

The Unofficial Elder Scrolls RPG

Third Edition



Arcane Arts and
Inhabitants of Tamriel

The Scroll of Oblivion v2

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The Elder Scrolls®

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Other Games

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Adaptation

This book is an adaptation of the rules created by Seht and the UESRPG 2e team. The goal of this book is to update the rules of creatures to the design structure of UESRPG Third Edition, while also expanding and improving on what has been made as best we can. Without Seht and the 2e team, and by extension, the 1e team, this book wouldn't be possible.

Foreword

What a long, strange trip its been.

I first got involved in this project nearly a full year ago, and since then I've been neck deep in playing, testing, writing, and drafting up rules for this game.

I remember when the discord channel first opened up. I had just found out about the UESRPG myself, and had coincidentally just started a game up a few weeks prior. To have my boots on the ground and see the game evolve from 2e to early 3e, all the way to late 3e where we are now has been truly a privilege. The design team welcomed me graciously, and even though I was the "new guy," was afforded a great deal of respect and creative control from Seht and Anon133.

Looking back at the first Scroll we made for 3e, the Scroll of Beasts, I can't help but cringe. I've learned so much more about design, both game design and visual design, this summer.

For months everyone has been asking about the Scroll of Oblivion, about Daedra, about Conjuration. It's the big buzz, you know? The main course. I didn't want to dive right in; Daedra are tough. They couldn't just be damage sponges that hit you hard. They need to be cool, but more importantly, they needed to be unique and fun to fight and control. And eight months ago, six months ago, three months ago, I wasn't ready for that. The team wasn't ready for that. 3e has had some growing pains, and those bones are still stretching. I'm still not sure I like the numbers. But I knew that Scroll of Oblivion had to be the best one yet. Everything was preparation for this. I had a duty after working on the 3e Core Rules, and that was to see gosh dang Conjuration finished so the Core Rules can be declared "finished." And its done. It's a huge relief. It feels cathartic, like a sort of closure.

And none of it would have been possible without the support of you guys, the Red Legion. The team of designers, the contributors, the readers, the posters, and the guys that just poke in to say hi. You all made this happen. Without a community, we'd just be a handful of weirdos making up rules for playing games of sophisticated pretend for grown-ups. Hell, we still are just that. But at least we've got support. You guys keep me going, with the daily sehtposts and jokes and jabs, and the overall supportiveness and willingness to contribute that the community possesses overall. It's a special thing.

Wealth beyond measure,

~Redoran



Scroll of Oblivion



“...But ever shall Darkness contest the Light, and great were the Powers that breathed the void and laid waste upon one another, and no oath might bind them, so deep were they in envy and perfidy. For once the portals are opened, who shall shut them upon the rising tide?”
-The Waters of Oblivion

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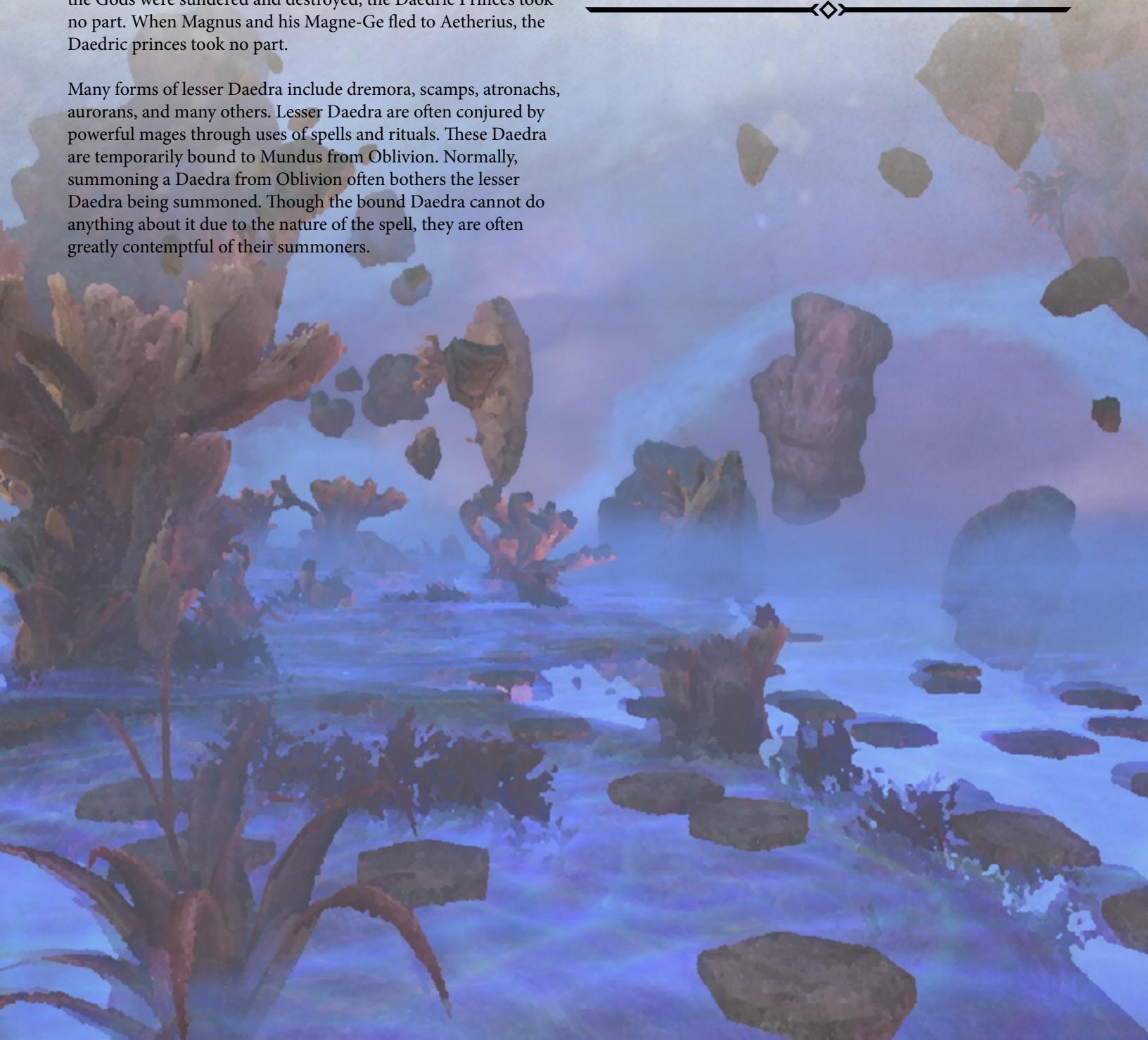
The Waters of Oblivion

Oblivion is the realm of the Daedra, containing many different planes, each associated with a Daedric Prince. Each plane of Oblivion is entirely different, being a part of its prince's personality. The sixteen main planes of each prince are accompanied by thousands upon thousands of other demiplanes and pocket dimensions. These smaller planes are rarely visited, and almost never governed by a being. The sixteen planes of the Princes are incredibly large, often being the size of entire worlds. These planes are inhabited by lesser Daedra specific to the plane they are on.

The Daedric Princes are not gods, but they are not demons. They are something different, something *alien*. When the Gods were invited to create Mundus, the Daedric Princes took no part. When the Gods were sundered and destroyed, the Daedric Princes took no part. When Magnus and his Magne-Ge fled to Aetherius, the Daedric princes took no part.

Many forms of lesser Daedra include dremora, scamps, atronachs, aurorans, and many others. Lesser Daedra are often conjured by powerful mages through uses of spells and rituals. These Daedra are temporarily bound to Mundus from Oblivion. Normally, summoning a Daedra from Oblivion often bothers the lesser Daedra being summoned. Though the bound Daedra cannot do anything about it due to the nature of the spell, they are often greatly contemptuous of their summoners.

Traveling to Oblivion is an incredibly rare thing to do. During the 2nd Era, Molag Bal, a Daedric Prince, opened portals to his realm of Oblivion, Coldharbour, in an attempt to merge Tamriel with his realm. These portals were called Dark Anchors, and spit out lesser Daedric armies into the land of mortals. In the 3rd Era, the infamous Jagar Tharn used his magical prowess to unleash lesser Daedra into Tamriel. These Daedra can sometimes still be found today, as it was no invasion, but simply an invitation. At the closing of the 3rd Era, Mehrunes Dagon, another Prince, did something similar to Molag Bal, opening hellish gates to his realm of the Deadlands. These gates were powered by a Sigil Stone, which is a Daedric artifact of sorts. Mortals were able to enter these gates and take the Sigil Stone, closing the specific gate they entered. Other than these few events, travel between the planes of Oblivion and Mundus is rare, and only achievable by the most powerful of wizards.



The Daedric Princes

To claim the realms of Oblivion are ruled by the Daedric Princes the same way the Counts rule Cyrodiil or the Jarls rule Skyrim is folly. Indeed, the realms of Oblivion are home to countless immortal spirits all vying for power eternal in their great game. The Princes have carved out their domains from the greater whole, but Oblivion is infinite. Who can truly say how large a swath of infinity is within the greater infinity that envelops it?

The Daedric Princes are simply the most powerful beings lurking in the waters of the void between Mundus and Aetherius. They do not reign by right of law but by display of power. The Daedric Princes are extremely powerful in their domains, but not omnipotent, and indeed they are unmatched in the knowledge of the comings and goings in their own realms, but are not omniscient. However, to challenge their rule is to die, or worse. Just because they can die, does not mean they can be killed.



Azura

The starlight Prince whose sphere is Dusk and Dawn, the magic in-between realms of twilight, known as Moonshadow, Mother of the Rose, and Queen of the Night Sky. Her most common artifact is Azura's Star, used to hold white souls and considered one of the most powerful soul gems to exist. She is one of the Daedric Princes worshiped as part of the Anticipations of the Tribunal, along with Boethiah and Mephala. She set into motion the Nerevarine

Prophecies after the Betrayal at Red Mountain, and had a direct hand in the fall of Dagoth Ur and the False Tribunal. After the Tribunal were cast down near the end of the Third Era, she returned to being worshipped by the Dunmeri people.

Boethiah

Boethiah's sphere is deceit and conspiracy, and the secret plots of murder, assassination, treason, and unlawful overthrow of authority. His most common artifacts are Ebony Mail and Goldbrand, one a powerful piece of ebony armor, and the other an incredible sword of fire. Also a member of the Anticipations, he is worshiped alongside Azura and Mephala by the Dunmer.



Clavicus Vile

His sphere is the granting of power and wishes through ritual invocations and pacts. His most common artifacts are his Masque and the renegade sword: Umbra. The Masque of Clavicus Vile improves one's persuasive ability, while Umbra is considered one of the most powerful weapons to be wielded by a mortal, often overtaking the mind and soul of its wielder. He has a faithful hound names Barbas, whom he uses as his agent, though the two don't always get along.



Hermaeus Mora

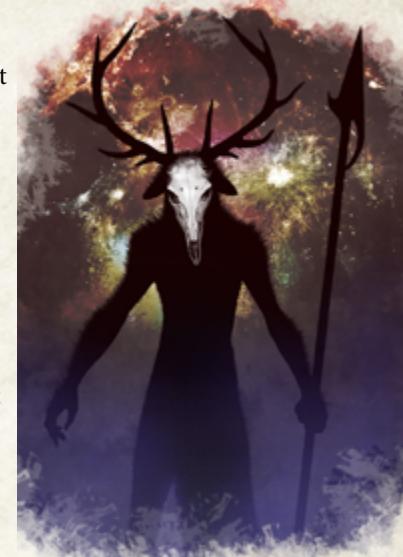
The Woodland Man, whose sphere is scrying of the tides of Fate, of the past and future as read in the stars and heavens, and in whose dominion are the treasures of knowledge and memory. His artifact is the Oghma Infinium, a tome of infinite knowledge, granting its reader incredible power through knowledge. Another name for him is Herma-Mora to some Nords of old. He hoards all knowledge



for himself, and has more in his possession than he can actually parse. Despite having access to such secrets and having such encyclopedic knowledge, Hermaeus Mora creates nothing for himself, only takes.

Hircine

The Lord of Beasts, whose sphere is the Hunt, the Sport of Daedra, the Great Game, the Chase, known as the Huntsman and the Father of Manbeasts. His common artifacts are the Savior's Hide and the Ring of Hircine. The hide provides magical protection, and his Ring provides the wearer control over his or her beast form. Being the creator of were-beasts, Hircine is often worshiped by them. Some common were-beasts include werewolves, werebears, werevultures, werebats, werecrocodiles, werelions, and wereboars.





Jyggalag

The Knight of Reason, whose sphere is Order, logic, and deduction. Little is known of Jyggalag, as before the late Third Era, he was said to have been gone. He is tied to Sheogorath, the Prince of Madness, as his opposite, and was cursed into the mantle of Sheogorath to be the thing he hated the most: madness. Jyggalag waged his great war, the Greymarch, and reclaimed his identity with the aid of his legions of Knights of Order.

Now, after the Hero of Kvatch helped separate the twin gods, he roams the planes of Oblivion, regaining his power.

Malacath

The Lord of the Spurned, his sphere is the patronage of the shunned and ostracized, the keeper of the Sworn Oath, and the Bloody Curse. His artifact is Volendrung, a powerful warhammer forged in ancient times by the Dwarves. He is worshiped by Orsimer, as he is rumoured to have once been an elven god, Trinimac, just as the Orsimer were once elves. He is patron to all Orsimer, goblins, ogres, and the other barbarian beast races of Tamriel. He and his people are strong, and differ greatly from the other princes.



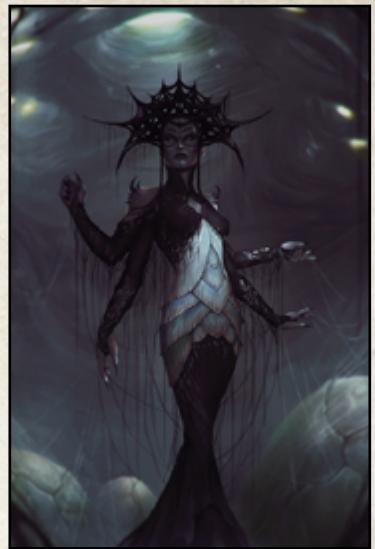
Mehrunes Dagon

The red god whose sphere is Destruction, Change, Revolution, Energy, and Ambition. His most common artifact is Mehrunes Razor, a weapon that can carve someone into anything. In the late Third Era, it is said Mankar Camoran used this weapon to carve himself into a Dragonborn, allowing him

to wear the Amulet of Kings. Mehrunes Dagon has tried to invade Tamriel, issuing his sphere of change to the world in the event known as the Oblivion Crisis, which ended the prosperity of the Third Era.

