (200 XP)

Actions

Multiattack The Dremora Churl can attack twice, once with its longsword and once with its Firebolt.

Longsword *Melee Weapon Attack* +4 to hit, reach 5 ft., 1 target, *Hit*: 6 (1d8 + 2) slashing damage

Firebolt *Ranged Spell Attack* +4 to hit, range 30/60 ft., 1 target, *Hit*: 5 (1d10) fire damage

DREMORA MARKYNAZ

Medium daedra, unaligned

Armor Class 18
Hit Points 39 (6d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	16 (+4)	8 (-1)

Condition Immunities poisoned
Languages Cyrodilic, Daedric
Challenge 2 (450 XP)

Actions

Multiattack The Dremora Churl can attack twice, once with its warhammer and once with its Firebolt.

Warhammer *Melee Weapon Attack* +4 to hit, reach 10 ft., 1 target, *Hit*: 8 (1d8 + 3) bludgeoning damage

Firebolt *Ranged Spell Attack* +4 to hit, range 30/60 ft., 1 target, *Hit*: 16 (3d10) fire damage

GOLDEN SAINTS

The Aural, more commonly known as Golden Saints, are Daedric humanoids who appear as men or half-clad women with golden-hued skin wearing golden armor and a winged helmet. They serve under the command of the Daedric Prince Sheogorath. Their home is Brellach in the Shivering Isles, but despite their name, they have little love for the mortal inhabitants of the Shivering Isles. The Aural are a proud, arrogant race, quick to anger and cruel in their punishment. There is no question that they view all in the Isles as inferior, and make no effort to hide this in their interactions.

GOLDEN SAINT

Medium daedra, lawful neutral

Armor Class 18
Hit Points 75 (10d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Condition Immunities poisoned
Languages Cyrodiilic, Daedric
Challenge 4 (1,100 XP)

Actions

Multiattack The Golden Saint makes two longsword attacks.

Longsword Melee Weapon Attack +6 to hit, reach 5 ft., 1 target, *Hit*: 13 (2d8 + 4) slashing damage

OGRIM

Ogrim are enormous Daedra with very little intellect, but which are chiefly sent into the mortal world to menace living things for the amusement of Daedra Princes. Ogrim are associated with Malacath. They are resistant to nonmagical weapons and can regenerate health.

OGRIM

Large daedra, unaligned

Armor Class 18
Hit Points 119 (14d10+42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities poisoned

Languages —

Challenge 6 (2,300 XP)

Actions

Multiattack The ogrim makes 2 slam attacks.

Slam Melee Weapon Attack +7 to hit, reach 5 ft., 1 target, *Hit*: 18 (3d8 + 4) bludgeoning damage

Heal The Ogrim pauses to regain 12 (2d8 + 2) hit points.

SCAMPS

One of the lesser sentient Daedra of Oblivion, Scamps often enter into the mortal world to cause mischief and carry out errands for their Princes. They are weak, rather unintelligent, and cowardly, and are easily defeated except in large numbers. They are most commonly associated with Mehrunes Dagon.



Ogrim

SCAMP

Small daedra, unaligned

Armor Class 15
Hit Points 7 (2d6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +6
Senses passive Perception 9
Condition Immunities poisoned
Damage Resistances fire
Languages Cyrodiilic, Daedric
Challenge 1/4 (50 XP)

Actions

Claws *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Lesser Firebolt *Ranged Spell Attack:* +4 to hit, reach 30/60 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.



Scamp

SEEKERS

Seekers are grotesque tentacled daedra. They are servants of Hermaeus Mora, usually guarding tomes of forbidden knowledge. Seekers have the power to banish prey with sound attacks. They are rarely seen outside the Apocrypha.

SEEKER

Medium daedra, unaligned

Armor Class 16
Hit Points 76 (5d8+15)
Speed 30ft., fly 30 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	8 (-1)

Senses Darkvision 60 ft.
Condition Immunities paralysis, poisoned
Damage Resistances lightning, bludgeoning, piercing, slashing
Languages can understand Cyrodiilic, Daedric but cant speak
Challenge 2 (450 XP)

Actions

Seeker Pulse *Ranged Spell Attack:* +6 to hit, reach 80/160 ft., one target. *Hit:* 12 (3d6 + 2) thunder damage, and the target has disadvantage on spell attacks for 1 minute.

SPIDER DAEDRA

Also called Perthan, these Daedra appear as giant spiders with human torsos, and are associated with Mephala. They are so unruly and irrational that not even Mephala's worshippers will often summon them, for fear that they will disobey orders. They are some of the more powerful Daedra, with formidable melee and spellcasting ability.

SPIDER DAEDRA

Medium daedra, unaligned

Armor Class 15

Hit Points 60 (8d8+24)

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	10 (+3)	16 (+3)	8 (-1)

Senses Darkvision 60 ft.

Condition Immunities paralysis, poisoned

Damage Resistances cold, fire, lightning

Languages Cyrodiilic, Daedric

Challenge 3 (700 XP)

Actions

Thunderbolt Ranged Spell Attack: +6 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) thunder damage.

