



UNBOUND

AN ELDER SCROLLS CAMPAIGN



NOLTREM

Dive into the setting of this D&D 5E campaign in the Elder Scrolls universe. What happened into the 1000 years since the times of the Dovahkiin of Skyrim in the 4th Era?

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SETTING

A LOT HAS HAPPENED SINCE THE TIME OF THE Dragonborn. New wars have been fought across Tamriel. A plague ripped through nations. New Kingdoms rose and others fell.

The war in Skyrim ended in favour of the Stormcloaks, but the Imperials moved back in. Now, through political negotiations, the province is split between the Imperial North on the Eastern side, and the Stormcloak Nation to the East. At the centre of the province, Whiterun has grown into a central hub of commerce between the two sides, a centre of neutrality with its own independent government.

On the other end of Tamriel, in the Summerset Isles, the Fourth Aldmeri Dominion was founded, under King Mithrom the First. As time went by, Valenwood, Elsweyr and Hammerfell joined the Dominion, for their own different reasons.

In the meantime, the Cyrodilic Empire crowned a new Emperor, Cato Scinette, starting a new line of Emperors, the Scinette Dynasty. Up until the end of the Fourth Era, many wars were fought, over land disputes, slavery and economical imbalance. A deadly plague also hit the Empire. But all of this has been cleared up and is history.

The most mysterious part of recent history, however, is the Forgotten Years; a period of 15 years about which nobody knows a thing. All books, letters and official documents that relate to anything that happened during this time have been erased from existence, along with mortals' memories. There are many rumours about this time, but it has now been dismissed by most people.

Now we live in the Fifth Era, a time where the Aldmeri Dominion and the Scinette Empire have once again struck a deal, this time called the Obsidian Agreement. For the most part, times are much calmer than before; but you never know....



RACES OF TAMRIEL

A WIDE VARIETY OF INTELLIGENT RACES POPULATE Tamriel, not all of them are found in the continent of Tamriel. Not all of these intelligent races are suitable for a player controlled character, the ones listed here are the ones that can be chosen to create an adventurer.

Please note that this document is based on the assumption that you have read *Chapter 2: Races* chapter of the *Player's Handbook*.

ELVES

Elves, known as Mer in their language, are members of a group of races called the Elder Races of Mundus, the oldest of the known races. Mer live lengthy lifespans compared to other races, with the average Elf living over two centuries before being considered old, two or three times the lifespan of Men. Those extraordinarily gifted in magic or alchemy, or favored by the gods, can endure for millennia with seemingly no ill effects. A few mer races have disappeared or otherwise died out, including the Dwemer and the Ayleids. All of these races are thought to be descended from the Aldmer.

Due to the common lineage of all elves, their different languages are all different forms of the same mother tongue. Thus, all elves can manage to understand each other, although, at times, with difficulty.

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. In the Empire, “High” is often understood to mean proud or snobbish, and as the Altmer generally personify these characteristics, the “lesser races” generally resent them. Altmer consider themselves to be the most civilized culture of Tamriel; the common tongue of the continent is based on Altmer speech and writing, and most of the Empire’s arts, crafts, laws, and sciences are derived from Altmer traditions. They usually have golden, green, or amber eyes. Altmer often become powerful magic users due to both their magical affinity and the many years they may devote to their studies.

RACIAL SUPERIORITY

Altmer consider themselves to be superior to all the other races, based on their history and heritage, especially towards humans. You might want to consider incorporating this through Roleplaying, keeping in mind to keep it in character and not ruining the fun of others at the table.

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Age. Altmer are the longest living race in Tamriel, capable of living for thousands of years if not killed. Due to the dangers of the world, they average around 600.

Size. Altmer usually have a thin build and range from 6-7 feet tall. Your size is medium.

Arcane Heritage. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Arcanist Society. You are proficient in the Arcana and History skills.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Aldmeri and Tamrielic.

Speed. Your base walking speed is 30.



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. Bosmer rejected the stiff, formal traditions of Aldmeri high culture, preferring a more romantic, simple existence in harmony with the land and its wild beauty and creatures. They are relatively nimble and quick in body compared to their more “civilized” Altmeri cousins (who often look down upon the Bosmer as unruly and naive). 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. Though they are considered less influential than some of their Elven brethren, the Bosmer are also relatively prone to producing offspring. As a result, they outnumber all other Mer on Tamriel.

THE GREEN PACT

The Green Pact, also known as the Treaty of Frond and Leaf, is a strict code upheld by many of the Bosmer of Valenwood. It is said to have guided their existence since the beginning of the “great story”.

Its rules are clear. Do not harm the forests of Valenwood. Do not eat anything made from plant life. Eat only meat. When enemies are conquered, their meat must be eaten, not left to rot. Do not kill wastefully. Do not take on the shape of beasts. Most Bosmer follow this pact to the letter, it is extremely rare to find one who breaks this code.

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

Age. Due to their Elven nature, Bosmer can live up to around 400 years old.

Size. Bosmer are smaller than all the other common races of Tamriel, usually only reaching up to a maximum of 5 feet. Your size is medium.

Forest Dweller. You are proficient in the Survival and Perception skills.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of light.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Bosmeri and Tamrielic.

Speed. Your base walking speed is 30.



DUNMER

The Dunmer, also known as Dark Elves, are the ash-skinned, typically red-eyed elven peoples of Morrowind. “Dark” is commonly understood as meaning such characteristics as “dark-skinned”, “gloomy”, “ill-favored by fate” and so on. The Dunmer and their national identity, however, embrace these various connotations with enthusiasm. In the Empire, “Dark Elf” is the common usage, but among their Aldmeri brethren they are called “Dunmer”. 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. In character, they are grim, aloof, and reserved, as well as distrusting and disdainful of other races.

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

Age. Like their Altmer cousins, Dunmer reach an average of 500 years old.

Size. Dunmer are similar in height to the races of man, growing up to roughly 5 or 6 feet tall. Your size is Medium.

Ashborn. You have resistance to Fire.

Superstitious Culture. You are proficient in the Arcana and Religion skills.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Dunmeri and Common.

Speed. Your base walking speed is 30.

DUNMERI CULTURE

Dunmer distrust and are treated distrustfully by other races. They are often proud, clannish, ruthless, and cruel, from an outsider’s point of view, but greatly value loyalty and family. Young female Dunmer have a reputation for promiscuity in some circles.

Despite their powerful skills and strengths, the Dunmer’s vengeful nature, age-old conflicts, betrayals, and ill-reputation prevent them from gaining more influence. Those born in their homeland of Morrowind before its devastation were known to be considerably less friendly than those who grew up in the Imperial tradition.



ORSIMER

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. Orcs have elven blood, but are usually considered to be both beastfolk and goblin-ken. In the past, Orcs were widely feared and hated by the other nations and races of Tamriel. However, they have slowly won acceptance in the Empire, in particular for their distinguished service in the Emperor’s Legions. 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. Most Imperial citizens regard Orc society as rough and cruel.

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

Age. Although cursed, the Orsimer are still an elven race, and can live for about 300 or 400 years. Most, however, try to die an honorable death in combat while they are still young and strong, before reaching the age of 100 years.

Size. Orsimer are brutish and built, most being between 6 and 7 feet tall. Your size is Medium.

Nomadic. Being used to sleeping under the stars and standing watch, Orsimer can gain the benefits of a long rest from a short 4 hours.

Battle Hardened. You are proficient in the Athletics and Intimidation skills and in the use of simple weapons.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Orcish and Tamrielic.

Speed. Your base walking speed is 30.

ORCISH CULTURE

Even though Orsinium is considered home of the Orcs, they are known to have settlements all around Tamriel. Orc Settlements are ruled by a single male chief who gets to make all the rules and bed all the wives. It is not uncommon for the chief’s sons to battle him to the death to take over as chief.

Orcs are considered to be cursed Elves, changed into the ugly and brutish beasts they are now when the Daedric Prince Boethiah defeated the Aldmeri god Trinimac, transforming him into Malacath.



HUMANS

Men as a collective term, encompasses beings of the human race in Tamrielic culture. Drastically different culturally and physiologically from mer and beastfolk, humans are genetically capable of interbreeding with the former, while rumors of interbreeding with the latter exist, but are unproven. Humans come in an array of skin tones and pigments depending on race, with Nords and Bretons being the palest and Redguards being the darkest. Of the human race, there are four subraces currently existing on the Tamrielic continent. These include, Imperials, Nords, Bretons, and Redguards. The Nedes are an extinct human race from which the Imperials sprang.

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. They are united in culture and language, even though they are divided politically, for High Rock is a fractious region. 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. They are known for a proficiency in abstract thinking and unique customs. Bretons appear, by and large, much like other pale-skinned humans. They are usually slight of build and not as muscular as Nords or Redguards. The great diversity in their appearance is to be expected from their politically fractured society, though their clothes, accents, customs and names are fairly uniform.

ELVISH LINEAGE

Their elven blood is heavily diluted, due to their ancestors intermingling with the Nordic population in Skyrim and High Rock. For this reason, other Mer races, especially the Altmer, consider them inferior, on the same level as the other human races.

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

Age. While their mixed blood would make one think they live longer, Bretons burn bright and fast, usually not lasting more than 60 years.

Size. Bretons are smaller than the other race of man, averaging at about 5 and half feet. Your size is Medium.

Investigative. You are proficient in the Insight and Investigation skills.

Opportunist. You are proficient in using Light Armor, Daggers and Shortswords.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Tamrielic and Bretic.

Speed. Your base walking speed is 30.



CYRODILLIC

Also known as Cyrodiils, Cyrodillics, 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. Though physically less imposing than the other races, the Imperials have proved to be shrewd diplomats and traders, and these traits, along with their remarkable skill and training as light infantry, have enabled them to subdue all the other nations and races and erect the monument to peace and prosperity that comprises the Glorious Empire. Their hegemony has waxed and waned throughout the eras, and most historians refer to three distinct Empires, the ends of which each mark a new epoch in Tamrielic history.

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

Age. Cyrodillics live up to an average of 75 years old, some making it into their early hundreds.

Size. Cyrodillics are of varying height, ranging from 5 feet tall up to 6 feet. Your size is Medium.

Natural Diplomat. You are proficient in the Deception Persuasion skill.

Ambition. You gain one feat of your choice.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Tamrielic and two other languages of your choice.

Speed. Your base walking speed is 30.

IMPERIAL DIPLOMACY

The defining feature of Imperial culture is its cosmopolitanism. Although some individuals may be the most arrogant bigots in Tamriel, culturally Cyrodillics are very conciliatory and congenial, making them skilled diplomats and traders. Even Imperial vampires claim some semblance of civility.

In the eyes of others, however, Imperials are considered the boot lickers of the Elves, based on the fact that the Empire agreed to the White Gold Concordat.



NORD

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. Eager to augment their martial skills beyond the traditional methods of Skyrim, they excel in all manner of warfare, and are known as a militant people by their neighbors. Nords are also natural seamen, and have benefited from nautical trade since their first migrations from Atmora. They captain and crew many merchant fleets, and may be found all along the coasts of Tamriel.

NORDIC PATRIOTISM

There are two things most Nords love: music and mead. Most Nords wear animal skins or cotton clothing. They are generally tolerant of outsiders to Skyrim, though often do not make them feel welcome. In particular, Nords often still hold a bitter resentment towards elves. The Reach, one of the nine Holds of Skyrim, has only a slight Nord majority, and cities in the east have become heavily influenced by the Dunmer.

