

Anthropology Companion:

Uncommon Races

Part 1: Ayleid, Chimer, Dwemer

Through the history of Tamriel, many races outside of the ten most familiar to fans of the Elder Scrolls have lived and thrived on the land. Some are still around, living outside of Tamriel, or deep in the wilderness of the continent, while others have been lost and forgotten to time. Regardless of the history, some are said to live in modern Tamriel and may join adventuring parties, maybe simply to see the world, or to prove themselves to the inhabitants of the continent.

The playtest material in this article is intended to showcase the new races and subraces that will be included in an upcoming book. These game mechanics are in draft form, are usable in your TES 5e games, but are not refined by full game design and editing.

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This document previews three new races:

Ayleids, the ancient Wild Elves of Cyrodiil, the **Chimer**, the ancestors of the Dunmer, and the **Dwemer**, the mysterious Deep Elves.

Ayleid (Wild Elves)

Ayleids were once the rulers of Cyrodiil, being the first race to form an empire in Tamriel, the Ayleid Empire was known to be brutal and cruel, enslaving countless Nedic and beastfolk tribes and performing horrible rituals for the Daedric princes. Their empire collapsed in the early 1st Era as a result of the Alessian Rebellion.

The Heartland Elves

Ayleids descend from the Aldmer that settled on the center of Tamriel. With time they became a slightly different race than the Altmer; their skin was darker than their cousins from Summerset, but they had a similar build to them. They tend to adorn themselves with feathers and beads, preferring golden clothes and armor, similar to their Altmer cousins.

One of the most well known elements of their culture is their architecture, recognizable by its use of a marble-like rock. They are credited with constructing the White-Gold Tower, now used as the capital of the Empire, which they originally called the Temple of the Ancestors. They also created the Chim-el Adabal, now known as the Amulet of Kings, from the crystalized blood of Lorkhan, which they used as the stone for the White-Gold Tower.

Disparate City-States

While the Ayleids are remembered as Daedra-worshiping slavers from the Heartlands, that isn't completely true. The Ayleids didn't have a central government,

but rather had independent city-states. While the most well-known city-states worshiped the Daedric Princes and had slaves, many did not, and instead fought against them. Some are said to have aided the Alessian Revolt overthrow these rival city-states. Additionally, not all Ayleids settled in Cyrodiil, as the Barsaebic Ayleids settled in Black Marsh and enslaved the local tribes.

From Light, Magic

Ayleids were extremely proficient with magic, their magical knowledge and technological advancement being equal to or even greater than that of the Altmer. They preserve the knowledge of runes and Dawn Era magic, knowledge understood to have been forgotten by other races of mer. They developed what would be later known as alteration magic, and used it for things like levitation and shapeshifting.

Light was a central part of their religion and magical knowledge, they believed the four main elements were earth, water, air, and light (instead of the modern four elements, earth, water, air, and fire). The Ayleids are also known to have built Ayleid Wells, which absorbed magicka from the light from Aetherius. They believed that the most sublime form of light was star light, which connected Mundus with Aetherius.

One of the main gods they worshiped was Meridia, who they called Merid-Nunda, as they saw her as a representation of the element of light.

Fallen Empire

The Ayleid civilization was dismantled in the early 1st Era, at the hands of the Alessian Rebellion. The Rebellion, led by Slave Queen Alessia alongside Pelinal

Whitestrake and the demigod Morihaus. They, with the help of early Nordic peoples from the North, established the First Empire of Men upon the rubble of the Ayleid civilization.. While some Ayleids were allowed to remain in Cyrodiil for a time, such as the Aedric-worshipping city-states, which remained as client kingdoms for the Empire, they were eventually driven out by the Alessian Order. Most of the survivors fled to High Rock or Valenwood and were integrated into the elven populations of those provinces.

While their civilization collapsed, some Ayleids, now known as Wild Elves, may have survived to modern times. Sightings of Ayleids living in tribes in the wilderness have been reported through the years, and some groups in elven provinces may still have pure Ayleid heritage, and some particularly fanatic Altmer may want to recreate their empire, going as far as transmuting themselves to become Ayleid.

Ayleid Names

Ayleids have similar names to Altmer, having melodic and elegant names, they tend to only use their first name, as their full name is extremely long and reserved for formal occasions.

Male Names: Hirhurdan, Geril, Ferdem, Nysin, Hemudind, Vomusdar, Nuaghur, Djanrom, Onaladun.