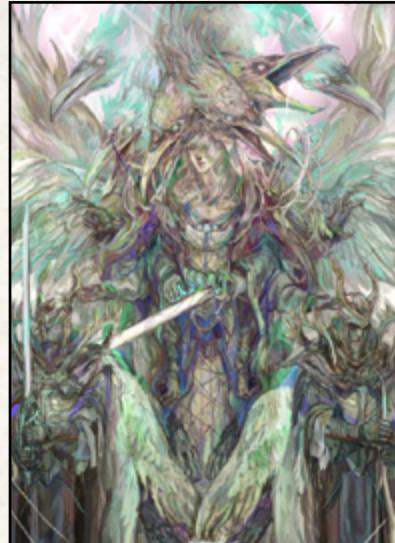
Mephala

The Spider Queen, whose sphere is obscured to mortals; known by the names Webspinner, Spinner, and Spider; whose only consistent theme seems to be interference in the affairs of mortals for her amusement. Her most common artifact is the Ebony Blade. A sword that feeds on the souls of mortals to become more powerful. She is the last prince worshiped in the Anticipations. Her motives are mostly unknown, other than her love to interfere with the lives of mortals.



Meridia

Her sphere is obscured to mortals; who is associated with the energies of living things. Her artifact is Dawnbreaker, a weapon known to smite undead. Believed to have once been a Magne-Ge, she helped the Ayleids in their enslavement of mankind during the Merethic era. She despises undead, and wishes nothing more for them to be annihilated.



Molag Bal

The King of Rape, whose sphere is the domination and enslavement of mortals; whose desire is to harvest the souls of mortals and to bring mortals' souls within his sway by spreading seeds of strife and discord in their realms. His artifact is the Mace of Molag Bal, a mace that saps the energy of its foes. He created the first vampire, and is often worshiped by vampires. During the Second Era, he attempted an invasion of Tamriel, though failed. His attempt was replicated by Mehrunes Dagon in the Third Era.



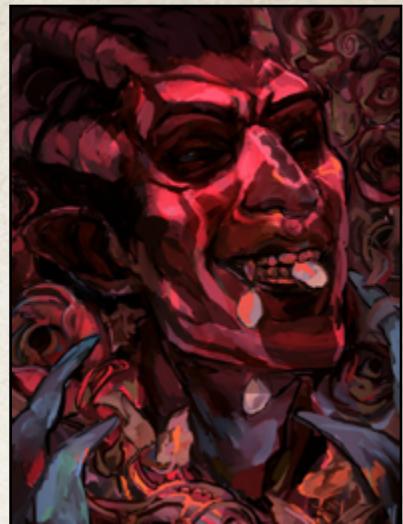
Namira

Her sphere is the ancient darkness; known as the Spirit Daedra, ruler of sundry dark and shadowy spirits; associated with spiders, insects, slugs, and other repulsive creatures which inspire mortals with an instinctive revulsion. Her artifact is her ring, the Ring of Namira. She is often worshiped by cannibal cults or other deviant or disgusting groups. She is not a very powerful prince, though can still exert power unbeknownst to the people of Tamriel.



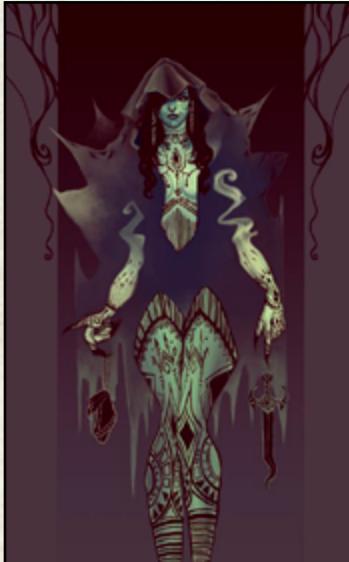
Sanguine

The pleasure prince, whose sphere is hedonistic revelry and debauchery, and passionate indulgences of darker natures. His artifact is Sanguine's Rose, which summons a lesser Daedra to the wielder's aid. His followers often indulge in darker parts of life, including torture or murder. Some followers only indulge in the lighter parts, such as drinking or partying.



Nocturnal

Nocturnal's sphere is the night and darkness; who is known as the Night Mistress. Her artifacts include the Grey Cowl of Nocturnal and the Skeleton Key. The Cowl is often held by the highest ranking member of the thieves' guild, and makes their identity change to the point of them having never existed. The key can open anything, from mundane chests to portals to other realms. Her affiliation with the thieves' guild is widely known, and is what gives the thieves' guild their luck.



Peryite

The Green Dragon, whose sphere is the ordering of the lowest orders of Oblivion, known as the Taskmaster. His artifact is Spellbreaker, a powerful shield that dampens magic around it. He is the weakest prince, often being affiliated with blights and disease. He is said to have caused the great Thrassian Plague in conjunction with the Sload.



Sheogorath

The Daedrice Prince of Madness, whose motives are unknowable. His most common artifact is Wabbajack, a staff that polymorphs creatures into other creatures at random. In his past as Jyggalag, he was considered too powerful to be left alone, and was cursed to be the prince of madness. His power did not fade though, and is still considered to be one of the most powerful, but being mad, it is hard for his power to be focused into any one task. His followers often include crazed people, or those that are mentally problematic, such as those with dementia.



After the end of the Third Era, Sheogorath and Jyggalag were separated permanently, with the mantle of Sheogorath being passed down to a worthy successor.

Vaermina

Vaermina's sphere is the realm of dreams and nightmares, and from whose realm she issues forth evil omens. Her artifact is the Skull of Corruption, which corrupts the dreams of those it touches. She is known for controlling the dreams and nightmares of people, gifting them visions and haunting them in their sleep.



Conjuration

The school of Conjuration focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.



Skill: Conjuration (Wp)

Conjuration focuses on calling upon and interacting with various otherworldly entities. Your GM may call upon you to test Conjuration when:

- Casting Conjuration spells.
- Performing Conjuration rituals.
- Identifying Daedra and reciting Daedric lore.

New Spell Trait: Mindlock (X)

Mindlock (X) is a new spell trait used for controlling summoned minions. A spell that causes Mindlock reduces the caster's max AP by X, to a minimum of 0, while the caster controls a minion that is successfully Bound with a summoning spell. The max AP is restored when the summoned creature is destroyed, banished, or released.

A conjurer can choose to not pay their Mindlock Upkeep during a round. If they do so, they must immediately roll an Opposed Willpower test against the conjured Daedra. The Daedra gains a bonus +1 DoS per AP the conjurer chooses to not pay. If the Daedra wins the Opposed test, it becomes unbound exactly as described in the Summon Daedra trait.

Conjuration Spells

Summon Construct

Conjures a Construct from the realms of Oblivion, and binds it to the will of the caster for a time.

Upkeep, Direct, Mindlock (Spell Strength)

Level:	See Table
Cost:	See Table

[Spell Str.] See Table

Summons a construct with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Construct must make a Willpower test against the DoS of the Conjuration test. If the Conjurer wins the test, the Construct gains the Bound trait and persists for 1 minute. If the Construct wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Construct can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Construct in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Construct when it's summoned, as it acts on its own turn.

For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet.

Construct	Level	Cost	Spell Strength
Flesh Atronach	4	42	2
Hulking Flesh Atronach	6	57	3

Summon Daedra

Conjures a Daedra from the realms of Oblivion, and binds it to the will of the caster, for a time.

Upkeep, Mindlock (Spell Strength)

Level:	See Table
Cost:	See Table

[Spell Str.] See Table

Summons a Daedra with the Summoned trait, which appears within five meters of the caster. Immediately after being summoned, the Daedra must make a Willpower test against the DoS of the Conjuration test. If the Conjurer wins the test, the Daedra gains the Bound trait and persists for 1 minute. If the Daedra wins the Opposed test, it is not Bound and can act as it pleases, typically murdering its summoner. The unbound Daedra can test Willpower at the end of each minute to maintain itself in Mundus. Keeping the Daedra in line imposes [Spell Str] Mindlock on the caster. Roll initiative for the Daedra when it's summoned, as it acts on its own turn.

For each time the spell is bought, pick one spell profile from the table below and mark it on your sheet.

Daedra	Level	Cost	Spell Strength
Daedrat	1	14	1
Scamp	1	15	1
Banekin	1	17	1
Hell Hound	2	23	1
Clannfear	2	25	1
Hunger	3	32	2
Dremora Churl	3	33	1
Flame Atronach	3	31	2
Spider Daedra	4	40	2
Dremora Caitiff	4	36	1
Ogrim	4	39	2
Frost Atronach	4	37	2
Auroran	5	47	2
Storm Atronach	5	44	3
Dremora Kynmarcher	5	46	2
Winged Twilight	6	53	3
Aureal (Golden Saint)	6	55	3
Mazken (Dark Seducer)	6	55	3
Dremora Lord	7	65	3
Xivilai	7	64	3
Daedroth	7	68	3

Sunder Binding

The caster focus their will and attempts to sunder the binding of a conjured creature within sight.

Level:	1	2	3	4	5	6	7
Cost:	11	14	17	20	23	26	29
[Spell Str.]	+30	+20	+10	+0	-10	-20	-30

The caster picks a target with the Summoned trait that must make an opposed Willpower Test vs the caster with a [Spell Strength] modifier or be sent back to the place from whence it came.



Conjure [Armour]

Manifests a set of infernal armour on the caster's body.

Upkeep

Level:	1	2	3	4	5	6	7
Cost:	-	15	21	27	33	39	45
[Spell Str.]	-	1	2	3	4	5	6

Summons one of the following sets of Bound Daedric armour (Both Arms; Both Legs, Body; or Head;) that follows the profile determined by its [Spell Strength]. The armour slots this spell summons must be determined when the spell is learned.

- 1: Inferior Partial Daedric;
- 2: Inferior Full Daedric;
- 3: Partial Daedric;
- 4: Full Daedric;
- 5: Superior Partial Daedric;
- 6: Superior Full Daedric;

This piece of armor magically replaces whatever armor the caster is currently wearing on that location for one minute. The armor piece counts as one weight class lighter for the purpose of armor penalties, and does not need to be among the caster's trained armor classes in its combat style. The armour has the Bound and Summoned traits.

Conjure [Weapon]

Invokes a spectral weapon of Daedric origin in one's hands.

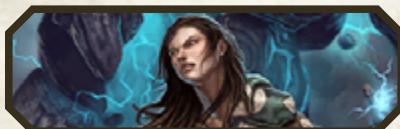
Upkeep

Level:	1	2	3	4	5	6	7
Cost:	-	15	-	27	-	39	-
[Spell Str.]	-	1	-	2	-	3	-

Summons a Bound Daedric weapon or shield of casters choice that follows the profile determined by its [Spell Strength]. The weapon type must be determined when the spell is learned.

- 1: Inferior Quality;
- 2: Common Quality;
- 3: Superior Quality

This weapon appears in the caster's hand(s) for the duration of the spell, or until the weapon leaves the caster's hands. The caster gains a [Spell Strength] weapon (with ammo) with the Bound and Summoned traits of the chosen type for 1 minute. If the weapon is not in any of the caster's Combat Styles, they count it as being Trained (+0).



Conjuration Talents

Unlike most schools of magic, Conjuration is not focused upon the casting of spells, but the subjugation of hostile otherworldly creatures, forcing them to do your will. Keeping otherworldly creatures in line is a constant battle of willpower and wits from the moment of casting, until the moment it has left.

Strong Willed

The character is able to force their will upon other creatures more efficiently than others, making Daedra and Spirits have a harder time resisting his summons.

Adept (Willpower)

The character gains a bonus Degree of Success on all successful Conjuration tests.

Seasoned Conjuror

The conjurer is an experienced summoner, able to bind those to his will with relative ease.

Expert (Willpower), Requires Strong Willed

The character gains a second bonus Degree of Success on all successful Conjuration tests.

Taskmaster

The character is able to summon more Daedra at the same time, and keep them all in line.

Expert (Willpower)

The character reduces the AP required by each Mindlock trait affecting them by 1 (to a minimum of 1).

Master of the Hordes

The conjurer is a master at summoning Daedra, and barely needs a thought to keep most under their control.

Master (Willpower), Requires Taskmaster

Character reduces the AP required by each Mindlock trait affecting them by 1 (to a minimum of 0). This replaces Taskmaster.

Void Channeler

The conjurer can empower their summoned Daedra.

Expert (Willpower)

The character can spend a Stamina Point to increase all their summoned Daedra's Natural Toughness by the Conjuror's Willpower Bonus for one Round.

The Mending Tides of Oblivion

The conjurer can harness the rippling black tides of the void to replenish their minions.

Master (Willpower), Requires Void Channeler

All summoned daedra under the character's control gain the Regeneration (Conjuror's WpB) trait.

Bladecaller

The conjurer is proficient with the use of summoned weapons. They use the same ferocious will used to bind their Daedric armaments to channel their inner fury.

Adept (Willpower)

The character can use their Intelligence Bonus in place of their Strength Bonus when determining Slashing, Splitting, or Crushing damage when using a Bound Weapon summoned by the Conjure Weapon spell.

Tempered Focus

The conjurer has sharpened their mind like a keen blade, and tempered their focus like skyforged steel. Through constant mental incantation they maintain their conjured arms and armour indefinitely, at the expense of their own focus.

Master (Willpower)

The character can, instead of paying the Magicka cost of Upkeeping all active Conjure Armour and Conjure Weapon effects that affect only the caster, choose to reduce their AP by 1 point instead. If the character ever loses concentration, such as by being Stunned, Dazed, knocked Unconscious, or simply choosing to drop concentration, the spells' effects immediately end as if they had not paid their Upkeep.



Conjuration Rituals

Rite of Conjuring

The Rite of Conjuring creates a magic circle that is able to hold a Daedric being in place, at the mercy of the whims of the caster. Creating the magic circle requires 1000 drakes worth of mystic incense, candles, and paints and 5 hours of work. The test to create the circle properly is a -30 Lore test, limited by Conjuration. This roll should be made in secret by the GM. The character can choose to test Observe limited by Lore to see if their circle is perfect or imperfect before proceeding. An imperfect circle cannot be fixed, and must be started over, including a new set of supplies and a new test.

After creating the circle, the character can summon a Daedra exactly as normal using the Summoning spell into the circle. After summoning the Daedra, the conjurer and the Daedra must test Opposed Willpower over an Extended test that takes place over a minute. The Daedra cannot leave the magic circle or otherwise affect the world beyond the circle. If the Conjurer achieves 10 DoS before the Daedra, it is successfully Bound to both Mundus and the Conjurer's will. The Daedra functions exactly the same as a regular summoned Daedra, including imposing the regular Mindlock trait, but it no longer costs Magicka Points to maintain the summoned creature's presence and loses the Summoned trait, and if it dies, its body remains in Mundus. If the Daedra wins the Opposed Willpower, the Conjurer can choose to retry the test, but must pay the Magicka to keep the Daedra in Mundus for another minute.