Poison Spit Ranged Spell Attack: +6 to hit, range 10/20 ft., one target. *Hit:* 14 (4d6) poison damage, and the targets movement speed is reduced by 10.



Spider Daedra

XIVILAI

Xivilai are highly intelligent Daedra that look like tall and muscular gray-skinned warriors. They are similar in many ways to the Dremora, but are not known to have a caste system. They are often in the service of Mehrunes Dagon and Molag Bal. They often wield two-handed weapons and cast a wide variety of spells, including one to summon lesser Daedra.

XIVILAI

Large daedra, unaligned

Armor Class 18

Hit Points 114 (12d10+48)

Speed 30ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	16 (+3)

Senses Darkvision 60 ft.

Condition Immunities paralysis, poisoned

Damage Resistances fire

Damage Vulnerabilities lightning

Languages Cyrodiilic, Daedric

Challenge 5 (1,800 XP)

Actions

Multiattack The Xivilai makes two greatsword attacks.

Greatsword Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Firebolt Ranged Spell Attack: +5 to hit, reach 80/320 ft., one target. *Hit:* 13 (3d8) fire damage.



Seeker

DWEMER ANIMUNCULI

Dwemer Animunculi are mechanical golems created by the Dwemer. Made out of Dwarven metal, animunculi were used as war machines and guards. Many of them continue to protect the underground ruins of Dwemer cities long after the disappearance of their creators in 1E 700. They are commonly encountered by scholars and adventurers who venture into the ruins; the animunculi perceive them as invaders, and even worker constructs will attack trespassers on sight. Some researchers, such as Neramo and Aicantar, have managed to control automatons by reverse-engineering and readjusting them.

Constructed Nature Dwemer Animunculi do not need to eat, sleep, or drink.

DWARVEN SPIDER

Dwarven Spiders are small, arachnid-like animunculi, and are very common in Dwemer ruins. They will often be found working on rocks or other objects. They can attack intruders using blasts of lightning, or by emitting poisonous gases from a tank. Yellow swarming spiders are present in some ruins, where they burst out of pressure vaults to attack intruders.

DWARVEN SPIDER

Small construct, lawful neutral

Armor Class 15
Hit Points 14 (3d6+3)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	8 (-1)

Senses Blindsight 60 Ft.
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, frightened, paralyzed, poisoned
Languages —
Challenge 1/4 (50 XP)

Actions

Claw Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shock Melee Spell Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) lightning damage.

DWARVEN SPIDER GUARD

Small construct, lawful neutral

Armor Class 15
Hit Points 33 (5d6+15)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	8 (-1)

Senses Blindsight 60 Ft.
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, frightened, paralyzed, poisoned
Languages —
Challenge 2 (450 XP)

Actions

Multiattack the dwarven spider makes two claw attacks

Claw Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Shock Melee Spell Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) lightning damage.

DWARVEN SPHERE

Dwarven Spheres are a common form of Dwemer Animunculi that have proven to be agile fighters, and are much stronger than the smaller Dwarven Spider. Dwarven Spheres patrol ruins in a spherical form until they encounter an opponent. At this point, they will erect into their semi-humanoid form and attack. There are different kinds of Centurion Spheres. Some are armed with an extendable sword and a shield, while others have a crossbow mounted on their off-hand arm instead.

Dwarven Sphere



DWARVEN SPHERE

Medium construct, lawful neutral

Armor Class 16

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	1 (-5)	10 (+0)	8 (-1)

Senses Blindsight 60 Ft.

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Languages —

Challenge 2 (450 XP)

Actions

Multiattack the dwarven sphere makes two blade attacks

Blade Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Crossbow Ranged Weapon Attack: +5 to hit, reach 80/320 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

DWARVEN SPHERE

GUARDIAN

Medium construct, lawful neutral

Armor Class 16

Hit Points 53 (7d8+21)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	1 (-5)	10 (+0)	8 (-1)

Senses Blindsight 60 Ft.

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Languages —

Challenge 4 (1,100 XP)

Actions

Multiattack the dwarven sphere makes two blade attacks

Blade Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.

Crossbow Ranged Weapon Attack: +5 to hit, reach 80/320 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Dwarven Ballista



DWARVEN BALLISTA

Dwarven Ballistae are animunculi commonly found in Skyrim and Solstheim. They are squat, four-legged constructs and can shoot bolts at enemies for significant, armor-penetrating damage.

DWARVEN BALLISTA

Medium construct, lawful neutral

Armor Class 16
Hit Points 52 (8d8+16)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	1 (-5)	10 (+0)	8 (-1)

Senses Blindsight 60 Ft.

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Languages —

Challenge 4 (1,100 XP)

Actions

Ballista Shot *Ranged Weapon Attack:* +6 to hit, reach 40 ft., one target. *Hit:* 32 (5d10 + 4) piercing damage.

Load The Dwarven Ballista loads another bolt. It *must* take this action on its next turn after firing a ballista shot.