The northern and eastern holds - Winterhold, Eastmarch, the Rift, and the Pale - are known collectively as the Old Holds, where the influence of old Nordic traditions is still relatively strong and outsiders are rare. The young men there go out for weeks into the high peaks in the dead of winter, hunting the ice wraiths that give them claim to full status as citizens. The Reach and the Rift both have long histories of lawlessness, and are generally associated with criminal activity.

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

Age. Nords have legends of heroes living up into their second century but most survive up to their 70s or 80s.

Size. Nords are built and burly, reaching up to 6 or 7 feet in height. Your size is Medium.

Born Survivor. You are proficient in the Perception and Survival skills.

Iceborn. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*. You also have resistance to Cold Damage.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Nordic and Tamrielic.

Speed. Your base walking speed is 30.



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. Tattoos and body piercings are common. Many Redguard men show an affinity for beards. “A man is only as great as the beard that wears him” is an old Redguard proverb.

In addition to their cultural affinities for many armor styles and weapons, particularly swords, Redguards are also physically blessed with hardy constitutions, resistance to poison, and quickness of foot. Unlike most other human races, they are not believed to have any connection with the ancestral Nordic homeland of Atmora.

REDGUARD CULTURE

Like all races, Redguards have been shaped by their home. Since their arrival, they have been few in number, relative to the other races of Tamriel. Their Yokudan heritage left them with advanced seafaring, agricultural, military and even astronomical knowledge that allowed them to thrive in a place where others merely hoped to survive.

Redguard society is extremely martial, and nearly everyone is expected to have a grasp of basic weaponry and combat, although only the rulers are generally expected to have detailed knowledge of strategy, formations and tactics.

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

Age. Although not related to the other human races, they boast a similar life span of 80 to 120 years.

Size. Redguards share the same size and height of other men, reaching about 5 to 6 feet in height. Your size is Medium.

Warbound. Being a proud warrior race, all Redguards have proficiency with any kind of curved sword, shields and all types of armor.

Aversion to Poison. You have resistance to poison damage and have advantage on saving throws against becoming Poisoned.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Yoku (or Yokudan) and Tamrielic.

Speed. Your base walking speed is 30.



BEASTFOLK

Beastfolk or Beastmen is the collective term used to refer to bestial races. Drastically different, culturally and physiologically, from men and mer, the Beastfolk possess different skeletal structures and metabolic processes, even amongst themselves. While rumors of interbreeding between beastfolk and other races exist, none have been proven.

Beastfolk come in a variety of colors and body structures, and are not sub-species of the same proto-race like men and mer. Included in this category are the Khajiit and Argonians.

ARGONIAN

Argonians or Saxhleel are an oviparous race of reptilian people native to the large and marshy province of Tamriel known as Black Marsh. They can be found in smaller numbers throughout the continent. Argonians are one of the few races completely unrelated to men and mer, who think of themselves as coming from, and ultimately returning to, the Hist.

Enigmatic and intelligent, the Argonians are experts of guerrilla tactics, and their natural abilities suit their swampy homeland. They have developed immunities to diseases that have plagued many would-be explorers in the region, and they are capable of easily exploring underwater locations due to their ability to breathe water. Argonians also have some resistance to poison.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Age. Due to their natural resilience and their connection to the Hist, Argonians generally live up to about 200 years.

Size. Slender but muscular, Argonians can reach up to 6 feet in height. Your size is medium.

Reptilian. You can breathe air and water. You also have resistance to Poison damage and make saving throws against becoming Poisoned with advantage.

Forest Native. You are proficient in the Nature and Survival skills.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Jel and Tamrielic.

Speed. Your base walking speed is 30. You also have a swimming speed of 30 feet.

ALIEN RACE

Coming from a place which is uninhabitable by any of the other races, and worshipping what others believe to simply be a tree, the Argonians are beyond alien to the other races.

They are also a tribal race, not believing in building large cosmopolitan cities, although it is not unheard of to see an Argonian actually moving into a city to live there.



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 mostly stay on land, but piracy and skooma trade does draw some to work as sailors.

Khajiit anatomy differs greatly from both men and elves, not only because of their fur, tail, and sometimes toe-walking stance, but also their digestive system and metabolism.

There are many different types of Khajiit; but the Cathay are the most common ones outside of Elsweyr. So much so that they are generally known simply as Khajiit.

ANCIENT PEOPLE

Even before the first Men or Mer set foot on Tamriel, the Khajiit were already native to the continent. However, the origin of the cat-folk on the Tamriel still remains debated.

Legend speaks of the Khajiit to have originated from an intelligent feline race or being their cousins. This belief could be supported by the interpretation of the encounter with four and two legged cat demons by Topal the Pilot to be ancient Khajiit, just as Tamriel was still being explored the first time by Aldmer.

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

Age. Khajiit are an oddity of a race with a confusing lineage, their lifespan generally ranging from 100 to 200 years, although it can vary with breed.

Size. Khajiit are varied in shape and size. Most, however, are roughly about 5 feet tall. Your size is Medium.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of light.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read and write Ta'agra (Khajiiti) and Tamrielic.

Speed. Your base walking speed is 30, and a climbing speed of 20.



RARE RACES

Some peoples in Tamriel have gone through much tougher times than others, leading to near extinction. Other simply do not breed as much as others due to their nature. As such, members of such races tend to be much rarer than others.

Due to their limited numbers, some of these races tend to keep to themselves, and do not usually adventure with other species. If you want to play such a character, make sure you have a good reason for going out and joining such a party.

MAORMER

The Maormer, also known as Sea Elves, are a race of Mer that live on the continent Pyandonea, far south of the Summerset Isles. Maormer are especially distinguished by their skin and eyes. Their eyes are clear and milky-white. Maormer's skin is entirely pale and colorless, as though their flesh is made of white limpid jelly. Their skin also has strange, chameleon-like properties, comparable to that of the forest coupling skills of the Wood Elves. The Maormer practice a powerful form of snake magic, and with this they have tamed the sea serpents of their island for use as steeds and warbeasts.

COMFORT AT SEA

Whenever Maormer are away from the seas, they become uneasy, but confident and almost cocky when at sea.

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

Age. Similar to other Elves, Maormer live long lives, as long as 700 years old.

Size. Maormer usually reach up to 6 feet tall in height. Your size is medium.

Natural Navigator. Living your life mostly at sea, you are proficient in Navigator's Tools and Vehicles (water).

Camouflage. Your translucent skin changes color automatically to help you blend into your surroundings. You have advantage in all stealth rolls.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read, and write Tamrielic and Aldmeri.

Speed. Your base walking speed is 30 feet.



FALMER

The Falmer, also known as the Ice Elves, or Snow Elves, were an elven race, whose Empire held a portion of Skyrim. They were said to be a proud and united people before their downfall. Their society was considered very wealthy and prosperous, and possibly rivaled the culture of the Altmer.

Members of this race are now extremely rare, only a select few can be found in all of Tamriel. Falmer history is filled with mystery, having ended up as slaves to the now disappeared Dwemer. These Elves have mostly died or changed into the monstrosities now known as Falmer.

Ability Score Increase. Your Intelligence score increases by 1, your Wisdom score increases by 1 and your Charisma score increases by 1.

Age. One of the longer lived Elven race, Maormer live long lives, up to about 800 or 900 years. However, in rare cases, some members of this race managed to survive for thousands of years.

Size. Falmer reach up to 6 feet tall in height. Your size is medium.

Iceborn. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*. You also have resistance to Cold Damage.

Snow Camouflage. Your pale skin gives you advantage in all stealth rolls when in snowy or icy conditions.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read, and write Tamrielic and Falmer.

Speed. Your base walking speed is 30 feet.

THE 'LUCKY' FEW

The ones who have survived the fate of the rest of their kin only did so because they were on different planes of existence at the time of the disappearance of the Dwemer.

However, they now live with the knowledge of what happened to their family and friends, and live alone as the only ones of their race.



DEEP FALMER

These creatures are what is left of the once mighty and wealthy empire of Elves. Centuries of enslavement, forced labour and being force fed drugs lead to the disfigurement of an entire race. Whenever anyone talks about Falmer, these creatures are what springs to mind, and not the glorious Elves of old.

Falmer are found in underground cities and fortresses left behind by the Dwemer. Small camps of these tribe like creatures can be found in the darkest corners of these lost cities. Blinded by darkness and the drugs fed to them by the Dwemer, their other senses have heightened to allow them to survive.

Their need to survive has lead the Falmer to use anything they can. Their weapons and armour, as well as any form of furniture they use are generally made of the remains of any creatures they find living in the darkness below.

Ability Score Increase. Your Constitution score increases by 3.

Age. The magic that changed their appearance also lengthens the Falmer's longevity of life. The Deep Falmer live up to somewhere between 1000 and 1500 years.

Size. Falmer are usually about 6 feet tall in height, but hunched over and look like they are about 4 feet tall. Your size is medium.

Blindsight. These creatures are blind. However, their other senses are hightened enough to manage to perceive their surroundings. Your senses are enough for you to percieve your surroundings up to 60 ft away.

Fight for Survival. You are proficient in using shortswords, shortbows and shields.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. Having lived away from any civilisation for centuries, you do not know the Tamrielic language and only and old variation of Aldmeri.

Speed. Your base walking speed is 30 feet.

A MONSTER

As a creature who has deformed into something akin to the monsters of old, it is extremely hard for you to make it into a city without being attacked on sight, let alone be considered an equal.

Due to being drugged for centuries, your entire race has become blind and deformed. However, living underground in the dark for centuries heightened the Deep Falmer's other senses, making them aware of any movement around them through hearing.



DWEMER

The Dwemer, also known as the Deep Elves, or Dwarves by some, are a lost race of Mer who primarily lived in what is now known as Morrowind. However, they had built cities across all of Tamriel, and one can still find magnificent Dwemer ruins throughout the entire continent.

One of the greatest mysteries in all of Tamriel pertains to the Dwemer, as the entire race vanished from the face of the earth, some time in the first Era, during a battle against the Chimer, the ancestors of today's Dunmer. To this day, nobody knows what made all Dwemer vanish from Tamriel, be it those who were in battle and those who were in a completely separate region. Only a very small number of Dwemer still exist on Tamriel, even the pale Falmer boast a greater number of members. The last surviving members of this once proud and technological race only did so because they were on other planes of existence, many of them technomancers who travelled the planes to research how to build new technologies.

Highly advanced as a race, the Dwemer had created technologies that the other races have not managed to create in the thousands of years since the disappearance of this race. Complex automatons still guard the halls of the Dwemer ruins, following their masters' orders to this day, providing quite a challenge to adventurers who dare enter these long lost ruins of old.

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

Age. Similar to other Elves, Dwemer live long lives, as long as 800 years old. However, in rare cases, some members of this race managed to survive for thousands of years.

Size. Dwemer are usually about 6 feet tall in height. Your size is medium.

Long Lived. You have proficiency and expertise in the History skill, meaning you gain add your proficiency bonus twice to any History check you make.

Natural Innovator. You are proficient in two of the following skills: Alchemist's supplies, Tinker's Tools, Smith's Tools.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. Having lived away from any civilisation for centuries, your knowledge of the Tamrielic language is somewhat broken. You also know how to speak, read and write Dwemer and Daedric.