If the circle is imperfect, the Daedra is summoned unbound, and is free to cross the threshold and murder the conjurer and everyone in the immediate area.

Additionally, the caster may choose to conjure a bound Daedric weapon instead of creature. To do so, create the circle as normal and place an ebony item in it. Make the Conjuration test as normal, as well as spend either a Daedra heart or soul gem filled with the soul of a Daedra.

If successful, the ebony item is transformed into a Daedric item of the same type. If the Daedra in which the heart or soul energy came from was 500 or lower, the weapon is of Inferior quality, if it was 501-1000, it is of standard quality, and if it was 1001-1500, it is of Superior quality.

Elite Ritual: Rite of Princely Summoning

Masters of Conjuration are able to summon the presence of the Daedric Princes themselves, using a technique unknown to most mages. To summon a Daedric Prince's presence, the caster must perform a ritual containing many complex incantations that takes 6 hours on the Prince in question's Summoning Day (as shown below). At the conclusion of the ritual, make a Conjuration test at -30. On a success, the Prince hears the caster's summons and may answer them if they so wish.

If the ritual is done on a day other than the prince's summoning day, roll a d10. On a 10, the Prince entertains the caster's summons. On a 4-9, nothing happens. On a 2-3, the Daedric Prince is insulted, and smites the caster, dealing 10d10 Magic damage. On a 1, the Prince hears the caster's summons, though will most likely not be happy being disturbed when it is not their Summoning Day.

Additionally, if the caster is attempting to summon a Daedric Prince on their Summoning Day, and it is storming with thunder, on a d10 roll of a 8+, Sheogorath appears instead.

Prince Summoning Days:

- 1st of Morning Star - Clavicus Vile
- 13th of Morning Star - Meridia
- 2nd of Sun's Dawn - Sheogorath
- 16th of Sun's Dawn - Sanguine
- 5th of First Seed - Hermaeus Mora
- 21st of First Seed - Azura
- 9th of Rain's Hand - Peryite
- 9th of Second Seed - Namira
- 5th of Mid Year - Hircine
- 10th of Sun's Height - Vaermina
- 8th of Hearthfire - Nocturnal
- 8th of Frostfall - Malacath
- 13th of Frostfall - Mephala
- 2nd of Sun's Dusk - Boethiah
- 20th of Sun's Dusk - Mehrunes Dagon
- 20th of Evening Star - Molag Bal



Rite of the Creation of Flesh

Powerful mages, often necromancers, know the ritual to use flesh and the essence of Daedra to form a Flesh Atronach bound to their will.

To do so requires 6 hours of work correctly filling a circle with Osseous Marrow, Dermis Membrane, Essence of Breath and Blood Liqueur. These special ingredients can rarely be bought, and must instead be found. They can be harvested from slain Daedra by making a -20 Lore test, though a single Daedra can only usually supply one of these at a time.

Once the ingredients are harvested and placed in the circle, as well as the 6 hours have passed, make a +0 Conjuration test. On a success, the Flesh Atronach raises from the circle with the Bound trait. The atronach has no weaponry when raised, so you must affix it yourself. Your GM should handle how you may find or create the atronach's weaponry, either by finding a smith to do it or something else.

If the character wishes to create a Hulking Flesh Atronach, it instead requires two of each ingredient, but follows the same ritual process.



Daedric Armour and Weapons

The Daedra are undisputed masters of craftsmanship, and it is possible for mortals to utilize many of their secret ritual techniques to create Daedric armor and weaponry, which draw power from a Daedric soul consumed during the creation of the item itself. However, detailed knowledge of the specifics of this process can be hard to come across.

The process for creating Daedric armor or weaponry is mostly the same as it would be for the ebony equivalent, but with an additional -10 penalty to the crafting test. The character may only work at night, and the process also requires the use of a Soul Gem containing the captured soul of a Daedra.

Halfway through the process the character must make a -10 Enchant skill test: on failure he is unable to bind the soul properly and the only thing that he can salvage from his efforts is the ebony version of the item. On success, the soul is bound to the item and its power begins to twist the item into its Daedric form. The Willpower of the captured Daedra caps the item's quality as specified below. Either way, the soul gem is destroyed and the energy within is lost.

Quality	Daedra's Willpower
Inferior	<40
Standard	41-64
Superior	65+

Conjuration and Enchanting

Like any other school, conjuration can be used to bind daedra to servitude through various items.

It works mostly the same as normal enchanting, with any exceptions noted below.

Cast Enchantments:

Summon Daedra / Bind Construct

These spells can be used to create items that call a chosen creature into reality to serve the wielder at will, but an item can only ever conjure one creature at a time, and their existence cannot be prolonged through upkeep and will automatically vanish after the 1 minute time limit has expired.

Additionally, when the conjured creature appears, instead of using the rolled DoS on the Conjuration test as normal, the Daedra rolls against the binding strength of the enchantment to see if it becomes unbound. The character using the Summon enchantment must also pay the Mindlock cost exactly as if they had summoned it using the spell themselves.

Summon Daedric Weapon / Armor

A summoned item of any type cannot take up the same space as the Enchanted item previously did, or the character risks the binding magicks becoming unstable as the item phases in and out of oblivion.

Likewise, should one enchanted item that is generating a Bound item be replaced by another bound item, it will provoke the same effect as the item fail spectacularly in a cascade-failure of enchantments.

Rules-wise this means that should a summoned item coexist on the same location as the enchanted item (an enchanted chestpiece conjuring a bound one, or a character with boots conjuring a bound chest plate on top of the chest plate generating a bound helmet), the character must roll a 1d100 at the beginning of every turn, on a result of 20 or lower, the character takes a wound to that location instantly.

Constant Enchantments:

No conjuration effects can be utilized with constant enchanting, whether or not they fulfill the normal requirements for doing so, permanently binding Daedra into servitude is the purview of advanced conjuration rituals.



Traits

This page contains a compendium of all the basic traits in this chapter. Additionally, **all creatures** presented here have the *From Beyond* trait below, and as such, it is not listed in their profiles:

From Beyond

The creature is immune to the effects of disease, fear, poisons (but not damage), and any mind affecting magic (ie. Illusions).

Bite

A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

Climber (X)

The creature can climb walls and ceilings as if open ground, with a Speed of X.

Crawler

The creature is not slowed by terrain.

Dark Sight

A creature with this trait can see and act normally in areas with dim or no light.

Diseased (+/-X)

Creatures with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +/- X or contract Common Disease.

Flyer (X)

The creature can fly at a Speed of X.

Magic Resistant

Re-rolls failed tests to resist Magic.

Minion

This creature dies if it ever suffers a Wound of any sort.

Natural Toughness X

Reduces all incoming damage by X on all locations. Does not count as Armor.

Quadruped

When Dashing, triples Speed.

Regeneration (X)

Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to heal X HP.

Resistance (*, X)

The creature reduces all incoming (Damage Type) damage by X, and gains a +10 per X on any test to resist non-damaging effects of this type. This trait stacks.

Savage

Rolls its damage dice twice and picks the highest.

Teamwork

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Thick Skull

Immune to Stun and Dazed.

Unrelenting

Targets cannot Disengage while in Reach of the creature.

Weakness to (*, X)

Does not receive DR against any (Damage Type), and takes a bonus X (Damage Type) on each attack, and suffer a -10 per X on any test to resist non-damaging effects of this type. This trait stacks.

Weak Point (Hit Location)

The creature has no AR on its [Hit Location].

Natural Armor

Natural Armor does not have a weight class listed. If a creature's entry includes armor without a weight, it is because it is Natural, and part of the creature itself. Unless otherwise specified, Natural Armor applies to all Hit Locations.

Threat Rating

Creatures in this compendium have a Threat Rating. A creature's threat scale is either Solo or Group. A Solo threat is able to go toe to toe with a single PC, but may be trivialized by group play. A Group threat is a challenge even for a group of 3-5 PCs.

The challenge of a threat is either Minor, which is only threatening to weak characters or in large groups; Major, which is threatening even to mid-tier characters; or Deadly which is a danger to even the most prepared or experienced heroes.

Aureals, the Golden Saints

Golden Saints are humanoid, Matriarchal species of Daedra who primarily serve Sheogorath. They exhibit incredible martial prowess, embodying all of Sheogorath's might.

Aureal, Daedra, Deadly Solo, 1500 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	55	Hit Points	25	Combat	105
Endurance	50	Wound Thr.	16	Magic	95
Agility	50	Magicka	100	Evade	90
Intel.	50	Stamina	5	Observe	70
Willpower	65	Initiative	+15	Stealth	80
Perception	50	AP	3	Knowledge	70
Personality	50	Speed	15m	Social	70
Luck	-	Size	Med.	Physical	75

Weapons and Armour

May have one of:

- **Golden Longsword:** 1d8+4 (1d10+4) Slashing; 1.5H, Magic, 2m Reach.
- **Golden Shortblade:** 1d6+4 Slashing; Exploit Weakness, Magic, 1m Reach.
- **Golden Mace:** 1d8+4 Crushing; Unwieldy, Magic, 2m Reach.
- **Golden War Axe:** 1d8+4 Splitting; Unwieldy, Magic, 2m Reach.

A Golden Saint additionally always has:

- **Golden Longbow:** 1d8; (25 / 265 / 365)m Range, Reload (2), Unwieldy, Magic. Includes 12 Golden Arrows (+4 damage, Magic).
- **Golden Armour:** AR 7, Partial, Medium, Magic.

May also take:

- **Golden Shield:** 12 BR, 9 Magic BR, Heavy, Magic.

Special Abilities

- **Sunder Weapon (2 SP):** As an action, the Golden Saint can **touch a single weapon**, which immediately gains the **Damaged (10)** quality.
- **Eagle Eye (1 SP):** As a free action before attacking with a bow, the Aureal may add **+20 to hit**, and cause the **target to be knocked prone** if damaged unless they pass a **-10 Endurance or Strength test**.
- **Killing Blow (1-3 SP):** After rolling melee damage, the Golden Saint can spend SP to **increase the damage by +3 for each Stamina Point spent**, up to a maximum of 3 SP.
- **Refresh Spells (1 SP):** The Golden Saint can spend a Stamina Point to refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Innate Magic:** Can cast spells even if hands are occupied.
- **Resistance (Normal Weapons, 5).**
- **Reflect Magic (1).**
- **Weakness (Poison, 5).**
- **Spellcaster:** The Golden Saint knows one set of the following spells. Roll randomly or decide which set the Aureal knows. The Aureal does not track Magicka, but instead can cast each spell they know one time.

List One

- Heal 6 (12 HP, 14 MP)
Shock Bolt 7 (2d10, 9 MP)
Burden 3 (+0, 12 MP)
Shock Shield 3 (3 HP, 8 MP)*

List Two

- Heal 6 (12 HP, 14 MP)
Fire Cone 7 (2d10, 14 MP)
Frost Shield 3 (3 HP, 8 MP)
Fire Shield 3 (3 HP, 8 MP)*

List Three

- Heal 6 (12 HP, 14 MP)
Drain Magicka 7
(28 Drain, 17 MP)
Disintegrate Armour 3
(Damaged [3], 14 MP)
Frostbite 3 (1d8, 3 MP)*

List Four

- Heal 6 (12 HP, 14 MP)
Frost Bolt 7 (2d10, 9 MP)
Armour 3 (3 AR, 17 MP)
Fire Armour 3 (3 AR, 14 MP)*

Encountering Golden Saints

These golden clad warriors of the mad prince can be found most often within the Shivering Isles, where they can be seen watching over the inhabitants of Mania. A matriarchal humanoid species of daedra, it is rare to even come across a male Aureal as within their society they are looked down upon when compared to their female counterparts. Being only one half of Sheogorath's army, these "saints" hold a large amount of distaste to the mortal races. For the most part this race is proud, arrogant, quick to anger, and they deal out very cruel punishments.

In combat most Golden Saints are very aggressive and not afraid to fight with the golden weapons they wield, but most of them also are proficient spellcasters and are not predisposed to burning, freezing, and shocking their adversaries.

Golden Saint Loot

- If slain while *permanently bound* to Mundus, a Golden Saint's weapons and armour will be recoverable, otherwise the Saint's body and equipment vanish back to Oblivion. Golden Saints' arms and armour have the same weight and enchant values as Malachite.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the **Daedra's Heart**, which is a *Legendary Restoration ingredient*.

Aurorans

Aurorans are golden armored daedra in the service of Meridia that wield powerful axes infused with lightning. They are resistant to both magic and lightning.

Auroran, Daedra, Major Solo, 1200 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	50	Hit Points	28	Combat	90
Endurance	55	Wound Thr.	15	Magic	85
Agility	45	Magicka	90	Evade	75
Intel.	45	Stamina	5	Observe	60
Willpower	55	Initiative	+12	Stealth	45
Perception	40	AP	3	Knowledge	65
Personality	30	Speed	13m	Social	40
Luck	-	Size	Med.	Physical	65

Weapons and Armour

- **Auroran Great Cleaver:** 1d12+3 Splitting, +d4 Shock damage on Strike; 2H, Unwieldy, Shield Splitter, Concussive, Magic, 3m Reach.
- **Auroran Plate:** AR 7 / Magic AR 3, Full, Medium, Magic.

Special Abilities

- **The Light that Burns (1 SP):** As an action, the Auroran can touch a target to cause **1d8 Shock Damage**, as well as cause the **target to cast bright light for 10m** for one round. The Auroran can **spend a Stamina Point each round** to maintain this damage and light exactly as if they were upkeeping a magic spell.
- **The Light that Protects (1 SP):** As a reaction, the Auroran can **reduce all incoming damage by 3**, and become **Immune to Shock** until its next turn.
- **Killing Blow (1-3 SP):** After rolling melee damage, the Auroran can spend SP to **increase the damage by +3 for each Stamina Point spent**, up to a maximum of 3 SP.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Meridia's Wrath:** Aurorans deal 5 extra Shock damage on strike against targets illuminated by bright light.
- **Powerful:** The Auroran can treat two handed weapons as one handed. They may not dual wield two handed weapons. Additionally, they ignore the Unwieldy trait when parrying.
- **Resistance (Normal Weapons, Shock, 5).**
- **Resistance (Magic, 2).**
- **Weakness (Shadow, 5).**

Encountering Aurorans

Be it heeding the call of the Ayleids or their master and creator Meridia, Aurorans will typically be found in Ayleid ruins, for whatever regal or divine purpose they may have been given. Their preference for heavy armour and shock enchanted weapons is universal, and as such any preparations dedicated to dealing with them can always take those factors into account. The Aurorans are well known for their universal and nearly inescapable true hatred of the undead, worshippers of the undead, and any that may raise or produce undead.