DWARVEN CENTURION

Dwarven Centurions are heavily armored constructs with a hammer on one arm and a spring-loaded spike in the other. Some are even able to emit a scalding blast of steam. They are not as common in Dwarven ruins as the lesser Dwarven automatons. They are sometimes found attached to a charging gantry when not in use.

DWARVEN CENTURION

Huge construct, lawful neutral

Armor Class 16
Hit Points 114 (12d12+36)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	1 (-5)	10 (+0)	8 (-1)

Senses Blindsight 60 Ft.

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Languages —

Challenge 9 (5,000 XP)

Actions

Multiattack the Dwarven Centurion makes two attacks, one with its hammer and one with its spike

Hammer *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 5) bludgeoning damage.

Spike *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 5) piercing damage.

Steam Breath (Recharge 5-6) The Dwarven Centurion exhausts steam from its body in a 15 ft. cone in front of it. Each creature in this cone must make a DC 18 Constitution saving throw, taking 50 (10d8) fire damage on a failed save or half as much on a successful one.

DWARVEN COLOSSUS

Dwarven Colossi are a very powerful animunculi that are larger and more robust than Centurions. They possess blades on one arm and a hand cannon that can let out bursts of various elemental damage on the other arm. One colossus was found in Mudan Ruins, though many of them have been repurposed by Sotha Sil in the Halls of Fabrication.



DWARVEN COLOSSUS

Huge construct, lawful neutral

Armor Class 18

Hit Points 158 (15d12+60)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	18 (+4)	1 (-5)	10 (+0)	8 (-1)

Senses Blindsight 60 Ft.

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Languages —

Challenge 16 (15,000 XP)

Actions

Blade Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 43 (6d8 + 7) slashing damage.

Cannon (Recharge 5-6) The Dwarven Colossus fires a large metal cannonball at a single target. The target must make a DC 18 Dexterity save or take 65 (15d8) bludgeoning damage on a failed roll.

Legendary Actions

The Dwarven Colossus can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dwarven Colossus regains all used legendary actions at the start of its turn.

Blade The Dwarven Colossus makes a Blade attack

Cannon The Dwarven Colossus makes a Cannon attack if it's able to.

Dwarven Colossus

FALMER

The Falmer are blind, corrupted descendants of the ancient Snow Elves that live deep beneath the surface of Skyrim. They are known to stalk and attack intruders in various underground areas, primarily Dwemer ruins. Adventurers can often quickly tell when the Falmer inhabit a place thanks to their odor, which is said to be repulsive. They have been known to come up to the surface to attack the unwary. They are roughly man-sized, but hunched over and "ugly", resembling creatures of goblin-kind more than their own Mer ancestors. They have no noses, only long slits for nostrils. Their ears are distinctly pointed, their skin pallid, and their eyes lifeless and black.

FALMER

Small humanoid (mer), lawful evil

Armor Class 15
Hit Points 7 (2d6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +6
Senses Blindsight 60 Ft., passive Perception 9
Languages Cyrodiilic, Falmer
Challenge 1/4 (50 XP)

Echolocation: The Falmer can't use its Blindsight while Deafened.

Keen Hearing: The Falmer has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Poison weapon (Recharge 3-4) the Falmer uses a bonus action to poison one of its weapons. The next time that weapon hits, it deals 1d4 extra poison damage.

Shortsword Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

FALMER SHAMAN

Small humanoid (mer), lawful evil

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+1)	8 (-1)	18 (+4)	8 (-1)

Skills Stealth +6
Senses Blindsight 60 Ft., passive Perception 9
Languages Cyrodiilic, Falmer
Challenge 2 (450 XP)

Echolocation: The Falmer can't use its Blindsight while Deafened.

Keen Hearing: The Falmer has advantage on Wisdom (Perception) checks that rely on hearing.

Spellcasting. The Falmer is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Falmer has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Lightning Bolt Ranged Spell Attack: +6 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 4) lightning damage.

CHAPTER 7: NEW ITEMS

NEW MUNDANE ITEMS

WEAPONS

Name	Cost	Damage	Weight	Properties
Katana	20 gp	1d8 slashing	4 lb.	Versatile (1d10), Finesse
Dai-katana	60 gp	2d6 slashing	8 lb.	Heavy, Two-handed, Finesse

