Daedric equipment is special, the weapons and armor of Daedric nature are infused with the very essence of a Daedra, thus giving them a singular quality and, more importantly, a will of their own.

Making a Daedric equipment is an extremely complex and gruesome task, not only because of the expertise required, but also because of the “price” paid to forge such objects. In order to fully understand the concept behind Daedric equipment one must first understand the nature of the main material used for its creation, which is Ebony.

Ebony is a rare metallic glass of volcanic nature, it’s one of the most precious substances known by the sapient races of Nirn and can be refined to form an alloy that is recognized as the most resilient homogeny crafting material, which is formed by only one type of element. Ebony can be found mainly buried on the lava flows of Red Mountain, however small veins can be found almost anywhere, becoming more concentrated and frequent the closer it is to a strong heat source, like subterranean magma deposits. Raw Ebony itself is an extremely durable black glass-like mineral, said to be the literal crystalized blood of Lorkhan, it is protected by imperial law and cannot be mined or exported without an imperial seal, however, as it is very valuable, smuggling is a constant problem. To forge an object with Ebony, the ore must be repeatedly folded upon itself in order to form strips, which are then molded into shape.

Now that the process to forge Ebony artifacts has been explained, the method to construct Daedric equipment can be elucidated. In order to craft a Daedric artifact, the artisan must make sure that the material he is going to use is capable of holding a Daedra vestige, that’s why Ebony is used, not only because of its resistance and quality, but mainly because its properties resonates harmonically with the essence of a Daedra. A Daedra vestige is the part of the entity that survives after its body is destroyed, normally the remnant would absorb Creatia from somewhere on Oblivion so that it could reform, however, the forging process of a Daedric equipment use this condition as its core principle, interrupting the process and using the essence of the Daedra as an enhancing agent.

The crafter will emulate the creation process of a Daedric equipment, as only intelligent inhabitants of the planes of Oblivion known the original formula. During forging process, the artisan will quench the hot ebony with the blood from the heart of a Daedra, the blood will rupture the metal and will seep into the cracks, not only increasing the natural resistance of the material, but also imbuing it with the presence of a Daedra vestige, giving it abnormally powerful and adaptive properties.

Each Daedric equipment is unique and will have a distinct personally, formed by the mnemonic impressions of the Daedra vestige, some will be more intelligent and will adapt to the combat and the environment while others are going to be more aggressive and will get more powerful as the fight goes longer. Another peculiarity of the Daedric equipment is that it will form a link with its user, further increasing its capacities the more it is used. In addition, the behavior of enchantments placed upon these artifacts can change depending on the affinity the Daedra vestige has with this respective magic. Finally, the properties of the equipment can also change depending on the emotions of the Daedric spirit.