Aurorans were essential in the defeat of Molag Bol during the Planemeld during the Interregnum of the Second Era, and are as exalted for their deep and dear hatred of the undead as their mistress and creator, the former Magna-Ge, Merid-Nunda, or, the Daedric Prince of Light, Meridia.

They typically wield axes and look to be made of sunlight and bone, and lack any sort of perceptible facial features, known only for their helmeted heads, and lack of skin. They are ruthless and will slay any and all who may tread their masters' dwellings.

Auroran Loot

- If slain while *permanently bound* to Mundus, an Auroran's weapons and armour will be recoverable, otherwise the Auroran's body and equipment vanish back to Oblivion.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the **Daedra's Heart**, which is a *Legendary Restoration ingredient*.



Banekin

A small Daedra resembling a winged humanoid. Banekin are associated with Molag Bal and use powerful shock spells in combat. They can speak Tamrielic, and are sometimes used as familiars by powerful wizards.

Banekin, Daedra, Insignificant Solo, 100 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	15	Hit Points	13	Combat	30
Endurance	25	Wound Thr.	6	Magic	70
Agility	40	Magicka	50	Evade	40
Intel.	50	Stamina	2	Observe	55
Willpower	35	Initiative	+12	Stealth	55
Perception	35	AP	3	Knowledge	50
Personality	5	Speed	9m	Social	5
Luck	-	Size	Tiny	Physical	15

Weapons and Armour

- **Shocking Claws:** 1d4 Slashing + 2 Shock Damage; Exploit Weakness, Small, Magic, Unarmed, 1m Reach.
- **Natural Toughness (2):** Reduces all incoming damage by 2.

Special Abilities

- **Static Envelopment (1 SP):** As an action, the Banekin can conjure a crackling aura of electricity, dealing **1d4 shock damage to any character within 2m** at the start of their turn. At the start of each of the Banekin's turns, they can **test +20 Willpower to refresh the effect** for free.
- **Refresh Spells (1 SP):** The Banekin can spend a Stamina Point to refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Resistance (Normal Weapons, Shock, 5)**
- **Spellcaster:** The Banekin knows the following spells. The Banekin does not track Magicka, but instead can cast each spell they know one time.

Spell List

- Shock Bite 1* (d4 Shock, 1 MP)
- Shock Bite 2* (d6 Shock, 2 MP)
- Shock Bite 3* (d8 Shock, 3 MP)

Encountering Banekin

The Banekin mainly serve Molag Bal, and aren't seen too much outside of his sphere of Influence in Oblivion, but within Tamriel there are many conjurers that summon this tiny devil to harass their opponents with shock damage. They can also be used to do minor menial tasks which is why they're popular as familiars to more powerful wizards.

Primarily a melee focused caster, the Banekin use Shock Bite spells in conjunction with its unique lightning ball to cause havoc in battle. Being one of the smallest Daedra, they're often overlooked, much to their targets misfortune though. A single Banekin may not seem like much, but when more are summoned they quickly become a very dangerous threat to those around them, through sheer weight of numbers and the volume of static electricity discharging violently through the air.

Banekin Loot

- If slain while *permanently bound* to Mundus, a *Banekin's Claws*, which are a *Rare Illusion ingredient*, can be harvested with a **-10 Alchemy test**. Otherwise, the Banekin's body vanishes back to Oblivion.
- If slain while *permanently bound* to Mundus, a character can make a **-10 Alchemy test** to salvage the Banekin's *Tiny Daedra Heart*, which is a *Rare Restoration ingredient*.



Clannfear

Clannfear are dinosaur-like Daedra that resemble a lizard with a large, bony crest on their head and a sharp beak and talons. They walk on two legs and use their clawed arms much like a predatory dinosaur would. They are generally thought to be of animal intelligence, though it is possible that they are intelligent enough to be communicated with at times.

Clannfear, Daedra, Minor Solo, 400 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	50	Hit Points	27	Combat	70
Endurance	45	Wound Thr.	13	Magic	25
Agility	50	Magicka	25	Evide	70
Intel.	25	Stamina	4	Observe	60
Willpower	40	Initiative	+11	Stealth	50
Perception	40	AP	3	Knowledge	25
Personality	5	Speed	15m	Social	5
Luck	-	Size	Med.	Physical	70

Weapons and Armour

Has the following natural weapons:

- **Headbutt:** 1d8 Crushing; Magic, Concussive, 1m Reach.
- **Clannfear Claws:** 1d4 Slashing; Bite, Magic, 1m Reach.
- **Gnashing Beak:** 1d8 Splitting; Unwieldy, Magic, 2m Reach.

Additionally, a Clannfear has:

- **Clannfear Hide:** Full AR 4.
- **Natural Toughness (1).**

Special Abilities

- **Charge (1 SP):** As part of a move, the Clannfear can lower its head and barrel through its foes. It can move up to **triple its movement speed in a straight line**, and any characters Medium or smaller caught in its path must test **Evide** as a **free action** or take **1d6 Crushing** damage and be knocked **Prone**.



Traits

- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target successfully Counter Attacks a Bite, the Counter Attack ignores the creature's AR and Natural Toughness.
- **Daedric Reflection:** Any time the Clannfear is struck in melee that is fully or partially resisted by its AR value, it causes 1d4 Magic damage on the attacker immediately.
- **Dark Sight:** Can see and act normally in areas with no light.
- **Resistance (Fire, 5).**
- **Savage:** The creature rolls damage twice and keeps the highest roll.
- **Weakness (Shock, 3).**

Encountering the Clannfear

Clannfear are typically found in the Deadlands, and are mostly associated with the Daedric Prince Mehrunes Dagon. These monsters are among the more common variety of summoned monsters by conjurers, as they aren't too hard to handle. At the beginning of any fight this Daedra charges through its enemies, knocking them down and crushing through their armor. It also boasts a unique ability to reflect damage, another quality that makes it suitable to be used on the frontlines of battle.

Clannfear Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy at -10** to harvest the *Clannfear's Claws*, which are a *Rare Destruction ingredient*, otherwise the Clannfear vanished back to the realms of Oblivion.
- Additionally, if slain while *permanently bound* to Mundus, a character can test **Survival at -20** over the course of a Long Rest to flay the Clannfear's hide, worth 100 drakes. On a **-30 Survival test** over another Long Rest, a character can turn the Clannfear hide into one piece of *Full Clannfear Leather Armour* or two pieces of *Partial Clannfear Leather Armour*. *Clannfear Leather Armour* is exactly the same as Leather Armour but has +1 AR, and additionally grants the wearer the **Daedric Reflection** trait on the worn Hit Location. *Clannfear Leather Armour* cannot be Enchanted.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the *Daedra's Heart*, which is a *Legendary Restoration ingredient*.

Daedrat

They're daedric rats. From Oblivion.

Daedrat, Daedra, Nightmarish Group, 30 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	20	Hit Points	15	Combat	55
Endurance	30	Wound Thr.	6	Magic	-
Agility	55	Magicka	15	Evade	55
Intel.	15	Stamina	3	Observe	35
Willpower	15	Initiative	+9	Stealth	70
Perception	35	AP	2	Knowledge	-
Personality	5	Speed	12m	Social	-
Luck	-	Size	Tiny	Physical	30

Weapons and Armour

- **Claws and Teeth:** 1d6 Slashing; Bite, Magic, 1m Reach.

Special Abilities

- **Daedrat Leap (1 SP):** As part of an attack, the Daedrat can leap up to 3m and attack with its Claws and Teeth. **Dodging or Parrying this attack as a -30 penalty** as the Daedrat catches the target off-guard.

Traits

- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target successfully Counter Attacks a Bite, the Counter Attack ignores the creature's AR and Natural Toughness.
- **Dark Sight:** Can see and act normally in areas with no light.
- **Diseased (-40):** When a target is wounded by a Daedrat, the character must pass a -40 Endurance Test or contract a Magical Disease.
- **Quadruped:** The creature triples its speed when Dashing.
- **Resistance (Normal Weapons, 5).**
- **Weakness (Sunlight, 5).**

Encountering Daedrats

Daedrats are probably the most lowly of all the daedric creatures known. More of a pest and nuisance than an actual threat in most cases. Not many actually know where they originated from in Oblivion, some believe that they're associated with Molag Bal or Mehrunes Dagon.

In battle, Daedrats like to use pack tactics and surprise their opponents by leaping towards them from a small distance. Other than that, in battle they rely on their bite and claws to rip at their enemies.

Daedrat Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy** at +0 to harvest the *Daedrat Tail*, which is an *Uncommon Illusion ingredient*.
- If slain while *permanently bound* to Mundus, a character can make a -10 **Alchemy test** to salvage the Daedrat's *Tiny Daedra Heart*, which is a *Rare Restoration ingredient*.



Daedroth

Daedroth are crocodile-headed bipedal Daedra, associated with Molag Bal and Mehrunes Dagon. They are a strong, more animalistic type of Daedra with powerful claws and magical ability.

Daedroth, Daedra, Deadly Group, 1000 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	65	Hit Points	52	Combat	85
Endurance	60	Wound Thr.	20	Magic	20
Agility	40	Magicka	20	Evade	50
Intel.	20	Stamina	6	Observe	60
Willpower	50	Initiative	+10	Stealth	40
Perception	40	AP	3	Knowledge	20
Personality	5	Speed	15m	Social	5
Luck	-	Size	Large	Physical	85

Weapons and Armour

Has the following natural weapons:

- **Crocodilian Jaws:** 1d12 Slashing and Crushing; Bite, Magic, 2m Reach.
- **Ripping Claws:** 2d8 Splitting or Crushing; Magic, 1m Reach.

Additionally, a Daedroth has:

- **Daedroth Hide:** Full AR 8.
- **Natural Toughness (2).**

Special Abilities

- **Thrash (1 SP):** If the Daedroth successfully Bites a target, it can spend a Stamina Point as a free action to violently thrash the target, dealing a **bonus d12 damage that ignores armour** immediately.
- **Fiery Breath (1 SP + 1 AP):** The Daedroth can, as an Action, spend an SP to breath a great swathe of fire in an arcing spray, dealing **2d6 Fire damage** to all targets in a **5 metre cone**.
- **Oblivion's Bulwark (1 AP):** The Daedroth can, as an Action, cast the **Shield 3 spell** without expending Magicka.

Traits

- **Apex Predator:** The Daedroth is not limited by the usual Attacks or Stamina per-round restrictions.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target successfully Counter Attacks a Bite, the Counter Attack ignores the creature's AR and Natural Toughness.
- **Dark Sight:** Can see and act normally in areas with no light.
- **Frightening:** At the start of an encounter with a Daedroth, all other characters must immediately test for Panic at -20.
- **Resistance (Fire, Normal Weapons, 5).**
- **Savage:** The creature rolls damage twice and keeps the highest roll.
- **Weakness (Shock, 3).**

Encountering Daedroth

These fearsome beasts are one the most physically powerful monstrosities that Oblivion can hold. Mostly associated with the Daedric princes Molag Bal and Mehrunes Dagon, these Daedra are the perfect shock troops to decimate any foe in their way.

With crocodile sized heads and enormous bodies larger than most mortal man and mer, a single bite from one of these could tear someone in two with ease. Some have even been known to wear armor and use weapons, but for the most part they prefer to use their claws and mouth to rip their foes apart. Boasting resistances to non-magical weapons and fire, this Daedra is also not easy to kill, and even possesses a fire breath that roasts their enemies alive. Do not take this Daedra lightly, as it will not hesitate to destroy any party of adventurers with ease.

Daedroth Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy at -20** to harvest the *Daedroth's Teeth*, which are a *Very Rare Alteration ingredient*.
- Additionally, if slain while *permanently bound* to Mundus, a character can test Survival at -10 over the course of a Long Rest to flay the Daedroth's hide, worth 1000 drakes. A character can use a Daedroth hide to create a piece of *Daedroth Scale Armour*, which is Full Armour, with the same stats as Full Dwemer armour, but it also grants +5 Magic AR, and grants the wearer **Resistance (Normal Weapons, Fire, 5)** on the worn Hit Location, but also causes the wearer to have **Weakness (Shock, 3)** on all Hit Locations. *Daedroth Scale Armour* cannot be Enchanted.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the *Daedra's Heart*, which is a *Legendary Restoration ingredient*.



Dremora Churl

Dremora (also known as "The Kyn") are a warlike Daedric race associated with the Daedric Prince of Destruction, Mehrunes Dagon. They are commonly encountered throughout the planes of Oblivion. Dremora are known to be intelligent, sentient beings, and make capable warriors and mages. The Dremora Churl is thought to be the lowliest of the Dremora, outranked by all their peers, the Churls are the footsoldiers of Oblivion.

Dremora, Daedra, Minor Solo, 500 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	40	Hit Points	19	Combat	60
Endurance	38	Wound Thr.	11	Magic	55
Agility	35	Magicka	30	Evide	45
Intel.	30	Stamina	3	Observe	50
Willpower	45	Initiative	+9	Stealth	35
Perception	30	AP	3	Knowledge	50
Personality	25	Speed	10m	Social	45
Luck	-	Size	Med.	Physical	60

Weapons and Armour

May have one of:

- **Dremora Longsword:** 1d8+3 (1d10+3) Slashing; 1.5H, Magic, 2m Reach.
- **Dremora Mace:** 1d8+3 Crushing; Unwieldy, Concussive, Magic, 2m Reach.
- **Dremora Field Bow:** 1d6 (35/ 115/ 215)m Range; Reload (1), plus 12 Dremora Arrows (+3, Magic).

Additionally, a Dremora Churl has:

- **Dremora Plate:** Full AR 7 / Magic AR 7, Super Heavy, Magic.

And may also have:

- **Dremora Shield:** 11 BR, 11 Magic BR, Heavy, Magic.

Special Abilities

- **Killing Blow (1 SP):** After rolling melee damage, the Dremora can spend SP to **increase the damage by +3 for each Stamina Point spent**, up to a maximum of 1 SP.
- **Power Block (1 SP):** The Dremora can **double his shield's BR** against physical damage as part of a block action.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Resistance (Normal Weapons, 5).**
- **Resistance (Magic, 3).**
- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Teamwork (Dremora):** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evide tests made against the target.