ARMOR

Name	Cost	Armor Class (AC)	Required Strength	Weight	Description	Special Effect	Material	Organization
<i>Light Armor</i>								
Leather	10	11+Dex	0	10 lbs.	Standard armor cut and sewn from tanned animal skins.	N/A	Leather	N/A
Fur	20	11+Dex	0	11 lbs.	Leather Armor designed for colder climates.	Resistant to cold damage.	Leather	N/A
Studded	45	12+Dex	0	13 lbs.	Leather Armor reinforced with iron studs.	N/A	Leather & Iron	N/A
Saa'dar	100	12+Dex	0	12 lbs.	"Steal Better" armor designed for sneaking by the Khajiit.	Advantage on Stealth checks. +1 Sleight of Hand.	Leather and Moonstone	N/A
Elven	110	13+Dex	0	14 lbs.	Comes in a variety of designs depending on what style of elven smithing is employed. The Altmer variant is standard issue among the Thalmor.	+1 to Charisma, but may have other benefits depending on origin.	Moonstone	N/A
Thief	150	12+Dex	0	15 lbs.	Padded armor notable for its many pockets. Ironically rather conspicuous and typically only worn when not expecting to be spotted.	Advantage on Sleight of Hand checks. +1 Stealth. Carrying capacity increased by 50 units.	Leather	Thieves Guild
Vampire	230	11+Dex	0	10 lbs.	Armor worn by Vampire mages, mostly those not associated with the Trimarchy.	+1 Attack Spell Damage.	Leather	Redmane Vampires
Shrouded	240	14+Dex	0	8 lbs.	Hooded leather armor of the dreaded Dark Brotherhood, more commonly seen now thanks to their support of the Trimarch government.	Advantage of Dex checks. +1dX to sneak attacks.	Leather	Dark Brotherhood
Falmer (Ancient)	250	14+Dex	0	14 lbs.	Ancient Elven armor recovered from Falmer ruins.	+1 to Charisma. Resistant to cold damage.	Moonstone	N/A
Glass	500	15+Dex	0	15 lbs.	Armor forged from Malachite named for its glassy appearance.	Enchantments on it are one point or 1dX superior.	Malachite	N/A

ARMOR

Name	Cost	Armor Class (AC)	Required Strength	Weight	Description	Special Effect	Material	Organization
<i>Medium Armor</i>								
Bonemold	25	13+Dex (Max 2)	0	20 lbs.	Armor constructed from the bones or large beasts.	N/A	Ivory	N/A
Chitin	30	12+Dex (Max 2)	0	17 lbs.	Armor created from the exoskeletons of large insects.	N/A	Chitin	N/A
Falmer (Fallen)	50	14+Dex (Max 2)	0	20 lbs.	Armor constructed using Chaurus chitin.	N/A	Chaurus Chitin	N/A
Plate	75	14+Dex (Max 2)	0	25 lbs.	Light steel armor made up of individual plates.	Disadvantage on Dex checks.	Steel	N/A
Dreugh	100	13+Dex (Max 2)	0	18 lbs.	Armor stitched together from Dreugh shell.	Increase swim speed by 10 ft.	Dreugh Carapace	N/A
Nord	125	15+Dex (Max 2)	0	30 lbs.	Iconic Nord armor with a bear motif.	Resistant to cold damage. +1 Intimidation	Quicksilver	N/A
Cultist	135	15+Dex (Max 2)	0	15 lbs.	Armor bearing the fades blessing of Boethiah or a sad recreation. Illegal to be worn or sold and shopkeepers that buy it are obligated to turn it in for a reward.	Advantage on Dex checks. +1 Initiative.	Leather & Bone	Cult of Boethiah
Wolf	150	16+Dex (Max 2)	0	20 lbs.	Armor popularized by the Companions for its wolf motif.	Resistant to cold damage. +1 Athletics	Wolf Fur & Bone	Companions
Kota	250	16+Dex (Max 2)	0	18 lbs.	Armor of Argonian make that is useful for stealth and warfare alike.	Advantage on Stealth checks. Increase swim speed by 10 ft.	Amber	N/A
Adamantium	450	15+Dex (Max 2)	0	15 lbs.	Metal Armor imported from Morrowind for its light weight and great defense.	N/A	Adamantium	N/A
Stalhrim	750	17+Dex (Max 2)	0	20 lbs.	Armor formed from ice that will never melt.	Enchantments on it are one point or 1dX superior. Add another point or dx if the enchant is ice related.	Stalhrim	Skaal

ARMOR

Name	Cost	Armor Class (AC)	Required Strength	Weight	Description	Special Effect	Material	Organization
<i>Heavy Armor</i>								
Troll	30	14	13	25 lbs.	Armor made from troll bones. Unremarkable, but light for heavy armor.	N/A	Ivory	N/A

STALHRIM WEAPONS

Stalhrim is an ancient Nordic enchanted ice that can be used as a crafting material. It is used by the native Skaal to make weapons and armor.

When you score a critical hit with a Stalhrim weapon, you deal 1d6 cold damage in addition to your normal critical hit damage. Weapons made of Stalhrim cost 200 gp more than their normal equivalent. Stalhrim weapons cannot be coated in ebony or dwarven metal.

EBONY WEAPONS

Ebony, a rare volcanic glass, is one of the most precious substances in the Empire, mainly found in Vvardenfell, buried in the lava flows from Red Mountain. Veins can also be found in Solstheim, and occasionally on mainland Skyrim. Raw ebony itself is an extremely hard, durable, black glass-like substance. It is said to be the crystallized blood of a god or gods, Lorkhan in particular. It is protected by Imperial law, and may not be mined or exported without an Imperial charter. Settlements such as Caldera and Raven Rock once depended on the mining of ebony.

Weapons made of or coated in ebony deal critical hits on a damage roll of 19. Buying an ebony weapon costs 600 gp more than the normal equivalent. You can also pay 600 gp at a blacksmith to coat an existing weapon. Weapons made of or coated in ebony cannot be coated in Dwarven metal.