Female Names: Vemmelda, Sennyseni, Yhume, Hulydhe, Dullishi, Lemaath, Enalruth, Nyllu, Lillilrin.

Ayleid Traits

Your Ayleid character has a variety of natural abilities as a result of your elven heritage.

Attribute Score Increase. Your Intelligence score increases by 2 and Strength scores increase by 1.

Age. Like their Altmer cousins, Ayleid can live for over 300 years, although they are known to be able to live for thousands of years. They reach puberty at 18 years old and are considered an adult at 30. They mature similar to humans, but their advanced age means that they are still considered young until the age of 60.

Alignment. Ayleids are cruel and power hungry, going as far as worshiping the Daedric princes for power, they tend to be any evil alignment, however, some Ayleids opposed the practices of their brethren.

Size. Ayleids share their size and build with the Altmer, they are one of the tallest of the races of Tamriel, sometimes as tall as 7 feet, but they have slender, thin builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Starlight Magic. You know the *light* cantrip. Once you reach 3rd level, you can cast the *guiding bolt* spell once with this trait, and you regain the ability to do so when you finish a long rest. Once you reach 5th level, you can cast the *moonbeam* spell once with this trait, and you regain the ability to do so when you finish a long rest. Your spellcasting attribute for these spells is your choice of Intelligence, Willpower, or Personality.

Highborn. You have an innate well of magicka within you. You have 2 magicka points that you can use to cast spells. You gain an additional magicka point when you reach 3rd level (3), 6th level (4), and 10th

level (5). You regain all expended magicka when you finish a long rest.

Ayleid Lore. You have proficiency in one of the following skills of your choice: Arcana or Religion.

Ayleid Combat Training. You are proficient in Short Blade, Hand-to-Hand Weapons and Light armor.

Languages. You can speak, read, and write Tamrielic, Ayleidoon and Ehnofex.

Chimer (People of the North)

Chimer, also known as the Velothi or the Changed Ones, are the descendants of the Aldmer that followed Prophet Veloth away from the Summerset Isles at some point between the Dawn Era and the late middle Merethic Era. They were hardy folk that historically fought against many enemies before being cursed by Azura and turned into the ashen-skinned Dunmer of today.

The Followers of Veloth

The Chimer were once Aldmer until Boethiah taught them the “right way to wear their skins” after devouring Trinimac and showing them “the lies of the et’Ada”, they were shorter than the Aldmer and the modern day Altmer, being as tall as the Dunmer, with bronze or greyish golden skin instead of the golden skin of the Altmer.

The Good Daedra

Long before the Dunmer started worshiping the Tribunal, their Chimer ancestors worshipped the ones they called the Good Daedra, consisting of Boethiah, Mephala and Azura, they taught the Chimer how to

survive in their new homeland, and how to be different from the Aldmer.

Early Chimer culture was nomadic before the establishment of the Great Houses, and since their exodus, they have been met with many enemies, however, their will and faith for the teachings of Prophet Veloth kept them fighting on.

History of Hardship

Throughout their history, the Chimer fought against many enemies, such as the Orcs who were trying to find a place to settled, the original inhabitants of the land, the Dwemer, whose opposing religious views led to many conflicts, the Nedes who tried to conquer Stonefalls, and the Nords, who for years ruled over Morrowind until the alliance between the Dwemer and Chimer forced them back to their own land.

After the war against the Nords, the leaders of the Chimer and Dwemer—Indoril Nerevar and Dumac Dwarfking—formed a friendship that led to the formation of the First Council. The First Council was an alliance that led to hundreds of years of peace. It ended with the War of the First Council, a conflict that started after the Dwemer found the Heart of Lorkhan. The war climaxed at the Battle of Red Mountain, resulting in the complete disappearance of the Dwemer, the death of Nerevar, and years later, the apotheosis of the Tribunal. Additionally, the Chimer were transformed, becoming the red-eyed Dunmer.

By most accounts all Chimer were cursed, however, rumors of still living Chimer have been reported through the ages, some said groups of Chimer live outside of Tamriel, in small islands in the Padomaic Ocean, some Chimer may have escaped the curse

through supernatural means, or been on a different plane when their race was cursed.

Chimer Names

Chimer have similar names than Dunmer, having shorter names than Altmer and using surnames in non-formal situations.