Encountering Dremora

Dremora can be seen all across Oblivion, in service to most of the Daedric princes, but the most common Princes you'll see them employed by are Molag Bal, Mehrunes Dagon, and Boethia. These fearsome warriors have a class based clan system, the more important to watch out for are the Kynreeve, Kynmarcher, Markynaz, and Valkynaz. These are more powerful Dremora that are leaders of the lesser Dremora of their clan.

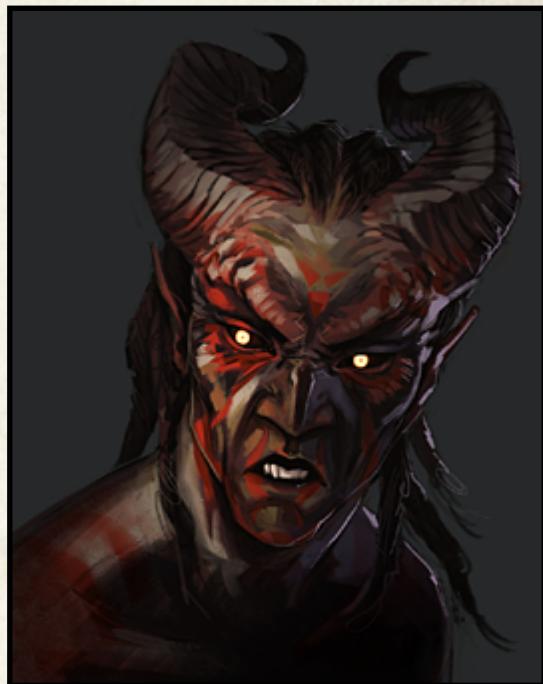
Being very powerful warriors as well as mages, the Dremora are very formidable in battle and will not hesitate to utterly obliterate their enemies with a fireball in one hand a legendary sword in the other. Armed with some the best crafted gear as well, It would be unwise to take on these Daedra head on in a fight

Along with other Daedra the Dremora share a mutual hatred of the mortal race. Despite this Dremora are actually one of the few most commonly summoned Daedra, despite being among the strongest Daedra. They're employed by many powerful spellcasters to do their bidding for however long they are summoned, which can sometimes be indefinitely tied to the spellcaster.

Dremora Churls are the lowest ranking of these Daedra, and from the bulk of the standing armies of Oblivion's most militant Princes.

Dremora Churl Loot

- If slain while *permanently bound* to Mundus, a Dremora Churl's weapons and armour will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion. Dremora arms and armour have the same enchant value and weight as Daedric.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a -40 Alchemy test to salvage the *Daedra's Heart*, which is a Legendary Restoration ingredient.



Dremora Caitiff

The Dremora Caitiff is but a hair's breath above the lowly Churl. Ever vying for their own position, a Caitiff must continuously prove themselves in furious battle lest they fall through the ranks back to their humble beginnings.

Dremora, Daedra, Minor Group, 750 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	45	Hit Points	22	Combat	70
Endurance	43	Wound Thr.	12	Magic	35
Agility	38	Magicka	30	Evasion	55
Intel.	30	Stamina	4	Observe	50
Willpower	49	Initiative	+9	Stealth	35
Perception	36	AP	3	Knowledge	50
Personality	22	Speed	10m	Social	45
Luck	-	Size	Med.	Physical	70

Weapons and Armour

May have one of:

- **Dremora Claymore:** 1d12+3 Slashing; 2H, Magic, 3m Reach.
- **Dremora Great-Mace:** 1d12+3 Crushing; Unwieldy, Concussive, Shield Splitter, Magic, 3m Reach.
- **Pair of Dremora Maces:** 2* 1d8+3 Crushing; Unwieldy, Concussive, Magic, 2m Reach.

Additionally, a Dremora Caitiff has:

- **Dremora Plate:** Full AR 7 / Magic AR 7, Super Heavy, Magic.

Special Abilities

- **Killing Blow (1-2 SP):** After rolling melee damage, the Dremora can spend SP to **increase the damage by +3 for each Stamina Point spent**, up to a maximum of 2 SP.
- **Daedric Fury (1 AP + 1 SP):** The Dremora can work himself into a frenzy, and **roll all damage twice and pick the highest** on all its melee attacks until it willingly ends the fury, or is *Stunned* or *Dazed*.
- **Cleave (1 SP):** As part of an **All Out Attack**, the Dremora can **strike up to 3 targets** in melee Reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.



Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Resistance (Normal Weapons, 5).**
- **Resistance (Magic, 3).**
- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Teamwork (Dremora):** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evade tests made against the target.

Encountering Dremora

Dremora Caitiff are among the lowest ranking Dremora, and fight wildly on the front lines to maintain their low, but not the lowest, station amongst their war-like people.

Dremora Caitiff Loot

- If slain while *permanently bound* to Mundus, a Dremora Caitiff's weapons and armour will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion. Dremora arms and armour have the same enchant value and weight as Daedric.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the **Daedra's Heart**, which is a *Legendary Restoration ingredient*.

Dremora Kynmarcher

The Dremora Kynmarcher is an officer amongst the legions of Dremora. Something akin to Tamriel's knights or legion centurions, a Kynmarcher commands a fighting company of Dremora.

Dremora, Daedra, Major Group, 1000 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	50	Hit Points	25	Combat	80
Endurance	50	Wound Thr.	15	Magic	75
Agility	45	Magicka	40	Evade	65
Intel.	40	Stamina	5	Observe	60
Willpower	55	Initiative	+12	Stealth	55
Perception	40	AP	3	Knowledge	60
Personality	35	Speed	13m	Social	65
Luck	-	Size	Med.	Physical	70

Weapons and Armour

May have any of:

- **Dremora Longsword:** 1d8+3 (1d10+3) Slashing; 1.5H, Magic, 2m Reach.
- **Dremora Great-Mace:** 1d12+3 Crushing; Unwieldy, Concussive, Shield Splitter, Magic, 3m Reach.
- **Dremora Field Bow:** 1d6 (35/ 115/ 215)m Range; Reload (1), plus 12 Dremora Arrows (+3, Magic).
- **Dremora Shield:** 11 BR, 11 Magic BR, Heavy, Magic.

Additionally, a Dremora Kynmarcher has:

- **Dremora Plate:** Full AR 7 / Magic AR 7, Super Heavy, Magic.

Special Abilities

- **Killing Blow (1-3 SP):** After rolling melee damage, the Dremora can spend SP to increase the damage by +3 for each Stamina Point spent, up to a maximum of 3 SP.
- **Power Block (1 SP):** The Dremora can double his shield's BR against physical damage as part of a block action.
- **Cleave (1 SP):** As part of an All Out Attack, the Dremora can strike up to 3 targets in melee Reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Kynmarch (1 AP + 1 SP):** The Kynmarcher can bark an order and command all friendly Dremora within 10m to immediately make a free Attack action that does not count towards the usual attack limit per round.



Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Resistance (Normal Weapons, 5).**
- **Resistance (Magic, 3).**
- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Teamwork (Dremora):** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evade tests made against the target.

Variant: Dremora Warlock

A Dremora Warlock replaces their Dremora Plate with Dremora Robes, which are plain black robes made of fine Daedric silks. It gains one of the following enchanted rings:

- **Ring of the Iron-Heart:** +2 AR, Constant.
- **Ring of the War-Mind:** Fortify Willpower +10, Constant.
- **Ring of the Spell-Drinker:** Absorb Magic (2), Constant.

Additionally, the Warlock gains the following Traits:

- **Innate Magic:** Can cast spells even if hands are occupied.
- **Spellcaster:** The Kynmarcher knows the 4 of the following spells. The Kynmarcher does not track Magicka, but instead can cast each spell they know one time.

Spell List

- Shock Bolt 3(d8 Shock, 4 MP)
- Fire Bolt 3 (d8 Fire, 4 MP)
- Frost Bolt 3 (d8 Frost, 4 MP)
- Summon Scamp (Mindlock 1, 15 MP)
- Detect Life 3 (30m, 17 MP)
- Absorb Magicka 3 (d8 Absorb, 9 MP)

Encountering Dremora

Dremora Kynmarchers are the nobles of the Dremora caste system, and command much respect from their inferiors, if begrudgingly or solely out of fear, it makes no difference. Where a Kynmarcher is found, an army is to follow.

Dremora Kynmarcher Loot

- If slain while permanently bound to Mundus, a Dremora Kynmarcher's weapons and armour will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion. Dremora arms and armour have the same enchant value and weight as Daedric.
- Additionally, if slain while permanently bound to Mundus, a character can make a -40 Alchemy test to salvage the Daedra's Heart, which is a Legendary Restoration ingredient.

Dremora Lord

The Dremora Valkynaz, also known simply as a Dremora Lord, is the mightiest kind of Dremora to be found. The highest and most esteemed of the Dremora titles, the Valkynaz commands legions and sunders men apart. It is said that their Daedric armour is created by binding their own predecessors' essence to the new armour, for a Dremora Valkynaz is never promoted: they exclusively usurp.

Dremora, Daedra, Deadly Group, 1500 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	55	Hit Points	26	Combat	105
Endurance	52	Wound Thr.	17	Magic	70
Agility	53	Magicka	45	Evide	73
Intel.	45	Stamina	5	Observe	72
Willpower	70	Initiative	+13	Stealth	63
Perception	42	AP	4	Knowledge	75
Personality	43	Speed	15m	Social	65
Luck	-	Size	Med.	Physical	85

Weapons and Armour

May have any of:

- **Daedric Longsword:** 1d8+4 (1d10+4) Slashing; 1.5H, Magic, 2m Reach.
- **Daedric Great-Mace:** 1d12+4 Crushing; Unwieldy, Concussive, Shield Splitter, Magic, 3m Reach.
- **Pair of Daedric Cleavers:** 2* 1d8+4 Slashing; Magic, 2m Reach.
- **Daedric Shield:** 12 BR, 12 Magic BR, Heavy, Magic.

A Dremora Lord's weapons can have one of the following Sigils:

- **Hungering Fire:** Deals 4 bonus Fire damage on Strike, and heals the bearer for the Fire damage dealt.
- **Heart Drinker:** The bearer heals for the damage the weapon deals to living targets.
- **Soul Eater:** Deals 4 bonus Magic damage on Strike, and Soul Traps the target for one minute.

Additionally, a Dremora Lord has:

- **Daedric Plate:** Full AR 8 / Magic AR 8, Super Heavy, Magic.

Special Abilities

- **Killing Blow (1-3 SP):** After rolling melee damage, the Dremora can spend SP to **increase the damage by +3 for each Stamina Point spent**, up to a maximum of 3 SP.
- **Power Block (1 SP):** The Dremora can **double his shield's BR** against physical damage as part of a block action.
- **Flurry and Cleave (1 SP):** As part of an **All Out Attack**, the Dremora can **strike up to 3 targets** in melee Reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.
- **Kynmarch (1 AP + 1 SP):** The Kynmarcher can bark an order and command **all friendly Dremora within 10m** to immediately make a **free Attack action** that does not count towards the usual attack limit per round.

- **Riposte (1 SP):** Immediately after successfully parrying a melee attack, the Dremora Lord can make a free attack against the target he parried as long as the target is in reach. This does not count towards the total attack limit per round.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Magic Resistant:** Re-rolls failed tests to resist magic.
- **Resistance (Normal Weapons, 5).**
- **Resistance (Magic, 3).**
- **Spell Reflect (2):** Whenever the Dremora would be affected by a magic spell, roll a d10. On a 2 or less, the Dremora is unaffected and the caster of the spell is affected instead.
- **Teamwork (Dremora):** When fighting a target in Reach of another Dremora, the Churl gains a bonus +1 DoS on all Combat Style and Evade tests made against the target.

Encountering Dremora Lords

Dremora Lords regularly surround themselves with trusted retainers; them themselves proven Kynmarchers and the like. It is difficult to fight a Lord without their backup, for the Dremora are clannish and militaristic. They are not warriors, they are soldiers - an important distinction.

Dremora Lords wear the greatest armour and bear the greatest weapons of the infernal legions. It is said that a Valkynaz' first act upon usurping their predecessor is to cut out their heart and steal their soul, and bind it to a freshly forged piece of armour or weapon. The arms and armour a Dremora Valkynaz bears are a reminder of all that came before, and a warning that he was better than them all.

Like Kynmarchers, Dremora Lords are a brutally effective force multiplier, and use their supernatural Kynmarch ability to rouse their soldiers to further and further violence. Killing a Dremora Lord, or his followers, as fast as possible should be the priority of any warband facing the displeasure of fighting one of these Daedric warlords.

Dremora Lord Loot

- If slain while *permanently bound* to Mundus, a Dremora Lord's weapons and armour will be recoverable, otherwise the Dremora's body and equipment vanish back to Oblivion.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the **Daedra's Heart**, which is a *Legendary Restoration ingredient*.

Hell Hound

The Hell Hound is a predatory, wolf-like daedra stalking the Nether Planes of oblivion. Striking from the darkness with fang and jaw, it can easily tear prey apart, though its most horrifying trait is the fiery breath that strikes you from afar.

Hell Hound, Daedra, Major Solo, 200 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	30	Hit Points	15	Combat	60
Endurance	30	Wound Thr.	8	Magic	-
Agility	50	Magicka	15	Evade	60
Intel.	15	Stamina	3	Observe	70
Willpower	30	Initiative	+10	Stealth	90
Perception	40	AP	3	Knowledge	5
Personality	5	Speed	13m	Social	5
Luck	-	Size	Med.	Physical	50

Weapons and Armour

- **Infernal Bite:** 1d6 Slashing, +1 Fire Damage; Bite, Magic, 1m Reach.
- **Natural Toughness 3.**

Special Abilities

- **Latch On (1 SP):** After successfully hitting a target with a Bite attack, the Hell Hound latches on with all its strength. **The bitten Hit Location counts as Crippled** until the character removes the Hell Hound by escaping its **Grapple**.
- **Shadow Strike (1 SP):** After making a successful melee attack while *Hidden*, the Hound deals an additional **1d6+3 damage that ignores armour**.
- **Fire Breath (1 SP + 1 AP):** The Hell Hound can unleash a torrent of flame from its slavering jaws, which is a **10m cone that deals 1d10 Fire Damage** to all targets.



Traits

- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target successfully Counter Attacks a Bite, the Counter Attack ignores the creature's AR and Natural Toughness.
- **Dark Sight:** Can see and act normally in areas with no light.
- **Immunity (Fire).**
- **Netherbeast:** The Hell Hound ignores all movement restrictions from the Hidden condition. If it kills a target with a melee attack while Hidden, it can attempt a Stealth test opposed by the Observe of anyone that could have seen the attack. If successful, it retains the Hidden condition. Additionally, when the Hell Hound successfully rolls Stealth, it scores a minimum of 4 Degrees of Success.
- **Quadruped:** Triples its Speed when Dashing.
- **Resistance (Normal Weapons, 5).**
- **Unrelenting:** Characters cannot Disengage from a Hell Hound.