DWARVEN WEAPONS

Dwarven metal refers to heavy, exotic metals used primarily by the Dwemer. It is usually copper in color, although it can also be yellow, grey, or green. The Dwemer used the metal for everything, from architecture to cutlery. Notably, Dwemer Animunculi are composed of the metal. To the other races of Tamriel, it is primarily of interest for use in smithing weapons and armor. Dwarven weapons are prized for their ability to resist corrosion and retain their edge, while Dwarven armor has distinctive impact-absorbing qualities. For this reason, Dwemer artifacts are highly prized by adventurers and collectors.

Weapons made of or coated in Dwarven metal deal critical hits whenever they hit an object. Dwarven metal weapons cost 500 gp more than their normal equivalent. You can also pay 500 gp at a blacksmith to coat an existing weapon.

DAEDRIC WEAPONS

Daedric is one of the strongest types of equipment known to Nirn. Mortal eyes usually perceive it as black with the occasional shade of red. Various accounts exist on how to craft Daedric but most agree that it is the result of binding of ebony with a Daedra heart.

Daedric weapons are ebony weapons that ignore resistance to nonmagical weapons. They cost 1000 gp more than their normal counterparts.

NEW MAGIC ITEMS

AEGISBANE

Weapon (warhammer), uncommon

A warhammer and heirloom of Shatter-Shield's of Windhelm. When you hit with this weapon, it deals 1d6 extra cold damage.

AURIEL'S BOW

Weapon (bow), legendary (requires attunement)

A legendary bow said to have been wielded by Auriel, a living god. Hits with this bow deal an additional 1d8 radiant damage, or an additional 3d8 radiant damage if the target is undead.

BLADE OF WOE

Weapon (dagger), rare

An ebony dagger and relic of the Dark Brotherhood. Hits with this weapon deal an extra 1d6 necrotic damage and you regain hit points equal to the amount of damage inflicted.

BOOTS OF BLINDING SPEED

Wondrous item, uncommon

A pair of unassuming boots made of netch leather. When wearing these boots, your movement speed increases by 120 and you are blinded. This blindness cannot be dispelled by magic without losing the increase in movement.

CHILLREND

Weapon (longsword), very rare

A frosty blue glass longsword. Hits with this weapon deal 4d6 extra frost damage.

CHRYSAMERE

Weapon (greatsword) legendary (requires attunement)

Chrysamere, or the Paladin's Blade, is an ancient weapon with incredible defensive properties. While attuned to this weapon you gain a +3 to attack and damage rolls, you gain resistance to fire damage and your AC increases by 2.

CLOUDCLEAVER

Weapon (greataxe), rare

A large steel greataxe with Nordic carvings. Hits with this weapon deal an extra 2d6 thunder damage.

DRAGONBANE

Weapon (katana), rare

An akaviri katana made for the explicit purpose of slaying dragons. Hits with this weapon against dragons deal 4d6 extra thunder damage.

FIRINIEL'S END

Weapon (bow), uncommon

An elven bow of unknown origin. Hits with this weapon deal 1d6 extra frost damage.

GLOVES OF THE PUGILIST

Wondrous item, uncommon

Iron gauntlets that seem to increase the damage dealt from hand to hand combat. While wearing these gauntlets, you are proficient in your unarmed strike. Also your unarmed strikes deal an additional 1d4 bludgeoning damage.

KAHVOSEIN'S FANG

Weapon (dagger), rare

An ancient dagger from the Dragon Cult. If you use this dagger to attack a dragon, you have advantage on that attack.

LIGHT OF DAY

Weapon (mace), rare (requires attunement)

A magical mace from Morrowind meant to hunt vampires. Hits with this weapon deal an extra 1d6 radiant damage or an extra 3d6 radiant damage if the target is undead. Any undead creature that tries to wield this weapon is burned for 1d4 radiant damage per round until they drop the weapon.

OATHBLADE OF CHORROL

Weapon (longsword), uncommon

An ebony longsword and relic of County Chorrol in Cyrodiil. Hits with this weapon ignore resistances to nonmagical weapons.

PALE BLADE

Weapon (longsword), rare

An ancient Nordic blade that glows with a pale light. Hits with this weapon deal an extra 2d6 damage on hit. In addition, enemies hit with this weapon must make a DC 12 Wisdom check or be frightened for 1 minute.

NETTLEBANE

Weapon (dagger), rare

An ebony dagger with a green tint. This weapon has an advantage to hit against plants and plant type enemies.

NIGHTWEAVER'S BAND

Ring, rare (requires attunement)

An unassuming silver ring inlaid with amethyst. While wearing this item when you are attuned to it, you gain advantage on stealth checks and all your spell attacks deal an extra 1d6 damage.

RUEFUL AXE

Weapon (greataxe), rare (requires attunement)

A double headed ebony greataxe with the heads of wolves carved into the blades. Creatures hit with this item must make a DC 14 Constitution save or be knocked prone.