Male Names: Relronal, Ralnith, Manviros, Ridvec, Vadas, Galranal, Radezel, Lenvan, Zardizor.

Female Names: Alvamia, Alvia, Dannexe, Leva, Elvelii, Tessa, Ammilia, Nilmumu, Irvima.

Family Names: Hendoven, Vonlon, Ralmidron, Nallas, Givot, Zonizom, Golmizid, Gimnid. Rolros.

Chimer Traits

Your Chimer character has a variety of natural abilities common with all other followers of prophet Veloth.

Attribute Score Increase. Your Agility, Willpower, and Strength scores increase by 1.

Age. As with all elves, Chimer are long lived, maturing at the same rate as humans, but possibly living longer than 300 years.

Alignment. Chimer tend to be neutral with a propensity for chaos. They have rejected many of the traditions that were set before them, while adopting their new customs of their own.

Size. Chimer have average builds, and their height is between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Chimer's Will. As a bonus action, you end one of the following conditions afflicting you: Charmed, Dazed, Frenzied, Frightened, Grappled, Hysterical, Restrained, Staggered. You can use this trait a number of times equal to your Endurance modifier (minimum of 1). You regain all expended uses at the end of a long rest.

Veloth's Guidance. You know the *guidance* cantrip. You also know the *protection from evil and good* spell. You regain the ability to cast it again when you finish a long rest. Your spellcasting attribute for these spells is your choice of Intelligence, Willpower, or Personality.

Chimer Combat Training. You have proficiency in one of the following weapon categories of your choice: Long Blade, Marksman, and Short Blade.

Skill Proficiency. You gain proficiency in the Religion skill.

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

Dwemer (Deep Elves)

The ingenious elves of the deep, known as the Dwemer, or Deep Elves, are an ancient lost race of mer whose mysterious disappearance is hotly debated with endless rumors and speculation. Ages ago, these deep elves had access to technology and engineering that is still considered to be far advanced than any other civilization. To this day, the mysteries of their science remain a secret to the other denizens of Tamriel.

Dwarves to Some

Contrary to the name usually given to the Dwemer by Men, Dwarves, the Dwemer, while shorter than the Altmer, weren't any shorter than the average human, having similar height than Imperials or Dunmer. It is believed that the name "dwarf" comes from giants calling them that while they traded with them.

Dwemer have similar appearance than other Mer, having pale skin that ranges from slate to pale yellow, with some having greyish blue skin, men preferred long braided beards, something commonly seen in their architecture design. Dwemer used mostly heavy armor, and their clothes were commonly decorated with metal pieces and intricate patterns in their robes.

Underground Kingdoms

Dwemer society was built around underground city-states, elaborate cities built beneath mountains across Morrowind, Skyrim and Hammerfell. Dwemer cities have extremely advanced technology when compared to the rest of Tamriel, as even now a large part of their mechanism still works, their Animunculi still guard their halls and the sound of machinery still echoes through them.

Not much is known about Dwemer culture or their origins, most believe that they are descendants from a group of isolationist Aldmer that arrived to what now is Morrowind in the early history of Tamriel while some legends say that they descend from a Chimer tribe. Most of the history of the Dwemer is centered on war, as their early history was spent mostly fighting against the Chimer for terrain, resources and religious disputes, this changed when the Nords conquer Resdayn, while most of

the territory of the Dwemer wasn't conquered, High King Vrage the Gifted was a common enemy to both the Dwemer and the Chimer, which led to an alliance between Indoril Nerevar and Dumac Dwarking, who united their people and drove back the Nords from their land, creating the first council.

Some Dwemer opposed to the alliance with the Chimer, which led to some clans leaving Resdayn, the Rourken clan left for Hammerfell, while the Kragen clan, following the Rourken clan, arrived in Skyrim, where they fought against the Nords for years. After the Nords almost drove the Snow Elves to extinction, some sought sanctuary in the Dwemer cities in Skyrim, however, the Dwemer forced them to eat toxic fungi that blinded them, turning them into blind slaves that after many generations underground turned them into the degenerated Falmer found today in the caves beneath Skyrim. Eventually, the Falmer rebelled, starting the War of the Crag, a conflict fought underground that lasted until the disappearance of the Dwemer.

Logic and Reason

The Dwemer were extremely smart and technologically advanced, they rejected the views of the rest of mortals and embraced cold skepticism, valuing logic and reason over religion, leading to the modern image of the Dwemer being that of cold, unfathomable people that were pragmatic to a fault, and sometimes even cruel.