Encountering Hell Hounds

Hell Hounds are not tied to the service of any particular Daedric Prince, and as a result fall under Peryite's protection. The Hell Hounds stalk through shadows to chase their quarry. Who sends them, or why they pursue their prey are entirely unknown.

Hell Hound Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy at -40** to harvest its **Shadow Ichor**, which is a *Legendary Illusion ingredient*, otherwise the Hell Hound will vanish back to Oblivion.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the **Daedra's Heart**, which is a *Legendary Restoration ingredient*.

Hungers

The Hunger is one of the many servants of the Daedric Prince Boethiah and is known to be capable of quickly destroying its opponent's armor and weapons. The Hunger uses its long tongue to attack as well as its claws and spells.

Hunger, Daedra, Deadly Solo, 800 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	40	Hit Points	20	Combat	80
Endurance	40	Wound Thr.	13	Magic	80
Agility	60	Magicka	120	Evasion	90
Intel.	40	Stamina	4	Observe	70
Willpower	50	Initiative	+15	Stealth	90
Perception	50	AP	3	Knowledge	40
Personality	5	Speed	16m	Social	5
Luck	-	Size	Med.	Physical	40

Weapons and Armour

- **Venomous Tongue:** 1d12 Poison; Magic, 1m Reach.
- **Raking Talons:** 1d8 Slashing, Disintegrate 2 on Strike; Magic, Proven, 2m Reach.
- **Hunger Scales:** Partial AR 1.
- **Natural Toughness 3.**

Special Abilities

- **Daedric Poison (1 SP):** The Hunger can spend a Stamina Point when it successfully damages a target with its tongue attack to *envenom* the target. An *Envenomed* target takes **1d4 Poison damage at the end of each round** until they pass a +0 **Endurance Test**, which can be taken once per round as free Action at the start of the character's turn.
- **Refresh Spells (1 AP):** The Hunger can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Immunity (Fire).**
- **Immunity (Frost).**
- **Immunity (Shock).**
- **Immunity (Poison)**
- **Resistance (Normal Weapons, 5).**
- **Unrelenting:** Characters cannot Disengage from a Hunger.
- **Spellcaster:** The Hunger knows 4 of the following spells. The Hunger does not track Magicka, but instead can cast each spell they know one time.

Spell List

- Burden 3 (+0, 12 MP)*
Jump 5 (5m, 7 MP)
Open 5 (Lock Level 10, 15 MP)
Disintegrate Weapon 3 (Damaged (3), 14 MP)
Fatigue 3 (+0, 11 MP)
Paralyze 4 (-10, 35 MP)
Blind 4 (-10, 15 MP)

Encountering Hungers

Hungers can be found throughout Oblivion, but are mostly found in the service of Boethiah. These little monstrosities attack with a ferocity known only to Deadra. They can be seen clawing away armor as it disintegrates at their touch and poisoning their enemies with their lashing tongue. It is not wise to engage one in melee, as you may find your weapon falling to pieces in your hand before you can even strike them.

Hunger Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy at -10** to harvest the *Hunger Tongue*, which is a *Rare Restoration ingredient*.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the *Daedra's Heart*, which is a *Legendary Restoration ingredient*.



Mazken, the Dark Seducers

The Mazken are matriarchal Daedric humanoids with blue, gray, or dark purple skin. Many of them have been known to possess large, retractable bat-like wings. They are the spawn of Sheogorath, but many of the Mazken are notoriously clanless and treacherous, owing allegiance to many Daedric Princes.

Mazken, Daedra, Deadly Solo, 1500 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	50	Hit Points	25	Combat	100
Endurance	50	Wound Thr.	16	Magic	90
Agility	60	Magicka	100	Evasion	100
Intel.	50	Stamina	5	Observe	75
Willpower	60	Initiative	+16	Stealth	100
Perception	55	AP	4	Knowledge	70
Personality	50	Speed	17m	Social	80
Luck	-	Size	Med.	Physical	75

Weapons and Armour

May have one of:

- **Dark Longsword:** 1d8+4 (1d10+4) Slashing; 1.5H, Magic, 2m Reach.
- **Dark Shortblade:** 1d6+4 Slashing; Exploit Weakness, Magic, 1m Reach.
- **Dark Mace:** 1d8+4 Crushing; Unwieldy, Magic, 2m Reach.
- **Dark War Axe:** 1d8+4 Splitting; Unwieldy, Magic, 2m Reach.

A Dark Seducer additionally always has:

- **Dark Armour:** AR 6, Partial, Light, Magic.

May also take:

- **Dark Shield:** 10 BR, 7 Magic BR, Medium, Magic.

Special Abilities

- **Blessing of the Madgod (1 SP):** When reacting to an attack, the Mazken can spend a Stamina Point to gain the Sanctuary 5 effect for one round. Sanctuary 5 adds 5 additional Degrees of Success to any successful defensive reactions.
- **Seducing Touch (1 AP + 2 SP):** As an attack, the Mazken can reach out and touch a target in melee. The target takes d4 Magic damage that ignores armour immediately. The target takes an additional d4 Magic damage that ignores armour at the end of each round until they pass a +0 Willpower test, which can be taken once per round as a free Action at the start of the character's turn. Each time this effect does damage the Mazken heals for the damage dealt.
- **Refresh Spells (1 SP):** The Mazken can spend a Stamina Point to refresh all their used spellcasts used with the Spellcaster trait.

Traits

- **Dark Sight:** Can see and act normally in areas with no light.
- **Innate Magic:** Can cast spells even if hands are occupied.
- **Resistance (Normal Weapons, 5).**
- **Weakness (Frost, 5).**
- **Spell Absorption (3).**
- **Spellcaster:** The Dark Seducer knows one set of the following spells. Roll randomly or decide which set the Aureal knows. The Mazken does not track Magicka, but instead can cast each spell they know one time.

List One

- Burden 6 (-30, 21 MP)
Heal 5 (10 HP, 14 MP)
Frost Bite 4 (d10, 4 MP)
Fire Bolt 3 (d8, 5 MP)

List Three

- Shield 6 (6 HP, 20 MP)
Heal 5 (10 HP, 14 MP)
Fire Bolt 4 (d10, 6 MP)
Shock Ball 3 (d8, 9 MP)

List Two

- Shock Shield 6 (6 HP, 14 MP)
Ward 5 (10 DR, 12 MP)
Shock Bolt 4 (d10, 6 MP)
Fire Bite 3 (d8, 3 MP)

List Four

- Shield 6 (6 HP, 20 MP)
Fire Armour 5 (5 AR, 22 MP)
Frost Ball 4 (d10 HP, 10 MP)
Fire Cone 3 (d8, 10 MP)

Encountering Dark Seducers

Mazken are the spawn of the Daedric prince of madness, and can be found in Shivering Isles guarding Dementia. These Daedra are known for their cruelty and malice towards mortals, and can sometimes be found with large retractable batlike wings. Their society, like the Golden Saints, is matriarchal and it is a rare occurrence to see a male Mazken. Unlike the Golden Saints, though, the Mazken are lot less loyal, and tend to be very fond of betrayal. Many Mazken can be seen across Oblivion serving many Daedric Princes.

In battle these Daedra are very much like their counterparts the Golden Saints, except their weapons and armor are far more dark and menacing. These daedra use very vampiric magicks that siphon the life out of their foes, healing them in the process. The Mazken are also very adept at preying on mortals by wearing very revealing outfits and seducing them into their death (as their nickname implies).

Dark Seducer Loot

- If slain while permanently bound to Mundus, a Dark Seducer's weapons and armour will be recoverable, otherwise the Seducer's body and equipment vanish back to Oblivion. Dark Seducer arms and armour have the same enchant values and weight as Malachite.
- Additionally, if slain while permanently bound to Mundus, a character can make a -40 Alchemy test to salvage the Daedra's Heart, which is a Legendary Restoration ingredient.

Ogrim

Ogrim are enormous Daedra with very little intellect, but which are chiefly sent into the mortal world to menace living things for the amusement of Daedra Princes. Ogrim are associated with Malacath. They are known for their unnatural toughness.

Ogrim, Daedra, Major Group, 1000 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	60	Hit Points	68	Combat	80
Endurance	60	Wound Thr.	19	Magic	40
Agility	30	Magicka	20	Evasion	10
Intel.	20	Stamina	6	Observe	45
Willpower	40	Initiative	+8	Stealth	10
Perception	35	AP	3	Knowledge	20
Personality	5	Speed	12m	Social	5
Luck	-	Size	Huge	Physical	80

Weapons and Armour

- **Huge Fists:** 2d8 Crushing; Concussive, Magic, 2m Reach.
- **Natural Toughness 6.**

Special Abilities

- **Hulking Fortitude (2 SP):** Upon taking damage, the Ogrim can spend 2 Stamina Points **immediately to negate all damage from the attack.** If the attacking weapon has the **Impaling** quality, the damage is **only halved** instead. When a creature's melee attack is affected by this, they become **Dazed for one round** as they stagger back. If the weapon has the **Impaling** quality, the wielder must immediately pass a **+30 Luck test or else the weapon is stuck** in the Ogrim's rolling mounds of fat, and the character is *disarmed*. Retrieving the stuck weapon requires a *Take Weapon* special action that the Ogrim does not oppose, but the character must still succeed on their **Unarmed or Athletics test**.

Traits

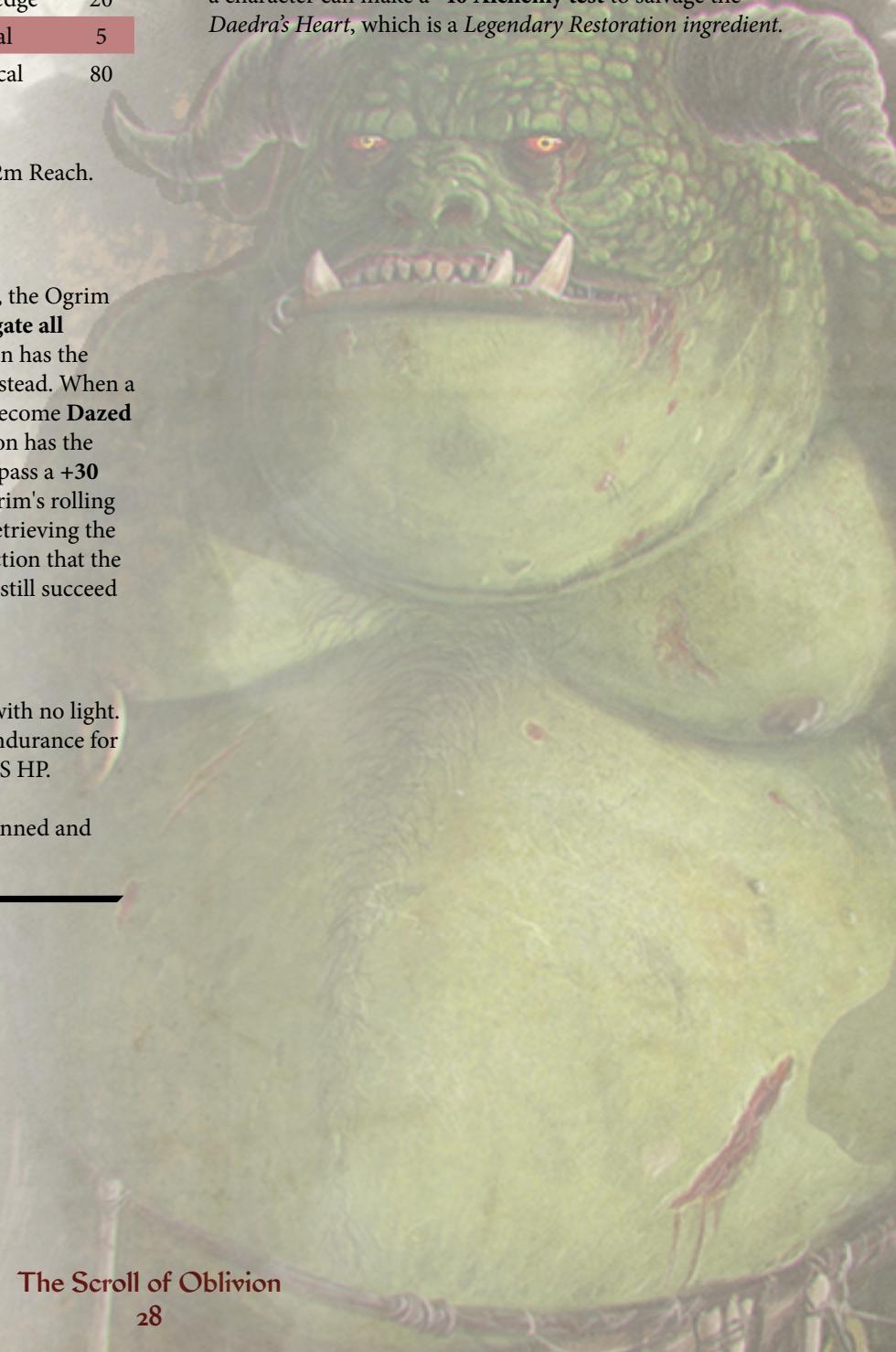
- **Dark Sight:** Can see and act normally in areas with no light.
- **Regeneration (6 + DoS):** The Ogrim can test Endurance for free at the start of each round to heal for $6 + \text{DoS}$ HP.
- **Resistance (Normal Weapons, 5).**
- **Thick Skull:** The Ogrim is immune to being Stunned and Dazed.

Encountering Ogrim

These lumbering, nipple-pierced Daedra can be found in the service of Malacath mostly, but is sometimes affiliated with other Daedric princes such as Molag Bal. They are very known to harass mortals, and are very hard to kill because of their natural resistance to non-magical weapons. Slow-witted, slow-bodied, and ponderous creatures, they are nonetheless deadly to any foolish enough to wander too closely to the monstrous brutes. They are a perfect frontline force for any seasoned conjurer.

Ogrim Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy at -10** to harvest the two **Ogrim's Horns**, which are each a *Rare Alteration ingredient*. If not *Bound* to Mundus, the Ogrim simply vanishes.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the **Daedra's Heart**, which is a *Legendary Restoration ingredient*.



Scamps

Scamps are a common Daedric creature, known for their simple-mindedness and cowardliness. Though smaller and weaker than most other Daedra, they can still be a dangerous opponent, especially when found in numbers. They are mischievous and cruel.