ROSE OF SITHIS

Weapon (arrow), very rare

An ebony tipped arrow with red fletching and rare relic of the Dark Brotherhood. If this arrow hits an unarmored opponent, they die instantly. Armored opponents just take 2d6 necrotic damage. This weapon has no effect on Daedra, dragons, undead, or constructs.

SHADOWHUNT

Weapon (bow), rare

A dark bow pulsing with a deathly energy. Hits with this weapon deal 2d6 extra necrotic damage. In addition, the target must make a DC 14 Constitution save or have disadvantage on saves against poison damage for 1 minute.

SHIMMERSTRIKE

Weapon (dagger), uncommon

A small dagger that glows with a cold light. Hits with this weapon deal 1d4 extra frost damage. In addition, this item emits bright light to a radius of 30 ft. and dim light for an additional 30 ft.

STAFF OF MAGNUS

Staff, rare (requires attunement)

A powerful magical quarterstaff with a round blue gem at its tip. This staff can hold up to 50 charges and starts with 3d4 when found. When holding this staff while attuned to it, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature makes a spell attack against you. The Staff absorbs a number of charges equal to the level of the spell cast. You can cast spells from the Sorcerer spell list up to level 5 by expending charges from this staff equal to the level of the chosen spell. Your spellcasting ability for these spells is Charisma.

WIDOWMAKER

Weapon (handaxe), rare (requires attunement)

A steel axe with Nordic carvings in the blade. Hits with this weapon do 3 extra slashing damage. You can use a bonus action while attuned to this weapon to Dash.

WIZARDFUCKER

Weapon (greatsword), rare (requires attunement)

A large greatsword made of Dwemer metal. Hits with this weapon deal an extra 1d6 lightning damage and any creature hit with this weapon has disadvantage on spell attacks for one minute.

WUUTHRAD

Weapon (greataxe), rare

A large two headed ebony greataxe with a carving of a screaming elf in the middle of the blades. This weapon has advantage on attack rolls against Altmer, Bosmer, Dunmer, Falmer, and Orcs.

DAEDRIC ARTIFACTS

DAWNBREAKER

Weapon (longsword), artifact (requires attunement)

Dawnbreaker is a Daedric artifact created by the Daedric Prince Meridia. It was forged "in a holy light that breaks upon" the Prince's foes. In appearance it is an ebony longsword containing a distinctive light emitting crystal in its cross-guard known as the Dawnstar gem. It was created with the intention of "burning away corruption and false life". As such, it is particularly effective against the undead.

An ebony longsword that does an extra 2d6 fire damage to enemies, and an extra 2d6 radiant damage to undead enemies.

GOLDBRAND

Weapon (dai-katana), artifact (requires attunement)

This magical sword is almost a complete mystery. Thieves tell tales about its golden make and how it was actually forged by ancient dragons of the North. Their tales claim that it was given to a great knight who was sworn to protect the dragons. The Sword lends its wielder the ability to do fire damage on an enemy.

A golden dai-katana that does an extra 2d6 fire damage on hit. This weapon is treated as an ebony weapon. You gain +1 to Strength when attuned to this item.

EBONY BLADE

Weapon (dai-katana), artifact (requires attunement)

The Ebony Blade, also known as the Vampire or the Leech, is a Daedric artifact created by the Daedric Prince Mephala. It resembles an ebony katana, and is considered to be an artifact of great evil, having the ability to absorb the life essence of those that it strikes. Part of the damage inflicted flows into the wielder as raw power, draining the victim of their health and sometimes stamina.

A dai-katana made of ebony that does 3d4 necrotic damage on hit, and heals you for the amount of necrotic damage dealt.

MACE OF MOLAG BAL

Weapon (mace), artifact (requires attunement)

The Mace of Molag Bal, also known as the Vampire's Mace, is a Daedric artifact of Molag Bal, the Lord of Domination, Enslavement and Rape. Its enchantment steals the souls of its victims. It has been said to be a good weapon of choice for slaughtering wizards. Many legends surround the mace, but its origins can be traced back to when Molag Bal tricked an Orcish blacksmith and enslaved him in pits of Coldharbour. The blacksmith was turned into a Soul Shriven and forced to forge the mace.

This ebony mace grants a +2 bonus to damage on hit. A creature hit with this weapon must make a DC 15 Wisdom save or take 3d6 psychic damage on a failed save or half as much on a successful one.

MASQUE OF CLAVICUS VILE

Wondrous item, artifact (requires attunement)

The Masque of Clavicus Vile is a helm which makes the wearer more popular wherever he or she might go. Much like other Daedra and their artifacts, Clavicus seems to retain ultimate control of the Masque and may recall it without warning.

While wearing this mask, you gain 5 charges. You can expend one of these charges to gain advantage on a Charisma roll. Every time you use this ability, there is a 5% chance Clavicus Vile will recall the mask to the Fields of Regret permanently. You regain all spent charges at the start of each day.

MEHRUNES' RAZOR

Weapon (dagger), artifact (requires attunement)

Mehrunes' Razor, also called the Dagger of the Final Wounds, the Bane of the Righteous and the Kingslayer, is a Daedric artifact created by the Daedric Prince Mehrunes Dagon. This powerful ebony dagger has the ability to kill instantly, as there is a small chance that Dagon will claim the souls of those struck by the Razor. It is Daedric in appearance, emblazoned with Daedric script and seemingly able to drink the light that hits it.