Dwemer technology was highly advanced, and Dwemer artifacts are highly sought after, even if illegal in some places under Imperial law, Dwemer metal is an extremely durable material, with the ability to resist corrosion and absorb part of the impact on

armor, no metallurgist has been capable of replicating it, because of this scraps from Dwemer ruins are highly valuable.

Dwemer used steam and geothermal power from the natural lava beneath Morrowind to power their machines, they use this to create animunculi, airships, lightning systems and other highly advanced mechanisms, all of which still work after centuries of the Dwemer's disappearance. Dwemer also sought to control more divine sources of power, as they studied an Elder Scroll extensively and managed to tap into the power of the Heart of Lorkhan, which ended up being their doom.

Mysterious Disappearance

The Dwemer disappeared during the Battle of Red Mountain, the final battle in the War of the First Council, as with most events in this battle, most accounts are contradictory, a common interpretation is that Lord Kagrenac, the Chief Tonal Architecture, constructed Kagrenac's Tools to harness the powers of the Heart of Lorkhan, located inside Red Mountain, when the Chimer found out, they started a war against the Dwemer, ending the First Council, to stop this blasphemy. It's unknown what was his goal, but it is believed that he wanted his race to reach divinity through the Numidium, a immeasurably powerful automaton, some say it was capable of manipulating reality itself. However, the process failed, and every single Dwemer currently present in Tamriel instantly vanished.

While every Dwemer on Nirn disappeared at the same time, some, such as Yagrum Bagarn, didn't as he was traveling through the Outer Realm the moment his people vanished. It is possible others survived such a fate in similar ways, or by traveling

through time to the current day. Regardless, the Dwemer left behind many mysteries, some which may never be answered.

Dwemer Names

Dwemer names are particularly hard to pronounce, having rough sounds and many consonants, they are made from a surname and a family name.

Male Names: Bthuzzefk, Kladgir, Mcharhunch, Jrunbric, Rkugrum, Ralefgru, Tzodchu, Bzraren, Tnavnak.

Female Names: Grwezlen, Mrahvlin, Kzuahner, Nahken, Ioradrys, Cfrabrina, Ioralamch, Chzafris, Alzimtrin.

Family Names: Javzyrn, Czamratz, Dobwarn, Bretchatz, Gzonruz, Yagwetch, Ychonrazg, Isherzhurk, Izvuhron.

Dwemer Traits

Your Dwemer character has a variety of natural abilities common with all other Dwemer.

Attribute Score Increase. Your Intelligence score increases by 2, and your Willpower or Strength score scores increase by 1.

Age. As with all elves, Dwemer are long lived, maturing at the same rate as humans, but live for hundreds of years on average, but are able to live for thousands with the aid of magic.

Alignment. Dwemer value logic and reason above all else, they are rarely Chaotic, usually being Lawful Neutral or True Neutral.

Size. Deep Elves have average builds, and their height is between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if you were in bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwemer Lore. Whenever you make an Intelligence (History) or Intelligence (Arcana) check related to magic items, alchemical objects, technological devices or Dwemer structures or technology you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply. Additionally, you have proficiency in History or Arcana

Tonal Architecture. You know how to modify the universe around you in small ways through sound, you can cast any 1st level Alteration spell without spending Magicka or using material components, you use the same type of action you would to cast the spell normally. You can cast a 2nd level spell instead when you reach 7th level, and a 3rd level spell when you reach 14th level. Additionally, you learn one cantrip from the Alteration School. Your spellcasting attribute for these spells is your choice of Intelligence, Willpower, or Personality. Once you use this trait, you can't use it again until you finish a long rest.

Design Flaw. You completely know how animunculi work. Once per turn, after damaging an animunculi with a spell or weapon attack, you can deal additional damage equal to your Intelligence modifier.

Polymathic Craftsman. You have proficiency on one Artisan's Tool of your choice.

Tinkerer. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 40 septims worth of materials to construct a tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a guar, skeever, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.
- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

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

Variant Trait: The Calling

If the game takes place in a time where other Dwemer are still alive, you can have the following trait.

The Calling. You can communicate telepathically across great distances with other dwemer. You can only send and receive messages from Dwemer that you have met, and only if they are on the

same plane of existence as you. The messages can only be short, one sentence thoughts.

Once you have sent a message in this way, you can't send another one until you finish a short or long rest.