Speed. Your base walking speed is 30 feet.

THE VERY FIRST 'WIZARDS'

Prior to the inventions of the Dwemer, anyone who used magic did so by channelling energy through the Aedra or Daedra, or through a divine link to nature.

However, the Dwemer were the first to really understand how to manipulate Magicka on their own, without the help of any divine being.



FORSWORN

The forsworn are a rebellious group primarily composed of the Reachmen of The Reach in Skyrim, many of them of Breton descent. As a tribe, they were first formed following the Markarth Incident in the Fourth Era.

Since then, different sub groups of this new culture have split off and formed their own cultures. Some have even moved to other provinces of Tamriel. However, most of their tribal elements remain, and citizens of provinces other than Skyrim have now grown to fear the Forsworn headgear from afar.

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

Age. Similar to their Bretons descendants, Forsworn usually live up to around 60 years.

Size. Forsworn generally come up to about 5 and half feet. Your size is Medium.

Fearsome Zealots. You gain proficiency in the Intimidation and Religion skills.

Forsworn Training. You have proficiency with the dagger, shortsword, handaxe, and longbow.

Languages. You can speak, read and write Tamrielic and 1 other language of your choice.

Speed. Your base walking speed is 30.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

WIN-WIN DEAL WITH THE HAGRAVENS

Although many of the Forsworn are not religious, most of these folk venerate and protect the Hagravens that stalk the hills and mountains of the Reach. In return, the Hagravens are said to have given the leaders of these barbaric people with immense power.



SENCHÉ

Senche are often confused with their tiger-sized, catlike, and lesser sentient cousins, the Senche-Cats. This is due to Khajiit also using the term Senche to describe them. The Senche fursstock is very large, standing about as tall as an Altmer or having a shoulder height of a horse. Some say their weight is comparable to that of twenty Altmer, but that might be a bit of an exaggeration. Their forelimbs are thick, and their rear limbs are one and a half times as long, giving them an apelike appearance. They have tawny fur, ribboned with stripes the color of dried blood.

In some cases, Senche may be used as steeds, only if the Senche permits it. Do not dare try to right a Senche without asking for permission though, as this will never end nicely.

Ability Score Increase. Your Intelligence score increases by 1, your Wisdom score increases by 1 and your Charisma score increases by 1.

Age. Khajiit are an oddity of a race with a confusing lineage, their lifespan generally ranging from 100 to 200 years, although it can vary with breed.

Size. Senche are generally around 7 tall from head to foot, 4 feet wide at the shoulders and around 6 feet from head to tail. Your size is medium.

Natural Weapons. Your claws and teeth are natural weapons, which can be used to make unarmed strikes. Instead of the bludgeoning damage normal for an unarmed strike, your Claws deal 1d6 + your Dexterity modifier slashing damage, while your Bite deals 1d6 + your Strength modifier piercing damage.

Pounce. If you move at least 20 ft straight toward a creature and then hit it with a Claw attack on the same turn, that creature must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, you can make one Bite attack against it as a bonus action.

Paws. Due to your feline paws, you cannot pick up items or wield weapons.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read, and write Ta'agra(Khajiiti) and Tamrielic.

Speed. Your base walking speed is 40 feet.



ALFIQ

The diminutive form of magically gifted Khajiit called Alfiq greatly resemble housecats. However, this resemblance has led many to treat them as such, which greatly irritates most Alfiq. Many of these types of Khajiit end up being ‘kidnapped’ by non-Khajiit who think they are cute housecats. While it is rumored among outsiders that Alfiq are mute, this couldn’t be further from the truth. The fact that they do not talk much is because most of them refuse to do so with non-Khajiit people in response to the disrespect shown towards them by considering them housecats.

Although most Alfiq do wear clothing, some of them do not, simply because they cannot. To put on clothes, Alfiq need to ask others for help, which they do not like to do, or use magic themselves, something the Alfiq are generally very attuned to.

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

Age. Khajiit are an oddity of a race with a confusing lineage, their lifespan generally ranging from 100 to 200 years, although it can vary with breed.

Size. Falmer reach up to 6 feet tall in height. Your size is medium.

Intelligent Species. You are proficient in the Arcana and Investigation skills.

Magically Gifted. You know the *Mage Hand* and *Dancing Lights* cantrips.

Paws. Due to your feline paws, you cannot pick up items or wield weapons.

Racial Feat. You gain one feat of your choice from the Racial Feats section.

Languages. You can speak, read, and write Ta’agra(Khajiiti) and Tamrielic.

Speed. Your base walking speed is 20 feet.



CONSTELLATIONS

WHenever a baby is born, some of the magic that flows through Nirn (the mortal plane) latches on to that person, bestowing both good and bad. Some people are given innate magical powers based on the star sign they are born under, while others are given immense strength, while others still are cursed to carry a heavy burden.

When creating your character, select a Constellation from the list below, or roll on the Constellations table if you prefer to add a random element to your character creation process. To roll on the table, roll 2d12. If the roll is a double (example: two 2s), then your Constellation is The Serpent. Otherwise, select one of the dice, and pick the Constellation from the list that matches the number rolled on the selected die.

Some of the Constellations have a prerequisite that you need to satisfy before they are selected, so take note of the prerequisite tag if applicable. If your character does not satisfy the prerequisite, roll on the table again.

CONSTELLATIONS TABLE

1d12	Constellation
1	The Apprentice
2	The Atronach
3	The Lady
4	The Lord
5	The Lover
6	The Mage
7	The Ritual
8	The Shadow
9	The Steed
10	The Thief
11	The Tower
12	The Warrior
Doubles	The Serpent

THE APPRENTICE

(prerequisite: spellcaster)

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.

You gain the following benefits:

- At 1st level, you learn one cantrip of your choice.
- At 3rd level, you learn a 1st level spell of your choice.
- At 5th level, you learn a 2nd level spell of your choice.
- You are weakened to magical damage. After finishing a long rest, determine the type of weakness which will be active until your next long rest, by rolling on the Apprentice Magic Weakness table. Whenever a spell results in damage of the type rolled on this table affects you, you take twice as much damage. Magical or enchanted weapons are not affected by this weakness.

APPRENTICE MAGIC WEAKNESS

1d6 Damage Type

- 1 Elemental (Cold / Fire / Lightning)
- 2 Chemical (Acid / Poison)
- 3 Existential (Necrotic / Radiant)
- 4 Power (Force / Thunder)
- 5 Physical (Bludgeoning / Piercing / Slashing)
- 6 Mental (Psychic)



THE ATRONACH

(prerequisite: spellcaster)

Those born under this sign are natural spellcasters who can steal magicka from other spells cast around them, but they cannot generate magicka of their own.

You gain the following benefits:

- Your Intelligence, Charisma or Wisdom score increases by, to a maximum of 20.
- You gain the *Magicka Siphon* ability and the *Stunted Magicka* flaw.

Magicka Siphon. You gain the ability to absorb Magicka when targeted by spells. Whenever you are targeted by a spell that deals damage, roll a constitution saving throw against the spell save DC of the caster. On a successful saving throw, you regain a number of spell slot levels equal to the spell level cast at you. You can distribute those levels as you wish. Example: you roll a successful saving throw against a level 5 spell. You can then recover 1 3rd level spell slot and 1 2nd level spell slot; or 1 2nd level spell slot and 3 1st level spell slots; etc.

Stunted Magicak. Whenever you finish a long rest, instead of recovering all your spell slots, you only recover a number of spell slot levels equal to your level, which you can distribute as you see fit. For example, if you are a level 10 Wizard, you gain 10 spell slot levels, you can regain a 4th level spell slot, a 2nd level spell slot and 4 1st level spell slots.

THE LADY

Those born under the sign of the Lady are kind and tolerant.

You gain the following benefits:

- Your Charisma and Wisdom score are increased. Choose 1 of them, this increases by 2, up to a maximum of 20. The other increases by 1, up to a maximum of 20.

THE LORD

Those born under the sign of the Lord are stronger and healthier than those born under other signs.

You gain the following benefits:

- Your Constitution or Strength score increases by 1, to a maximum of 20.
- You gain the *Blood of the North* ability and the *Trollkin* curse.

Blood of the North. As an action, you can use Hit Dice to recover HP as you would normally do during a short rest. Once you use this ability, you cannot use it again until you finish a long rest.

Trollkin. You are vulnerable to Fire damage, taking twice as much damage from any Fire damage dealt to you.

THE LOVER

Those born under the sign of the Lover are graceful and passionate.

You gain the following benefits:

- Your Charisma score increases by 1, up to a maximum of 20.
- You gain the *Lover's Kiss* ability.

Lover's Kiss. As an action, you can cast the Hold Person spell, but must do so at a range of 5 ft by making a melee spell attack roll. The spell only takes effect if the attack hits. You must finish a long rest before you use this ability again. Whenever the Lover's Kiss ability is used, you must make a DC 15 Constitution Saving Throw or gain 1 level of Exhaustion.

THE MAGE

(prerequisite: spellcaster)

Those born under the Mage have an incredible talent for all kinds of long term spellcasting, but are often arrogant and absent-minded.

You gain the following benefits:

- Your Intelligence score is increased by 2, up to a maximum of 20.
- Your Charisma and Wisdom scores are decreased by 1, to a minimum of 1.
- You gain proficiency in Constitution saving throws.
- You gain advantage in Constitution saving throws made to maintain Concentration.

THE RITUAL

(prerequisite: the ability to cast ritual spells)

Those born under this sign have a variety of abilities depending on the aspects of the moons and the Divines.

You gain the *Blessed Word* and *Mara's Gift* abilities.

Blessed Word. As an action, you can speak a prayer censuring the Undead. You target 1 undead creature, which must make a Wisdom saving throw. If the target fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash Action or try to Escape from an Effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge Action.

Once you use this ability, you can't use it again until the next dawn.

Mara's Gift. As an action, you can use Hit Dice to recover HP as you would normally do during a short rest, using up to half of your maximum number of Hit Dice for the day. Once you use this ability, you cannot use it again until you finish a long rest.

THE SERPENT

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.

You gain the *Serpent's Spell* ability.

Serpent's Spell. The power of the Serpent can protect you from destruction or allow you to bring destruction to others. Once per day, you can use this power to create one of the following effects:

- As an action, you cast the Lesser Restoration spell on yourself.
- As an action, you target 1 creature within 30 feet. The target must make a DC 15 Constitution saving throw. On a failed saving throw, the target takes 1d4 poison damage immediately, and takes another 1d4 poison damage on each subsequent turn. This effect lasts for 1 minute and ignores resistance. The recurring damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Whenever you use this ability, make a DC15 Constitution saving throw. On a failed saving throw, you gain 1 level of Exhaustion. You must finish a long rest before you use this ability again.

THE SHADOW

The Shadow grants those born under the sign the ability to hide in shadows.

You gain the following benefits:

- Your Dexterity score increases by 1, up to a maximum of 20. Your Charisma score decreases by 1, to a minimum of 1.
- You gain the *Moonshadow* ability.

Moonshadow. As an action, you can cast the Invisibility spell on yourself without expending a spell slot, and without the need for any components. You must finish a long rest before you use this ability again.

THE STEED

Those born under the sign of the Steed are impatient and always hurrying from one place to another.

You gain the following benefits:

- Your Dexterity and Constitution scores increase by 1, up to a maximum of 20.
- Your speed increases by 10.