A sharply tapered ebony dagger with a large guard and silver trim. When you hit with this weapon, roll a 1d20, on a 20, the target dies instantly.

OGHMA INFINIUM

Wondrous item, artifact (requires attunement by a wizard)

The Oghma Infinium is an ancient tome of knowledge, and an artifact of great power. It was written by Xarxes, the scribe of Auri-El, who had been granted the knowledge within by Hermaeus Mora. The name of the tome comes from Oghma, the wife of Xarxes, whom he created from his favorite moments in history. The knowledge within the tome grants the reader access to the artifact's energy, which can be manipulated to achieve near demi-god abilities.

When you attune to this item, your Intelligence or Wisdom increases by 2, or both increase by 1. You can use this item as your spellbook and arcane focus. This item can automatically copy all the spells from a spellbook you possess exactly once after you attune to it. When you first attune to this item, select 5 cantrips from any class's spell list. While holding the Oghma Infinium you can cast those cantrips at will, and your spellcasting ability for these cantrips is Intelligence.

RING OF AZURA

Ring, artifact (requires attunement)

A silver ring with a flat mirrored face. While wearing this item when attuned to it, you have Darkvision out to 30 feet, also during your turn you can make one attack as a bonus action.

RING OF HIRCINE

Ring, artifact (requires attunement by a lycanthrope)

The Ring of Hircine is a Daedric artifact created by the Daedric Prince Hircine. In appearance, it is usually an engraved metallic ring showing the head of a wolf, although it has also been known to appear as a spiked leather buckler. The ring can temporarily give the gift of Lycanthropy to the wearer, and allows lycanthropes to control their transformations. Lycanthropes who possess the ring are not affected by the moons or by bloodlust, and can change form at will. Hircine punishes those that did not legitimately earn the ring, stripping the ring of its ability to control transformations and instead making transformations unpredictable. For non-lycanthropes, the ring is often useless, although it has been known to extend the wearer's life and allow for transformation into a werewolf. The ring is known to affect werewolves and wereboars, and likely works on other lycanthropes as well.

A lycanthrope attuned to this item can transform to or from their hybrid or beast form at will. While transformed, you retain full control of your character. You can also choose not to transform under a full moon.

RING OF NAMIRA

Ring, artifact (requires attunement)

The Ring of Namira is a Daedric artifact made by the Daedric Prince Namira. It has the appearance of an old copper ring with an insignia of bat wings on the face.

While wearing this ring when you are attuned to it, your Dexterity increases by 1, and you gain the ability to cannibalize dead humanoid creatures. When you do this, you gain 2d4 hit points. NPCs that see you cannibalize humanoid creatures may become hostile at the DMs discretion.

SANGUINE ROSE

Staff, artifact (requires attunement)

The Sanguine Rose is a Daedric artifact created by the Daedric Prince Sanguine. It takes on the form of a staff-sized rose. Although powerful, the Rose is not an artifact most would care to possess. It can be used to summon a lesser Daedra, who will attack all except the holder. The Daedra is uncontrollable, unlike those summoned by Conjunction, but as with conjured creatures it is only bound to the mortal plane temporarily. Each time the Rose is used it wilts a little, and when all the petals fall off, it loses its power. When this happens, a new rose blooms somewhere in Oblivion and is plucked by Sanguine to be given to another champion.

This weapon starts with 30 charges. You can expend one of these charges to cast the spell *Summon Lesser Daedra* at 3rd level, and must summon a Dremora Churl. This Dremora Churl is not under the caster's control, but will not attack the caster unless provoked. When the staff runs out of charges, it becomes a nonmagical quarterstaff.



Ring of Namira

SKELETON KEY

Wondrous item, artifact (requires attunement)

The Skeleton Key is a Daedric artifact created by the Daedric Prince Nocturnal. In appearance it doesn't always take the form of a key, and sometimes manifests as a lockpick instead. In its key form, it can be used to unlock any lock. As a lockpick, it is nigh unbreakable and can get past even the toughest locks. The two limitations placed on the Key form by wizards who sought to protect their storehouses were that the Key could only be used once a day and it would never be the property of one thief for too long, eventually disappearing.

You can use this item in place of Thief's tools for the purposes of lockpicking, and when you do you gain advantage on that roll. Once per day, you can use this item to open any door, but when you do there is a 5% chance that Nocturnal will recall this key to Everglom.

SKULL OF CORRUPTION

Staff, artifact (requires attunement)

The Skull of Corruption is Vaermina's signature artifact. It is an incredible staff that creates a duplicate, or "clone", of whomever it is cast upon. This clone then attacks the original at the behest of the caster. Legends say that the staff a mind of its own, and can feed on the memories of those around it.

This item has 8 charges. You can expend one charge of this item to make a ranged spell attack on a target you can see with a CR or level less than or equal to your level. A copy of the target with the same stats is summoned in an unoccupied space within 5 ft. of the target, and is hostile to the target. If the target or copy dies, the copy disappears.