Scamp, Daedra, Minor Solo, 300 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	35	Hit Points	13	Combat	50
Endurance	35	Wound Thr.	8	Magic	65
Agility	50	Magicka	30	Evide	50
Intel.	40	Stamina	3	Observe	45
Willpower	35	Initiative	+12	Stealth	60
Perception	45	AP	3	Knowledge	40
Personality	5	Speed	13m	Social	5
Luck	-	Size	Small	Physical	35

Weapons and Armour

- **Tooth and Nail:** 1d4 Slashing; Magic, Small, 1m Reach.

Special Abilities

- **Mischief and Mayhem (1 SP):** After making a **successful melee attack**, the Scamp can spend a Stamina Point to either immediately climb the opponent, pulling their hair, tugging their ears and biting their nose to count as a **Grapple**, or instead try to steal an item by rolling **Stealth against the target's Perception or Observe**. If successful, the Scamp manages to steal something of its choice and proceeds to turn it against the original owner.
- **Gang Up (1 SP):** When a Scamp makes a melee or spell attack, they can increase the **damage by +1 for each Scamp** also in reach of the target if making a melee attack, or within 3m of the casting Scamp if making a spell attack. **This point must be spent before resolving the attack roll.**
- **Refresh Spells (1 AP):** The Scamp can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.

Traits

- **Climber (10):** The creature can climb walls and ceilings as if open ground, treating their Speed as 10m.
- **Dark Sight:** Can see and act normally in areas with no light.
- **Resistance (Normal Weapons, Magic, 5):**
- **Spellcaster:** The Scamp knows the following spells. The Scamp does not track Magicka, but instead can cast each spell they know one time.

Spell List

Fire Bolt 1 (d4, 2 MP)

Fire Bolt 2 (d6, 3 MP)

Reflect 1 (Reflect on 1 or less d10, 5 MP)

Encountering Scamps

These tiny mischievous Daedra are renowned across Tamriel to be the most annoying and irritating of all the Daedra (barring Daedrats of course). They're known to harass mortals more than any other Daedra, as they burn down whatever comes in their way with their fire spells. Scamps are mostly associated with Mehrunes Dagon, but can be found doing errands for many of the Daedric Princes in Oblivion.

In combat these small devils can be found casting fire spells from a distance and when they get close, they climb on top of their enemies, choking, biting, pulling hair, throwing sand in eyes, and stealing items. One Scamp is no threat, two are a handful, three is utter mayhem.

Scamp Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy at -10** to harvest a dose of *Scamp Skin*, which is a *Rare Destruction ingredient*, otherwise the Scamp simply vanishes back to the realms of Oblivion.
- If slain while *permanently bound* to Mundus, a character can make a **-10 Alchemy test** to salvage the Scamp's *Tiny Daedra Heart*, which is a *Rare Restoration ingredient*.



Spider Daedra

These Daedra appear as giant spiders with human torsos, and are associated with Mephala. They are so unruly and irrational that not even Mephala's worshippers loathe to summon them, for fear that they will disobey orders.

Spider Daedra, Daedra, Major Group, 1000 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	45	Hit Points	25	Combat	85
Endurance	50	Wound Thr.	14	Magic	80
Agility	55	Magicka	80	Evasion	75
Intel.	40	Stamina	5	Observe	80
Willpower	50	Initiative	+14	Stealth	80
Perception	50	AP	3	Knowledge	40
Personality	15	Speed	14m	Social	25
Luck	-	Size	Large	Physical	75

Weapons and Armour

- Venomous Kiss:** 1d10 Poison; Magic, Small, 1m Reach.
- Claws:** 1d6 Slashing; Magic, Exploit Weakness, 2m Reach.
- Spider Hide:** Partial AR 4.
- Natural Toughness 1.**

Special Abilities

- Web Blast (1 AP + 1 SP):** As an attack, the Spider Daedra can launch a web up to 10m. If it hits, its target is **Entangled**.
- Summon Spiderlings (1 AP + 1 SP):** As an action, the Spider Daedra can call forth her children from the void, **summoning 1d4+1 Spiderlings**. *Summoned Spider Daedra cannot use this ability.*
- Poison Spit (2 SP):** As an attack, the Spider Daedra can spit a wad of Daedric toxins up to 3m. The spit inflicts **2d8 Poison damage** immediately, and *Envenoms* the target. While *Envenomed*, the target suffers a **-20 on all Agility based tests and halves their movement speed** until they pass a **-20 Endurance test** that can be taken as a free action once per round at the start of their turn, or until a minute has passed.
- Refresh Spells (1 AP):** The Daedra can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.

Special Hit Charts

There are custom hit charts for Spider Daedra. Additionally, because they have eight legs, 3 of a Spider Daedra's legs must be wounded before suffering the effects of a single wounded leg, and 6 must be wounded before being Immobilized.

Roll	Melee Hit Location	Roll	Ranged Hit Location
1-5	Legs	1-4	Legs
6-7	Body	5-7	Body
8	Left Arm	8	Left Arm
9	Right Arm	9	Right Arm
10	Body	10	Body

Traits

- Climber (14):** The creature can climb walls and ceilings as if open ground, treating their Speed as 14m.
- Crawler:** Not slowed by Difficult Terrain.
- Dark Sight:** Can see and act normally in areas with no light.
- Immune to Paralysis, Silence.**
- Quadruped:** Triples Speed when Dashing.
- Resistance (Normal Weapons, Fire, 5).**
- Weakness (Frost, Shock, 3).**
- Spellcaster:** The Spider Daedra knows the following spells. The Spider Daedra does not track Magicka, but instead can cast each spell they know one time.

Spell List

*Shock Bolt 5 (2d6, 6 MP)
Shock Cone 5 (2d6, 12 MP)
Chain Lightning 3 (d8, 10 MP)
Heal 6 (12 HP, 14 MP)*

Encountering Spider Daedra

This particular Daedra can be found in the service of Mephala, and are some of the most vile Daedra to be found among her realm. With how unpredictable and irrational they are, it would almost make you think that Sheogorath may have had a hand in making them.

They're among the most powerful and dangerous Daedra to fight as they can easily summon masses of Spiderlings to aid them in battle while in Oblivion. As well as the poison that they spit at their adversaries, which is caustic and causes the target to move slower. This, in addition to their web-shooting abilities, makes them very formidable and not something any summoner should easily conjure up on a whim.

Spider Daedra Loot

- If slain while *permanently bound* to Mundus, a character can test **Alchemy at -20** to harvest the *Spider Daedra's Silk Gland*, which is a *Very Rare Mysticism ingredient*.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a **-40 Alchemy test** to salvage the *Daedra's Heart*, which is a *Legendary Restoration ingredient*.

Spiderlings

Spawned by the larger and more powerful Spider Daedra, these creatures aid their mother in battle.

Spiderling, Daedra, Minor Solo, 20 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	20	Hit Points	10	Combat	50
Endurance	20	Wound Thr.	6	Magic	20
Agility	50	Magicka	15	Evade	70
Intel.	15	Stamina	2	Observe	60
Willpower	20	Initiative	+10	Stealth	80
Perception	40	AP	1	Knowledge	15
Personality	5	Speed	12m	Social	5
Luck	-	Size	Tiny	Physical	30

Weapons and Armour

- Tiny Fangs:** 1d4; Magic, Small, 1m Reach.
- Spiderling Hide:** Partial AR 3.

Special Abilities

- Web Blast (1 AP + 1 SP):** As an attack, the Spiderling can launch a web up to 10m. If it hits, its target is **Entangled**.
- Paralyzing Bite (1 SP):** When the Spiderling successfully hits a target with its **Tiny Fangs**, it can choose to spend a Stamina Point instead of rolling damage in order to induce a temporary paralysis in the target. The target can attempt a **+10 Endurance test** to resist. Failure results in the target being **Paralyzed for one round**.

Traits

- Climber (12):** The creature can climb walls and ceilings as if open ground, treating their Speed as 12m.
- Crawler:** Not slowed by Difficult Terrain.
- Dark Sight:** Can see and act normally in areas with no light.
- Immune to Paralysis, Silence.**
- Quadruped:** Triples Speed when Dashing.
- Resistance (Fire, 5).**
- Swarm:** A Spiderling causes +1 damage with their Tiny Fangs for every other friendly Spiderling also in reach of the target.

Encountering Spiderlings

Spiderlings will always be seen under the command of Spider Daedra, serving as minions for their master to distract enemies and provide cover for the greater Daedra. Killing the Spider Daedra that summoned them will banish them in turn.

Spiderling Loot

- If slain while *permanently bound* to Mundus, a character can make a **-10 Alchemy test** to salvage the Spiderling's **Tiny Daedra Heart**, which is a *Rare Restoration ingredient*.



Winged Twilights

A Harpy-like, female-form Daedra with bat-like wings. They operate as messengers of Azura.

Winged Twilight, Daedra, Deadly Solo, 1500 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	40	Hit Points	25	Combat	110
Endurance	50	Wound Thr.	15	Magic	90
Agility	70	Magicka	100	Evade	120
Intel.	50	Stamina	5	Observe	95
Willpower	60	Initiative	+17	Stealth	90
Perception	55	AP	4	Knowledge	50
Personality	40	Speed	18m	Social	60
Luck	-	Size	Med.	Physical	65

Weapons and Armour

- Talons:** 1d12 Slashing; Magic, Proven, 1m Reach.
- Barbed Tail:** 2d8 Splitting; Magic, Impaling, 2m Reach.

Special Abilities

- Flyby (1 SP):** The Winged Twilight cannot be targeted by Attacks of Opportunity for one round while Flying.
- Earth's Harsh Embrace (2 SP):** After making a successful melee attack with their Talons or Barbed Tail, the Winged Twilight can spend 2 Stamina Points to then grab the target, provided it is sized Medium or Smaller. The Winged Twilight then can test Physical to fly up to 9m upwards. This is treated as a Grapple, and the Winged Twilight can choose to drop the target at any point, causing the usual amount of falling damage to be incurred.
- Refresh Spells (1 AP):** The Daedra can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.

Traits

- Flyer (18):** The Winged Twilight can fly at a Speed of 18m.
- Resistance (Normal Weapons, Fire, Frost, Shock, Poison, 5).**
- Spell Reflect (2):** Whenever the Winged Twilight would be affected by a magic spell, roll a d10. On a 2 or less, the Winged Twilight is unaffected and the caster of the spell is affected instead.
- Special Hit Locations:** A roll of 5 on the Hit Location chart instead hits the Winged Twilight's tail. If wounded, it cannot use its Barbed Tail attack. Additionally, its arms are its wings, and if Wounded, cannot fly.
- Spellcaster:** The Winged Twilight knows the following spells. The Winged Twilight does not track Magicka, but instead can cast each spell they know one time.

Spell List

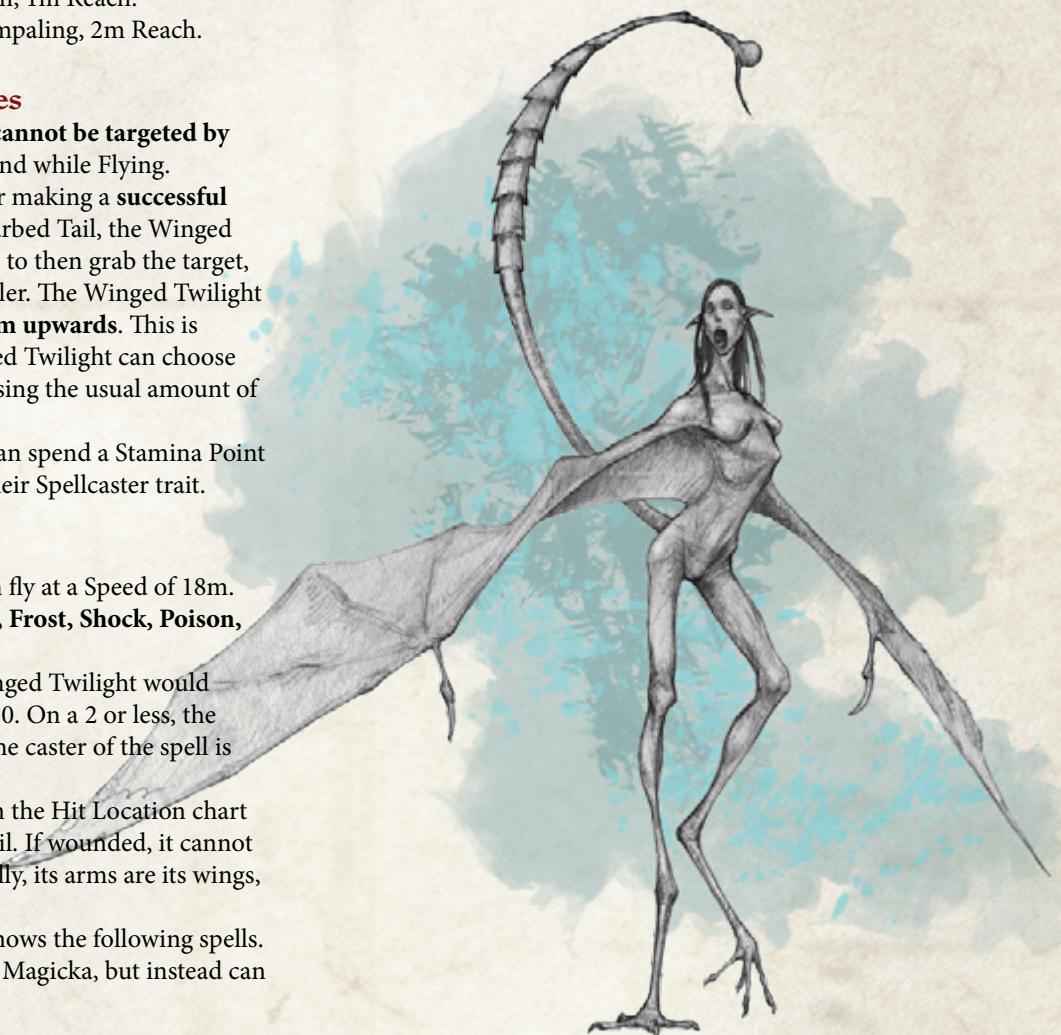
- Shock Bolt 3 (d8, 5 MP)
 Shock Bolt 4 (d10, 6 MP)
 Shock Ball 5 (2d6, 11 MP)
 Chain Lightning 3 (d8, 10 MP)

Encountering Winged Twilights

Winged Twilights are associated mostly with the Daedric Prince Azura, as they are her primary messengers, and minions. They have large bat-like wings for arms, and have resistances to most types of magic damage. The tail of this Daedra is probably its most formidable feature, as it is the Winged Twilights primary means of attack. If the tail is wounded though, the Winded Twilight must rely on its claws and natural spellcasting. This Daedra is another of the few summoned only by seasoned conjurers.