THE THIEF

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.

You gain the following benefits:

- Your Dexterity score increases by 1, up to a maximum of 20.
- Your speed increases by 5.
- You gain 1 Luck Die, which is a d6. You can add your Luck Die to one ability check, attack roll, or saving throw you make. You can wait until after you roll the d20 before deciding to use the Luck Die, but must decide before the DM declares the outcome of the roll. You must finish a long rest before you can use a Luck Die again.

THE TOWER

Those born under the sign of the Tower have a knack for opening locks of all kinds as well as .

You gain the *Tower Key* and *Tower Warden* abilities.

Tower Key. As an action, you can cast the Knock spell without expending a spell slot. You must finish a long rest before you can use this ability again.

Tower Warden. As a reaction, in response to being damaged by a creature within 60 feet of you that you can see, you can reflect some damage back at your attacker. The attacker must make a Dexterity saving throw. It takes 2d10 damage on a failed save, or half as much damage on a successful one. The damage type is the same as their original attack.

THE WARRIOR

Those born under the sign of the Warrior are skilled with weapons of all kinds, but prone to short tempers.

You gain the following benefits:

- Your Constitution and Strength scores increase by 1, up to a maximum of 20.
- Your Charisma score decreases by 1, to a minimum of 1.
- You gain proficiency in all weapon types.

STANDING STONES

Standing at approximately 3 meters in height, these ancient mehir-shaped stones each display a different Tamrielic Constellation carved into its body. A total of 13 stones are dotted across the land, one for each of the known Constellations.

The stones are said to respond to certain individuals, but it is unknown what the qualifier for this is. The one link between all the people who managed to get a response from the Stones is that all managed to achieve incredible feats during their lifetimes.

ACTIVATING A STANDING STONE

When an adventurer attempts to activate a Standing Stone, they must succeed on a DC12 Constitution saving throw.

On a successful saving throw, their currently selected Constellation will change over to the newly selected one, losing the benefits and flaws of the previous Constellation, and gaining the benefits and flaws of the new one. To return to the original Constellation, one needs to find and activate the Standing Stone of the original Constellation.

On a failed saving throw, the person is rendered unconscious for 1d4 hours, and is incapable of activating the same Stone again until they finish a long rest.



RACIAL FEATS

RACIAL FEATS ARE AN ADDITIVE LIST OF FEATS added to those already found in the *Player's Handbook* and *Xanathar's Guide to Everything*. Each one of these Feats has its own requirements. Some are simply restricted to a particular race, while others have some other prerequisites that need to be satisfied before they can be chosen.

The table on this page shows a list of all the Feats provided in this document grouped according to race, ordered by race in ascending order.

On the following page you can find the description of each one of these Feats, ordered by Feat name in alphabetical order.

RACIAL FEATS TABLE

RACIAL FEATS

Race	Feat	Variants
Altmer	Elemental Talent	-
Altmer	Highborn	-
Altmer	High Elven Magic	-
Bosmer	Follower of the Green Pact	-
Bosmer	Natural Hunter	-
Dunmer	Ancestor's Guidance	-
Dunmer	Ancestor's Wrath	-
Orsimer	Berserker's Rage	-
Orsimer	Malacath's Vengeance	-
Orsimer	Pride of the Pariah Folk	-
Orsimer	Trinimac's Valor	-
Breton	Dragonskin	-
Breton	Warding Magic	-
Cyrodillic	Blessing of Akatosh	-
Cyrodillic	Imperial Tenacity	-
Cyrodillic	Voice of the Empire	-
Nord	Atmoran Legacy	-
Nord	Battle Cry	-
Nord	Heroic Fortitude	-
Redguard	Adrenaline Rush	-
Redguard	Heroic Fortitude	-
Argonian	Histskin	-
Argonian	Potion Master	-
Argonian	Ritualistic Healer	-
Argonian	Saxhleel Resilience	-
Khajit	Carnage of Jone	any
Khajit	Feline Infiltrator	any
Khajit	Feline Reflexes	Alfiq or Cathay
Khajit	Innate Magic	Alfiq
Khajit	Mane	Cathay
Khajit	Skooma Tolerant	any
Maormer	Serpent Magic	-
Maormer	Spirit of Pyandonea	-
Falmer	Auri-El's Blessing	Falmer
Falmer	Hatred of Heavy Armor	Deep Falmer
Falmer	Master of Cold	any
Dwemer	Construct Controller	-
Dwemer	Tonal Architect	-
Forsworn	Conduit of Infection	-
Forsworn	Dragonskin	-
Forsworn	Warding Magic	-



ANCESTOR'S GUIDANCE

Prerequisite: Dunmer

Spending some time in ritualistic silence, amidst the smoke of burning incense, you can commune with your Dunmeri Ancestors to seek guidance. On a successful Religion check, a vision of one selected ancestor appears in front of you, and you can have a conversation with them. They can tell you of their past, and what is going on in the afterlife they find themselves in. They can offer suggestions but they cannot see into the future. This effect lasts for 10 minutes.

The DC for wisdom check is 16 - your character level, down to a minimum of 8. If you fail the check, nothing happens. Once you successfully use this ability, you need to complete a long rest before you can use this ability again.

ANCESTOR'S WRATH

Prerequisite: Dunmer

As an Action, you can emit a blast fire around you. All creatures within 10 feet of you must make a Dexterity saving throw or take 1d6 Fire damage. On a successful saving throw, the target takes half as much damage. The DC for this ability is equal to 8 + your Charisma modifier + your Proficiency bonus. You can use this ability a number of times equal to your Proficiency Bonus, and regain all expended uses once you complete a long rest.

ATMORAN LEGACY

Prerequisite: Nord

Just like your ancient ancestors before you, you bear an unquenchable thirst to slay members of the Elven races. You make melee attacks against Elves with advantage.

ADRENALINE RUSH

Prerequisite: Redguard

Your fighting style is a whirlwind of attacks. You gain the following benefits:

- Your Dexterity or Strength score increases by 1, up to a maximum of 20.
- As a bonus action, you can take the Dash action.
- When you use your action to make a melee weapon attack but miss, you can use your reaction to make another melee weapon attack with the same weapon.

AURI-EL'S BLESSING

Prerequisite: Falmer

As a devout of Auri-El, you gain the following benefits:

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- You learn the *Misty Step* spell, the *Thunder Step* spell at 5th level, and the *Dimension Door* spell at 9th level, which you can cast once without expending a spell slot. The DC for these spells is 8 + your Proficiency Bonus + one of your Charisma, Intelligence or Wisdom modifier. You regain the ability to cast these spells in this way when you finish a short or long rest.

BATTLE CRY

Prerequisite: Nord

Using a bonus action on your turn, you let out a fierce battle cry. Each non-allied creature within 20 feet of you must succeed on a Charisma saving throw or drop whatever it is holding and become frightened (condition) of you. The DC for this saving throw is 8 + your Charisma modifier + your Proficiency Bonus. This effect lasts until the end of their next turn. You can use this ability a number of times equal to your Proficiency Bonus, regaining all expended uses once you complete a long rest.

BERSERKER'S RAGE

Prerequisite: Orsimer

You are a prime example of the incredible fighting prowess of the Orcs. You gain the following benefits:

- Your Strength score increases by 1, to a maximum of 20
- As a bonus action, you let out a shout of rage, gaining resistance to non-magical Bludgeoning, Piercing and Slashing damage, as well as adding damage equal to your level to all your attacks using Strength. This effect lasts for 1d4 turns, and you must finish a long rest before you can use this feature again.

BLESSING OF AKATOSH

Prerequisite: Cyrodillic

As a devout of Akatosh, the Dragon god of Time, you gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- Your speed increases by 10 feet.
- You gain resistance to fire damage.

CARNAGE OF JONE

Prerequisite: any Khajiit variant

The light of Jone shines favour upon you, giving you the upper hand when hidden from your enemies. You gain the following benefits:

- Your Constitution, Dexterity or Strength increases by 1, to a maximum of 20.
- You gain proficiency in the Acrobatics or Stealth skill (your choice).
- If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an additional 2d6 damage to it. Once you use this ability, you can't use it again until the current combat encounter is over.

CONDUIT OF INFECTION

Prerequisite: Forsworn

Through your following of the Hagravens, you gain the ability to infect enemies with a disease called Brain Rot. When you make a weapon attack and hit a creature, you can use your reaction to try and infect the target with Brain Rot. The target must make a DC 16 Constitution saving throw or become infected. Once infected, the target makes all Intelligence based skill checks and saving throws with Disadvantage. This effect lasts for 24 hours. Furthermore, if the target is a spellcaster, the target loses one of the highest spell slots they have available at the moment.

If the target succeeds on the saving throw, they become immune to this disease for 24 hours. Once you use this ability, you must complete a long rest until you are able to use it again.

CONSTRUCT CONTROLLER

Prerequisite: Dwemer

You have innate skill in controlling constructs, especially Dwemer Automatons. You gain the following benefits:

- Whenever you successfully hit a construct with an attack roll, the construct must make a DC 16 Constitution saving throw or be stunned for 1d4 turns making a new Constitution saving throw at the end of each subsequent turn to overcome the effect.
- You make attack rolls against Dwemer Automatons with advantage.

DRAGON SKIN

Prerequisite: Breton or Forsworn

Your people's interactions with dragons in the past still lingers within you. You gain the following benefits:

- Your Constitution score increases by 1, up to a maximum of 20.
- You can use your action to gain resistance against all magic damage. This effect lasts for 1d4 turns, and you must finish a short or long rest before you can use this feature again.

ELEMENTAL TALENT

Prerequisite: Altmer

You can empower one of your attacks, imbuing them with your innate arcane power. Choose a damage type out of Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Radiant or Thunder. Your next attack, be it a weapon attack or a damaging spell, deals 1d6 extra damage of the chosen type. You can use this feature a number of times equal to your proficiency modifier per day. You regain all expended uses of this ability once you complete a long rest.

FELINE INFILTRATOR

Prerequisite: any Khajiit variant

Your skill at infiltration is parallel to none. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- You gain a climbing speed equal to your movement speed.
- You gain expertise in the Stealth skill.

FELINE REFLEXES

Prerequisite: Alfiq or Cathay Khajiit

You have a keen eye for danger, especially when someone tries to strike you. You gain the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't use it again until the end of the current combat encounter.

FOLLOWER OF THE GREEN PACT

Prerequisite: Bosmer

Whenever you ritually consume the parts of a body of a humanoid you dealt damage to before they died, Yffre grants you heightened senses to help you survive the trials you face. For the duration of 1 hour, you gain blindsight, gaining the ability to perceive your surroundings up to 60 ft away even in darkness, be it in magical or mundane. You also gain Expertise in Perception for the duration, granting you double proficiency when using this skill. You gain this benefit even if you do not have Proficiency in the Perception skill.

HEROIC FORTITUDE

Prerequisite: Nord or Redguard

You have the blood of heroes flowing through your veins. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one of your daily Hit Dice to heal yourself as part of the same action. You can use this ability a number of times equal to your Proficiency modifier. You gain all expended uses of this ability when you complete a long rest.

HIGHBORN

Prerequisite: Altmer

You call upon your heritage, trying to regain some magical energy. On a successful DC 18 Arcana check, you regain 1 spell slot. To determine the level of the spell slot, roll 1d6, regaining a spell slot of a level equal to the amount rolled. If you do not have a spell slot of a level as high as the rolled result, you regain 1 spell slot of the highest level you currently have. You cannot regain a spell slot above sixth level. You can use this ability once per day, regaining the ability to use it once you complete a long rest.