SPELLBREAKER

Shield, artifact (requires attunement)

The Spellbreaker (also spelled Spell Breaker) is an artifact attributed to the Daedric Prince Peryite. Superficially a Dwarven tower shield, it is one of the most ancient relics in Tamriel. The shield not only protects its wielder from physical damage, but also from magical attacks, by reflecting magicks, dispelling curses, or silencing any mage about to cast a spell. It is said that the shield still searches for its original owner, and will not remain the property of anyone else for long.

A large shield made of dwarven metal and moonstone. When holding this shield while attuned, you are resistant to cold, fire, and lightning damage, and you gain advantage on Constitution saving throws against spell attacks. This shield can be used as a holy symbol for a paladin or cleric.

SWORD OF JYGGALAG

Weapon (greatsword) artifact (requires attunement by a humanoid with 16 or more Strength)

The Sword of Jyggalag is a Daedric artifact created by Jyggalag, the Prince of Order. It takes the form of a giant claymore made of a silver crystalline material, similar to the longswords wielded by the Knights of Order. It has been compared to the Staff of Sheogorath, although it is unknown if the sword holds as much symbolic power. The sword was originally wielded by Jyggalag himself. During the Greymarch of 3E 433, Jyggalag used the sword in his final assault on the Palace of Sheogorath, where he was defeated by Sheogorath's mortal Champion. Free of his curse, Jyggalag departed the realm to roam the voids of Oblivion, and his sword was placed in the palace's throne room as a trophy.

This weapon appears as a massive silvery crystalline sword. This weapon is treated as an ebony weapon, and deals an extra 2d8 force damage on hit. A creature attuned to this weapon has its alignment changed to lawful neutral.

UMBRA

Weapon (longsword) artifact (requires attunement)

The Umbra Sword is a Daedric artifact designed with the sole purpose of the entrapment of souls. The ancient witch Naenna Waerr created the sword at the request of Clavicus Vile, who wanted the sword as a tool of mischief which would send him souls from the mortal realm. Naenna created the sword, but it was unstable, requiring Vile to give the witch a piece of his power to be imbued in the sword in order to stabilize it. However, Naenna (sometimes accredited with being Sheogorath in disguise) supposedly tricked him, as the piece of Vile's power imbued in the sword became a sentient being which called itself Umbra. Naenna was executed for her evil creation, but not before she hid the sword. The sword took on a life of its own, remaining hidden until a worthy wielder was found. Umbra then slowly takes control of the wielder.

Umbra appears as a jet black longsword with red markings. When this weapon hits, it does an extra 2d10 necrotic damage. Each time a creature is killed by this sword, there is a 5% chance that Umbra will take control of your body. If that happens, you become an NPC under the DM's control.

VOLENDRUNG

Weapon (warhammer), artifact (requires attunement)

Volendrung, also known as the Hammer of Might, is an ancient artifact created by the Dwarven Rourken clan. In appearance, it is a large ebony warhammer. For unknown reasons, Volendrung became a Daedric artifact of Malacath. It is enchanted with the power to paralyze foes and drain them of their strength, conferring it to the wielder. The hammer is prone to disappearing like its Dwarven creators, sometimes resurfacing in days, sometimes in eons.

Volendrung appears as a large spiked ebony warhammer with a red gem set in the head. Creatures hit by this weapon must make a DC 15 saving throw or be paralyzed and. A creature attuned to this item gains 2 strength.

WABBAJACK

Staff, artifact (requires attunement)

The Wabbajack is the Daedric artifact of Sheogorath, a mysterious staff that casts random spells ranging in effect from the complete disintegration, to the transformation, or empowerment of the target. These abilities are able to completely alter the course of battle in one of any number of ways. Its rogue nature is a reflection upon Sheogorath's own chaos, choosing at random to either help or hinder those he encounters.

This staff has 10 charges. You can use your action to expend a charge to make a ranged spell attack with this staff on a creature you see. When you do, the effect of your attack is a random effect on the following table. You regain all spent charges at the beginning of each day.

d20 Effect

- 1 The target is polymorphed into a sweet roll permanently
- 2 The target makes a DC 15 Charisma save or is polymorphed into a creature of CR 1/8 or lower for 1 minute
- 3-4 The target makes a DC 15 Intelligence save or takes 2d6 fire damage
- 5-6 The target makes a DC 15 Wisdom save or is knocked prone
- 7-8 The target makes a DC 15 Strength save or is takes 2d6 cold damage
- 9-10 The target makes a DC 15 Dexterity save or is frightened for one minute
- 11-12 The target makes a DC 15 Constitution save or is paralyzed for one minute
- 13-14 A Dremora Churl is summoned in an unobstructed space within 10 ft of the target. The Dremora Churl is hostile to all other creatures and is under DM control
- 15-16 If the target is wearing armor, it teleports to an unoccupied space within 10 ft., otherwise, reroll
- 17-18 Target has advantage on their next action
- 19 Target regains all lost hit points
- 20 The target instantly dies.