Winged Twilight Loot

- If slain while permanently bound to Mundus, a character can test Alchemy at -40 to harvest up to 3 doses of *Twilight Poison*, which are each a Legendary Destruction ingredient. The character salvages up to their DoS on the Alchemy test, maximum of 3.
- Additionally, if slain while permanently bound to Mundus, a character can make a -40 Alchemy test to salvage the *Daedra's Heart*, which is a Legendary Restoration ingredient.



The Xivilai

Xivilai are highly intelligent Daedra that look like tall and muscular gray-skinned warriors. They are similar in many points to the Dremora, but do not have a caste system. This lack of caste system reflects their hatred of subordination and tendency for betrayal. When they do serve a Daedric Prince, it is most often Mehrunes Dagon.

Xivilai, Daedra, Deadly Solo, 1250 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	60	Hit Points	50	Combat	100
Endurance	55	Wound Thr.	23	Magic	90
Agility	40	Magicka	80	Evide	60
Intel.	40	Stamina	5	Observe	55
Willpower	60	Initiative	+11	Stealth	40
Perception	35	AP	3	Knowledge	60
Personality	30	Speed	14m	Social	60
Luck	-	Size	Med.	Physical	85

Weapons and Armour

May have any one of the following:

- **Daedric Cleaver:** 1d12+4 Slashing; 2H, Magic, Unwieldy, Proven, 3m Reach.
- **Daedric Executioner:** 1d12+4 Splitting; 2H, Magic, Unwieldy, Shield Splitter, Proven, 3m Reach.
- **Daedric Great-Mace:** 1d12+4 Crushing; 2H, Magic, Unwieldy, Concussive, Shield Splitter, Proven, 3m Reach.
- **Daedric War-Comet:** 1d12+4 Crushing; 2H, Magic, Flail, Unwieldy, Concussive, Shield Splitter, Proven, 3m Reach.

Also has:

- **Natural Toughness 4.**

Special Abilities

- **Brutal Cleave (1 SP):** As part of an All Out Attack, the Xivilai can **strike up to 3 targets** in melee reach as a single attack. Any targets struck suffer *Damaged (3)* on the affected Hit Location. Roll once for the attack, and resolve damage separately against all struck targets.
- **Killing Blow (1-3 SP):** After rolling melee damage, the Xivilai can spend SP to **increase the damage by +3 for each Stamina Point spent**, up to a maximum of 3 SP.
- **Refresh Spells (1 SP):** The Xivilai can spend a Stamina Point to refresh all their spell casters for their Spellcaster trait.

Traits

- **Innate Magic:** Can cast spells even if hands are occupied.
- **Powerful:** The Xivilai can wield two handed weapons in one hand, and ignores the Unwieldy trait when parrying.
- **Resistance (Fire, 3).**
- **Weakness (Frost, 3).**
- **Savage:** Rolls an additional damage dice and take the highest.
- **Spell Absorption (4).**

- **Spellcaster:** The Xivilai knows the following spells. The Xivilai does not track Magicka, but instead can cast each spell they know one time.

Spell List

- Shock Bolt 5 (d10, 7 MP)
 Shock Bite 7 (2d10, 7 MP)
 Fire Bolt 7 (d2d10, 9 MP)
 Shield 5 (5 HP, 17 MP)
 Dispel Touch 3 (SL 3, 14 MP)
 Summon Clannfear (Mindlock 1, 25 MP)

Encountering Xivilai

A race of tall, muscular, and grey-skinned daedra, the Xivilai is notable for being a free daedra, not bound to any prince. They may be found under the service of any prince however, as they may be persuaded into joining their ranks.

Xivilai society is without castes like that of the Dremora, and it values strength and power above all things. Scheming, backstabbing, and betrayal are extremely common in their ruthless society. They live within their own area of Oblivion, within the sway of Peryite. In battle, they will usually summon a clannfear, and stay back blasting with their powerful spells until they feel the time to charge into melee is right.

Xivilai Loot

- If slain while *permanently bound* to Mundus, a Xivilai's weapons and armour will be recoverable, otherwise the Xivilai's body and equipment vanish back to Oblivion.
- Additionally, if slain while *permanently bound* to Mundus, a character can make a -40 Alchemy test to salvage the *Daedra's Heart*, which is a Legendary Restoration ingredient.



Flame Atronachs

A powerful fire elemental which can be summoned by mages.

Flame Atronach, Daedra, Minor Group, 700 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	25	Hit Points	28	Combat	60
Endurance	30	Wound Thr.	15	Magic	70
Agility	40	Magicka	-	Evade	40
Intel.	35	Stamina	4	Observe	35
Willpower	50	Initiative	+10	Stealth	20
Perception	35	AP	3	Knowledge	35
Personality	5	Speed	10m	Social	5
Luck	-	Size	Med.	Physical	50

Weapons and Armour

- **Flickerflames:** 1d4 Fire; 1m Reach.

Special Abilities

- **Overload (1 SP):** After casting a Fire spell, the Atronach can spend a Stamina Point to add its WpB to the damage dealt.
- **Living Flames (1 SP):** After hitting a target or targets with a Fire attack, the Atronach can spend a Stamina Point to force all hit targets to immediately test Evade at +0 as a free action. Targets that fail the test are immediately Burning (3).

Traits

- **Death Throes:** After dying, causes a 2m explosion dealing 1d10 Fire Damage to all targets in the area, exactly as an AoE attack that scores 1 Degree of Success.
- **Fiery Form:** Emits bright light in a 5m radius. Additionally, Fire damage not originating from the Atronach heals them for the damage done instead.
- **Float:** The Flame Atronach floats 1m off the ground.
- **Immune to Normal Weapons, Fire.**
- **Weakness (Frost, 3).**
- **Wreathed in Fire:** Characters hit by the Atronach's melee attacks, or end a round within 1m of the Atronach must test Evade as a free action or gain the Burning (1) condition.
- **Atronach:** The Flame Atronach knows the following spells. The Flame Atronach does not track Magicka, but instead can cast each spell as often as they like.

Spell List

- Fire Bite 4 (d10, 4 MP)*
Fire Bolt 3 (d8, 5 MP)
Fire Ball 2 (d6, 8 MP)
Fire Cone 2 (d6, 9 MP)
Fire Storm 1 (d4, 8 MP)
Weakness to Fire 3 (Weakness 3, 6 MP)

Encountering Flame Atronachs

Flame Atronachs form one of the most common conjured Daedra in Tamrielic history, and are found under the employ of many different Princes. When facing a group of mages or a Daedric incursion, expect to find these creatures amongst the enemy. If in trouble fighting Flame Atronachs, remember to avoid using offensive fire spells and equip yourself to defend against them in turn, and keep your distance lest you end up burning alive with it as it explodes upon death.

Flame Atronach Loot

- If slain while *permanently bound* to Mundus, a character can make a **-30 Alchemy test** to salvage the *Fire Salts*, which are an *Extremely Rare Alteration ingredient*.



Frost Atronachs

A powerful frost elemental which can be summoned by mages.

Frost Atronach, Daedra, Major Group, 800 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	50	Hit Points	33	Combat	80
Endurance	50	Wound Thr.	15	Magic	80
Agility	20	Magicka	-	Evade	20
Intel.	35	Stamina	5	Observe	35
Willpower	50	Initiative	+8	Stealth	20
Perception	35	AP	3	Knowledge	35
Personality	5	Speed	9m	Social	5
Luck	-	Size	Large	Physical	70

Weapons and Armour

- **Ice Fists:** 1d12 Crushing, 3 Frost on Strike; Magic, 2m Reach.
- **Frozen Armour:** AR 6, Full.
- **Natural Toughness 5.**

Special Abilities

- **Permafrost (2 SP):** After hitting and damaging a target with a **Frost Bolt** spell, the Atronach can spend a Stamina Point to force them to immediately pass a **Strength test at +0** or be **Immobilized**. The target remains Immobilized until they pass the Strength test as a free action at the start of each turn. A character can attempt to retry the test as an Action.
- **Deep Freeze (1 SP):** As a free action, the Frost Atronach can immediately **heal itself for d10 HP**. Additionally, all **targets within 1m take the healed amount as Frost damage** unless they pass a **+0 Evade test** as a free action.

Traits

- **Freezing Form:** Characters who Grapple, or are Grappled by the Frost Atronach much test Endurance at -10 or be Entangled until the Grapple ends as the frost overtakes them. They also take 1 irresistible Frost Damage at the start of each round while Grappled.
- **Immune to Normal Weapons, Frost.**
- **Weakness (Fire, 3).**
- **Atronach:** The Frost Atronach knows the following spells. The Frost Atronach does not track Magicka, but instead can cast each spell as often as they like.

Spell List

- Frost Bite 4 (d10, 4 MP)*
Frost Bolt 3 (d8, 5 MP)
Frost Cone 2 (d6, 9 MP)
Frost Cloak 1 (d4, 6 MP)

Encountering Frost Atronachs

Another oft summoned Daedra, Frost Atronachs serve as the heavy bruisers that make up for a typical mages lack of physical prowess. With chilling impacts and thick icy 'flesh', these creatures thrive in melee as they sap warriors dry of their stamina and crush them beneath their massive limbs.

Frost Atronach Loot

- If slain while *permanently bound* to Mundus, a character can make a **-30 Alchemy test** to salvage the *Frost Salts*, which are an *Extremely Rare Alteration ingredient*.



Storm Atronachs

A powerful storm elemental which can be summoned by mages.

Storm Atronach, Daedra, Major Group, 900 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	60	Hit Points	36	Combat	70
Endurance	55	Wound Thr.	17	Magic	90
Agility	30	Magicka	-	Evasion	30
Intel.	35	Stamina	5	Observe	35
Willpower	60	Initiative	+9	Stealth	30
Perception	35	AP	3	Knowledge	35
Personality	5	Speed	12m	Social	5
Luck	-	Size	Large	Physical	80

Weapons and Armour

- **Stormclaw:** 1d8 Shock; Magic, 3m Reach.
- **Slam:** 1d8 Crushing; Magic, Unwieldy, Reach 1m.
- **Natural Toughness 6.**

Special Abilities

- **Overload (1 SP):** After casting a Shock spell, the Atronach can spend an SP to add its WpB to the damage dealt.
- **Chainclaw (1 SP):** After successfully hitting a target with a Stormclaw melee attack, the Atronach can spend a Stamina Point to immediately affect up to 3 other targets within 2m of the original target. This cannot be reacted to.

Traits

- **Gale Form:** The Atronach treats all its Hit Locations as being Body. Additionally, all characters within 2m of the Storm Atronach take d10 Crushing damage at the start of each of their turns as they are bombarded by debris and stones.
- **Float:** The Storm Atronach floats 1m off the ground.
- **Immune to Normal Weapons, Shock.**

- **Atronach:** The Storm Atronach knows the following spells. The Storm Atronach does not track Magicka, but instead can cast each spell as often as they like.

Spell List

Shock Bolt 3 (d8, 5 MP)

Shock Cone 3 (d8, 10 MP)

Shock Storm 1 (d4, 8 MP)

Weakness to Shock 4 (Weakness 4, 7 MP)

Encountering Storm Atronachs

While not as common as its Flame and Frost counterparts, the Storm Atronach is still well known for its affinity for summoners along with its affinity for its namesake element. Appearing as a cluster of rocks caught in a storm in a way that resembles some kind of humanoid, these Atronachs will fling deadly Shock spells at their foes, and at times will bash at foes with their own rocky forms if someone survives long enough to engage them in melee.

Storm Atronach Loot

- If slain while *permanently bound* to Mundus, a character can make a **-30 Alchemy test** to salvage the **Void Salts**, which are an *Extremely Rare Mysticism ingredient*.



Flesh Atronachs

A Powerful golem of stitched flesh and bone, imbued with a Daedric soul and covered in arcane symbols. Despite bearing the name "Atronach", these creatures are not truly Daedra.

Flesh Atronach, Construct, Major Group, 750 White Soul

Char	*	Attributes	*	Proficiencies	*
Strength	60	Hit Points	40	Combat	70
Endurance	60	Wound Thr.	17	Magic	80
Agility	30	Magicka	-	Evade	30
Intel.	30	Stamina	6	Observe	35
Willpower	50	Initiative	+9	Stealth	20
Perception	35	AP	3	Knowledge	30
Personality	5	Speed	12m	Social	5
Luck	-	Size	Large	Physical	80

Weapons and Armour

- **Gnarled Fist:** 1d6; Unarmed, Magic, 1m Reach.
- **Natural Toughness 4.**

Can have one of the following, on a d10 roll:

- **1-4. Crude Mace:** 1d10 Crushing; Magic, Concussive, Unwieldy, 2m Reach.
- **5-7. Crude Axe-Flail:** 1d10 Splitting; Magic, Flail, Unwieldy, 2m Reach.
- **8-10. Crude Blade:** 1d10 Slashing; Magic, 2m Reach.

May also have one of the following, on a d10 roll:

- **7+. Crude Iron Partial Plating:** AR 3, Partial.
- **9+. Crude Iron Full Plating:** AR 5, Full.

Special Abilities

- **Devouring Grasp (1 SP):** After successfully hitting with a **Gnarled Fist attack**, the Flesh Atronach can immediately spend a Stamina Point to **Grapple** the target and deal **1d10 Magic damage**. The Atronach heals for the amount of damage dealt.
- **Cleave (2 SP):** As part of an **All Out Attack**, the Flesh Atronach can **strike up to 3 targets** in melee reach as a single attack. Roll once for the attack, and resolve damage separately against all struck targets.

Traits

- **Built in Weapons:** The Atronach cannot be voluntarily or involuntarily disarmed of its weapons or armour.
- **Immune to Normal Weapons.**
- **Regeneration (DoS+3):** At the start of each of its turns, the Flesh Atronach can test Endurance to regenerate up to DoS+3 HP as a free action.
- **Resistance (Fire, 4).**
- **Weakness (Shock, 4).**

Variant: Hulking Flesh Atronach

The *Hulking Flesh Atronach* has a total HP of 50, and treats its SB as 8. It can be armed with two random weapons instead of 1. Additionally, it is Huge instead of Large. It also gains a new power:

- **Reaping Blast (1 AP + 1 SP):** As a ranged attack, the Hulking Atronach can deal 1d10 Magic damage in a 5m cone. The Atronach heals for the damage dealt.

Encountering Flesh Atronachs

Unlike typical Atronachs, Flesh Atronachs are more often tailor made to their masters needs and desires, as such they are more likely to be found amongst mages with necromantic tendencies, as well as certain Daedric Princes.

Flesh Atronach Loot

- If slain while *permanently bound* to Mundus, a character can make a -30 Alchemy test to salvage the **Void Essence**, which are an *Extremely Rare Restoration ingredient*.