HIGH ELVEN MAGIC

Prerequisite: Altmer

You learn more of the magic typical of high elves. You learn the *Detect Magic* spell and can cast it at will, without expending a spell slot. You also learn a 2nd level spell and a 3rd level spell of your choice when you reach 5th level. These spells must be from the Wizard spell list, both of which you can cast without expending a spell slot and without the need for material components. You regain the ability to cast those two spells in this way when you finish a long rest. Intelligence is your spellcasting ability for all three spells.

HISTSKIN

Prerequisite: Argonian

You can use your action to call upon the Hist to rapidly regenerate your health. As your action, you can use your Hit Dice to regain HP, just like you can do during a short rest. You cannot use this feature again until you finish a long rest.

HATRED OF HEAVY ARMOR

Prerequisite: Deep Falmer

You learn spells that your people used to fight off their heavily armored oppressors of old. You learn the *Lightning Lure* cantrip. You also learn *Lightning Arrow*, and *Elemental Weapon* (lightning only) when you reach 5th level, both of which you can cast once without expending a spell slot and without the need for material components, regaining the ability to cast them after you complete a long rest. Intelligence is your spellcasting ability for these spells.

IMPERIAL TENACITY

Prerequisite: Cyrodillic

Your ego, fostered by a proud lineage, is a force in and of itself. You have attained a stubbornness so strong that it is hard for you to be ordered around. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20
- You gain proficiency in the Intimidation skill.
- You gain advantage on saving throws against spells and other magical effects that attempt to read your thoughts, charm you, or otherwise control your actions.

INNATE MAGIC

Prerequisite: Alfiq

Your innate ability to cast magic is greater than that of others. You gain the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20.
- Whenever you cast a spell that requires Somatic and/or material components, you can do so without supplying either of these requirements. You still need material components if a cost in gp is listed for the spell in question.

MALACATH'S VENGEANCE

Prerequisite: Orsimer [cannot be taken if you have Trinamac's Valor]

Whenever an attack hits you, you gain advantage on your next attack against the creature who attacked you.

MANE

Prerequisite: Cathay Khajiit

Whether you know it or not, you are the spiritual leader of the Khajiit, meant to help your people thrive. You gain the following benefits:

- Your Intelligence and Wisdom scores increase by 1.
- You gain proficiency in the History and Religion skills.

MASTER OF COLD

Prerequisite: Falmer or Deep Falmer

You learn more of the magic typical to Snow Elves. You learn the *Ray of Frost* cantrip. You also learn *Armor of Agathys*, and *Sleet Storm* when you reach 5th level, both of which you can cast once without expending a spell slot and without the need for material components, regaining the ability to cast them after you complete a long rest. Intelligence is your spellcasting ability for *Sleet Storm*.

NATURAL HUNTER

Prerequisite: Bosmer

You were trained in the art of the hunt by your people, gaining the following benefits:

- Your Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with shortbows and longbows.
- You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

PRIDE OF THE PARIAH FOLK

Prerequisite: Orsimer

You are proud of your combat mastery, to the point that you are careful not to show weakness in front of your allies, for fear of losing status. You gain the following benefits:

- Your Constitution, Dexterity, or Strength score increases by 1, to a maximum of 20.
- You gain proficiency with two weapon types of your choice.
- If you miss with an attack roll or fail an ability check or a saving throw, you can give yourself a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this feat, you can't use it again until you finish a short or long rest.

POTION MASTER

Prerequisite: Argonian

As with many Argonians, you have a natural talent for the alchemical arts. You gain the following benefits:

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- You gain expertise with artisan's tools (alchemist's supplies), which means your proficiency bonus is doubled for any ability check you make with them. You can't benefit twice from a feature, such as Expertise, that doubles your Proficiency. If you do not have proficiency in using these tools, you also gain Proficiency.
- When you drink a healing potion to restore hit points, you always restore the maximum amount, rather than rolling.

RITUALISTIC HEALER

Prerequisite: Argonian

Following in the footsteps of your tribe's elders, you are capable of incredible healing magics. Whenever you cast a spell that heals 1 targeted creature, the amount rolled is doubled when it comes to determine the amount of HP restored to the target.

SAXHLEEL RESILIENCE

Prerequisite: Argonian

Your hide thickens and you become more resistant to the harms of nature. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.
- You gain immunity to diseases, poison damage, and the poisoned condition.

SERPENT MAGIC

Prerequisite: Maormer

Following in the footsteps of your people, you have an affinity with snakes and snake-like creatures. You gain the following benefits:

- You have the ability to talk to and understand snakes, and other snake-like creatures. You also gain advantage on spells and abilities that give you the ability to dominate or charm beasts when it comes to snakes and snake-like creatures.
- You learn the *Poison Spray* cantrip.
- You gain resistance to poison damage.

SKOOMA TOLERANT

Prerequisite: any Khajiit variant

Your consumption of Skooma and moon sugar has built up your tolerance of substances that might intoxicate you. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You make constitution saving throws against becoming poisoned with advantage.
- You gain resistance to poison damage.

SPIRIT OF PYANDONEA

Prerequisite: Maormer

You carry some of the mystical mist of Pyandonea around wherever you go. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You learn the *Misty Step*, *Invisibility*, and *Blur* spells, each of which you can cast once without expending a spell slot or material components. You regain the ability to cast these spells in this way when you finish a short or long rest.

TONAL ARCHITECT

Prerequisite: Dwemer, proficiency in Tinker's Tools or any musical instrument

You have the ability to change reality through the manipulation of sound. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You can spend 1 minute attuning your Tinker's Tools or a musical instrument, using them to reveal any hidden doors and traps within 60 feet of you, as well as unlocking any locks within the area. You can use this ability once and must complete a short or long rest before you use it again.

TRINIMAC'S VALOR

Prerequisite: Orsimer [cannot be taken if you have Malacath's Vengeance]

You carry Trinimac's honour with you wherever you go. You gain the following benefits:

- Your Constitution or Strength score increases by 1, to a maximum of 20.
- Whenever you are attacked and the hit misses by just 1 (example: attack roll is 16 and your AC is 17), you can use your reaction to accept a tiny shred of remaining energy from Trinimac, bolstering your resolve to keep on fighting. When you use this ability, you regain 1d10 HP. You can use this ability a number of times equal to your proficiency bonus, and regain all expended uses once you complete a long rest.

VOICE OF THE EMPIRE

Prerequisite: Cyrodillic

Your presence evokes a peaceful aura. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You learn how to cast the *Calm Emotions* spell. You can cast this spell a number of times equal to your proficiency modifier, and you must finish a long rest before you can use this feature again.

WARDING MAGIC

Prerequisite: Breton or Forsworn

Your innate magic helps you survive in combat. You gain the following benefits:

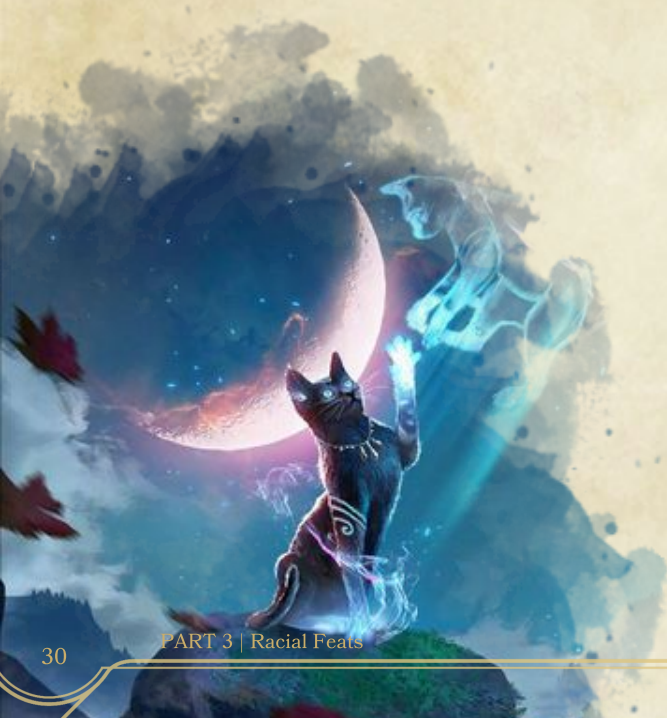
- Your Intelligence score increases by 1, up to a maximum of 20.
- You learn the *Shield* spell. You can cast this spell a number of times equal to your proficiency modifier, and you must finish a long rest before you can use this feature again.

WAY OF THE SWORD

Prerequisite: Level 4 Redguard

As a follower of the Way of the Sword, you are a master swordsman, you gain the following benefits:

- Your Dexterity or Strength score increases by 1, up to a maximum of 20.
- Using your bonus action, you can summon an ethereal sword in your hand. The statistics for this weapon are the same as a longsword. However, it deals force damage, and is considered magical when it comes to resistances.



CLASS OPTIONS

PATH OF THE BRIARHEART BARBARIAN

As high ranking members of the Forsworn cult, Briarhearts undergo an immensely dangerous procedure where a Hagraven cuts out their heart and replaces it with a briar heart; hence the name. The briar heart, which can also be used as an ingredient to make powerful potions, is now the source of these barbaric warrior's strength and magical powers.

BRIARHEART'S ENDURANCE

Starting at 3rd level, the Forsworn spiritual magic within you protects you in battle. When you enter your rage, you gain Temporary Hit Points equal to 1d8 + your Constitution modifier. On each of your subsequent turns in combat, you can use your bonus action to roll again, removing any current Temporary Hit Points and adding the new value instead. These Temporary Hit Points are lost when you are no longer raging.

FIGHTING STYLE

Having trained daily to help your brethren take back The Reach, you have adopted a particular style of fighting as your speciality. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

BOLSTERING MAGIC

At level 6, you gain the ability to bolster your allies' ability to manipulate magicka. Using your action, you roll 1d3. A creature of your choice regains one expended spell slot, the level of which equals the number rolled or lower (the target creature's choice). Once a creature has received this benefit, that creature cannot receive it again until they complete a long rest. You can use this ability a number of times equal to your proficiency bonus, and regain all expended uses when you complete a long rest.

FEARLESS

Your blind fury eradicates any sense of personality when in combat. Starting at level 6, while raging, you become immune to the Charmed and Frightened conditions.

HAGRAVEN'S GIFT

Starting at 10th level, you gain the ability to cast spells. You have 2 Hagraven's Gift points and can cast certain spells using these points. The spells that can be cast are Ice Spike and Sparks, both of which require 1 HG point. You can also cast Create Bonfire at will using no Hagraven's Gift points. You regain all expended HG points after you complete a long rest.

HAGRAVEN'S PROTECTION

Starting at 10th level, you gain +1 bonus to your AC while raging.

IMPROVED HAGRAVEN'S GIFT

Starting at 14th level, you gain the ability to cast new spells, using your Hagraven's Gift. Your Hagraven's Gift points increase to 4 and can now cast Fireball and Glyph of Warding (Explosive Rune only) at 3 HG points, and Conjure Frost Atronach at 4 HG points.



MONK - WAY OF THE VOICE

Monks who follow the Way of the Voice, called Tongues, are legendarily rare. Only a select few manage to learn how to use the Voice, known as the Thu'um in dragonspeech. The ability of using dragonspeech, including their breath attacks makes Tongues some of the most fearsome warriors out there. Many of these monks live a life of solitude with the Greybeards, in the monastery of High Hrothgar in the region of Skyrim, but not all of them do so.

MEDITATIVE COMBAT

Just like the dragons of old, your fighting power comes from the internal power within. Starting when you choose this tradition at 3rd level, you now use Wisdom when rolling Initiative, instead of Dexterity. You also use Wisdom for your Unarmed Strikes, and the damage dealt using your Unarmed Strikes changes to Force.

THE THU'UM

Starting at 3rd level, as the basis of all the powers you gain through your training, you learn how to speak and write in the language of the dragons, Dovahzul.

Furthermore, you learn how to use your voice to manipulate reality around you without casting spells. This is called the Thu'um. You use "Shouts", which are detailed below. Each Shout is made up of 3 words. However, you can use a Shout with only the first word, using the first two words, or using all three. The more words you use, the stronger your Shout is.

You use Ki points to Shout, with each word that make up the Shout costing 1 ki point. So, for example, *Fus* costs 1 ki point, *Fus Ro* costs 2 ki points, whereas the full *Fus Ro Dah* costs 3 ki points.

At 3rd level, you can only use the first word for your Shouts.

Important note: Shouts have no effect if you have been magically rendered mute, or are within a Silenced area.

SHOUTS PREPARED

Whenever you complete a long rest, you can spend some time to meditate on your inner power to prepare the Shouts you need for the day. You can only prepare a number of Shouts equal to your proficiency bonus.

WORDS OF POWER

As you adventure around Tamriel, especially in Skyrim, you might find Word Walls, special locations where Draconic power was inscribed in the wall in the times of old. These walls hold the secrets to Shouts that can only be learned by understanding the words on the wall.

At level 3, you also learn how to read Word Walls, permanently absorbing the words found on the Word Wall. To do so, you must succeed on a DC 18 Wisdom saving throw. On a successful saving throw, you absorb the Word of Power from the wall, otherwise,

you must take a short or long rest before you attempt to absorb the Word of Power again. Words of Power absorbed in this way are always prepared and do not count against the number of Shouts prepared. So if you are a level 5 monk and absorb the *Wuld* Shout from a Word Wall, you now have *Wuld* always prepared, and you can prepare a further 3 Shouts on top of it.

IMPROVED SHOUTS

Starting at 6th level, you gain the ability to start using 2 words for your Shouts .

SHOUTS AT FULL POTENTIAL

Starting at 11th level, you gain the ability to start using all 3 words for your Shouts .

BLESSING OF THE DRAGONBORN

At 17th level, you unlock an inner power that was only seen by the Dragonborn of the 4th Era and the ancient Nords of old. You learn the *Dragonrend*, *Call of Valor* and *Dragon Aspect*; all of which must be used with all 3 words. These 3 Shouts cannot be used or absorbed prior to this level. Each of these Shouts can only be used once per day, and you must complete a long rest before you can use them again.



SHOUTS

The Shouts are presented in alphabetical order. Each Shout is broken down into its 3 words, detailing the difference between each level of power available for each Shout.

Note that these effects, although magical, are not spells. Some of them may be dispelled, but not countered.

Unrelenting Force

Fus All creatures within a 15ft cone must succeed on a Strength Saving throw or take 1d8 Force damage and be pushed 15 feet away.

Ro All creatures within a 30ft cone must succeed on a Strength Saving throw or take 2d8 Force damage and be pushed 15 feet away. Affected creatures must succeed on a Dexterity saving throw or be knocked prone.

Dah All creatures within a 30ft cone must succeed on a Strength Saving throw or take 3d8 Force damage, be pushed 30 feet away and be knocked prone.

Disarm

Zun 1 creature you can see must succeed on a Strength saving throw or be disarmed. Any weapons or shield the target is currently wielding get thrown 10 feet away from you.

Haal All creatures within a 15ft cone must succeed on a Strength saving throw or be disarmed. Any weapons or shield the target is currently wielding get thrown 20 feet away from you.

Viik All creatures within a 30ft cone must succeed on a Strength saving throw with disadvantage or be disarmed. Any weapons or shield the target is currently wielding get thrown 30 feet away from you.

Fire Breath

Yol All creatures within a 15ft cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

Toor All creatures within a 15ft cone must make a Dexterity saving throw. A creature takes 5d6 fire damage on a failed save, or half as much damage on a successful one.

Shul All creatures within a 15ft cone must make a Dexterity saving throw. A creature takes 7d6 fire damage on a failed save, or half as much damage on a successful one.

Frost Breath

Fo All creatures within a 15ft cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

Krah All creatures within a 15ft cone must make a Dexterity saving throw. A creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

Diin All creatures within a 15ft cone must make a Dexterity saving throw. A creature takes 7d6 fire cold on a failed save, or half as much damage on a successful one.

Aura Whisper

Laas Your voice is not a Shout, but a whisper, revealing all life within 30ft. This effect does not work on undead and constructs.

Yah Your voice is not a Shout, but a whisper, revealing all life within 30ft, including undead. This effect does not work on constructs.

Nir Your voice is not a Shout, but a whisper, revealing all life within 30ft, including undead and constructs.

Animal Allegiance

Raan 1 beast you can see within range must succeed on a Wisdom saving throw or be charmed by you for 24 hours. The effect ends if you or your allies harm the affected beast.

Mir 2 beasts you can see within range must succeed on a Wisdom saving throw or be charmed by you for 24 hours. The effect ends if you or your allies harm the affected beast.

Tah 4 beasts you can see within range must succeed on a Wisdom saving throw or be charmed by you for 24 hours. The effect ends if you or your allies harm the affected beast.

Clear Skies

Lok While outside, you Shout at the skies, removing any conditions that impede vision, hearing and movement, such as clouds, blizzards, rain, etc for 1 round.

Vah While outside, you Shout at the skies, removing any conditions that impede vision, hearing and movement, such as clouds, blizzards, rain, etc for 1 minute.

Koor While outside, you Shout at the skies, removing any conditions that impede vision, hearing and movement, such as clouds, blizzards, rain, etc for 1 hour.

Throw Voice

Zul You project your voice to be heard from a separate location. Your voice can be heard up to 30 feet away for 1 minute. Through the power of the Thu'um, your voice can sound like a whisper, a scream or even a lion's roar, or beating drums, or any other sound you can think of. A successful DC 16 Investigation check reveals it is an illusion.

Mey Apart from sounds, you can project an image rather than sound. It could be a chair, muddy footprints, a small chest, etc. It cannot be larger than a 5 foot cube. The image cannot have project sound, smell, light, etc. A successful DC 16 Investigation check reveals it is an illusion.

Gut You can project both sound and image. A successful DC 16 Investigation check reveals it is an illusion.

Whirlwind Sprint

- Wuld** The Thu'um rushes forward, carrying you in its wake. You teleport up to 30 ft to an unoccupied space that you can see.
- Nah** The Thu'um rushes forward, carrying you in its wake. You teleport up to 60 ft to an unoccupied space that you can see.
- Krest** The Thu'um rushes forward, carrying you in its wake with the speed and power of a tempest. You teleport up to 60 ft to an unoccupied space that you can see. Each creature within 5ft of the space you leave makes a Constitution saving throw, taking 2d10 thunder damage, or half as much damage on a successful save.

Dragonrend

- Joor Zah** Your Voice lashes out at a dragon's very soul. 1
- Frul** dragon you can see is forced to land and cannot take off again for 1 minute.

Call of Valor

- Hun Kaal Zoor** The valiant of Sovngarde hear your Voice, and journey beyond space and time to lend aid. You summon 3 legendary warriors from Sovngarde, who consider you and your companions as their allies in combat. The DM has the statistics for these creatures.

Dragon Aspect

- Mul Qah** You take on the mighty aspect of a dragon. You
- Diiv** transform into a Dragon of CR between 8 and 10. This effect lasts for 1 hour and cannot be dispelled. You can dismiss the effect yourself using an action.

SPELLS

SPELL LIST

ARTIFICER

CANTRIPS (0 LEVEL)

Mage Chains (Conjuration)

1ST LEVEL

Sparks (Evocation)

2ND LEVEL

Inner Fire (Enchantment)
Lava Chains (Evocation)
Lightning Form (Evocation)

3RD LEVEL

Thief's Portal (Conjuration)

BARD

1ST LEVEL

Mute (Necromancy)

2ND LEVEL

Lightning Form (Evocation)

CLERIC

1ST LEVEL

Mute (Necromancy)

2ND LEVEL

Inner Fire (Enchantment)
Piercing Javelin (Evocation)

3RD LEVEL

Biting Jabs (Evocation)

5TH LEVEL

Crescent Sweep
(Evocation)

DRUID

1ST LEVEL

Frost Spike (Evocation)

2ND LEVEL

Stone Fist (Conjuration)

3RD LEVEL

Lotus Flower (Evocation)
Nature's Grasp
(Conjuration)

5TH LEVEL

Ash Cloud (Conjuration)
Conjure Atronach
(Conjuration)

PALADIN

1ST LEVEL

Inner Fire (Enchantment)
Lava Chains (Evocation)
Piercing Javelin (Evocation)

3RD LEVEL

Biting Jabs (Evocation)
Volatile Armor (Abjuration)

5TH LEVEL

Crescent Sweep
(Evocation)
Dragonknight Standard
(Evocation)

RANGER

5TH LEVEL

Ash Cloud (Conjuration)

SORCERER

CANTRIPS (0 LEVEL)

Mage Chains (Conjuration)

1ST LEVEL

Frost Spike (Evocation)
Mute (Necromancy)
Soul Trap (Necromancy)
Sparks (Evocation)

2ND LEVEL

Lightning Form (Evocation)
Stone Fist (Conjuration)

3RD LEVEL

Bone Armor (Necromancy)
Thief's Portal (Conjuration)
Volatile Armor (Abjuration)

5TH LEVEL

Ash Cloud (Conjuration)
Conjure Atronach
(Conjuration)

6TH LEVEL

Bone Goliath
(Necromancy)
Soul Shred (Necromancy)

7TH LEVEL

Bone Totem (Necromancy)

WARLOCK

CANTRIPS (0 LEVEL)

Mage Chains (Conjuration)

1ST LEVEL

Mute (Necromancy)
Soul Trap (Necromancy)

2ND LEVEL

Lightning Form (Evocation)

3RD LEVEL

Bone Armor (Necromancy)

5TH LEVEL

Ash Cloud (Conjuration)
Conjure Atronach
(Conjuration)

6TH LEVEL

Bone Goliath
(Necromancy)
Soul Shred (Necromancy)

7TH LEVEL

Bone Totem (Necromancy)

WIZARD

CANTRIPS (0 LEVEL)

Mage Chains (Conjuration)

1ST LEVEL

Frost Spike (Evocation)
Mute (Necromancy)
Soul Trap (Necromancy)
Sparks (Evocation)

2ND LEVEL

Inner Fire (Enchantment)
Lava Chains (Evocation)
Lightning Form (Evocation)
Stone Fist (Conjuration)

3RD LEVEL

Bone Armor (Necromancy)
Thief's Portal (Conjuration)

5TH LEVEL

Ash Cloud (Conjuration)
Conjure Atronach
(Conjuration)
Dragonknight Standard
(Evocation)

6TH LEVEL

Bone Goliath
(Necromancy)
Sould Shred (Necromancy)

7TH LEVEL

Bone Totem (Necromancy)

SPELL DESCRIPTIONS

ASH CLOUD

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You summon a scorching cloud of ash around you in a 30 foot radius sphere. The cloud spreads around corners. It lasts for the duration or until strong wind disperses the cloud, ending the spell. Its area is lightly obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The target takes 3d8 poison damage on a failed save, or half as much on a successful one. You then heal yourself for half as much damage dealt to each target. Targets that fail the saving throw are also slowed, halving their movement speed for as long as they remain within the cloud. A creature is not affected if they do not need to breathe.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

BITING JABS

3rd-level Evocation

Casting Time: 1 action

Range: Self (15 foot cone)

Components: V, S

Duration: Instantaneous

Classes: Paladin, Cleric

You summon an Aedric spear and launch a relentless assault, striking enemies in front of you three times. Each creature in a 15 foot cone in front of you must make a Dexterity saving throw or take 2d6 piercing damage and 1d6 radiant damage; taking half as much damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d6 for each slot level above 3rd.

BONE ARMOR

3rd-level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a small vial of pure alcohol, spread in the air around the corpses)

Duration: 10 minutes

Classes: Death Domain Cleric, Sorcerer, Warlock, Wizard

You violently drain the last spark of life from one or more corpses, up to a maximum of 4 within 20 feet of you. For each corpse desecrated in this manner, you gain 1d6 + 5 temporary HP. Each corpse used affected by this spell is destroyed, making them useless for other spells such as Speak With Dead, any

resurrection spells, as well as any further casting of Bone Armor itself.

At Higher Levels. When you cast this spell using a 6th level spell slot, the amount of temporary HP becomes 2d6 + 5 per corpse affected.

BONE GOLIATH

6th-level Necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (any type of humanoid bone)

Duration: Concentration, up to 1 minute

Classes: Death Domain Cleric, Sorcerer, Warlock, Wizard

You transform into a horrific Bone Goliath, gaining 50 temporary HP. Any creature that can see you go through the transformation must make a Wisdom saving throw or become frightened of you. While transformed, any creature that starts its turn or moves within 30 feet of you must make a Constitution saving throw. On a failed save, they take 4d6 necrotic damage, or half as much on a successful save.

BONE TOTEM

7th-level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a humanoid skull)

Duration: 1 minute

Classes: Death Domain Cleric, Sorcerer, Warlock, Wizard

You call forth an effigy of bone to protect you and your allies. You and any allies within 30 feet of the totem gain resistance to damage caused by spells, as the totem drains some of the power of the magic targeted at you.

While this spell is active, you can use your action to transfer the necrotic energy of the totem to an enemy. The target must make a Constitution saving throw, or become vulnerable to damage caused by spells until the end of your next turn. If the target has any resistances, this effect cancels out the resistance but does not add vulnerability. If the target has immunity to a damage type, this does not affect the target for that particular damage type.

CONJURE ATRONACH

5th-level Conjuration

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (air, a pebble, ash, and water inside a gold-inlaid vial worth at least 400 gp)

Duration: Concentration, up to 1 minute

Classes: Druid, Nature Cleric, Sorcerer, Tempest Cleric, Warlock, Wizard

You conjure an atronach which appears in an unoccupied space that you can see within range. When you cast the spell, choose which type of atronach you want to conjure: Flame, Frost, or Storm. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

If your concentration is broken, the Atronach doesn't disappear. Instead, you lose control of the Atronach, it becomes hostile toward you and your companions, and it might attack. An uncontrolled Atronach cannot be dismissed by you, but can be sent back to Oblivion through the use of other spells.

CRESCENT SWEEP

5th-level Evocation

Casting Time: 1 action

Range: Self (15 foot radius)

Components: V, S

Duration: Instantaneous

Classes: Paladin, Cleric

You summon an Aedric spear and swing it around with holy vengeance. Make a melee attack against each enemy within 15 feet of you. Each enemy hit takes 4d6 slashing damage and 4d6 radiant damage. Furthermore, each enemy hit must make a Strength saving throw or be pushed back 15 feet away from you, taking another 1d6 bludgeoning damage if they hit a solid object such as a wall.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radiant damage increases by 1d6 for each slot level above 5th.

DRAGONKNIGHT STANDARD

5th-level Evocation

Casting Time: 1 action

Range: Self (30 ft radius)

Components: V, S, M (a crushed Dragon's Tongue)

Duration: Concentration, up to 1 min

Classes: Light Domain Cleric, Paladin, Wildfire Druid, Wizard

You call down a flaming battle standard that creates an aura in a 30 foot radius. This standard does not count as a creature or object, and cannot be destroyed. Any creature caught within its radius when this spell is cast, as well as any creature that starts its

turn within its area of effect must roll a Dexterity saving throw. On a failed saving throw, a creature within the standard's area takes 4d8 Fire damage, half as much on a successful saving throw.

Furthermore, the Standard sheds bright light within a 30 foot radius, and dim light up to a further 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

FROST SPIKE

1st-level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Nature Cleric, Sorcerer, Tempest Cleric, Wizard

You conjure a large spike made of elemental ice and shoot it towards a creature or object you can see within range. Make a ranged spell Attack against the target. On a hit, the target takes 1d6 piercing damage and 2d8 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell deals an extra 1d8 cold damage for each slot level above 2nd.

INNER FIRE

2nd-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 min

Classes: Artificer, Cleric, Paladin, Wizard

You ignite the fires of hate in an enemy's heart. One target within range must make a Wisdom saving throw. On a failed saving throw, the target takes 1d6 Fire damage and cannot attack anyone else other than you while the spell is active, and must use their action and any possible bonus action or reaction to attack you.

LAVA CHAINS

2nd-level Conjuraton

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of ash and a chain link)

Duration: Instantaneous

Classes: Artificer, Light Domain Cleric, Paladin, War Domain Cleric, Wizard

You project a fiery chain towards an enemy you can see. Make a ranged spell attack. On a hit, the target takes 1d6 piercing damage and 1d6 fire damage. If the target is Large or smaller, when hit, they have to make a Strength saving throw or be pulled towards you in an empty space closest to you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both piercing and fire) increases by 1d6 for each slot level above 2nd.

LIGHTNING FORM

2nd-level Evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Sorcerer, Tempest Cleric, Warlock, Wizard

You manifest yourself as pure lightning, zapping enemies with lightning as you go. While in this form, you are harder to hit, your AC becomes 13 + your Dexterity Modifier. All enemy creatures within 20 feet of you when you cast this spell, as well as any enemy creature that you move within 10 feet of, must make a Dexterity saving throw or take 2d6 lightning damage; half as much on a successful save. Any creature is only attacked in this way once per round.

LOTUS FLOWER

3rd-level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lotus flower)

Duration: Concentration, up to 1 minute

Classes: Druid, Nature Domain Cleric

You embrace the blessing of the lotus flower. You or an ally within range regains 1d6 HP with every attack they make that hits. The attack can be melee or ranged, and it can be magical or not. If the attack is a crit, the heal becomes 2d6.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target an additional creature for each slot level above 3rd.

MAGE CHAINS

Conjuraton Cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: S, M (a short chain)

Duration: Instantaneous

Classes: Artificer, Sorcerer, Warlock, Wizard

You point at a creature within range and a magical chain shoots out towards the target. Make a ranged spell attack against the target. On a hit, you are pulled along the chain to a space adjacent to your target, within melee range. Once in this space, you gain advantage on melee spell attacks you make until the start of your next turn.

MUTE

1st-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You point your finger at a target within range, who must make a Constitution saving throw. On a failed save, they cannot speak until the spell ends. If the target has the ability to communicate telepathically, this spell does not affect their telepathy.

MAGICKA DETONATION

4th-Level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You point your finger at a target within range, who must make a Constitution saving throw. On a failed save, magical energy blasts from within the target, dealing 4d8 Force damage to the target as well as to any creature within 15 feet of the target. All affected creatures must make a Strength saving throw or become prone.

NATURE'S GRASP

3rd-level Conjuraton

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of vine)

Duration: Instantaneous

Classes: Druid, Nature Domain Cleric

You launch a vine to swing yourself towards an ally, healing them once your bond is complete. This movement does not trigger reactions. You point towards an ally within range and swing towards them, landing in an empty space next to them. Once there, the target regains HP equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d8 for each slot level above 3rd.

PIERCING JAVELIN

2nd-Level Evocation

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

Classes: Paladin, Cleric

You summon an Aedric spear and hurl it at an enemy with godlike strength. Make a ranged attack. The target takes 1d8 piercing damage and 1d8 radiant damage when hit. Furthermore, if hit, the target must make a Strength saving throw or be pushed back 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d8 for each slot level above 2nd.

SOUL SHRED

6th-Level Necromancy

Casting Time: 1 action

Range: Self (20 ft radius)

Components: V, S

Duration: Instantaneous

Classes: Death Domain Cleric, Sorcerer, Warlock, Wizard

You ravage nearby enemies' souls with a night rune. All enemies within a 20 foot radius sphere must make a Constitution saving throw. On a failed save, they take 4d6 necrotic damage as well as stunning them until the end of their next turn. On a successful save, enemies in the area take half as much damage and are not stunned. You and any allies within range of the spell's effect, can use their reaction to regain hit points equal to half the amount of necrotic damage dealt by your spell.

SOUL TRAP

1st-Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an empty soul gem)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Necrotic energies wrap around a creature of your choice within range. The target must make a Constitution saving throw or take 3d6 Necrotic damage, or half as much on a successful save. If the target fails their saving throw, a magical binding is created between them and you, remaining active as long as you maintain concentration. If the target dies while you are still concentrating on this spell, their soul is trapped within a soul gem. Casting this on a humanoid results in a Black Soul Gem, otherwise, it creates a White Soul Gem.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SPARKS

1st-Level Evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Tempest Cleric, Wizard

You charge your fists with the energy of a storm, releasing destruction in an area in front of you. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d4 lightning damage on a failed save, or half as much damage on a successful one. Creatures wearing armor made of metal make this saving throw with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

STONE FIST

2nd-Level Conjuraton

Casting Time: 1 action

Range: Self

Components: V, S, M (a small stone or pebble)

Duration: Instantaneous

Classes: Druid, Nature Domain, Cleric, Sorcerer, Wizard

You cover your fist in conjured molten rock and attack a creature. Make a melee spell attack against a creature you can reach. On a hit, the target takes 2d8 bludgeoning damage and 1d8 fire damage. Furthermore, on a hit, the target must make a Strength saving throw or be pushed back 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bludgeoning or fire damage increases by 1d8 for each slot level above 2nd.

THIEF'S PORTAL

3rd-Level Conjunction

Casting Time: 1 action

Range: 30 feet

Components: S, M (gold dust worth 1gp, which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Trickster Domain Cleric, Sorcerer, Wizard

You rub some gold dust on your hand, and an object you can see within range that is not being carried or worn and that can fit in your hand teleports directly to your hands. This happens without being noticed by a creature if you succeed on an ability check using your spellcasting ability contested by the creature's Wisdom (Perception) check.

VOLATILE ARMOR

3rd-Level Abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a scale from a Wamasu hide)

Duration: 1 hour

Classes: Fiend Warlock, Paladin, Sorcerer, War Domain Cleric, Wizard

You manifest your inner power as volatile armor, increasing your AC by 2 for the duration. You also gain +10 temporary HP. As a bonus action, once per round, you can release a spray of spikes out of this magical armor. Any creature within 10 feet of you must make a Dexterity Saving Throw or take 1d6 piercing damage.



ELDRITCH INVOCATIONS

DARK EXCHANGE

Prerequisite: 10th Level

You bargain with your patron to regain magical energy. Using your bonus action, you sacrifice 50HP to regain 1 expended Warlock spell slot. You cannot do so again until you finish a long rest.

SOUL GEM MASTER

Prerequisite: Undying patron

You can cast the *Soul Trap* spell at will as a 1st-level spell, without expending a spell slot. You still need to have an empty soul gem to cast the spell, but do not need to provide the Verbal or Somatic components.

SOUL SPLITTER

Prerequisite: Undying patron

You learn how to maximise the power drained from a soul. Whenever you cast the *Soul Trap* spell, you fill 2 soul gems instead of 1, provided that you actually have 2 empty soul gems in your inventory.

PREVENTATIVE BLAST

Prerequisite: 12th Level

When your HP drops to under 20% of your maximum HP, some of the magical energy within you explodes outwards, dealing 1d10 Force damage to any enemy within 30 feet of you. This effect can happen a number of times equal to your proficiency bonus per day. All charges of this invocation are regained once you finish a long rest.

SOUL SUMMONS

Prerequisite: Undying patron

When you are reduced to 0 HP but not killed outright, you can drop to 1 HP instead. You can't use this invocation again until you finish a long rest.

DETONATOR

Prerequisite: 15th level

You can cast *Magicka Detonation* once per day without the need for any components. You must finish a long rest before you use this invocation again.



LANGUAGES

ALTHOUGH MOST PEOPLE IN TAMERIEL TEND TO use Tamrielic when talking to members of other races, many still use their own languages in their daily lives. Many even use their own languages when they do not want others to understand them when in dangerous situations.

A note should be made that many languages use common scripting systems. For example, all Elvish languages (except for Orcish) use the same script. That means that even though the words are different, the alphabet used to write in these languages are the same. However, not all languages have a written tradition. Again, taking Orcish as the example, this language is not written, as it is not part of their culture.

The more 'exotic' languages tend to be much rarer. Some are languages that are only spoken by peoples who do not dwell within civilisations, while others are related to evil beings and ancient creatures who are believed to have become extinct. However, scholars do tend to find old scriptures and manage to learn said languages. This, however, is not as commonplace as one might think.

STANDARD LANGUAGES

Language	Typical Speakers	Script
Tamrielic	Humans	Tamrielic
Aldmeri	Altmer	Aldmeri
Bosmeri	Bosmer	Aldmeri
Dunmeri	Dunmer	Aldmeri
Orcish	Orsimer	-
Bretic	Bretons	Tamrielic
Nordic	Nords	Tamrielic
Yoku	Redguards	Tamrielic
Jel	Argonian	Tamrielic
Ta'agra	Khajiit	Tamrielic

EXOTIC LANGUAGES

Language	Typical Speakers	Script
Goblin	Goblins	-
Dwemer	Dwemer	Aldmeri
Daedric	Daedra	Daedric
Akaviri	Akavir	Akaviri
Ancient Nord	Ancient Nords	Ancient Nord
Dovahzul	Dragons	Dovahzul
Ayleidoon	Ayleids	Ayleidoon
Falmer	Falmer	Aldmeri
Giant	Giants	-
Nedic	Nedes	Nedic



LOCATIONS



AMRIEL IS MADE UP OF NINE PROVINCES, EACH of which sporting very different biomes and housing different races. Each of these regions can be selected as your homeland, as well as being areas you can explore along with your party of adventurers.

BLACK MARSH

As a whole, Black Marsh is a swampy province, inhospitable to all but its native Argonian populations. The *Pocket Guide to the Empire* 1st Edition counts it as a Wild Region of Tamriel, and describes it as “vast swamplands” inhabited only by “a collection of beastly tribes of “lizard-men.” The 3rd Edition is not much more flattering, calling it the “Garbage Heap of Tamriel.”





CYRODIIL

Also known as the Imperial Province for much of its history, Cyrodiil has been the capital province of three human empires in Tamriel, and is the homeland of the Imperials. Situated in the center of Tamriel, Cyrodiil has had a varied climate throughout its history. This province has enjoyed being a wealthy and powerful nation as the seat of the Cyrodilic Empire. However, it has also seen countless conflicts, and is sure to experience many more in the future.





ELSWEYR

The province of Elsweyr lies on the southern coast of Tamriel, and is home to the feline Khajiit. It is divided into two major climates: savannahs, badlands and dry plains in the north, and fertile lands of jungle and rainforests in the south. Ideologically and Geographically, Elsweyr is split into two; the kingdoms of Anequina and Pellitine.





HAMMERFELL

Hammerfell, also known as Volenfell, is a vast province in the West of Tamriel. Homeland of the Redguards, it is a massive region, covered by vast mountain ranges, jungles, grasslands, and deserts. The desolate Alik'r Desert is one of Hammerfell's most well-known regions, taking up the northwest corner of the province.





HIGH ROCK

Home of the Bretons, High Rock occupies the NorthWestern corner of Tamriel. This province is split into multiple city states and minor kingdoms. The rugged highland strongholds and isolated valley settlements have encouraged the fierce independence of various local Breton clans. Furthermore, it also houses New Orsinium, the land of the Orcs.





MORROWIND

Home to the Dunmer, Morrowind is separated from the rest of Tamriel by a long string of mountain ranges. On the Dunmeri side of these mountains is a unique ecosystem of marshlands and deadly hot volcanic pits. The landscape can be said to be dominated by the island Vvardenfell and its centerpiece, the ash-spewing volcano, called Red Mountain. The flora and fauna of this province are vastly different from the rest of Tamriel's wildlife. The cities here are characterised by strange architectural wonders, including buildings made up of towering mushrooms.





SKYRIM

This frigid home to the Nords, once occupied by the Falmer, contains some of the tallest mountains in all of Tamriel, most notable the Throat of the World. Skyrim might be less urbanised than some of the other provinces, but the largest cities do have sizable populations, and the survival of the Nords in this weather is rivalled by none.

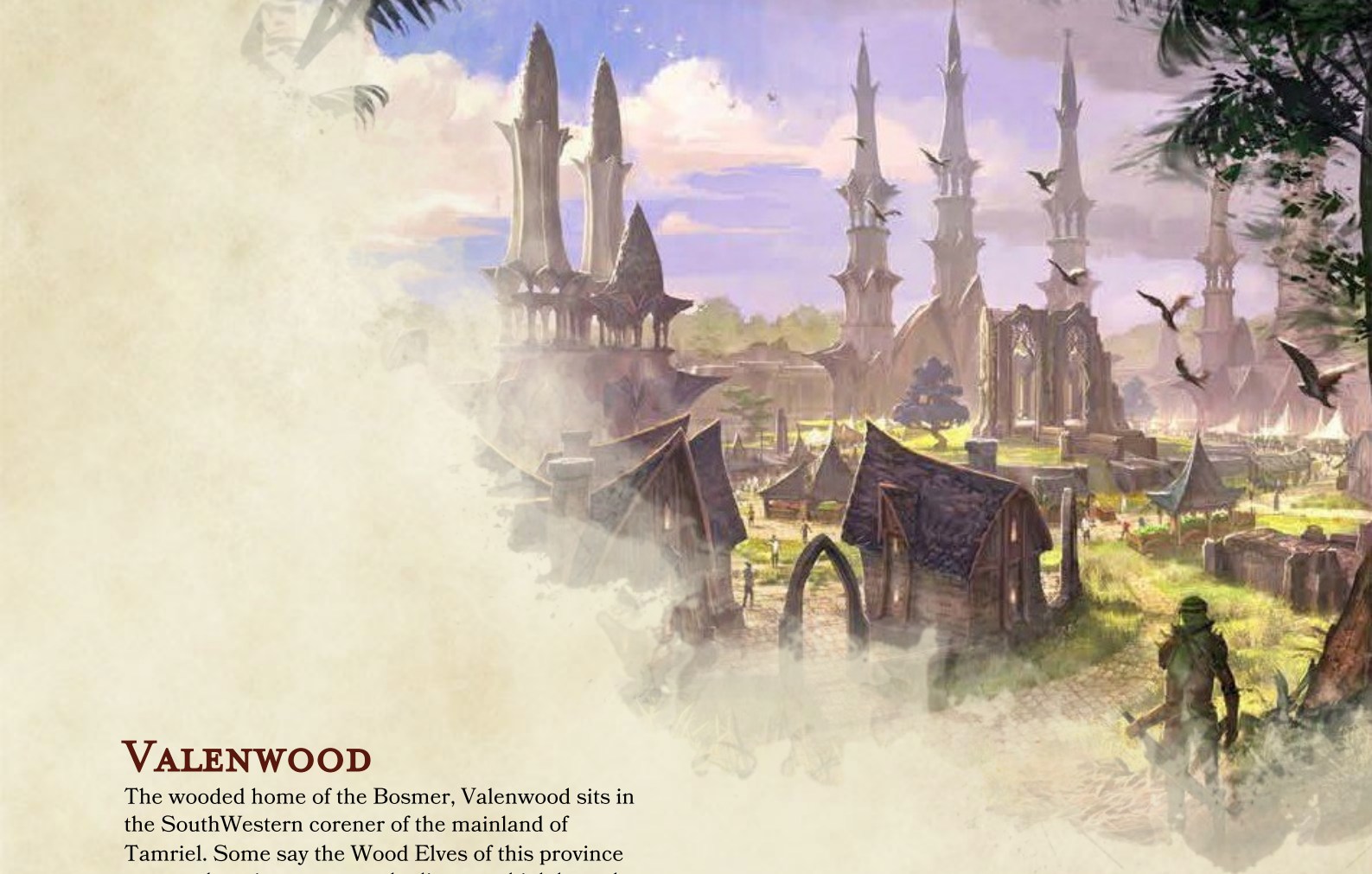




SUMMERSET ISLES

The Summerset Isles, also known as Alinor is an archipelago of three islands located off the SouthWestern shores of mainland Tamriel. Home to the Altmer, these islands boast a warm climate, colourful forests, idyllic meadows and craggy mountains. Having survived multiple invasions and being the seat of power for the Aldmeri Dominion, the Summerset Isles are a political and militaristic powerhouse.





VALENWOOD

The wooded home of the Bosmer, Valenwood sits in the SouthWestern corener of the mainland of Tamriel. Some say the Wood Elves of this province are tree hugging savages who live atop high branches. Some of them do, but it is a gross exageration to say they do not have any form of city architecture. Although from the outside the Bosmer might seem a little disorganised, maybe lacking a unified military foce, for much of the province's history it has been part of and protected by the military of the Aldmeri Dominion.



UNBOUND

Put on the boots of a powerful adventurer in Tamriel, gather a party of friends who can match your power, and take the reins of your journey. Will you save Tamriel from the clutches of the Daedra, or will you be the one to help the forces of Oblivion in taking over the land of the mortals?

The fate of the Mundus is now in your and your friends' hands. Follow the prophecies or prove them wrong, the choice is yours.

Your time to roll!



NOLTREM

